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Dedication: To HERO System fans everywhere — we hope the Resource Kit makes your games more fun than ever!

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he HERO System Resource Kit is a HERO System gaming aid for use by both players and gamemasters (GMs). No matter what role you take in your gaming group, or what type of HERO System game you play, the Resource Kit includes things to improve your gaming experience.

GM'S SCREEN

The five-panel GM's screen contains copies of the charts and tables most commonly consulted while you're running or playing a *HERO System* game. While it's of most use to GMs (since they can conceal their notes and NPC character sheets behind it), it also helps players. Not only can they look at the tables on the outside of the GM's copy (since each side features the same tables), but they can use their own copy as a personal "quick reference sheet."

Customizing Your GM's Screen

Every GM and group of players is unique, with its own preferences and approaches to the *HERO System*. You may find there are tables, charts, or rules summaries you consult frequently, but which aren't on the GM's Screen — after all, there's only so much room on five pages. Fortunately, it's easy for you to customize your GM's Screen to suit your own gaming style.

One way to customize the screen, if you find that you don't use part of it, is to replace the unused part with something you do want. All you have to do is make a photocopy of what you do want, and then, with a few paper clips or some removable tape, use it to cover up the table you don't need.

Even better, you can add a couple of pages of material to the Screen without replacing anything. All you need (besides a printout or photocopy of the pages to add) is something you can get from any office supply store. For no more than a dollar or two, you can buy one of those report covers with the clear plastic front and the removeable plastic spine that holds the pages inside the clear plastic (some stores call these "sliding bar report covers"). Take the removeable spine and attach half of it to one of the outer folds of the GM's Screen. Then use the other half to hold another piece of paper — for example, maybe the Combat Record Sheet for the evening's adventure. The GM's Screen is sturdy enough to support one extra sheet attached to each of its end folds like this, thus allowing you to add two more pages to the screen. For best results, print the extra pages on card stock; the tougher paper adds even more stability.

RULES SUMMARY AND FORMS BOOKLET

The second component in the *Resource Kit* is this booklet, containing 48 pages of useful information and forms.

You have Hero Games's permission to photocopy any of the forms in the booklet for personal use only.

Character Creation Summary

The first and largest section of the booklet contains a condensed version of all the information you need to create characters, vehicles, bases, automatons, and so forth — the Skill List, the Power cost summaries, Disadvantage value tables, the Vehicle Size Table, and lots more. When you just need this basic information, it's often easier to carry or consult this booklet than the full 5th Edition tome.

At the end of this section, you'll find a copy of the character sheet from the *HERO System* 5th *Edition*. You can easily make photocopies of this sheet without having to place any strain on your copy of the core rulebook.

Character Bio Sheet

A good character is more than just a collection of numbers and buzzwords on a character sheet. He has a background, a history, a life. In other words, he seems like a living, breathing, three-dimensional person, not a two-dimensional combat machine. This sheet helps the player create that sort of depth by making him think about many different aspects of his character — everything from his basic physical appearance, to his family history, and beyond. Gamemasters can carry this idea further, if they wish, by writing down some additional questions on another page.

Campaign Ground Rules Sheet And Character Creation Checklist

These two forms, intended for use by the GM, help in the planning of a campaign. Both players and GMs benefit when they have a firm idea of what the campaign involves before anyone creates any characters, and these forms help the GM provide that information.

The Campaign Ground Rules sheet describes the basic "flavor" of the campaign and which optional rules (if any) the GM intends to use. By spending just a few minutes filling it out, the GM can convey all the necessary information to the players in an easy-to-read format.

A NOTE ON CORRECTIONS

We've taken advantage of the production of this booklet to correct a few typos and errors that crept into the HERO System 5th Edition core rulebook. Where the text of the two differ, the text in this booklet takes precedence. As always, check the errata and Rules FAQ pages on the Hero Games website (www.herogames.com) for the latest information.

Similarly, the Character Creation Checklist provides a handy reference for players regarding which game elements the GM allows, disallows, encourages, and/or discourages. A few spaces have been included where GMs can write in Skills and other elements unique to their campaigns.

Combat Record Sheet And Minion Control Sheet

These two forms help the GM during the actual running of a game. The first, prepared for each game session, lists the PCs and major NPCs in order of their DEX, thus helping combat to go a little more smoothly. It also has space to write down each character's defenses, movement, PER Rolls, and noteworthy abilities. In short, it's a handy onepage summary of what all the primary characters can do.

The Minion Control Sheet, on the other hand, is for entirely secondary characters, whether you call them minions, agents, thugs, or simply "cannon fodder." These are lesser opponents, often intended more to harass or delay PCs than actually defeat them. Since you just need a little bit of basic combat information about each one, it's easy to keep track of up to 15 of them with this sheet.

Adventure Record Sheet

When the scenario's done and the PCs have received their well-earned Experience Points, the GM can write down what happened during the game on this form. By keeping track of each character's accomplishments, and the general events of each game session, the GM can easily establish a "living record" of his campaign — the perfect source for remembering (and reviving!) old subplots, supposedly dead enemies, and more. If necessary, use the back of the sheet to include more information.

Vehicle, Base, And Computer Record Sheets

There's more to any campaign than just characters. The PCs (and their adversaries) use things like computers, vehicles, and bases during the course of the game, and sometimes it's important to keep track of the exact information about those things. These three sheets help you do just that.

Combat Rules Summary

This section condenses the *HERO System* combat rules into just a few pages, providing you with a quick source for most basic combat information (though the booklet generally doesn't reprint tables already on the GM's Screen). Handy page references direct you to the full text in the 5th Edition.

Combat Templates

For Hero gamers who use miniatures and hexmaps to make it easier to run combat scenes, these $1^{"} = 1$ hex templates help to determine the Range Modifier for a power, the extent of an Area Of Effect, and the like. We suggest photocopying them onto cardstock to protect them (perhaps using different colors of cardstock for different characters' powers); you could even get them laminated if you wish. If you prefer a scale other than $1^{"} = 1$ hex, photocopy them at a larger or smaller size.

ASSEMBLING THE PDF RESOURCE KIT

As a PDF product, this version of the HERO System Resource Kit requires a few changes in the way you assemble and use it.

GM's Screen

Since computer printers can't print a page that's 42.5 inches long — the length of the GM's Screen — the Screen's five panels have been broken up into five individual 8.5"x11" pieces. This allows you to assemble them in whatever order you like, or to discard pages you feel you don't need.

You can turn the five pages into a single screen in several ways. One, you attach them to a piece of posterboard or cardboard of the proper length, then crease it to create the folds. Two, you can use a "blank" GM's screen product, such as Citizen Games's Masterscreen, and insert the panels you want the most.

The Maps

The maps are included at their full $22^{\circ}x17^{\circ}$ size (a $1^{\circ} = 1$ inch scale) for people who have access to a printing shop that can make full-sized printouts for them. If you want to print them on $8.5^{\circ}x11^{\circ}$ paper, select "Shrink Oversized Pages To Paper Size" in the Print menu. You can then make larger-sized photocopies of them if you want to use them at their regular size.

Photocopying And Printing Permission

You have Hero Games's permission to print any of the contents of the PDF HERO System Resource Kit in any manner, size, or format for your own personal use, and to photocopy printed pages or the like for your own personal use.



CHARACTER TYPES GUIDELINES TABLE

Character Type	Base Points	Maximum Points From Disadvantages	Maximum Points From Any One Category Of Disadvantage	Total
Normal				
Incompetent Normal	-25	25	25 (or less)	0 (or less)
Standard Normal	0	25	25	25
Skilled Normal	25	25	25	50
Competent Normal	50	50	25	100
Hero <u>ic</u>				
Standard	75	75	25	150
Powerful	100	100	25	200
Very Powerful	125	125	40	250
Superheroic				
Low-Powered	150	100	50	250
Standard	200	150	50	350
High Powered	300	150	60	450
Very High Powered	400	200	75	600
Cosmically Powerful	500+	200+	75+	700+

CHARACTERISTICS

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

Primary Characteristics

Primary Characteristics represent a character's physical and mental capabilities. All PCs and important NPCs start with a value of 10 in each of their Primary Characteristics; less important or skilled NPCs may start with lower values (typically 8). The accompanying table lists the Primary Characteristics and how many Character Points it costs to raise each one's value by 1.

Figured Characteristics

The second type of Characteristic is Figured Characteristics, so called because you derive their values from a character's Primary Characteristics. Figured Characteristics mainly represent various combat capabilities. You can raise or lower Figured Characteristics independently of the Primary Characteristics by spending Character Points.

PRIMARY CHARACTERISTICS TABLE

Base Value	Primary Characteristic	Cost Per Point	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 TABLE

	Figured Characteristic	Formula	Cost per Point	Maximum Value
(2)	Physical Defense (PD)	STR/5	1	8
(2)	Energy Defense (ED)	CON/5	1	8
(2)	Speed (SPD)	1+(DEX/10)	10	4
(4)	Recovery (REC)	(STR/5)+(CON/5)	2	10
(20)	Endurance (END)	2 x CON	1/2	50
(20)	Stun (STUN)	BODY + (STR/2) + (CON/2)	2) 1	50

SKILLS

Skill	Туре	Base Roll	Base/+1 Cost	Period
Acrobatics	Agility	9+(DEX/5)	3/2	All
Acting	Interaction Intellect	9+(PRE/5)	3/2 3/2	All All
Analyze Animal Handler	Interaction	9+(INT/5) 9+(PRE/5)	2/2	All
Autofire Skills	Combat		Varies	Modern, Future
Breakfall	Agility	9+(DEX/5)	3/2	All
Bribery	Interaction	9+(PRE/5)	3/2	All
Bugging	Intellect	9+(INT/5)	3/2	Modern, Future
Bureaucratics	Interaction	9+(PRE/5)	3/2	All
Climbing	Agility	9+(DEX/5)	3/2	All
Combat Driving	Agility	9+(DEX/5)	3/2 3/2	All Modern, Future
Combat Piloting Combat Skill Levels	Agility Combat	9+(DEX/5)	Varies	All
Computer	Combat		varies	7111
Programming	Intellect	9+(INT/5)	3/2	Modern, Future
Concealment	Intellect	9+(INT/5)	3/2	All
Contortionist	Agility	9+(DEX/5)	3/2	All
Conversation	Interaction	9+(PRE/5)	3/2	All
Cramming	Intellect	—	5/—	All
Criminology	Intellect	9+(INT/5)	3/2	All
Cryptography Deduction	Intellect Intellect	9+(INT/5)	3/2 3/2	All All
Defense Maneuver	Combat	9+(INT/5)	Varies	All
Demolitions	Intellect		3/2	Modern, Future
Disguise	Intellect	9+(INT/5)	3/2	All
Electronics	Intellect	9+(INT/5)	3/2	Modern, Future
Fast Draw	Agility	9+(DEX/5)	3/2	All
Forensic Medicine	Intellect	9+(INT/5)	3/2	Modern, Future
Forgery	Intellect	9+(INT/5)	2/2	All
Gambling	Intellect	9+(INT/5)	2/2	All
High Society	Interaction	9+(PRE/5)	3/2	All
Interrogation Inventor	Interaction Intellect	9+(PRE/5)	3/2 3/2	All All
Knowledge Skill	Background	9+(INT/5) 11*	2/1*	All
Language	Background		1/1	All
Lipreading	Intellect	9+(INT/5)	3/2	All
Lockpicking	Agility	9+(DEX/5)	3/2	All
Martial Arts	Combat	Varies	Varies	All
Mechanics	Intellect	9+(INT/5)	3/2	Modern, Future
Mimicry	Intellect	9+(INT/5)	3/2	All
Navigation	Intellect Interaction	9+(INT/5)	2/2	All All
Oratory Paramedics	Intellect	9+(PRE/5) 9+(INT/5)	3/2 3/2	All
Penalty Skill Levels	Combat		Varies	All
Persuasion	Interaction	9+(PRE/5)	3/2	All
Power	Varies	9+(CHAR/5)	3/2	All
Professional Skill	Background	11*	2/1*	All
Rapid Attack	Combat	_	5/—	All
Riding	Agility	9+(DEX/5)	3/2	Fantasy, Modern
Science Skill	Background Intellect	11* 0. (INIT/5)	2/1*	All All
Security Systems Seduction	Interaction	9+(INT/5) 9+(PRE/5)	3/2 3/2	All
Shadowing	Intellect	9+(INT/5)	3/2	All
Skill Levels	_	—	Varies	All
Sleight of Hand	Agility	9+(DEX/5)	3/2	All
Stealth	Agility	9+(DEX/5)	3/2	All
Streetwise	Interaction	9+(PRE/5)	3/2	All
Survival	Intellect	9+(INT/5)	2/2	All
Systems Operation	Intellect	9+(INT/5)	3/2	Modern, Future All
Tactics Teamwork	Intellect Agility	9+(INT/5) 9+(DEX/5)	3/2 3/2	All
Tracking	Intellect	9+(DLX/3) 9+(INT/5)	3/2	All
Trading	Interaction	9+(PRE/5)	3/2	All
Transport Familiarity		_	Varies	All
Two-Weapon Fightin		_	10/—	All
Ventriloquism	Intellect	9+(INT/5)	3/2	All
Weapon Familiarity	Combat	_	Varies	All
Weaponsmith	Intellect	9+(INT/5)	2/2	All
*: Characters can bas	se these Skills o	n a Characteris	tic (usually INT)).

Movement

Every character can run and swim at a certain velocity. This is measured in "inches," also called "hexes," each equalling 2 meters (6.5 feet). All characters can Run 6" in a Phase, Swim 2," and Leap 2". These rates can be increased, as shown the accompanying table.

TYPES OF MOVEMENT

	Movement Mode	Cost Per +1"	Maximum Value
6"	Running	2	10"
2"	Swimming	1	5"
2"	Leaping	1	5"

SKILLS ENHANCERS

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

MARTIAL MANEUVERS COST

Maneuver	Cost
Choke Hold	4
Defensive Strike	5
Killing Strike	4
Legsweep	3
Martial Block	4
Martial Disarm	4
Martial Dodge	4
Martial Escape	4
Martial Grab	3
Martial Strike	4
Martial Throw	3
Nerve Strike	4
Offensive Strike	5
Sacrifice Throw	3
+1 Damage Class	4
Weapon Element	1

PERKS

Perk	Cost
Access	1-5 points
Anonymity	3+
Computer Link	1-10 points
Contact	2/1
Deep Cover	2
Favor	1
Follower	1 point per 5
	Character Points
	in Follower
Fringe Benefit	Varies
Money	Varies
Reputation	Varies
Vehicles and Bases	1 point per 5
	Character Points
	in Vehicle or Base

TALENTS

■ Absolute Range Sense Cost: 3 Character Points

■ Absolute Time Sense Cost: 3 Character Points

■ Ambidexterity Cost: 3 Character Points to reduce Off Hand penalty to -2; 6 Character Points to reduce Off Hand penalty to -1; 9 Character Points to eliminate Off Hand penalty entirely

■ Bump of Direction Cost: 3 Character Points

■ **Combat Luck Cost:** 6 Character Points for 3 points of Resistant PD and ED

■ **Combat Sense Cost:** 15 Character Points for a base 9 + (INT/5) roll; +1 to roll for 1 point

■ Danger Sense Cost: 15 points for ability to detect danger to self only, out of combat, as a Half Phase Action, with a PER Roll, +1 to the roll for +1 Character Point; +2 points to make it a Sense (no Half Phase required); +5 points to detect danger out of combat if it could be perceived given the Senses he possesses, and +5 more points to detect any danger regardless of whether it could be perceived given the Senses he possesses; +5 points to detect danger in the immediate vicinity, and +5 more points to detect danger in the general area, and +5 more points to detect danger in any area; -5 points for intuitional Danger Sense.

■ Double Jointed Cost: 4 Character Points

■ Eidetic Memory Cost: 5 Character Points

• Environmental Movement Cost: 1-4 Character Points (See sidebar for examples)

■ Lightning Calculator Cost: 3 Character Points

■ Lightning Reflexes Cost: 3 Character Points for +2 Lightning Reflexes for all actions; 1 Character Point for +1 Lightning Reflexes for a single action or maneuver

■ Lightsleep Cost: 3 Character Points

Perfect Pitch Cost: 3 Character Points

■ **Resistance Cost:** 1 Character Point per +1 to EGO Roll

■ Simulate Death Cost: 3 Character Points

■ **Speed Reading Cost:** 4 Character Points at base level; +2 Character Points for each additional x10 Rapid.

■ Universal Translator Cost: 20 Character Points for INT Roll, +1 to roll for 1 Character Point

POWER CATEGORIES

Adjustment Powers:

Advantages: Can Apply (Remove) Adders (+1), Delayed Return Rate (+¼ per step down the Time Chart below 1 Turn); Variable Effect (+¼ to affect any one Characteristic or Power of a given special effect, one at a time; +½ to affect any two Characteristics or Powers of a given special effect simultaneously; +1 to affect any four Characteristics or Powers of a given special effect simultaneously); +2 to affect all Characteristics and Powers of a given special effect simultaneously).

Limitations: Limited Special Effect (-¼), Only Restores To Starting Values (-½), Self Only (-½)

Attack Powers:

Limitations: Beam (-¼), Can Be Missile Deflected (-¼), Cannot Be Used With [Specific Combat Maneuver] (-¼ or -½), Cannot Be Used With Multiple-Power Attacks (-¼), Cannot Use Targeting (-½), No Knockback (-¼)

Defense Powers:

Advantages: Hardened (+¼) Limitations: Ablative (-½ or -1), Only Works Against Limited Type Of Attack (-½, -1)

Mental Powers:

Adder: Multiple Classes (+10 per class of minds)

Limitations: Based On CON (-1), Cannot Be Used Through Mind Link (-¼), Costs Endurance To Maintain (-¼, -½), Does Not Provide Mental Awareness (-¼), Eye Contact Required (-½), Limited Class Of Minds (-½, -1), Mandatory Effect (varies), Normal Range (-¼), Skin Contact Required (-1), Stops Working If Mentalist Knocked Out or Stunned (-¼, -½)

Movement Powers:

Advantages And Adders: Improved Noncombat Movement (+5 per doubling), Position Shift (+5), Improved Acceleration/Deceleration (varies)

Limitations: No Noncombat Movement (-¼), Turn Mode (-¼)

Sense-Affecting Powers:

Limitations: Limited Effect (-1/4)

Sensory Powers:

Limitations: Sense Affected As Another Sense Or More Than One Sense $(-\frac{1}{4} \text{ or } -\frac{1}{2})$

Size Powers:

Advantage: Costs Endurance Only To Activate (+¼)

ENVIRONMENTAL MOVEMENT EXAMPLES:

AQUATIC MOVEMENT

No penalties while in water: 3 Character Points

ICEWALKING

No penalties on slippery surfaces: 1 Character Point

I CAN DRUNK JUST AS GOOD FIGHT!

No penalties for intoxication: 3 Character Points

SUPREME BALANCE

No penalties on narrow surfaces: 3 Character Points

ZERO-G TRAINING

No penalties in zero gravity: 4 Character Points

THE POWERS LIST

Power Name	Power Type	Duration	Target	Range	END
Absorption A	Adjustment	Constant	Self Only	Self	N
Aid —	Adjustment	Instant	Target's DCV	No	N
Armor	Standard/Defense	Persistent	Self Only	Self	N
Change Environment	Standard	Constant	Hex	Yes/x5"	Y.
Characteristics	Standard	Persistent	Self Only	Self	Varies
Clairsentience 💵	Standard/Sensory	Constant	Hex	Yes/x5"	Y
Clinging	Standard	Constant	Self Only	Self	N
Damage Reduction	Standard/Defense	Persistent	Self Only	Self	N
Damage Resistance	Standard/Defense	Persistent	Self Only	Self	N
Darkness	Standard/Attack/Sense-Affecting	Constant	Hex	Yes/x5"	Y
Density Increase	Standard/Body	Constant	Self Only	Self	Y
Desolidification stor	Standard/Body	Constant	Self Only	Self	Y
Dispel	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Drain	Adjustment/Attack	Instant	Target's DCV	No	Y
Duplication	Special/Body-Affecting	Persistent	Self Only	Self	N
Ego Attack	Mental/Attack	Instant	Target's ECV	Yes/LOS	Y
Endurance Reserve	Special	Persistent	Self Only	Self	N
Energy Blast	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Enhanced Senses	Special/Sensory	Persistent	Self Only	Self	N
Entangle	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Extra-Dimensional Movement sor	Movement	Instant	Self Only	Self	Y
Extra Limbs	Special/Body-Affecting	Persistent	Self Only	Self	Ν
Faster-Than-Light Travel (FTL) STOP	Movement	Constant	Self Only	Self	Ν
Find Weakness	Special/Sensory	Persistent	Self Only	Self	Ν
Flash	Standard/Attack/Sense-Affecting	Instant	Target's DCV	Yes/x5"	Y
Flash Defense	Special/Defense	Persistent	Self Only	Self	Ν
Flight	Movement	Constant	Self Only	Self	Y
Force Field	Standard/Defense	Constant	Self Only	Self	Y
Force Wall	Standard/Defense	Constant	Hex	Yes/x5"	Y
Gliding	Movement	Constant	Self Only	Self	N
Growth	Size/Body-Affecting	Constant	Self Only	Self	Y
Hand-to-Hand Attack (HA)	Standard/Attack	Instant	Target's DCV	No	Y
Healing	Adjustment	Instant	Target's DCV	No	Y
Images	Standard/Attack/Sense-Affecting	Constant	Hex	Yes/x5"	Y
Invisibility	Standard/Sense-Affecting	Constant	Self Only	Self	Y
Killing Attack (HTH)	Standard/Attack	Instant	Target's DCV	No	Y
Killing Attack (Ranged)	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Knockback Resistance	Special/Defense	Persistent	Self Only	Self	Ν
Lack of Weakness	Special/Defense	Persistent	Self Only	Self	Ν
Leaping	Movement	Constant	Self Only	Self	Y
Life Support	Standard	Persistent	Self Only	Self	Ν
Luck	Special	Persistent	Self Only	Self	Ν
Mental Defense	Special/Defense	Persistent	Self Only	Self	Ν
Mental Illusions	Mental	Instant	Target's ECV	Yes/LOS	Y
Mind Control	Mental	Instant	Target's ECV	Yes/LOS	Y
Mind Link	Mental	Persistent	Target's ECV	Yes/LOS	Ν
Mind Scan	Mental/Sensory	Constant	Target's ECV	Yes/LOS	Y
Missile Deflection 🛕	Standard/Defense	Constant	Self Only	Self	Ν
Multiform	Standard/Body	Persistent	Self Only	Self	Ν
Power Defense	Special/Defense	Persistent	Self Only	Self	Ν
Running	Movement	Constant	Self Only	Self	Y
Shape Shift	Standard/Body-Affecting	Constant	Self Only	Self	Y
Shrinking	Size/Body-Affecting	Constant	Self Only	Self	Y
Skills	Special	Constant	Self Only	Self	Ν
Stretching	Standard/Body-Affecting	Constant	Self Only	Self	Y
Summon stor	Standard	Instant	n/a	No	Y
Suppress	Adjustment/Attack	Constant	Target's DCV	Yes/x5"	Y
Swimming	Movement	Constant	Self Only	Self	Y
Swinging	Movement	Constant	Self Only	Self	Y
Telekinesis	Standard/Attack	Constant	Target's DCV	Yes/x5"	Ŷ
Telepathy	Mental	Instant	Target's ECV	Yes/LOS	Y
Teleportation	Movement	Instant	Self Only	Self	Ŷ
Transfer	Adjustment/Attack	Instant	Target's DCV	No	Ŷ
Transform stor	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Tunneling	Movement	Constant	Self Only	Self	Ŷ
0			1		

POWER DESCRIPTIONS

ABSORPTION A

Adjustment Power — Constant Self Only — No END

5 Character Points for 1d6 of Absorption.

AID

Adjustment Power — Instant No Range — No END

10 Character Points for 1d6 of Aid.

ARMOR

Standard Power/Defense Power — Persistent Self Only — No END

3 Character Points for 2 points of Resistant defense.

CHANGE ENVIRONMENT

Standard Power — Constant Range (5" x Active Points) — Costs END

5 Character Points to change the environment in a 1" radius area; double the area for every +5 Character Points, increase power of minor effects for up to +5 Character Points per level (se table).

CHANGE ENVIRONMENT: COMBAT EFFECTS COSTS

Cost per	
Additional -1	Effect
2	PER Roll for one Sense
3	PER Roll for one Sense
	Group
3	Characteristic Roll or Skill
	Roll
3	Inch of any one mode of
	Movement
3	+/- one Temperature Level
	(see page 298)
4	Characteristic Roll and all
	Skill Rolls based on same
	Characteristic
5	CV (OCV or DCV)
5	Point of damage (player spec-
	ifies type of damage and may,
	at the GM's option, include
	appropriate Advantages; oth-
	erwise Advantages may be
	purchased for the damage)
5	Point of Telekinesis STR

CHARACTERISTICS

Standard Power — Persistent Self Only — END Varies

Varies, depending upon Characteristic purchased.



CLAIRSENTIENCE 🚥

Standard Power/Sensory Power — Constant Range (5" x Active Points) — Costs END

20 Character Points for a base PER Roll with one Sense Group at Range; +10 Character Points per additional Sense Group, or +5 points per additional Sense. Precognition (ability to see the future) or Retrocognition (ability to see the past), +20 Character Points each; ability to sense into a single other dimensions +10 Character Points, the ability to see into a related group of dimensions is an additional +10 Character Points. +5 Character Points for 2x Range.

CLINGING

Standard Power — Constant Self Only — No END

10 Character Points for ability to exert character's normal STR; +3 Clinging STR for +1 Character Point.

DAMAGE REDUCTION

Standard Power/Defense Power — Persistent Self Only — No END

DAMAGE REDUCTION TABLE

	Normal	Resistant
Damage Reduction	Cost	Cost
25% Damage Reduction	10	15
50% Damage Reduction	20	30
75% Damage Reduction	40	60

DAMAGE RESISTANCE

Standard Power/Defense Power — Persistent Self Only - No END

1 Character Point to convert 2 points of Normal Defense to Resistant Defense.

DARKNESS

Standard Power/Attack Power/Sense-Affecting Power — Constant — Range (5" x Active Points) Costs END

10 Character Points for 1" radius Darkness, impervious to one Targeting Sense Group; impervious to each additional Targeting Sense Group, +10 points; impervious to each additional Targeting Sense, +5 points; +1" radius for +10 Character Points. 5 Character Points for 1" radius Darkness, impervious to one Nontargeting Sense Group; impervious to each additional Nontargeting Sense Group, +5 points; impervious to each additional Nontargeting Sense, +3 Character Points; +1" radius for +5 Character Points.

DARKNESS SUMMARY TABLE

Sense Group	Cost To Fill One Hex
Targeting	10
Nontargeting	5
Extra Radius	Cost per +1" Radius
Targeting Sense	+10 Points
Nontargeting Sense	+5 Points
Extra Senses	Cost
Targeting Sense Group	+10 Points
Targeting Sense (single)	+5 Points
Nontargeting Sense	
Group	+5 Points
Nontargeting Sense	
(single)	+3 Points
-	



DENSITY INCREASE

Standard Power/Body-Affecting Power—Constant Self Only — Costs END

5 Character Points for +5 STR, +1 PD and +1 ED, -1" Knockback, and 2x mass.

DENSITY INCREASE TABLE

Every 5 points of Density Increase provides:

x2 Mass

- +5 STR (no Figured Characteristics)
- -1" Knockback (functions just like Knockback Resistance)
- +1 PD (nonresistant)
- +1 ED (nonresistant)

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

DESOLIDIFICATION

Standard Power/Body-Affecting Power — Constant Self Only — Costs END

40 Character Points.

DISPEL

Standard Power/Attack Power — Instant Range (5" x Active Points) — Costs END

3 Character Points for 1d6 of Dispel.

DRAIN

Adjustment Power/Attack Power — Instant No Range — Costs END

10 Character Points for 1d6 of Drain.

DUPLICATION /

Special Power/Body-Affecting Power — Persistent Self Only — No END

1 Character Point per 5 Character Points in the original form, 2x the number of Duplicates for +5 Character Points.

EGO ATTACK

Mental Power/Attack Power — Instant Range (LOS) — Costs END

10 Character Points for 1d6 Ego Attack.

ENDURANCE RESERVE

Special Power — Persistent Self Only — No END

10 END for 1 Character Point, 1 REC for 1 Character Point.

ENERGY BLAST

Standard Power/Attack Power — Instant Range (5" x Active Points) — Costs END

5 Character Points for 1d6 of Energy Blast.

ENHANCED SENSES

Special Power/Sensory Power — Persistent Self Only — No END

DETECT TABLE

Cost	Detect Category
3	A single thing (an uncommon
	object or phenomena, one which
	has little or no effect on combat;
	examples include the direction
	one is currently facing, the cur-
	rent time, the range to nearby
	objects, Necromantic Magic,
	Denebians, or Gold).
5	A class of things (a common
	object or phenomena, or any
	object or phenomena which
	significantly affects combat;
	examples include Magic, Aliens,
	Metals, or Minds)
10	A large class of things (very
	common or abstract objects or
	phenomena; examples include
	Life Energy, Physical Objects, or
	Enemies)
+5	Each extra thing or class of
	things

Active Sonar Cost: 15 Character Points (Detect Limited Class of Physical Objects [5 Character Points], Targeting; Active).

Enhanced Perception Cost: +1 to PER Roll for all Sense Groups for 3 Character Points; +1 to PER Roll for one Sense Group for 2 Character Points; +1 to PER Roll with a single Sense for +1 Character Point.

High Range Radio Perception Cost: 12 Character Points (Detect Broadcast Spectrum Transmissions [5 Character Points], Increased Arc Of Perception [360 Degrees], Transmit; Passive).

Infrared Perception Cost: 5 Character Points (Detect Heat Patterns/Traces [5 Character Points]; Passive).

Mental Awareness Cost: 5 Character Points (Detect Mental Powers [3 Character Points], Sense; Passive).

Nightvision Cost: 5 Character Points (+4 Enhanced Perception, with a -½ Limitation, *Only To Counteract Darkness Modifiers*; Passive).

SENSE GROUPS

General Rules: The following Sense Modifiers can be acquired for a Sense by making it part of a Sense Group via the Simulated Sense Rule: Discriminatory (to whatever degree indicated in the descriptions below), Range, Sense, Targeting. Note that this does *not* include Analyze or Increased Arc Of Perception.

The Hearing Sense Group: The Hearing Sense Group includes Normal Hearing, which all characters possess unless they have an appropriate Physical Limitation. The Hearing Sense Group provides the following Sense Modifiers: Discriminatory, Range, Sense.

Active Sonar and Ultrasonic Perception are almost always bought as part of the Hearing Sense Group.

The Mental Sense Group: The Mental Sense Group includes Mental Awareness and Mind Scan; no character has any Mental Group Senses normally. It provides the following Sense Modifiers: Range. Mental Awareness functions as a Sense, but the Mental Sense Group does not provide this Sense Modifier to other Senses assigned to the group.

The Radio Sense Group: The Radio Sense Group includes Radio Perception; no character has any Radio Group Senses normally. The Radio Sense Group provides the following Sense Modifiers: Range, Sense.

High Range Radio Perception, Radar, and Radio Perception/ Transmission are almost always bought as part of the Radio Sense Group. Radio Perception/Transmission is simply Radio Perception with the Transmit Sense Modifier added. High Range Radio Perception is simply Radio Perception/Transmission with a broader Detect as its basis.

The Sight Sense Group: The Sight Sense Group includes Normal Sight (which all characters possess unless they have an appropriate Physical Limitation) and Nightvision. The Sight Sense Group provides the following Sense Modifiers: Discriminatory, Range, Sense, Targeting.

Infrared Perception and Ultraviolet Perception are almost always bought as part of the Sight Sense Group.

The Smell/Taste Sense Group: The Smell/Taste Sense Group includes Normal Smell and Normal Taste, which all characters possess unless they have an appropriate Physical Limitation. The Smell/Taste Sense Group provides the following Sense Modifiers: Discriminatory, Range (Smell only), Sense. **The Touch Sense Group:** The Touch Sense Group includes Normal Touch, which all characters possess unless they have an appropriate Physical Limitation. The Touch Sense Group provides the following Sense Modifiers: Discriminatory, Sense.

The Unusual Sense Group: The Unusual Sense Group includes the following Senses: Active Sonar, Clairsentience, Detect, Find Weakness, High Range Radio Perception, Infrared Perception, N-Ray Perception, Radar, Radio Perception/Transmission, Spatial Awareness, Sensory Talents, Ultraviolet Perception, Ultrasonic Perception.

N-Ray Perception Cost: 10 Character Points (Detect Physical Objects [10 Character Points]; Passive).

Radar Cost: 15 Character Points (Detect Limited Class Of Physical Objects [5 Character Points], Targeting; Active).

Radio Perception Cost: 8 Character Points (Detect AM/FM/Police Radio Transmissions [3 Character Points], Increased Arc Of Perception [360 Degrees]; Passive).

Radio Perception/Transmission Cost: 10 Character Points (Detect AM/FM/Police Radio Transmissions [3 Character Points], Transmit, Increased Arc Of Perception [360 Degrees]; Passive).

Spatial Awareness Cost: 22 Character Points (Detect Physical Objects [10 Character Points], Targeting Sense, Sense; Passive).

Ultrasonic Perception Cost: 3 Character Points (Detect Ultrasonic Sound [3 Character Points]; Passive).

Ultraviolet Perception Cost: 5 Character Points (Detect Ultraviolet Light [5 Character Points]; Passive).

Sense Modifiers

Concealed Cost: 1 Character Point for -1 to PER Rolls with one Sense or Sense Group. (Note: For completely undetectable pulses, buy the *Invisible Power Effects* Advantage for the Sense.)

Discriminatory; Analyze Cost: 5 Character Points for a single Sense; 10 Character Points for an entire Sense Group.

Increased Arc Of Perception Cost: 240-Degree Perception: 2 Character Points for a single Sense; 5 Character Points for a Single Sense Group; 10 Character Points for all of the character's Sense Groups at once. 360-Degree Perception: 5 Character Points for a single Sense; 10 Character Points for a single Sense Group; 25 Character Points for all of the character's Sense Groups at once.

Microscopic Cost: 3 Character Points per level of magnification for a single Sense; 5 Character Points per level of magnification for an entire Sense Group.

Range Cost: 5 Character Points for a single Sense; 10 Character Points for a single Sense Group.

Rapid Cost: 3 Character Points per x10 speed for a single Sense; 5 Character Points per x10 speed for an entire Sense Group.

Sense Cost: 2 Character Points.

Targeting Sense Cost: 10 Character Points for a single Sense; 20 Character Points for one Sense Group.

Telescopic Cost: 2 Character Points for +2 PER, only to offset the Range Modifier with a single Sense; 3 Character Points for a single Sense Group. Characters may purchase Telescopic for more than one Sense Group.

Tracking Cost: 5 Character Points for a single Sense; 10 Character Points for an entire Sense Group.

Transmit Cost: 2 Character Points for a single Sense; 5 Character Points for a single Sense Group.

ENTANGLE

Standard Power/Attack Power — Instant Range (5" x Active Points) — Costs END

■ Entangle Cost: 10 Character Points for 1d6 BODY, 1 DEF of Entangle.

EXTRA-DIMENSIONAL MOVEMENT 🖤

Movement Power — Constant Self Only — Costs END

20 Character Points to transport character to any single location in a single other dimension; +5 Character Points for any location in a single other dimension, +10 Character Points for any location in a related group of dimensions; an additional +10 Character Points for any location in any dimension; +20 Character Points to travel through time.

EXTRA LIMBS

Special Power/Body-Affecting Power — Persistent Self Only — No END

5 Character Points to have any number of Extra Limbs.

FASTER-THAN-LIGHT (FTL) TRAVEL 🚥

Movement Power — Constant Self Only — No END

10 Character Points for FTL Travel, 2x FTL velocity for 2 Character Points.

FTL TABLE

Points	Velocity	Approximation
10	1 Light Year/year	
12	2 Light Years/year	
14	4 Light Years/year	1 LY/season
16	8 Light Years/year	
18	16 Light Years/year	1 LY/month
20	32 Light Years/year	
22	64 Light Years/year	1 LY/week
24	128 Light Years/year	
26	250 Light Years/year	
28	500 Light Years/year	1 LY/day
30	1,000 Light Years/year	
32	2,000 Light Years/year	
34	4,000 Light Years/year	
36	8,000 Light Years/year	1 LY/hour
	and so forth	

FIND WEAKNESS

Special Power/Sensory Power — Persistent Self Only — No END

10 Character Points for a base roll of 11-, one type of attack only; any group of attacks, +10 points; all attacks, an additional +10 points; +1 to roll per 5 Character Points.

FIND WEAKNESS MODIFIERS

Modifer	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
Varies	Range Modifier

FLASH

Standard Power/Attack Power/Sense-Affecting Power—Instant — Range (5" x Active Points) Costs END

5 Character Points for 1d6 of Flash versus one Targeting Sense Group (3 Character Points for 1d6 of Flash versus one Nontargeting Sense Group); each additional Targeting Sense Group affected costs +10 Character Points (+5 Character Points for Nontargeting Sense Groups); each additional Targeting Sense affected costs +5 Character Points (+3 Character Points for Nontargeting Senses).

FLASH SUMMARY TABLE

Sense Group	Cost per 1d6
Targeting	5
Nontargeting	3
Targeting half die	3
Nontargeting half die	1 1/2
Extra Senses	Cost
Targeting Sense Group	+10
Targeting Sense (single)	+5
Nontargeting Sense Group	+5
Nontargeting Sense (single)	+3

GROWTH TABLE

Every 5 points of Growth provides:

- +5 STR (no Figured Characteristics)
- +1 BODY (no Figured Characteristics) +1 STUN
- -1" Knockback (functions just like Knockback Resistance)

x2 Mass

Every 15 points of Growth provides:

-2 DCV

- +2 to all PER Rolls made by others to perceive the character
- x2 height and width
- x2 reach

FLASH DEFENSE

Special Power/Defense Power — Persistent Self Only — No END

Character Point for every 1 point of Flash Defense to protect a single Sense Group.

FLIGHT

Movement Power — Constant Self Only — Costs END

2 Character Points for every 1" of Flight.

FORCE FIELD

Standard Power/Defense Power — Constant Self Only — Costs END

1 Character Point for every 1 point of Resistant Defense.

FORCE WALL

Standard Power/Defense Power — Constant Range (5" x Active Points) — Costs END

5 Character Points for every 2 points of Resistant Defense. Force Wall is 1" long and 1" tall; +1" width or height costs 2 Character Points.

GLIDING

Movement Power — Constant Self Only — No END

1 Character Point for 1" Gliding.

GROWTH

Size Power/Body-Affecting Power — Constant Self Only — Costs END

5 Character Points for +5 STR, +1 BODY, +1 STUN, -1" KB, x2 mass; 15 Character Points for -2 DCV, +2 for PER Rolls made to perceive character, x2 height and width, and x2 reach.

GROWTH CHART

Pts	Height (hexes)	Width (hexes)	Mass (KG)	BODY & Stun	DCV	PER Rolls Against	Hexes of Reach	STR	KB-
0	1-2m (1")	up to 1m (½")	up to 100	+0	-0	+0	+0	+0	-0
15	2-4m (2")	1-2m (1")	100-800	+3	-2	+2	+1"	+15	-3
30	5-8m (4")	3-4m (2")	800-6,400	+6	-4	+4	+2"	+30	-6
45	9-16m (8")	5-8m (4")	6,400-50,000	+9	-6	+6	+4"	+45	-9
60	17-32m (16")	9-16m (8")	50,000-400,000	+12	-8	+8	+8"	+60	-12
75	33-64m (32")	17-32m (16")	400,000-3,200,000) +15	-10	+10	+16"	+75	-15
and	so on								

HAND-TO-HAND ATTACK

Standard Power/Attack Power - Instant No Range — Costs END

+1d6 Hand-To-Hand Combat damage for 5 Active Points with a mandatory -1/2 Limitation.

HEALING

Adjustment Power - Instant No Range — Costs END

10 Character Points for 1d6 of Healing; for Regeneration option apply Reduced Endurance (0 END), Persistent, Extra Time (1 Turn), and Self Only to Healing BODY; +20 points for Resurrection.

IMAGES

Standard Power/Attack Power/Sense-Affecting Power Constant-Range (5" x Active Points)-Costs END

10 Character Points to affect a single Targeting Sense Group in one hex. +10 Character Points for each additional Targeting Sense Group, +5 Character Points for each additional Targeting Sense. 5 Character Points to affect a single Nontargeting Sense Group in one hex. +5 Character Points for each additional Nontargeting Sense Group, +3 Character Points for each additional Nontargeting Sense. +3 Character Points for every -1 to observers' PER Rolls.

IMAGES SUMMARY TABLE

5

Sense Group Targeting Nontargeting

10

Cost To Fill One Hex

Extra Radius Any type of Sense **Cost per x2 Radius** +1/4 Advantage Cost

+10 Points

+5 Points

+3 Points

Extra Senses

Targeting Sense Group Targeting Sense (single) Nontargeting Sense Group Nontargeting Sense (single)

+5 Points

+3 Points **Decreased PER Roll** Cost

-1 to target's PER Rolls

IMAGES TABLE

PER Roll

- Bonus Image
 - Solid Simple Images (a station-+0ary object; a single odor or musical note) +2Simple Movements/ Sounds/ Smells/ Sensations (a ball rolling,
 - a simple melody) Complex Movements/Sounds/ +4 Smells/ Sensations (a man walking, a conversation, the smells of a hamburger)
- Multiple, Interacting Images/ +6 Sounds/ Smells/ Sensations (a football team in action, an orchestral symphony, the smells of Thanksgiving dinner).

INVISIBILITY

Standard Power/Sense-Affecting Power - Constant Self Only — Costs END

20 Character Points for Invisibility to one Targeting Sense Group; +10 Character Points for each additional Targeting Sense Group, or +5 Character Points for each additional Targeting Sense. 10 Character Points for Invisibility to one Nontargeting Sense Group; +5 Character Points for each additional Nontargeting Sense Group, or +3 Character Points for each additional Nontargeting Sense.

INVISIBILITY SUMMARY TABLE

Sense Group	Cost
Targeting	20
Nontargeting	10
Extra Senses	Cost
Targeting Sense Group	+10 Points
Targeting Sense (single)	+5 Points
Nontargeting Sense Group	+5 Points
Nontargeting Sense (single)	+3 Points

KILLING ATTACK - HAND-TO-HAND

Standard Power/Attack Power — Instant No Range — Costs END

15 Character Points for 1d6 Killing Attack.

KILLING ATTACK – RANGED (RKA)

Standard Power/Attack Power - Instant Range (5" x Active Points) — Costs END

15 Character Points for 1d6 Killing Attack.

KNOCKBACK RESISTANCE

Special Power/Defense Power - Persistent Self Only - No END

2 Character Points for every -1" of Knockback.

LACK OF WEAKNESS

Special Power/Defense Power — Persistent Self Only - No END

1 Character Point for -1 to Find Weakness or Analyze rolls, must be bought by type of defense.

LEAPING

Movement Power - Constant Self Only - Costs END

1 Character Point for every +1" Leap.

LIFE SUPPORT

Standard Power - Persistent Self Only — No END

See Life Support Table.

LIFE SUPPORT TABLE

Cost Effect

- 1-4 *Extended Breathing*: The character may hold his breath longer than normal. Ordinarily, characters who hold their breath must spend 1 END per Phase to do so. Every point of Extended Breathing allows a character to hold his breath for periods of time one step up on the Time Chart: for 1 point of Extended Breathing, he only spends 1 END per Turn; for 2 points, 1 END per Minute; and so forth (see page 286 for further information).
- 5 *Expanded Breathing:* The character may breathe in one type of unusual environment (underwater, in methane, and so on)
- 10 *Self-Contained Breathing*: The character's breathing is self-contained (he doesn't need to breathe at all).
- 1-3 *Diminished Eating:* Ordinarily, characters must eat and drink at least once every six hours. Diminished Eating increases the time periods during which the character can go without food and drink (and thus diminishes his need to excrete as well).
- 1 Character only has to eat once per week.
- 2 Character only has to eat once per year (or other time period).
- 3 Character does not have to eat at all.
- 1-3 *Diminished Sleep:* Ordinarily, characters must sleep about eight hours out of every 24. Diminished Sleep decreases the amount of sleep a character needs.
- 1 Character only has to sleep eight hours per week.
- 2 Character only has to sleep eight hours per year (or other time period).
- 3 Character does not have to sleep at all.
- 2 Safe Environment: Character is safe in Low Pressure/Vacuum
- 1 Safe Environment: Character is safe in High Pressure
- 2 Safe Environment: Character is safe in High Radiation
- 2 Safe Environment: Character is safe in Intense Cold
- 2 Safe Environment: Character is safe in Intense Heat
- 1-5 *Longevity:* The character ages more slowly than normal people (the base lifespan for all characters is assumed to be 100 years). For 1 point, the character ages at half normal rate (lifespan 200 years); for 2 points, at one-fourth normal rate (lifespan 400 years); and so forth. For 5 Character Points the character is immortal; he does not age at all.
- 1-10 *Immunity:* The character is immune to the effects of a particular drug, poison, disease, or similar substance. The exact cost depends upon the frequency and potency of the substance to which the character is Immune the greater the effect of a substance, and the more often it is encountered, the more Immunity to it costs. Some suggested costs:

Cost	Substance	Cost	Substance
3	Alcohol (beer, bourbon, gin, whiskey)	1	Rabies
3	Asphyxiants (chlorine gas, phosgene gas)	2	Rickets Infections (typhus, purple fever,
3	Bacterial Infections (anthrax, the plague,		Queensland fever)
	brucellosis, typhoid fever)	3	Tetanus
3	Blistering Agents (Vesicants) (mustard gas, Lewisite)	4	Viral Infections (smallpox, HIV, ebola and Lassa viral fevers, yellow fever)
2	Common cold/flu	1	Venom from any single rare poisonous
1	Fungal Infections (desert fever)		plant or animal (<i>e.g.</i> , coral snake)
3	Haemotoxins (cyanide, cyanogen gas)	2	Venom from any single common
2	Malaria		poisonous plant or animal (e.g., black
2	Microbe Toxins (botulin, B, TZ)		widow spider)
3	Nerve Gases (Tabun, Sarin, Soman, VE,	3	Venom from any single very common
	VM,VX)		poisonous plant or animal (e.g., rattle-
3	Neurotoxins (poisons which kills by		snake)
	attacking the nervous system)	5	Zootoxins (poisons derived from ani-
2	Neutralizing Agents (tear gas, itching		mals)
	powder, retching agents)	10	All terrestrial diseases and biowarfare
3	Ophidotoxins (poisons from serpents)		agents
5	Phytotoxins (poisons derived from	10	All terrestrial poisons and chemical
	plants)		warfare agents
	A character can buy whichever forms of Lif	Support	he wants: he does not have to purchase

A character can buy whichever forms of Life Support he wants; he does not have to purchase some as a condition for purchasing others.



LUCK

Special Power — Persistent Self Only — No END

5 Character Points per 1d6 of Luck.

LUCK TABLE

Points Possible of Luck Effect

1

2

3

- k Effect The character might find a clue or gain information; the character's opponent could be momentarily distracted or stopped, giving the character a temporary advantage. The character could accidentally happen upon someone important or stumble across someone he was looking for. The character's
- opponent could be troubled by a malfunctioning weapon or a stalled getaway car. The character might be saved by the most miraculous of coincidences. He may stumble upon
- 4 or more Mister Big accidentally, or have a terminal fall broken by a huge pile of rubber pads which just happen to be in the right place. The enemy's henchman could turn out to be a childhood friend. Incredible luck is possible.
 - sibility that some of the lucky events will "rub off" and help the Lucky individual's friends.

MENTAL DEFENSE

Special Power/Defense Power — Persistent Self Only — No END

1 Character Point for 1 point of Mental Defense.

MENTAL ILLUSIONS

C

Mental Power — Instant Range (LOS) — Costs END

5 Character Points for 1d6 Mental Illusions.

MENTAL ILLUSIONS EFFECTS

Total rolled on Mental Illusion dice	
- Mental DEF is:	Effect
Greater than EGO	Cosmetic changes to setting
EGO + 10	Major changes to setting
EGO + 20	Completely alters setting
EGO + 30	Character no longer interacts with real environment

Modifiers (can be applied at any level)

- -10 Illusion matches target's Psychological Limitations
- +10 Illusion contradicts target's Psychological Limitations
- +10 Target will remember the illusion as being "real" after it has ended
- +10 Target takes STUN damage from illusory attacks
- +20 Target takes BODY and STUN from illusory attacks



MIND CONTROL

Mental Power — Instant Range (LOS) — Costs END

_

5 Character Points for 1d6 Mind Control.

MIND CONTROL EFFECTS

	rolled Mind	
	ol dice	
	al DEF is:	Effect
	than EGO	Target will perform
		actions he is inclined
		to perform anyway
		Target believes any
		statement which does
		not contradict prior
		knowledge
EGC	0 + 10	Target will perform
		actions he wouldn't
		mind doing
		Target will believe any
		statement which does
		not contradict reality
		under direct observa-
		tion
EGC) + 20	Target will perform
		actions he is normally
		against doing
		Target will believe any
		statement which does
		not contradict strongly
		held personal beliefs
		or principles (such as
		Psychological Limita-
T.O.O		tions)
EGC	0 + 30	Target will perform
		actions he is violently
		opposed to doing
		Target will believe
		statements which con-
		tradict strongly held
		personal beliefs or
		principles (including
		Psychological Limita- tions) or which con-
		tradict reality under
		direct observation.
Modifierre	loon he cou	
		plied at any level)
-5		orded in an exceptionally
. 5	convincing Order is po	
+5		orly conceived or
-10	contradicto Order mate	
-10		cal Limitations
±10		radicts target's
+10		
+10		cal Limitations not remember actions
+10 +20		remember actions and
+20		were natural
	unink they	were flatural

MIND LINK

Mental Power — Persistent Range (LOS) — No END

5 Character Points for one specific mind, +5 points for a related group of minds one at a time, an additional +5 points for any one mind; +5 points per 2x the number of minds; +5 points for any distance, an additional +5 points for any dimension.

MIND SCAN

Mental Power — Constant Range — Costs END

5 Character Points for 1d6 Mind Scan; +1 ECV with Mind Scan for +2 Character Points.

MIND SCAN MODIFIERS

Number of People	Modifier
1 (Freelance Game Designer)	0
10 (Small Gaming Company)	-2
100 (Theater)	-4
1,000 (Apartment Building;	
Gaming Convention)	-6
10,000 (Small Town)	-8
100,000 (Large Town; Super Bowl)	-10
1,000,000 (Major Metropolis)	-12
10,000,000 (State)	-14
100,000,000 (Large Country)	-16
1,000,000,000 (Continent)	-18
10,000,000,000 (Large Planet)	-20
and so forth	

MIND SCAN EFFECTS

Total rolled on Mind Scan dice	
- Mental DEF is:	Effect
Greater than EGO	Mentalist can estab-
	lish Mind Link or use
	first level of Telepathy
	(communication). He
	also knows in which
	direction the target is
	located
EGO + 10	Mentalist can use all
	Mental Powers on
	target, and can esti-
	mate the general dis-
	tance to the target.
EGO + 20	Mentalist knows the
	exact location of the
	target. He can attack
	with all attacks. If he
	wishes to attack the
	target with a non-
	Mental Power, the
	attack must be able to
	reach the target.
Modifiers (can be ap	plied at any level)

noumers (can be applied at any level)

+20 Mind Scan is undetectable by target

MISSILE DEFLECTION & REFLECTION

Standard Power/Defense Power — Constant Self Only — No END

5 Character Points for thrown objects, 10 Character Points for arrows or projectiles, 15 Character Points for bullets and shrapnel, 20 Character Points for all ranged attacks. To Reflect Attacks back at attacker costs +20 points; to Reflect attacks at any target costs +10 more points.

MULTIFORM

Standard Power/Body-Affecting Power —Persistent Self Only — No END

1 Character Point for every 5 Character Points in the most expensive form; 2x the number of forms for +5 Character Points.

POWER DEFENSE

Special Power/Defense Power — Persistent Self Only — No END

1 point of Power Defense for 1 Character Point.

RUNNING

Movement Power — Constant Self Only — Costs END

2 Character Points for every +1" of Running.





SHAPE SHIFT

Standard Power/Body-Affecting Power — Constant Self Only — Costs END

10 Character Points to change into a single other shape as perceived by a Targeting Sense Group, each additional Targeting Sense Group costs +5 Character Points; 5 Character Points to change into a single other shape as perceived by a Nontargeting Sense, each additional Nontargeting Sense Group costs +3 Character Points; +5 Character Points to change into a group of no more than four predefined shapes affecting the purchased Sense Groups; +10 Character Points to change into a limited group of shapes; +20 Character Points for any shape.

SHAPE SHIFT SUMMARY

Cost To
Change Shape
10
5
+5
+3
Cost
+5
+10
+20

SHRINKING

Size Power/Body-Affecting Power — Constant Self Only — Costs END

10 Character Points for the character has x½ Height, x1/8 mass, -2 DCV, and -2 to all PER Rolls made against him, and +2d6 damage for growth momentum. The character also has +3" Knockback. Growth momentum adds +1d6 of damage to the character's punch per point of DCV gained from being Shrunk

SKILLS

Special Power — Constant Self Only — No END

Cost is as per the cost of the Skill.

STRETCHING

Standard Power/Body-Affecting Power — Constant Self Only — Costs END

5 Character Points for 1" of Stretching (2" noncombat).

SUMMON 500

Standard Power — Instant No Range — Costs END

1 Character Point for every 5 Character Points in Summoned being; 2x number of Summoned beings for +5 Character Points.

SUPPRESS

Adjustment Power/Attack Power — Constant Range (5" x Active Points) — Costs END

5 Character Points for 1d6 of Suppress.

SWIMMING

Movement Power — Constant Self Only — Costs END

1 Character Point for +1" of Swimming.

SWINGING

Movement Power — Constant Self Only — Costs END

1 Character Point for 1" of Swinging.

TELEKINESIS

Standard Power/Attack Power — Constant Range (5" x Active Points) — Costs END

3 Character Points for 2 points of Telekinetic STR.

TELEPATHY

Mental Power — Instant Range (LOS) — Costs END

5 Character Points for 1d6 of Telepathy.

TELEPORTATION

SHRINKING TABLE

			PER Rolls			
Pts	Height	Mass	Against	DCV	KB	
0	2m	100 kg	0	+0	+0	
10	1.9-1m	99-12.5 kg	-2	+2	+3	
20	.95m	12.4-1.6 kg	-4	+4	+6	
30	.425m	1.52 kg	-6	+6	+9	
40	.24125m	.19025 kg	-8	+8	+12	
50	.124064m	.0240032 kg	-10	+10	+15	
60	.063032m	.00310004 kg	-12	+12	+18	

Movement Power — Instant Self Only — Costs END

2 Character Points for 1" Teleportation; 2x mass for +5 Character Points; Fixed Locations for 1 Character Point each; Floating Fixed Locations for 5 Character Points each.

TRANSFER

Adjustment Power/Attack Power — Instant No Range — Costs END

15 Character Points for 1d6 Transferred Active Points.

TRANSFORM 💵

Standard Power/Attack Power — Instant Range (5" x Active Points) — Costs END

5 Character Points for 1d6 Cosmetic Transform; 10 Character Points for 1d6 Minor Transform; 15 Character Points for 1d6 Major Transform.

TUNNELING

Movement Power — Constant Self Only — Costs END

5 Character Points for 1" Tunneling through 1 DEF material per Phase; +3 Character Points for +1 DEF.

TELEPATHY EFFECTS

Total rolled on Telepathy dice - Mental DEF is:

Effect

Greater than EGO	The telepath can read or
	send surface thoughts
EGO + 10	The telepath can read
	deep, hidden thoughts
EGO + 20	The telepath can
	read into the target's
	memory
EGO + 30	The telepath can read
	into the target's
	subconscious

Modifiers (can be applied at any level)

+20 Telepathy cannot be detected by target

POWER ADVANTAGES

■ Affects Desolidified Cost Multiplier: +¹/₂ (affects all special effects of Desolidification); +1/4 (affects only a single, defined, special effect of Desolidification).

■ Area Of Effect Cost Multiplier: +½ for Area Of Effect (One Hex); +1 for Area Of Effect (Radius, Cone, Line, or Any Area); -1/4 less Advantage for Nonselective Target; +1/4 additional Advantage for Selective Target; +1/2 additional Advantage for Conforming.

■ Armor Piercing Cost Multiplier: +¹/₂.

■ Attack Versus Limited Defense (AVLD) Cost **Multiplier:** +1 ½ for attacks which ordinarily apply to regular defenses such as PD or ED; $+\frac{3}{4}$ for attacks which ordinarily apply to exotic defenses like Mental Defense or Power Defense.

■ Autofire Cost Multiplier: +¼ for the ability to fire a maximum of 2-3 shots; $+\frac{1}{2}$ for ability to fire a maximum of 5 shots; 2x maximum for additional +1/2 Advantage. Autofire costs an additional +1 if the Power is not applied against normal defenses or if the Power does not require a normal Attack Roll. The Cost Multiplier for Reduced Endurance is doubled for any Autofire Power.

■ Based On Ego Combat Value Cost Multiplier: +1 for basic BOECV; +3/4 if target can choose whether standard defenses or Mental Defense applies; +1 ¹/₂ if character can choose whether standard defenses or Mental Defense applies; +3/4 if normal Range Modifier applies.

Cumulative Cost Multiplier: $+\frac{1}{2}$; 2x the amount of points of Power which can be added for each additional $+\frac{1}{4}$.

■ Damage Shield Cost Multiplier: +¹/₂; additional +1/4 to do Shield's damage to targets with HTH attacks other than Grab.

■ Delayed Effect Cost Multiplier: +¼; double number of Powers character can have in use or activated at once for each additional +1/4.

- Difficult To Dispel Cost Multiplier: +¼.
- Does BODY Cost Multiplier: +1.
- Does Knockback Cost Multiplier: +¼.
- Double Knockback Cost Multiplier: +¾.

■ Duration Cost Multiplier: +1 for Continuous; +1/2 for Persistent (Power must already have 0 END cost); +1/4 for Inherent (Power must already be 0 END, Persistent, and Always On).

■ Explosion Cost Multiplier: +½; the Explosion will lose a DC/5 Active Points 1" more slowly for every additional $+\frac{1}{4}$.

■ Hole in the Middle Cost Multiplier: +¼ if the hole has a fixed size, or $+\frac{1}{2}$ if the size of the hole can be changed each time the Power is used.

■ Indirect Cost Multiplier: +¹/₄ if the attack always originates at the same location and is always aimed/fired away from the attacker; +1/2 if the attack can originate from any location but is always aimed/fired away from attacker; $+\frac{3}{4}$ if the attack can come from any location and can be aimed/fired in any direction.

■ Invisible Power Effects Cost Multiplier: +½ for a Power invisible to one Targeting Sense Group, $+\frac{1}{4}$ for a Power Invisible to one Nontargeting Sense Group; +¹/₄ for each additional Sense Group; +1 Advantage to be Invisible to all Sense Groups (or $+\frac{1}{2}$ for Mental powers); +1/4 for a Power which is invisible to one Sense or in very limited circumstances; x2 cost to hide the effects of use of the Power.

■ MegaScale Cost Multiplier: See table.

MEGASCALE TABLE				
Value	Length/Area Of One Hex	Examples		
+0	2m	Personal; man size		
+1⁄4	1 km	City		
+1/2	10 km	County		
+3⁄4	100 km	State		
+1	1,000 km	Nation, continent		
+1 1/4	10,000 km	Planet		
+1 ½	100,000 km	Lunar (Earth to the Moon = 384,000 km)		
+1 3/4	1 million km			
+2	10 million km	Astronomical unit ($1 \text{ AU} = 150 \text{ million km}$, the distance from Earth to the Sun)		
+2 1/4	100 million km			
+2 ½	1 billion km			
+2 3⁄4	10 billion km	Solar system (Earth's solar system = 500 AU in diameter)		
+3	100 billion km			
+3 1/4	1 trillion km			
+3 ½	10 trillion km	1 light-year; 1 parsec (3.26 light-years)		
+3 3⁄4	100 trillion km	10 light-years		
+4	1 quadrillion km	100 light-years		
+4 ¼	10 quadrillion km	1,000 light-years (the Milky Way Galaxy is approximately 100,000 light-years in diameter)		

■ No Normal Defense Attack Cost Multiplier: +1, or +½ for switching to an equally common defense or if the defense is extraordinarily common.

- Penetrating Cost Multiplier: +½.
- Personal Immunity Cost Multiplier: +¼.
- Range Advantages Cost Multipliers:

Increased Maximum Range of 5x a Power's maximum range for $+\frac{1}{4}$; Line Of Sight for $+\frac{1}{2}$; No Range Modifier for $+\frac{1}{2}$.

■ Ranged Cost Multiplier: +½.

■ **Reduced Endurance Cost Multiplier:** Half END cost is a +¼ Advantage; 0 END is a +½ Advantage.

Sticky Cost Multiplier: +½ (or +¼ if freeing one victim frees all victims).

■ Time Delay Cost Multiplier: +¼.

■ **Transdimensional Cost Multiplier:** +½ to affect targets in a single dimension; an additional +¼ to affect targets in a related group of dimensions, one dimension at a time; an additional +¼ to affect targets in any dimension, one dimension at a time.

■ **Trigger Cost Multiplier:** +¹/₄ for a set Trigger, +¹/₂ for a Trigger which can be changed each time the Power is used; ¹/₄ less cost if Trigger can Misfire.

■ Uncontrolled Cost Multiplier: +½ Advantage; the Power must already be Constant.

■ Usable On Others Cost Multiplier: See Table

■ Variable Advantage Cost Multiplier: Double the value of the Advantages the character can apply to the Power; -¼ less for a limited group of Advantages (minimum cost of Advantage is +½).

USABLE ON OTHERS TABLE

Advantage	Value
Usable By Other	+1⁄4
Usable Simultaneously	+1/2
Usable As Attack	+1
	Additional
Advantage	Value
Ranged	+1/2
2x Targets or 2x Mass	+1⁄4
Line Of Sight Not Needed After Initial Use	Persistent

■ Variable Special Effects Cost Multiplier: +¼ for special effects from a Limited Group; +½ for any special effect.

POWER LIMITATIONS

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

Activation Roll Limitation: See table.

ACTIVATION ROLL TABLE

Roll	Bonus	Burnout	Jammed	
8-	-2	-1 1/2	-2 1/2	
9-	-1 1/2	-1 ¼	-2	
10-	-1 1⁄4	-1	-1 3⁄4	
11-	-1	- 3⁄4	-1 1/2	
12-, 13-	- 3⁄4	-1/2	-1 ¼	
14-	-1/2	-1⁄4	-1	
15-	-1⁄4	+0	- 3⁄4	

■ Always On Limitation: -½.

■ Charges Limitation:

CHARGES TABLE

Number Of Uses	Charges Value	Boostable Charges Value	Recoverable Charges Value
1	-2	N/A	-1 ¼
2	-1 ½	-1 ¼	-1
3	-1 ¼	-1	- 3⁄4
4	-1	- 3⁄4	- 1/2
5-6	- 3⁄4	-1/2	- 1/4
7-8	-1/2	-1⁄4	-0
9-12	-1⁄4	-0	+1/4
13-16	-0	+1⁄4	$+\frac{1}{2}$
17-32	$+\frac{1}{4}$	$+\frac{1}{2}$	+3⁄4
33-64	$+\frac{1}{2}$	+¾	+1
65-125	$+\frac{3}{4}$	+1	+1 1/4
126-250	+1	+1 ¼	+1 ½
251-500	+1	+1 ½	+1 3/4
and so fo	rth.		

Clips: This represents a Power whose Charges are broken down into several smaller "clips" of fewer Charges. Charges are normally purchased in a single "clip" — that is, all the Charges are available at all times. By taking a Limitation Bonus one level down on the Charges Table (*i.e.*, by reducing the value of the Limitation by ¼), the character can have 2x the number of clips of those Charges. If moving one level down the table means that Charges goes from being a Limitation to an Advantage, then the character can have 4x the number of clips.

Continuing Charges:

CONTINUING CHARGES			
	Change In		
Duration	Charge Limitation		
Full Phase	No change		
Extra Phase	-1 level on Charges table		
1 Turn	-2 levels on Charges table		
1 Minute	-3 levels on Charges table		
5 Minutes	-4 levels on Charges table		
20 Minutes and so forth	-5 levels on Charges table		

Boostable Charges: Every extra Charge spent increases the Power by +1 Damage Class (or +5 Active Points for non-Attack Powers). No more than four Charges (+4 DC/+20 Active Points) can be spent this way.

Fuel Charges: Characters can also use Charges to represent the fuel which powers a vehicle, the supply of air provided by a gas mask, or the like. To simulate this, buy the Power with 1 Continuing Charge, with the Charge lasting for however long the Power can continuously operate, but reduce the value of the Limitation by ¹/₄.

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

Increased Recovery Time: For every step down the Time Chart below 1 Day which it takes before the character can use the Power again, increase the value of Charges by -½.

Charges Never Recover: Charges which Never Recover are worth an additional -2 Limitation.

■ Concentration Limitation: -¼ for half DCV; -½ for 0 DCV; an additional -¼ if character is totally unaware of nearby events. Values are doubled if Power is Constant and character must Concentrate throughout.

CONCENTRATION TABLE

Concentration Effect	Bonus
½ DCV	-1⁄4
0 DCV	-1⁄2
Modifiers	
Character is totally unaware	
of nearby events	-1⁄4
Must Concentrate through-	
out use of Constant Power	x2

■ Duration Limitation: -½ for Instant; -¼ for Nonpersistent.

■ Endurance Limitations: Costs Endurance (-¼ if costs END to activate only; -½ if costs END every Phase); Increased Endurance Cost (see table).

INCREASED ENDURANCE COST

Endurance	
Multiple	Limitation
x 2	-1/2
x 3	-1
x 4	-1 ½
x 5	-2
x 6	-2 1/2
x 7	-3
x 8, x9	-3 1/2
x 10	-4

■ Extra Time Limitation:

EXTRA TIME

Time Period/Duration	Value
Delayed Phase	- 1⁄4
Extra Segment	-1/2
Full Phase	-1/2
Extra Phase	- 3⁄4
1 Turn (Post-Segment 12)	-1 1⁄4
1 Minute	-1 ½
5 Minutes	-2
20 Minutes	-2 1/2
1 Hour	-3
6 Hours	-3 1/2
1 Day	-4
1 Week	-4 1/2
1 Month	-5
1 Season (3 months)	-5 1/2
1 Year	-6
5 Years	-6 1/2
25 Years	-7
1 Century	-7 ½

Focus Limitation: See table.

FOCUS VALUE TABLE

Value Type of Focus

-1⁄4	Inobvious,	Inaccessible	(IIF)

- -¹/₂ Inobvious, Accessible (IAF)
- -1/2 Obvious, Inaccessible (OIF)
- -1 Obvious, Accessible (OAF)

Modifiers

Mobility

- -¼ Arrangement
- -½ Bulky (½ DCV)
- -1 Immobile

Breakability

- -¼ Fragile
- +0 Durable

Expendability

- -¹/₄ Difficult to obtain new Focus
- -¹/₂ Very Difficult to obtain new Focus
- -1 Extremely Difficult to obtain
 - new Focus

■ Gestures Limitation: -¼; -½ if the Power is Constant and requires Gestures throughout; an additional -¼ if both hands are required to perform Gestures.

Gradual Effects Limitation:

GRADUAL EFFECT TABLE

Time Period/Duration	Value
1 Turn (Post-Segment 12)	-1⁄4
1 Minute	-1/2
5 Minutes	- 3⁄4
20 Minutes	-1
1 Hour	-1 ¼
6 Hours	-1 1/2
1 Day	-1 ¾
1 Week	-2
1 Month	-2 ¼
and so forth.	

■ Incantations Limitation: -¼; -½ if the Power is Constant and requires Incantations throughout.

■ Independent Limitation: -2.

■ Limited Power Limitation: See tables

LIMITED POWER GUIDELINES

Value Effect On Power

- -0 Power loses less than a fourth of its effectiveness
- -¼ Power loses about a fourth of its effectiveness
- -¹/₂ Power loses about a third of its effectiveness
- -1 Power loses about half its effectiveness
- -1 ¹/₂ Power loses about two-thirds of its effectiveness
- -2 Power loses almost all of its effectiveness

LIMITED POWERS EXAMPLES

Bonus Power Limitation

BONUS	Power Limitation
¼ to -2	Limited Power: Power loses some
	of its effectiveness (bonus is
	based on how much is lost)
-1	Power Only Works On Women
- 3⁄4	Power Does No STUN (only
	works for attacks which nor-
	mally do STUN)
¹ ⁄ ₄ or - ¹ ⁄ ₂	Power Does Not Work On
	Dwarves (exact value depends
	upon how common dwarves are
	in the campaign)
-1⁄4	Power Cannot Be Bounced
-1⁄4	Power Cannot Be Pushed
¼ to -2	Conditional Power: Power
	only works in a given situation
	(bonus is based on how often the
.,	situation occurs)
-1/4	Power Only Works In Daylight
-1⁄4	Power Only Works While
	Character Is Touching The
1/	Ground
-1/2	Power Only Works In Darkness
-1	Power Only Works In Twilight
-1 ½	Power Only Works In Water
-1 ½	Power Only Works During
2	Natural Rainstorms
-2	Power Only Works In Tornadoes
-2	Power Only Works In Intense
2	Magnetic Fields
-2	Power Only Works Under A Full Moon
	MOOII
¼ to -2	Conditional Power: Power does
	not work in a given situation
	(bonus is based on how often the
	situation occurs)
-1/2	Power Does Not Work In
	Darkness
- 1/4	Power Does Not Work In Water

-¼ Power Does Not Work In Intense Magnetic Fields

CONDITIONAL POWERS GUIDELINES

- Value Conditional Situation/Circumstance Is
 - -0 Very Uncommon (character will rarely, if ever, be limited)
 - -¹⁄₄ Uncommon (character will be limited about a fourth of the time)
 - -¹/₂ Common (character will be limited about a third of the time)
 - -1 Very Common (character will be limited about half the time)
 - -1 ½ Extremely Common (character will be limited over half the time)
 - -2 Ubiquitous (character will almost never get to use power)



		LINKED	TABLE
Value -½ -¼	Power, b Power in Greater Power, b	Power is Linked to greater Power out can only use lesser Power if h n proportion to greater Power. Power is Linked to lesser Power	; character can use greater Power without using lesser he also uses greater Power; character must use lesser ; character can use lesser Power without using greater The also uses lesser Power; character must use greater
Modi ¼ more L ¼ less Li ¼ less Li ¼ less Li	imitation mitation mitation	Linked Power need not be use Greater Power is Constant or	d when character uses greater Power at full value ed proportionately to Power with which it is Linked in use most or all of the time sed in any Phase in which greater Constant Power is in
Linked Pow	er Limita	t ion: See table.	■ Reduced Penetration Limitation: -¼.
for a Power w whose effects	which chai s he canno	rol Limitation: -2; or -1 racter can use at will, but ot control. tity Limitation: - ¹ / ₄ .	 Requires A Skill Roll Limitation: See table. Restrainable Limitation: -¹/₂; -¹/₄ for Powers which are Restrainable by means other than Grabs and Entangles.
Range; -1/4 for	r Limited -¼ for Re	imitation: -½ for No Range; -¼ for Range Based duced By Range; -¼ for ifier.	 Side Effects Limitation: See table Variable Limitations Limitation: x2 limitation value Visible Limitation: -¼
SKILL RO)LL		SIDE EFFECTS

REQUIRES A SKILL ROLL

Value Limitation

- -½ Basic RSR Limitation requires a 3/2 Skill, Active Point penalty to Skill Roll is -1 per 10 Active Points
 -¾ Two RSRs on same Power (see text) Luck roll as RSR
- -1 One level of Luck required
- -1 ½ Two levels of Luck required
- -2 Three levels of Luck required

Modifiers

¹ / ₄ less Limitation	Background Skill used for RSR
Varies	Characteristic Roll or PER Roll used for RSR - use Activation Roll
	Value Table to
	determine value of Limitation
¹ / ₂ less Limitation	No Active Point penalty to Skill Roll
¹ / ₄ less Limitation	Active Point penalty to Skill Roll is -1 per 20
¹ / ₂ more Limitation	Active Points Active Point penalty
	to Skill Roll is -1 per 5 Active Points
1/4 less Limitation	Variable RSRs (player
	chooses which of two Skills to use with the
¹ / ₄ more Limitation	Power) RSR Skill is subject to
74 more Emmation	Skill Versus Skill
	contests

Value Side Effect

- -¹/₄ Minor Side Effect: 15 Active Points, or one-fourth of the Active Points in the Power (whichever is greater), or some other minor or trivial effect
- -½ Major Side Effect: 30 Active Points, or half of the Active Points in the Power (whichever is greater)
- -1 Extreme Side Effect: 60 Active Points, or the Active Points in the Power (whichever is greater)

Modifiers

x2 value	Side Effect occurs automatically whenever Power is
¹ ⁄4 more Limitation	used (or is bought for a Power which always works) Side Effect applies to a Constant Power which requires an Activation Roll
¹ / ₄ more Limitation	Side Effect affects both character and environment/ recipient of Power's benefits
1/4 less Limitation	Side Effect always occurs whenever the character does some specific act
¹ / ₄ less Limitation	Side Effect does a predefined amount of damage
¹ / ₄ less Limitation	Side Effect only affects the environment near the character
¹ / ₄ less Limitation	Side Effect only affects the recipient of the benefits of the Power

POWER FRAMEWORKS

ELEMENTAL CONTROL A

Creating an EC is basically a two-step process: 1. The character pays Character Points for the pool of points which form the base EC.

2. The character pays Character Points for each slot, or Power, in the EC. The number of points spent on each slot must equal or exceed the number of points spent on the base EC.

The total Active Points of the Power in each slot is equal to the total of the points in the base EC plus the points spent on the slot. For example, an EC with a base of 30 points and a slot with 30 points' worth of Energy Blast gives the character an Energy Blast 12d6 — add the base cost and the slot's cost together to determine the Active Points in the Power. Thus, the minimum total Active Points in any Power is twice the points in the EC's base pool of points.

MULTIPOWER A

A character with a Multipower has several different Powers which draw from a common pool of Character Points (known as a Multipower reserve). After buying the Multipower reserve, the character buys the Powers which draw off of the reserve. The character may change the distribution of reserve points from Phase to Phase, but because the points are shared, generally he cannot use all the Powers in the Multipower at full power at the same time.

No Power in a Multipower can have an Active Point cost greater than the *base cost* of the Multipower reserve. Even if an Advantage is taken on the Multipower reserve, each slot still cannot exceed the base (unmodified) cost of the reserve.

A character pays Character Points for the reserve and for each power (also called a "slot") in his Multipower. First, he takes the base cost of the Power he wants. Then he applies any Advantages or Adders he wants to determine the Active Points in the power. Then he applies any Limitations he wants to take for the power to derive a Real Point cost. Lastly, he divides the Real Point cost by 10 or by 5, depending on how he can use the slot.

For a *Fixed Slot* (or "ultra"), the cost of the slot equals its Real Points divided by 10. Fixed slots must take up the full amount of Multipower reserve points assigned to them. A character doesn't have to use a Power in a fixed slot at full effect, but it still uses up its full amount of Multipower reserve points.

For a *Flexible Slot* (or "multi"), the cost of the slot equals its Real Points divided by 5. The maximum amount of reserve points which may be put into the slot equals the Active Points in the power in the slot. A character may use a Flexible slot at reduced effect, and only use up that much of the Multipower reserve points.

■ Multipower Cost: 1 Character Point for every 1 Character Point in the Multipower reserve; maximum possible Active Points in Fixed slot = 10 x cost of slot; maximum possible Active Points in a Flexible slot = 5 x cost of slot.

VARIABLE POWER POOLS 🕮

A character with this Power Framework establishes a pool of Character Points which he can use to create any Power, or any Power with a given special effect. Think of a Variable Power Pool ("VPP") as a Multipower which has all of the Powers of a certain type or special effect. The character distributes the points in the Power Pool among whatever Powers he wants to have at a given time.

■ Variable Power Pool Cost: Pool cost is 1 Character Point per 1 Character Point in Pool, Control Cost = ½ Pool Cost. A Skill to modify the VPP, if desired, costs 3 points for a 9 + INT/5 roll, +1 to the roll per +2 points.

VARIABLE POWER POOL LIMITATIONS

Value Limitation

- -1/2 VPP Can Only Be Changed Between Adventures (takes days)
- -½ VPP Powers Can Be Changed Only In Given Circumstance (for example, character must touch target; only under a full moon; only when character has access to his bulky spell book and time to study it; only in a lab or arsenal)
- -½ Character Has No Choice Regarding How Powers Change (he can control *when* they change he just can't control what new Powers he gets when the Pool changes)
- -1 Character Has No Choice Regarding When Or How Powers Change (this often reflects a given circumstance, *e.g.*, Powers Change During Full Moons)
- -¼ Slightly Limited Class of Powers available (for example, Only Magic, Only Attacks)
- -¹/₂ Limited Class of Powers available (for example, Only Adjustment Powers, Only Powers Which The Target Has, Only Fire Powers, Only Elemental Magic)
- -1 *Very Limited Class* of Powers available (for example, Only Drains, Only Necromancy Powers)

DISADVANTAGES

ACCIDENTAL CHANGE

- ValueCircumstances5Uncommon Circumstance10Common Circumstance15Very Common CircumstancesValueChance To Change+0Infrequently (8-)+5Frequently (11-)
- +10 Very Frequently (14-)
- +15 Always

+15 Alw

AGE

A character who is over 40 receives a 5-point Disadvantage. A character who is over 60 receives a 10-point Disadvantage. A character who is age 10 or younger receives a 15-point Disadvantage

Characters in campaigns which do not impose Normal Characteristic Maxima as a default can take *Normal Characteristic Maxima* as a Disadvantage for 20 Character Points. This requires them to abide by the restrictions of NCM, including paying double for Characteristics above the Maximum Value. For example, every point of STR above 20 would cost 2 Character Points. Even if a character has *Age* or *Normal Characteristic Maxima*, Powers or Talents which raise his Characteristics affect them normally — such abilities are not counted against the Characteristic Maxima or subject to the "double cost" rule mentioned above. Examples include Aid, Growth, Lightning Reflexes, and Characteristics bought as Powers. Thus, a character with Normal Characteristic Maxima and STR 20 who buys +40 STR through a Focus only pays 40 Active Points for that STR, not 80.

AGE					
Characteristic	Normal	Age 40+	Age 60+	Age 10-	
STR	20	15	10	5	
DEX	20	20	20	12	
CON	20	15	10	8	
BODY	20	15	10	8	
INT	20	25	30	15	
EGO	20	25	30	8	
PRE	20	25	30	8	
COM	20	20	20	16	
PD	8	6	4	3	
ED	8	6	4	3	
SPD	4	4	4	2	
REC	10	8	6	3	
END	50	40	30	30	
STUN	50	40	30	15	
Running	10"	8"	6"	6"	
Swimming	5"	4"	3"	3"	
Leaping	5"	3"	2"	2"	

DEPENDENCE

Value	Dependent Substance is
5	Very Common/Easy To Obtain
10	Common/Difficult To Obtain
15	Uncommon/Extremely Difficult To
	Obtain
Value	Effect
	Damage: The character takes
	damage as described in the text.
+5	1d6
+10	2d6
+15	3d6
+5	Character's Powers Are Affected:
	14- Activation Roll
+10	Character's Powers Are Affected:
	11- Activation Roll
+5	Incompetence: -1 to Skill Rolls and
	related rolls per time increment
+5	Weakness: -3 to Characteristics per
	time increment
	Time Before
Value	Suffering Effects
+25	Segment
+20	Phase
+15	Turn
+10	1 Minute
+5	5 Minutes
+0	20 Minutes
-5	1 Hour
-10	6 Hours
-15	1 Day
and so	
+5	Addiction

DEPENDENT NPCS

Value The DNPC is

- 10 Incompetent (-20 points or lower)
- 5 Normal
- 0 Slightly Less Powerful than the PC
- -5 As powerful as the PC
- -5 DNPC has useful noncombat position or skills
- +5 DNPC is unaware of character's adventuring career/Social Limitation: Secret Identity

Value Appearance

- +5 8- (Infrequently)
- +10 11- (Occasionally)
- +15 14- (Frequently)

Value Number of DNPCs

+5 Group DNPC: for every x2 DNPCs

DISTINCTIVE FEATURES

Value Concealability

V

V

alue	Concealability
5	Easily Concealed
10	Concealable (with Disguise Skill or
	major effort)
15	Not Concealable
alue	Reaction
+0	Feature is Noticed and Recognizable
+5	Feature is Always Noticed and
	Causes Major Reaction or Prejudice
+10	Feature Causes Extreme Reaction
	(abject fear, unabiding lust, utter
	disgust)
alue	Sensing
-0	Feature Detectable By Commonly-
	Used Senses (Sight, Hearing) and/or
	By Virtually Everyone
-5	Feature Detectable By Uncom-
	monly-Used Senses (Smell, Touch,
	Taste) and/or By Large Group and/

- -10 monly-Used Senses (Smell, Touch, Taste) and/or By Large Group and/ or By Simple Tests Feature Detectable Only By Unusual
- Senses (Detects) and/or Only By A Small Group and/or Only By Technology Or Major Effort
- -5 Distinctive Feature Is Not Distinctive In Some Cultures Or Societies

ENRAGED/BERSERK

Value	Circumstances
5	Uncommon circumstance
10	Common Circumstances
15	Very Common Circumstances
+10	Berserk
Value	Chance to Become Enraged
+0	8-
+5	11-
+10	14-
Value	Chance to Recover
+0	14-
+5	11-
+10	8-

HUNTED

Value	Capabilities
5	Hunter is Less Powerful than PC
10	Hunter is As Powerful as PC
15	Hunter is More Powerful than PC
+5	Hunter has extensive Non-Combat
	Influence (NCI)
-5	Hunter is limited to a certain
	geographical area
+5	PC has a Public Identity or is
	otherwise very easy to find
Value	Appearance
+0	8- (Occasionally)
+5	11- (Frequently)
+10	14- (Very Frequently)
Value	Motivation
-10	Watched: Hunter is only Watching
	the character
-5	Hunter desires to Mildly Punish the
	character (deportation, fining,
	question, theft of possessions)
-0	Hunter desires to Harshly Punish
	the character (imprison, enslave,
	kill)

PHYSICAL LIMITATION

Value **Limitation Occurs**

- 5 Infrequently
- 10 Frequently 15 All the Time

Value **Limitation Impairs**

- Slightly +0
- +5 Greatly
- Fully +10

PSYCHOLOGICAL LIMITATION

Value Situation is

- Uncommon 5
- 10 Common
- 15 Very Common

Value Intensity is

- +0Moderate: Decides character's choice of targets and reaction to situations; character may only change actions if he makes an EGO Roll at +5.
- Strong: Character takes irrational actions concerning the situation, +5 may only change actions if he makes an EGO Roll.
- Total: Character becomes totally useless or completely irrational in +10the situation, and will not change his mind for any reason; EGO Roll at -5 (minimum) required to change actions (if the GM allows such a roll at all)

REPUTATION

Value Recognized

- 5 Sometimes (8-)
- 10 Frequently (11-)
- 15 Almost always (14-)
- Extreme Reputation +5
- -5 Reputation Is Known Only To A Small Or Limited Group

RIVALRY

Value **Rivalry Situation** 5 Professional or Romantic Rival 10 Professional and Romantic Rival Value **Rival's Power or Authority** -5 Rival is Less Powerful than character or is in an Inferior Position +5 Rival is More Powerful than character or is in a Superior Position (superior rank, numerical superiority, wealthier) Rival is Significantly More Power-+10ful than character or is in a Very Superior Position (engaged/married to romantic interest, very superior rank, much greater wealth than character, significant social or political power, greatly outnumbers character) +5 Rival is a Player Character

Value **Fierceness of Rivalry**

- +0Character seeks to Outdo, Embarrass, or Humiliate Rival +5 Character seeks to Harm or Kill
- Rival

Value **Knowledge of Rivalry**

-5 Rival is Unaware of Rivalry +0Rival is Aware of Rivalry

PHYSICAL LIMITATIONS **EXAMPLES:**

No Hands (All The Time, Fully Impairing): 25 Character Points.

Unable To Walk (Frequently, Fully Impairing): 20 Character Points.

Blindness (All The Time, Fully Impairing): 25 Character Points.

Missing One Eye (Infrequently, Greatly Limiting): 10 Character Points.

Heavy Sleeper (Infrequently, Slightly Impairing): 5 Character Points

Permanently Altered Size/Density

■ Character Is 6,400 kg (All The Time, Greatly Impairing): 20 Character Points

■ Character Is Always 4" Tall (All The Time, Greatly Impairing): 20 Character Points

■ Character Is Always Three Feet Tall (All The Time, Slightly Impairing): 15 Character Points

Character Is One-Fourth Density (All The Time, Slightly Impairing): 15 Character Points

PSYCHOLOGICAL LIMITATIONS EXAMPLES:

Code Of Chivalry (Common, Total): 20 points

Code Versus Killing (Common, Total): 20 points

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

Claustrophobia

(Uncommon, Total): 15 points

Paranoid (Very Common, Strong): 20 points

Hatred Of Orcs (Common, Strong): 15 points

SOCIAL LIMITATION EXAMPLES:

Secret Identity (Frequently, Major): 15 points (or Severe [20 points]).

Public Identity (Frequently, Major): 15 points (or Severe [20 points]).

Famous (Frequently, Minor): 10 points. Minority (Very Frequently, Minor): 15 points.

Subject To Orders (Very Frequently, Major): 20 points (or Severe [25 points]).

Slave (Very Frequently, Major): 20 points.

Attainder/Corruption Of The Blood (Occasionally, Minor): 5 points.

Harmful Secret (Occasionally, Minor): 5 points.

SOCIAL LIMITATION

Value **Circumstances Occur** Occasionally (8-)

- 5 10 Frequently (11-) 15
 - Very Frequently (14-)
- Value **Effects of Restrictions** +0
 - Minor (inconvenience but little danger; that which is taken away can, eventually, be recovered or restored) (character may be fired, disowned, or suffer other minor problems)
- +5 Major (there is a risk of potential injury or extreme inconvenience; that which is taken away can only be restored with great difficulty) (character may suffer imprisonment, be required to undertake dangerous tasks, and so forth)
- +10Severe (extreme risk of death or injury; that which is taken away cannot be restored)
- -5 Social Limitation Is Not Limiting In Some Cultures Or Societies

SUSCEPTIBILITY

Value	Condition is
5	Uncommon
10	Common
15	Very Common
Value	Take Damage Every
+0	Effect is instant
+15	Segment
+10	Phase
+5	Turn
0	Minute
-5	5 minutes
and so	forth
Value	Number of Dice
+0	1d6
+5	2d6
+10	3d6

UNLUCK

1

Unluck is worth 5 Character Points per 1d6. When determining whether Unluck affects him, the character rolls his Unluck dice; each "1" which appears on the dice counts as one level of Unluck.

UNLUCK

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

VULNERABILITY

Value	The Attack is
5	Uncommon
10	Common (a group of Uncommon
15	attacks, or a single Common attack) Very Common (a group of Common attacks).
Value	Vulnerability Multiplier
+0	x 1 ½ (Target takes 1 ½x damage)
x2	x2 (Target takes 2x damage)

EQUIPMENT CREATION

AUTOMATON POWERS

- Cannot Be Stunned Cost: 15 Character Points.
- Does Not Bleed Cost: 15 Character Points.
- No Hit Locations: 10 Character Points.

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

COMPUTER CHARACTERISTICS

Characteristic	Starting Value	Cost
INT EGO	10	1
	10 (AIs only)	2
DEX	10	3
SPD	1 + (DEX/10)	10
Normal		
Computers have:	Als have:	
1) Characteristics:	1) Characterist	ics:
DEX, INT, SPD	DEX, INT, EG	D, SPD
2) Skills	2) Skills	
3) No Psychologica	1 3) Psychologica	al
Limitations	Limitations	
4) Programs (1 pt e	ach) 4) Programs (1	pt each)
5) No self will	5) Self will: can	initiate
	own actions wi	th EGO
	Roll.	

VEHICLE CHARACTERISTICS

Characteristic	Starting Value	Cost
STR	10	1
BODY	10	1
Size	1 hex	See Size Table
	For Vehicles	
DEF	2	3
DEX	10	3
SPD	1 + (DEX/10)	10
Movement:	6" Ground	See Vehicle
	Movement	Movement Table

LIMITED DEFENSE TABLE

Coverage ProtectsLimitation60 Degrees (one hex side)-1180 Degrees (3 consecutive hex sides)-½

Additionally

Only on the same horizontal Level -¼ Coverage does not protect passengers (like a motorcycle or skateboard) -½

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

VEHICLE SIZE TABLE

VEHICLE MOVEMENT TABLE

Movement Mode	Cost per 1"	Base
Ground Movement	2 points	6"
Flight	2 points	0"
Swimming	1 point	2"
Gliding	1 point	0"
Leaping	1 point	0"
Swinging	1 point	0"
Teleportation	2 points	0"
Tunneling	5 points	0"
Extra-Dimensional	1	
Movement	N/A - 20 points	
FTL Travel	N/A - 10 points	
Clinging	N/A - 10 points	

Limited Maneuverability

Some vehicles are so unwieldy that, regardless of their Turn Mode, they cannot turn around in a Phase. Vehicles with this -¼ Limitation can only make a maximum of two equally spaced turns (instead of the 3 or more usually needed to turn around) over the course of a Phase while moving at Combat Movement speeds. When moving at Noncombat Movement speeds, a vehicle with this Limitation can only make one turn over the course of the Phase.

Stall Velocity

Stall Velocity means a flying vehicle has to maintain a certain airspeed or risk stalling. Ordinarily, vehicles with Flight have no stall velocity, so their flight is effectively momentumless — they can hover in place, fly straight upward, and so forth. However, if you buy a vehicle's Flight with this Limitation, the vehicle may "stall" if it is not flying quickly enough to exceed its stall velocity. (Of course, this does not prevent the vehicle from slowing down to land; any flying vehicle can safely do that.)

If the Stall Velocity is half the vehicle's maximum combat velocity, then this is a -¼ Limitation. If the Stall velocity equals the vehicle's combat velocity, then this is a -½ Limitation (such a vehicle could only stay airborne by making Full Moves every Phase or moving at Noncombat Movement velocities).

A stalled vehicle is at ½ DCV and begins to fall normally. A skilled pilot (one with the Skill *Combat Piloting*) can attempt to pull out of a stall by succeeding with a Combat Piloting roll.

LIMITED ARC OF FIRE

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

BASE CHARACTERISTICS

Characteristic	Starting Value	Cost
BODY	2	1
DEF	2	3
Size	8 hexes	See Base
		Size Table

BASE SIZE TABLE

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

BASE LOCATION TABLE

Location	Cost
City	0
Suburb	5
Distant	10
Modifiers	
Floating in water	+5
Deep Wilderness	+5
Airborne	+10
Underwater	+15
Underground	+20
In Space	+25
Another Dimension	+30

VEHICLE AND BASE DISADVANTAGES

Dependent NPC Distinctive Features Publicly Known Unluck Vulnerability Hunted (Watched)

COMBAT SUMMARY

Combat Sequence Checklist

1) Determine the attacker's Offensive Combat Value (OCV). Base OCV is DEX/3.

2) Determine the target's Defensive Combat Value (DCV). Base DCV is DEX/3 or is based on an object's size.

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

4) If the Attack Roll fails, the attack misses, and the attacker's Phase ends. The GM moves on to the next character who has a Phase in that Segment.

5) If the Attack Roll succeeds, the attacker hits; determine the damage and any effects of damage. The attacker's Phase ends; the GM moves on to the next character who has a Phase in that Segment.

The Basic Attack Roll

Whether an attack actually hits a target is determined by a 3d6 Attack Roll. All Attack Rolls, regardless of the form of the attack, are determined as follows:

Attack Roll = (11 + Attacker's OCV -Target's DCV) or less

If the GM does not want to reveal the target's DCV to the player, another, mathematically identical, way to determine whether an Attack Roll is successful is this:

(11 + Attacker's OCV - 3d6 roll) = the DCV the attack hit

Figuring OCV And DCV

Base OCV = Attacker's DEX/3

Base DCV = Target's DEX/3 (see sidebar for details)

Normal Damage Attacks

Punches, weapons like clubs, Energy Blasts, and concussion explosions are Normal Damage 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 on the dice is the amount of STUN damage the attack does. To determine how much BODY damage it does, look at the numbers rolled on the dice: a 1 is 0 BODY; a 2-5 is 1 BODY, and a 6 is 2 BODY. Thus, a 6d6 Normal Damage attack which rolls 6, 5, 4, 4, 2, and 1 does 22 STUN and 6 BODY. The number of BODY done is usually close to the number of dice rolled.

Killing Damage Attacks

Claws, knives, bullets, and similar attacks do Killing Damage. Damage for Killing Damage attacks (which includes most weapons, Killing Strikes, and the like) is determined differently from Normal Damage attacks. The total of the dice is the number of BODY applied to the target. To determine the STUN done, the character rolls a STUN Multiplier — 1d6-1 (minimum of 1) — and multiplies the result by the amount of BODY done.

Adding Damage

There are five ways you can add damage to an attack: Combat Skill Levels, STR, Haymaker, Martial Maneuvers, and movement (velocity). All of these methods suffer from one significant restriction: *no matter what you do, you cannot more than double the damage of the weapon or base attack*. That means, for example, that if you're using a dagger (HKA 1d6-1, or two Damage Classes), you can't more than double that damage (1d6+1, or four Damage Classes), no matter how you add damage.

DAMAGE CLASSES

DC	Killing	Normal	10-point*	Active Points		
1	1 pip	1d6	½d6	5		
2	¹ / ₂ d6, 1d6-1	2d6	1d6	10		
3	1d6	3d6	1 ½d6	15		
4	1d6+1	4d6	2d6	20		
5	1 ½d6, 2d6-1	5d6	2 ½d6	25		
6	2d6	6d6	3d6	30		
7	2d6+1	7d6	3 ½d6	35		
8	2 ½d6, 3d6-1	8d6	4d6	40		
9	3d6	9d6	4 ½d6	45		
10	3d6+1	10d6	5d6	50		
11	3 ¼d6, 4d6-1	11d6	5 ½d6	55		
12	4d6	12d6	6d6	60		
13	4d6+1	13d6	6 ½d6	65		
14	4 ½d6, 5d6-1	14d6	7d6	70		
15	5d6	15d6	7 ½d6	75		
16	5d6+1	16d6	8d6	80		
17	5 ½d6,6d6-1	17d6	8 ½d6	85		
18	6d6	18d6	9d6	90		
19	6d6+1	19d6	9 ½d6	95		
20	6 ½d6, 7d6-1	20d6	10d6	100		
and so forth.						

* This column is included for the sake of convenience; it shows the DCs of Powers such as Drain or many NNDs, which cost 10 Active Points per 1d6.

OCV CHECKLIST

- 1) Determine base OCV (character's DEX/3).
- Add any applicable Combat Skill Levels which the character wishes to use to increase his OCV.
- Apply any modifiers for the particular weapon or armor being used.
- Apply any modifiers for the particular Combat Maneuver or Martial Maneuver being used.
- 5) Apply any Combat Modifiers.
- 6) Apply the Range Modifier (if applicable).
- 7) Apply any other modifiers.
- Apply any modifiers which halve OCV (or otherwise reduce it by a fraction or percentage).

DCV CHECKLIST

- 1) Determine base DCV (character's DEX/3).
- 2) Add any applicable Skill Levels.
- Apply any modifiers for the particular weapon, armor, or shield being used.
- Apply any modifiers for the particular Combat Maneuver or Martial Maneuver being used.
- 5) Apply any Combat Modifiers.
- 6) Apply any other modifiers.
- Apply any modifiers which halve DCV (or otherwise reduce it by a fraction or percentage).

(Exceptions: Normal Damage weapons in Superheroic campaigns; extra Damage Classes purchased for *unarmed* Martial Maneuvers; normal damage added by movements; see page 271).

Combat Skill Levels: In Heroic campaigns, a character can use *two* CSLs to increase the damage done by a HTH attack (whether Killing Damage or Normal Damage) by *one* Damage Class. In Superheroic campaigns, a character can use two CSLs to add +1 BODY to the damage done by a Killing Attack or +3 STUN to the damage done a Normal Damage attack.

STR: In Superheroic campaigns, damage from HAs adds directly to the damage done by STR; and a character can add +1 DC to an HKA for every 5 points of STR used with it (*i.e.*, +1d6 for every 15 points of STR). In Heroic campaigns, when weapons are involved, the character's STR does not add to a weapon's damage automatically — it only adds damage if it exceeds the weapon's STR Minimum. For every 5 points of STR the character has above the weapon's STR Minimum, he may add +1 DC of damage (Normal or Killing, as appropriate).

Haymaker and Martial Maneuvers: For Normal Damage (including STR damage), each Damage Class added by a maneuver adds one Damage Class to the attack. For Killing Damage, every *two* Damage Classes added by a Maneuver add *one* Damage Class worth of damage to the attack.

Movement (Velocity): The extra damage from movement is velocity/5 in DCs for Move Bys, and velocity/3 in DCs for Move Throughs.

Advantages: For an attack that has Advantages, the following rules apply:

Damage bonuses from CSLs, Haymakers, and Martial Maneuvers are not affected by Advantages. They add to an attack which has Advantages at the same rate, and by the same rules, as an attack which has no Advantages.

A character who has a Power Advantage on an HA (or other Normal Damage attack to which STR is added) does not also have to buy that Advantage for his STR *if* the character only uses his STR up to the unmodified Active Point value of the HA, or if the unmodified Active Point value of the HA exceeds the character's STR.

If a character adds STR damage to an Advantaged HKA (or other Killing Damage attack), his STR adds to the attack's damage at a lesser rate. To determine how much STR it takes to add +1 DC, apply the Advantages on the Power to 5 STR (the basic amount used to add 1 DC). The result is how many points of STR it takes to add +1 DC to the attack.

If a character has bought an Advantage for his STR without buying the same Advantage for an attack he adds damage to with STR, the Advantage does not apply to the attack at all (not even to the damage dice added by STR). It only applies to the damage done by the character's STR when he uses STR by itself.

For movement, multiply the number used to determine the regular DC bonus for velocity (5 for Move Bys, 3 for Move Throughs) by the Advantage to determine how many inches of movement it takes to add +1 DC to the attack. Then divide the inches of movement by that number to obtain the number of DCs added.

Taking Damage

1. If the attack does Normal Damage (fists, clubs, Energy Blasts):

a. Add all applicable forms of Defense — both Normal and Resistant — together to determine the character's total Defense.

b. Subtract the character's total Defense from the STUN damage done by the attack. The remainder is how much STUN damage he suffers.

c. Subtract the character's total Defense from the BODY damage done by the attack. The remainder is how much BODY damage he suffers.

2. If the attack does Killing Damage (claws, blades, guns):

a. Determine how much of the character's Defense is *Resistant* (meaning it protects against Killing Damage). Armor, Damage Resistance, Force Field, and Force Wall, among others, provide Resistant Defense; so does armor the character wears (chainmail or plate armor, for example).

b. Subtract the character's Resistant Defense from the BODY damage done by the attack. The remainder is how much BODY damage he suffers.

i. The character's Normal Defenses, including his PD and ED (unless modified by Damage Resistance), *do not* reduce the BODY from Killing Damage, even if he has Resistant Defenses.

c. If the character has *no* Resistant Defenses, he takes all the STUN damage done by the attack.

d. If the character has any Resistant Defenses, add all applicable forms of Defense — both Normal and Resistant — together to determine his total Defense. Subtract his total Defense from the STUN damage done by the attack. The remainder is how much STUN damage he suffers.

3. If the attack does No Normal Defense (NND) damage (see page 171):

a. If the character has the applicable defense, he takes no damage at all.

b. If the character does not have the applicable defense, he takes all the damage.

4. If the attack does Attack Versus Limited Defense (AVLD) damage (see page 161):

a. If the character has the applicable defense, he subtracts it from the damage, as he would for Normal Damage.

b. If the character does not have the applicable defense, he takes all the damage.

Effects Of Damage

STUNNING

If the amount of STUN damage a character suffers from a single attack (after subtracting your defenses) is less than your CON, he suffers no additional effect other than loss of the STUN.

If the amount of STUN damage a character suffers from a single attack (after subtracting your defenses) is greater than your CON, he is Stunned. A Stunned character's DCV instantly drops to to ½ (as do the modifiers for making Placed Shots against him). At the end of the Segment, any of his Powers which are not Persistent, and any Skill Levels of any type, turn off. The character remains Stunned and can take no Action until his next Phase (he cannot even Abort to a defensive Action). A character who is Stunned or recovering from being Stunned can take no Actions, take no Recoveries (except his free Post-Segment 12 Recovery), and cannot move.

KNOCKOUT

If the amount of STUN damage a character suffers, from a single attack or multiple attacks, is greater than your STUN, he is Knocked Out. When a character is Knocked Out, his OCV, DCV, and ECV are instantly reduced to zero (Placed Shot modifiers against him are halved), and any attack which hits him will do 2x STUN, just as if he were Surprised while out of combat. At the end of the Segment, any of his Powers which are not Persistent turn off.

RECOVERY TIME

STUN TotalHow Often Character Recovers-0 to -10Every Phase and Post-Segment 12-11 to -20Post-Segment 12 only-21 to -30Once a minute only-31 or moreGM's option (a long time)

DEATH

A character at or below 0 BODY is dying. He loses 1 BODY each Turn (at the end of Segment 12). Death occurs when, either due to attacks or to loss of BODY per Turn, the character has lost twice his original BODY (*i.e.*, when he reaches a negative BODY score equal to his starting positive BODY).

Knockback

To determine how much Knockback a character suffers from being hit, the attacker rolls 2d6 (see the Knockback Modifiers Table for modifiers to the number of dice). He subtracts the total rolled from the amount of BODY done by the attack.

If the result is negative, no Knockback occurs; 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 in his next Phase getting to his feet (or reorient himself if he were in mid-air). If the result is positive, the target is Knocked Back that many inches. He ends up lying on the ground (or imbedded in a wall or other object), and must spend a Half Phase to get up (or getting out of whatever he hit).

KNOCKBACK MODIFIERS

Circumstance	# of dice rolled for Knockback
Target is in the air	-1d6
Target Rolled with the Punch	-1d6
Target is underwater	+1d6
Attack was a Killing Damage atta	ack +1d6
Attack was a Martial Maneuver	+1d6
Target has Clinging	+1d6
Target is in Zero Gravity	-1d6

Under certain situations the number of d6 rolled is modified. The Knockback Modifiers Table lists the different situations and the modifier to the 2d6 normally rolled (the modifiers are cumulative). A character who is Knocked Back into a wall (or other upright structure) takes 1d6 Normal Damage for every 1" of Knockback taken. For instance, a character Knocked Back 4" into a wall takes 4d6 damage. A character Knocked Back into another character damages himself and the character he hits; both characters take 1d6 damage per 1" of Knockback.

If a character hits a structure or other large object, both he and the structure take damage. He takes a maximum of 1d6 per DEF and BODY total of the structure. If he is Knocked Back for more inches than the structure has DEF and BODY, the structure (or part thereof) shatters, and the character continues through the hole. For every DEF and BODY total worth of structure a character is Knocked Back through, he flies back 1" less.

If a character who has been Knocked Back does not impact a structure or other large upright surface, he simply hits the ground. He takes 1d6 damage for every 2" he was Knocked Back — half the damage of hitting an object. (The same rule applies to characters Knocked Back straight down into the ground.)

Endurance And Pushing

Superheroic Campaigns: Using 10 Active Points of STR or a Power costs 1 END per Phase. A Superheroic character can Push the limits of his Power by up to 10 Character Points. This does not require an EGO Roll.

Heroic Campaigns: Using 5 Points of STR costs 1 END per Phase; using 10 Active Points of a Power costs 1 END per Phase. A character in a Heroic campaign may push his STR or Powers up to 5 Character Points with a successful EGO Roll, +1 Character Point for every 1 point by which he makes the EGO Roll.

Character Name:_____

Alternate Identities:

Player Name: _____

- -

CHA	RACTE	RISTICS					CON	MBAT I
Va	l Char	Base	Cost	Points	Roll	Notes	Base	OCV
	_ STR	10	x1			HTH damaged6 Lift END ()	Adju	stments
	_ DEX	10	х3			OCV DCV		
	CON	10	x2					
	_ BODY	10	x2				Tota	I OCV
	_ INT	10	x1			Perception Roll	Com	bat Skill
	EG0	10	x2			Base ECV		
	PRE	10	x1			Base Presence Attackd6		
	COM	10	X1⁄2				COM	ИВАТ М
								iver Phase
	_ PD	(STR/5)	x1			Resistant PDTotal PD	Block Brace	½ 0
	_ ED	(CON/5)	x1			Resistant EDTotal ED	Disarm	ı ½
	_ SPD	1+ (DEX/10)	x10			Phases: 1 2 3 4 5 6 7 8 9 10 11 12	Dodge Grab	1/2 1/2
	REC	(STR/5)+(CON/5	i) x2				Grab B Hayma	-
	END	(CON x 2)	X1⁄2				Move E	
	STUN	BODY+(STR/2)+(CON	1/2) x1			Total Characteristics Points	Set	1
							Strike	1/2
		k novyor						
		k power						
		tack power				-		
		k power				-		
Uther	attack	SFX				Disad points	CON	ИВАТ М
DII	ENSES					MOVEMENT	Range RMOD	0-4 5 0 ·
			Amoun	t Defe	nse SF)			ing Shot
Physi	cal Defe	nse				Run (6")		hot (Head to hot (Head to
-		sical Defense					Body s	hot (Hands
	y Defen							ot (Shoulde ot (Vitals to
-	-	rgy Defense						LOCAT
	al Defen							<u>1-000-11</u> ?
Flash	Defense	e ()					Roll	Location
	r Defens						3-5	Head
Other	:						6	Hands
								Arms
							9	Shoulders
		ND CHARG						Chest Stomach
STUN						19999 9999999999 9999999999 19999 99999999		Stomacn Vitals
END								Thighs
							15-16	•
BODY) aaaaa Charges aaaa aaaa aaaa	17-18	•
CHAR	GES 🗆 🗆 🗆				CHAF	RGES		

HERO SYSTEM RESOURCE KIT

			- F I	ΕĪΙ	т г i	іπ	
CON	ЛВА	T IN					ION
Base	OCV				se D		
Adjus	stme	nts	+/-	Ad	justn	nent	t +/-
Tota Com		-		-	tal D	CV	
		KIII I	_eve				
CON	ЛВА	ТΜ	AN	EU	VER	S	
Maneu Blook	iver P			DCV +0			ort
Block Brace		½ 0	+0 +2	+0 ½		ck, ab vs. Ra	ort ange Mo
Disarm	I	1⁄2 1⁄4	-2	+0		disai	
Dodge Grab		1/2 1/2	-1	+3 -2			all attac limbs
Grab B	-	1/2	-3	-4			d Grab
Hayma Move E		1⁄2 1⁄2	+0 -2	-5 -2	+4[STF)C }/2 + '	v/5
Move T	-		-v/5	-3		R + v/3	
Set Strike		1 ½	+1 +0	+0 +0		-	ttacks o eapon
						-	
				_			
CUV	ЛВА						
CON Range	<u>ЛВА</u> 0-4	 Г М 5-8	0D) =	IT-32	33-6	4 65-12
CON Range RMOD	/ □:3/ \\ 0-4 0	 [] M 5-{ -2	3 9)-16 -4	17-32 -6	33-6 -8	4 65-12 -10
RMOD Targeti	0 ing Sh	-2 ot	3 9	-4	-6 0C	-8 V Hit	-10 Locatio
RMOD Target Head s	0 ing Sh hot (He	-2 ot ad to	3 g Shou	-4 Iders)	-6 0C -4	-8 V Hit	-10 Locatio 1d6+3
RMOD Targeti	0 ing Sh hot (He not (He	-2 ot ad to ad to \	3 g Shou /itals)	-4 Iders)	-6 0C	-8 V Hit	-10 Locatio
RMOD Target Head s High sh Body sh Low sh	0 ing Sho hot (He not (He hot (Ha not (Sho	-2 ad to ad to V nds to oulders	Shou /itals) Legs s to F	-4 Iders)) s)	-6 0CV -4 -2 -1 -2	-8 / Hit	-10 Locatio 1d6+3 2d6+1 2d6+4 2d6+7
RMOD Targeti Head s High sh Body sh	0 ing Sha hot (He not (Ha not (Ha not (Sha ot (Vita	-2 ad to ad to V nds to oulders Is to F	Shou /itals) Legs s to F eet)	-4 Iders)) s) Feet)	-6 OC -4 -2 -1 -2 -2 -4	-8 / Hit	-10 Locatio 1d6+3 2d6+1 2d6+4
RMOD Target Head s High sh Body sh Low sh Leg sho	0 ing Sha hot (He not (Ha not (Ha not (Sha ot (Vita	-2 ad to ad to V nds to oulders Is to F	3 9 Shou /itals/ b Legs s to F eet) ON	-4 Iders)) s) feet) CCI NOR	-6 OCV -4 -2 -1 -2 -4 PODY	-8 / Hit 1 To	-10 Locatio 1d6+3 2d6+1 2d6+4 2d6+7 1d6+12 Defens
RMOD Targeti Head s High st Body sl Low sh Leg sh Roll	0 ing Shu hot (He not (Ha not (Ha not (Shu ot (Vita	-2 ad to ad to V nds to oulders is to F ST ion	Shou /itals/ b Legs s to F eet)	-4 Iders)) s) Feet) CCI NOR STUN	-6 OCV -4 -2 -1 -2 -4 MR BODY X	-8 / Hit To Hit	-10 Locatio 1d6+3 2d6+1 2d6+4 2d6+7 1d6+12 Defens Weigh
RMOD Targeti Head s High sł Body sł Low sh Leg shu Roll 3-5	0 ing Sha hot (Hea hot (Ha hot (Ha hot (Ha hot (Ha hot (Vita tot (Vita LOCE Locat Head	-2 ad to ad to V nds to oulders Is to F ATT ST	Shou /itals/ b Legg s to F eet) ON	-4 Iders)) s) eet) CCI NOR STUN x2	-6 0CV -4 -2 -1 -2 -4 MI1 BODY X x2	-8 / Hit 1 To Hit -8	-10 Locatio 1d6+3 2d6+1 2d6+4 2d6+7 1d6+12 Defens Weigh / _
RMOD Targeti Head s High sh Body sh Low sh Leg sho Roll 3-5 6	0 ing Sha hot (Hea hot (Ha hot (Ha hot (Ha tot (Vita Locat Head Hands	-2 ad to ad to V nds to oulders Is to F ATT ST	Shou /itals/ b Legs s to F eet)	-4 Iders)) s) Feet) CCI NOR STUN x2 x ¹ / ₂	-6 0CV -4 -2 -1 -2 -4 MC1 BODY X x2 x ¹ / ₂	-8 / Hit 1 To Hit -8 -6	-10 Locatio 1d6+3 2d6+1 2d6+4 2d6+7 1d6+12 Defens Weigh
RMOD Targeti Head s High sł Body sł Low sh Leg shu Roll 3-5	0 ing Sha hot (Hea hot (Ha hot (Ha hot (Ha hot (Ha hot (Vita tot (Vita LOCE Locat Head	-2 ot ad to V ad to V nds to sto F ST ST ST	Shou /itals/ b Legg s to F eet) ON	-4 Iders)) s) eet) CCI NOR STUN x2	-6 0CV -4 -2 -1 -2 -4 MI1 BODY X x2	-8 / Hit 1 To Hit -8	-10 Locatio 1d6+3 2d6+1 2d6+4 2d6+7 1d6+12 Defens Weigh / _
RMOD Targeti Head s High sh Body sh Low sh Leg sho Roll 3-5 6	0 ing Sha hot (Hea hot (Ha hot (Ha hot (Ha tot (Vita Locat Head Hands	-2 ot ad to 1 ad to 1 nds to oulder: sto F ST ion ST ST ST ST ST ST ST ST ST ST	Shou (itals) Legs to F eet) ON UN 55 (1 (2	-4 Iders)) s) Feet) CCI NOR STUN x2 x ¹ / ₂	-6 0CV -4 -2 -1 -2 -4 MC1 BODY X x2 x ¹ / ₂	-8 / Hit 1 To Hit -8 -6	-10 Locatio 1d6+3 2d6+1 2d6+4 2d6+7 1d6+12 Defens Weigh //////
RMOD Targeti Head s High st Body s Low sh Leg sho Roll 3-5 6 7-8	0 ing Sha hot (He hot (He hot (Ha hot (Sha hot (Vita Locat Head Hands Arms	-2 ot ad to ad to V nds to store ATT ST ST ST ST ST ST ST ST ST	Shou (itals) Legs to F eet) ON UN 55 (1 (2	-4 Iders)) s) s) Feet) CC NOR stUN x2 x ¹ / ₂ x ¹ / ₂	-6 OCV -4 -2 -1 -2 -4 ACH BODY X x2 x ¹ / ₂ x ¹ / ₂	-8 -8 / Hit 1 To Hit -8 -6 -5	-10 Locatio 1d6+3 2d6+1 2d6+4 2d6+7 1d6+12 Defens Weigh ///
RMOD Targeti Head s High st Body si Low sh Leg shu Roll 3-5 6 7-8 9	0 ing Shu hot (He not (He thot (Ha thot (Shc ot (Vita Locat Head Hands Arms Should	-2 ot ad to ad to V nds to vulders is to F ST ion St oders oders oders oders oders oders oder ode	Shou (itals) (-4 Iders)) s) Feet) CC NOR STUN x2 x ¹ / ₂ x ¹ / ₂ x ¹ / ₂	-6 OCT -4 -2 -1 -2 -4 A A BODY X x2 x ¹ / ₂ x ¹ / ₂	-8 / Hit 1 To Hit -8 -6 -5 -5	-10 Locatio 1d6+3 2d6+1 2d6+7 Id6+12 Defens Weigh / / /
RMOD Targeti Head s High st Body si Low sh Leg sh Roll 3-5 6 7-8 9 10-11	0 ing Shuhot (Hee hot (Hee hot (Hai hot (Sho ot (Vita Locat Head Hands Arms Should Chest	-2 ot ad to ad to unders is to F ATT ST ion S adders	Shou (itals) (-4 Idders)) s) S) CE NOR STUN x2 x ¹ / ₂ x ¹ / ₂ x ¹ / ₂ x1 x1	-6 OCI -4 -2 -1 -2 -4 A Ci BODY X x2 x1/2 x1/2 x1 x1	-8 / Hitt 1 To Hitt -8 -6 -5 -5 -5 -3	-10 Locatio 1d6+3 2d6+4 2d6+7 d6+12 Defens Weigh / / / /
RMOD Targeti Head s High st Body si Low sh Leg shu Roll 3-5 6 7-8 9 10-11 12	0 ing Shuhhot (Hei hot (Hei hot (Hai toot (Shic oot (Vita Locat Head Hands Arms Shouli Chest Stoma	-2 ot isad to ad to V nds to builders is to F ST ST ST ST St St St St St St St St St St	Shou (itals) (-4 Iders)) s) ieet) CC NOR STUN x2 x ¹ / ₂ x ¹ / ₂ x1 x1.5	-6 OCU -4 -2 -1 -2 -4 AR BODY X X ¹ / ₂ X ¹ / ₂	-8 / Hitt 1 To Hitt -8 -6 -5 -5 -3 -7	-10 Locatio 1d6+3 2d6+1 2d6+7 Id6+12 Defens Weigh / / / / /
RMOD Targeti Head s High sh Body si Low sh Leg sh Low sh Leg sh Comment 3-5 6 7-8 9 10-11 12 13 14	0 ing Shuhhot (Hei hot (Hei hot (Hai toot (Shic ot (Vita Locat Head Hands Arms Should Chest Stoma Vitals Thigh:	-2 ot ad to V nds tod oulders Is to F ST ion S oulders o	Shou /itals/ 0 Leg: 0 L	-4 Iders)) s) seet) CC NOR STUN x2 x½ x1/2 x1 x1.5 x1.5 x1	-6 OCU -4 -2 -1 -2 -4 AAR BODY X x2 x½ x½ x½ x1 x1 x1 x2 x1	-8 / Hitt -8 -6 -5 -5 -3 -7 -8 -4	-10 Locatio 1d6+3 2d6+4 2d6+4 2d6+7 d6+12 Defens Weigh / / / / / / /
RMOD Targeti Head s High sh Body si Low sh Leg sh Leg sh Comment 3-5 6 7-8 9 10-11 12 13 14	0 ing Shuhhot (He hot (He thot (Ha toot (Shuc ot (Vita Locat Head Hands Arms Should Chest Stoma Vitals Thigh: Legs	-2 ot ad to V nds to ulders is to F ATT ST ST S S A S S S S S S S S S S S S	Shou (itals) (-4 Iders)) s) ieet) CI NOR STUN x2 x½ x½ x1/2 x1 x1.5 x1.5	-6 OCT -4 -2 -1 -2 -4 A CH BODY X x2 x1/2 x1/2 x1 x1 x1 x2	-8 / Hitt -8 -6 -5 -5 -3 -7 -8	-10 Locatio 1d6+3 2d6+1 2d6+7 1d6+7 2d6+7 2d6+7 2d6+7 2d6+7 2 /

CHARACTER INFORMATION

Character name	
Height	Weight
Hair color	Eye color



CAMPAIGN INFORMATION Campaign name _____ Genre _____ Gamemaster_____

Cost	Name	Roll	Cost	Name	Power/Equipment		END
					<u> </u>		
				Total Powers/Equip	ment Cost		
			DISA	DVANTAGES			
			Cost	Disadvantage	Roll C	ost Disadvantage	Rol

	CHARACTER BIO SHEET				
HERO FIFTH EDITION	Character Name:Alternate Identities: Player Name: Group(s) Affiliation: Occupation:				
PHYSICAL DESCRIPTION					
Height: Weight Skin: Ha	Distinguishing Features:				
CHARACTER INFORMATION					
Appearance (Hero & Secret ID):					
Routine Activities:					
Enemies (and why):					
Physical Problems:					
Physical Problems:					
Psychological Quirks & Problems:					
Origin:					
Notes:					
CAMPAIGN GROUND RULES SHEET

CAMPAIGN NAME_____ GENERAL DESCRIPTION

HERO FIFTH EDITION

IMPORTANCE OF THE PCs_

CAMPAIGN TONE

 Morality: 1/2/3/4/5 (1) Good vs. Bad is black & white; (2) Good vs. Bad is mostly clear-cut; (3) Some cross over between Good vs. Bad; (4) There is little distinction between good and bad; (5) Morality is always shades of gray Realism: 1/2/3/4/5 (1) Very Romantic; (2) Romantic; (3) Neutral; (4) Realistic; (5) Extremely Realistic Outlook: 1/2/3/4/5 (1) Everything works out - Very Optimistic; (2) Almost everything works out; (3) Successes balanced by failures; (4) Successes are rare; (5) Almost nothing works out - Very Pessemistic Seriousness: 1/2/3/4/5 (1) Very lighthearted - campaign plays for laughs; (2) Almost everything works out; (3) Seriousness balanced by lighthearted; (4) More serious than lighthearted; (5) Almost entirely serious Continuity: 1/2/3/4/5 (1) Episodic - No effort is made to tie the adventures together; (2) Mostly episodic, with some continuing stories; (3) Some long stories and some episodic ones; (4) Mostly serial, some enforcement of campaign continuity; (5) Entirely serial - everything must fit into the storyline 									
PHYSICAL WORLD (DESCRIPTION)									
CHARACTER BUILDING GUIDELINES	CAMPAIGN RULES								
(1) Starting Points for PCs	(5) Combat Uses Hit Location Chart YES/NO								
Max points from one Disadvantage:									
(2) Maximum Disadavantage Points for PCs (3) Characters automatically have Normal	(6) Knockdown Rules Used YES/NO								
Characteristic Maxima at no point value YES/NO	(7) Long-Term Endurance Rules Used YES/NO								
(4) Character can carry normal technology at no point cost YES/NO	(8) Limited Push YES/NO								
· · · · · · · · ·									
Power Levels Beginning Range Maximum Attack Powers									
Defense Powers									
Skill Rolls									
HOUSE RULES									

HERO SYSTEM RESOURCE KIT

			RACTER CREA	TION CHECKLIST				
		lalue?			_	Perm		
Characteristics	Yes	No	Notes	Requir		Yes	No	Notes
Strength (STR)				Defense Maneuver Demolitions				
Dexterity (DEX)				Disguise				
Constitution (CON) Body (BODY)				Electronics				
Intelligence (INT)				Fast Draw				
Ego (EGO)				Forensic Medicine				
Presence (PRE)				Forgery	ā		ā	
Comeliness (COM)		ā		Gambling				
,		_		High Society				
Figured	Max V	Jalue?		Interrogation				
Characteristics	Yes	No	Notes	Inventor				
Physical Defense				Knowledge Skill				
(PD)				Language				
Ènergy Defense (ED)				Lipreading				
Speed (SPD)				Lockpicking				
Recovery (REC)				Martial Arts Mechanics				
Endurance (END)				Mimicry				
Stun (STUN)	Yes	No Ne	otes/Max Value	Navigation				
Movement			JCS/INAX VAIUC	Oratory				
Running				Paramedics	Ū.			
Swimming				Penalty Skill Levels	ū			
Flight				Persuasion	ā		ā	
Gliding	ā	ā		Power				
Leaping				Professional Skill				
Swinging				Rapid Attack				
Teleportation	Perm			Riding				
Require	Yes	No	Notes	Science Skill				
				Security Systems				
				Seduction				
				Shadowing Skill Levels				
				Sleight Of Hand				
Animal Handler				Stealth				
-Accurate Sprayfire				Streetwise				
-Concentrated				Survival				
				System Operations	ā		ā	
		ā		Tactics	Ō	ā		
-Skipover Sprayfire	ū	ā		Teamwork				
				Tracking				
				Trading				
				Transport Familiarity				
				Two-Weapon				
i i j				Fighting				
				Ventriloquism				
				Weapon Familiarity				
				Weaponsmith				
Computer				Skill		Perm	hatti	
Drogromming				Enhancers Requir	ha	Yes	No	Notoo
Concealment				Jack of All Trades				Notes
Concealment Contortionist				Jack of All Trades				NOLES
Concealment Contortionist Conversation				Jack of All Trades Linguist				NULES
Concealment Contortionist Conversation Cramming				Jack of All Trades				NULES
Concealment Contortionist Conversation Cramming Criminology				Jack of All Trades Linguist Scholar				Motes

HERO SYSTEM RESOURCE KIT

CHARACTER CREATION CHECKLIST

	Perm	itted		Entangle				
Perks Required	Yes	No	Notes	Extra-Dimensional	_	_	_	
Access 🛛				Movement				
Anonymity				Extra Limbs				
Contact				Faster-Than-Light				
Computer Link				Travel (FTL)				
Deep Cover				Find Weakness Flash				
Favor Follower				Flash Defense				
Fringe Benefit				Flight				
Money				Force Wall	ū	ā		
Reputation				Gliding		ā	ā	
Vehicles and Bases	ā			Growth				
Required	Max	Value?		Hand-to-Hand				
Talents	Yes	No	Notes	Attack (HTH)				
Absolute				Healing				
Range Sense				Images				
Absolute				Invisibility				
Time Sense				Killing Attack (HTH)				
Ambidexterity				Killing Attook (Bongod)				
Bump of Direction				Attack (Ranged) Knockback				
Combat Luck				Resistance				
Combat Sense				Lack of Weakness				
Double Jointed				Leaping				
Eidetic Memory				Life Support				
Environmental				Luck	ā	ā	ā	
Movement D				Mental Defense	Ō	ā	ā	
Lightning Calculator	ā			Mental Illusions				
Lightning Reflexes				Mind Control				
Lightsleep 🛛				Mind Link				
Perfect Pitch				Mind Scan				
Resistance 🛛				Missile Deflection				
Simulate Death				Multiform				
Speed Reading				Power Defense				
Universal Translator		U _ Value?		Running Shape Shift				
Powers Required	Yes	No	Notes	Shrinking				
Absorption			NUCJ	Skills				
Aid				Stretching	ā	ā	ā	
Armor 🔲				Summon	ū	ā		
Change Environment				Suppress				
Characteristics				Swimming				
Clairsentience 🛛				Swinging				
Clinging 🛛				Telekenisis				
Damage Reduction				Telepathy				
Damage Resistance				Teleportation				
Darkness				Transfer Transform				
Density Increase				Tunneling				
Desolidification				runnenny	_			
Drain								
Duplication								
Ego Attack								
Endurance Reserve								
Energy Blast								
Enhanced Senses								

CHARACTER CREATION CHECKLIST

Power Requir Advantages		Perm Yes	No	Notes	Power Requir Limitations		Perm Yes	No	Notes
Affects Desolidified Area of Effect					Activation Roll				
Armor Piercing					Always On Charges				
Attack Versus					Concentration				
Limited Defense					Duration Limitations				
Autofire					-Instant				
Based On Ego	-	9			-Nonpersistant				
Combat Value					Endurance Limitatio				
Charges		ā	ā		-Costs Endurance				
Cumulative	ā	ā	ū		-Increased Endura	_	—	-	
Damage Shield					Cost				
Delayed Effect					Extra Time			ā	
Difficult to Dispel					Focus				
Does Body					Gestures				
Does Knockback					Gradual Effect				
Double Knockback					Incantations				
Duration Advantages					Independent				
Continuous					Limited Power				
Persistant					Linked				
Inherent					No Conscious	_	_	_	
Explosion					Control				
Hole in the Middle Indirect					Only In Heroic				
Invisible Power					Identity Range Limitations				
Effects					-No Range				
MegaScale					-Limited Range				
No Normal Defense					-Range Based On				
Penetrating					Strength				
Personal Immunity					-Reduced By				
Range Advantages		-			Range				
-Increased Maxim	um				-Subject To Range				
Range					Modifier				
-Line of Sight					Reduced Penetration	םו	ā		
-No Range Modifie	er				Requires A Skill Roll			ā	
Ranged					Restrainable				
Reduced Endurance					Side Effects				
Sticky					Variable Limitations				
Time Delay					Visible				
Transdimensional					_				
Trigger					Power Requir	red	Perm		.
Uncontrolled					Frameworks		Yes	No	Notes
Usable On Others					Elemental Control				
Variable Advantage					Multipower				
Variable Special Effects					Variable Power Pool				

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	COM	BAT RECORD	SHEET	
	DEX/		PHASES	
CHARACTER	Levels SP	D 1234	5 6 7 8 9 10 11 12 0	CV DCV ECV
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		-0000	000000000000000000000000000000000000	
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		-0000	0000000000000	
		$ \frac{0000}{0000}$	000000000000000000000000000000000000	
		-0000	000000000000000000000000000000000000	
		$\underline{}$	00000000	
		-0000	000000000_	
		-0000		
		_ 0000	0000000	
CHARACTER	tPD/rPD	tED/rED	MOVEMENT	PER Roll
	7	7		
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	/	_/		
	/	<u> </u>		
	/	_/		
	$- \frac{1}{1}$	<u> </u>		
	- <u> </u>	<u> </u>		
	/	_/		
CHARACTER	NOTES			
	<u> </u>			
	_			

	M	NION CONTROL SH	dar i	
Group:	Туре:		No	tes
DEX	Skills and Equipm Skills and Skills an			
Minion 1 Stun END Body	Minion 2 Stun END Body	Minion 3 Stun END Body	Minion 4 Stun END Body	Minion 5 Stun END Body
Extra Skills/Equipment	Extra Skills/Equipment	Extra Skills/Equipment	Extra Skills/Equipment	Extra Skills/Equipment
Minion 6 Stun END Body	Minion 7 Stun END Body	Minion 8 Stun END Body	Minion 9 Stun END Body	Minion 10 Stun END Body
Extra Skills/Equipment	Extra Skills/Equipment	Extra Skills/Equipment	Extra Skills/Equipment	Extra Skills/Equipment
Minion 11 Stun END Body	Minion 12 Stun END Body	Minion 13 Stun END Body	Minion 14 Stun END Body	Minion 15 Stun END Body
Extra Skills/Equipment	Extra Skills/Equipment	Extra Skills/Equipment	Extra Skills/Equipment	Extra Skills/Equipment

ADVENTURE RECORD SHEET

Adventure Name: Game:		(Gamemaster: Game Date(s):				
Adventure Location(s):	sed during adventure:						
Player Characters	EXPs	Player Characters	EXPs	Villains / NPCs	EXPs		
Exceptional Actions	Actions	3		Reward (EXP bonus, P	erks)		
Actions by NPCs							
Actions by Hunters							
Story							
Loose Ends							

VEHICLE RECORD SHEET									
Val	SIZE STR DEX SPD DEF BODY	10 2 2 2 10	x5 x1 x3 x10 x3 x1	Pts	Length: Mass: KB: DEX: Phases: 1 END Rese	1 2 3	Wid DCV 	th: : DEF: 8 9 10 11 ^)Y:	12
_	Charac	cterist	tics Cost		Driver's P	ER Ro	ll: Driv	er's Skill Roll:	
Move Runni	ment Type		s/Phase		Descriptio				
Pts	Equipmen				J			s Base(_)+Pts
							Base Points	Disads Total Base Spent Total Cost	t
			XXX						

Name		Dł	ASE REC	Dwner:		
Val	Char	Base	Cost	Pts	Disadvantages	Base()+Pts
	BODY	2	x1			
	Def	2	x3			
	• partial	0 hovoo	varies			
		8 hexes 4 hexes				
		2 hexes				
		-4 DCV				
	Grounds		x1			
	Location:					
	Power Plant (END Reser					
	•END	0	x1/10		Base Points	Disads Total
	•REC	0	x1			Base Spent Total Cost
Pts	Abilities/Equipment	aracteris	tic's Cos	[END/Roll
Comp Owner Val	Equipment uter Name: r: Char Base Cost INT10 1 (EGO)(10) 2 DEX10 3 SPD2 10 Characteristics Cos	CO M	PUTER R		SHEET	
Pts	Skills	Roll	Pts	Program	ns Disads	Base()+Pts
					[
					Base	Disad Total
Skills a	& Programs + Cł	IAR	=1	Total Cos	t Points	Base Spent Total Cost

RANGE TEMPLATE







SOMETIMES IT'S TOUGH BEING A HERO...

...so *Hero Games* has put together a few things to help you out! The *HERO System Resource Kit* contains play aids and gaming utilities to make your *HERO System* games more fun than ever!

The *Resource Ki*t includes:

 $-{\rm a}$ five-panel GM's screen featuring all the tables and charts commonly consulted during play

-a 48-page booklet containing summaries of all the character creation rules and elements, the combat rules, combat templates for use with miniatures, and nearly a dozen forms to make character creation and record-keeping even easier

-36 paper miniatures (12 fantasy, 12 modern-day, and 12 science fiction)

-three double-sided 22"x17" maps (one with two fantasy scenes, one with two modern-day scenes, and one with two science fiction scenes), each marked with a 1" = 1 inch scale hex grid

Whatever type of *HERO System* game you play, the *HERO System Resource Kit* will make it even better!





















SCIENCE FICTION PAPER MINIATURES

