



THE *ULTIMATE* BRICK

David Rakonitz and Steven S. Long

THE ULTIMATE BRICK

The Ultimate Brick

An Ultimate Book for the *Hero System*

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A WORD OR TWO OF APPRECIATION

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STRENGTH VERSUS strength

Throughout this book, *Strength* (or STR) refers to the *HERO System* Characteristic and/or ways to use it. The term *strength* (uncapitalized) refers to the concept or uses of strength in a commonplace or everyday sense. In game terms, a character's Strength represents his strength.

INTRODUCTION

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

—*HERO System 5th Edition, Revised*, page 16

One of the most popular and enduring archetypes in legends and genre fiction is the *brick*, or strongman — a character who possesses phenomenal strength, usually accompanied by equally-phenomenal resilience and endurance. Mythology gives us the first bricks, in such forms as Hercules, Thor, Gilgamesh, and Atlas — the stereotypical strongmen from whom many later bricks derive thematically. Early adventure fiction developed these concepts into the likes of Paul Bunyan and Doc Savage.

The brick really came into its own as a concept with the debut of comic books, where not just high strength but *super-strength* was possible. Some of the most popular superheroes of all time — Superman, the Hulk, Captain Marvel, the Thing, and countless others — fight their foes with super-hard fists and superhumanly-strong muscles.

With so much history behind them, it's no surprise that bricks are one of the most popular character archetypes for roleplaying games. From *Fantasy Hero* to *Champions* and beyond, the high-STR character appears in just about every game both as a player character and as an adversary for the PCs to defeat. Not only are bricks lots of fun in the game — who can resist the excitement of swinging the biggest sword, or throwing cars at a supervillain? — they're relatively easy to create and play, making them an attractive choice for many gamers.

The Ultimate Brick is Hero Games's look at the rules for and uses of the *Strength* Characteristic (STR) in the *HERO System*, and at characters who have high STR and related attributes. For the purposes of this book, a *brick* is any character whose strength (and usually resistance to injury as well) is greater than the average character in the campaign, and who is defined to some degree by these attributes. In addition to expanding the rules and rules options for such characters, *The Ultimate Brick* provides players and GMs with guidance on designing more interesting and distinctive brick characters and integrating bricks smoothly into a campaign, irrespective of genre. Since characters can do more with STR the more they have, a lot of the information in this book focuses primarily on *Champions*, but it's just as applicable to Fantasy giants (or wizards with STR-augmenting spells), science fiction war-robots, cyber-warriors with artificial muscle implants, and the like.

Chapter One, *Strength Upon Strength: Building The Brick*, is the main chapter in the book. It opens with a discussion of the rules for STR itself; this section includes all the STR rules from the 5th Edition, Revised core rulebook, plus much more information. Chapter One goes on to review brick

archetypes and the game elements used to create bricks and their intriguing abilities. At the end of the chapter there's an extensive selection of "brick tricks" — abilities and powers that represent some of the things characters can do when they have prodigious strength.

Chapter Two, *Smashing Fists And Bouncing Bullets: Brick Campaigning*, covers the subject of playing bricks and using them in the campaign. It discusses combat tactics for bricks, expanded rules for breaking things, optional "realistic" rules for throwing and lifting, and so forth.

Chapter Three, *A Pile Of Bricks*, brings together the information and perspectives from the previous two chapters by presenting several sample brick characters. These characters cover a multitude of genre and character types, showcasing the flexibility of the "brick" concept.

So, roll up your sleeves and get ready for some heavy lifting — it's time to put your Strength to use!

STRENGTH AND REALISM

Strength is unique among *HERO System* game elements in that its usage and effects are easily quantifiable in real world terms. There are no rules for how many joules of energy each die of Energy Blast includes, for how INT correlates with IQ, or for precisely how much pressure each point of Force Field PD can withstand. But the rules say exactly how much a person of a given STR can lift, and from that it's a relatively simple matter to determine how many newtons of force the character can exert.

In the minds of some gamers, this raises all sorts of concerns about "realism." How hard can a character with, say, STR 60 really hit? How far can he really throw something? How closely do the rules model what one can determine about the physics of STR?

Generally speaking, the answer to these questions, and others like them, is "Who cares?" This is a game, not a physics textbook; it takes into account many things other than the pure simulation of "reality" (including, for example, game balance). The *HERO System* is designed to reflect a "dramatic reality" within the context of a game, not to precisely model "the real world." After all, different people often disagree as to exactly what's "realistic" and what's not in many situations. And given that most roleplaying campaigns involve fantastic powers that have never existed in the real world, who's to say exactly how something like high STR would "really" work?

Therefore, *The Ultimate Brick* devotes little attention or page space to issues of "realism." Here and there (particularly on pages 114-15), in the interest of full coverage of various subjects you'll find discussions of the "realistic" implications of high STR — but even then, when rules are involved, they're likely to depend on abbreviated or summarized real-world information. You won't find a whole lot of science in here... just lots of information and options to make your games even better!

chapter one:



BUILDING A BRICK CHARACTER CREATION

STRENGTH



The *Strength* Characteristic represents the character's raw physical power: how much damage he does in HTH Combat; how much he can lift, carry, and throw; and so forth. STR also adds to the base values of PD, REC, and STUN.

One point of STR costs 1 Character Point. Every +5 Character Points of STR represents +1d6 damage and a doubling of the character's lifting capacity.

CASUAL STRENGTH

Every character has a *Casual STR* equal to half his STR. For example, a character with STR 40 has a Casual STR of 20.

Casual STR is the STR the character can exert without conscious effort or taking much time — in other words, when using it as a Zero-Phase Action. Characters use Casual STR to barge through crowds, smash through minor obstacles, carry things effortlessly, and so on. Characters can also use Casual STR to shrug off Entangles and Grabs without wasting an Action (see pages 166, 387, and 423 of the *HERO System 5th Edition, Revised* rulebook). A character may try to use his Casual STR to break free from a Grab or Entangle in a Phase, and if he fails then use his full STR to try again.

Characters may use any method of increasing STR (such as a Movement Power, in some situations) to increase Casual STR, but all such methods only add half as much STR (or STR damage dice) as they normally would. Furthermore, applying any bonuses this way converts the use of Casual STR to a Half Phase Action.

Using Casual STR costs END, though the character only has to pay END for the STR used (not for his full STR) if that's all he uses. As noted below, a character only pays END once per Phase for STR no matter how many different ways he uses it; if the character later uses more than his Casual STR during a Phase, he has to pay the rest of the END required (see below for examples).

If a character normally has a negative STR (as many small animals do), determine his Casual STR by halving his normal lifting capacity (see below). For example, -10 STR can lift 6.4 kg. Half of that is 3.2 kg. A -15 STR character can lift 3.2 kg, so the character has a Casual STR of -15.

As stated on page 423 of the *HERO System 5th Edition, Revised* rulebook, a character can never use his Casual STR to attack another character or cause damage to him. The GM may waive this rule if desired, but if so, the use of Casual STR is an Attack

Action, not a Zero-Phase Action.

STRENGTH ROLLS

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

The standard rules for Skill Versus Skill Rolls, which apply to Characteristic Roll contests such as STR Versus STR Rolls, indicate that the roll made by the second character must equal or exceed the roll made by the character who initiated the contest — in other words, ties go to the second character. As an option, the GM can rule that ties go to *the stronger character*. That way a character with, say, STR 21 derives a little extra benefit from spending that extra point when he's wrestling with a character who has STR 20.

INCREMENTAL STRENGTH

Sometimes characters want to buy their STR in increments. Typically they do this so they can Partially Limit the STR, or for similar reasons. In this situation, the default rule is that all the STR adds together before you calculate damage, Leaping, and the like. The GM may change this rule in the interest of common sense, dramatic sense, special effects, or maintaining game balance.

Example: A character has STR 13, and buys +12 STR as a Power. He does 5d6 $((12+13)/5 = 5)$ damage and can Leap 5"; he does not do $4\frac{1}{2}d6$ damage $((13/5 = 2.5) + (12/5 = 2))$.

However, you should derive STR-based Figured Characteristics, and the END cost for STR, on an incremental basis where possible, since different modifiers (such as Reduced Endurance or Increased Endurance Cost) can affect them differently.

COMBINED STRENGTH

Sometimes two or more characters want to combine their STRs to accomplish some task none of them can perform individually. For example, a group of brawny warriors might try to lift a portcullis together. In that situation, add up all the characters' lifting capacities based on their individual STRs, then use that overall lifting capacity to determine the "group STR" score of the people involved (use the next lowest STR rating if the lifting capac-

ity doesn't match some rating exactly).

Example: Five cargo robots — STR 10, 15, 15, 20, and 25, respectively — want to lift a cargo pallet. Their lifting capacities are 100, 200, 200, 400, and 800 kilograms, respectively, for a total of 1,700 kg. Looking at the Expanded Strength Table, that's how much STR 30 could lift (actually, it's more than STR 30, but less than STR 31, so you round down to 30, the next lowest rating). Therefore, as a group, the five robots have "STR 30" for lifting purposes. Here's hoping the pallet weighs less than 1,600 kg....

STRENGTH AND ENDURANCE

Using STR costs END — 1 END per 10 points of STR used in most cases (as an optional rule, some Heroic campaigns charge 1 END per 5 STR used, due to the prevalence of armed combat in those genres). However, a character only has to pay the END cost for his STR once per Phase, regardless of how many different ways he uses it in a single Phase. For example, suppose a character has STR 50. If he uses Casual STR to break out of a Grab, then uses STR to punch an enemy for 10d6 damage in that same Phase, he only pays 5 END, even though he's used his STR in two different ways that Phase.

This rule includes the inches of Leaping a character receives from his STR — as long as he uses no more inches of Leaping than that, the END cost is part of the overall END expenditure for using STR in that Phase. If the character uses any additional inches of Leaping (extra inches he's purchased, for example), then he pays END for those inches at the normal rate.

On the other hand, this rule does *not* apply to STR-based attacks (punches, HAs, HKAs, and so on) with the *Autofire* Advantage, to the use of STR to Sweep one or more targets, or to any other situation or game element that would allow a character to make two or more STR-based attacks in a Phase. In those situations, the

character has to pay END once for each attack.

ENDURANCE AND PARTIAL STRENGTH

If a character uses only part of his STR during a Phase, he only pays the END for the amount of STR he used. If he uses more of his STR later in that same Phase, he has to pay the rest of the END required. Similarly, if the character's Leaping costs less END than the full END for his STR, and later in the Phase he uses STR to the extent it costs more END than he used for his Leaping, he has to pay the difference in END when he uses his full STR.

Example: Grond has STR 90, so his Casual STR is 45. On his Phase in Segment 6, he uses his Casual STR to escape from an Entangle. This costs him 4 END. If that's all he does in that Phase, that's all the END he spends for his STR. However, if he then uses his full 90 STR to hit someone, he has to pay the remainder — 5 END — for a total of 9 END spent to use STR that Phase. If Grond decided to use only STR 60 to hit, he'd only pay another 2 END (for a total of 6); if he used just 45 STR to hit, he wouldn't have to pay any more END at all.

Example: Black Diamond has STR 60 and Leaping 20". She makes a Half Move (Leaping 10"), which costs her 1 END. Then she hits someone with her full STR. Normally

using STR 60 would cost 6 END, but since she's already paid 1 END for Leaping, she only has to pay the difference — 5 END (for a total of 6 END for the Phase).

ENDURANCE FOR STRENGTH IN OFF SEGMENTS

If a character uses his STR on a Segment in which he doesn't have a Phase — for example, if he's Grabbed in a Segment and immediately makes a Casual STR Roll to see if the Grab affects him — he pays END for that STR in that Segment, just as he would if using that STR in one of his Phases. However, a character does not have to pay END for maintaining a STR-based attack (such as a Grab) during Segments in which he doesn't have a Phase.

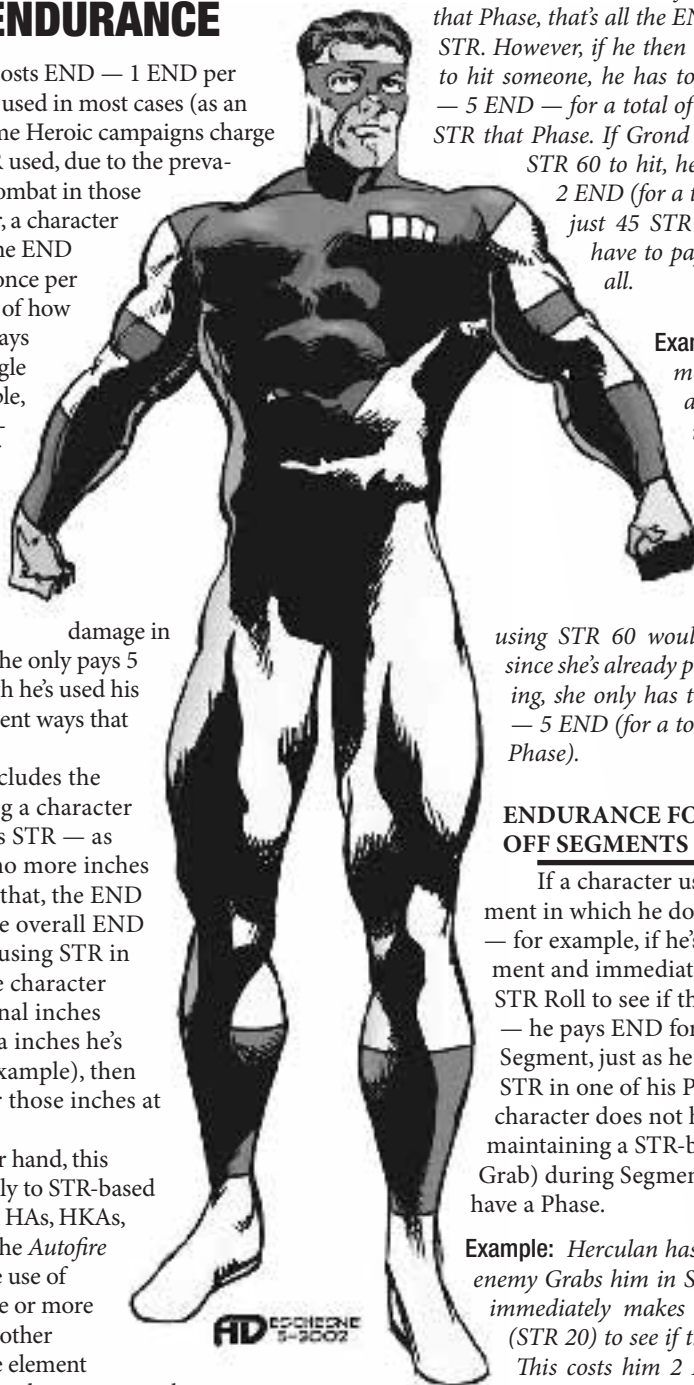
Example: Herculan has STR 40, SPD 6. An enemy Grabs him in Segment 5. Herculan immediately makes a Casual STR roll (STR 20) to see if the Grab affects him. This costs him 2 END. If he uses his STR again on his Phase in Segment 6, he pays the normal END cost for doing

"I'M AS STRONG AS TEN MEN!"

It's not uncommon in some genres for characters to define their high STR as representing being as strong as some number of men. For example, a Golden Age superhero might have the ability to make himself "as strong as ten men!," or a Potion Of Threefold Strength in a *Fantasy Hero* game might make the imbiber as strong as three men.

In *HERO System* terms, to determine the lifting capacity of a group of people, you combine their lifting capacities from STR and then use that total to determine a "group STR" for them. Following that method, here's how strong various groups of men are (assuming they all have 10 STR):

2 men = 15 STR
3 men = 18 STR
4 men = 20 STR
5 men = 21 STR
10 men = 26 STR
15 men = 29 STR
20 men = 31 STR
25 men = 33 STR
30 men = 34 STR
40 men = 36 STR
50 men = 38 STR
100 men = 43 STR



WEIGHTLIFTING RECORDS

Due to the plethora of organizations for weightlifters and weightlifting, the numerous categories (based on body weight, age, and gender) for weightlifting, and other considerations, determining real-world records for weightlifting sometimes proves difficult. According to the *Guinness Book Of World Records 2003*, which uses the standards of the International Weightlifting Federation, the following records apply for the over-105 kg body weight category for men:

Snatch: 212.5 kg
Clean And Jerk: 262.5 kg
(the “world standard”)

Typically, the best male weightlifters in the world can lift about 2.5 times their own body weight in the snatch, and as much as three times their own body weight in the clean and jerk.

The comparative totals for the strongest women’s category, over-75 kg, are a snatch lift of 135 kg and a clean and jerk of 160.5 kg.

so; the END paid in Segment 5 doesn’t “roll over to” his use of STR in Segment 6.

REDUCED ENDURANCE

If a character wants to buy Reduced Endurance for his STR, he calculates the cost of the Advantage based on the value of the STR Characteristic — not just the points he paid for it, but for the entire value. For example, if Herculan wanted to buy Reduced Endurance (0 END; +½) on 40 STR (which cost him 30 Character Points), he would pay 20 Character Points (40 x (1 + ½) - 40).

Reduced Endurance purchased for a character’s STR *does not* automatically apply to his STR-based forms of movement (Running, Leaping, Swimming, and so forth). They still cost END at the normal rate; if a character wants to reduce their END cost, he must buy Reduced Endurance for them individually.

CHARGES

Sometimes a character purchases extra STR with the Limitation *Charges*. In that case, the extra STR doesn’t cost END, but the character’s standard STR costs END at the normal rate.

STRENGTH DAMAGE

In many ways, STR is primarily an offensive ability — an Attack Power in Characteristic form, so to speak. It allows a character to do Normal Damage in HTH Combat, whether by punching a target, picking up an object and hitting the target with it, or the like. He can also throw things at other characters (see *Throwing*, below).

As indicated in the Expanded Strength Table, a character does 1d6 Normal Damage for every 5 full points of STR. At the “3” and “8” breakpoints, he adds a half die of damage (some GMs forbid the use of this half-die to save time during the game). This assumes the character hits the target with his bare hands; if he hits the target with an object, the rules on page 447 of the *HERO System 5th Edition, Revised* rulebook apply to limit the damage to the lower of the character’s STR damage or a number of dice equal to the DEF+BODY of the object.

Example: *Bulldozer has STR 50. Ordinarily he does 10d6 Normal Damage when he punches someone. If he hits someone with a boulder (DEF 5, BODY 19), he still does just 10d6 damage, since 10 is less*

INCREASED DAMAGE DIFFERENTIATION

STR	Damage
10	2d6
11	2d6
12	2d6+1
13	2½d6
14	3d6-1
15	3d6
16	3d6
17	3d6+1
18	3½d6
19	4d6-1
20	4d6

than the DEF+BODY of the boulder (24). If he hits someone with a light wooden desk (DEF 3, BODY 3), he only does 6d6 Normal Damage, since the DEF+BODY of the object (6) is lower than his base damage from STR.

INCREASED DAMAGE DIFFERENTIATION

The GM can, if he wishes, allow for greater differentiation of dice of damage than just whole and half dice. This provides more incentive for characters to buy odd values of STR, and also allows for greater variation among characters in Heroic genres.

Using this system, values of STR ending in 0 or 5 remain whole dice, and values ending in 3



or 8 remain the half-die breakpoint. Additionally, values ending in 2 or 7 add +1 point of damage, and values ending in 4 or 9 use the next highest die and subtract 1 point of damage. The accompanying tables show what STRs 10-20 look like using this system.

LIFTING

The second most important ability that STR provides a character is that it indicates his lifting capacity. The Expanded Strength Table lists the amount of weight a character can lift based on his STR. This represents the maximum amount of weight he can just manage to lift off the ground, stagger with for a step or two, then drop. (Similarly, it represents the maximum amount of weight he can drag or pull; given the definition of lifting capacity, a character must be able to lift an object to move it these ways.) He can easily carry or lift the weight which he can pick up with his Casual STR. (See below for other parameters.)

Regardless of a character's carrying capacity, carrying more than a certain amount of weight may encumber him (see *HERO System 5th Edition, Revised*, page 379). In some cases, a character can Push his STR and lift even more for brief periods (see *HERO System 5th Edition, Revised*, page 287).

LIFTING MODIFIERS

Numerous conditions can affect a character's lifting capacity. The most important of these is how many hands he uses: if a character lifts with one hand (or half or less of his manipulatory limbs), he's at -5 STR for lifting purposes — in other words, he's only got half of his normal lifting capacity. The accompanying table lists other suggested modifiers, based on the nature of the object lifted and other circumstances; the GM may apply them as he sees fit.

REALISM AND LIFTING

Realistically, even if a character's STR allows him to lift large objects, doing so may not be possible. Getting a grip on something as large and bulky as a building or car might not be practical, and most large objects would break if lifted.

But realism often doesn't apply in adventure stories. For example, comic book bricks routinely toss around buildings, battleships, and other enormous objects without any difficulty. As noted in *Champions*, in a comic book setting those objects tend to have a lot more physical integrity than they do in the real world.

The GM has to determine just how "realistic" he wants his campaign setting to be. The higher the degree of realism, the more restricted characters' use of high STR tends to be, since the world around them can't tolerate comic book-style uses of STR. Lower degrees of realism allow bricks to pull all sorts of "stunts" and "brick tricks" without worrying about real-world science. The GM chooses the "realism level" based on the feel he wants for the game. (See *Champions*, page 163, for more information.)

See page 114-15 for rules for "realistic" use of STR.

LIFTING MODIFIERS

Circumstance

Using only one hand (or half or less of character's manipulatory limbs)

Modifier

-5 STR (*i.e.*, half lifting capacity)

Nature of object lifted

Weight shifts frequently

-1 to -10 STR

Object is bulky or poorly balanced

-1 to -10 STR

Grip

Good grip

-0 STR

Poor grip

-3 to -10 STR

Very poor grip

-10 to -20 STR (or worse)

Lifting surface

Solid/strong surface

-0 STR

Weak surface

-5 to -10 STR

Very weak surface

-10 to -20 STR (or worse)

Character's balance

Character is well-balanced

-0 STR

Character is slightly off balance

-3 to -5 STR

Character is severely off balance

-5 to -10 STR

Character is completely off balance

-10 to -20 STR (or worse)

Surface: The solidity/strength required of the surface on which a character's standing can vary depending on what he's lifting — the heavier the object, the more stable and solid the surface needs to be to support him.

Balance: The GM can also use "balance" factors to represent poor footing or like circumstances — any environmental condition (other than surface solidity) that might prevent the character from exerting his full STR. If appropriate, the GM may have the character make a DEX Roll to determine how well balanced or "planted" he is. (Similarly, he may require a DEX Roll to determine how good a grip the character has on an object.)

OPTIONAL LIFTING PARAMETERS

At the GM's discretion, the following optional parameters for other forms of lifting apply:

■ **Bench Press** (lying down, lifting object to the full extent of one's arms): 75% of the character's full lifting capacity

■ **Clean And Jerk** (lifting a weight from the floor to one's chest in one movement, then lifting it to a full arms' extension over one's head in a second movement and holding it there motionless until allowed to release it): 50% of the character's full lifting capacity

■ **Dead Lift** (using the legs and back to lift a weight from floor to hip level): 90% of the character's full lifting capacity

■ **Leg Press** (using a special type of fitness machine to lift with one's legs): Double the character's full lifting capacity (*i.e.*, use +5 STR to determine his lifting capability).

■ **Snatch** (in a single movement, lifting a weight from the floor to a full arms' extension over one's head, then holding it there motionless until allowed to release it): 40% of the character's full lifting capacity

For example, a character with STR 40 can lift a maximum of 6,400 kg — that's as much as he can barely get off the ground and stagger with for a step or two. Using these optional rules, he can bench press 4,800 kg, clean and jerk 3,200 kg, dead lift 5,760 kg, leg press 12,500 kg, and snatch 2,560 kg — any one of which puts him thousands of kilograms ahead of the real world's strongest people.

EXPANDED STRENGTH TABLE

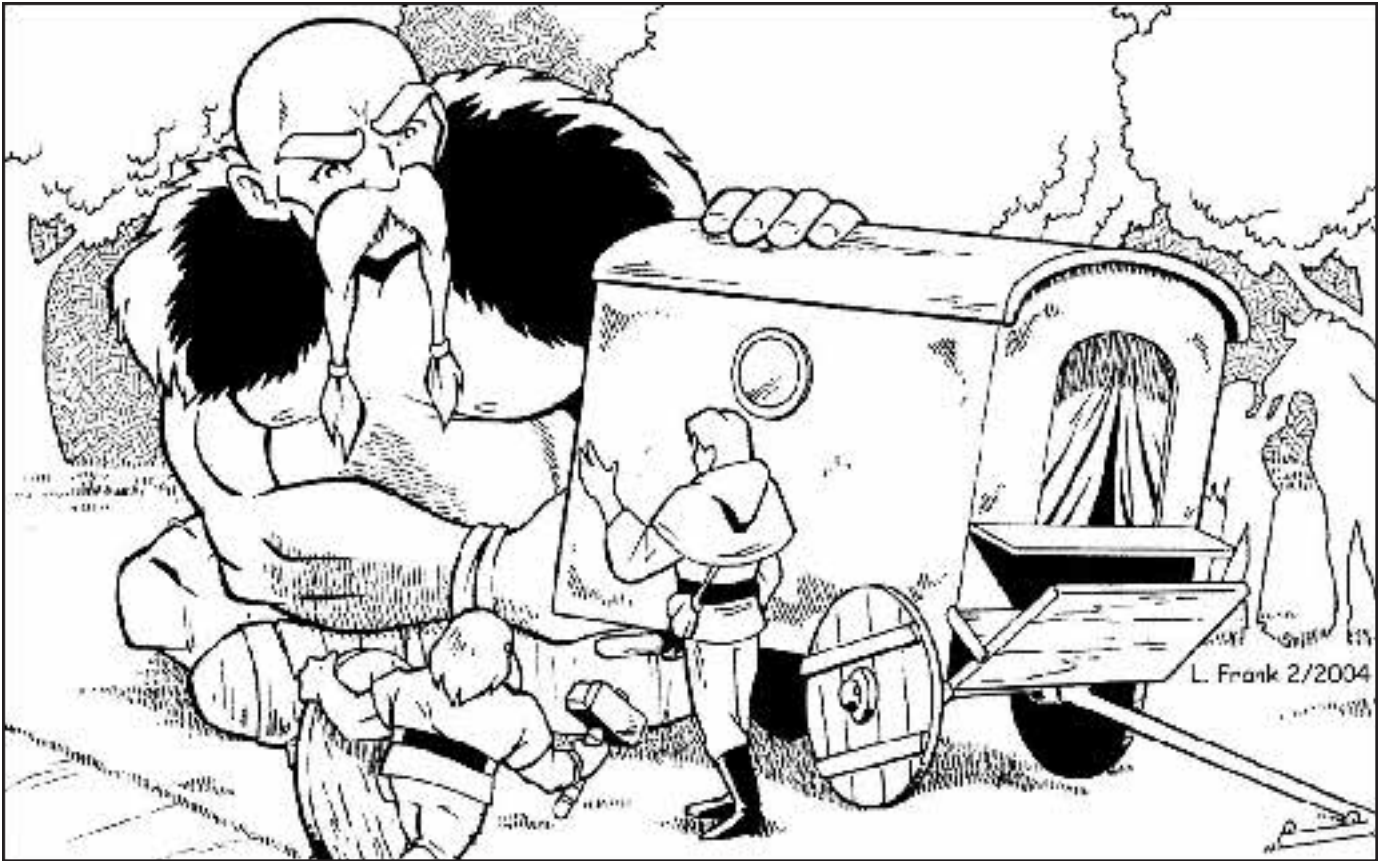
STRENGTH	LIFT (KG)	DAMAGE (HEXES)	LEAP	MODERN EXAMPLES	FANTASY EXAMPLES	SCIENCE FICTION EXAMPLES
-50	.025	—	—	Mouse		
-45	.05	—	—	Golf ball, egg	Arrow	
-40	.1	—	—	Baseball	Blowgun, small sling	
-35	.2	—	—			
-30	.4	—	—	Grenade, football, fist-sized rock	Knife	
-29	.5	—	—			
-28	.5	—	—			
-27	.6	—	—	Basketball		
-26	.7	—	—			
-25	.8	—	—		Dagger, javelin, quiver of 20 arrows/bolts	
-24	.9	—	—	Baseball bat		
-23	1.0	—	—	Pistol	Short sword, light bow	Laser pistol
-22	1.2	—	—	<i>HERO System 5th Edition, Revised</i> rulebook		
-21	1.4	—	—			
-20	1.6	—	—	Pineapple, binoculars	Longsword, battle axe, mace, light crossbow, spear	
-19	1.8	—	—			
-18	2.0	—	—	Clay brick		
-17	2.4	—	—			
-16	2.8	—	—			Laptop computer
-15	3.2	—	—	Submachine gun	Sm. wooden shield, helmet	Blaster carbine
-14	3.6	—	—	Human infant, rabbit		
-13	4.0	—	—	Rifle, DVD player	Small metal shield	Blaster rifle
-12	4.8	—	—	Housecat		
-11	5.6	—	—	Laptop computer		
-10	6.4	—	—	Assault rifle	Heavy crossbow,	
				Lg. wooden shield,		
-9	7.2	—	—	Bowling ball	one stone (unit of weight)	Assault blaster
-8	8.0	—	—	Shotput	Two-handed sword, arbalest, Lg. metal shield	
-7	9.5	—	—	Average dog		
-6	11	—	—			
-5	12.5	—	—	Machine gun, wooden dining room chair	Chainmail hauberk	Blaster MG
-4	14	—	—			
-3	16	—	—		Tavern bench	
-2	19	—	—	Small leather office chair, desktop computer		
-1	22	—	—	Large machine gun, large leather office chair		
0	25	—	—	Full suitcase, small missile, TV set, bicycle, desktop computer monitor	Two chainmail hauberks	
1	29	—	—	Human child		
2	33	—	—	Coffee table		
3	37.5	½d6	½"	Small refrigerator, dishwasher	Suit of plate armor	
4	44	½d6	½"	Caber (average)		
5	50	1d6	1"	Adolescent human, recliner, light dining room table	Suit of plate barding	
6	58	1d6	1"	Small grandfather clock, wall safe		
7	67	1d6	1"	Chest of drawers, heavy dining room table, manhole cover (average)		
8	75	1½d6	1½"	Brass bed, loveseat, washing machine	Dwarf	
9	88	1½d6	1½"	Sofa, railroad tie		
10	100	2d6	2"	Adult human, large grandfather clock, large wooden desk	Man, elf	Man, Small computer console

EXPANDED STRENGTH TABLE (CONTINUED)

STRENGTH	LIFT (KG)	DAMAGE (HEXES)	LEAP	MODERN EXAMPLES	FANTASY EXAMPLES	SCIENCE FICTION EXAMPLES
11	117	2d6	2"	Small floor safe, anvil (average)		
12	133	2d6	2"	Large wooden bed, china hutch, side of beef	Heavyworlder man	
13	150	2½d6	2½"	Refrigerator	Man in armor and equipment	
14	175	2½d6	2½"	Wooden armoire		
15	200	3d6	3"	Piano, motorcycle, wooden wardrobe, large wooden bookshelf, large wooden computer desk set, manhole cover (large)	Two men, wild boar, barrell of beer, python	Hoverscooter, medium computer console
16	233	3d6	3"	Wooden entertainment center		
17	267	3d6	3"			
18	300	3½d6	3½"	Medium floor safe	Two men in armor and equipment	
19	350	3½d6	3½"	Billiard table, football goalposts		
20	400	4d6	4"		Chariot, Grizzly bear	Hoverbike, Large computer console
21	467	4d6	4"			
22	533	4d6	4"	Moose		
23	600	4½d6	4½"	Sailboat, cow	Sailboat, horse	
24	700	4½d6	4½"	Cropduster, small civilian helicopter, large floor safe		
25	800	5d6	5"	Small trailer, sportscar	Horse and rider, large polar bear, stagecoach	
26	933	5d6	5"	Liberty Bell		
27	1,067	5d6	5"	B43 1-megaton nuclear bomb		
28	1,200	5½d6	5½"	Medium missile	Two horses	
29	1,400	5½d6	5½"			
30	1,600	6d6	6"	Small car, large missile	Two horses and riders, catapult	Hovercar
31	1,867	6d6	6"	Telephone pole (average wooden), stegosaurus		
32	2,133	6d6	6"			
33	2,400	6½d6	6½"	Large civilian helicopter		
34	2,800	6½d6	6½"	Small military helicopter		
35	3,200	7d6	7"	Truck, limousine	Small elephant	
36	3,733	7d6	7"			
37	4,267	7d6	7"	B53 9-megaton nuclear bomb		
38	4,800	7½d6	7½"	Large military helicopter		
39	5,600	7½d6	7½"			
40	6,400	8d6	8"	Small jet, tank	Large elephant, small trebuchet	
41	7,467	8d6	8"	Light jetfighter, tyrannosaurus rex		
42	8,533	8d6	8"	Polaris A-1 missile		
43	9,600	8½d6	8½"	Business jet, CH-47D Chinook helicopter		
44	11 tons	8½d6	8½"	Triceratops		
45	12.5 tons	9d6	9"	Jetfighter, subway car	Heavy trebuchet	
46	15 tons	9d6	9"	Heavy jetfighter		
47	17 tons	9d6	9"	Polaris A-3 missile		
48	19 tons	9½d6	9½"	Very small ICBM		
49	22 tons	9½d6	9½"	Infantry fighting vehicle		
50	25 tons	10d6	10"	Frigate, airship	Small standing stone	Space tug
51	29 tons	10d6	10"	Small tank, apatosaurus		
52	33 tons	10d6	10"	Small ICBM		
53	37.5 tons	10½d6	10½"			
54	44 tons	10½d6	10½"	Olmec stone head	Large standing stone	Starcruiser
55	50 tons	11d6	11"	Bulldozer, main battle tank, Easter Island stone head, sperm whale		
56	58 tons	11d6	11"	Trident II missile		
57	67 tons	11d6	11"	Dump truck, electro-diesel train car, jetliner		

EXPANDED STRENGTH TABLE (CONTINUED)

STRENGTH	LIFT (KG)	DAMAGE (HEXES)	LEAP	MODERN EXAMPLES	FANTASY EXAMPLES	SCIENCE FICTION EXAMPLES
58	75 tons	11½d6	11½"	Concorde		
59	88 tons	11½d6	11½"	B-52H Stratofortress, Stonehenge stone, Washington Monument, bank vault door		
60	100 tons	12d6	12"	Space Shuttle (without booster rockets), blue whale, bulldozer	Two large standing stones	Starship
61	117 tons	12d6	12"			
62	133 tons	12d6	12"	Mir Space Station		
63	150 tons	12½d6	12½"	Titan II rocket		
64	175 tons	12½d6	12½"			
65	200 tons	13d6	13"	Large ICBM, Spruce Goose, Statue of Liberty		Large starships
66	233 tons	13d6	13"			
67	267 tons	13d6	13"	Bank vault (entire, including door)		
68	300 tons	13½d6	13½"	Very large ICBM		
69	350 tons	13½d6	13½"			
70	400 tons	14d6	14"	Trawler		Very large starship
71	467 tons	14d6	14"			
72	533 tons	14d6	14"	Redwood tree		
73	600 tons	14½d6	14½"			
74	700 tons	14½d6	14½"			
75	800 tons	15d6	15"	Drilling rig		
76	933 tons	15d6	15"			
77	1 kton	15d6	15"			
78	1.2 ktons	15½d6	15½"	Sequoia tree		
79	1.4 ktons	15½d6	15½"			
80	1.6 ktons	16d6	16"	Small bridge, freighter (unloaded)	Small stone bridge	
81	1.9 ktons	16d6	16"			
82	2 ktons	16d6	16"	Space Shuttle (with booster rockets)		
83	2.4 ktons	16½d6	16½"			
84	2.8 ktons	16½d6	16½"			
85	3.2 ktons	17d6	17"	Freighter (loaded), Cape Hatteras Lighthouse	Large stone bridge	
86	3.7 ktons	17d6	17"			
87	4.3 ktons	17d6	17"			
88	4.8 ktons	17½d6	17½"			
89	5.6 ktons	17½d6	17½"	Small cruiser (unloaded)		
90	6.4 ktons	18d6	18"	Destroyer (unloaded)	Enormous stone bridge	
91	7.5 ktons	18d6	18"	Eiffel Tower, small cruiser (loaded)		
92	8.5 ktons	18d6	18"			
93	9.6 ktons	18½d6	18½"	Destroyer (loaded), small submarine		
94	11 ktons	18½d6	18½"	Large cruiser (unloaded), small cruise ship		
95	12.5 ktons	19d6	19"		Temple	
96	15 ktons	19d6	19"			
97	17 ktons	19d6	19"	Large cruiser (loaded)		
98	19 ktons	19½d6	19½"	Large submarine		
99	22 ktons	19½d6	19½"			
100	25 ktons	20d6	20"	Large bridge	Castle	
105	50 ktons	21d6	21"	St. Louis Gateway Arch, medium cruise ship		
110	100 ktons	22d6	22"	Aircraft carrier (loaded), large cruise ship	Large castle	
115	200 ktons	23d6	23"			
120	400 ktons	24d6	24"	Empire State Building		
125	800 ktons	25d6	25"	Golden Gate Bridge		
130	1.6 mtons	26d6	26"			
135	3.2 mtons	27d6	27"			
140	6.4 mtons	28d6	28"	Great Pyramid of Giza (est.)		
145	12.5 mtons	29d6	29"			Asteroid (small)
150	25 mtons	30d6	30"			



EXPANDED STRENGTH TABLE (CONTINUED)

STRENGTH	LIFT (KG)	DAMAGE (HEXES)	LEAP	MODERN EXAMPLES	FANTASY EXAMPLES	SCIENCE FICTION EXAMPLES
155	50 mtons	31d6	31"			
160	100 mtons	32d6	32"			
165	200 mtons	33d6	33"			
170	400 mtons	34d6	34"			
175	800 mtons	35d6	35"			
180	1.6 gtons	36d6	36"			
185	3.2 gtons	37d6	37"			
190	6.4 gtons	38d6	38"			Asteroid (medium)
195	12.5 gtons	39d6	39"			Comet (typical)
200	25 gtons	40d6	40"			

kton: kiloton (1,000 metric tons)
mton: megaton (1 million metric tons)
gton: gigaton (1 billion metric tons)

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

Damage: Normal Damage in HTH Combat

Leap: Running broad jump forward, distance in hexes. Running jumps upward and standing jumps are half this distance; standing jumps upward are one-fourth this distance.

Examples: Where necessary, examples are typically rounded up to the next highest rating of lifting capacity. For the masses of some sample objects too large to appear on this table, see page 103.



LEAPING

The leaping distances listed in the Expanded Strength Table are based on a running broad jump — the character takes a step or two and leaps. (This does *not* mean that he's required to make a Half Move or the like; the "step or two" are part of the overall distance he covers with his leap.) He may leap for a Full Move or Half Move. The table indicates forward leaping distance; a character may leap upward half the distance which he can leap forward (this distance defines how far off the ground the character's shoulders are at the uppermost point of the leap). Without a running start, a character can only leap half as far (or one-fourth as far upward).

In Heroic campaigns, fast-moving characters can leap further: for every +1" of Running a character has above the normal Run of 6", add +1 meter (½") to the jump distance when he makes a Running Leap. (The character doesn't have to use his Running in conjunction with his Leap — he just has to have paid for the extra Running — but the extra inches only apply with Running Leaps.) Characters in any campaign may also leap further if they buy the Power *Leaping* (see page 40).

The END cost for Leaping is 1 END per 10 Active Points of Leaping — typically this means 1 END per 10" Leaping. However, the rules for only using END for STR once per Phase may affect this; see page 7.

SIZE, MASS, AND LEAPING

As an optional rule, the GM may base a character's total leaping distance on his mass — after all, heavier characters have more to lift when they jump. To determine the leaping distance for characters who are heavier than normal, move down the Strength Chart 5 STR for every 2x mass; for characters who are lighter than normal, move up 5 STR for every x½ mass. Thus, characters with Growth or Density Increase cannot intrinsically leap further than characters of normal size and weight just because they gain some STR from those Powers. Characters with Shrinking can leap further than normal (+3" for every level of Shrinking) unless they buy down their STR.

Example: *A puppy isn't very strong (STR -15). This would normally mean it couldn't jump. However, it only weighs 6.25 kg (1/16 normal human mass). Therefore it gets +20 STR for determining Jumping distance, meaning it can jump 1" with a running start.*

Now it's Leadboy's turn. He weighs 25 tons due to Density Increase. He has a 60 STR, but all of it except 10 STR is from DI. He can only jump 4" with a running start.

Realistic Leaping

For more "realistic" rules for Leaping, see page 115.

THROWING THINGS

Characters often throw things. Fantasy characters throw beer mugs in barroom brawls just as superheroes toss cars up and down the street. When characters aren't hurling grenades and rocks at each other, they throw each other off cliffs or toss car keys across yawning chasms. Frequently, an improvised thrown weapon is the only way a character can attack an opponent at range — brick characters often lack any other form of Ranged attack.

THROWING DISTANCE

To determine how far a character can throw something, the GM should consider three factors: how strong the character is; how heavy the object is; and how the character throws the object.

STR Versus Object Weight

Compare the character's STR to the STR necessary for the character to pick up the object. Subtract the latter from the former; the result is

THROWING TABLE

Throwing Strength	Running Throw	Standing Throw	Prone Throw
0	0"	0"	0"
3	2"	1"	½"
5	4"	2"	1"
8	6"	3"	1½"
10	8"	4"	2"
13	10"	5"	2½"
15	12"	6"	3"
18	14"	7"	3½"
20	16"	8"	4"
23	18"	9"	4½"
25	20"	10"	5"
28	22"	11"	5½"
30	24"	12"	6"
33	26"	13"	6½"
35	28"	14"	7"
38	30"	15"	7½"
40	32"	16"	8"
43	34"	17"	8½"
45	36"	18"	9"
48	38"	19"	9½"
50	40"	20"	10"
53	42"	21"	10½"
55	44"	22"	11"
58	46"	23"	11½"
60	48"	24"	12"
63	50"	25"	12½"
65	52"	26"	13"
68	54"	27"	13½"
70	56"	28"	14"
73	58"	29"	14½"
75	60"	30"	15"
78	62"	31"	15½"
80	64"	32"	16"
83	66"	33"	16½"
85	68"	34"	17"
88	70"	35"	17½"
90	72"	36"	18"
93	74"	37"	18½"
95	76"	38"	19"
98	78"	39"	19½"
100	80"	40"	20"

the "Throwing Strength" used with the Throwing Table. Just cross-reference the extra STR with the type of throw the character uses to find out how far he throws the object. (This "extra STR" only determines how far the character can throw an object; use his full STR to determine damage from the throw, if applicable.)

Types Of Throws

There are three ways for a character to throw an object.

A **Prone Throw** is any throw made when the character is not standing (sitting, lying down, on his knees, and so forth).

A **Standing Throw** is any throw made when the character is standing but not moving.

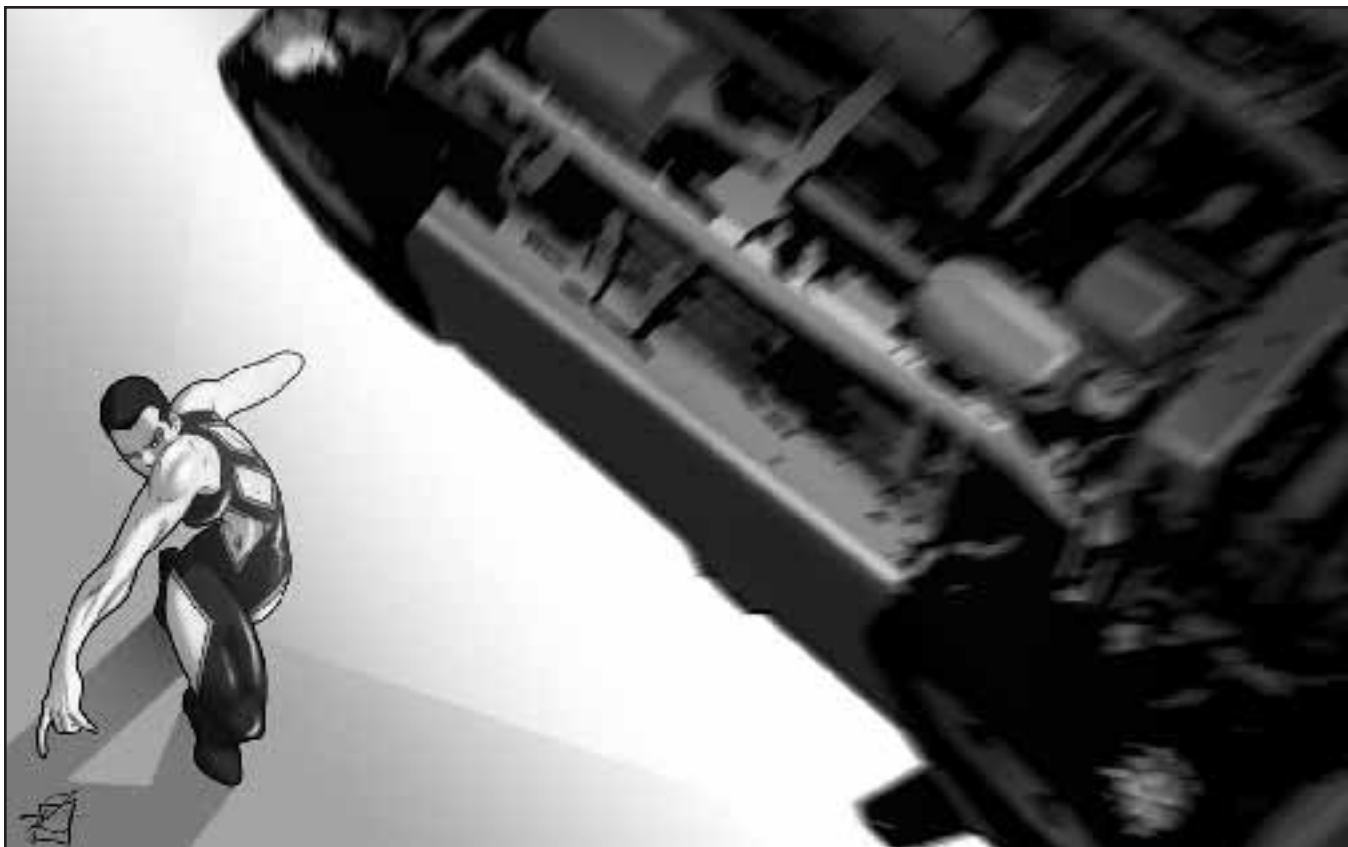
A **Running Throw** is any throw made when the character is standing and moving, using his momentum to improve the length of his throw. The character must make at least a full Half Move to make a Running Throw. (Alternately, the GM can establish some flat amount of movement, such as 3", needed to make a Running Throw; he may also allow a character to make a Running Throw by declaring the Throw a Full Phase Action involving a "windup," as in the sport of hammer-throwing.) Typically, characters can make Running Throws while Running, Flying, Gliding, or Swinging; at the GM's option, a Running Throw can be made with other Movement Powers as well (but not Teleportation or Extra-Dimensional Movement, which involve no momentum).

Given the special effects principle underlying the *HERO System*, a throw doesn't literally have to be a throw. It could represent punching someone so hard that they fly halfway across town, or punting an annoying enemy. As long as the character has to Grab the target first, the target only takes the character's STR damage when he lands (and nothing more), and the standard throw penalties apply, what the "throw" looks like in dramatic terms doesn't matter.

Example: *Sgt. Barnes (STR 15) throws a large grenade. A character needs a STR of -25 to pick a heavy grenade up. Therefore, Barnes has 40 STR more than he needs to lift it. As indicated on the Throwing Table, if he performs a Running Throw (i.e., he runs half his inches of movement and then lobs the grenade), he can toss the grenade 32", or 64 meters. If he merely stands and throws it, he can lob it 16", or 32 meters. If he's lying on his stomach, he obviously can't throw at optimum performance — he can only heave the thing 8", or 16 meters.*

As a default rule, throwing an object upward does not affect the distance of the throw. If the GM wants to be more "realistic," he can halve the distance of upward throws, in much the same way that upwards movement is halved.

A character can increase the distance he Throws an object by subtracting damage from the Throw. For every -1d6 of damage, he can Throw the target +1".



Incremental Throwing Distance

Running Throw distances go up by increments of 2". At the GM's option, characters with STRs ending in 2 or 7 may throw an object for the intermediate extra inch. For example, a character with 17 Throwing STR could throw an object 13", while one with 42 Throwing STR could throw one 33".

Hang Time

As a default for the *HERO System*, a thrown object travels the full distance thrown immediately; there's no "hang time" or delay in reaching a distant target. The GM may, if he wishes, develop rules for arc, wind resistance, and the like, or adapt the rules for long-distance Leaping to thrown objects.

Realistic Throwing

For more "realistic" rules for throwing objects, see page 114.

THROWING DAMAGE

Characters often want to throw objects not for distance, but as a form of attack. This requires a standard Attack Action and Attack Roll, modified by the balance and aerodynamic properties of the object (see below) and possibly the object's size and shape (see page 382 of the *HERO System 5th Edition, Revised* rulebook). The damage done by throwing an object is the same as that for using an object to hit someone with in HTH Combat: the thrower's STR damage, up to the DEF+BODY of the object in dice.

Example: *The Visigoth has STR 60, meaning he can do up to 12d6 damage. If he throws a boulder at someone (DEF 5, BODY 13), he does his usual 12d6 of damage. If he threw a lamp-post (DEF 5, BODY 3), he could only do 8d6 damage, since the maximum damage he can do is his STR damage or the DEF+BODY of the thrown object, whichever is less.*

If a character picks up another character and throws him into something — the ground, a wall, a vehicle, or the like — the victim takes the character's full STR damage (or as much of his STR damage as the character cares to use).

The Range Modifier

The Range Modifier applies to attacks made by throwing an object. An object's shape affects the Range Modifier, as indicated by the Thrown Objects Range Modifier Table.

The GM determines whether a particular object is balanced or aerodynamic.

CATCHING THROWN OBJECTS

If a thrown object is bought by the thrower as an ability or gadget (such as a drug-tipped dart or a thrown billy club), or is defined with Powers or other game elements, usually characters cannot catch it

THROWN OBJECTS RANGE MODIFIER TABLE

Range Modifier	Object is
Normal	Balanced and aerodynamic (a boomerang, a spear)
-2	Balanced but not aerodynamic (a tomahawk, a grenade, most rocks)
-2	Aerodynamic but not balanced (a jetpack)
-4	Neither balanced nor aerodynamic (another character, a bale of hay)

unless they pay Character Points for that ability (typically this is bought as some form of Missile Deflection) and use the rules for that ability.

In the case of ordinary objects used as impromptu thrown weapons (boulders, cars, beer mugs, and the like), the GM has several options. First, he can only allow characters to catch them as if they were bought attacks (*i.e.*, if they've paid for the ability to do so).

Second, he can allow characters to catch impromptu missiles by making a roll of some sort. Typically this means a DEX Roll, but possibly an OCV versus OCV "Attack Roll" (similar to the roll made for a Block). The size of the object may modify the roll (see page 382 of the *HERO System 5th Edition*, Revised rulebook). The GM may rule that characters can only do this if they Abort to this Action (or have a Held Action), or he may allow them to do it as an Action that takes no time.

If a character catches an impromptu thrown weapon using these rules, he takes no damage from it and has it in his hand; he may, if appropriate, throw it at someone when he next has the opportunity to make an Attack Action. If he fails to catch the object, the attacker still has to succeed with the Attack Roll to hit him.

If a character wants to catch a thrown object that's not an attack, but for some other reason (to keep it from hitting the ground and breaking, to score the game-winning touchdown, or the like), typically he makes a DEX Roll, as described above, to do so.

NEGATIVE STRENGTH

The Strength Table describes the lifting capacity and other effects of negative STR. Some additional considerations and rules apply.

Rules for the effect of negative STR on movement and DCV generally only apply when a character with positive STR is Drained or otherwise reduced to negative STR. Beings with natural negative STR, such as many small animals, don't normally suffer such effects, but might if their STR was Drained or reduced below its normal level.

NEGATIVE STRENGTH AND DAMAGE

Characters with 0 STR or a negative STR do no STR damage when they strike without a weapon, unless they use a Maneuver which adds damage (such as a Martial Strike). If they try to wield a weapon in a campaign which uses the STR Minima rules, those rules apply normally (making it unlikely they can do much damage with most weapons).

If a character has 0 or negative STR, a Combat/Martial Maneuver lets him do 1d6 STR damage, add +1 DC to a Normal Damage weapon, or add +0 DC to a Killing Damage weapon.

If a character has 1 or higher STR, a Combat/Martial Maneuver lets him double the damage he'd do with STR or a weapon, per the normal rules (again subject to STR Minimum and other such rules).

Other exceptions, such as for adding Normal Damage in Superheroic campaigns, may also apply.

If a character has zero or negative STR, an Exert-based Combat/Martial Maneuver (such as a

Disarm or Grab) lets him apply 5 STR to accomplish that effect. (GMs desiring greater "realism" can reduce this by -1 STR per full -5 STR the character has, to a minimum of 1 STR.)

NEGATIVE STRENGTH AND MOVEMENT

Negative STR impairs a character's STR-based movement. Typically this includes Running, Swimming, Swinging, Tunnelling, and Flight or Gliding based on muscle power (such as most types of wings). At STR 0, halve the character's STR-based movement; halve it again for every -10 points of STR (rounding down). The GM may choose to allow a character a minimum of 1" full move (a crawl) until he reaches -30 or -STR (whichever is better for the character). A hero with a STR of 15 and a ground movement of 6" would have 3" of movement at STR 0, 1" of movement at STR -10, and 0" of movement at -20 STR (or perhaps a minimum of 1" in a crawl).

The Expanded Strength Table indicates the effects of negative STR on Leaping — at STR 0 and below, characters have no inches of Leaping derived from STR at all. If a character with 0 or lower STR has some outside or artificial means of increasing his Leaping (purchased extra inches of Leaping, enchanted Boots of the Cricket that allow him to Leap further than normal, or the like), then the halving effects of negative STR apply to that "extra Leaping" in the standard manner described above. In most cases the GM should allow characters a minimum of 1" Leaping.

NEGATIVE STRENGTH AND DCV

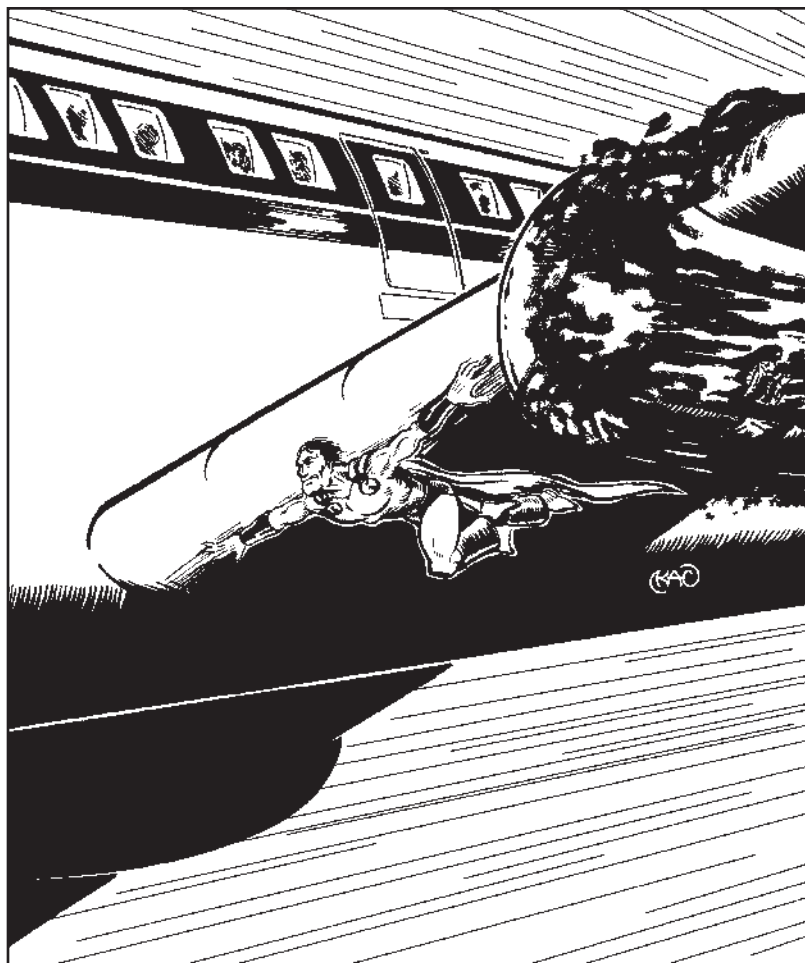
Negative STR affects DCV the same way it affects movement: halve DCV at STR 0 and again at every -10 STR thereafter. At -30 STR (or the negative of his initial STR value, whichever is better for the character), he has DCV 0.

OTHER RULES

For every 2x mass a character has above the standard human mass of 100 kg, the effects of negative STR on movement and DCV occur 5 points of STR sooner, while for every x½ mass they occur 5 points of STR later. Other aspects of negative STR (the need to make STR Rolls to perform Actions, and the like) are not affected by the character's mass.

Example: *Moth Girl has x¼ mass due to her Shrinking, so her movement and DCV aren't affected until -10 STR. On the other hand, Ironclad weighs 2,000 kilograms (20 times normal human mass, which falls into the "x32" [or "five doublings"] category for doubling purposes), so he begins to suffer the movement and DCV effects of negative STR at STR 25.*

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



must succeed with a STR Roll to use that power. When a character has less than -30 STR (or the negative of his initial STR value, whichever is better for him), he cannot move at all (but may still trigger Powers which don't require motion).

Example: *Herculan has STR 40. When he reaches STR -40, he can't move at all. Morningstar (STR 50) wouldn't suffer the same effect until STR -50. On the other hand, Fiacho (STR 25) suffers the same effect at STR -30 — -30 is better for him than the negative of his STR.*

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

ADVANTAGES FOR STRENGTH

If a character wants to purchase an Advantage for his STR, he typically buys it as a “naked” Advantage (see page 244 of the *HERO System 5th Edition, Revised* rulebook). He doesn't have to buy his STR a second time with an Advantage.

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

Explosion for up to 90 STR, Hole In The Middle (the one hex Grond stands in when he uses the power; +¼) (56 Active Points); Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), Only Does Knockdown, Not Knockback (-0). Total cost: 32 points.

Example: *Durak (STR 70) can smash his enemies around the battlefield as if they were croquet balls. To reflect this, he buys an Advantage for his STR:*

Double Knockback (+¾) for up to 70 STR. Total cost: 52 points.

Many abilities defined as naked Advantages for STR take the Limitation *Requires A Brick Tricks Roll*, representing how a character uses his combat experience and finesse to obtain an unusual result. A naked *Variable Advantage* for STR is a good way to simulate many different “brick tricks” like this. Morningstar (*Conquerors, Killers, And Crooks*, page 182) has such an ability. See pages 49-86 for many example brick tricks.

If a character has a negative STR (as many small animals do) and wants to apply a naked Advantage to his STR, assume the STR has a cost of 1 Character Point for purposes of calculating the cost of the Advantage (though as always, the minimum cost of anything is 1 Character Point).

ADVANTAGES FOR PARTIAL STRENGTH

Sometimes a character wants to buy an Advantage for only part of his STR. For example, he might have STR 60, but buys *Armor Piercing* as a naked Advantage for only STR 40. In this case, the Advantage applies normally if the character only uses his STR up to the amount with the Advantage on it. The Advantage does not apply at all if he uses more STR than that.

Example: *Black Diamond (STR 60) buys the Penetrating Advantage for 40 STR. This costs her 20 Character Points (40 x (1 + ½) - 40). She can use up to 40 STR and have the standard Penetrating effect apply to the damage she does. However, if she uses 41-60 points of STR, she just does straightforward Normal Damage, with no Penetrating benefit at all.*

The GM may grant exceptions to this rule as he deems appropriate. For example, some GMs allow characters to buy the *Reduced Endurance* Advantage for only part of their STR.

These rules do *not*, however, apply to Pushing. If an Advantage affects STR, it automatically applies to the dice obtained from Pushing.

BRICK BASICS



By definition, all bricks share at least one thing: high STR (though what counts as “high” varies from genre to genre). They often have many other attributes, such as a high degree of resistance to injury, in common as well. Thus, in some campaigns one brick sometimes begins to look an awful lot like another. What makes a brick distinctive tends not to be his basic powers and abilities, but his background, personality, and the like. (This may, in turn, indicate Skills and abilities the character would have beyond the standard ones for bricks.)

The sections below provide guidelines and suggestions, not restrictions. There are many possible origins and designs for bricks; the ones listed here are simply the most common and archetypal. They’re provided to spark ideas and help gamers organize their thoughts when they set out to create a distinctive and enjoyable brick character.

BRICK BACKGROUNDS

Movies, literature, and comic books provide plenty of inspirational examples of how an individual becomes stronger than his peers. DC’s Superman, Marvel Comic’s the Hulk, and Robert E. Howard’s Conan are all bricks, but they have vastly different origins and backgrounds. In this sense, “background” and “origin” basically refer to the same thing: the source of the character’s powers. (This may also relate to his personality or design; see below.)

ACCIDENT

The character has high strength because of an unintentional exposure to some chemical, radiation, biomatter, or similar scientific substance or phenomena. If the accident occurred when the character was very young, the character may be no different than if he were born with these powers, but in most cases the character is a teenager or an adult when the accident occurs.

As a result of his transformation, the character has to adjust to his new abilities. Early on he may have the *Doesn’t Know Own Strength* Physical Limitation (page 48), or other Disadvantages representing his inability to control his strength with precision. If he has any “brick trick” powers, they’ve probably got Activation Rolls, Required Skill Rolls, or other significant restrictions. Even if the player assumes his character has already adjusted to having vast strength before the campaign begins, the character’s self-discipline could slip in moments of stress.

Similar to Accident is the *Super-Science* origin, in which the character gains his high strength from the deliberate, planned use of science. A character might even have some super-strength powers that were deliberately engineered, but others that manifest by accident as side effects of the process.

ALIEN

The character’s high strength results from the fact that he’s not native to this world — he comes from another planet, dimension, or the like. Although he has normal strength for his species when he’s at home, on Earth he’s far stronger than the average human. This may have to do with exposure to Earth’s sun, air, or biofield, or it may relate to some sort of mystic or dimensional “flux.”

An alien brick often has to discover the world around him, including not just facts about daily life but things like how much force is appropriate for a given situation. He may have the Physical Limitation *Unfamiliar With Earth Culture*, but even if he does not, many details about Earth life may be unknown or mysterious to him. However, if the character’s background assumes he’s been on Earth for a long time already, or that he grew up on Earth, he may be every bit as familiar with Earth culture as its natives. An alien brick who deliberately comes to Earth as an intergalactic policeman will have a different set of Skills, knowledge, and equipment than one whose spaceship crash-landed on Earth when he was an infant.

ITEM OF POWER

This catch-all category covers bricks who get their strength from some sort of object other than powered armor or technology — if the character loses his item of power, he loses his enhanced strength and related abilities. Typically an item of power is a Focus, but wouldn’t be if it cannot easily be taken away from the character.

This brick origin most commonly occurs in *Fantasy Hero*, where magical items like enchanted belts, bracers, or rings might give a character the strength of a giant. (Similarly, many STR-enhancing items of power in *Champions* and other genres are magical in nature.) In a *Star Hero* game, the item of power might induce an anti-gravity field that makes it easy to lift even the heaviest object.

MAGIC

The Magic background encompasses many possible origins (except for magical Items of Power; see above). The character could be a magical creature — a troll or dragon-man, for example — transported to Earth somehow (which may also make

him an Alien). He could be the earthly avatar of a god associated with strength, such as Thor, Hercules, or Huitzilopochtli. He could be the recipient (or victim!) of some sort of spell, enchantment, or curse that increases his STR somehow.

Given the breadth of this origin, it often grants the character other powers (or obligations) in addition to high STR. Increases to other Characteristics are one good option, but just about any other type of ability is possible — after all, magic can, by definition, do almost anything.

Closely related to the Magic Brick is the *Cosmic Entity* brick — a character who represents Nature, the sun, the cosmos, or some metaphysical force, and who has tremendous strength as a by-product of his generally vast powers. However, because they do have vast powers, Cosmic Entity Bricks generally are only playable in some types of Galactic Champions campaigns (or other games where characters are built on large numbers of points). A weakened Cosmic Entity Brick would probably seem most like the Magic Brick in background.

MUTANT

Characters who are Mutants — who are born with unusual abilities, typically resulting from altered genetics — appear mostly in superhero campaigns, but exist in some Science Fiction settings as well. (A Fantasy campaign might have “mystical mutants” of some sort.)

The most important question for a Mutant origin is: when does the character’s super-strength manifest? If it doesn’t emerge until he’s a teenager or an adult, he may have an easier time adjusting to it, but the adjustment period may not have ended by the time the campaign begins. On the other hand, a child who develops mutant strength at an early age may wreak tremendous havoc (due to his inexperience and immaturity), but has had years to get used to his ability by the time the game begins.

Another important issue is how the character’s super-strength works, and whether it’s the character’s *only* ability. In many cases mutant powers come with unusual side effects or restrictions, particularly early in the character’s career. For example, a mutant’s super-strength may depend on solar power, fluctuate throughout the day, only work in certain situations, or emit energy that’s harmful to other people or the environment. Mutant strength may be one manifestation of a broad suite of related powers, such as psychokinesis or the power to absorb and redirect energy.

In the Champions Universe and many other settings, a Mutant character has to take a Distinctive Feature, *Mutant*, to reflect the fact that others can perceive his mutant nature with special scanners and the like. This is worth 10 points (Not Concealable; Always Noticed; Detectable Only By Unusual Senses). In many campaigns, people view mutant characters (regardless of their powers or actions) with suspicion or hatred, which may entitle the character to take a Social Limitation.

Similar to the Mutant Brick is the *Natural Brick* — a super-strong character who comes from

a race of super-strong beings, such as giants. While they possess normal strength for their kind, and thus don’t seem unusual when they grow up among their own people, they’re far stronger than average for the campaign. If they grow up among normal-STR folk, they may cause problems, find themselves cut off from normal “human” interaction because they’re afraid of hurting someone one, or take on the role of protector... or bully.

POWERED ARMOR

This background is an archetype as much as an origin. A Powered Armor brick’s high strength derives from an incredibly sophisticated suit of mechanized armor (or, more rarely, magical armor). In many cases, Powered Armor bricks have a wide assortment of powers which represent the weapon systems and other capabilities of their armor — everything from built-in oxygen supplies, to boot-jets, to gauntlet-mounted blasters. (See pages 71-92 of *Gadgets And Gear* for plenty of examples, as well as guidelines for creating suits of powered armor.)

Powered Armor bricks often take the *No Figured Characteristics* Limitation on the STR and other Primary Characteristics they get from their armor. The fact that a suit of armor allows a character to lift more and punch harder doesn’t inherently make his flesh and bones tougher. Then they buy increases to PD and the like through their armor as well, representing the protection the armor provides. Similarly, instead of using their own END to power the armor, they usually buy an Endurance Reserve for it to represent batteries or other such power sources.

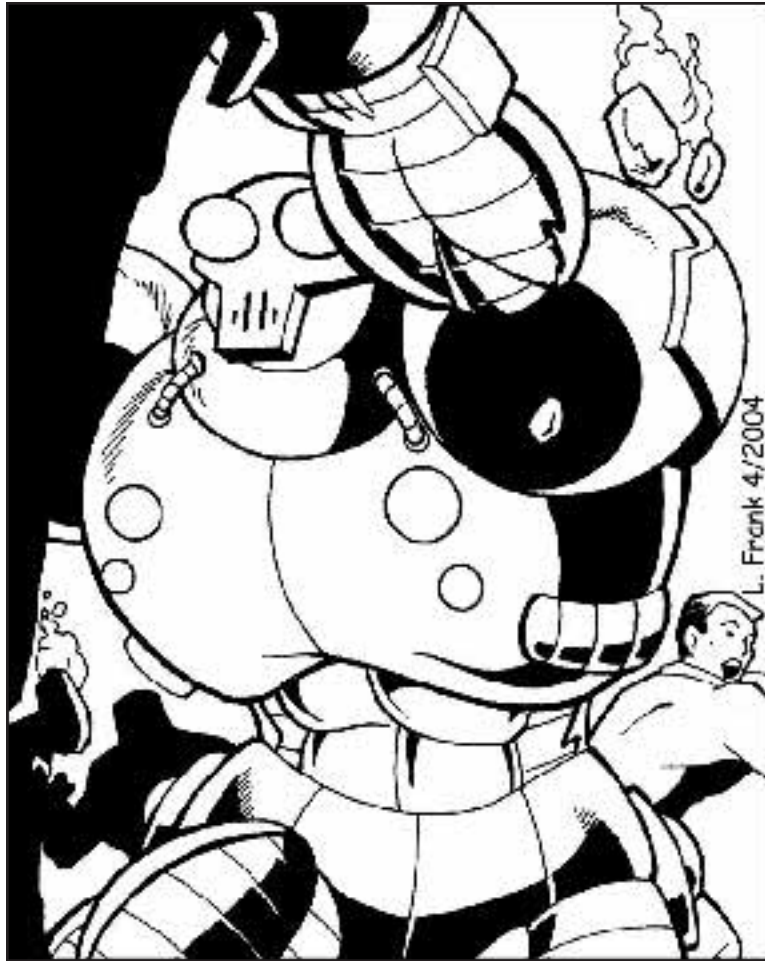
TECHNOLOGY

Besides Powered Armor or Items of Power, there are several other ways to explain a brick’s powers as Technology.

First, the brick could be an artificial being — a robot or android, typically, but possibly a golem (or the like) instead. Usually he’s sentient and self-willed, but in some instances some other being may control him. If the brick is a PC, the issue of emotions and interacting with normal humans is usually an important one for him; if he’s a villain, he may want to subjugate or destroy the “puny organics.”

Second, the brick could be cybernetically augmented. Artificial muscle grafts, neurostimulators, super-steroids, and gene therapy could turn an ordinary man into a guy who can move cars around with his bare hands and punch through solid oak doors. Cyber-bricks usually aren’t as strong as artificial bricks or Powered Armor bricks, but they also don’t have to worry as much about having their armor stolen or fitting in with humanity.

Like the Powered Armor brick, Technology bricks often have many different powers not necessarily associated with high STR. For example, robots and androids usually need full Life Support, and often have numerous Enhanced Senses; cyber-warriors may have all sorts of built-in weapons and useful devices.



TRAINING

The character has greatly enhanced his strength through an intense physical training regimen, years of hard physical labor, or the like. This is the typical source of unusual strength for characters in many Heroic genres, such as *Fantasy Hero* or *Dark Champions*; in a superhero campaign it may justify giving higher-than-normal STR to a character with other powers.

BRICK PERSONALITIES

Just as bricks have certain archetypal origins, gamers often associate certain personality types and roles with them.

THE BEAST

The Beast brick has a violent, often erratic, personality. Many of them are not human — or at least not fully so — while others look and act like ordinary people until something attracts their attention or angers them. Unlike the Brute, who often becomes violent out of frustration or stupidity, and the Bully, who intimidates people to improve his own self-esteem, the Beast causes destruction and pain for no other reason than that he enjoys doing so. (Or, at best, he has some motivation ordinary people find loathsome, such as wanting to feed on human flesh.) Monstrous bricks, demonic bricks, and sociopathic killers with high strength and resilience all tend to fall into this personality archetype.

Typical Disadvantages for a Beast brick include:

Berserk: in combat (Very Common), go 11-, recover 8-: 40 Character Points

Enraged: in combat (Very Common), go 11-, recover 8-: 30 Character Points

Distinctive Features: monstrous appearance (Not Concealable; Causes Major Reaction): 20 Character Points

Psychological Limitation: Likes To Cause Destruction And Pain (Common, Strong): 15 Character Points

Psychological Limitation: Casual Killer (Very Common, Strong): 20 Character Points

Psychological Limitation: Short-Tempered (Very Common, Moderate): 15 Character Points

THE BRUTE

Although often responsible for causing as much property damage as a Beast, a Brute usually lashes out because of some combination of stupidity, fear, frustra-

tion, hunger, or ignorance. His high STR is usually coupled with relatively low INT, EGO, and PRE to reflect his low intelligence and poor social skills. A Brute's not necessarily a *bad* person, he just doesn't react well to a lot of situations... and when something's bothering him, he lashes out. Characters can often calm down Brutes by exposing them to things they like: attractive members of the opposite gender; cute children; cartoons; adorable animals; ice cream; and so on.

Typical Disadvantages for a Brute brick include:

Berserk: when taunted (Very Common), go 11-, recover 11-: 35 Character Points

Enraged: when taunted (Very Common), go 11-, recover 11-: 25 Character Points

Distinctive Features: monstrous appearance (Not Concealable; Causes Major Reaction): 20 Character Points

Physical Limitation: Illiterate (Frequent, Greatly Impairing): 15 Character Points

THE BULLY

This is the personality of the classic bully from the playground. The Bully likes to use his strength to oppress and intimidate people weaker than himself, either as a way of compensating for some past mistreatment he suffered, to build up his self-esteem, or because he enjoys inspiring fear and servility in others. Unlike the Hired Muscle, who's usu-

ally all business, Bullies often like to toy with their opponents... but they also tend to have a streak of cowardice that's quick to manifest if they're outnumbered or out-powered.

Typical Disadvantages for a Bully brick include:

Psychological Limitation: Bully (Common, Strong): 15 Character Points

Psychological Limitation: Wants To Be The Center Of Attention (Very Common, Moderate): 15 Character Points

Psychological Limitation: Fear Of Being Outnumbered (Uncommon, Strong): 10 Character Points

Psychological Limitation: Dislike Of Intellectuals (Uncommon, Strong): 10 Character Points

THE GENTLE GIANT

Although he seems imposing, even frightening, the Gentle Giant is actually a sensitive individual protective of those weaker than himself. Despite a possible lack of self-confidence, he's a particularly good team player. As the name indicates, Gentle Giants are slow to anger, but once angered can become extremely dangerous and destructive (though rarely to innocent bystanders).

Typical Disadvantages for a Gentle Giant brick include:

Enraged: when innocents threatened or harmed (Common), go 8-, recover 11-: 15 Character Points

Psychological Limitation: Protective Of Innocents (Common, Strong): 15 Character Points

THE HIRED MUSCLE

The Hired Muscle is a classic enforcer and backup villain. Whether he's a dumb bodyguard getting by on brute strength, a stylish super-strong hit man, or some sort of super-mercenary, the Hired Muscle gets paid to use his strength. That's what sets him apart from other bricks — the desire to make money with his brawn. While most Hired Musclemen are selfish, evil, or cruel, they don't have to be; the King's Knights or a professional super-bodyguard might fall into this category.

Typical Disadvantages for a Hired Muscle brick include:

Psychological Limitation: Code Of The Mercenary (Common, Total): 20 Character Points

Psychological Limitation: Loyal To Boss (Very Common, Moderate): 15 Character Points

Psychological Limitation: Greedy (Common, Strong): 15 Character Points

Psychological Limitation: Subservient To Boss (Very Common, Strong): 20 Character Points

THE KNIGHT

The Knight fights for justice, helps the weak, and protects the innocent — in short, he's determined to use his strength and toughness for good and noble ends. Typically he follows a code of honor of some sort. This could range from the chivalric tenets of an actual order of knights to his own personal moral code. In *Champions*, this usu-

ally means he takes Psychological Limitations like *Code Against Killing* and *True-Blue Hero*. In Heroic genres the Knight's more likely to belong to an organization and subscribe to its moral code. This code rarely forbids killing outright, since Heroic genres usually feature lots of deadly weapons and adventurous combat, but it may have some unusual quirks and turns, such as "never fight women" or "never strike the first blow."

Typical Disadvantages for a Knight brick include:

Psychological Limitation: Code Against Killing (Common, Total): 20 Character Points

Psychological Limitation: Code Of Chivalry (Common, Total): 20 Character Points

Psychological Limitation: Honorable (Common, Total): 20 Character Points

Psychological Limitation: Overconfidence (Very Common, Moderate): 15 Character Points

Psychological Limitation: True-Blue Hero (Very Common, Strong): 20 Character Points

THE ORDINARY GUY

Some bricks just want to be left alone to do their jobs, care for their families, and pursue their hobbies. This attitude appears most frequently in bricks who are everyday people until they gain their super-strength in an accident or the like. Ordinary Guys don't go looking for adventure, but somehow adventure finds them. Often the Ordinary Guy tries to return to his old way of life after the adventure ends, but usually another reason to use his super-strength comes along soon. In some cases, the Ordinary Guy tries to use his strength to become more successful at his job, or wealthy. In a superhero setting, he might hire himself out as a one-man wrecking crew, in a Fantasy game he might be the best blacksmith for leagues around.

Typical Disadvantages for an Ordinary Guy brick include:

Dependent Non-Player Character (varies; usually wife, children, and/or friends)

Psychological Limitation: Loyalty To Community (Common, Strong): 15 Character Points.

THE SCIENTIST

This type of brick is something of a contradiction in terms: great brawn and great brains all in one package. Despite the fact that he's known for his enormous strength, the Scientist has an academic frame of mind, and may see using his strength as a poor substitute for using his intellect. His life revolves as much (or more) around his studies and field of expertise as it does around his strength. He usually has a lot of Science Skills and Knowledge Skills.

Typical Disadvantages for a Scientist brick include:

Psychological Limitation: Scientific Curiosity (Common, Moderate): 10 Character Points

Social Limitation: Poor Social Skills (-1 on all Interaction Skill Rolls) (Occasionally, Minor): 5 Character Points

THE WARLORD

A Warlord brick seeks conquest and control. By virtue of his strength and personal power, the Warlord intends to rule. He sees personal power as a virtue, and he scorns those who think that something else (intelligence, mercy, wisdom) is more important, or who have power but refrain from using it. He often employs subordinates, but they have value only to the extent that they remain useful to him and his plans.

A variant of the Warlord is *the Fighter*, a brick who likes to use his high STR to fight. Fighting may be a means to an end — such as earning money — or he may simply revel in the joy of battle.

Typical Disadvantages for a Warlord brick include:

Psychological Limitation: Arrogant (Very Common, Moderate): 15 Character Points

Psychological Limitation: Overconfidence (Very Common, Moderate): 15 Character Points

Psychological Limitation: Sees Others As Tools (Common, Moderate): 10 Character Points

Psychological Limitation: Vengeful (Uncommon, Strong): 10 Character Points

BRICK ARCHETYPES

This section discusses some of the most regularly used archetypes for designing bricks. But don't think of them as written in stone. The *HERO System* is all about character design flexibility, so there's no need to stick to a stereotype unless you want to — feel free to modify these archetypes to suit yourself and the campaign you're in.

As you'll see below, a brick's background often relates closely to his archetype. Technological Bricks most often fall into the Artificial Brick or Cyborg archetypes, for example. But again, don't think of these descriptions as a straitjacket — it can be fun to go against type and create, for example, an android brick who's a Giant or a Thematic Brick.

THE ABSORBING BRICK

The Absorbing Brick gains his strength (and possibly other powers) by absorbing them from some other source. The most common type of Absorbing Brick uses the Power *Absorption* to convert physical and/or energy damage into STR (*i.e.*, the more you hit him, the stronger he gets). A rarer variant of this archetype can absorb STR and resilience through contact with materials associated with those qualities: metals, rock, and the like. Although the Absorbing Brick often begins combat weaker than a traditional brick, he may end the battle far stronger and deadlier.

Absorption and Damage Reduction are common Powers for the Absorbing Brick; many also have Defense Powers that Link to their Absorption so it acts as a form of protection (see page 132 of the *HERO System 5th Edition, Revised* rulebook). A more powerful and/or versatile Absorbing Brick may be able to shunt absorbed force into abilities other than STR, such as PD or an

Energy Blast.

Some Absorbing Bricks suffer from a problem usually referred to as “threshold.” This means they can only absorb a certain amount of damage; beyond that limit, the strain causes the character pain (or other disabilities). You can represent this with a Disadvantage, typically a Susceptibility or Physical Limitation.

THE AGILE BRICK

Some characters are strong enough to qualify as bricks, but aren't as strong as most bricks and often lack high defenses. These “Agile Bricks” rely on their speed and agility, not sheer resilience, to avoid harm. Similarly, they tend to use Skills and Powers — Combat Skill Levels, Martial Arts, naked Advantages, and the like — to improve their ability to dish out damage or give them a way to affect foes who can withstand their raw STR.

THE ARTIFICIAL BRICK

This type of brick was constructed by someone. He's an android built by a mad scientist, a golem or zombie raised to “life” by a wizard, a muck-monster created by the interaction of swamp life with toxic waste, or something similar. He's sentient, and possibly even alive, but he's not a human being. His form and nature give him great powers, but they also often cut him off emotionally from people because he's not truly human (even if he looks like he is); he may not have any legal rights because he's an object, not a living being.

Most Artificial Bricks are standard bricks — immensely strong and resistant to injury — but there's usually more to them than that. A magical origin may provide a host of mystic powers, while a technological one provides a basis for numerous Enhanced Senses, a high Computer Programming roll, and similar abilities. This gives the Artificial Brick a flexibility that many bricks lack. On the other hand, he may find himself saddled with some pretty restrictive Disadvantages, such as the Physical Limitation *Emotionless* (-3 on all Interaction Skill Rolls and rolls for trying to ascertain emotional motivations; Frequently, Slightly Impairing; 10 Character Points) or the Social Limitation *Property* (has no legal rights; value varies depending on the attitude of the owner).

A variant on the Artificial Brick is the *Cyborg Brick*, who combines organic and mechanical parts to create someone who's better, stronger, faster than a normal person. He usually has enhancements beyond raw strength and resilience (such as augmented senses, the ability to run quickly on his artificial legs, or magnets in his cyber-hands so he can cling to moving vehicles). His STR and abilities tend to vary based on how much of him remains flesh, and how much is metal and plastic.

THE COMMANDO

More common in Heroic campaigns than Superheroic campaigns, the Commando is a muscular soldier or former soldier. He's trained in firearms, hand-to-hand weapons, martial arts, and many other infiltration, survival, and espionage-

type Skills. His Martial Arts may not be as good as his comrades' (though in the end he does just as much damage) — but he almost always gets to carry the biggest gun since meeting the STR Minimum is no problem for him. Although he ordinarily lacks a superhuman brick's innate resilience, he makes up for it with body armor and a comparatively high DEX.

THE DIVINE AVATAR

This type of brick channels the powers of some god, or is the actual earthly avatar of that god. The usual candidates are gods of strength, war, storms, and the like — Ares, Thor, Hercules, Lei Kung, Susano, Huitzilopochtli, Shango — but many other possibilities exist.

In addition to his strength and defenses, a Divine Avatar usually has other powers derived from his god (or related to his divine sphere of authority). A storm god character may have weather control powers, while a war god often wields an enchanted weapon and a tree god can command forest denizens. A high PRE and the power to fly are also common.

THE FREIGHT TRAIN

The Freight Train, also known as “the Bullet” (particularly if he flies) is built around the *Move Through Combat Maneuver* — he combines high STR, high defenses, one or two fast Movement Powers, and usually at least a few Combat Skill Levels with Move Through into one extremely effective package. In fact, in many games the GM has to restrict the Freight Train (typically by removing a lot of his CSLs) so he doesn't run roughshod over the game with the high amounts

of damage he tends to do. Other GMs favor taking advantage of the Freight Train's lowered OCV and DCV, or making liberal use of enemies with Martial Throws, to keep the Freight Train in line.

THE GIANT

The Giant's high STR and other brick powers relate to the fact that he's much taller and larger than a normal person — either at will, or all the time. Typically this means he has the *Power Growth*, but someone who's super-tall all the time has a combination of Powers and Disadvantages reflecting that state of existence instead (see page 38).

In addition to Growth, common powers for the Giant include extra STR or defenses that only apply when he's Grown, a naked *Area Of Effect* Advantage for his STR that only applies when he reaches a certain size (representing really large hands), and the like. See page 82 for some examples.

THE HEAVY BRICK

The Heavy Brick's high STR and other brick powers relate to the fact that he's denser than a normal person — either at will, or all the time. Typically this means he has the *Power Density Increase*, but someone who's ultra-massive all the time has a combination of Powers and Disadvantages reflecting that state of existence instead (see page 36).

Common Powers for Heavy Bricks in addition to Density Increase include a high CON and Knockback Resistance. If a brick can completely control his own density, he probably has Desolidification as well (and perhaps related powers, like a No Range NND Energy Blast defined as sticking his partly-tangible hand inside the target). See page



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80 for some examples.

METAL MAN

Some bricks' powers derive from the fact that they can transform their normal flesh and bone into metal (or stone, or some other super-hard substance). Typically this means they're not only super-strong, but even more resistant to injury than the average brick. They may also possess other powers related to their form (control over earth and rock, or magnetic powers, for example). On the other hand, their extreme weight may constitute a Physical Limitation — few buildings or cars are made to support someone who weighs hundreds or thousands of kilograms!

THE MONSTER BRICK

This type of brick is somehow monstrous. He might be a lycanthrope who turns into a super-strong animal-man every full moon, a demonic thing summoned by a wizard and unleashed on the unsuspecting populace for his own unscrupulous reasons, an out-of-control flesh golem, or an innocent person possessed by some malign spirit. His monstrous nature and form give him super-strength powers, though they may be unusual — he might have high STR but low defenses, for example, or his strength might only work under certain conditions.

Depending on the Monster Brick's form and nature, he might have many other powers besides big muscles. Many Monster Bricks have natural weapons, such as claws or fangs; animalistic Enhanced Senses are also common. A mystic origin might imply mystic defenses, or even limited spell-casting ability.

THE THEMATIC BRICK

The Thematic Brick is based around a concept which helps to define the character's Powers, such as an element, an animal, or a mythological creature. This concept provides the Thematic Brick not only with high STR and resilience, but a justification for powers related to his theme if he wants them. For instance, a character who's an earth elemental might not only have a high STR but also an assortment of earth-based Powers (see *Temblor* on page 62 of *Conquerors, Killers, And Crooks* for an example).

THE TRADITIONAL BRICK

This isn't so much an archetype as it is the default template for a brick character. A Traditional Brick is a big, heavily-muscled guy with high STR, CON, PD, ED, and STUN (and perhaps other high Characteristics as well). At least some, and often all, of his defenses are Resistant, and possibly Hardened as well. He usually has two or more Combat Skill Levels with HTH Combat (or at least with Punch). He's particularly well-suited to buy some of the "brick tricks" described beginning on page 49, since he doesn't have any secondary powers or Skill sets he has to buy — he's a brick and nothing but a brick, pure and simple.

THE WARRIOR BRICK

The Warrior Brick occurs most frequently in *Fantasy Hero* campaigns, but isn't limited to the Fantasy genre. Besides being particularly strong and tough, the Warrior Brick is skilled with one or more melee weapons; he usually has some related fighting abilities, such as Martial Arts, Riding, or Tactics. Some favor a single weapon (usually a large one, such as a greatsword or great axe, because of their prodigious strength); others master many different types. Warrior Bricks often like to test their skill against other experts to find out who's better.

BRICKS GENRE BY GENRE

While bricks are most commonly associated with the superhero genre (and rightly so, given how strong superhumans can be!), the same character concept exists in virtually every adventure genre.

FANTASY

Fantasy, particularly High Fantasy, is full of strong beings. The mighty-thewed warrior (be he knight, barbarian, or other) is a staple of Fantasy fiction. Overtopping even him in strength are various monsters and creatures — door-smashing zombies (and some other types of undead), golems, and especially giants and their kin (jotuns, trolls, ogres, and the like). In some games, Fantasy giants hurl tremendous boulders and blocks of ice at their foes just like supervillain bricks throw cars and chunks of cement.

In most Fantasy settings, the bricks have natural STRs of no more than 20-30. They may have certain abilities, bought via HA or the *Characteristics* Power, that augment their STR for restricted purposes. Beyond that, though, they typically have to turn to magic — both spells and enchanted items — to become stronger. Through a *Spell Of Titanic Might* cast on him by a thaumaturge, or the possession of an item like a *Belt Of Giant's Strength* or *Gauntlets Of The Mighty Warrior*, the strongest fighting man becomes stronger still... perhaps even strong enough to wrestle with a giant!

MARTIAL ARTS

In a *Ninja Hero* campaign, bricks tend to come in one of three varieties. The first is the Big Bruiser, whose "fighting style" is nothing more than pummeling his opponents with his bare fists and using his high defenses to withstand the force of their punches, kicks, and nerve strikes. This type of character often mocks the "sissies" who are a foot (or more) shorter than he is and "dance around" instead of fighting... but he usually learns some respect after a trained martial artist beats him senseless and/or saves him from some danger.

The second is the Wrestler. Only marginally more sophisticated than the Big Bruiser in some cases, he uses some form of Wrestling — Graeco-Roman, Professional, Sumo, or the like — to fight, since it maximizes the effectiveness of his STR without penalizing him for his relative slowness. The Wrestler is often a serious competitor or oppo-

ment, often eager to show how well his style stacks up against the more elaborate fighting arts.

The third, and perhaps most dangerous, is the Strong Martial Artist. He combines a high STR with consummate skill at some formal fighting art — often Karate, certain types of Kung Fu, or styles deriving partly from one or both of them. These arts emphasize speed and power, which suit the Strong Martial Artist perfectly. His Martial Maneuvers and Extra DCs, when combined with his STR, allow him to strike blows that can hurt nearly anyone. His weakness, if he has one, is that he's a technical perfectionist who's used to getting by on his native strength and ability — he has no heart, no competitor's spirit, and that means the hero can beat him in the end.

In all cases, Martial Artist bricks usually have STRs of 15-25. Most hover around 20, which fits well with most Martial Maneuvers.

MODERN-DAY

In *Dark Champions* games, whether they feature costumed vigilantes, cops, spies, or soldiers, bricks aren't as common as in other genres. Often a team of PCs, or squad of prominent NPCs, will have one who stands out due to his size and STR (which usually ranges from 15-20, sometimes as high as 25), but he may not function as a true brick. In military adventures, he's the one who gets to carry the Big Gun and provide fire support for his more agile team members. Since *Dark Champions* characters usually don't have free rein to buy all the defenses they want (in part because of Normal Characteristic Maxima rules), bricks in this genre often substitute brick trick powers like *Can Take A Punch* (page 70) or buy a little Combat Luck.

These guidelines also apply to most *Horror Hero* campaigns. In a Horror campaign, it's not uncommon for the PCs to be weaker than their foes (which heightens feelings of dread and anxiety), and for the PCs to confront opponents against whom physical strength or weapons are of little (if any) use. Therefore bricks tend to be relatively rare in Horror games.

PULP

Bricks occur in Pulp adventures about as often, and in about the same way, as in *Dark Champions*. It's not uncommon to find a Pulp character who used to be a lumberjack, stevedore, boxer, professional athlete, or street brawler — and of course the “two-fisted hero” is a staple of the genre. Pulp bricks tend to be a little better-rounded as characters than the average brick; their STRs range from 15-20, but they make up for it with relatively high DEXs and INTs.

These same guidelines tend to apply to Victorian and Western bricks as well.

SCIENCE FICTION

In some types of *Star Hero* campaigns — Low SF, Military SF, and the like — bricks are more or less like their modern-day and Pulp counterparts. In space, STR often isn't as important as DEX or INT, so bricks become relatively less common. But in Planetary Romances or Space Opera, alien species of great strength may exist, ready to carry the party's heavy blaster when they venture onto the surface of a strange, potentially hostile new planet.

In Cyberpunk SF, bricks exist largely as the result of cyberware and bio-engineering. The “samurai” epitomizes this concept. With his normal muscles augmented by muscle grafts, dermal plating or epidermal mil-plaz on or under his skin to protect him from knives and bullets, and the latest, most advanced steroids to keep him in tip-top physical form, he can bench press much more than the strongest Olympic weightlifter and punch his fist through a car door.

SUPERHEROES

The purest and mightiest of bricks come from *Champions*, where it's not uncommon for a brick to have the STR to lift 100 tons or more. Superhuman bricks can juggle cars, pick up buildings, throw destroyers, and shrug off tanks shells and orbital laser blasts. When they fight, entire city blocks end up as rubble. A superheroic brick's high STR makes available to him every brick trick listed in this book; many are for him alone.

The campaign's approach to high STR and its uses may vary depending on the subgenre involved. In a Golden Age *Champions* campaign, for example, bricks tend to be a little more low-key. They may only be able to access their super-strength for a short period per day (such as one hour, or only between noon and sunset), and tend to be less super-strong than Silver, Bronze, or Iron Age bricks. On the other hand, given the conventions of the Golden Age, there isn't even an attempt to portray super-strength “realistically” — a brick can carry anything solid so long as it weighs less than his maximum lifting capacity (regardless of its physical integrity or lack thereof), and tends to have precise control of his super-strength. On the other hand, Iron Age campaigns focus more on the “realistic” interaction of superpowers and the real world, so bricks may have to worry about large objects breaking when they try to pick them up, unintentionally hurting people with casual uses of super-strength, and so on. Silver and Bronze Age *Champions* games tend to fall somewhere in the middle, with Silver Age leaning a little more toward Golden and Bronze a little more toward Iron.

CHARACTERISTICS



More than any other type of character, bricks are defined by their Characteristics. While they're best known for high STR (see page 6), they often spend a lot of points on other Characteristics as well.

DEXTERITY

Because they spend so many points on STR, CON, and other Characteristics representing physical prowess, bricks often have relatively low DEXs. The big, lumbering, clumsy hulk of a strongman is a stereotypical adventure character. In game terms, a brick having a low DEX helps to balance out the effectiveness of his STR and defenses — it means his Phase occurs later in the Segment and his CV is lower than average. He makes up for the difference with Combat Skill Levels and the fact that he can shrug off amounts of damage other PCs avoid with their higher DCVs.

However, it's often fun to turn the stereotype on its head and create a brick who's faster and more agile than expected. By lowering his STR slightly to buy more DEX, you can create a character with more versatility and room to grow. However, GMs may want to examine high-STR, high-DEX characters carefully; the combination of the offensive versatility of STR and the strong OCV and initiative provided by a high DEX may prove unbalancing for many campaigns.

CONSTITUTION

After STR, CON often tends to be a brick's highest Primary Characteristic — CONs of 30 to 40, and sometimes even higher, are common for bricks in most Superheroic campaigns, and Heroic bricks usually have at least an 18-20. Their high CONs make bricks difficult to Stun, and enhance their Figured Characteristics to appropriate levels for a character type that's supposed to be the pinnacle of physicality.

BODY

BODY is another popular choice for bricks, especially those in Heroic games where Killing Attacks (in the form of weapons) are the main form of attack. Every point of BODY increases the character's chance of not dying and adds +1 STUN, making it well worth buying for many bricks.

On the other hand, big muscles do not necessarily imply a big body or a strong will to live. A brick who's a scrawny professor, a goblin under the effects of a long-term strength-augmenting spell, or the like might have an average or below-average BODY score due to his relatively small size or other factors.

INTELLIGENCE AND EGO

Most bricks tend to skimp on these Characteristics, leaving them at their base levels or spending only a few points on them. For one thing, they can often make better use of the points elsewhere; for another, the "big, dumb brick" is a time-honored stereotype of genre fiction that many gamers enjoy playing to. (Though it's worth noting that even the base levels of INT and EGO represent a character with more mental acuity than the average person; for a true "dumb brick," you should sell back a few points of INT, at the very least.)

A smart brick — such as a Scientist personality type, or one who's engineered his own Super-Science origin — might have a high INT instead. That gives him a resource to draw upon that may take his opponents by surprise, since few people expect a brick to be highly intelligent.

PRESENCE

Bricks' size and raw, almost elemental, power mean they usually have high PREs. Even if size alone didn't do it, the knowledge of his high resistance to injury tends to make a brick overconfident, aggressive, and/or unwilling to back down from confrontation. As a result, bricks with less than 15-20 PRE are rare, even in Heroic games — and in Superheroic games, PREs of 30 or higher aren't unknown.

COMELINESS

Bricks' COM is all over the spectrum. The handsome, strong superhero is a staple of adventure fiction... but so is the character whose strength came at the price of being demonically possessed or horribly mutated, and thus becoming hideously ugly.

PHYSICAL DEFENSE AND ENERGY DEFENSE

Other than high STR, the thing that most defines a brick tends to be his resistance to injury. Most bricks can shrug off punches and Energy Blasts that would leave other characters battered and bleeding. Thus, high PDs and EDs are virtually required for bricks (and in Superheroic games, usually with accompanying Damage Resistance so the brick can withstand bullets and sword-blows). PD often tends to be higher than ED, but in the end it depends on the nature of the character's powers and special effects.

Frail Bricks

Of course, not all bricks have to have high defenses. The idea of an immensely strong but physically frail character has a certain amount of roleplaying appeal. It also raises the question of

how exerting tremendous strength could harm the character himself if he's not physically capable of taking it.

As an optional rule, suitable primarily for campaigns stressing "realism," the GM can establish a threshold beyond which exerting STR can hurt the character using that STR. If the character uses STR above the threshold, he takes damage (and no defense applies to reduce that damage).

Typically, the threshold depends on the character's STR in comparison to his PD — PD in this case reflects how well the character's body is built to withstand the use of his own STR. Possible thresholds include:

- if the dice of STR damage exceed the character's PD
- if the dice of STR damage exceed some multiple of the character's PD (such as 2 x PD, or 3 x PD)

For lifting or throwing, which don't involve rolling any dice, divide the STR used by 5 and compare that to the character's PD. Obviously, the lower the threshold, the more characters will restrict themselves from using high STR unless they absolutely have to.

The character takes 1d6 Normal Damage for each die of damage (or STR/5) done beyond the threshold. This represents muscle strain, torn tendons and ligaments, internal injuries, and similar injuries. He gets no defense against this damage.

Example: *The GM establishes a "frail brick" threshold of 1 x PD. Belgarn the Alchemist (PD 5) uses a Potion Of Gigantic Strength to increase his normal 10 STR to 40 STR. That means he does 8d6 damage. But since his PD*

is only 5, he takes $(8 - 5 =) 3d6$ damage every time he uses his full STR in combat... and he gets no defense against that damage! If he used 30 STR to lift something, he would take $((30/5) - 5 =) 1d6$ damage.

SPEED

In much the same way that they often have comparatively low DEXs, bricks often have low SPDs. For example, in a *Champions* campaign where the average character has SPD 5-6, bricks often have SPD 4-5, and in some cases their SPDs may dip to 3. This suits the stereotype of the extremely strong character as a big, slow-moving person who doesn't react as quickly as other characters... but when his time comes can dish out tremendous damage.

Not every brick needs to be slow; there's no prohibition against bricks buying high SPDs if they can afford them and want them (and the GM allows it, of course). While adventure fiction contains many slow-moving bricks, it also features plenty of characters described as "moving with great speed for someone of his size and strength." ("How could someone so big move so fast?")

RECOVERY

Thanks to their high STRs and CONs, bricks usually have high RECs. And it's a good thing, too, since they usually expend a lot of END by using their STR every Phase. A high REC also simulates how difficult it is to put a brick down and keep him down — the concept of "resilience" often includes not just the ability to withstand damage, but the capacity to quickly shake off the effects of attacks that manage to hurt the brick. Some bricks even spend Character Points to boost their already-high RECs even higher for just this reason; a high-REC brick makes an extremely effective and durable combatant.

ENDURANCE

Most bricks use a lot of END, since they rely on STR in combat and buying Reduced Endurance for STR is relatively uncommon (though not unheard of). If a brick's END from CON covers his standard END expenditure (assume, for this purpose, that he uses his STR and a Movement Power every Phase), then he probably doesn't need to buy any more END — if not, then he should consider spending Character Points to increase his END total. Of course, a brick with other powers he'd want to use during a Turn, like a fiery Damage Shield, should also make sure he has the END to cover those abilities as well, or be prepared to pick and choose what to spend END on (or to use STUN for END if necessary).

STUN

Bricks' high physical Primary Characteristics usually mean they have high STUN totals... which only makes sense, since in adventure fiction other characters usually have a tough time knocking them unconscious. If a brick has a few extra Character Points to spend, increasing his STUN total is always a good way to spend them.



SKILLS



While many people think of bricks as big, dumb brutes who aren't good for anything but fighting, there's no reason a *HERO System* brick has to follow that stereotype. There are plenty of Skills suitable for extremely strong characters... and of course, just being strong doesn't necessarily prevent a character from learning how to do things.

ANALYZE

Bricks with enough savvy to learn how to apply their STR to best effect sometimes buy this Skill in various forms. For example, Analyze Construction, Analyze Vehicle, or the like help them determine the best way to pick up those objects without damaging them... or the best way to break them. The accompanying table describes some general parameters for the use of Analyze pertaining to large, inanimate objects; see the description of the *Hoist* Skill, below, for an explanation of "damage prevention points."

ANALYZING LARGE OBJECTS

Made Roll By Results

Exactly	Character's lifting capacity increases by 10% for purposes of lifting, or causing damage to, the object at this time; any damage prevention points the character gains are increased by 10%
1-2	Character's lifting capacity increases by 20% for purposes of lifting, or causing damage to, the object at this time; any damage prevention points the character gains are increased by 20%
3 or more	Character's lifting capacity increases by 30% for purposes of lifting, or causing damage to, the object at this time; any damage prevention points the character gains are increased by 30%
Half	Character's lifting capacity increases by 40% for purposes of lifting, or causing damage to, the object at this time; any damage prevention points the character gains are increased by 40%

BREAKFALL

Breakfall is most often associated with martial artists and other agile characters. But it's not necessarily out of line for a brick, even if he has a very low DEX. Since characters can use Breakfall to diminish the damage from falls and Knockback, bricks could take the Skill for that purpose alone — it represents their ability to withstand injury, not

the fact that they're fast on their feet. If appropriate, a brick could even take a -½ Limitation, *Only To Reduce/Avoid Damage From Falls And Knockback*, to reflect how Breakfall works for him. This means he can't use the Skill to stay on his feet or get to his feet as a Zero-Phase Action; he can only use the damage-resisting aspects of the Skill. For example, if he took Knockback and succeeded with his Breakfall roll, he'd still fall to the ground, but he wouldn't take any Knockback damage.

CLIMBING

Bricks often climb cliffs, walls, and the like by smashing handholds into the surface. You can represent this in several ways. First, the GM can have the brick roll his STR dice for each Phase of climbing, and if he does BODY damage to the surface, he's made handholds and can keep climbing (this limits the brick to a climbing speed of about one body length per Phase, at most). Second, the character can buy Climbing with the Limitation *Side Effects* (always causes relatively minor damage to the environment [the surface being climbed]; -0). Third, the character could buy Clinging with the same Limitation (see page 75).

COMBAT PILOTING

For some reason, this Skill tends to be fairly common among bricks. Many of them start out as pilots of some sort before gaining their heightened STR; others take on the role of "team pilot" after the game begins. Of course, if the brick's background or powers make him larger and/or heavier than normal, he may only be able to use specially-manufactured or -reinforced aircraft. For example, the Champions' V-Jet (*Champions*, page 194) has "Structural Enhancements" (+20 STR for lifting) so it can carry Ironclad (who weighs 2,000 kilograms and pilots the craft).

COMBAT SKILL LEVELS

Rare is the brick without at least a few Combat Skill Levels. Typically they have 5-point Levels with HTH Combat, since that lets them improve either their OCV or DCV with not just punching, but Grabs, Haymakers, Move Throughs, and more. Less experienced or intelligent bricks may have 2-point OCV Levels with Punch, or 3-point Levels with up to three favored maneuvers (often Punch, Grab, and Move Through).

Characters cannot buy Levels that apply to "Strike" and use them to improve OCV and/or DCV with any form of Strike. They have to specify what type of Strike the Levels apply to — Punch, Sword Slash, Kick, Thrown Dagger, or what have

you. (For a brick, it's usually Punch.) At the GM's option, a character can buy a 3-point Level with HTH Strikes or Ranged Strikes (he must specify which type when buying the Level), and can then use that Level with any type of Strike of that type. (These Levels would not apply when using Haymaker or Sweep with Strike.)

While a brick's Combat Skill Levels usually represent his experience and skill with combat, he can also buy them to reflect his form or the nature of his powers. For example, a gigantic brick might buy OCV Levels with Punch to simulate the fact that it's easier to hit people with his enormous fists. Similarly, 5-point DCV Levels might represent the fact that the character's super-tough body "bounces" attacks easily — the special effect is not that the attack missed, but that it hit the character and had no effect. (Though this does the character little good against area-affecting attacks and the like, of course.)

CONCEALMENT

If a brick is larger than normal, the GM should apply the PER Roll bonus that others have to perceive him (see page 38-40) to people who try to find him when he hides himself with Concealment.

NEW SKILL: HOIST

At the GM's option, bricks (and other characters) can buy a new Skill called *Hoist* to improve their lifting ability.

This Intellect Skill allows a character to determine the best way to lift heavy objects. This has two effects. First, in appropriate situations a successful

roll may temporarily increase the character's STR only for purposes of this particular lifting task. This simulates the character figuring out the most effective way to lift the object, the character somehow obtaining improved leverage, or the like. The GM determines if the character can use Hoist this way in a given situation; it may not always be possible. If the GM allows it, the character's STR for purposes of that lifting task increases as follows: if the roll succeeds exactly, by +1 point; if it succeeds by 1-2, by +2 points; if it succeeds by 3-4, +3 points; if it succeeds by half, +4 points.

Second, a character can make a Hoist roll to determine the best way to lift a large object without breaking or damaging it. This most often applies in campaigns using the "realistic" lifting rules on page 115. For each point by which a brick makes his Hoist roll, he can reduce the BODY damage an object suffers due to weight stress by 5. He can spread these "damage prevention points" out however he pleases — he can use them all at once as soon as the object starts to break, or he can use some in one Phase, and others in later Segments. (Since stress damage applies per Segment, the GM should allow the brick to allocate Hoist damage prevention points even in Segments when the brick doesn't have a Phase.)

Example: *Ironclad has Hoist 18-. He picks up a building to keep it from collapsing on some schoolchildren. Due to weight stress, the building suffers 14 BODY damage when he picks it up, and starts to break apart. Ironclad makes a Hoist roll and rolls a 13. That gives him "25*



BODY” worth of weight stress damage he can prevent. He uses 14 of the 25 immediately so the building won’t break. In the next Segment, when Ironclad doesn’t have a Phase, the building takes another 8 BODY damage. Ironclad allocates 8 of his remaining “11 BODY” to keep the building intact. Now he’s only got “3 BODY” of damage prevention left. Hopefully the rest of the Champions will get the kids out of harm’s way soon, because he can’t hold the building together much longer....

KNOWLEDGE SKILLS

As with any other character type, there are plenty of Knowledge Skills which are particularly suitable for bricks. Examples include:

Heraldry: In a Fantasy campaign where the bricks tend to be skilled warriors, a knowledge of the coats of arms and symbols of other warriors often proves crucial. Otherwise, it’s all too easy to accidentally attack one’s allies in the midst of a swirling melee, since one man looks very much like another when he’s wearing full armor. Similarly, bricks from a world that features gladiatorial competitions might have *KS: Gladiators*.

Physical Fitness: If the character’s strength derives from an intense training regimen, he probably knows a lot about how to keep in shape.

Weightlifting: The character knows all about competitive weightlifting. He knows about the different types of events, the records in those events (and who holds them), different competitions, and who’s who in the world of weightlifting. A character with this KS almost always has PS: Weightlifting as well, since the most common way to gain knowledge of the sport is to participate in it. *KS: Bodybuilding* is a similar Skill.

MARTIAL ARTS

Although Martial Arts are normally associated with martial artists, costumed vigilantes, and other agile characters who rely on skill and finesse rather than brute strength, in truth Martial Arts represents “improved HTH fighting ability,” pure and simple. And who’s better at HTH Combat than a brick? There’s nothing wrong with a brick buying Martial Arts, though some GMs may want to examine the Maneuvers carefully to make sure they don’t make the brick unbalancingly effective. Some types of bricks, such as the “agile brick” archetype, combine low-level super-strength with Martial Maneuvers to create a fun and effective combat package.

Brick Tricks

This Martial Arts style represents a few combat moves commonly used by bricks. It first appeared, in less detailed form, in *The Ultimate Martial Artist*, where you can find information on any unusual Maneuvers or Elements. The maneuvers rely on brawn and resilience, not finesse and speed as with most fighting styles. Wrestling (in various forms) is also a popular Martial Art for bricks.

BRICK TRICKS

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Bearhug I	½	4	+0	+0	STR +4d6 Crush, Must Follow Grab
Bearhug II	½	5	-2	+0	Grab Two Limbs, 2d6 NND
Big Push	½	4	+0	+0	+15 STR to Shove
Break Free	½	4	+0	+0	+15 STR vs. Grabs
Deadly Smash	½	4	-2	+0	HKA ½d6 (2 DC)
Deadly Throw	½	5	-2	+0	HKA ½d6 (2 DC); Target Falls
Fist-Grab	½	5	+1	+1	Grab One Limb, Block
Grab	½	4	+0	-1	Grab Two Limbs, +10 STR for holding on
Legbreaker	½	5	-1	-2	Grab One Limb; HKA ½d6 (2 DC), Disable
Punch	½	4	+2	+0	STR +2d6 Strike
Slam	½	4	-1	-1	STR +2d6 Strike; Grab Two Limbs; Target Falls
Tackle	½	3	+0	-1	STR +v/5 Strike; You Fall, Target Falls; FMove
Toughness	½	4	+2	+2	Block, Abort
Wrestler's Throw	½	3	+2	+1	STR Strike; You Fall, Target Falls

Notes

Bearhug II involves grabbing the target around the middle (pinning his arms in the process) and squeezing him hard enough to keep him from breathing, but not hard enough to permanently injure him. The defense is not needing to breathe, or somehow being “immune” to such squeezing (for example, because the character is wearing heavy armor).

The “Deadly” and Legbreaker maneuvers show what happens when the character doesn’t restrain himself and uses his massive strength to inflict serious injury.

Fist-Grab allows the brick to grab an incoming fist in one of his massive hands, stopping the punch cold.

Optional Rules: The Deadly Smash and Punch take a 2d6+1 Hit Location roll; the other maneuvers do not require location rolls.

Special Abilities: See the *Brick Tricks* section beginning on page 49.

MECHANICS

As with Combat Piloting, this is a common Skill among bricks. The fact that they can do all their own lifting, without the need for jacks or hoists, makes Mechanics jobs much simpler for them.

POWER: BRICK TRICKS

Also known as *Strength Tricks*, *Strength Stunts*, *Brick Powers*, or the like, Brick Tricks is a form of the *Power* Skill that allows characters with high STR to use that STR to perform unusual “tricks” and impromptu abilities. It’s most applicable to super-strong bricks in *Champions* games and other Superheroic campaigns — in Heroic games, where the strongest characters tend to have 20-30 STR, tricks like squeezing coal into diamonds or flicking an opponent in the head to knock him unconscious don’t really pass the verisimilitude test.

Pages 49-86 have over a hundred “brick tricks” suitable for high-STR characters (again, this usually



means super-strong characters). Many of them list a Brick Tricks Roll Penalty, in case the GM wants to allow the character to use his *Brick Tricks* Skill to try one of them. As usual, characters shouldn't use the *Power Skill* as if it were a Variable Power Pool. Allowing a brick to attempt a particular "power stunt" once or twice during a campaign is fine, but if a character wants to use the same stunt repeatedly, he should pay Character Points for it.

What Characteristic?

With Brick Tricks, the issue arises of what Characteristic the character should base the Skill Roll on. The natural inclination is to use STR, but this creates a couple of potential problems. First, no other Skills are based on STR, and it may seem out of place to base this one on it. Second, and more importantly, since bricks always have high STR, making Brick Tricks a STR-Based Skill means they're always going to have high rolls with it. In Superheroic campaigns, where STRs usually average 40-60, Brick Tricks rolls would range from 17- to 21- or less. That means it's unlikely a brick is going to miss a roll, even with modifiers.

Therefore, you may want to consider two other possibilities for this form of the *Power Skill*. The first is DEX. A DEX-based Brick Tricks reflects the fact that the character has to apply his STR with precision and deftness to accomplish a "strength stunt." The second is INT. An INT-based Brick Tricks means the brick has to apply his perceptiveness and intellect to determine how to use his STR to perform the strength stunt.

Of course, the GM can always vary the applicable Characteristic to reflect the circumstances if he wants. If a brick trick involves raw power, a STR-based roll may make the most sense; if it requires the deft application of STR, use DEX; if it requires clever use of STR, make the roll with INT.

PROFESSIONAL SKILL

Here are some PSs that bricks often take.

Bodybuilder: The character can work on his body to improve strength and muscle tone, or show another person how to improve his own form and strength. He knows how to use different types of bodybuilding equipment, how to compete in bodybuilding competitions, and so forth.

Weightlifter: The character can lift heavy weights according to competition standards. He knows about the different types of weightlifting (see page 9) and what the judges look for in evaluating a weightlifter. At the GM's option, if he makes a PS: Weightlifting roll (or makes it by a specified amount), the character may gain +1 or +2 STR for purposes of lifting a particular object, provided that object is more or less like a barbell in shape.

STEALTH

Stealth doesn't make much sense for many bricks, particularly those who are much larger or heavier than normal — it's so difficult for them to move stealthily that they might as well not even try. If a brick is larger than normal, the GM should apply the PER Roll bonus that others have to perceive him (see pages 38-40) to people who try to spot or hear him when he uses Stealth. If he's heavier than normal, the GM has to decide to what extent this might interfere with Stealth (for example, because the character's weight causes floorboards to creak), and apply a negative modifier to the Skill (or a positive modifier to other characters' PER Rolls).

PERKS AND TALENTS

Most Perks and Talents are as appropriate for bricks as they are for any other character. A few are particularly appropriate, or have special applications.

REPUTATION

In Heroic settings in particular, bricks may achieve renown for their fighting prowess and enormous strength. You can represent this with Reputation.

RESISTANCE

Bricks' resistance to injury doesn't just apply in combat — it extends to things like torture. Resistance is often extremely appropriate for bricks as a way of representing this, since few bricks have high EGOS.

POWERS



Although bricks typically spend more of their Character Points on Characteristics than on anything else, you shouldn't forget that there are lots of ways to simulate the effects of having a high STR with Powers. This section of *The Ultimate Brick* contains some general notes on these applications; for dozens of specific examples, see the *Brick Tricks* section on pages 49-86.

ADJUSTMENT POWERS

You can design many brick tricks that involve a character temporarily becoming stronger for a particular purpose, or perhaps even rendering another character weaker. *Super-Wrestler's Grip*, on page 65, is a good example, but there are many other possibilities.

DEFENSE POWERS

Most bricks have some form of Resistant Defense — in fact, it's not uncommon for all, or nearly all, of their defense to be Resistant. That's how they can bounce bullets off their chests, use their hands to deflect ninjas' sword-blows without getting cut, and so on.

For most bricks, Damage Resistance is the preferred power by which they gain Resistant Defense. Since they already have high PD and ED in most cases, Damage Resistance is a cheap and easy way to make their natural defenses Resistant. See page 36 for more information.

Bricks who have skin that's unusually thick, covered with tough plates, made of metal, or the like may prefer Armor to Damage Resistance. Alternately, a character may combine Armor and Damage Resistance in some ratio to represent both his unusual skin and the general durability of his body overall.

Some bricks skip the basic Resistant Damage powers in favor of Damage Reduction. If bought at high levels — 50% or 75% — Resistant Damage Reduction becomes an effective substitute for more mainstream Defense Powers. However, GMs should beware of high defense-Damage Reduction combinations, which may make a brick very difficult to harm and thus unbalance the game. See page 36 for more information.

Bricks rarely buy Force Field or Force Wall as their form of Resistant Defense. The common special effects associated with those powers just don't fit the "feel" for most bricks. *Can't Hurt Me*, page 70, is an example of one exception; another would be a brick who has super-strength because his body is made of energy.

More exotic Defense Powers, such as Flash

Defense and Mental Defense, may or may not be appropriate for bricks, depending on their powers' special effects and so forth. (One, Lack Of Weakness, is appropriate for just about any brick.) Many GMs prefer not to see bricks buy exotic defenses (or at least not all of them), since that leaves an "Achilles heel" through which enemies can affect the brick: energy bolts may bounce off his skin, but a Drain STUN or an Ego Attack still works. A brick who has lots of every defense in the book may unbalance the game.

Hardened

Many bricks buy the *Hardened* Advantage for their defenses (or some of them) to represent being even tougher than the normal brick.

If a character buys Hardened for his normal PD and ED, he calculates the cost based on the value of the PD/ED Characteristic, not just on the points he spent on it. For example, if a character wanted to buy Hardened (+¼) on 20 PD (which cost him, say, 16 Character Points), he pays 5 Character Points ($20 \times (1 + \frac{1}{4}) - 20$).

A character cannot have partially Hardened defenses. A given defense must be all Hardened, or it's not Hardened at all. A character can, however, have some defenses that are Hardened, and others that are not. For example, a brick could Harden his natural PD and ED, but not his Armor. If a character has some defenses that are Hardened, and some that are not, the Hardened defense applies in full against an Armor Piercing attack, and non-Hardened defenses have half value as usual. Against Penetrating or Indirect, any Hardened defense, no matter where it's layered in, stops the Advantage from affecting the character. (Of course, GMs should remain wary of players who attempt to unfairly exploit this rule by buying a tiny amount of some defense and making it Hardened just to stop Penetrating attacks.)

Layered Defenses

If a character has some defenses that are Hardened, and some that are not, the issue may arise as to which defense applies first. In most cases this won't matter at all, but if it does, here's how the GM should deal with it.

First, there are two primary rules regarding the "layering" of defenses:

1. If a character has Ablative defenses, those defenses are always "on top" — they get affected first, before any other defenses. Otherwise the Limitation may not actually restrict or hinder the character to any significant degree.
2. If a character has Damage Reduction that applies

to an attack, it applies *last* — after all ordinary (subtractive) defenses diminish the damage.

In light of the guidelines below, as well as common sense, dramatic sense, and considerations of game balance, the GM may change or ignore either of these rules. But in general they should always apply, since they help to maintain the balance between attacks and defenses in the *HERO System*.

Second, in general, characters should apply “layered” defenses in the following order:

1. Force Walls and other defenses that manifest outside or away from the character’s body.
2. Force Fields and other defenses that manifest at or around the character’s body, but which surround the body in such a way as to cover worn defenses.
3. Worn defenses — defenses bought through a Focus such as a suit of powered armor, an armored costume, or the like — and other defenses immediately next to the character’s body.
4. Innate defenses — defenses the character has or buys as innate abilities that aren’t listed above, including his standard PD and ED, Damage Resistance, some special effects of Armor, defenses provided by Density Increase, and so forth.

Of course, these are *guidelines*, not necessarily rigid rules. No set of rules can account for every possible combination of Powers, special effects, and in-game circumstances, so the GM should modify these guidelines as he sees fit.

Invulnerability: The Absolute Effects Rule

Some bricks in adventure fiction claim to be “invulnerable,” either to a particular type of harm, or to any form of injury. While these claims often, if not always, turn out to be spurious — there’s *something*, no matter how rare or unusual, or some special form of attack, that can penetrate the character’s defenses and hurt him — some gamers take the word “invulnerable” to heart and want to create characters who have that property.

The *HERO System* has few, if any, absolutes. There’s no way to create an attack that always hits its target, a power that always kills its target, or the like. And that includes defense; there’s no way to absolutely, positively, guarantee that a character is “invulnerable” to damage (be it all damage, or some types of damage). The only way you can create an “invulnerable” character is for the GM to institute *the Absolute Effects Rule*. To do this, you use the *HERO System* rules to create protective powers that provide *effective absolute defenses*. What this means is that, while the rules for an ability do not specifically say, for example, “this power provides complete protection from fire, regardless of the damage rolled,” you can *effectively* achieve absolutism based on the campaign’s general parameters and standards. All you have to do is build the ability to cover the vast majority of circumstances.

For example, suppose that most swords in the campaign do 1½d6 Killing Damage. The biggest sword does 2d6, which STR and other bonuses could raise to as much as 4d6. On 4d6, the maxi-

mum roll would be 24 BODY. Therefore, a power built with Force Wall (24 PD) *effectively* makes a character immune to damage from swords. Sure, a giant with a giant-sized sword might do enough damage to get through the Force Wall, or an enchanted blade might slice right through the magical barrier, but for the vast majority of situations, the spell offers total invulnerability.

Once you have an ability that effectively creates the absolute effect you want, have the GM declare it as being a true absolute effect. (If you like, you could even include the phrase “Absolute Effect Rule” in the ability’s write-up.) If he agrees, then, by campaign ground rules, the ability *has a true absolute effect*. Using the example above, if the Force Wall (24 PD) ability has the Absolute Effect Rule applied to it by the GM, it now provides absolute invulnerability to sword damage. It doesn’t matter if a sword is Armor Piercing, or does 53 BODY — it can’t affect the character, because the power makes him totally immune to damage done by swords.

In *HERO System* terms, there are two ways to create total invulnerability/immunity to a specific attack form. The first is a Force Wall, Hardened, with enough DEF to resist the highest BODY damage roll that type of damage could, given an average attack, achieve in the campaign. The second is Damage Reduction, Resistant, 75% plus Armor, Hardened (30 PD or ED) (or, alternately, the same Active Points’ worth of just Hardened Armor). To keep this from becoming unbalancing, the character must declare a specific type of attack or special effect that his invulnerability applies against — swords, fire, magic, punches, or the like. Characters can’t buy invulnerability to everything.

The Absolute Effects Rule is, of course, completely optional. The GM can use it or not, as he sees fit.

ABSORPTION

The “absorbing brick” archetype discussed on page 23 relies on this Power as his defining element. *The Harder You Hit Me, The Stronger I Get* on page 78 is an example of a typical brick-oriented Absorption power.

Absorbable Attacks

Most forms of Absorption only work against attacks or forces that cause BODY damage. However, in the GM’s discretion, a character can Absorb from STUN-only attacks, if doing so would be reasonable according to the special effects involved and not unbalance the game. For example, a character with physical Absorption might be able to Absorb from an NND Energy Blast defined as a rubber bullet (because it has a definite physical impact), but not from a tranquilizer dart or an Enervator Ray. If the attack is one the character can Absorb (for example, it’s an energy attack, and he has Absorption (energy)), count the Normal Damage BODY. That represents the amount of BODY he can Absorb from that attack, even though the attack itself doesn’t cause BODY damage. The same reasoning can apply to Powers that don’t directly “damage” the character, like Dispel, though the GM should be even warier about allowing char-

acters to Absorb from them than from STUN-only attacks.

Maximum Effect

Once a character reaches his maximum Absorption amount, he can use his Absorption again when at least some of the points he Absorbed have faded, but still only up to the maximum. For example, if a character has Absorption 2d6, he can Absorb a maximum of 12 BODY worth of effect. If he Absorbs the full 12, he can't Absorb any more until some of those points fade. After a Turn, 5 points fade. He can now Absorb again, but only 5 points — up to his defined maximum of 12.

When determining whether a character reaches his Absorption maximum, only the BODY Absorbed matters, not the character's roll. For example, suppose a character has Absorption 6d6 (maximum of 36 BODY). He's hit with an attack that does 10 BODY. He rolls his Absorption dice and gets 19. He Absorbs the full 10 BODY, and has 26 BODY worth of Absorption left. The roll of 19 doesn't matter; it's the 10 BODY he did Absorb that counts.

Fade Rate

If a character defines his Absorption as going to two or more things (such as STR and STUN, or CON, PD, and ED), the points should fade from the affected things at as equal a rate as you can achieve without using fractions. If a choice has to be made to avoid a fraction, the player makes that choice when the character buys the power, and cannot alter it thereafter except with the GM's permission.

Example: *Absorbo has Absorption (half to STR, half to PD) that fades at the rate of 5 points per Turn. Ordinarily that would mean 2.5 points from STR and 2.5 points from PD each Turn, but that causes fraction problems. Absorbo decides his STR loses 2 points and his PD 3 points per Turn.*

If the Absorption affects two or more Characteristics (or the like) simultaneously because the power has the *Variable Effect* Advantage, the points fade from both at the full rate simultaneously.

Absorption And Damage

If a character uses Absorption to increase his STUN (or END), and then takes STUN damage (or uses END), the STUN lost (or END used) come out of the boosted part first, just as with Aid.

If a character has Absorption that goes to a Characteristic that can be reduced by attacks (typically, STUN or BODY), and he's hit with an attack he can Absorb that damages that Characteristic, apply the damage that gets through his defenses (if any) first. Then apply the effects of Absorption.

If a character's Absorption feeds his PD or ED (or a Defense Power), the increase obtained from Absorption applies against attacks suffered later in that same Segment.

Absorption As A Defense

As described on page 132 of the *HERO System 5th Edition, Revised* rulebook, characters can simulate having Absorption protect them from attacks

by buying a Linked Defense Power with the Limitation *Only Up To Amount Rolled By Absorption*. Any such defenses work normally according to their standard rules. For example, a defense power like Armor or Force Field applies against both STUN and BODY damage as normal, and offers the full value rolled on the Absorption dice against any attack the character Absorbs from.

Example: *Absorbo has Absorption 6d6 and 30 points of Armor that protect him Only Up To Amount Rolled By Absorption. He's attacked with a 30 STUN, 10 BODY. He rolls his Absorption dice and gets 26, so he can Absorb 26 BODY worth of attacks that Segment. His Armor provides 26 points of protection against attacks he suffers that Segment that he can Absorb. So, he takes 4 STUN, 0 BODY from that attack.*

Absorbo is then hit with a 25 STUN, 5 BODY attack. He Absorbs all 5 BODY, leaving him 11 BODY worth of Absorption left this Segment. His Armor offers 26 points of protection against the attack, so he takes no damage.

Absorbo is then hit with a 38 STUN, 12 BODY attack. He can Absorb 11 BODY, but not the twelfth point of BODY damage. His Armor provides 26 points of protection against this attack, so he takes 12 STUN, 0 BODY.

Absorbo is then hit with a 27 STUN, 8 BODY attack. Since he can't Absorb from this attack, his Armor provides no protection for him at all.

If the GM wants to simplify how Absorption works as a defense, try this optional rule: double the cost of Absorption (to 10 Character Points per die), but have the total rolled on the dice count as both PD and ED which the character can apply against any attack he Absorbs from that Phase. This defense is Normal (non-Resistant), but the character can make it Resistant by applying a +½ Advantage to his Absorption. If the character does not or cannot Absorb from an attack, he cannot apply his “protective Absorption” against it.

AID

Aid is the ideal power for many brick tricks that represent how a character's STR (or related Characteristics) increase temporarily in specific situations, but where the gain in STR isn't always predictable or uniform. *Adrenaline Surge* (page 50) and *Rage-Augmented Strength* (page 61) are two good examples. If predictability is necessary or desirable, use the *Characteristics* Power instead.

Similarly, spells and enchanted items in Fantasy games often use Aid STR for strength-enhancing effects. This not only lets the spellcaster use the spell on other characters without difficulty, it has a random element that suits the often-unpredictable nature of magic.

Using Aid requires an Attack Roll, which means it constitutes an Attack Action, and is subject to all rules on Attack Actions, even if it's used on one's self or a willing subject. Characters can get around this difficulty by applying the *Trig-*

ger Advantage to an Aid-based power, or the GM might rule that a self-only Aid such as *Rage-Augmented Strength* can be activated as a Zero-Phase Action.

Some brick-oriented Aids, like *Rage-Augmented Strength*, have the *Continuous Advantage*. In this case, the character rolls the Aid dice every Phase until he reaches the maximum effect. The normal rules for the fading of the Aid apply, but as soon as the Aid fades by even a point, the power activates again in the character's next Phase (probably in Segment 2 or 3, assuming the fade occurs every Post-Segment 12), and keeps activating until he's back up to maximum effect.

DAMAGE REDUCTION

As mentioned above, Damage Reduction is a valid option for many brick characters. However, GMs should beware bricks with high defenses *and* Damage Reduction. As a preliminary rule of thumb, the GM should convert the points spent on Damage Reduction to the character's standard form of defense and see what the character's "total defense" would be if that's how he'd spent them. That might tell the GM right there that the character has an unbalancingly large amount of defense. Even if the brick's defenses are within the realm of reason using that analysis, the GM has to consider the other effects of Damage Reduction — for example, the fact that it can apply to attacks that might otherwise affect the brick, like NNDs or Drains — and decide whether that additional utility makes the power too effective for the campaign. (The GM may also want to take the character's DCV into account; high defenses plus Damage Reduction tend to be more balanced with a low-DCV character.)

If the Damage Reduction seems like "too much" for the campaign, the GM has several options. First, he can forbid it altogether. Second, he can require the character to buy a lesser amount of Damage Reduction. Third, he can require the character to apply Limitations that reduce the effectiveness of the Damage Reduction (such as making the Damage Reduction only apply against specific types of attacks).

Applying Damage Reduction

When a character applies Damage Reduction and gets a fractional result, the damage rounds in favor of the character with Damage Reduction per the standard *HERO System* rounding rules.

If a character has Resistant Damage Reduction, but his PD and ED are not Resistant, he may not apply his PD and ED against the STUN caused by Killing Attacks.

If a character lacks the defense to an NND or AVLD attack, he can still apply his Damage Reduction to reduce the

damage caused by it.

The *Armor Piercing Advantage* does not reduce the effects of Damage Reduction, but does affect the defenses used to reduce damage before Damage Reduction applies.

Characters may apply the *Hardened Advantage* to Damage Reduction. The Damage Reduction then affects Penetrating attacks normally; the special rule stated on page 144 of the *HERO System 5th Edition, Revised* rulebook no longer applies.

Multiple Damage Reductions

A character may have two or more Damage Reduction-based abilities if he wishes (and the GM permits). However, this is usually only appropriate if each ability is somehow distinct (they have different Power Modifiers, or the like). If a character has two or more Damage Reduction powers that could apply to the same attack, he can only apply the largest/most effective one — he can't apply multiple Damage Reductions to keep reducing the damage from a single attack.

DAMAGE RESISTANCE

If a character buys Damage Resistance, the Advantages on his base PD/ED and the Damage Resistance have to match. If the base PD/ED already have an Advantage, the Damage Resistance has to have it, too; if he wants to apply an Advantage to his Damage Resistance, he has to apply it to his base PD/ED as well. Otherwise, the Advantage has no effect. A character cannot, for example, buy Damage Resistance as *Hardened* unless his base PD/ED are also *Hardened*; if he does, the Advantage has absolutely no effect.

DENSITY INCREASE

The definitional power for most characters of the "heavy brick" archetype, Density Increase applies to characters who can change their density at will. If a character is always heavier than normal, he should buy a suite of powers and Disadvantages reflecting that state, not DI. For every doubling of mass, the character should buy +5 STR with the Limitation *No Figured Characteristics* (-½), +1 PD, +1 ED, and Knockback Resistance -1" (total cost: 7 points per doubling of mass). He should also take a Physical Limitation representing the inconvenience of being so heavy all the time, which makes it difficult to ride in vehicles (or on mounts),

HEAVY PHYSICAL LIMITATION

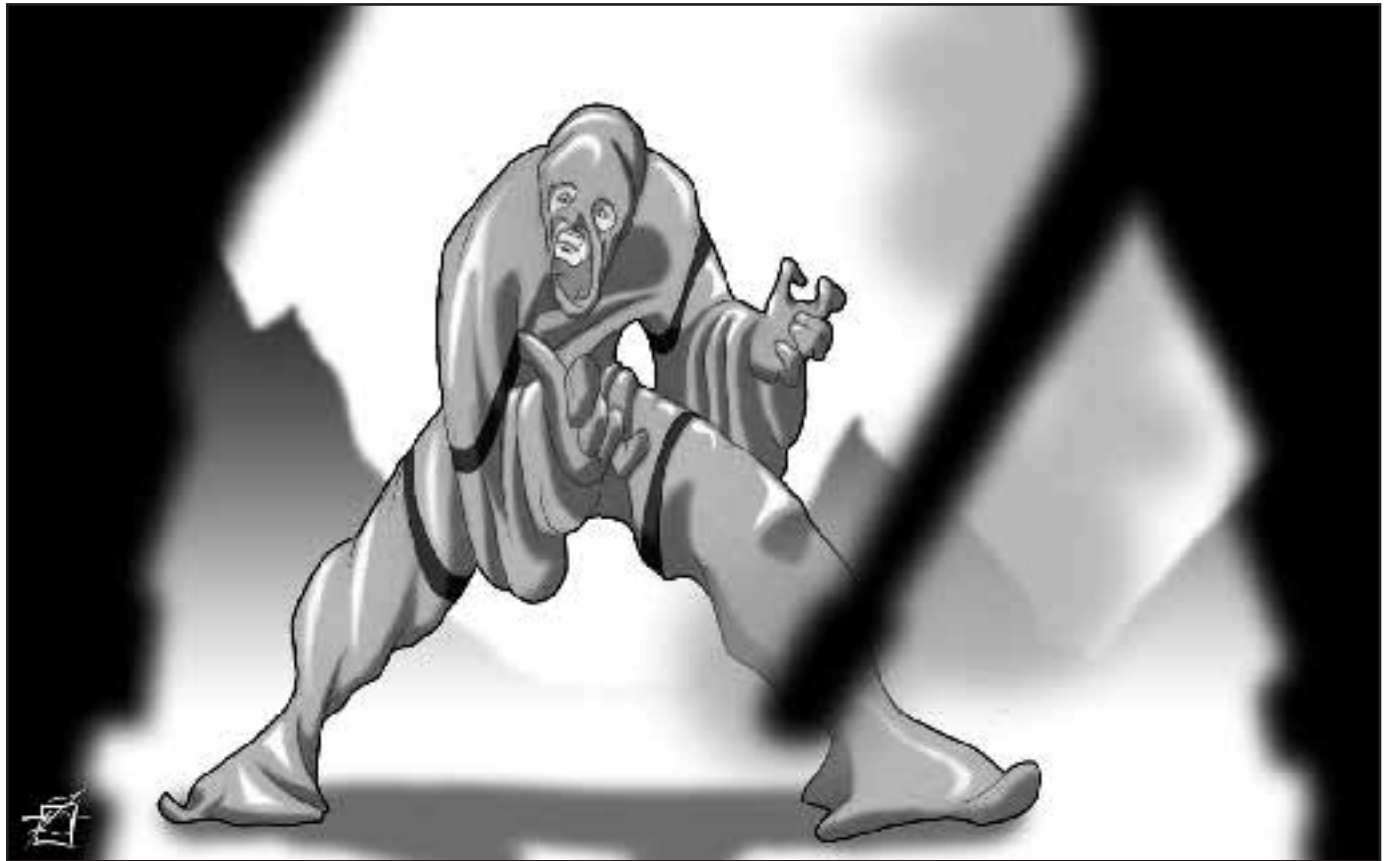
Character's Mass Is...

2-3 times normal (200-399 kg)
4-7 times normal (400-799 kg)
8-15 times normal (800-1,599 kg)
16-31 times normal (1,600-3,199 kg)
32-63 times normal (3,200-6,399 kg)
64 or more times normal (6,400+ kg)

Physical Limitation

Infrequently, Slightly Impairing: 5 points
Frequently, Greatly Impairing: 15 points
Frequently, Greatly Impairing: 15 points
Frequently, Greatly Impairing: 15 points
Frequently, Greatly Impairing: 15 points
All The Time, Greatly Impairing: 20 points

The listed Disadvantage values are only guidelines. The GM should feel free to change them to suit specific characters, the campaign setting, or other factors. For example, Ironclad (*Champions*, page 184) gets 20 points for weighing 20 times normal human weight, since he lives in a city with a lot of skyscrapers, often finds himself in situations where someone has to carry him, and so forth.



to walk on the upper floors of buildings without falling through, to avoid leaving tracks almost everywhere he walks, and so forth. The accompanying table lists the value of the Physical Limitation based on mass.

A character can use the STR he gets from Density Increase for any purpose he could normally use STR for — it doesn't just help him move his extra mass around, it affects how much he can lift, how hard he punches, and so forth. Density Increase does not reduce a character's STR-based forms of movement, such as Running and Swimming (though there are optional rules for the effect of mass on Leaping on page 14, if the GM wants to use them).

If a character uses both Density Increase and Growth at the same time, all mass multipliers add together. Thus, a character with 15 points of Growth and 5 points of DI has x16 normal human mass. If a character uses both DI and Shrinking at once, determine the character's mass based on the use of Shrinking, then double that mass for each level of DI in effect.

Characters of great mass may be able to injure their foes simply by crushing them. See page 99 regarding crushing damage.

DISPEL

You can use Dispel to create various abilities through which bricks can eliminate, remove, or snuff out dangerous substances or phenomena. The *Super-Strong Breath* power (page 65) provides an example of the most common brick trick of this sort — blowing out fires, or using breath to disperse gases and mists.

In some cases, a brick may try to use his

strength and materials in the environment to stop a dangerous phenomenon. For example, Burgida the half-giantess might tear down a tapestry so that it falls on and smothers a fire. If appropriate, the GM can resolve the outcome of such an action by converting the character's points of STR to the Active Points in a Dispel. If Burgida has 30 STR, the GM might roll her attempt to put out a fire with a tapespy as a Dispel Fire 10d6.

DRAIN

Bricks can use this versatile Attack Power to create a wide variety of brick tricks and like abilities. If you want your brick character to be able to do something that makes other characters temporarily less effective or competent, a Drain is often the best way to construct that ability. The *Numbing Grip* (page 60) and *Super-Wrestler's Grip* (page 65) strength stunts are good examples. If the brick wants the effect to last a long time, apply the *Delayed Return Rate* Advantage.

EXTRA LIMBS

Thematic bricks whose powers derive from some sort of animal often have Extra Limbs — a tail, another pair of arms, or the like. Given bricks' emphasis on HTH Combat, an Extra Limb provides a big tactical advantage. It allows a brick to Grab more people at once, to keep punching someone after Grabbing him, or the like. A brick who's highly skilled at using multiple arms in combat could buy Skills or Powers to simulate that (see *Multi-Limbed Combatant*, page 59).

FIND WEAKNESS

Bricks in general have a reputation for causing tremendous amounts of destruction and damage to the local environment when they fight — and this Power is one reason why. With a little bit of Find Weakness, a brick can destroy a building even quicker than normal (perhaps with the intent of collapsing it on his foes), or simply find his enemy's weak spot and hit it as hard as he can.

FLIGHT

Although Flight has no real connection to the special effects that explain most bricks' super-strength and other powers, the idea of a super-strong person being able to fly dates all the way back to Superman. Therefore it's usually appropriate for bricks to buy Flight, provided they can come up with some quasi-plausible special effect/explanation for it. (See also *Brick Flight*, page 75, for a leaping-like power built with Flight.)

GROWTH

The definitional power for most characters of the "giant brick" archetype, Growth applies to characters who can increase their height at will. If a character is always taller than normal, he should buy a suite of powers and Disadvantages reflecting that state, not Growth. The accompanying text box lists the appropriate abilities for each category of height above normal human size. (See also page 114, regarding the "collateral damage" large characters can cause.)

DCV Modifiers

Listed with the abilities is the appropriate Physical Limitation for being that size all the time. The Disadvantage includes a DCV penalty for two reasons: first, it almost never varies from the standard; second, because the rules for negative DCV Levels (*HERO System 5th Edition, Revised*, page 54) are optional. However, the value of the negative DCV Levels (using the standard cost of 5 Character Points per Level) exceeds the points the character gets from the Physical Limitation. If you prefer, you can adopt the negative DCV Levels rule, and then instead of including the reduced DCV as part of the Physical Limitation (list it as a separate Physical Limitation with value equal to the negative Levels' cost).

A character attacking a Grown character does *not* get Target Size bonuses in addition to the DCV penalty the target suffers. The Target Size modifier is generally used only for objects which don't have defined CVs.

Growth Momentum

The rules for Shrinking on pages 218-19 of the *HERO System 5th Edition, Revised* rulebook discuss the concept of *growth momentum*. Using it, a Shrunk character "grows" back to normal height underneath a foe, uppercutting him in the process and using the momentum of growing to do more damage than normal. If the GM permits, characters with Growth can use growth momentum as well... though of course they're going to have a lot harder time finding targets larger than themselves to use

LARGE CHARACTERS

Cost Size: Large (up to twice human size)

- 15 *Greater Strength*: +15 STR
- 6 *Greater Mass*: +3 BODY
- 6 *Heavy*: Knockback Resistance -3"
- 5 *More Impressive*: +5 PRE
- 12 *Long Legs*: Running +6"
- 3 *Tougher*: +3 ED
- 4 *Reach*: Stretching 1"
- 5 Physical Limitation: Large, up to twice human size and/or mass (4m, or 2") (character is at -2 DCV, and others receive +2 on their PER Rolls to perceive him) (Infrequently, Slightly Impairing)

Total cost: 51 points, 5 points of Disadvantages.

Cost Size: Enormous (up to four times human size)

- 30 *Greater Strength*: +30 STR
- 12 *Greater Mass*: +6 BODY
- 12 *Heavy*: Knockback Resistance -6"
- 10 *More Impressive*: +10 PRE
- 24 *Long Legs*: Running +12"
- 6 *Tougher*: +6 ED
- 9 *Reach*: Stretching 2"
- 15 Physical Limitation: Enormous, up to four times human size and/or mass (character is at -4 DCV, and others receive +4 on their PER Rolls to perceive him) (8m, or 2.1-4") (Frequently, Greatly Impairing)

Total cost: 103 points, 15 points of Disadvantages.

Cost Size: Huge (up to eight times human size)

- 45 *Greater Strength*: +45 STR
- 18 *Greater Mass*: +9 BODY
- 18 *Heavy*: Knockback Resistance -9"
- 15 *More Impressive*: +15 PRE
- 36 *Long Legs*: Running +18"
- 9 *Tougher*: +9 ED
- 17 *Reach*: Stretching 4"
- 15 Physical Limitation: Huge, up to eight times human size and/or mass (character is at -6 DCV, and others receive +6 on their PER Rolls to perceive him) (16m, or 4.1-8") (Frequently, Greatly Impairing)

Total cost: 158 points, 15 points of Disadvantages.

Cost Size: Gigantic (up to 16 times human size)

- 60 *Greater Strength*: +60 STR
- 24 *Greater Mass*: +12 BODY
- 24 *Heavy*: Knockback Resistance -12"
- 20 *More Impressive*: +20 PRE
- 48 *Long Legs*: Running +24"
- 12 *Tougher*: +12 ED
- 34 *Reach*: Stretching 8"
- 15 Physical Limitation: Gigantic, up to 16 times human size and/or mass (character is at -8 DCV, and others receive +8 on their PER Rolls to perceive him) (32m, or 8.1-16") (Frequently, Greatly Impairing)

Total cost: 222 points, 15 points of Disadvantages.

it on. The target has to be larger than or directly above the character. That includes beings taller than he is, overhangs on buildings (but not building walls themselves), ceilings, and possibly even characters using Flight who are directly above the character.

Growth-based growth momentum does +1d6 per -1 DCV the Grown character suffers. The character also gets to apply the extra STR he gains from

LARGE CHARACTERS (CONT.)

Cost Size: Gargantuan (up to 32 times human size)

75	<i>Greater Strength:</i> +75 STR
30	<i>Greater Mass:</i> +15 BODY
30	<i>Heavy:</i> Knockback Resistance -15"
25	<i>More Impressive:</i> +25 PRE
60	<i>Long Legs:</i> Running +30"
15	<i>Tougher:</i> +15 ED
69	<i>Reach:</i> Stretching 16"
-15	Physical Limitation: Gargantuan, up to 32 times human size and/or mass (character is at -10 DCV, and others receive +10 on their PER Rolls to perceive him) (64m, or 16.1-32") (Frequently, Greatly Impairing)

Total cost: 304 points, 15 points of Disadvantages.

Cost Size: Colossal (up to 64 times human size)

90	<i>Greater Strength:</i> +90 STR
36	<i>Greater Mass:</i> +18 BODY
36	<i>Heavy:</i> Knockback Resistance -18"
30	<i>More Impressive:</i> +30 PRE
72	<i>Long Legs:</i> Running +36"
18	<i>Tougher:</i> +18 ED
137	<i>Reach:</i> Stretching 32"
-20	Physical Limitation: Colossal, up to 64 times human size and/or mass (128 m, or 32.1-64") or larger (character is at -12 DCV, and others receive +12 on their PER Rolls to perceive him) (All The Time, Greatly Impairing)

Total cost: 419 points, 15 points of Disadvantages.

Reach: Large characters' extra reach is simulated with inches of Stretching, bought with these Power Modifiers: Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼). As with everything else in these templates, reach is not required. Some characters, particularly humaniform ones, need it. Others can't reach significantly far away from their bodies, so they don't need reach.

Growing when determining the damage. If the character also has Shrinking and grows from a tiny size to human size, then uses Growth to become even taller, he can use the growth momentum from both Powers.

Growth And Reach

Like the reach provided by Stretching, the reach provided by Growth has some inherently "Indirect" effects in appropriate circumstances. For example, a sufficiently tall Grown character could stand right in front of someone, then reach down and tap him on the back.

If a character has Stretching in addition to Growth, the inches of Stretching add to Growth's reach, but Stretching noncombat doublings don't include Growth reach. For example, if a character has 60 points of Growth (8" reach) and 10" Stretching, he could reach 18" (8" + 10"), and if using Noncombat Stretching could reach 28".

If a character has enough Growth to make him cover multiple hexes, for game purposes you generally should calculate his reach from the hex the character is deemed to be "standing" in. But as always, you've got to use your common sense and dramatic sense as well. If it makes more sense to calculate reach

from where the character's shoulder is located, do so.

Reach provided by Growth does not reduce or otherwise affect the Range Modifier the character suffers, which is still calculated from where the character stands. However, the GM could, in his discretion, count the Range Modifier from the character's hand, if he feels that would be appropriate.

At no level does Growth automatically entitle characters to make Area Of Effect attacks with their large hands or feet. A character who wants such an attack must pay Character Points for it (see *Gigantic Fists*, page 83).

Growth And Thickness

The Growth rules describe how tall and wide a character becomes, but they establish no parameters for how thick his torso and frame become. For the most part, there's no need for players or GMs to know that, but if necessary you can assume that the character's "thickness" increases proportionately to his height and width.

Optional Expanded Growth Table

Many entries in the Growth Table, such as DCV, PER Roll penalty, and reach go up by increments of greater than 1. Players and GMs who'd like greater granularity in the Growth rules can use the accompanying Optional Expanded Growth Table.

HAND-TO-HAND ATTACK

Hand-To-Hand Attack is extremely useful for building offensive "brick tricks." If you want your brick to be especially skilled at dishing out damage in a certain way, or against a particular type of target, HA is the way to go. The *Augmented Haymaker* (page 51) and *Python's Grip* (page 61) are good examples of this sort of power. For lower-STR bricks, HA is a good way to match the damage-dealing capability of their more muscular brethren.

Base Damage

Damage added to STR by an HA counts as "base damage done by STR" for purposes of the "doubling damage" rule. However, characters in Heroic campaigns with weapons defined as HAs still cannot more than double the weapon's damage by applying STR.

HA And Advantages

Hand-To-Hand Attack interacts with some Advantages in unusual ways.

If a character purchases the Advantage *Area Of Effect* for an HA, calculate the size of the Area based on the HA's Active Points plus the value of the STR the character can use with the Area Of Effect HA. So, for example, a character with HA +6d6 (30 Active Points), Area Of Effect, and 30 STR creates a 6" Radius effect ((30 + 30)/10).

If a character has an HA *Damage Shield*, he may still apply the *Hand-To-Hand Attack* Limitation to it.

A character may not apply the Advantage *Ranged* to an HA (except possibly when building throwable HTH Combat weapons in Heroic campaigns). To build such an attack, use Energy Blast with the *Range Based On Strength* Limitation (and other Limitations, as appropriate), or buy the

OPTIONAL EXPANDED GROWTH TABLE

Points Of Growth	Height (hexes)	Width (hexes)	Mass (KG)	BODY/ STUN	PER DCV	Rolls Against	Hexes Of Reach	STR	KB
0	1-2 m (1")	up to 1 m (½")	up to 100	+0	-0	+0	+0"	+0	-0"
5	2.1-2.6 m	1.1-1.3 m	101-200	+1	-0	+0	+0"	+5	-1"
10	2.7-3.3 m	1.4-1.7 m	201-400	+2	-1	+1	+0"	+10	-2"
15	3.4-4.0 m (2")	1.8-2.0 m (1")	401-800	+3	-2	+2	+1"	+15	-3"
20	4.1-5.4 m	2.1-2.6 m	801-1,600	+4	-2	+2	+1"	+20	-4"
25	5.5-6.7 m	2.7-3.3 m	1,601-3,200	+5	-3	+3	+1"	+25	-5"
30	6.8-8.0 m (4")	3.4-4.0 m (2")	3,201-6,400	+6	-4	+4	+2"	+30	-6"
35	8.1-10.7 m	4.1-5.4 m	6,401-12,500	+7	-4	+4	+2"	+35	-7"
40	10.8-13.4 m	5.5-6.7 m	12,501-25,000	+8	-5	+5	+3"	+40	-8"
45	13.5-16.0 m (8")	6.8-8.0 m (4")	25,001-50,000	+9	-6	+6	+4"	+45	-9"
50	16.1-21.3 m	8.1-10.7 m	50,001-100,000	+10	-6	+6	+5"	+50	-10"
55	21.4-26.6 m	10.8-13.4 m	100,001-200,000	+11	-7	+7	+6"	+55	-11"
60	26.7-32.0 m (16")	13.5-16.0 m (8")	200,001-400,000	+12	-8	+8	+8"	+60	-12"
65	32.1-42.7 m	16.1-21.3 m	400,001-800,000	+13	-8	+8	+10"	+65	-13"
70	42.8-53.4 m	21.4-26.6 m	800,001-1,600,000	+14	-9	+9	+13"	+70	-14"
75	53.5-64.0 m (32")	26.7-32.0 m (16")	1,600,001-3,200,000	+15	-10	+10	+16"	+75	-15"
...and so on									

weapon as a normal HTH Combat weapon and use the Throwing rules (page 15-17) to inflict damage with it as a thrown object.

If a character has an *Uncontrolled* HA, the pool of END used to power the ability must cover the END for both the HA itself and the STR used with it. He must pay this cost each Phase, but if he uses his STR for something else in a Phase, he doesn't have to pay END again, per the usual rules — he only pays END once in a Phase for all uses of STR, but in this case the END comes from the Uncontrolled pool. The amount of damage done with the attack depends on the character's STR (which adds at a low rate, since it has to take the *Continuous* and *Uncontrolled* Advantages into account). An Uncontrolled HA should have "target moves out of HTH Combat range" as the condition (or one of the conditions) that causes the Uncontrolled effect to cease.

HA And Endurance

An HA does not count as "STR" for purposes of the rule that a character only has to spend END once per Phase for all his uses of STR (page 17). If a character uses an HA, he pays END for it, regardless of whether he uses STR that Phase or not.

If a character applies the *Increased Endurance Cost* Limitation to his HA, the END multiplier applies only to it, not to the END he spends from STR when using his HA. Similarly, a character who has Reduced Endurance (0 END) on his Hand-To-Hand Attack still has to pay END for the STR he uses with it.

HEALING

With their tough and powerful bodies, bricks can justify shrugging off the effects of injuries, and even Drains and other attacks, more quickly than other characters can. A brick with heightened metabolism might even have regenerative abilities. See *Fast Healer* (page 74) for an example.

KILLING ATTACK — HAND-TO-HAND

While an animal-based thematic brick might have claws, fangs, or talons, a brick doesn't need natural weaponry to justify buying an HKA. With his STR, his entire body is a weapon! By employing his tremendous strength to crush, shatter, tear, rend, and/or pierce instead of simply battering his foe with his fists, he can inflict Killing Damage. See *Crushing Grip* (page 55) or *Tear You Limb From Limb* (page 66) for some examples.

KNOCKBACK RESISTANCE

Heavy bricks usually get plenty of Knockback Resistance through Density Increase or their suite of density-related abilities. Other bricks have to buy KBR separately to represent their size and weight, the ease with which they can brace themselves thanks to their prodigious strength, and the like. *Bracing* (page 69) is a good example of this sort of power.

While normal means of resisting Knockback (described on page 420 of the *HERO System 5th Edition, Revised* rulebook) only reduce the inches of Knockback, not the damage, Knockback Resistance reduces both. That's one of the reasons it's an attractive purchase for many bricks, even though they can always use their STR to resist Knockback if they want.

LACK OF WEAKNESS

Bricks buy Lack Of Weakness more than just about any other character type. A brick is used to being virtually invulnerable, and having some marksman or martial artist ruin his day with a couple of Phases of Find Weakness and a well-placed attack is unpleasant. For just a few points, a brick can make this tragic event much less likely.

LEAPING

For most bricks, Leaping is their preferred mode of movement — they start out with plenty of inches derived from their high STR, and they can buy more cheaply. It's not uncommon for really strong bricks to be able to leap for miles. Depend-



ing on the nature of the character's STR and other abilities, you can buy this as ordinary Leaping with lots of Noncombat Multiples, or you can buy a naked *MegaScale* Advantage for the character's standard Leaping. In either case, the *Accurate Adder* is often worth considering.

A character may sometimes want to make a Half Move upward to attack someone. In that case he completes his move on the next Segment, landing in that Segment on his DEX. For a really high vertical Leap, landing might take more than one Segment (use the Falling rules as a guideline). During the time he's "in the air," he's at half DCV, just as if he'd performed a Noncombat Leap.

If a character makes a Leap that takes multiple Phases to complete, he only pays END once, in the Phase when he starts the Leap. Acceleration with Leaping, whether it's a single-Phase or multiple-Phase Leap, is the same as for any other form of movement.

MegaLeaping

As mentioned above, bricks sometimes use *MegaScale* for *really* long Leaps. A MegaLeap takes one Phase per unit of measurement defined by the *MegaScale*. For example, if a brick bought *MegaScale* (1" = 1 km) for his Leaping, then the Leap takes 1 Phase per kilometer. If it were 1" = 10 km, his leap would take 1 Phase per 10 km. See *Super-Leaping* on page 76 for an example.

If a brick uses MegaLeaping, he must be able to perceive his target hex to land there accurately. If he has no way to perceive over Mega-distances, or he misses his Attack Roll, the *MegaScale* effect applies to the game inches by which he misses the

target. For example, if a brick has MegaLeaping defined as 1" = 1 km, and he misses his Attack Roll by 2, he's off-target by 2", or 2 kilometers. (The GM may reduce this effect in the interest of dramatic sense or the like.)

LIFE SUPPORT

With their stronger-than-normal physiologies and resilient bodies, most bricks can easily justify buying many forms of Life Support if they want it. Super-strong lungs allow them to have Extended Breathing, for example, and they're so tough that all the Safe Environments and Immunities make perfect sense. See *Super-Physiology* (page 79) for an example.

MISSILE DEFLECTION

As demonstrated by the *I Ignore Your Puny Energy Blast* power (page 71), Missile Deflection represents a way to make a brick immune to Ranged attacks no matter how many dice of damage they do. Of course, this still leaves the brick open to attack by area-affecting powers, Entangles, and the like, but he's got plenty of ordinary defenses and STR for use against those attacks.

MULTIFORM

Multiform is ideal for thematic bricks who want to change shape into animals or the like. It's even better for Jekyll/Hyde-type monstrous bricks who look like ordinary people most of the time, but transform into ravening, super-strong fiends. It's not necessary to buy Multiform just because the character has two different shapes — he can justify the change in appearance as part of activating his

powers, as described in the *HERO System 5th Edition, Revised* rulebook, but if the two forms have radically different abilities and/or personalities, a Multiform may be appropriate (possibly with Accidental Change; see page 47).

Example: *Dr. Brandon Bruce is normally a highly intelligent scientist, a talented researcher dedicated to bettering the lot of Humanity through Science. Unfortunately, due to a lab accident, he's undergone a fundamental genetic change that he cannot reverse. When he experiences stress or is subjected to certain chemicals or radiations, he transforms into the incredible Klonk, a ten-foot-tall, superhumanly strong monster. Since Klonk doesn't have any of Dr. Bruce's memories, Skills, or abilities, Multiform is an appropriate way to represent this "power." If Klonk kept all of Bruce's abilities, Multiform might not be necessary — the change to Klonk would simply represent the activation of the character's powers.*

STRETCHING

Stretching is a particularly useful Power for bricks since it allows them to apply their STR "at range." However, relatively few common special effects or origins justify combining high STR with pure Stretching powers; instead, most bricks have to have a Focus to buy a little Stretching. A chain (with or without wrecking ball on one end!), a fighting staff built to withstand the brick's strength, or the like can give a brick not only an extended reach, but some combat options that an "unarmed" brick lacks.

TELEKINESIS

As a form of "ranged STR," Telekinesis allows you to create brick-like characters. A telekinetic has the high STR of a brick — not as high as a brick built on the same amount of points, usually, but Telekinesis offers some added utility that pure STR lacks, creating balance between the two types of characters.

Telekinetics tend to differ from bricks in two ways. First, they don't have nearly as much inherent defense. Many telekinetics aren't significantly more resilient than a normal human. They may have Force Field, Force Wall, and other defense powers defined as "telekinetic shields" and the like, but their bodies lack the sturdiness of a brick's. Second, they don't normally buy "brick trick"-type powers, even when they have the STR to use them. Instead, they buy "telekinetic trick" powers, such as Telekinetic Travel (Flight, defined as moving one's self with one's own Telekinesis), Telekinetic Fists and Spears (Energy Blasts and RKAs, defined as shaped bolts of telekinetic force), Telekinetic Point Defense (Missile Deflection, defined as telekinetically knocking missiles out of the air), and the like. (See page 220-26 of *The UNTIL Superpowers Database* for many more examples.) However, there's no reason a telekinetic couldn't buy some types of brick tricks if he wanted to.

TUNNELING

Tunneling is a common form of brick movement. With their massively powerful limbs, bricks can easily burrow through rock, earth, and other substances. Fast-moving bricks with Flight or like powers might even turn their bodies into "living drills" by rotating at incredible speeds. They can also use Tunneling to simulate their ability to rip through virtually any sort of wall or door. See *Super-Digging* (page 75) and *Super-Strength Smash-Through* (page 76) for examples.

Once created, a tunnel remains in existence until filled in, collapsed, or otherwise changed or destroyed. Tunneling works a lasting physical change on the environment, in much the same way that an Energy Blast used against an inanimate object can inflict lasting destruction. Deactivating Tunneling does not cause a character's tunnels to vanish.

Restrictions On Tunneling

Characters cannot use Tunneling to Tunnel through a vehicle (though a GM might allow a character to use Tunneling on the side of a large vehicle, such as to tear through the back of a tractor-trailer truck). Nor may they Tunnel through another character as a way of inflicting harm, or Tunnel through a Force Wall.

Characters may not apply the *Attack Versus Limited Defense* or *No Normal Defense* Advantages to Tunneling as a cheap way of Tunneling through any substance regardless of its DEF. Nor may they use Find Weakness to halve the DEF of substances they Tunnel through, or apply the *Armor Piercing* or *Penetrating* Advantages to Tunneling.

Characters may not Tunnel through air or liquids; Tunneling only works on solid substances, such as soil.

Fill In

Bricks' Tunneling rarely includes the *Fill In* Adder, but it could if the brick defined it as "throwing the dug material behind me so it fills up the tunnel." If Tunneling has Fill In, the filling in occurs automatically as the character tunnels (it doesn't require any extra Actions or time). Other persons can, with the Tunneler's permission, follow him and use the tunnel as well, but they must remain in the same hex as him (unless the GM permits otherwise in the interest of common sense and dramatic sense). A character cannot follow the Tunneling character against the Tunneling character's will before he fills it in; if that's attempted, the tunnel simply closes on the hapless follower (the GM can determine the effects of that as he sees fit).

A character who's bought Fill In doesn't have to use it if he doesn't want to — as stated in the rules text, a character *can* fill in the tunnel behind him, but he's not *required* to. To build a form of Tunneling where the character must fill in the tunnel behind him, the character should buy Fill In and apply a Limitation, *Fill In Always Occurs* (-0).

POWER MODIFIERS



Here are some notes about Advantages and Limitations that often affect bricks, or to which special brick-related rules may apply.

POWER ADVANTAGES

Bricks use a wide variety of Advantages to create brick tricks. In fact, some brick tricks are nothing more than a naked Advantage for STR. See page 18 for rules about applying naked Advantages to STR (either all of a character's STR, or part of it).

AFFECTS DESOLIDIFIED

Few bricks use this Advantage; being Desolidified tends to be one of the best ways to avoid being hurt by a brick's massive fists. However, some bricks with mystic powers (such as a "divine avatar" brick) might have the ability to affect intangible beings; see *Ghost Touch* (page 57) for an example.

AREA OF EFFECT, EXPLOSION

Many brick tricks use Area Of Effect (or Explosion) to represent effects that the brick can create all around him with his strength. *Shockwave* (page 63) and *Thunderclap* (page 66) are the most common examples.

Applying Area Of Effect or Explosion to STR (almost always as a naked Advantage) typically means the character can perform Strikes against everything in an area. Usually it simulates large hands/limbs, gigantic feet, or the like. However, it could also allow a character to Grab or lift everything in an area, assuming he's strong enough to do so and has some way to grab everything at once. The GM can adjudicate other effects on a case-by-case basis, taking special effects, game balance, common sense, and dramatic sense into account.

If a character buys Area Of Effect or Explosion for his STR, he must apply the same damage or effect to everyone in the area affected. For example, if a brick has STR 50 with Area Of Effect, all persons within the 5' radius area around him must take 10d6, or must all be Grabbed and fight against his 50 STR to escape — he can't choose to use 50 STR against some of them, 40 STR against others, and so on. (With Selective he could, of course, choose not to affect some people at all.)

At the GM's option sometimes a character may buy a No Range Area Of Effect (Radius) and have the center hex not be the hex he's standing in. Instead, he stands on one edge of the Area, just like with a No Range Cone or Line.

AUTOFIRE

Buying the *Autofire* Advantage for STR allows a character to apply Autofire to his punch (Strike). It does not apply to other Combat Maneuvers or Martial Maneuvers.

DOES KNOCKBACK, DOUBLE KNOCKBACK

These two Advantages work well for creating various brick tricks, such as *Distance Punch* (page 55), *Giant's Smash* (page 57), and *Super-Strong Breath* (page 65). In Heroic games (which typically use only Knockdown, not Knockback), Does Knockback lets a high-STR character do actual Knockback, which looks mighty impressive.

INVISIBLE POWER EFFECTS

Since STR costs END, it has to have a perceivable "special effect." That special effect is what others see and hear when the character exerts himself — they can perceive him picking up tremendously heavy objects, punching with immense force, and so on. There's no requirement that STR be perceivable beyond that. A brick doesn't have to be bulging with muscles just because he has a high STR; he could be an ordinary looking person (even an ordinary-looking child). Therefore, there's no need to buy Invisible Power Effects for a character's STR to make him look "normal."

MEGASCALE

Buying MegaScale as a naked Advantage for STR lets a brick vastly increase the Knockback distance of his punches or how far he can throw things. In most campaigns, brick tricks bought this way should have Limitations restricting them so they apply to only one aspect of STR — for example, *Stratospheric Punch* (page 64) affects Knockback, and *Stratospheric Throw* (page 64) affects distance. MegaScale that could apply to any aspect of STR would be unbalancingly powerful in most cases.

If a character buys a naked *Area Of Effect* Advantage for his STR, he could also buy MegaScale to increase the size of the Area. Some GMs might require this for characters who want to lift or move really large objects (like aircraft carriers, skyscrapers, or planets) as a way of representing how they "get a grip" that still allows the object to maintain its physical cohesion.

Characters cannot use MegaScale to increase the damage they do with STR, their lifting capacity based on STR, or the like.



NO NORMAL DEFENSE

With NND you can build attacks that represent a brick's ability to apply his tremendous strength precisely in ways that inflict no lasting harm. *Bearhug* (page 52) and *Flick Of Unconsciousness* (page 56) are two examples of this.

Characters may not apply NND to HA unless the HA also has the *Does BODY* Advantage, in which case the effect of adding STR to increase the damage is governed by the rules on pages 405-09 of the *HERO System 5th Edition, Revised* rulebook. If the STR dice can apply, they become part of the NND effect — a character with the proper defense takes no damage from any of the dice, while one without it takes full damage.

Characters should only apply NND to HKA if the power also has the *Does BODY* Advantage or the *No STR Bonus* Limitation (and again, the additive effect of STR must be pro-rated to account for the Advantages).

REDUCED ENDURANCE

This is a popular naked Advantage for STR, for obvious reasons. However, GMs should be wary of it, since it can be unbalancingly effective. As a naked Advantage, the Reduced Endurance can be used or not used as the character sees fit — which means he can choose not to use it and Push his STR, while characters who buy Reduced Endurance (0 END) normally for powers can't do that. The GM may want to establish some sort of restriction, such as requiring a character who buys Reduced Endurance for some or all of his STR to make a Brick Tricks roll to Push his STR.

VARIABLE ADVANTAGE

A naked *Variable Advantage* Advantage for STR is an easy way to buy many different brick tricks for a character (see Morningstar on page 182 of *Conquerors, Killers, And Crooks* for an example of this).

POWER LIMITATIONS

Here are a few notes about Limitations bricks often take for their abilities.

ENDURANCE LIMITATIONS

Increased Endurance Cost is a valid Limitation for many brick tricks, provided the GM approves it. Given that many bricks have enormous END scores, the GM may rule that increasing the END cost of an ability isn't as restrictive as it would normally be, and reduce the value of the Limitation accordingly.

FOCUS

Brick tricks like *The Big Wrap-Up* (page 52), which involve using materials near the brick to affect other characters, usually take the *OIF* Limitation, defined as “appropriate materials of opportunity.” At the GM's option, if the required materials are particularly rare, the character may increase the value of the Limitation to $-\frac{3}{4}$ or -1 .

LIMITED POWER

Bricks sometimes use the following forms of Limited Power to build brick tricks:

Can Be Blocked ($-\frac{1}{4}$): This is the HTH Combat equivalent of *Can Be Missile Deflected*. It's used for HAs with the *Area Of Effect* Advantage and other such powers.

Must Follow Grab ($-\frac{1}{2}$): This Limitation signifies a power that only works after the character has performed a Grab on the target, or after a successful use of the power itself. For example, *Bearhug* (page 52) requires the brick to Grab the target before he can squeeze him.

Only Affects Particular Aspect Of STR ($-\frac{1}{4}$ to $-1\frac{1}{2}$): Many brick tricks represent a brick's heightened ability to use some aspect of his STR — he can throw things farther than normal, or hit his foes with a particular type of attack harder, or the like. This Limitation reflects the restrictions on the power's use. See the sidebar for some examples.

LINKED

Characters may buy an attack that Links to their punch (Strike) or a similar single attack. To determine the value of the Limitation (*i.e.*, whether the Linked power or the character's STR is the greater power), use the full value of the character's STR, not just the points he spent on it. For example, a STR 60 character's STR has a cost of 60 for these purposes, not 50.

Example: *Diabolik*, a villainous brick whose powers derive from an “infernal blessing” placed upon him by *Mephistopheles*, wants to buy a “Demonfire Punch” in which his fist is sheathed in an aura of demonic flame. He defines the *Demonflame* as an RKA 3d6 and wants to Link it to his punch. He has STR 50, which means he spent 40 Character Points on STR. However, for purposes of determining the value of the Linked Limitation, his STR has a value of 50 Active Points. Therefore the RKA 3d6 (45 Active Points) gets a $-\frac{1}{2}$ Linked.

NO CONSCIOUS CONTROL

You can apply the -1 version of this Limitation, slightly redefined as “the character can't activate/use the power at will, but can always control the result when it does activate” to a character's STR to represent a brick who's not yet used to his incredible strength. In short, the character “doesn't know his own STR.” He buys some (or all) of his STR with this Limitation. When he uses his STR, the GM determines whether the extra STR “activates.” The character still does what he wanted to do — he punches, or lifts, or throws, or what have you — but he may end up using a *lot* more STR than he planned to. As the character becomes more experienced with his strength, he buys this Limitation off.

ONLY IN HEROIC IDENTITY

In *Champions* campaigns, many bricks only have their super-strength and super-resilience in an alternate form. Ordinarily they're normal people, but when they activate their powers, they become bricks. If there's no particular way to stop or restrict this change, it's just a special effect of the activation of the character's powers, and no Limitation applies. But if the character has to do something to trigger the activation — speak a magical word, drink a potion, perform a quick ritual, put on a suit of powered armor or a magical amulet — then other people or events can stop him from becoming super-strong. In that case, *Only In Heroic Identity* might apply to some or all of his powers (you might also want to consider building an “alternate form” brick with *Multi-form*; see page 41).

RANGE LIMITATIONS

The *No Range* Limitation is appropriate for brick tricks that involve affecting everything around the character, such as the *Shockwave* variant on page 64. (These tricks usually have *Area Of Effect* and *Personal Immunity/Hole In The Middle* as well.)

REQUIRES A SKILL ROLL

As you can see in the *Brick Tricks* section of this chapter, many “strength stunts” have the *Requires A Brick Tricks Roll* Limitation, either standard or as an option. See pages 31-32 for more discussion of the *Brick Tricks* Skill.

SIDE EFFECTS

Bricks can be tough on the environment — they smash things, tear up huge chunks of the ground, and knock over buildings and vehicles. Some brick tricks require this, and take the *Side Effects* Limitation to represent this. Since the damage only affects the local environment, and usually qualifies as a Minor effect, the Limitation is worth -0 (even if it always occurs).

Alternately, some brick tricks might endanger the brick himself — if he doesn't do them right, he pulls muscles and tears ligaments, finds himself crushed beneath a tremendous weight, or the like. The value of this Side Effect varies, based on its extent and the cost of the power.

LIMITED USES OF STRENGTH

Here are some examples of *Limited Power* Limitations that could apply to STR:

Only When Using Haymaker To Punch (-1)

Only For Determining Casual STR ($-1\frac{1}{2}$)

Only When Performing A Move Through (And/Or Move Bys) (-1)

Only To Determine Throwing Distance (-2)

Only To Determine Throwing Damage ($-1\frac{1}{2}$)

Only For Throwing (-1)

Only Adds To Squeeze Damage ($-1\frac{1}{2}$)

Only To Stop Moving Objects (-2)

Only To Escape From Grabs/Entangles (-1)

POWER FRAMEWORKS

Buying a lot of brick tricks, or other brick-related powers, can get expensive. Bricks sometimes buy them through Power Frameworks not only to save some points, but because that makes it easier to buy more brick tricks with Experience Points.

Ordinarily characters aren't allowed to buy naked Advantages as slots in Power Frameworks. However, since many brick tricks are built with naked Advantages for STR, the GM may want to waive that rule in this situation.

Here are two example Power Frameworks for bricks:

Cost Power

- 60 *Brick Tricks*: Multipower, 60-point reserve
- 1u 1) *Augmented Haymaker*: HA +4d6; Hand-To-Hand Attack (-½), Only When Using Haymaker To Punch (-1)
- 2u 2) *Bearhug*: Energy Blast 6d6, NND (defense is Life Support [Self-Contained Breathing]; +1); Must Follow Grab (-½), No Range (-½), Requires A Brick Tricks Roll (-½), Side Effects (if character fails roll, opponent takes character's full STR damage; -¼)
- 2u 3) *The Big Wrap-Up*: Entangle 6d6, up to 6 DEF; OIF (appropriate materials of opportunity; -½), No Range (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½), Side Effect (may cause considerable damage to the environment; -0)



- 3u 4) *Crack The Whip*: Energy Blast 8d6, Indirect (always originates with character, but can strike foe from one of several directions; +½); OIF (appropriate materials of opportunity; -½), Only Versus Properly-Positioned Targets (-¼), Limited Range (limited to length of "whip"; -¼), Side Effect (may cause considerable damage to the environment; -0)
- 2u 5) *Distance Punch*: Double Knockback (+¾) for up to 60 STR; Requires A Brick Tricks Roll (-½), Increased Endurance Cost (x2 END; -½)
- 3u 6) *Flick Of Unconsciousness*: Energy Blast 6d6, NND (defense is Lack Of Weakness on defenses covering the head, or any innate rPD protecting the head; +1); No Range (-½), Requires A Brick Tricks Roll (-½), Side Effects (if character fails roll, opponent takes character's full STR damage; -¼)
- 3u 7) *Poke*: Armor Piercing (+½) for up to 60 STR
- 3u 8) *Shockwave*: Explosion (+½) for up to 60 STR, Hole In The Middle (the hex the character stands in when he uses the power; +¼); Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), Only Does Knockdown, Not Knockback (-0)
- 3u 9) *Tear You Limb From Limb*: HKA 2d6 (up to 4d6 with STR)
- 2u 10) *Thunderclap*: Hearing Group Flash 8d6, Explosion (-1d6/3"; +1), Hole In The Middle (the one hex the character is standing in when he uses the power; +¼), Does Knockback (+¼); No Range (-½), Extra Time (Full Phase; -½), Restrainable (-½)

Total cost: 84 points.

- 30 *Brick Tricks*: Elemental Control, 60-point powers
- 30 1) *The Big Wrap-Up*: Entangle 6d6, up to 6 DEF; OIF (appropriate materials of opportunity; -½), No Range (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½), Side Effect (may cause considerable damage to the environment; -0)
- 30 2) *Flick Of Unconsciousness*: Energy Blast 6d6, NND (defense is Lack Of Weakness on defenses covering the head, or any innate rPD protecting the head; +1); No Range (-½), Requires A Brick Tricks Roll (-½), Side Effects (if character fails roll, opponent takes character's full STR damage; -¼)
- 30 3) *It's Like Hitting A Brick Wall*: HKA 1d6+1 (up to 2½d6 with STR), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); Does Not Work Against Persons Who Grab Or Are Grabbed By The Character (-½)
- 30 4) *Super-Digging*: Tunneling 12" through DEF 12 materials
- 30 5) *Super-Leaping*: Leaping +30", x128 Non-combat

Total cost: 180 points.

DISADVANTAGES



Here are some notes on Disadvantages that are particularly appropriate for bricks, or which they often take. (See also the notes about Physical Limitations under *Density Increase* and *Growth*, above.)

ACCIDENTAL CHANGE

Bricks whose powers derive from changing to another form — whether they define the change as the special effect of activating their powers, as a Multiform, or as the special effect for the *OIHD* Limitation — often take Accidental Change as a Disadvantage. The character who transforms into a super-strong monster when he gets angry, experiences stress, smells blood, or the like is a staple of comic books and adventure fiction.

In some cases, a character can access his super-strong form *only* by Accidentally Changing. In that case he should buy those powers with the -1 version of *No Conscious Control* (representing the fact that he can't control their activation, but can use them at will after they activate). Alternately, the GM may require him to buy those powers without a Limitation, but grant him +10 Character Points (or more) for his *Accidental Change* Disadvantage. The latter approach makes more sense if the character has some chance of activating his change — for example, if he changes when angry, and can expose himself to things that make him angry when he needs to change form.

At the GM's option, a brick without an alternate form could take Accidental Change to represent the chance that something accidentally reveals his super-strength. (This assumes, of course, that it's not obvious from his appearance that he's a brick, or superpowered.) The GM should roll the Disadvantage at the beginning of each game session (or scenario); if the roll succeeds, something happens during the game session (scenario) that reveals the character's true nature. Maybe there's an accident that would injure a normal person but from which the character emerges unscathed, or someone catches a glimpse of the character making casual use of his tremendous STR to perform chores or the like.

DEPENDENT NPC

Many heroic bricks take the *DNPC* Disadvantage for dramatic reasons. *DNPCs* provide a contrast to the brick. While the brick may be considerably tougher than a normal, the brick's family, friends, and co-workers generally aren't — and that gives the GM a lever to use against him, since even if Dr. Villainous can't hurt a PC, he can threaten the hero's *DNPCs*.

DISTINCTIVE FEATURES

In some campaigns or settings, a brick's massive muscles may distinguish him from other people around him in ways that qualify as a Distinctive Feature. Usually this a 5-point Feature, since they're relatively Easily Concealed and are just Noticed And Recognizable. However, if the character's muscles make him look particularly threatening or suspicious, the Feature may Cause Major Reaction instead.

On the other hand, in some settings (such as a *Champions* game with lots of superhumans, or a *Fantasy Hero* or *Star Hero* campaign with a plethora of odd-looking races), just having big muscles isn't that distinctive. A brick would need some *really* unusual-looking features — like Grond's four arms and green skin! — to stand out from the crowd.

ENRAGED/BERSERK

This is a classic Disadvantage for bricks, particularly monstrous ones. Heroic bricks usually restrict themselves to Enraged; villainous bricks, or those with less self-control for some reason, often choose Berserk instead. Examples include:

Value Disadvantage

Fire

- 15 Enraged: when confronted with fire (Uncommon), go 11-, recover 11-
- 25 Enraged: Berserk when confronted with fire (Uncommon), go 11-, recover 11-

In Combat

- 35 Enraged: Berserk in combat (Very Common), go 11-, recover 11-
- 45 Enraged: Berserk in combat (Very Common), go 14-, recover 8-

Protection

- 20 Enraged: when those under his protection are harmed (Uncommon), go 14-, recover 11-

When Frustrated Or Thwarted

- 20 Enraged: when frustrated or thwarted (Common), go 11-, recover 11-
- 30 Enraged: Berserk when frustrated or thwarted (Common), go 11-, recover 11-
- 40 Enraged: Berserk when frustrated or thwarted (Common), go 14-, recover 8-

When Hurt (defined as "when is Stunned or takes BODY damage")

- 15 Enraged: when hurt (Uncommon), go 11-, recover 11-
- 25 Enraged: Berserk when hurt (Uncommon), go 11-, recover 11-

HUNTED

It's not hard for bricks to acquire Hunteds. Authorities pursue destructive bricks to capture them and keep them from causing harm. A monstrous brick may find mystic cults chasing him to enslave him, or torch- and pitchfork-wielding peasants coming after him to drive him away or kill him. Evil scientists or wizards may Hunt bricks to obtain tissue and blood samples for study and replication, or again to enslave the brick.

PHYSICAL LIMITATION

In addition to the *Heavy* and *Size* Physical Limitations described in conjunction with *Density Increase* and *Growth*, the following Physical Limitations pertain especially to bricks:

Doesn't Know Own Strength (Frequently, Slightly Impairing; 10 points): When the character interacts with delicate or fragile items — or people — the GM occasionally calls on him to make a DEX Roll. (The GM may choose to make the roll for the player without informing him of the fact, the better to surprise him with possible consequences.) On a failed roll, the character accidentally exerts his Casual STR on whatever he's holding, possibly damaging it. The GM may also choose to make this roll whenever the character Pulls his Punch, tries to use less than his full STR in combat, or the like; if the roll fails, the character uses his full STR or otherwise does not diminish the impact of his action.

Alternately, you can change this Limitation to *Infrequently, Greatly Impairing* for the same point value. This means the GM makes rolls for the character less often, but when a roll fails something *really* bad happens.

Medical-Resistant Skin (Infrequently, Greatly Impairing; 10 points): The character's skin is so tough that it defies some forms of conventional medical treatment — it's one of those ironic situations where the brick's strengths become a weakness. He can't get injections with normal needles, some types of scanning technology won't easily penetrate his body, performing surgery on him is next to impossible (unless the surgeon is super-strong himself, or has special tools such as mono-molecular-blade scalpels), and so on.

Reduced Tactile Sense (Infrequently, Slightly Impairing; 5 points): The character's skin is so thick (or so dense, so metallic, so covered with armor plates...) that his tactile senses are reduced. He suffers a -2 on all PER Rolls made with Touch Group Senses, and the GM may occasionally have him make DEX Rolls to hold onto small or slippery objects.

PSYCHOLOGICAL LIMITATION

Bricks are just as likely to fall in love, devote themselves to a cause, follow a code of honor, or have hatreds and prejudices as any other character. The following Psychological Limitations are particularly appropriate for them:

Hates Puny Humans (Very Common, Moderate; 15 points): Whether he's a malicious elitist who loathes ordinary people as weaklings, or a monstrous brick who's come to hate humanity because people have persecuted him for so long, the brick intensely dislikes other people. Usually he just wants to be left alone; if pressed he may become violent, lashing out at the mundane people. The GM may require him to make an EGO Roll to work peacefully and constructively with ordinary people; in the case of the "I hate them because they torment me" brick, a simple act of kindness by a normal person may provide bonuses to the roll.

Loves Combat (Common, Strong; 15 points): A brick with this Disadvantage (sometimes called *Revels In Combat* or *Lives For Battle*) loves to fight. If an opportunity for a brawl arises (particularly with someone who can stand up to him for a good knock-down-drag-out fight), he almost always takes it; once he's in a fight, he usually has to make an EGO Roll to stop fighting, even when it's obvious he (or his team) is losing.

Overconfidence (Very Common, Moderate; 15 points): When you're incredibly strong and nigh-invulnerable, what's to worry about? You can handle it!

Won't Use Full Strength (Common, Strong; 15 points): The brick worries about the effects of using his full STR on others — he's concerned he might accidentally hurt someone (or hurt them a lot worse than he intends to). When he's fighting someone, he has to make an EGO Roll; if he fails, he won't use more than 75% of his STR against them directly, nor Push his STR against them directly (he could still use his full STR for indirect purposes, such as escaping from an Entangle or Grab, smashing through a wall, or stopping a bus from running over a child). If he fails the roll badly (by 4 or more), the GM may restrict him to 50% of STR (or less).

REPUTATION

Not surprisingly given their usual *modus operandi*, many bricks have a Reputation as destructive or violent. Villainous bricks don't mind this at all, but a heroic brick may have real problems getting people to trust him or help him if they're afraid he'll hurt them (deliberately or accidentally).

SUSCEPTIBILITY

While bricks' general resilience tends to argue against their taking this Disadvantage, many of them do take it to represent an Achilles heel of some sort. Superman and kryptonite is the most obvious example, but plenty of others exist. From a game standpoint, a Susceptibility helps to balance the brick out a little bit. From a dramatic standpoint, a Susceptibility gives a brick something to fear and the GM a "hook" to use to bring the brick into stories, making for a much more interesting character. (A brick might take Vulnerability for much the same reasons.)

BRICK TRICKS



Also known as *Strength Tricks*, *Strength Stunts* or, more prosaically, Strength and Toughness Powers, Brick Tricks represent the sort of abilities that a character with a super-strong, super-tough body might possess. In short, they're example powers for bricks. Some of them originally appeared in *The UNTIL Superpowers Database* and other Hero Games publications, but they've been updated, expanded, or otherwise altered to take advantage of the information presented in this book, or to better reflect how they typically apply to brick characters.

Some brick tricks are built as naked Advantages for the character's STR, using 60 STR as a basis, with options for other levels of STR (typically 40, 75, and/or 90; adjust the cost up or down for characters with different STRs). Some "brick" characters buy Variable Advantage for their STR so they can use many of these powers. At the GM's option, characters can place these powers in a Multipower or other Power Framework, even though that's normally not allowed.

THE POWER TEMPLATE

This section describes each power with a standard template. The information provided applies only to the standard power; the options may have different areas of effect, ranges, END costs, and so forth.

Name indicates the name of the power. You can, of course, rename it to suit your own character if you prefer.

Effect lists the basic game effect of the power in simple terms: Energy Blast 8d6, Explosive; Desolidification; Telekinesis (30 STR). This tells you quickly what a power can do so you don't have to delve into the full game write-up.

Target/Area Affected describes who or what the power affects. An Attack Power usually indicates "One character" or the area covered due to the *Area Of Effect* or *Explosion* Advantages. (Of course, sometimes even a "one character" power can be Spread, or used with Rapid Fire or Sweep to affect more than one target; a power's shorthand description doesn't override the rules.) "Self" indicates the



power only works on the character using it (though it may still “affect” other characters; for example, other characters can perceive the effects of Shape Shift, even though it’s a “Self” power.)

Duration lists the power’s duration, typically Instant, Constant, Persistent, or Inherent (see the *HERO System 5th Edition, Revised*, page 98).

Range lists the range for the power. Ranged powers usually have a range in inches (Active Points x 5” in most cases), but may have “LOS” (Line Of Sight) range. “No Range” indicates that the power has No Range; “Self” that the power only affects the character using it; “Touch” that the power involves having to touch another character (which usually requires an Attack Roll).

END Cost lists the power’s Endurance cost.

Brick Tricks Roll Penalty indicates the penalty for using the *Brick Tricks* form of the *Power Skill* (page 31) to use the ability, either because the power has the *Requires A Skill Roll* Limitation or for times when the GM permits the character to use the power as an impromptu “brick trick” based on a Skill Roll. It’s calculated by dividing the Active Point cost of the ability by 10. As usual, a character shouldn’t use his *Brick Tricks* Skill to perform one of these abilities repeatedly; if he wants to use a brick trick frequently, he should pay Character Points for it. “N/A” indicates that characters can’t activate that ability with a Brick Tricks roll — it’s not a “trick” so much as it is an innate power a brick might possess.

Description provides a (usually brief) textual description of the power. This section notes any special rules or rules applications relevant to the power.

Game Information is a full write-up of the power in game terms, including Active Point and Real Point costs. (If only one point total is listed, that means the Active and Real Point costs are the same.)

Lastly, many powers have *Options* listed below the game information. These describe various ways to alter the power to create a slightly different ability.

OFFENSIVE POWERS

Several of the powers below have a Side Effect indicating that they cause damage to the nearby environment — typically because the character rips something up to use as a weapon. The character cannot use this aspect of the power to deliberately cause damage to objects and buildings as a sort of “free attack,” but the GM should, if appropriate, take the consequences of the character’s action into account. For example, using one of a building’s walls to Crack The Whip may cause the building to collapse; at the very least, the building’s owners will probably demand compensation from the character.

ADRENALINE SURGE

Effect:	Aid STR 4d6, Self Only
Target/Area Affected:	Self
Duration:	Instant
Range:	Self
END Cost:	4 Charges
Brick Tricks Roll Penalty:	N/A

Description: The character can, to a limited extent, control the flow of adrenaline within his body. On command he can cause an adrenaline surge that boosts his Strength for about a minute.

Game Information: *Aid STR 4d6 (40 Active Points); Self Only (-½), 4 Charges (-1). Total cost: 16 points.*

Options:

- 1) Strong Power:** Increase to Aid STR 5d6. 50 Active Points; total cost 20 points.
- 2) Weak Power:** Decrease to Aid STR 3d6. 30 Active Points; total cost 12 points.
- 3) Rapid Surge:** Normally activating the Surge takes an Attack Action. With this form of the power, the character can start the Surge more quickly. Add Trigger (mental command; +¼). 50 Active Points; total cost 20 points.
- 4) Long-Lasting Surge:** The Surge lasts for a long time. Add Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½). 60 Active Points; total cost 24 points.
- 5) More Adrenaline:** Increase to 8 Charges (-½). Total cost: 20 points.

AGILE HAYMAKER

Effect: HA +4d6, Extra Time (Extra Segment)
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 2
Brick Tricks Roll Penalty: -2

Description: A brick with this power can perform a Haymaker-like attack, but he's fast and skilled enough that he can move around a little while doing it. Unlike a character using the Haymaker Combat Maneuver, he suffers no DCV penalty for using the attack. (See also *Rapid Haymaker*, below.)

Game Information: HA +4d6 (20 Active Points); Hand-To-Hand Attack (-½), Extra Time (Extra Segment; -½). Total cost: 10 points.

Options:

- 1) **Strong Agile Haymaker:** Increase to HA +6d6. 30 Active Points; total cost 15 points.
- 2) **Weak Agile Haymaker:** Decrease to HA +2d6. 10 Active Points; total cost 5 points.

ARMSWEEP

Effect: Area Of Effect (One Hex) for up to 60 STR
Target/Area Affected: One Hex
Duration: Instant
Range: Touch
END Cost: 3
Brick Tricks Roll Penalty: -3

Description: The character can sweep his massive arms through a single hex, the better to swat pesky foes who are otherwise too agile for him to strike. Anyone in the Area Of Effect has a chance to Block the attack, but one person Blocking for himself doesn't prevent the attack from affecting anyone else.

Game Information: Area Of Effect (One Hex; +½) for up to 60 STR (30 Active Points); Can Be Blocked (-¼). Total cost: 24 points.

Options:

- 1) **Strong Armsweep I:** Change to for up to 75 STR. 37 Active Points; total cost 30 points.
- 2) **Strong Armsweep II:** Change to for up to 90 STR. 45 Active Points; total cost 36 points.
- 3) **Weak Armsweep:** Change to for up to 40 STR. 20 Active Points; total cost 16 points.
- 4) **Skillful Armsweep:** Add Requires A Brick Tricks Roll (-½). Total cost: 17 points.
- 5) **Unblockable Armsweep:** The character's sweep is too mighty to be deflected. Remove Can Be Blocked (-¼). Total cost: 30 points.

AUGMENTED HAYMAKER

Effect: HA +4d6; Only When Using Haymaker To Punch
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 2
Brick Tricks Roll Penalty: -2

Description: A character with this power is especially good at Haymaking his punches — whether due to strength or skill, he strikes even harder after “winding up” than most people.

Game Information: HA +4d6 (20 Active Points); Hand-To-Hand Attack (-½), Only When Using Haymaker To Punch (-1). Total cost: 8 points.

Options:

- 1) **Strong Augmented Haymaker:** Increase to HA +6d6. 30 Active Points; total cost 12 points.
- 2) **Weak Augmented Haymaker:** Decrease to HA +2d6. 10 Active Points; total cost 4 points.
- 3) **Tiring Augmented Haymaker:** Using this ultra-powerful Haymaker tires the character out quickly. Add Increased Endurance Cost (x5 END; -2). Total cost: 4 points.
- 4) **Skillful Augmented Haymaker:** Add Requires A Brick Tricks Roll (-½). Total cost: 7 points.

BARRIER PENETRATION

Effect: Indirect (+¼) for up to 60 STR
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 1
Brick Tricks Roll Penalty: -1

Description: The character is so strong that he can punch his fist through a wall, Force Wall, or other barrier, creating a hole just small enough for him to reach through and hit or Grab a target without collapsing the barrier.

Game Information: Indirect (attack always originates up to the character's reach in front of him; +¼) for up to 60 STR. Total cost: 15 points.

Options:

- 1) **Strong Penetration:** Change to for up to 75 STR. Total cost: 19 points.
- 2) **Weak Penetration:** Change to for up to 40 STR. Total cost: 10 points.
- 3) **Realistic Penetration:** This ability only works if the character's STR/5 is greater than the DEF of the barrier. Add Restricted Use (see text; -¼). Total cost: 12 points.



BEARHUG

Effect: Energy Blast 6d6, NND
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 6
Brick Tricks Roll Penalty: -6

Description: After the character Grabs a foe, he can squeeze the victim so quickly and so hard that he drives all the air from the victim's lungs and keeps him from breathing in, possibly causing him to pass out. But if the character miscalculates, the target takes the character's full STR damage, which could easily crack ribs or inflict other serious harm. This is represented by a Side Effect, so the GM should be sure to treat it as an actual Limitation and not just a way for the character to substitute one type of damage for another when he fails his roll. Doing full STR damage should cause the character problems (at the very least, it ought to give him a reputation for clumsiness or brutality).

Game Information: *Energy Blast 6d6, NND (defense is Life Support [Self-Contained Breathing]; +1) (60 Active Points); Must Follow Grab (-½), No Range (-½), Requires A Brick Tricks Roll (-½), Side Effects (if character fails roll, opponent takes character's full STR damage; -¼). Total cost: 22 points.*

Options:

- 1) **Strong Bearhug:** Increase to Energy Blast 8d6. 80 Active Points; total cost 29 points.
- 2) **Weak Bearhug:** Decrease to Energy Blast 4d6. 40 Active Points; total cost 14 points.

- 3) **Squeeze Play:** The character can maintain the Bearhug as long as he has to until the target passes out. Decrease Energy Blast to 4d6 and add Continuous (+1). 60 Active Points; total cost 22 points.
- 4) **No Skill Required:** Remove Requires A Brick Tricks Roll (-½) and Side Effects (-¼). Total cost: 30 points.

THE BIG WRAP-UP

Effect: Entangle 6d6, up to 6 DEF, Requires Appropriate Materials
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 6
Brick Tricks Roll Penalty: -6

Description: The character uses available materials — I-beams, a chain-link fence, even rolled-up asphalt — to bind and confine a foe. The effectiveness of this tactic depends largely on the strength of the materials used. As a side benefit, the character can use his Entangle to build walls with available scrap materials.

Game Information: *Entangle 6d6, up to 6 DEF (60 Active Points); OIF (appropriate materials of opportunity; -½), No Range (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½), Side Effect (may cause considerable damage to the environment; -0). Total cost: 20 points.*

Options:

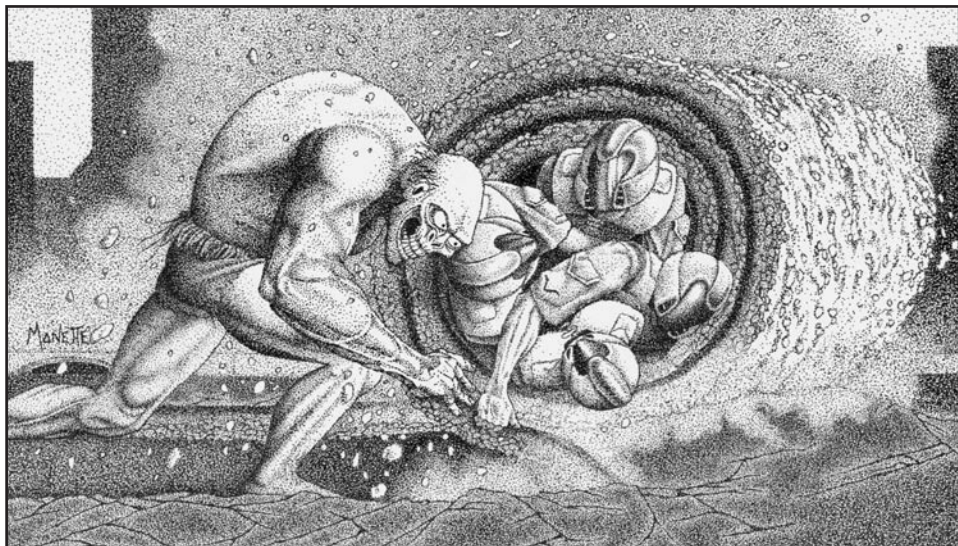
1) **Strong Wrap-Up:** Increase to Entangle 8d6, up to 8 DEF. 80 Active Points; total cost 27 points.

2) **Weak Wrap-Up:** Decrease to Entangle 4d6, up to 4 DEF. 40 Active Points; total cost 13 points.

3) **Wriggle Free Wrap-Up:** The materials the character uses are too tough to wrap targets up tightly; a victim who loosens them a little can wriggle free. Add Entangle Has 1 BODY (-½). Total cost: 17 points.

4) **The Really Big Wrap-Up:** The character can wrap up lots of people at once if he has enough materials and the targets are lined up right. Reduce to Entangle 4d6, up to 4 DEF and add Area Of Effect (16" Line; +1). 80 Active Points; total cost 27 points.

5) **Skillful Wrap-Up:** The character has to do the wrap-up just right or it doesn't work. Add Requires A Brick Tricks Roll (-½). Total cost: 17 points.

**BOXER'S FLURRY**

Effect: Autofire (5 punches; +½) for up to 60 STR

Target/Area Affected: One or more characters

Duration: Instant

Range: Touch

END Cost: 3 per punch

Brick Tricks Roll Penalty: -3

Description: The character can punch with great speed, hitting one character multiple times, or up to five targets within arm's reach one time apiece, in a single Phase.

Game Information: *Autofire (5 shots; +½) for up to 60 STR. Total cost: 30 points.*

Options:

1) **Strong Flurry I:** Change to for up to 75 STR. Total cost: 37 points.

2) **Strong Flurry II:** Change to for up to 90 STR. Total cost: 45 points.

3) **Weak Flurry:** Change to for up to 40 STR. Total cost: 20 points.

4) **Skillful Flurry:** Add Requires A Brick Tricks Roll (-½). Total cost: 20 points.

5) **Slow Flurry:** Decrease to Autofire (3 shots; +¼). Total cost: 15 points.

6) **Restricted Flurry:** The character can only use his Flurry on a single target. Add All Shots Must Be Used Against Same Target (-¼). 30 Active Points; total cost 24 points.

BREAKING

Effect: Dispel Technological Object 16d6

Target/Area Affected: One technological device

Duration: Instant

Range: No Range

END Cost: 6

Brick Tricks Roll Penalty: -6

Description: The character applies his immense strength to break a technological object (or, at the GM's option, just about any other sort of object that he might otherwise have trouble breaking). This includes most Foci used by characters and most devices defined with the OIHID Limitation. Once broken (Dispelled), a technology-based power must be repaired or replaced before it will work again.

Game Information: *Dispel Technological Object 16d6, any one Technological Object power one at a time (+¼) (60 Active Points); No Range (-½). Total cost: 40 points.*

Options:

1) **Strong Breaking:** Increase to Dispel Technological Object 20d6. 75 Active Points; total cost 50 points.

2) **Weak Breaking:** Decrease to Dispel Technological Object 12d6. 45 Active Points; total cost 30 points.

3) **Improved Breaking I:** Decrease to Dispel Technological Object 14d6 and increase to any two Technological Object powers simultaneously (+½). 63 Active Points; total cost 42 points.

4) **Improved Breaking II:** Decrease to Dispel Technological Object 12d6 and increase to any four Technological Object powers simultaneously (+1). 72 Active Points; total cost 48 points.

5) **Improved Breaking III:** Decrease to Dispel Technological Object 10d6 and increase to all Technological Object powers simultaneously (+2). 90 Active Points; total cost 60 points.

6) **Skillful Breaking:** The character has to apply his super-strength precisely to achieve this effect. Add Requires A Brick Tricks Roll (-½). Total cost: 30 points.

BURIED

Effect: Entangle 5d6, up to 5 DEF, Stops Sight Group, Requires Appropriate Materials
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 6
Brick Tricks Roll Penalty: -6

Description: The character can pick up a large pile of rubble, sand, or some similar substance and dump it on the target, pinning him beneath it (which also keeps him from seeing anything) but not hurting him in the process.

Game Information: *Entangle 5d6, up to 5 DEF, Stops A Given Sense (Sight Group) (60 Active Points); OIF (appropriate materials of opportunity; -½), Increased Endurance Cost (x2 END; -½), Defense Depends On Materials Used (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), No Range (-½), Side Effect (may cause considerable damage to the environment; -0). Total cost: 17 points.*

Options:

- 1) **Strong Burial:** Increase to Entangle 6d6, up to 6 DEF. 70 Active Points; total cost 20 points.
- 2) **Weak Burial:** Decrease to Entangle 4d6, up to 4 DEF. 50 Active Points; total cost 14 points.
- 3) **Big Burial:** The character can cover lots of people at once, if he has enough rubble. In this case, the character is not at the center of the affected area when he uses the power; he's just outside one edge of it, as with a Cone or Line that's No Range. Add Area Of Effect (6" Radius; +1). 120 Active Points; total cost 34 points.
- 4) **Burial At Range:** The character can hurl the rubble in a tight enough mass to hit the target. Change No Range (-½) to Limited Range (10"; -¼). Total cost: 18 points.

CASUAL EFFECTIVENESS

Effect: +40 STR, Only For Determining Casual STR
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 4
Brick Tricks Roll Penalty: -4

Description: The character's unusually good at getting out of Grabs and Entangles, smashing through minor obstacles, and the like.

Game Information: *+40 STR (40 Active Points); Only For Determining Casual STR (-1½). Total cost: 16 points.*

Options:

- 1) **Strong Casual Effectiveness:** Increase to +60 STR. 60 Active Points; total cost 24 points.
- 2) **Weak Casual Effectiveness:** Decrease to +30 STR. 30 Active Points; total cost 12 points.
- 3) **Skillful Casual Effectiveness:** Add Requires A Brick Tricks Roll (-½). Total cost: 13 points.

COMIN' THROUGH!

Effect: HA +6d6, Only With Move Throughs
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 3
Brick Tricks Roll Penalty: -3

Description: Some bricks are better than others at dishing out damage when performing Move Throughs, and this ability represents that. The HA dice are part of the overall damage, and thus affect the damage the character himself takes from performing the Maneuver.

Game Information: *HA +6d6 (30 Active Points); Hand-To-Hand Attack (-½), Only Works When Performing A Move Through (-1). Total cost: 12 points.*

Options:

- 1) **Strong Charge:** Increase to HA +8d6. 40 Active Points; total cost 16 points.
- 2) **Weak Charge:** Decrease to HA +4d6. 20 Active Points; total cost 8 points.

CRACK THE WHIP

Effect: Energy Blast 8d6, Indirect (+½)
Target/Area Affected: One character
Duration: Instant
Range: See text
END Cost: 6
Brick Tricks Roll Penalty: -6

Description: This power allows a super-strong character to rip up some appropriate material — such as the asphalt of a road, cement of a sidewalk, a length of chain-link fence, or the side of a building — and “whip” it so that a wave travels down its length and causes it to smack the target from an unexpected angle. The power only works if the character has access to “whip-able” material (the GM decides this) and the target is standing near enough to the other end of the “whip” to get hit.

Game Information: *Energy Blast 8d6, Indirect (always originates with character, but can strike foe from one of several directions; +½) (60 Active Points); OIF (appropriate materials of opportunity; -½), Only Versus Properly-Positioned Targets (-¼), Limited Range (limited to length of “whip”; -¼), Side Effect (may cause considerable damage to the environment; -0). Total cost: 30 points.*

Options:

1) **Strong Whip:** Increase to Energy Blast 10d6. 75 Active Points; total cost 37 points.

2) **Weak Whip:** Decrease to Energy Blast 6d6. 45 Active Points; total cost 22 points.

3) **Crack The Whip Variant:** This form of the power uses Telekinesis, which is already inherently Indirect in many ways. Change to Telekinesis (40 STR) (60 Active Points); OIF (appropriate materials of opportunity; -½), Only To Inflict Damage (-½), Only Versus Properly-Positioned Targets (-¼), Limited Range (limited to length of “whip”; -¼), Side Effect (may cause considerable damage to the environment; -0). Total cost: 24 points.

4) **Skillful Whip:** The character has to crack the whip just right or it doesn’t work. Add Requires A Brick Tricks Roll (-½). Total cost: 24 points.

CRUSHING GRIP

Effect: RKA 2d6, NND, Does BODY

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 9

Brick Tricks Roll Penalty: -9

Description: Similar to Bearhug but deadlier, this power allows a brick to crush someone he’s caught within his grasp, shattering bones and bursting internal organs.

Game Information: RKA 2d6, NND (defense is any sort of rigid Resistant PD or Lack Of Weakness for Resistant Defenses; +1), Does BODY (+1) (90 Active Points); Must Follow Grab (-½), No Range (-½), Requires A Brick Tricks Roll (-½). Total cost: 36 points.

Options:

1) **Strong Grip:** Increase to RKA 3d6. 135 Active Points; total cost 54 points.

2) **Weak Grip:** Decrease to RKA 1d6. 45 Active Points; total cost 18 points.

3) **Death Squeeze:** The character can maintain the Grip as long as he has to until the target dies. Decrease to RKA 1d6 and add Continuous (+1). 60 Active Points; total cost 24 points.

4) **No Skill Required:** Remove Requires A Brick Tricks Roll (-½). Total cost: 45 points.

DEMOLISHER’S EYE

Effect: Find Weakness 14- with Punch, Only Affects Certain Materials (building materials)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Brick Tricks Roll Penalty: N/A

Description: The character’s got a knack for bringing buildings down. When striking building materials — stone, cement, wood, and the like — he can find just the right “weak spot” to hit.

Game Information: Find Weakness 14- with Punch (25 Active Points); Only Affects Certain Materials (building materials; -¼). Total cost: 20 points.

Options:

1) **Strong Eye:** Increase to Find Weakness 16-. 35 Active Points; total cost 28 points.

2) **Weak Eye:** Decrease to Find Weakness 12-. 15 Active Points; total cost 12 points.

3) **Tiring Eye:** Using this power tends to tire the character out. Add Costs Endurance (-½). Total cost: 14 points.

DISTANCE PUNCH

Effect: Double Knockback (+¾) for up to 60 STR

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 8

Brick Tricks Roll Penalty: -4

Description: When the character punches or strikes someone in HTH Combat, he can hit them so hard that they fly a long way. See also Stratospheric Punch, below.

Game Information: Double Knockback (+¾) for up to 60 STR (45 Active Points); Requires A Brick Tricks Roll (-½), Increased Endurance Cost (x2 END; -½). Total cost: 22 points.

Options:

1) **Strong Distance Punch I:** Change to for up to 75 STR. 56 Active Points; total cost 28 points.

2) **Strong Distance Punch II:** Change to for up to 90 STR. 67 Active Points; total cost 33 points.

3) **Weak Distance Punch:** Change to for up to 40 STR. 30 Active Points; total cost 15 points.

4) **No Skill Required:** Remove Requires A Brick Tricks Roll (-½). Total cost: 30 points.

DISTANCE THROW

Effect: +40 STR, Only To Determine Throwing Distance
Target/Area Affected: Self
Duration: Instant
Range: Touch
END Cost: 4
Brick Tricks Roll Penalty: -4

Description: While most super-strong characters can throw things long distances, this character can hurl objects (or other characters!) even farther than normal.

Game Information: +40 STR (40 Active Points); Only To Determine Throwing Distance (-2). Total cost: 13 points.

Options:

- 1) **Longer Distance:** Increase to +60 STR. 60 Active Points; total cost 20 points.
- 2) **Shorter Distance:** Decrease to +20 STR. 20 Active Points; total cost 7 points.
- 3) **Effortless Distance:** Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 20 points.
- 4) **Tiring Distance:** Add Increased Endurance Cost (x2 END; -½). Total cost: 11 points.
- 5) **Skillful Throw:** Add Requires A Brick Tricks Roll (-½). Total cost: 11 points.
- 6) **Injurious Throw:** The character's enhanced throws aren't just longer, they hurt more than normal throws. Change Only To Determine Throwing Distance (-2) to Only For Throwing (-1). Total cost: 20 points.

DOOR-SMASHING FISTS

Effect: HA +4d6, Only Versus Doors
Target/Area Affected: One door
Duration: Instant
Range: Touch
END Cost: 4
Brick Tricks Roll Penalty: -2

Description: A favorite of Pulp-era bricks, this ability allows a character to smash through doors with ease.

Game Information: HA +4d6 (20 Active Points); Hand-To-Hand Attack (-½), Increased Endurance Cost (x2 END; -½), Only Versus Doors (-1). Total cost: 7 points.

Options:

- 1) **Strong Door-Smashing:** Increase to HA +6d6. 30 Active Points; total cost 10 points.
- 2) **Weak Door-Smashing:** Decrease to HA +2d6. 10 Active Points; total cost 3 points.
- 3) **Quick Door-Smashing:** The character can smash through doors almost without having to slow down. Add Trigger (when throws a punch at a door; +¼). 25 Active Points; total cost 8 points.
- 4) **Slow Door-Smashing:** The character has to wind

up before smashing down a door. Add Extra Time (Full Phase; -½). Total cost: 6 points.

DUST STORM

Effect: Change Environment, -3 to Sight Group PER Rolls
Target/Area Affected: 8" Radius
Duration: Uncontrolled
Range: No Range
END Cost: 4
Brick Tricks Roll Penalty: N/A

Description: By strongly and rapidly fanning his arms, the character can kick up a tremendous cloud of dust and dirt to blind his enemies... though he's stuck in the middle of the cloud himself. This power even works underwater, provided there's enough silt, mud, sediment, or like material to cloud the waters.

In game terms, Dust Storm is bought as Uncontrolled. The more END the character feeds to it, the more strongly he's waved his arms to create the cloud.

Game Information: Change Environment 8" radius, -3 to Sight Group PER Rolls, Uncontrolled (won't work in high winds or rain; +½) (39 Active Points); OIF (dust, sand, and dirt of opportunity; -½), No Range (-½). Total cost: 19 points.

Options:

- 1) **Strong Storm:** Increase to 16" radius. 46 Active Points; total cost 23 points.
- 2) **Weak Storm:** Decrease to 4" radius. 31 Active Points; total cost 15 points.

FLICK OF UNCONSCIOUSNESS

Effect: Energy Blast 6d6, NND
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 6
Brick Tricks Roll Penalty: -6

Description: The character flicks a foe in the head with his index finger, knocking him out without inflicting any serious harm. But if the character miscalculates, the target takes the character's full STR damage (not multiplied by Hit Location modifiers). This is represented by a Side Effect, so the GM should be sure to treat it as an actual Limitation and not just a way for the character to substitute one type of damage for another when he fails his roll. Doing full STR damage should cause the character problems (at the very least, it ought to give him a reputation for clumsiness or brutality).

Game Information: Energy Blast 6d6, NND (defense is Lack Of Weakness on defenses covering the head, or any innate rPD protecting the head; +1) (60 Active Points); No Range (-½), Requires A Brick Tricks Roll (-½), Side Effects (if character fails roll, opponent takes character's full STR damage; -¼). Total cost: 27 points.

Options:

- 1) **Strong Flick:** Increase to Energy Blast 8d6. 80 Active Points; total cost 35 points.
- 2) **Weak Flick:** Decrease to Energy Blast 4d6. 40 Active Points; total cost 18 points.
- 3) **Flick Of Unconsciousness Variant:** This version of the power is bought as a naked Advantage for up to 60 STR. NND (defense is Lack Of Weakness on defenses covering the head, or any innate rPD protecting the head; +1) for up to 60 STR (60 Active Points); Requires A Brick Tricks Roll (-½), Side Effects (if character fails roll, opponent takes character's full STR damage; -¼). Total cost: 34 points.
- 4) **No Skill Required:** Remove Requires A Brick Tricks Roll (-½) and Side Effects (-¼). Total cost: 40 points.

FREIGHT TRAIN

Effect: Area Of Effect (24" Line) for 60 STR Linked to Running +18"

Target/Area Affected: 24" Line

Duration: Instant

Range: Touch

END Cost: 10

Brick Tricks Roll Penalty: -10

Description: The character is a master at running into and over/through other characters. When he activates this power he "moves down the line," smashing everyone as he rushes past. He receives no velocity bonus to damage; the movement is a part of the overall power, not a supplement to it. This construction, though expensive, allows the character to attack lots of people using his unmodified OCV against DCV 3, and he suffers no DCV penalty.

This example power, as constructed, assumes a character with STR 60 and Running 6". The options list some alternatives, but if necessary recalculate it to suit a specific character. The important thing is that the inches of Running equal the length of the Line. (Of course, the character can always voluntarily make the Line shorter when he buys the power so that he doesn't have to buy as much Running, but if he does so he cannot change the size of the Line later.)

Game Information: *Running +18" (24" total) (total cost: 36 points) plus Area Of Effect (24" Line; +1) for 60 STR (60 Active Points); Linked (-¼) (total cost: 48 points). Total cost: 84 points.*

Options:

- 1) **Freight Train (70 STR):** Change to Area Of Effect (28" Line) for 70 STR Linked to Running +22". 44 + 70 = 114 Active Points; total cost 44 + 56 = 100 points.
- 2) **Freight Train (50 STR):** Change to Area Of Effect (20" Line) for 50 STR Linked to Running +14". 28 + 50 = 78 Active Points; total cost 28 + 40 = 68 points.
- 3) **Freight Train (40 STR):** Change to Area Of Effect (16" Line) for 40 STR Linked to Running +10". 20 + 40 = 60 Active Points; total cost 20 + 52 = 72 points.

GHOST TOUCH

Effect: Affects Desolidified (+½) for up to 60 STR

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 3

Brick Tricks Roll Penalty: -3

Description: Appropriate primarily for bricks whose powers are mystic in origin, this ability allows a brick to exert his STR against intangible targets.

Game Information: *Affects Desolidified (+½) for up to 60 STR. Total cost: 30 points.*

Options:

- 1) **Strong Touch I:** Change to for up to 75 STR. Total cost: 37 points.
- 2) **Strong Touch II:** Change to for up to 90 STR. Total cost: 45 points.
- 3) **Weak Touch:** Change to for up to 40 STR. Total cost: 20 points.
- 4) **Skillful Touch:** Add Requires A Brick Tricks Roll (-½). Total cost: 20 points.

GIANT'S SMASH

Effect: Does Knockback (+¼) for up to 30 STR

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 1

Brick Tricks Roll Penalty: -1

Description: In Heroic campaigns that don't use the Knockback rules, some bricks buy this naked Advantage for their STR so that their mighty blows send their opponents flying.

Game Information: *Does Knockback (+¼) for up to 30 STR. Total cost: 7 points.*

Options:

- 1) **Strong Smash:** Change to for up to 40 STR. Total cost: 10 points.
- 2) **Weak Smash:** Change to for up to 20 STR. Total cost: 5 points.

GLADIATOR'S EYE

Effect: Find Weakness 14- with Punch

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Brick Tricks Roll Penalty: N/A

Description: The character knows how to find the weak spot in any target, then hit that spot to cause maximum damage.

Game Information: *Find Weakness 14- with Punch. Total cost: 25 points.*

Options:

- 1) **Strong Eye:** Increase to Find Weakness 16-. Total cost: 35 points.
- 2) **Weak Eye:** Decrease to Find Weakness 12-. Total cost: 15 points.
- 3) **Tiring Eye:** Using this power tends to tire the character out. Add Costs Endurance (-½). Total cost: 17 points.
- 4) **Broad Eye:** The character's ability to perceive weaknesses doesn't just affect his Punch; it applies to all his uses of STR. Change from "Punch" to "all offensive uses of STR." Total cost: 35 points.

IMPROVISED WEAPONRY

Effect: Energy Blast 8d6, Variable Special Effects
Target/Area Affected: One character
Duration: Instant
Range: 15"
END Cost: 6
Brick Tricks Roll Penalty: -6

Description: A favorite tactic of many bricks is to make use of "weaponry" in and around the battlefield that only their great strength allows them to "wield." A torn-up length of pipe or cable makes a good bashing weapon. A steam pipe, ripped in two, emits a powerful blast of steam; a water pipe, or a water hydrant when the water's directed at the right angle by super-strong hands, projects a blast of water. A ripped-up electrical cable delivers a nasty shock to a foe, while a gas main, in conjunction with a spark created by the brick running his fingernail along the metal pipe, makes an impromptu flamethrower. The possibilities are nearly endless for a brick with imagination! (See also *Where's That Waterpipe?*, below, for another aspect of this particular stunt; you could combine both into a Multipower if desired.)

Game Information: *Energy Blast 8d6, Variable Special Effects (+½) (60 Active Points); OIF (appropriate materials of opportunity; -½), Extra Time (Full Phase; -½), Limited Range (15"; -¼), Side Effect (almost always causes considerable damage to the environment; -0). Total cost: 27 points.*

Options:

- 1) **Strong Weaponry:** Increase to Energy Blast 10d6. 75 Active Points; total cost 33 points.
- 2) **Weak Weaponry:** Decrease to Energy Blast 6d6. 45 Active Points; total cost 20 points.
- 3) **Improved Improvised Weaponry I:** This version of the ability allows the character to better define the special effect of his improvised weapon with up to +½ worth of Advantages. As a default if no other Advantage makes sense, use *Reduced Endurance* (0 END). Add Variable Advantage (+½ Advantages; +1). 100 Active Points; total cost 44 points.
- 4) **Improved Improvised Weaponry II:** As Improved Improved Weaponry I, but allowing for even more Advantages. Add Variable Advantage (+1 Advantages; +2). 140 Active Points; total cost 62 points.

- 5) **Deadly Improvised Weaponry:** Change to RKA 2½d6. 60 Active Points; total cost 27 points.

INTIMIDATION

Effect: +20 PRE, Only To Make Fear/Intimidation-Style Presence Attacks
Target/Area Affected: Special
Duration: Persistent
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: -2

Description: By virtue of their size and obvious brawn, bricks can be very intimidating. A menacing stare, a low growl, or the cracking of super-strong knuckles at just the right time can do wonders for frightening people.

Game Information: +20 PRE (20 Active Points); *Extra Time (Full Phase; -½), Only To Make Fear/Intimidation-Style Presence Attacks (-1). Total cost: 8 points.*

Options:

- 1) **Strong Intimidation:** Increase to +30 PRE. 30 Active Points; total cost 12 points.
- 2) **Weak Intimidation:** Decrease to +10 PRE. 10 Active Points; total cost 4 points.

IRRESISTIBLE STRENGTH

Effect: Penetrating (+½) for up to 60 STR
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 3
Brick Tricks Roll Penalty: -3

Description: The character is so strong that even the toughest defenses can't resist the force of his muscles.

Game Information: *Penetrating (+½) for up to 60 STR. Total cost: 30 points.*

Options:

- 1) **Strong Power I:** Change to for up to 75 STR. Total cost: 37 points.
- 2) **Strong Power II:** Change to for up to 90 STR. Total cost: 45 points.
- 3) **Strong Power III:** The character's STR is even more irresistible. Increase to Penetrating (x2; +1). Total cost: 60 points.
- 4) **Weak Power:** Change to for up to 40 STR. Total cost: 20 points.
- 5) **Skillful Power:** Add Requires A Brick Tricks Roll (-½). Total cost: 20 points.

LAST STAND

Effect: +20 STR, Only When Character Is The Last Man Standing
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 2
Brick Tricks Roll Penalty: -2

Description: This brick trick, a particularly appropriate one for Fantasy warriors and two-fisted Pulp heroes, represents the burst of adrenaline and desperate skill that come when the character realizes he's the last man on his side standing against the foe. It only works if the character is on a "side" of some sort (an army, a group of adventurers, or the like) that's opposing another "side"; if he's by himself to begin with, this power doesn't work.

Game Information: +20 STR (20 Active Points); Only When Character Is The Last Man Standing (-2). Total cost: 7 points.

Options:

- 1) **Strong Last Stand:** Increase to +30 STR. 30 Active Points; total cost 10 points.
- 2) **Weak Last Stand:** Decrease to +10 STR. 10 Active Points; total cost 3 points.

MISSILEER

Effect: Throwing Skill Levels: +8 versus OCV penalties for throwing unbalanced and/or non-aerodynamic objects
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: N/A

Description: The character is so skilled at throwing objects that their lack of balance and/or lack of aerodynamic shape doesn't cause him any problems.

Game Information: Throwing Skill Levels: +8 versus OCV penalties for throwing unbalanced and/or non-aerodynamic objects. Total cost: 16 points.

Options:

- 1) **Skilled Missileer:** Increase to +12 versus OCV penalties. Total cost: 24 points.
- 2) **Less Skilled Missileer:** Decrease to +4 versus OCV penalties. Total cost: 8 points.

MULTI-LIMBED COMBATANT

Effect: Extra Limbs, plus various powers reflecting having multiple limbs
Target/Area Affected: Self
Duration: Varies
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: N/A

Description: Some bricks, such as Grond in the Champions Universe, can fight their foes with more than just two arms — they have tails, extra arms, or other appendages that make them more effective brawlers. The powers listed below provide several possible ways to represent the added combat effectiveness of multiple limbs. With the exception of Extra Limbs, none of them are mandatory; a character can buy as many of them as he wishes (or none of them).

Game Information:

Cost Power

- | | |
|----|---|
| 6 | <i>More Limbs:</i> Extra Limbs (number varies), Inherent (+¼) |
| 13 | <i>Even Stronger Extra Limbs:</i> +20 STR; Only With Extra Limbs (-½) |
| 6 | <i>Four-Armed Combatant:</i> +2 SPD; Activation Roll 11- (-1), Costs Endurance (-½), Only To Punch (-1) |
| 12 | <i>Hitting Lots Of Targets:</i> +6 OCV with Sweep (assumes four manipulatory limbs; character should buy two Levels per limb after the first) |
| 30 | <i>Many Fists, Many Punches:</i> Autofire (4 shots [assumes four manipulatory limbs]; +½) for up to 60 STR |
| 20 | <i>Too Many Fists To Avoid:</i> +4 HTH |
| 10 | <i>Two-Fisted Fighting:</i> Two-Weapon Fighting (HTH) |

MUSCLE-TEARING GRIP

Effect: Drain STR 4d6, Delayed Return Rate, Must Follow Grab
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 12
Brick Tricks Roll Penalty: -12

Description: After Grabbing a victim, a brick can apply his immense strength just so to tear the victim's muscles, ligaments, and tendons. Until he heals — which takes months — the victim can't exercise his own strength nearly as effectively.

Game Information: Drain STR 4d6, Delayed Return Rate (points fade at the rate of 5 per Month; +2) (120 Active Points); Must Follow Grab (-½), Requires A Brick Tricks Roll (-½). Total cost: 60 points.

Options:

- 1) **Strong Grip:** Increase to Drain STR 5d6. 150 Active Points; total cost 75 points.

- 2) **Weak Grip:** Decrease to Drain STR 3d6. 90 Active Points; total cost 45 points.
- 3) **Restricted Grip:** The character can only tear the muscles in one limb at a time. Add Only Affects One Limb (-1). Total cost: 40 points.

NUMBING GRIP

Effect: Drain DEX 4d6, Must Follow Grab

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 4

Brick Tricks Roll Penalty: -4

Description: After Grabbing someone, a brick can apply his immense strength just so, squeezing one of the victim's limbs so hard that it becomes numb and useless for a short time.

Game Information: Drain DEX 4d6 (40 Active Points); Must Follow Grab (-½), Only Affects One Limb (-1), Requires A Brick Tricks Roll (-½). Total cost: 13 points.

Options:

- 1) **Strong Grip:** Increase to Drain DEX 5d6. 50 Active Points; total cost 17 points.
- 2) **Weak Grip:** Decrease to Drain DEX 3d6. 30 Active Points; total cost 10 points.
- 3) **Lasting Numbness:** The numbness lasts for a pretty long time. Add Delayed Return Rate (points return at the rate of 5 per 20 Minutes; +¾). 70 Active Points; total cost 23 points.

ONE-MAN ARMY

Effect: Area Of Effect (6" Radius; +1) for 60 STR, Only Works With Move Through, Only Versus Groups Of Normal-STR People

Target/Area Affected: 6" Radius

Duration: Instant

Range: Touch

END Cost: 6

Brick Tricks Roll Penalty: -6

Description: This power allows a super-strong character to spread his arms and plow into a group of people of ordinary STR (such as a platoon of VIPER agents), and knock them all over and/or sweep them before him (i.e., do Knockback to them). In this case, the brick's not in the center hex of the Area Of Effect, he's on one edge of the Radius; he chooses a "target hex" to hit with his Move Through, and then the GM determines who's in the Radius in front of him. For purposes of this power, "ordinary STR" typically means STR 10-15, though the GM might grant the character a little leeway in the interest of dramatic sense.

Game Information: Area Of Effect (6" Radius; +1) for 60 STR (60 Active Points); Only Works When Performing A Move Through (-1), Only Versus Groups Of Normal-STR People (-½). Total cost: 24 points.

Options:

- 1) **Strong OMA:** Change to for 70 STR. 70 Active Points; total cost 28 points.
- 2) **Weak OMA:** Change to for 40 STR. 40 Active Points; total cost 16 points.
- 3) **Variant OMA:** Change to 13" Cone (+1). 60 Active Points; total cost 24 points.

PIERCING FIST

Effect: HKA 2d6, Armor Piercing

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 4

Brick Tricks Roll Penalty: -4

Description: The character's tremendous strength lets him punch his fist right through a target without difficulty.

Game Information: HKA 2d6 (up to 4d6 with STR), Armor Piercing (+½). Total cost: 45 points.

Options:

- 1) **Strong Fist:** Increase to HKA 3d6. Total cost: 67 points.
- 2) **Weak Fist:** Decrease to HKA 1d6. Total cost: 22 points.

POKE

Effect: Armor Piercing (+½) for up to 60 STR

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 3

Brick Tricks Roll Penalty: -3

Description: Rather than just smashing targets with his closed fist, the character can "poke" them with a single finger or a spearhand-style attack, which penetrates armor and other defenses more easily.

Game Information: Armor Piercing (+½) for up to 60 STR. Total cost: 30 points.

Options:

- 1) **Strong Poke I:** Change to for up to 75 STR. Total cost: 37 points.
- 2) **Strong Poke II:** Change to for up to 90 STR. Total cost: 45 points.
- 3) **Weak Poke:** Change to for up to 40 STR. Total cost: 20 points.
- 4) **Skillful Poke:** Add Requires A Brick Tricks Roll (-½). Total cost: 20 points.

PYTHON'S GRIP

Effect: HA +4d6, Only Adds To Squeeze Damage Versus Grabbed Targets

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 2

Brick Tricks Roll Penalty: -2

Description: Also known as Ribcracker, this power represents a character who's especially strong when it comes to Squeezing someone he's Grabbed. Once in the character's grasp, an opponent can expect to feel a lot of pain.

Game Information: HA +4d6 (20 Active Points); Hand-To-Hand Attack (-½), Only Adds To Squeeze Damage Versus Grabbed Targets (-1½). Total cost: 7 points.

Options:

1) **Strong Grip:** Increase to HA +6d6. 30 Active Points; total cost 10 points.

2) **Weak Grip:** Decrease to HA +3d6. 15 Active Points; total cost 5 points.

3) **Skillful Grip:** Add Requires A Brick Tricks Roll (-½). Total cost: 6 points.

RAGE-AUGMENTED STRENGTH

Effect: Aid STR 2d6, Only While Enraged/Berserk

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Brick Tricks Roll Penalty: -13

Description: The madder the character gets, the stronger he gets. As soon as he becomes Enraged (or Berserk), his fury triggers a reaction in his body that starts making him stronger. He rolls Aid 2d6 each Phase and applies it to his STR until he reaches a maximum of +60 STR. The points gained fade about 20 minutes after he gains them, or immediately if he recovers from being Enraged/Berserk.

Game Information: Aid STR 2d6, Can Add A Maximum Of 60 Points' Worth Of Strength, Continuous (+1), Delayed Return Rate (points fade at the rate of 5 per 20 Minutes; +¾), Trigger (becoming Enraged/Berserk; +¼) (132 Active Points); No Conscious Control (cannot activate power on his own, but can use the STR freely once it's activated; -1), Self Only (-½), Points Fade Immediately If Character Recovers From Being Enraged/Berserk (-½). Total cost: 44 points.

Options:

1) **Greater Enragement:** Increase to Aid STR 3d6, Can Add A Maximum Of 90 Points' Worth Of Strength. 198 Active Points; total cost 66 points.

2) **Lesser Enragement:** Decrease to Aid STR 1d6, Can Add A Maximum Of 30 Points' Worth Of Strength. 66 Active Points; total cost 22 points.

3) **Berserk Strength:** The character can trigger his increased STR at will, but this causes him to become uncontrollably angry. Change to Aid STR 1d6, Can Add A Maximum Of 40 Points' Worth Of Strength, Continuous (+1), Delayed Return Rate (points fade at the rate of 5 per Minute; +¼), Trigger (mental command; +¼) (67 Active Points); Self Only (-½), Only In Combat (-½), Side Effect (automatically activates character's Berserk [or gives him the Disadvantage Berserk In Combat, go 14-, recover 8-, and activates it]; -1), Points Fade Immediately If Character Recovers From Being Berserk (-½). Total cost: 19 points.



RAPID HAYMAKER

Effect: HA +4d6, Extra Time (Full Phase)
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 2
Brick Tricks Roll Penalty: -2

Description: A character with this power has practiced Haymaking so much that he can throw a Haymaker-style punch much more quickly than other characters — it only takes him a Full Phase, and he doesn't suffer some of the drawbacks of the Haymaker Combat Maneuver, either (such as losing the attack if the target moves slightly).

Game Information: HA +4d6 (20 Active Points); Hand-To-Hand Attack (-½), Extra Time (Full Phase; -½), Side Effect (-5 DCV, always occurs; -½). Total cost: 8 points.

Options:

- 1) **Strong Rapid Haymaker:** Increase to HA +6d6. 30 Active Points; total cost 12 points.
- 2) **Weak Rapid Haymaker:** Decrease to HA +2d6. 10 Active Points; total cost 4 points.
- 3) **Agile Rapid Haymaker:** The character's so good at throwing "Haymakers" that he doesn't have to stand still when preparing one. Remove Side Effects (-½). Total cost: 10 points.
- 4) **Skillful Rapid Haymaker:** Add Requires A Brick Tricks Roll (-½). Total cost: 7 points.

RING THE BELL

Effect: Indirect (+¼) for up to 60 STR
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 1
Brick Tricks Roll Penalty: -1

Description: A sort of variant of the Shockwave power (see below), this power allows the brick to strike the ground, using the force of the blow to cause the ground to erupt upward beneath his foe (though his foe has to be standing right next to him). It's a good way to take an enemy by surprise, or avoid some forms or Force Wall.

Game Information: Indirect (always from below; +¼) for up to 60 STR (15 Active Points); Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), Only Does Knockdown, Not Knockback (-0), Side Effect (may cause considerable damage to the environment; -0). Total cost: 9 points.

Options:

- 1) **Strong Ringing I:** Change to for up to 75 STR. 19 Active Points; total cost 11 points.
- 2) **Strong Ringing II:** Change to for up to 90 STR. 22 Active Points; total cost 13 points.

- 3) **Weak Ringing:** Change to for up to 40 STR. 10 Active Points; total cost 6 points.
- 4) **Ringling Variant:** This version of the power uses Energy Blast instead of a naked Advantage so the character can affect foes at a distance. Energy Blast 12d6, Indirect (always from below; +¼) (75 Active Points); Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), Restrainable (-½), Only Does Knockdown, Not Knockback (-0), Side Effect (may cause considerable damage to the environment; -0). Total cost: 33 points.

5) **Skillful Ringing:** The character has to smash the ground just right or this power doesn't work. Add Requires A Brick Tricks Roll (-½). Total cost: 7 points.

6) **Flinging Ring:** This form of Ring The Bell can send the target flying. Remove Only Does Knockdown, Not Knockback (-0) and add Double Knockback (+¾) for up to 60 STR. 60 Active Points; total cost 34 points.

ROPE REACH

Effect: Stretching 7" using objects of opportunity
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: -5

Description: This strength stunt allows a brick to pick up any long, sturdy object — a cable, an I-beam, a telephone pole, or the like — and use it to hit someone who's not near him. He's so good at this he doesn't suffer any of the usual penalties for using an odd-shaped weapon.

The inches of Stretching bought for this power are based on the height of the average wooden telephone pole, which is about 50 feet [15 meters, or 7.5"] including the part sunk into the ground; poles of various materials vary in height from about 25 feet to about 80 feet. The actual inches of Stretching a brick gets to use with this power depend on the object he's using; if he's got a 3" long I-beam, he can only use 3" Stretching. In the interest of common sense and dramatic sense, if the character picks up an object larger than 7", the GM can let him use that much Stretching instead of just 7" (though if the character routinely picks up objects larger than 7", the GM should make him pay for more inches of Stretching).

Game Information: Stretching up to 7" (actual length of Stretching depends on object used; see text), Reduced Endurance (0 END; +½) (52 Active Points); OIF (appropriate objects of opportunity; -½), Always Direct (-¼), No Non-combat Stretching (-¼), No Velocity Damage (-¼), Only To Cause Damage (-½), Range Modifier Applies (-¼), Requires A Brick Tricks Roll (-½), Side Effect (almost always causes considerable damage to the environment; -0). Total cost: 15 points.

Options:

1) **Long Reach:** Increase to Stretching 12". 90 Active Points; total cost 26 points.

2) **Short Reach:** Decrease to Stretching 4". 30 Active Points; total cost 8 points.

SCATTERSHOT

Effect: Energy Blast 7d6, RKA 2d6+1, Sight Group Flash 5d6 NND, RKA 2d6+1, all OIF (objects of opportunity)

Target/Area Affected: 8" Cone

Duration: Instant

Range: No Range

END Cost: 7/6/7

Brick Tricks Roll Penalty: -7/-6/-7

Description: The character can pick up armfuls of loose material and hurl them at his enemies. If the material is light and fine, such as dust, dirt, confetti, or styrofoam chips, it just blinds the foe for a few seconds. If it's heavier or sturdier, such as gravel or wood chips, it inflicts damage instead. If it's sharp (nails, bits of broken glass), it causes Killing Damage.

Game Information:**Cost Power**

35 *Scattershot:* Multipower, 70-point reserve, all OIF (-½), No Range (-½)

3u 1) *Heavy Material:* Energy Blast 7d6, Area Of Effect (8" Cone; +1); OIF (appropriate objects of opportunity; -½), No Range (-½)

3u 2) *Light Material:* Sight Group Flash 5d6, NND (defense is solid covering over the eyes; +½), Area Of Effect (8" Cone; +1); OIF (appropriate objects of opportunity; -½), No Range (-½)

3u 3) *Sharp Material:* RKA 2d6+1, Area Of Effect (8" Cone; +1); OIF (appropriate objects of opportunity; -½), No Range (-½)

Total cost: 44 points.

Options:

1) **Strong Shot:** Increase Multipower reserve to 90 points and slots to Energy Blast 9d6, Sight Group Flash 7d6, and RKA 3d6. Total cost: 57 points.

2) **Wider Scatter:** Increase Multipower reserve to 79 points and all Areas of Effect to 16" Cone (+1¼). Total cost: 50 points.

3) **Skillful Scattershot:** Add Requires A Brick Tricks Roll (-½) to reserve and all slots. Total cost: 36 points.

SHAKE 'N' BAKE

Effect: Energy Blast 8d6, Indirect
Target/Area Affected: Up to a 5" Radius
Duration: Instant
Range: No Range
END Cost: 9
Brick Tricks Roll Penalty: -9

Description: Sometimes bricks confront foes who are in a vehicle, protected by a Force Wall bubble, or otherwise inside something the brick can pick up. Using this power, the brick simply picks up the object up and shakes it vigorously, battering his foes around inside.

In game terms, this power is bought as an Area Of Effect with No Range. As with Cone and Line, this Radius doesn't use the hex the brick's in as its central hex; instead, he's standing on one edge of the Radius. The extent of the Radius is limited to the size of the object he picks up. A 5" Radius should cover most objects he could perform this maneuver with; if the maneuver would apply to a larger object, the GM should invoke common sense and dramatic sense and let it affect everyone in the larger Radius. The *Indirect* Advantage lets the brick "reach through" the "walls" of the object and affect the people inside it without the "walls" reducing the damage.

Game Information: *Energy Blast 8d6, Indirect (+¼), Area of Effect (5" Radius; +1) (90 Active Points); No Range (-½), Only Versus Targets In A Single Enclosed Space (-1), Not Against Targets With Clinging (-¼), Not Against Targets Who Succeed With An Acrobatics Roll At -1 per 2" Of Knockback (-¼). Total cost: 30 points.*

Options:

1) **Strong Shake:** Increase to Energy Blast 10d6. 112 Active Points; total cost 37 points.

2) **Weak Shake:** Decrease to Energy Blast 6d6. 67 Active Points; total cost 22 points.

SHOCKWAVE

Effect: Explosion (+½) for up to 60 STR, Hole In The Middle
Target/Area Affected: 12" radius
Duration: Instant
Range: No Range
END Cost: 4
Brick Tricks Roll Penalty: -4

Description: The character slams his fists into the ground with such force that he creates a small, but high-powered, seismic shockwave around him that injures people and knocks them off their feet. (Alternately, the character could define this ability as a super-strength foot-stomp instead of smashing the ground with his fists.)

Game Information: *Explosion (+½) for up to 60 STR, Hole In The Middle (the hex the character stands in when he uses the power; +¼) (45 Active Points); Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½),*

Only Does Knockdown, Not Knockback (-0), Side Effect (may cause considerable damage to the environment; -0). Total cost: 26 points.

Options:

- 1) Bigger Quake I:** Increase to Explosion (-1 DC/2"; +¾). 60 Active Points; total cost 34 points.
- 2) Bigger Quake II:** Increase to Explosion (-1 DC/3"; +1). 75 Active Points; total cost 43 points.
- 3) Shockwave Variant:** This version of the power uses Energy Blast instead of a naked Advantage. Energy Blast 12d6, Explosion (+½), Hole In The Middle (fixed size; +¼) (105 Active Points); No Range (-½), Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), Restrained (-½), Only Does Knockdown, Not Knockback (-0), Side Effect (may cause considerable damage to the environment; -0). Total cost: 38 points.
- 4) Skillful Shockwave:** The character has to smash the ground just right or this power doesn't work. Add Requires A Brick Tricks Roll (-½). Total cost: 20 points.
- 5) Undiminished Shockwave:** This form of the power doesn't lose effect as it spreads; it does the same damage to everyone near the brick. Change to Area Of Effect (6" Radius; +1) for up to 60 STR. 75 Active Points; total cost 43 points.
- 6) Mini-Shockwave:** With this Shockwave, brick can strike the ground at just the right angle to cause the tremor to hit one small area. Change to: Energy Blast 12d6, Area Of Effect (One Hex; +½) (90 Active Points); Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), Restrained (-½), Only Does Knockdown, Not Knockback (-0), Side Effect (may cause considerable damage to the environment; -0). Total cost: 40 points.

STRATOSPHERIC PUNCH

Effect:	MegaScale (1" = 1 km) for Knockback for up to 60 STR
Target/Area Affected:	One character
Duration:	Instant
Range:	Touch
END Cost:	10
Brick Tricks Roll Penalty:	-1

Description: When the character punches or strikes someone in HTH Combat, he can hit them so hard that they go flying back for kilometers instead of just meters. (The GM should evaluate this power carefully before allowing it in the game; it may unbalance some campaigns, and may not be appropriate for more serious or "realistic" games.)

Game Information: *MegaScale (1" = 1 km; +¼) for up to 60 STR (15 Active Points); Only Affects Knockback Distance (-½), Increased Endurance Cost (x10 END; -4), Requires A Brick Tricks Roll (-½). Total cost: 2 points.*

Options:

- 1) Strong Stratospheric Punch I:** Increase to MegaScale (1" = 10 km; +½). 30 Active Points; total cost 5 points.
- 2) Strong Stratospheric Punch II:** Change to for up to 90 STR. 22 Active Points; total cost 4 points.
- 3) Weak Stratospheric Punch I:** Decrease to 1" = 100". Total cost: 2 points.
- 4) Weak Stratospheric Punch II:** Change to for up to 40 STR. 10 Active Points; total cost 2 points.
- 5) More Difficult Stratospheric Punch:** The character has a harder time getting this brick trick to work properly. Change to Requires A Brick Tricks Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 6) No Skill Required:** Remove Requires A Brick Tricks Roll (-½). Total cost: 3 points.
- 7) Long-Time Stratospheric Punch:** When a character punches with this power, it takes him a Full Phase. Add Extra Time (Full Phase; -½). Total cost: 2 points.
- 8) Haymaker-Style Stratospheric Punch:** Performing a Stratospheric Punch is much like using a Haymaker. Add Extra Time (Extra Segment; -½) and Side Effects (-5 DCV, always occurs; -½). Total cost: 2 points.

STRATOSPHERIC THROW

Effect:	MegaScale (1" = 1 km) for Throwing for up to 60 STR
Target/Area Affected:	One character
Duration:	Instant
Range:	Touch
END Cost:	10
Brick Tricks Roll Penalty:	-1

Description: When the character throws something — an object, a Grabbed person, or the like — he hurls it with such force that it flies for kilometers instead of just meters. (The GM should evaluate this power carefully before allowing it in the game; it may unbalance some campaigns, and may not be appropriate for more serious or "realistic" games.)

Game Information: *MegaScale (1" = 1 km; +¼) for up to 60 STR (15 Active Points); Only Affects Throwing Distance (-1), Increased Endurance Cost (x10 END; -4), Requires A Brick Tricks Roll (-½). Total cost: 2 points.*

Options:

- 1) Strong Stratospheric Throw I:** Increase to MegaScale (1" = 10 km; +½). 30 Active Points; total cost 5 points.
- 2) Strong Stratospheric Throw II:** Change to for up to 90 STR. 22 Active Points; total cost 4 points.
- 3) Weak Stratospheric Throw I:** Decrease to 1" = 100". Total cost: 2 points.
- 4) Weak Stratospheric Throw II:** Change to for up to 40 STR. 10 Active Points; total cost 2 points.
- 5) More Difficult Stratospheric Throw:** The character

has a harder time getting this brick trick to work properly. Change to Requires A Brick Tricks Roll (-1 per 5 Active Points; -1). Total cost: 2 points.

6) No Skill Required: Remove Requires A Brick Tricks Roll (-½). Total cost: 3 points.

7) Long-Time Stratospheric Throw: When a character throws with this power, it takes him a Full Phase. Add Extra Time (Full Phase; -½). Total cost: 2 points.

8) Haymaker-Style Stratospheric Throw: Performing a Stratospheric Throw is much like using a Haymaker. Add Extra Time (Extra Segment; -½) and Side Effects (-5 DCV, always occurs; -½). Total cost: 2 points.

STRONGER THAN A LOCOMOTIVE

Effect: +40 STR, Only To Stop Moving Objects
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 4
Brick Tricks Roll Penalty: -4

Description: When it comes to stopping runaway trains, out of control buses, and other moving objects, a character with this power's got what it takes.

Game Information: +40 STR (40 Active Points); Only To Stop Moving Objects (-2). Total cost: 13 points.

Options:

1) Strong Stopping: Increase to +60 STR. 60 Active Points; total cost 20 points.

2) Weak Stopping: Decrease to +30 STR. 30 Active Points; total cost 10 points.

3) Skillful Stopping: Add Requires A Skill Roll (-½). Total cost: 11 points.

SUPER-PUNCH

Effect: HA +6d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 3
Brick Tricks Roll Penalty: -3

Description: The character's punches are so accurate, his muscles so strong, or his fists so hard that he does more damage than normal when he hits people.

Game Information: HA +6d6 (30 Active Points); Hand-To-Hand Attack (-½). Total cost: 20 points.

Options:

1) Really Super-Punch: Increase to HA +8d6. 40 Active Points; total cost 27 points.

2) Less Super-Punch: Decrease to HA +4d6. 20 Active Points; total cost 13 points.

3) Skillful Super-Punch: Add Requires A Brick Tricks Roll (-½). Total cost: 15 points.

SUPER-STRONG BREATH

Effect: Energy Blast 8d6 Double Knockback, Dispel Fire Powers 8d6, Dispel Gas/Smoke/Mist Powers 8d6
Target/Area Affected: One character
Duration: Instant
Range: 350"/360"/360"
END Cost: 7
Brick Tricks Roll Penalty: -7

Description: The character's super-strong lungs make it possible for him to breathe with great strength, which has a variety of effects. First, he can hit his enemies with a blast of breath that sends them tumbling head over heels. Second, he can blow out raging fires (and Fire-based superpowers) the way normal people blow out candles. Third, he can blow away gases, mists, and smokes (or, in some cases, suck them into his lungs and then blow them out somewhere where they can't cause harm).

Game Information:

Cost	Power
48	<i>Super-Strong Breath:</i> Multipower, 72-points reserve; all Requires A Brick Tricks Roll (-½)
5u	1) <i>Blast Of Breath:</i> Energy Blast 8d6, Double Knockback (+¾); Requires A Brick Tricks Roll (-½)
5u	2) <i>Blowing Out Fires:</i> Dispel Fire Powers 8d6, all Fire powers simultaneously (+2); Requires A Brick Tricks Roll (-½)
5u	3) <i>Blowing Away The Mist:</i> Dispel Gas/Smoke/Mist Powers 8d6, all Gas/Smoke/Mist powers simultaneously (+2); Requires A Brick Tricks Roll (-½)

Total cost: 63 points.

Options:

1) Strong Breath: Increase Multipower reserve to 90 points, slot one to EB 10d6, and the last two slots to Dispel 10d6. Total cost: 78 points.

2) No Skill Required: Remove Requires A Brick Tricks Roll (-½). Total cost: 93 points.

SUPER-WRESTLER'S GRIP

Effect: Drain STR 5d6, Only Works On Grabbed Characters, Only Works Once Per Grab
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 5
Brick Tricks Roll Penalty: -5

Description: The character is skilled at Grabbing people and locking up their arms in clever ways that prevent them from getting sufficient leverage to break free. Even the strongest character is likely to have trouble getting loose. The victim will find a way to regain full leverage if the character holds on long enough, but by then it may be too late....

Game Information: Drain STR 5d6 (50 Active Points); Must Follow Grab (-½), Only Works Once Per Grab (-½), Drained Points Return

Immediately If Victim Is Freed From Grab In Any Way (-½). Total cost: 20 points.

Options:

- 1) **Strong Grip:** Increase to Drain STR 6d6. 60 Active Points; total cost 24 points.
- 2) **Weak Power:** Decrease to Drain STR 4d6. 40 Active Points; total cost 16 points.
- 3) **Skillful Grip:** Add Requires A Brick Tricks Roll (-½). Total cost: 17 points.

TEAR YOU LIMB FROM LIMB

Effect: HKA 2d6 (up to 4d6 with STR)
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 3
Brick Tricks Roll Penalty: -3

Description: Rather than using his great strength to smash and batter his enemies, the character uses it in more lethal ways — to rip them in two and crush them.

Game Information: *HKA 2d6 (up to 4d6 with STR). Total cost: 30 points.*

Options:

- 1) **Strong Tearing:** Increase to HKA 3d6 (up to 6d6 with STR). Total cost: 45 points.
- 2) **Ongoing Mayhem:** Once the character gets his hands on a target, he can keep tearing and destroying until there's nothing left. Add Continuous (+1). Total cost: 60 points.
- 3) **Skillful Tearing:** Add Requires A Brick Tricks Roll (-½). Total cost: 20 points.

THUNDERCLAP

Effect: Hearing Group Flash 8d6, Explosion, Does Knockback
Target/Area Affected: 24" radius
Duration: Instant
Range: No Range
END Cost: 6
Brick Tricks Roll Penalty: -6

Description: The character claps his hands together with such great strength that he creates a concussive wave of sound and air that deafens everyone near him, and may knock them back. If he's Entangled, or someone Grabs him, he can't use the power because he can't swing his arms for the clap.

Game Information: *Hearing Group Flash 8d6, Explosion (-1d6/3"; +1), Hole In The Middle (the one hex the character is standing in when he uses the power; +¼), Does Knockback (+¼) (60 Active Points); No Range (-½), Extra Time (Full Phase; -½), Restrained (-½). Total cost: 24 points.*

Options:

- 1) **Louder Thunderclap:** Increase to Hearing Group Flash 12d6. 90 Active Points; total cost 36 points.
- 2) **Softer Thunderclap:** Decrease to Hearing Group Flash 6d6. 45 Active Points; total cost 18 points.
- 3) **Thunderclap Variant:** This version of the power is slightly simpler to work with. Hearing Group Flash 8d6, Explosion (+½), Hole In The Middle (the one hex the character is standing in when he uses the power; +¼) (42 Active Points); No Range (-½), Extra Time (Full Phase; -½), Restrained (-½). Total cost: 17 points.
- 4) **Skillful Thunderclap:** The character has to clap his hands together just right or this power doesn't work. Add Requires A Brick Tricks Roll (-½). Total cost: 20 points.
- 5) **Mighty Thunderclap:** The force of the character's clap really sends his foes flying. Add Double Knockback (+¾). 78 Active Points; total cost 31 points.
- 6) **Undiminished Thunderclap:** The force of the character's Thunderclap is the same throughout the area it affects. Change Explosion to Area Of Effect (16" Radius; +1½). 72 Active Points; total cost 29 points.

ULTIMATE EYE GOUGE

Effect: Major Transform 3d6 (sighted being to blind being)
Target/Area Affected: One character
Duration: Constant
Range: No Range
END Cost: 9
Brick Tricks Roll Penalty: -9

Description: A favorite of some cruel or villainous bricks, this trick allows the brick to grab someone and gouge his eyes out, permanently blinding the victim. If the victim has lots of eyes (such as a giant spider, or an amorphous horror), the GM may increase its "BODY" for purposes of determining how long it takes for this power to work.

Game Information: *Major Transform 3d6 (sighted being to blind being; heals back through eye transplant or the like), Continuous (+1) (90 Active Points); Must Follow Grab (-½), No Range (-½), Limited Targets (beings with eyes; -¼). Total cost: 40 points.*

Options:

- 1) **Strong Eye Gouge:** Increase to Major Transform 4d6. 120 Active Points; total cost 53 points.
- 2) **Weak Eye Gouge:** Decrease to Major Transform 2d6. 60 Active Points; total cost 27 points.
- 3) **Skillful Eye Gouge:** Performing this brick trick requires a little finesse on the brick's part. Add Requires A Brick Tricks Roll (-½). Total cost: 33 points.

ULTRA-IMPRESSIVE

Effect: Does Knockback (+¼) for up to 40 PRE
Target/Area Affected: Special
Duration: Instant
Range: No Range
END Cost: 1
Brick Tricks Roll Penalty: -1

Description: The character's so big and impressive that when he really puts his all into a Presence Attack designed to frighten or overawe his foes, they literally go flying away from him due to his "force of personality."

Game Information: *Does Knockback (+¼) for up to 40 PRE (10 Active Points); Only With Appropriate Presence Attacks (-1), Extra Time (Full Phase; -½). Total cost: 4 points.*

Options:

1) Skillful Impressiveness: Add Requires A Brick Tricks Roll (-½). Total cost: 3 points.

UPPERCUT SUPREME

Effect: Indirect (+¼) for up to 60 STR
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 1
Brick Tricks Roll Penalty: -1

Description: This brick trick represents an uppercut so fast and powerful that it's practically unavoidable. By making his STR Indirect, the brick can deliver a punch that opponents cannot stop with the Block Combat Maneuver or Block-based Martial Maneuvers, unless the maneuver has the Hardened Advantage. (The punch can still be Dodged.) (See page 132 of *The Ultimate Martial Artist* for more information on Indirect used in this fashion.)

Game Information: *Indirect (uppercut-style punch; +¼) for up to 60 STR. Total cost: 15 points.*

Options:

1) Strong Uppercut I: Change to for up to 75 STR. Total cost: 19 points.

2) Strong Uppercut II: Change to for up to 90 STR. Total cost: 22 points.

3) Weak Uppercut: Change to for up to 40 STR. Total cost: 10 points.

4) Skillful Uppercut: Add Requires A Brick Tricks Roll (-½). Total cost: 10 points.

WHERE'S THAT WATERPIPE?

Effect: Dispel Fire Powers 12d6
Target/Area Affected: One character
Duration: Instant
Range: 10"
END Cost: 11
Brick Tricks Roll Penalty: -11

Description: This power allows a brick to use a source of pressurized water at hand to spray a character with Fire powers, or a fire of some sort, and put it out. The water source could be a water pipe the brick rips out of the ground or wall, a fire hydrant he tears up (and then directs the flow of the water with his super-strong hands, if he doesn't want it to go straight upward), or possibly even a water tanker he tips over or squeezes. (In some situations, this may douse a whole area with water, in which case the GM can apply Area Of Effect or Explosion to this power to represent the circumstances.)

Game Information: *Dispel Fire Powers 12d6, all Fire Powers simultaneously (+2) (108 Active Points); OIF (pressurized water source of opportunity; -½), Limited Range (10"; -¼). Total cost: 62 points.*

Options:

1) Strong Waterpipe: Increase to Dispel Fire Powers 15d6. 135 Active Points; total cost 77 points.

2) Weak Waterpipe: Decrease to Dispel Fire Powers 9d6. 81 Active Points; total cost 46 points.

3) Skillful Waterpipe: Add Requires A Skill Roll (-½). Total cost: 48 points.

4) Short-Circuiting Waterpipe: Dousing a character with water might short out his Electricity powers instead. Change to all Electricity Powers simultaneously (+2). 108 Active Points; total cost 62 points.

5) Dousing And Short-Circuiting: At the GM's option, a character can buy this power with a slightly different form of the *Expanded Effect* Advantage. By paying for an additional +½ Advantage, he can increase not the number of powers he affects at once, but the number of *special effects* he affects at once. Change to all Fire and Electricity Powers simultaneously (+2½) and add Explosion (+½). 144 Active Points; total cost 82 points.

DEFENSIVE POWERS

ARMOR PLATING

Effect: Armor (20 PD/20 ED), Visible
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: N/A

Description: Thick, armored plates cover the character's skin and protect him from attacks. This is a common power for thematic bricks whose powers derive from armored animals (such as armadillos, some dinosaurs, serpents, and the like).

Game Information: *Armor (20 PD/20 ED) (60 Active Points); Visible (-¼). Total cost: 48 points.*

Options:

- 1) **Strong Plating:** Increase to Armor (25 PD/25 ED). 75 Active Points; total cost 60 points.
- 2) **Weak Plating:** Decrease to Armor (15 PD/15 ED). 45 Active Points; total cost 36 points.
- 3) **Tough Plating I:** Add Hardened (+¼). 75 Active Points; total cost 60 points.
- 4) **Tough Plating II:** Add Hardened (x2; +½). 90 Active Points; total cost 72 points.

BODY OF METAL

Effect: Armor (18 PD/18 ED), +20 STR, +4 PD/ED, -4" Knockback
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: N/A

Description: This power is typical of the "metal man" brick archetype — a character whose great Strength and resilience come from the fact that he's made of solid metal (or can transform his body to metal). If appropriate, the character should also take a Physical Limitation to represent the problems caused by weighing approximately 1,600 kg.

Game Information:

Cost	Power
43	Armor (18 PD/18 ED), Visible (-¼)
20	+20 STR
4	+4 PD
4	+4 ED
8	Knockback Resistance -4"

Total cost: 79 points.

Options:

- 1) **Tougher Metal Body:** Increase Armor to 24 PD/24 ED. Total cost for that power 58 points; total cost for suite of powers 94 points.

- 2) **Weaker Metal Body:** Decrease Armor to 12 PD/12 ED, STR to +15, PD to +3, ED to +3, and Knockback Resistance to -3". Total cost: 56 points.
- 3) **Metal Form:** The character doesn't have a body that's permanently made of metal, but can transform himself into a metal shape. Keep Armor, replace other powers with Density Increase (1,600 kg mass, +20 STR, +4 PD/ED, -4 KB), Reduced Endurance (0 END; +½), Persistent (+½) (total cost: 40 points). Total cost: 83 points.
- 4) **Body Of Metal Variant:** Substitute, or add, Physical and Energy Damage Reduction, Resistant, 75%. Total cost: 120 points.

BODY OF STONE

Effect: Armor (15 PD/15 ED), plus others
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: N/A

Description: This power is typical of certain "thematic brick" archetype — a character whose great Strength and resilience come from the fact that he's made of solid stone (or can transform his body to rock). If appropriate, the character should also take a Physical Limitation to represent the problems caused by weighing approximately 800 kg.

Game Information:

Cost	Power
36	Armor (15 PD/15 ED), Visible (-¼)
15	+15 STR
3	+3 PD
3	+3 ED
6	Knockback Resistance -3"

Total cost: 63 points.

Options:

- 1) **Tougher Stone Body:** Increase Armor to 21 PD/21 ED. Total cost for that power 50 points; total cost for suite of powers 77 points.
- 2) **Weaker Stone Body:** Decrease Armor to 9 PD/9 ED, STR to +10, PD to +2, ED to +2, and Knockback Resistance to -2". Total cost: 40 points.
- 3) **Stone Form:** The character doesn't have a body that's permanently made of stone, but can transform himself into a stone shape. Keep Armor, replace other powers with Density Increase (800 kg mass, +15 STR, +3 PD/ED, -3 KB), Reduced Endurance (0 END; +½), Persistent (+½) (total cost: 30 points). Total cost: 66 points.
- 4) **Body Of Stone Variant:** Substitute, or add, Physical and Energy Damage Reduction, Resistant, 50%. Total cost: 60 points.



BRACING

Effect: Knockback Resistance
-10"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Brick Tricks Roll Penalty: -2

Description: The character's size and/or strength make it difficult (at best) for the force of attacks to push him back.

Game Information: *Knockback Resistance -10"*
(20 Active Points); *Costs Endurance (-½)*. Total
cost: 13 points.

Options:

- 1) **Improved Bracing I:** Increase to Knockback Resistance -15". 30 Active Points; total cost 20 points.
- 2) **Improved Bracing II:** Remove Costs Endurance (-½). Total cost: 20 points.
- 3) **Weak Bracing:** Decrease to Knockback Resistance -6". 12 Active Points; total cost 8 points.
- 4) **Skillful Bracing:** Add Requires A Brick Tricks Roll (-½). Total cost: 10 points.
- 5) **Constant Bracing:** The character's strength, weight, or other attributes make it difficult to Knock him Back all the time; he doesn't have to spend END or actively brace himself. Change to Clinging (normal STR) (10 Active Points); Only To Reduce Knockback (-1). Total cost: 5 points.

BREAKOUT

Effect: +20 STR, Only To Escape
From Grabs/Entangles

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 2

Brick Tricks Roll Penalty: -2

Description: It's tough to keep a character with this power restrained. Grabs, Entangles, handcuffs, and the like all break or fall off when he flexes his mighty muscles.

Game Information: *+20 STR (20 Active Points);*
Only To Escape From Grabs/Entangles (-1).
Total cost: 10 points.

Options:

- 1) **Strong Breakout:** Increase to +30 STR. 30 Active Points; total cost 15 points.
- 2) **Weak Breakout:** Decrease to +10 STR. 10 Active Points; total cost 5 points.
- 3) **Skillful Breakout:** Add Requires A Brick Tricks Roll (-½). Total cost: 8 points.

BULLETPROOF

Effect: Armor (20 PD), Hardened, Only Versus Bullets
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: N/A

Description: The character’s super-tough skin is particularly proof against bullets. He’s not necessarily immune to them (particularly their stunning impact), but it’s difficult to hurt him with a bullet (to put it mildly).

You can, of course, create many similar defensive powers by changing this one slightly — Fireproof, Lightningproof, Bladeproof, and so on.

Game Information: *Armor (20 PD), Hardened (x2; +½) (45 Active Points), Only Versus Bullets (-1). Total cost: 22 points.*

Options:

- 1) Strong Bulletproof:** Increase to Armor (24 PD). 54 Active Points; total cost 27 points.
- 2) Weak Bulletproof:** Decrease to Armor (16 PD). 36 Active Points; total cost 18 points.
- 3) Variant Bulletproof:** This form of Bulletproof uses Force Wall, so that if the bullet doesn’t cause BODY damage, it does no STUN to the brick either. If he does happen to take bullet damage that pierces the Force Wall, he has to flex his muscles and get the power working again. Unless the GM rules otherwise, he has to buy Indirect for his STR if he wants to punch people while his Force Wall is active. Force Wall (20 PD, 2” long [sufficient to completely “surround” character’s body]), Hardened (x2; +½), Reduced Endurance (0 END; +½), Persistent (+½) (130 Active Points); Only Versus Bullets (-1), No Range (-½), Self Only (-½), Restricted Shape (always surrounds character and conforms to his body; -¼). Total cost: 40 points.
- 4) Variant Strong Bulletproof:** 155 Active Points; total cost 48 points.
- 5) Variant Weak Bulletproof:** 105 Active Points; total cost 32 points.

CAN TAKE A PUNCH

Effect: Physical Damage Reduction, Resistant, 50%, Requires A CON Roll, Character Must Be Aware Of Attack
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: N/A

Description: Also known by such names as Tough, Shrug It Off, or Chin Block, this power represents a character’s general resilience and toughness. If he’s aware of a punch (or any other physical attack) and can prepare himself for it, he usually takes much less damage from it. This power is primarily taken by

Heroic bricks; it explains how they can get bruised up in so many fights during a scenario but always keep struggling and stay on their feet until they win.

Game Information: *Physical Damage Reduction, Resistant, 50% (30 Active Points); Requires A CON Roll (assumes CON Roll of 12- or 13-; -¾), Character Must Be Aware Of Attack (-¼). Total cost: 15 points.*

Options:

- 1) Strong Toughness:** Remove Requires A CON Roll (-¾). Total cost: 24 points.
- 2) Weak Toughness:** Decrease to 25% Damage Reduction. 15 Active Points; total cost 7 points.
- 3) Restricted Toughness:** The character can’t reduce the BODY damage he takes, only the STUN. Add STUN Damage Only (-½). Total cost: 12 points.
- 4) Simple Toughness:** Rather than worrying about whether the character’s aware of an attack or has the CON to withstand it, this form of the power simply requires a Brick Tricks roll. Replace all Limitations with Requires A Brick Tricks Roll (-½). Total cost: 20 points.

CAN’T HURT ME

Effect: Force Wall (12 PD/12 ED)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: N/A

Description: The brick is so tough that attacks which don’t pierce his skin have no chance of inflicting STUN damage. However, if the character does suffer a wound, he has to use a Zero-Phase Action to flex his muscles and get the power working again. Unless the GM rules otherwise, he has to buy Indirect for his STR if he wants to punch people while his Force Wall is active.

Game Information: *Force Wall (12 PD/12 ED, 2” long [sufficient to completely “surround” character’s body]), Reduced Endurance (0 END; +½) (93 Active Points); No Range (-½), Self Only (-½), Restricted Shape (always surrounds character and conforms to his body; -¼). Total cost: 41 points.*

Options:

- 1) Strong Power:** Increase to Force Wall (15 PD/15 ED). 115 Active Points; total cost 51 points.
- 2) Weak Power:** Decrease to Force Wall (10 PD/10 ED). 78 Active Points; total cost 35 points.
- 3) Tough Power I:** Add Hardened (+¼). 108 Active Points; total cost 48 points.
- 4) Tough Power II:** Add Hardened (x2; +½). 124 Active Points; total cost 55 points.
- 5) Lasting Power:** This form of the power remains active even when the character’s Stunned or Knocked Out. Add Persistent (+½). 124 Active Points; total cost 55 points.

I IGNORE YOUR PUNY ENERGY BLAST

Effect:	Missile Deflection (all Ranged attacks), +5 OCV
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	0
Brick Tricks Roll Penalty:	-3

Description: The character's body is so tough and resilient that if he take the time to brace himself slightly, Ranged attacks just bounce right off him, no matter how powerful they are.

Game Information: *Missile Deflection (all Ranged attacks), +5 OCV. Total cost: 30 points.*

Options:

- 1) Strong Ignoring:** Increase to +8 OCV. Total cost: 36 points.
- 2) Weak Ignoring:** Decrease to +3 OCV. Total cost: 26 points.
- 3) Extended Ignoring:** The brick can reach his massive hands out to deflect attacks made against people standing near him. Add Range (adjacent hexes; +½) to the base Missile Deflection. Total cost: 40 points.

INSTA-BARRIER

Effect:	Entangle 6d6, up to 6 DEF, Only To Form Barriers
Target/Area Affected:	Special
Duration:	Instant
Range:	No Range
END Cost:	6
Brick Tricks Roll Penalty:	-6

Description: This power allows the brick to rip up a section of the ground, or perhaps tear off the side of a building or the like, and use it to form an impromptu barrier. The barrier lasts until destroyed.

Game Information: *Entangle 6d6, up to 6 DEF (60 Active Points); OIF (appropriate materials of opportunity; -½), No Range (-½), Defense Depends On Materials Used (-½), Only To Form Barriers (-1), Side Effect (always causes considerable damage to the environment; -0). Total cost: 17 points.*

Options:

- 1) Strong Barrier:** Increase to Entangle 8d6, up to 8 DEF. 80 Active Points; total cost 23 points.
- 2) Weak Barrier:** Decrease to Entangle 4d6, up to 4 DEF. 40 Active Points; total cost 11 points.
- 3) Skillful Barrier:** Add Requires A Brick Tricks Roll (-½). Total cost: 15 points.

IT'S LIKE HITTING A BRICK WALL

Effect:	HKA 1d6+1, Continuous, Damage Shield
Target/Area Affected:	One character
Duration:	Constant
Range:	No Range
END Cost:	0
Brick Tricks Roll Penalty:	-6

Description: The character's skin and body are so tough and strong that hitting them is like slamming your fists into a brick wall — literally. Anything smashed against the character (including weapons and fists) takes damage and may break. For every full 15 points of STR the character has, increase the HKA by +1 Damage Class, representing the fact that a more muscular brick has a tougher body.

If appropriate, the GM may choose to limit the damage done by this power to its listed damage or the DCs of the attack made against the character, whichever is less.

Game Information: *HKA 1d6+1 (up to 2½d6 with STR), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½) (60 Active Points); Does Not Work Against Persons Who Grab Or Are Grabbed By The Character (-½). Total cost: 40 points.*

Options:

- 1) Tougher Body:** Increase to HKA 2d6. 90 Active Points; total cost 60 points.
- 2) Weaker Body:** Decrease to HKA ½d6
- 3) Skillful Toughness:** Add Requires A Brick Tricks Roll (-½). Total cost: 30 points.
- 4) Restricted Toughness:** With this form of the power, the character can't use his STR to improve the chances of hurting people who hit him. Add No STR Bonus (-½). Total cost: 30 points.

PAIN TOLERANCE

Effect:	Mental Defense (10 points + EGO/5) plus Power Defense (10 points), Only To Resist Pain Attacks
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0
Brick Tricks Roll Penalty:	N/A

Description: Some Mental Powers (primarily Ego Attack) and some Drains simulate attacks which cause intense pain. Some bricks are so tough and durable that they're highly resistant to pain, and this power reflects that.

Game Information: *Mental Defense (10 points + EGO/5) (10 Active Points); Only To Resist Pain Attacks (-2) (total cost: 3 points) plus Power Defense (10 points) (10 Active Points); Only To Resist Pain Attacks (-2) (total cost: 3 points). Total cost: 6 points.*



Options:

- 1) **Strong Resistance:** Increase to Mental Defense (15 points + EGO/5) plus Power Defense (15 points). 15 + 15 = 30 Active Points; total cost 5 + 5 = 10 points.
- 2) **Weak Resistance:** Decrease to Mental Defense (5 points + EGO/5) plus Power Defense (5 points). 5 + 5 = 10 Active Points; total cost 2 + 2 = 4 points.
- 3) **Skillful Resistance:** Add Requires A Brick Tricks Roll (-½) to both powers. 10 + 10 = 20 Active Points; total cost 3 + 3 = 6 points.

RHINO RESILIENCE

Effect: +15 PD, Only To Protect Against Damage Sustained When Performing Move Bys/Throughs

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Brick Tricks Roll Penalty: N/A

Description: The character's so accustomed to smashing into things that he takes less damage from the impact.

Game Information: +15 PD (15 Active Points); Only To Protect Against Damage Sustained When Performing Move Bys/Throughs (-1). Total cost: 7 points.

Options:

- 1) **Strong Resilience:** Increase to +20 PD. 20 Active Points; total cost 10 points.

- 2) **Weak Resilience:** Decrease to +10 PD. 10 Active Points; total cost 5 points.
- 3) **Skillful Resilience:** Add Requires A Brick Tricks Roll (-½).
- 4) **Variant Resilience:** Change To Physical Damage Reduction, 50%. 20 Active Points; total cost 10 points (or, for 75% Damage Resistance, 40 Active Points, total cost 20 points).

SUPERTOUGH BODY

Effect: Physical and Energy Damage Reduction, Resistant, 50%

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Brick Tricks Roll Penalty: N/A

Description: The character's body is incredibly resistant to the effects of injury. Attacks that would kill normal people barely leave a scratch on him.

Game Information: Physical and Energy Damage Reduction, Resistant, 50%. Total cost: 60 points.

Options:

- 1) **Stronger Body:** Increase to Physical and Energy Damage Reduction, Resistant, 75%. Total cost: 120 points.
- 2) **Weaker Body:** Decrease to Physical and Energy Damage Reduction, Resistant, 25%. Total cost: 30 points.

SUPERTOUGH FORM I

Effect: Lack Of Weakness (-10) for Normal and Resistant Defenses

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Brick Tricks Roll Penalty: N/A

Description: The character's super-resilient form has no weaknesses... or at least, none that attackers can easily discern.

Game Information: *Lack Of Weakness (-10) for Normal and Resistant Defenses. Total cost: 20 points.*

Options:

- 1) **Supertougher Form:** Increase to Lack Of Weakness (-15). Total cost: 30 points.
- 2) **Weaker Supertough Form:** Decrease to Lack Of Weakness (-6). Total cost: 12 points.

SUPERTOUGH FORM II

Effect: Power Defense (15 points)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Brick Tricks Roll Penalty: N/A

Description: The brick's body is so cohesive and tough that it's difficult to affect it with shape-altering attacks, many types of drugs and poisons, and other attacks that involve weakening it somehow.

Game Information: *Power Defense (15 points). Total cost: 15 points.*

Options:

- 1) **Supertougher Form:** Increase to Power Defense (20 points). Total cost: 20 points.
- 2) **Weaker Supertough Form:** Decrease to Power Defense (10 points). Total cost: 10 points.

SUPERTOUGH SKIN

Effect: Damage Resistance (30 PD/30 ED)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Brick Tricks Roll Penalty: N/A

Description: The character's skin can resist the effects of bullets and blades as easily as it can punches.

Game Information: *Damage Resistance (30 PD/30 ED). Total cost: 30 points.*

Options:

- 1) **Really Tough Skin I:** Add Hardened (+¼) for 30 PD/30 ED (total cost: 15 points) and Hardened (+¼) for Damage Resistance (30 PD/30 ED) (total cost: 7 points). Total cost: 22 points.
- 2) **Really Tough Skin II:** As Really Tough Skin I, but increase to Hardened (x2; +½) for both. Total cost for each power 30 and 15 points, respectively; total cost for overall power 45 points.
- 3) **Less Tough Skin:** Decrease to Damage Resistance (20 PD/20 ED). Total cost: 20 points.

THUD

Effect: +20 PD, Only For Falls

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Brick Tricks Roll Penalty: -2

Description: Thanks to the character's innate toughness, or the fact that he's become accustomed to falling for some reason, he suffers far less damage from falls than other people.

Game Information: *+20 PD (20 Active Points); Only Protects Against Damage From Falls (-1). Total cost: 10 points.*

Options:

- 1) **Big Thud:** Increase to +30 PD. 30 Active Points; total cost 15 points.
- 2) **Little Thud:** Decrease to +10 PD. 10 Active Points; total cost 5 points.
- 3) **Thud Variant:** Change to Physical Damage Reduction, Normal, 50%. 20 Active Points, total cost 10 points.
- 4) **Skillful Thud:** Add Requires A Brick Tricks Roll (-½). Total cost: 8 points.

Healing Powers

This subcategory of Defense Brick Tricks represents the character's hardiness, toughness, and general resilience by allowing him to heal injurious effects faster than normal people can.

FAST HEALER

Effect: Healing BODY 2d6 (Regeneration 2 BODY per Hour)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: N/A

Description: The character's resilient body gets back to a fully-healed state much quicker than a normal person's. Cinematically, he may still look hurt, but for game purposes he's healing BODY damage.

Game Information: *Healing BODY 2d6 (Regeneration; 2 BODY per hour), Reduced Endurance (0 END; +½), Persistent (+½) (40 Active Points); Self Only (-½), Extra Time + Increased Time Increment (2 BODY/Hour; -2¼). Total cost: 11 points.*

Options:

- 1) **Faster Healer:** Increase to Healing BODY 3d6. 60 Active Points; total cost 16 points.
- 2) **Slower Healer:** Decrease to Healing BODY 1d6. 20 Active Points; total cost 5 points.

JUST CATCHING MY BREATH

Effect: +20 REC, Only When Character Takes A Full Phase Recovery
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: N/A

Description: So strong is the brick's metabolism that whenever he stops to rest or catch his breath, he "rests up" much faster than normal.

In game terms, this ability is extra REC that only works if the character stops in the middle of a battle (or other activity) and takes a Recovery. It does not apply to the Post-Segment 12 Recovery or the like — the character has to actually stop what he's doing and concentrate on nothing but resting.

Game Information: *+20 REC (40 Active Points); Only When Character Takes A Full Phase Recovery (-1). Total cost: 20 points.*

Options:

- 1) **Strong Resting:** Increase to +25 REC. 50 Active Points; total cost 25 points.
- 2) **Weak Resting:** Decrease to +15 REC. 30 Active Points; total cost 15 points.

RESILIENT HEALING

Effect: Healing 2d6, any one Characteristic other than BODY, END, or STUN at a time
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: N/A

Description: The character's so tough, hardy, and resilient that he can shrug off the effects of all sorts of Drains and other attacks easily. Cinematically, it may not always look like he's healing — his wounds won't instantly close or the like — but in game terms his body quickly repairs the damage done to it.

Game Information: *Healing 2d6, any one Characteristic other than BODY, END, or STUN at a time (+¼), Reduced Endurance (0 END; +½) (35 Active Points); Self Only (-½). Total cost: 23 points.*

Options:

- 1) **Strong Healing:** Increase to Healing 3d6. 52 Active Points; total cost 35 points.
- 2) **Weak Healing:** Decrease to Healing 1d6. 17 Active Points; total cost 11 points.
- 3) **Quick Healing:** Instead of requiring an Attack Action, this form of Resilient Healing works almost instantly. Add Trigger (mental command; +¼). 40 Active Points; total cost 27 points.
- 4) **Full Resilience:** Change to all Characteristic other than BODY, END, or STUN simultaneously (+2). 70 Active Points; total cost 47 points.

MOVEMENT POWERS

BRICK FLIGHT

Effect: Flight 15"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3
Brick Tricks Roll Penalty: N/A

Description: As mentioned on page 38, a surprising number of bricks can fly, even though that power doesn't necessarily bear any relation to being super-strong. Here's an example of a typical flying ability for a brick.

Game Information: *Flight 15". Total cost: 30 points.*

Options:

- 1) **Strong Power:** Increase to Flight 20". Total cost: 40 points.
- 2) **Weak Power:** Decrease to Flight 10". Total cost: 20 points.
- 3) **Flying Leap:** Alternately, a brick can describe the special effect of his Flight as "really long, well-controlled leaps." Change to: Flight 15" (30 Active Points); May Not Make More Than Two 60 Degree Turns Without Landing First (-½), Once Starts Descending May Not Ascend Without Landing First (-½). Total cost: 15 points.

HANDHOLDS

Effect: Clinging (normal STR),
Slow Climbing, Restricted Use
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1
Brick Tricks Roll Penalty: -1

Description: This power allows a brick to climb sheer surfaces at the rate of 2" per Phase by punching hand- and footholds into the surface using his tremendous strength. The power only works if his STR/5 exceeds the DEF of the surface.

Game Information: *Clinging (normal STR) (10 Active Points); Costs Endurance (-½), Restricted Use (only for climbing, and surface climbed must have DEF less than character's STR/5; -¼), Slow Climbing (character can only move at the rate of 2" per Phase; -½), Side Effects (always causes relatively minor damage to the environment [the surface being climbed]; -0). Total cost: 4 points.*

MILE-LONG LEAPS

Effect: Leaping +18", x32 Non-combat
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2
Brick Tricks Roll Penalty: -2

Description: The character's super-strong leg muscles can propel him on leaps that are over a mile long. For example, a brick with STR 60 could leap up to 960" (about 1.2 miles).

Game Information: *Leaping +18", x32 Non-combat. Total cost: 38 points.*

Options:

- 1) **Strong Leaps:** Increase to x64 Noncombat. 43 Active Points.
- 2) **Weak Leaps:** Decrease to x16 Noncombat. 33 Active Points.
- 3) **Skillful Leaps:** Add Requires A Brick Tricks Roll (-½). 38 Active Points; total cost 25 points.

SUPER-DIGGING

Effect: Tunneling 10" through
DEF 10 materials
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 5
Brick Tricks Roll Penalty: -5

Description: The character uses his super-strong arms to burrow through the ground (and other substances) at incredible speeds. Alternately, the character may turn in place so quickly and strongly that he becomes a "human drill."

Game Information: *Tunneling 10" through DEF 10 materials. Total cost: 50 points.*

Options:

- 1) **Faster Digging:** Tunneling 12" through DEF 12 materials. Total cost: 60 points.
- 2) **Slower Digging:** Tunneling 6" through DEF 8 materials. Total cost: 36 points.
- 3) **Skillful Digging:** Add Requires A Brick Tricks Roll (-½). Total cost: 33 points.

SUPER-LEAPING

Effect: Leaping +28", Leaping +8" MegaScale
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3/1
Brick Tricks Roll Penalty: -3/-1

Description: The character's leg muscles are so strong that he can leap prodigious distances. See also Mile-Long Leaps, above.

This power is built as if the character has 60 STR.

Game Information:

Cost Power

- 28 *Super-Leaping*: Multipower, 28-point reserve
3u 1) *Basic Super-Leaping*: Leaping +28" (40" forward, 20" upward)
1u 2) *MegaLeaping*: Leaping +8", MegaScale (1" = 1 km, leap takes 1 Phase per km; +¼) (20 km forward, 10 km upward)

Total cost: 32 points.

Options:

- 1) **Strong Legs**: Increase Multipower reserve to 38 points, slot one to Leaping +38", and slot 2 to Leaping +18". Total cost: 44 points.
2) **Weak Legs**: Change to Leaping +18" (30" forward, 15" upward), x16 Noncombat. Total cost: 33 points.
3) **Skillful Leaping**: Add Requires A Brick Tricks Roll (-½) to the reserve and both powers. Total cost: 22 points.
4) **Accurate Leaping**: Increase reserve to 33 points and add the *Accurate Adder* to both slots. Total cost: 38 points.

SUPER-STRENGTH SMASH-THROUGH

Effect: Tunneling 1" through DEF 18 materials
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 6
Brick Tricks Roll Penalty: -6

Description: The character can use his super-strength to rip through walls, vault doors, and the like effortlessly.

Game Information: *Tunneling 1" through DEF 18 materials (56 Active Points); Requires A Brick Tricks Roll (-½), No Noncombat Movement (-¼). Total cost: 32 points.*

Options:

- 1) **Strong Smash-Through**: Increase to DEF 24 materials. 74 Active Points; total cost 42 points.
2) **Weak Smash-Through**: Decrease to DEF 12 materials. 38 Active Points; total cost 22 points.
3) **No Skill Required**: Remove Requires A Brick Tricks Roll (-½). Total cost: 45 points.
4) **Rapid Smash-Through**: The character can tear right through obstacles without pausing to use a Full Phase Action. Add Trigger (character can activate power as Zero-Phase Action; +¼). 70 Active Points; total cost 40 points.

SUPER-STRONG LEGS

Effect: Running +6"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1
Brick Tricks Roll Penalty: -1

Description: The character's super-strong leg muscles allow him to run more quickly.

Game Information: *Running +6". Total cost: 12 points.*

Options:

- 1) **Really Strong Legs**: Increase to Running +9". Total cost: 18 points.
2) **Weaker Legs**: Decrease to Running +3". Total cost: 6 points.
3) **Skillful Running**: Add Requires A Brick Tricks Roll (-½). Total cost: 8 points.
4) **Running And Swimming**: The character can also propel himself through the water with great speed. Character also buys Swimming +6" (8" total). Total cost: 18 points for both powers.

SENSORY POWERS

I CAN SEE FOR MILES AND MILES

Effect: MegaScale (1" = 1 km) for Sight
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1
Brick Tricks Roll Penalty: N/A

Description: The character's optic muscles are so strong that he can see for miles. When he concentrates, he can see kilometers away what an ordinary person can only see meters away.

In game terms, this ability is a naked *MegaScale* Advantage for Sight. Although based on the cost of Normal Sight, it applies to the Sight Group as a whole. When it's used, the Range Modifier for the character's Sight PER Rolls (and any Telescopic bought to counteract the Range Modifier) applies on the MegaScaled basis (*i.e.*, over kilometers rather than hexes). However, this ability doesn't allow a character to see through solid objects; he can only see to the full range of his Sight if he's got an unobstructed view.

Game Information: *MegaScale* (1" = 1 km; +¼) for Sight (6 Active Points); Increased Endurance Cost (x2 END; -½). Total cost: 4 points.

Options:

- 1) **Strong Power:** Increase to MegaScale (1" = 10 km; +½) for Sight. 12 Active Points; total cost 8 points.
- 2) **Weak Power:** Decrease to MegaScale (1" = 100 m; +¼) for Sight. 6 Active Points; total cost 4 points.

SUPER-STRONG SENSES

Effect: Various Enhanced Senses
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: N/A

Description: The superhuman nature of the character's muscles and body extends to the small muscles that help his eyes, ears, and other sensory organs work.

Game Information:

Cost Power

- | | |
|----|---|
| 4 | <i>Super-Strong Ears:</i> +2 PER with Hearing Group |
| 5 | <i>Super-Sensitive Eyes:</i> Nightvision |
| 6 | <i>Super-Strong Eyes:</i> +3 PER with Sight Group |
| 12 | <i>Super-Strong Eyes:</i> +8 versus Range Modifier for Sight Group |
| 10 | <i>Super-Sensitive Touch:</i> Discriminatory and Analyze for Normal Touch |

MISCELLANEOUS POWERS

ARMFUL

Effect: Telekinesis (10 STR), Affects Porous, Only Works On Difficult-To-Grasp Substances
Target/Area Affected: Self One character
Duration: Instant
Range: No Range
END Cost: 0
Brick Tricks Roll Penalty: -4

Description: Sometimes a brick wants to pick up large amounts of sand, water, or some other substance that isn't solid enough to stay in his arms. This power represents the fact that his arms are so big and broad, or he's so skilled at lifting things, that he can grasp an armful of such substances. He can only hold onto them for a Phase (just long enough to pick the stuff up and throw it, in other words); after that they fall back through his arms.

In game terms, the Telekinesis with the *Affects Porous* Adder lets the character pick up non-solid substances like water or sand. The Telekinesis just masses the material together; it doesn't have to be strong enough to lift it. Then the character uses his normal STR to pick the mass up and throw it (or the like). Since the Telekinesis has the *Instant* Limitation, it only remains in effect for one Phase.

Game Information: *Telekinesis* (10 STR), *Affects Porous*, *Reduced Endurance* (0 END; +½), *Trigger* (when character picks up appropriate substances; +¼) (44 Active Points); *Instant* (-½), *No Range* (-½), *Only Works On Difficult-To-Grasp Substances* (see text; -1), *Requires A Brick Tricks Roll* (-½). Total cost: 13 points.

COAL INTO DIAMONDS

Effect: Major Transform 2d6 (lump of coal into a diamond)
Target/Area Affected: One lump of coal
Duration: Instant
Range: No Range
END Cost: 6
Brick Tricks Roll Penalty: -3

Description: By holding a lump of pure coal between his hands and applying the full pressure of his super-strength, the character can convert the coal into a diamond! The diamond is worth \$1,000 per point of BODY rolled, so the GM should take care not to let the character wreck the campaign's economy (if the character wants full-time wealth, he should buy the *Money* Perk and use this power as the explanation for where his money comes from).

Game Information: *Major Transform* 2d6 (lump of pure coal into a diamond; "heals" back through exposure to excessive heat) (30 Active Points); *No Range* (-½), *Extra Time* (1 Turn; -1¼), *Limited Target* (pure coal; -1), *All Or Nothing* (-½). Total cost: 7 points.

**Options:**

- 1) **Strong Power:** Increase to Major Transform 3d6. 45 Active Points; total cost 11 points.
- 2) **Weak Power:** Decrease to Major Transform 1d6. 15 Active Points; total cost 3 points.
- 3) **Skillful Power:** Add Requires A Brick Tricks Roll (-½). Total cost: 6 points.
- 4) **Slow But Steady Pressure:** The character can keep squeezing the coal until he gets a diamond. Decrease to Major Transform 1d6, add Continuous (+1), and remove All Or Nothing (-½). 30 Active Points; total cost 8 points.

**THE HARDER YOU HIT ME,
THE STRONGER I GET**

Effect:	Absorption 6d6 (physical, to STR), Can Absorb Maximum Of 90 Points' Worth Of Physical Energy
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	0
Brick Tricks Roll Penalty:	N/A

Description: This is the classic power of the “absorbing brick” archetype (page 23). The character may (or may not) start out stronger than normal — but once people start hitting him, he quickly gets stronger and stronger.

Game Information: *Absorption 6d6 (physical, to STR), Can Absorb Maximum Of 90 Points' Worth Of Physical Energy. Total cost: 57 Active Points.*

Options:

- 1) **Strong Absorbing I:** Increase to Absorption 10d6. Total cost: 77 points.
- 2) **Strong Absorbing II:** Increase to Can Absorb Maximum Of 120 Points' Worth Of Physical Energy. Total cost: 72 points.
- 3) **Strong Absorbing III:** Increase to Absorption 10d6 and Can Absorb Maximum Of 120 Points' Worth Of Physical Energy. Total cost: 80 points.
- 4) **Weak Absorbing I:** Decrease to Absorption 4d6. Total cost: 47 points.
- 5) **Weak Absorbing II:** Decrease to Can Absorb Maximum Of 70 Points' Worth Of Physical Energy. Total cost: 47 points.
- 6) **Weak Absorbing III:** Decrease to Absorption 4d6 and Can Absorb Maximum Of 70 Points' Worth Of Physical Energy. Total cost: 43 points.
- 7) **Long-Lasting Absorbing I:** The strength the character gains from physical impacts lasts a long time. Add Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½). Total cost:
 - Standard Absorbing: 85 points.
 - Strong Absorbing I: 115 points.
 - Strong Absorbing II: 108 points.
 - Strong Absorbing III: 120 points.
 - Weak Absorbing I: 70 points.
 - Weak Absorbing II: 70 points.
 - Weak Absorbing III: 64 points.
- 8) **Long-Lasting Absorbing II:** As Long-Lasting Absorbing I, but change to Delayed Return Rate (points fade at the rate of 5 per 1 Hour; +1). Total cost:

Standard Absorbing: 114 points.
 Strong Absorbing I: 154 points.
 Strong Absorbing II: 144 points.
 Strong Absorbing III: 160 points.
 Weak Absorbing I: 94 points.
 Weak Absorbing II: 94 points.
 Weak Absorbing III: 86 points.

9) Variant Absorbing: The character's power channels to things other than just his STR. Change to (physical, half to STR, half to PD) or (physical, one-fourth each to STR, CON, PD, and ED). Total cost: 57 points.

10) Multiple Absorbing I: The character's power channels to both his STR and his resilience. Add two Characteristics at once (STR and PD; +½). Total cost:

Standard Absorbing: 85 points.
 Strong Absorbing I: 115 points.
 Strong Absorbing II: 108 points.
 Strong Absorbing III: 120 points.
 Weak Absorbing I: 70 points.
 Weak Absorbing II: 70 points.
 Weak Absorbing III: 64 points.

11) Multiple Absorbing II: The character's power channels to many aspects of his physical form. Add four Characteristics at once (STR, CON, PD, and ED; +1). Total cost:

Standard Absorbing: 114 points.
 Strong Absorbing I: 154 points.
 Strong Absorbing II: 144 points.
 Strong Absorbing III: 160 points.
 Weak Absorbing I: 94 points.
 Weak Absorbing II: 94 points.
 Weak Absorbing III: 86 points.

12) Long-Lasting Multiple Absorbing: Add both two Characteristics at once (STR and PD; +½) and Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½). Total cost:

Standard Absorbing: 114 points.
 Strong Absorbing I: 154 points.
 Strong Absorbing II: 144 points.
 Strong Absorbing III: 160 points.
 Weak Absorbing I: 94 points.
 Weak Absorbing II: 94 points.
 Weak Absorbing III: 86 points.

13) Protective Absorbing: The character's Absorption protects him; Absorbed force doesn't hurt him. Character also buys: Armor (20 PD) (30 Active Points); Linked (to Absorption; -½), Only Up To Amount Rolled By Absorption (-½). Total cost: 15 points.

REALLY DEEP BREATH

Effect: Life Support (Self-Contained Breathing)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: -1

Description: The character's powerful lungs and mighty metabolism allow him to suck in an enormous lungful of air and hold his breath for as much as an hour... but if he speaks, or is Stunned or Knocked Out, the power ceases to function.

Game Information: *Life Support (Self-Contained Breathing) (10 Active Points); Extra Time (Extra Segment to activate; -¼), Can Only Be Activated In Breathable Atmosphere (-¼), Stops Working If Character Speaks, Is Stunned, Or Is Knocked Out (-½). Total cost: 5 points.*

STENTORIAN VOICE

Effect: Hearing Group Images, +6 to PER Rolls, Set Effect
Target/Area Affected: 1" Radius
Duration: Constant
Range: 115"
END Cost: 2
Brick Tricks Roll Penalty: -2

Description: The character's super-strong lung muscles allow him to shout at tremendous volume. He can make himself heard clearly over enormous distances.

Game Information: *Hearing Group Images, +6 to PER Rolls (23 Active Points); Set Effect (only to amplify character's voice; -1). Total cost: 11 points.*

Options:

1) Strong Stentoriousness: Increase to +8 to PER Rolls. 29 Active Points; total cost 14 points.

2) Weak Stentoriousness: Decrease to +4 to PER Rolls. 17 Active Points; total cost 8 points.

SUPER-PHYSIOLOGY

Effect: Life Support (Extended Breathing, Safe Environments)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: N/A

Description: The character's body is so durable that he can withstand the rigors of just about any environment (including the vacuum of space) and can hold his breath for much longer than a normal person.

Game Information: *Life Support (Extended Breathing: 1 END per 20 Minutes; Safe Environments: all). Total cost: 13 points.*

DENSITY POWERS

As discussed on pages 24 and 36, increased density is one of the common justifications for giving a character super-strength and related powers. Here are a few sample abilities for “density bricks.”

Basic And Offensive
Density Powers

DENSITY ENHANCEMENT

Effect: Density Increase
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4
Brick Tricks Roll Penalty: N/A

Description: The character can augment his natural density, becoming as much as 250 times as heavy as a normal adult human. As he becomes denser, he becomes stronger, tougher, and harder to knock back... but also more likely to crash through floors and cause other problems because of his weight.

Game Information: *Density Increase (25,000 kg mass, +40 STR, +8 PD/ED, -8" KB). Total cost: 40 points.*

Options:

- 1) **Greater Density:** Increase to Density Increase (400,000 kg mass, +60 STR, +12 PD/ED, -12" KB). Total cost: 60 points.
- 2) **Lower Density:** Decrease to Density Increase (6,400 kg mass, +30 STR, +6 PD/ED, -6" KB). Total cost: 30 points.
- 3) **Easy Density Enhancement:** Increasing his density places less of a strain on the character's system. Add Costs Endurance Only To Activate (+¼). Total cost: 50 points.
- 4) **Difficult Density Enhancement:** The character has a hard time maintaining his super-dense form; doing so places significant strain on his metabolism. Add Increased Endurance Cost (x2 END; -½). 40 Active Points; total cost 27 points.
- 5) **High Density:** The character cannot alter his density; he always weighs 25,000 kilograms. While this grants him superhuman powers, it also poses some significant day-to-day hardships on him. Substitute +40 STR, +8 ED, and Knockback Resistance -8"; total cost: 64 points. Character must also take a Physical Limitation representing his vast weight (All The Time, Greatly Impairing; 20 points).
- 6) **Density Field Control:** The character can also make another character heavier than normal. Add Usable Simultaneously (+½). Total cost: 60 points.

AUGMENTED STRENGTH

Effect: +20 STR
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2
Brick Tricks Roll Penalty: N/A

Description: Characters who can increase their density become stronger when they do so, but a character with this power becomes especially strong. He gains extra STR in addition to what he gains from Density Increase. The gain is proportional — the more dense he becomes, the stronger he becomes. For example, if he has the basic Density Enhancement power listed above, for every 10 points' worth of Density Increase he uses, he gains +5 additional STR.

Game Information: +20 STR (20 Active Points); Linked (to DI; -½). Total cost: 13 points.

Options:

- 1) **Really Augmented Strength I:** Increase to +40 STR. 40 Active Points; total cost 27 points.
- 2) **Really Augmented Strength II:** Increase to +60 STR. 60 Active Points; total cost 40 points.
- 3) **Weaker Augmented Strength:** Decrease to +10 STR. 10 Active Points; total cost 7 points.

CRUSH YOU!

Effect: Energy Blast 14d6, Damage Shield, Only To Inflict Crushing Damage
Target/Area Affected: One character
Duration: Constant
Range: No Range
END Cost: 0
Brick Tricks Roll Penalty: -21

Description: When he's heavier than normal, the character can inflict crushing damage on someone by standing or lying on top of him, and can still do other things at the same time (like punch the victim, or fire an Energy Blast at someone else). The damage inflicted depends on how heavy the character is (see *Crushing Damage*, page 99); as purchased, the power covers up to 60 points' worth of Density Increase (400,000 kg mass).

Game Information: *Energy Blast 14d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (0 END; +½) (210 Active Points); Only To Inflict Crushing Damage (see text; -1½). Total cost: 84 points.*



SUPER-DENSE FISTS

Effect: HA +8d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 4
Brick Tricks Roll Penalty: N/A

Description: The character can selectively increase the density of his hands, making them much harder — and thus much harder-hitting. Since HA dice, on top of the STR gained from Density Increase, may have an unbalancing effect on the game, you should get the GM's permission before purchasing this power.

This write-up assumes the character has the Density Enhancement power described above. He gains HA +2d6 for every 10 points of DI he activates.

Game Information: HA +8d6 (40 Active Points); Hand-To-Hand Attack (-½), Linked (to DI; -½). Total cost: 20 points.

Options:

1) **Ultra-Dense Fists:** Increase to HA +12d6, reduce Linked to (-¼). 60 Active Points; total cost 34 points.

2) **Not-Quite-Super-Dense Fists:** Decrease to HA +4d6. 20 Active Points; total cost 10 points.

3) **Spear Hand:** Rather than pummel his foes with super-dense fists, the character flattens out his hand and uses it like a super-dense spear or knife, inflicting terrible wounds. Substitute HKA 2½d6 (up to 5d6+1 with STR) and remove Hand-To-Hand Attack (-½). 40 Active Points; total cost 27 points.

4) **Spear And Fist:** The character can both punch and thrust with his super-dense hands. Substitute a Multipower, 40-point reserve, both Linked (-½), one slot Super-Dense Fists, one slot Spear Hand. Total cost: 32 points.

5) **Super-Dense Fists Variant:** The character can increase the density of his fists at any time, regardless of whether he himself has an overall higher density. Remove Linked (-½). Total cost: 27 points.

Defensive Density Powers

AUGMENTED DEFENSES

Effect:	Armor (8 PD/8 ED)
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	0
Brick Tricks Roll Penalty:	N/A

Description: Characters who can increase their density always become tougher when they do so, but a character with this power becomes particularly difficult to hurt. He gains extra defense (bought as Armor) in addition to the PD and ED he gains from Density Increase. The gain is proportional — the more dense he becomes, the tougher he becomes. For example, if he has the basic Density Enhancement power listed above, for every 10 points' worth of Density Increase he uses, he gains 2 PD/2 ED worth of Armor.

Game Information: *Armor (8 PD/8 ED) (24 Active Points); Linked (to DI; -½). Total cost: 16 points.*

Options:

- 1) **Really Augmented Defense I:** Increase to Armor (14 PD/14 ED) and reduce Linked to (-¼). 42 Active Points; total cost 34 points.
- 2) **Really Augmented Defense II:** Increase to Armor (20 PD/20 ED) and reduce Linked to (-¼). 60 Active Points; total cost 48 points.
- 3) **Weaker Augmented Defense:** Decrease to Armor (4 PD/4 ED). 12 Active Points; total cost 8 points.

SUPER-DENSE LEGS

Effect:	Knockback Resistance -8"
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	2
Brick Tricks Roll Penalty:	N/A

Description: The character makes his legs and feet super-heavy so that it's hard for anyone to knock him over.

Game Information: *Knockback Resistance -8" (16 Active Points); Costs Endurance (-½). Total cost: 11 points.*

Options:

- 1) **Denser Legs:** Increase to Knockback Resistance -12". 24 Active Points; total cost 16 points.
- 2) **Less Dense Legs:** Decrease to Knockback Resistance -4". 8 Active Points; total cost 5 points.

GROWTH POWERS

As discussed on pages 24 and 38, increased size is one of the common justifications for giving a character super-strength and related powers. Here are a few sample abilities for "giant bricks."

Basic And Offensive Growth Powers

GIGANTIC SIZE

Effect:	Growth (32 m tall)
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	6
Brick Tricks Roll Penalty:	N/A

Description: The character can grow to a height of as much as 32 meters (105 feet). When he's that tall, he becomes prodigiously strong and much tougher — but also easier to perceive and to hit in combat.

Game Information: *Growth (+60 STR, +12 BODY, +12 STUN, -12" KB, 400,000 kg, -8 DCV, +8 PER Rolls to perceive character, 32 [105 feet] m tall, 16 m wide). Total cost: 60 points.*

Options:

- 1) **Gargantuan Size:** Increase to Growth (+75 STR, +15 BODY, +15 STUN, -15" KB, 3,200,000 kg, -10 DCV, +10 PER Rolls to perceive character, 64 m [about 200 feet] tall, 32 m wide). Total cost: 75 points.
- 2) **Enormous Size:** Decrease to Growth (+45 STR, +9 BODY, +9 STUN, -9" KB, 50,000 kg, -6 DCV, +6 PER Rolls to perceive character, 16 m [about 52 feet] tall, 8 m wide). Total cost: 45 points.
- 3) **Easy Growth:** Remaining at gigantic sizes doesn't tire the character out. Add Costs Endurance Only To Activate (+¼). Total cost: 75 points.
- 4) **Tiring Growth:** Remaining at gigantic sizes places a terrible strain on the character's body. Add Increased Endurance Cost (x2 END; -½). 60 Active Points; total cost 40 points.



GIGANTIC FISTS

Effect: Area Of Effect (One Hex) for up to STR 100
Target/Area Affected: One Hex
Duration: Instant
Range: Touch
END Cost: 0
Brick Tricks Roll Penalty: N/A

Description: By the time the character reaches 32 meters (105 feet) in height, his hands and feet have become so large that he has little difficulty hitting targets in HTH Combat. Sometimes he can smash more than one person under his gigantic palm, or crush them with a stomp of his titanic foot.

Game Information: *Area Of Effect (One Hex; +½) for up to STR 100, Reduced Endurance (0 END; +½) (75 Active Points); Linked (to Growth; only applies at 60 points' worth of Growth or more; -¼). Total cost: 60 points.*

GIGANTIC MUSCLES

Effect: +20 STR, Linked to Growth
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2
Brick Tricks Roll Penalty: N/A

Description: As he grows, the character becomes even stronger than normal growing characters. He gains +5 STR per 15 points of Growth (adjust the cost to suit if the character has less than 60 points' worth of Growth).

Game Information: +20 STR (20 Active Points); *Linked (to Growth, gains +5 STR per 15 points of Growth; -¼). Total cost: 16 points.*

Options:

1) Really Gigantic Muscles: Increase to +40 STR (+10 STR per 15 points of Growth). 40 Active Points; total cost 32 points.



GIGANTIC SWING

Effect: +4 OCV with Sweep
Target/Area Affected: Self
Duration: Constant
Range: Touch
END Cost: 0
Brick Tricks Roll Penalty: -1

Description: The character's large, strong arms can wield large weapons, and he's particularly skilled at using weapons (or even his fists) to make a powerful, scything stroke that hits several foes at once.

In game terms, characters should only use these Levels to Sweep multiple opponents. However, since the rules for placing Limitations on CSLs would actually make this power cost *more* if it were so Limited, it's not actually built with any Limitation — the player just voluntarily agrees to only use the Levels that way, and the GM enforces that restriction as part of the power's special effect.

Game Information: +4 OCV with Sweep. Total cost: 8 points.

Options:

- 1) **Strong Power:** Increase to +6 OCV with Sweep. Total cost: 12 points.
- 2) **Weak Power:** Decrease to +2 OCV with Sweep. Total cost: 4 points.

IMPRESSIVENESS

Effect: +20 PRE, Linked to Growth
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: N/A

Description: As he grows, the character becomes even more impressive than normal growing characters. He gains +5 PRE per 15 points of Growth

(adjust the cost to suit if the character has less than 60 points' worth of Growth).

Game Information: +20 PRE (20 Active Points); Linked (to Growth, gains +5 PRE per 15 points of Growth; -½). Total cost: 16 points.

Options:

- 1) **Really Impressive:** Increase to +40 PRE (+10 PRE per 15 points of Growth). 40 Active Points; total cost 32 points.

Defensive Growth Powers

GIGANTIC DEFENSE

Effect: +20 PD and ED, Linked to Growth
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: N/A

Description: As he grows, the character becomes even tougher to hurt than normal growing characters. He gains +5 PD and ED per 15 points of Growth (adjust the cost to suit if the character has less than 60 points' worth of Growth).

Game Information: +20 PD (20 Active Points); Linked (to Growth, gains +5 PD per 15 points of Growth; -¼) (total cost: 16 points) **plus** +20 ED (20 Active Points); Linked (to Growth, gains +5 ED per 15 points of Growth; -¼) (total cost: 16 points). Total cost: 32 points.

Options:

- 1) **Really Gigantic Defenses:** Increase to +40 PD and ED (+10 PD/ED per 15 points of Growth). 40 and 40 Active Points; total cost 32 and 32 points.

GIGANTIC PHYSIQUE

Effect: +20 CON, No Figured Characteristics, Linked to Growth

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Brick Tricks Roll Penalty: N/A

Description: As he grows, the character becomes even harder and more resistant to being stunned than normal growing characters. He gains +5 CON per 15 points of Growth (adjust the cost to suit if the character has less than 60 points' worth of Growth).

Game Information: +20 CON (40 Active Points); Linked (to Growth, gains +5 CON per 15 points of Growth; -¼), No Figured Characteristics (-½). Total cost: 23 points.

Options:

- 1) Really Gigantic Physique:** Increase to +40 CON (+10 CON per 15 points of Growth). 80 Active Points; total cost 46 points.
- 2) And Tougher, Too:** Remove No Figured Characteristics (-½). Total cost: 32 points.

GIGANTIC RESILIENCE

Effect: Damage Resistance (20 PD/20 ED), Linked to Growth

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Brick Tricks Roll Penalty: N/A

Description: As he grows, the character becomes even more resistant to lethal damage than normal growing characters. He gains +5 PD and ED Damage Resistance per 15 points of Growth (adjust the cost to suit if the character has less than 60 points' worth of Growth).

Game Information: Damage Resistance (20 PD/20 ED) (20 Active Points); Linked (to Growth, gains 5 PD/5 ED Damage Resistance per 15 points of Growth; -¼). Total cost: 16 points.

Options:

- 1) Really Gigantic Resilience:** Increase to Damage Resistance (40 PD/40 ED) (10 PD/10 ED per 15 points of Growth). 40 Active Points; total cost 32 points.

GIGANTIC TOUGHNESS

Effect: Physical and Energy Damage Reduction, Resistant, 25%, Linked to Growth

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Brick Tricks Roll Penalty: N/A

Description: As he grows, the character becomes harder to hurt. He has to become at least 4" (8 meters) tall before this ability applies.

Game Information: Physical and Energy Damage Reduction, Resistant, 25% (30 Active Points); Linked (to Growth, only applies at 30 points' worth of Growth or more; -¼). Total cost: 24 points.

Options:

- 1) Really Gigantic Toughness:** Increase to Damage Reduction 50%. 60 Active Points; total cost 48 points.

NICE TRY, LITTLE MAN

Effect: +15 PD and ED versus smaller attackers

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Brick Tricks Roll Penalty: N/A

Description: Smaller beings just don't cause as much harm as those of the character's size.

Game Information: +15 PD (15 Active Points); Only Applies Versus Attackers At Least One Size "Class" Smaller (-¼) (total cost: 12 points) **plus** +15 ED (15 Active Points); Only Applies Versus Attackers At Least One Size "Class" Smaller (-¼) (total cost: 12 points). Total cost: 24 points.

Options:

- 1) Even Tougher:** Increase both Characteristics to +20. 20 + 20 = 40 Active Points; total cost 16 + 16 = 32 points.
- 2) Weaker Defenses:** Decrease both Characteristics to +10. 10 + 10 = 20 Active Points; total cost 8 + 8 = 16 points.
- 3) What Was That, A Mosquito?:** The base power assumes the character's toughness due to size doesn't work as well against Killing Attacks. Some characters don't suffer from that problem. Change to Armor (15 PD/15 ED) (45 Active Points); Only Applies Versus Attackers At Least One Size "Class" Smaller (-¼). Total cost: 36 points.



Movement And Sensory
Growth Powers

GIGANTIC EYES

Effect: +2 Sight PER and Night-vision
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: N/A

Description: When the character becomes taller, his eyes become larger, making them more efficient at seeing things and gathering light.

Game Information:

- Cost Power**
- 3 *Gigantic Eyes:* +2 PER with Sight Group; Linked (to Growth, only applies at 30 points' worth of Growth or more; -¼)
 - 4 *Gigantic Eyes:* Nightvision; Linked (to Growth, only applies at 30 points' worth of Growth or more; -¼)

Total cost: 7 points.

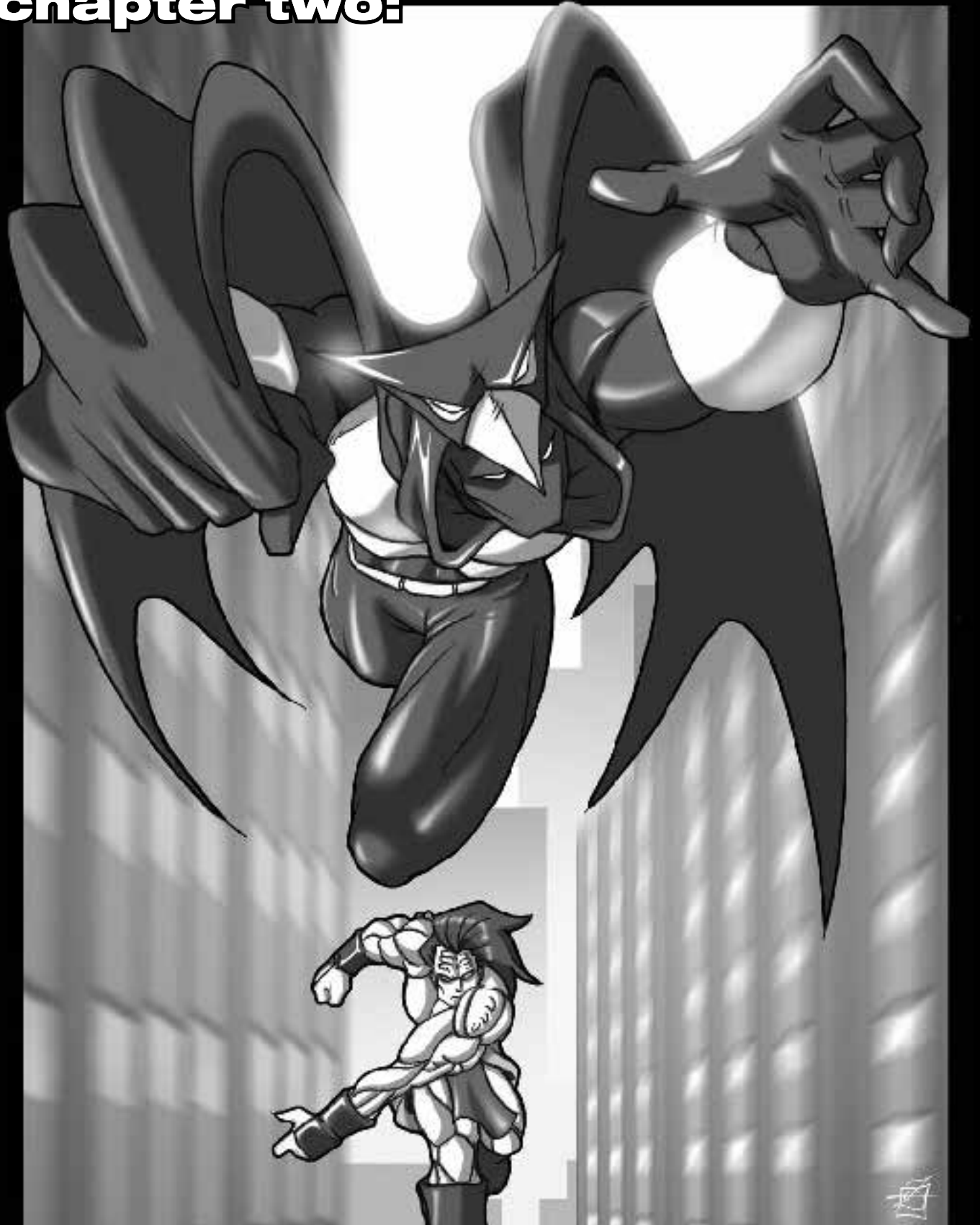
GIGANTIC LEGS

Effect: Running +24", Linked to Growth
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2
Brick Tricks Roll Penalty: N/A

Description: As he grows, the character's legs become longer, and thus so do his strides. In game terms, this means he can cross ground more quickly, which is represented by giving him more inches of Running. He gains Running +6" per 15 points of Growth (adjust the cost to suit if the character has less than 60 points' worth of Growth). If he starts out with more than the base 6" of Running, you should alter this power to add his total normal inches of Running per 15 points' worth of Growth.

Game Information: *Running +24", Reduced Endurance (½ END; +¼) (60 Active Points); Linked (to Growth; -¼). Total cost: 48 points.*

chapter two:



**SMASHING FISTS & BOUNCING BULLETS
BRICK CAMPAIGNING**

BRICKS IN COMBAT



Bricks are often very combat-effective, and have a tremendous capability to manipulate their physical environment. This chapter addresses some of the consequences of having bricks in a campaign — how they fight, and how they affect the world around them

ENTERING COMBAT: STOPPING MOVING OBJECTS

Bricks occasionally need to stop moving objects. You can find rules for catching falling objects on page 434 of the *HERO System 5th Edition, Revised*, and there are basic rules for using STR to stop moving objects such as vehicles on pages 238-39 of that book. Some GMs also need rules for much bigger moving objects — avalanches and landslides, meteors and comets, and the like.

Any object that applies constant force in its forward progress is referred to as a “resisting object.” This category includes vehicles operating under their own power, objects moved by gravity powers or Telekinesis, and the like.

All of these objects have two significant characteristics: their movement rate and their Strength. For objects moved by gravity or Telekinesis, calculate the strength of the gravity/Telekinesis rather than that of the object. Gravity has a STR value equal to the amount of STR necessary to pick up the entire resisting object in the first place — if it’s a normal-sized man, gravity acts on it with STR 10; if it’s a 100-ton space shuttle, gravity has STR 60. If the object doesn’t have its own STR Characteristic naturally, and isn’t being affected by gravity, the GM should assign it a STR based on its size, mass, and any other factor he deems relevant.

A character trying to stop a moving resisting object must first put himself in a position to apply movement (opposite to its current direction) to some portion of it (preferably its most forward point — that tends to be most efficient, and is the most visually appealing). This usually means the character must use his own movement abilities to get to that point, normally without making a Move Through or Move By attack against the resisting object. Once he’s in position, use the rules from pages 364-65 of the *HERO System 5th Edition, Revised* to determine if he can get a hold on the object and start to slow it down. Typically, a character needs to have an appropriate Movement Power to stop a resisting object — a superhero who lacks Flight usually can’t Grab a flying object and use his

STR to slow it down, since he has no way to counter its forward momentum. The GM may waive this rule in appropriate circumstances.

Generally, a character can only stop a resisting object if he has enough STR to lift that object when it’s not in motion. Weaker characters who try to stop a resisting object simply suffer a Move Through from the object and get knocked out of the way or dragged along. Characters may also find it more difficult (or impossible) to properly Grab and stop some types of objects, such as tidal waves or avalanches; they may need to have Force Wall, or a large, flat object, to use as a tool in this situation.

The simple, easy to use rule from pages 364-65 of the *HERO System 5th Edition, Revised* allows a character to subtract inches of movement from the resisting object’s velocity each Phase automatically, based on his STR. To make the situation more dangerous, difficult, and dramatic, the GM may want to change this a little to render the outcome less certain: the character must make a STR Versus STR Roll against the resisting object each Phase; if he loses, he doesn’t get to subtract any inches of movement from it that Phase. (At the GM’s option, if he wins the roll by a significant margin, he may subtract more movement than normal for that Phase.)

EXAMPLE RESISTING OBJECTS

The following are suggested STR and movement values for various resisting objects characters might encounter:

Asteroid/meteor, small*:	STR 40-60, movement 500”
Asteroid/meteor, medium*:	STR 60-100, movement 500”
Asteroid/meteor, large*:	STR 100-150, movement 500”
Avalanche, small*:	STR 30-40, movement 20”
Avalanche, medium*:	STR 40-50, movement 20”
Avalanche, large*:	STR 50-60, movement 20”
Bus/truck:	STR 40-55, movement up to 100” Noncombat
Car:	STR 30-40, movement up to 125” Noncombat
Tidal wave, small*:	STR 30-40, movement 80-120”
Tidal wave, medium*:	STR 40-50, movement 80-120”
Tidal wave, large*:	STR 50-60, movement 80-120”
Train/subway:	STR 55-65, movement 40-80” Noncombat (or up to 336” for bullet trains)

*: Character may need a Force Wall or large, flat object to “Grab” this “object.”

If a character fails to stop a moving object that he's Grabbed, in later Phases he can choose to Squeeze it and damage it instead of using his STR to subtract inches of movement. He cannot Throw it or use any other option for Grab; all he can do is Squeeze. Assuming he does enough damage, he may destroy the object, bring it to a halt, cause it to crash, or the like.

COMBAT MODIFIERS

The following notes and optional rules apply when characters of high STR use certain Combat Modifiers.

AREA OF EFFECT, EXPLOSION

The standard rules for area-affecting attacks indicate that using such an attack against an adjacent hex means the hex has DCV 0 instead of DCV 3. Adjacent means just that — the hex right next to the hex the character is standing in when he begins or launches the attack. A character cannot buy Area Of Effect (One Hex) as an Advantage for his STR and then use it on other hexes (such as the hex at the end of a Move By/Through, or hexes reached with Stretching) at DCV 0 — those hexes have DCV 3 against his attack, since they're not "adjacent" to him when he begins the attack.

ENCUMBRANCE

Since bricks tend to lift heavy objects frequently, and in some genres are usually loaded down with extra gear because their comrades know they can carry more, the Encumbrance rules may come into play. Gamemasters interested in a truly

fantastic campaign may want to ignore the Encumbrance rules altogether, allowing bricks to carry up to their full STR worth of weight without suffering any reduction in movement or DCV.

OFF HAND

The Off Hand rules generally only apply to weapons; under the standard rules, a brick could punch someone with either of his fists and suffer no OCV penalty for the "off" hand. However, GMs interested in fairness or "realism" may want to apply the Off Hand penalty to barehanded attacks like punches (and many Martial Maneuvers).

SPREADING AN ATTACK

Rather than having a brick buy an ability like Armsweep (page 51), or use that ability by making a Brick Tricks roll, some GMs may prefer to let bricks Spread their STR as a way of representing an "arm sweep," massive fists, or the like. In this case, the brick may only Spread for one hex (unless he had Stretching or some other ability that the GM felt justified a broader Spread).

Additionally, in some cases the GM might let a brick use the Spreading rules for his STR to reflect how he picks up large objects and uses them as "clubs" to hit people in HTH Combat, instead of the Weapon Size/Shape rules (see below). In this case, the character has to Spread for area, not OCV, and the number of hexes Spread must equal the "footprint" of the object.

Example: *Grond decides to smash the Champions with a school bus. In game terms, a bus measures 5" x 2.5" (see The Ultimate Vehicle, page 48). Therefore Grond must Spread for 10 hexes — a footprint 5 hexes long and 2 hexes*



wide (the GM lets him have the additional .5 hex of width for free). Therefore he loses 10 Damage Classes from his attack and only does (90-50) 40 STR worth of damage — 8d6. On the other hand, he's hit all five of the Champions at once!

WEAPON SIZE/SHAPE

Bricks are more likely than any other type of character to use the Weapon Size/Shape rules, since they're often the only ones who can pick up objects that are large enough for those rules to come into play. In most cases, the "treat the weapon as an Area Of Effect attack" option works better for bricks than the "treat the weapon as an OCV bonus" option, but some GMs may prefer the OCV method as a way of maintaining game balance.

COMBAT MANEUVERS

This section covers Combat Maneuvers that bricks use frequently — such as Block, Grab, Haymaker, and Move Through — and provides additional or expanded rules to cover situations that often crop up in brick combat.

BLOCK

The following additional and expanded rules apply to Block. When attacked, many bricks are more inclined to try to "take it" because of their high defenses, but some use Block to represent their ability to shrug off even the mightiest punch.

The Applicability Of Block

A character can normally Block any HTH Combat attack, including Disarms, Choke Holds, Grabs/Grab Bys, Move Bys/Throughs, and so forth. He may also Block melee weapon attacks, though the GM may impose penalties or other modifiers for actions like attempting to Block a weapon attack with bare hands. However, the GM must apply common sense, dramatic sense, and considerations of game balance when determining what sort of attacks a character can Block. Although a character could Block a Move Through performed against him by another character, he probably can't Block a Move Through performed by a Vehicle.

If a character Blocks a Move Through, the character making the unsuccessful Move Through attack does not take any damage.

Generally, a character cannot Block a HTH Combat attack bought with the *Area Of Effect* or *Explosion* Advantages. However, the GM can allow a character to Block such attacks in appropriate circumstances. For example, if both the attacker and the defender had Area Of Effect on their STR, bought to represent the enormous size of their hands, the GM might allow each character to Block the other's attacks.

If a character Blocks a Constant HTH attack, the first roll deflects it entirely; it's as if the attacker missed. He does not have to keep Blocking it in subsequent Segments.

The CV bonuses obtained from Block apply to all characters, not just the character Blocked.

Acting First

If a character successfully Blocks attacks from multiple opponents, he gets the "may act first in the next Phase, if they share it" benefit against all of them.

If a character successfully Blocks his attacker and the "may act first in the next Phase, if they share it" benefit applies, it applies even if the attacker decides not to attack the character in his next Phase. However, the attacker's DEX for purposes of acting first is not lowered as to any other character. Unless the character stops the attacker somehow, the attacker can attack some other target at his normal DEX.

The "may act first in the next Phase, if they share it" benefit only applies if the two characters involved both have their normal Phases on the next Segment. If the attacker Holds and chooses to act in a Segment in which the character has a Phase but the attacker normally does not, the characters' respective Actions occur in their normal order — whichever character has the higher DEX acts first, despite the Block.

Subsequent Blocks

If a character Aborts to Block, and then continues to Block other attacks in later Segments after he Aborted, he may continue to Block in the Segment in which his next Phase occurs, but before his Phase occurs. For example, if a SPD 3, DEX 15 character Aborts his Phase in Segment 12 to successfully Block an attack, he can Block a second attack (at -2) in Segment 4 — when his next usable Phase occurs on DEX 15 — if his attacker has a Phase in Segment 4 prior to DEX 15. Furthermore, he then receives his normal Phase when his DEX occurs in the initiative order, and may make an attack or perform any other Action he normally could during a Phase. However, the GM may, in his discretion, change these rules, and/or impose an OCV penalty (or other appropriate penalty) on the Action the character takes when his Phase arises.

Block And Multiple Attacks

Some attacks, such as Sweep or a Multiple Move By, involve a sequence of attacks directed at the target in which if one of the attacks misses, all subsequent attacks automatically miss. For these purposes, successfully Blocking one of the attacks in the sequence does not count as a "miss"; the attacker may continue with the rest of the sequence. (However, if one of the attacks misses due to the target Dodging or Diving For Cover, that counts as a miss and ends the sequence of attacks.)

Sometimes a character wants to Block an Autofire HTH Combat attack that has "hit" him multiple times. Autofire used against a single target requires a single Attack Roll from which the number of hits are determined. Therefore, the character makes a single Block roll. If he makes the roll exactly, he Blocks one of the hits. For every 2 points by which he makes the roll beyond that, he Blocks another hit. If the character Blocking the attack gets attacked by another character that same Phase and wants to Block that character's attacks, his Block roll suffers a -2 for the second attack, -4 for the



third, and so forth. The penalty doesn't derive from the number of Autofire shots Blocked, because the character only made one Block roll, and Blocking some but less than all of an attacker's Autofire shots does not count as a "missed Block" for purposes of ending a character's ability to make multiple Blocks.

For an attack like Sweep, which involves multiple Attack Rolls, a character must make one Block roll for each Attack Roll, at the normal penalty for making multiple Blocks in the same Phase. So, to Block a three-attack Sweep involves one normal Block roll, a second roll at -2, and a third at -4. If another character attacked the Blocking character, an attempt to Block his attack would be at -6.

Block And Invisible Attacks

Generally, a character cannot Block an attack he cannot perceive (or, at best, can only Block with OCV 0). That means the GM has to decide on a case-by-case basis whether a character can "perceive" an attack. If the attack is Fully Invisible (including the source of the power), then a character probably has no chance to Block it. On the other hand, if the character can't perceive the attack but can perceive his attacker gesturing at him or initiating the attack, the GM might simply apply the penalties for fighting an invisible attacker, or maybe a Surprised bonus, to the Block attempt.

CHOKE HOLD

Establishing a Choke Hold involves a Grab, and therefore the normal rules for Grab apply. For example, the victim gets an immediate Casual STR roll to break free (and if he succeeds, takes no damage from the attack), and the OCV/DCV penalties for Grabbing/being Grabbed apply. However, the character using Choke Hold cannot Throw

or Squeeze the target; all he can do is apply the maneuver's NND damage.

A Choke Hold prevents the use of headbutts. A Choke Hold does not cut off the victim's senses, but might interfere with them (*i.e.*, cause PER Roll penalties, as determined by the GM). It might cut off, or diminish the effectiveness of some powers (such as a sonic scream), but that's up to the GM, who should make the call in light of game balance considerations, common sense, and dramatic sense — a PC shouldn't be allowed to turn a 4-point Martial Maneuver into a frequently-used Drain All Powers Emanating From The Head.

GRAB

Grab is one of the Combat Maneuvers bricks most frequently use. Because of bricks' vast STR, most targets have little or no chance of escaping, making Grab a good way of restraining someone without hurting him.

Standard Penalties For Grab

The rules list both a -2 DCV penalty for Grab, and a ½ DCV penalty for holding onto a Grabbed character. The -2 DCV penalty applies if the Grab does not succeed. If it does succeed, the ½ DCV penalty for holding onto another character "overrides" it, giving the character half his normal DCV.

A character who has Grabbed another character cannot let the Grabbee maintain his full OCV and DCV, even if the Grabbee voluntarily submits to the Grab.

Optional Penalties For Grab

As noted on page 388 of the *HERO System 5th Edition, Revised* rulebook, some GMs may prefer to vary the penalties for successfully performing a Grab based on the relative STRs of the character,

reflecting the fact that a strong character can hold onto someone more easily than a weak one.

The standard CV penalties for performing a successful Grab are:

Grabber:	½ DCV against all attackers (including Grabbed character)
	Full OCV against the Grabbed character
	½ OCV against other targets (if attacks are possible at all)
Grabbee:	½ DCV against all attackers (including Grabber)
	-3 OCV against the Grabber (if attacks are possible at all)
	½ OCV against other targets (if attacks are possible at all)

However, if the Grabber's STR is 20 or more points higher than the Grabbed character's STR, change the penalties to the following:

Grabber:	-2 DCV against all attackers (including Grabbed character)
	Full OCV against the Grabbed character
	-1 OCV against other targets (if attacks are possible at all)

At the GM's option, if the Grabber's STR is 40 or more points higher than the Grabbed character's STR, the DCV penalty falls to -1.

Squeezing And Throwing

After performing a Grab, a character can only Squeeze or Throw the target, or use a Combat or Martial Maneuver that must follow a Grab (such as Crush); he can't use any other maneuvers unless circumstances dictate otherwise (e.g., he only Grabs with one hand, leaving the other free to punch the victim) or the GM so permits (and even in that case, using another attack should mean releasing the Grab in most circumstances). (However, pages 145-46 of *The Ultimate Martial Artist* offer optional rules for expanding what a character can do to or with a Grabbed character.)

The Throw that follows a Grab can "slam" the victim directly onto the ground next to the character, or it can hurl the victim a distance (use the Throwing Table to determine how far the character can Throw the victim). The Throw has the usual effects for a Throw, such as described under *Martial Throw* on page 400 of the *HERO System 5th Edition, Revised* rulebook. See also pages 146 and 152 of *The Ultimate Martial Artist* for more information about Throws.

If a character makes a Half Move to a target, Grabs him, and then Throws him, this is a Standing Throw. If a character starts a Phase with a Grabbed victim, he could make a Running Throw of him if he wishes.

As noted in the rules for Grab, Squeezing or Throwing a Grabbed victim in a Phase after performing a Grab constitutes an Attack Action. That means it requires a standard Attack Roll (the Squeeze or Throw doesn't automatically succeed)

and the standard amount of time for an Attack Action. If the Attack Roll for a Squeeze fails, the victim remains Grabbed but takes no damage. If the Attack Roll for a Throw fails, the victim is no longer Grabbed (unless the GM rules otherwise, as he might if the Throw is a slam) and suffers no effects of a Throw (he takes no damage and suffers no initiative penalty in relation to the character who threw him).

If a character has Martial Grab or another Martial Maneuver that adds a STR bonus to Grab, the STR bonus applies solely for the purposes of holding on to the target. It doesn't increase the damage done by Squeezing or Throwing the target, increase the distance a target can be thrown, or have any other effect. Similarly, characters can use Combat Skill Levels to increase their OCV or DCV when Grabbing, but not the damage done by Squeezing or Throwing.

See page 99 for rules regarding using a Grabbed character as a "club" or "missile" against other characters.

Squeezing Multiple Targets

In some situations, a character may want to Grab and Squeeze two characters. This could simulate, for example, smashing two enemies' heads together, or simply be a clever combat tactic for a brick with large arms. To do this, the character must Sweep Grab two targets, then Squeeze them both that same Phase if he succeeds. In later Phases he'd have to Sweep Squeeze (since Squeezing in later Phases counts as an attack), or choose which one to Squeeze.

Other Options

Pages 144-46 of *The Ultimate Martial Artist* discuss several options for affecting Grabbed characters besides Squeezing or Throwing, such as Block, Control, Redirect, and Shove. At the GM's option, bricks (and other characters) can use these; they're not restricted just to martial artists (though they're usually most appropriate for them).

The Same Hex

The rules say that after a successful Grab, the Grabber and Grabbee "both occupy the same hex." By default this means the Grabber's hex. However, if the Grabber has a Half Phase Action available before attacking, he can specify in advance that he wants to move into the Grabbee's hex before Grabbing him.

One-Handed Grabs

If a character uses only one hand to Grab, he is at -5 STR, and can only use half of the STR bonus provided by any Grab-based Martial Maneuver. But if he manages to hold on, he can use his free hand for other attacks. For example, he could hold on to the target with his left hand, and punch him with his right.

Attacks By The Grabbed Character

As noted in the rulebook, a Grabbed character can try to attack the person Grabbing him. (At the GM's option, he might be allowed to attack some other character instead, using the same abilities with which he could attack his captor.) The sorts of



attacks a Grabbed character can use in this situation depend largely on the special effects involved, common sense, dramatic sense, and the circumstances. He can never use Accessible Foci, and he can always use his own raw STR to try to break free or hurt the character Grabbing him. Beyond that, the GM has to decide whether he can or cannot use an attack, adjust the rules for each specific situation, based on the special effects and characters involved. As a default rule:

- the Grabbed character can use any of his own attacks against the character Grabbing him, but cannot use Combat or Martial Maneuvers unless the GM so permits (since those typically require a degree of movement and mobility the character cannot achieve when Grabbed)
- the Grabbed character can only use attacks that are “free” (unhindered by the Grab — such as eye-beams) against other targets

On important factor for the GM to keep in mind is the number of limbs Grabbed. If the attacker only Grabs one limb, or the victim has Extra Limbs that are fully manipulable, then the victim may be able to use his free limbs to attack freely, wield Accessible Foci, or the like.

Grab And Knockback

A Grabbed character may be attacked by a third party and suffer Knockback (or maybe even suffer Knockback from the Grabber, if the Grabber has more limbs free to attack with). Similarly, a Grabbing character could be attacked and suffer Knockback. In either case, determine the number

of inches of Knockback normally. Then roll the Knockback damage dice (the full amount, as if the character had hit an obstacle) in a “Strength” Versus Strength Contest against the Grabber’s STR. If the Knockback wins the contest, the Grabbed character is knocked out of the Grab and the character who was attacked travels a number of inches equal to the ((inches of KB) - (BODY rolled for Grabber’s STR)). Resolve the damage from those inches of Knockback traveled normally. If the Grabber wins the contest, the character takes no Knockback, and no damage from Knockback.

Example: *Squeeze (STR 40) has Grabbed Brainwave. One of Squeeze’s allies takes advantage of Brainwave’s reduced DCV to shoot him with an Energy Blast that does 15 BODY damage. The GM rolls 5 on the 2d6 for determining Knockback, so Brainwave would ordinarily take 10” of Knockback. The GM rolls the 10d6 in a “Strength” Versus Strength Contest against Squeeze. The GM rolls 10 BODY, and Squeeze rolls 8. So, Brainwave is knocked out of Squeeze’s grip and travels (10-8) 2”, taking 2d6 Knockback damage.*

The same rules apply to Knockdown.

Grabs And Movement

When a character Grabs a moving target, the target immediately gets a standard Casual STR Roll to break out. If the GM is using the optional rule on pages 364-65 of the *HERO System 5th Edition, Revised* rulebook regarding the effect of movement on STR, then you should calculate the character’s Casual STR with that in mind. If the roll succeeds, the target keeps

moving until the end of his declared inches of movement (assuming he wasn't there already). If the roll fails, the target's movement immediately drops to 0" (this does not cause him damage), and he remains in the hex where he was Grabbed. He has to break out in the usual fashion, without gaining any STR benefit from movement.

Multiple Grabs

In some situations, two or more characters may want to perform Grabs on the same target. For purposes of analyzing this situation, assume three characters: A, B, and C.

Suppose C has Grabbed B. A also wants to Grab B. If C is willing to have A help him hold B, A simply makes a normal Attack Roll against B's DCV (which is reduced by the Grab, of course). To break free B must defeat the *higher* of A's and C's STRs. Alternately, the GM can add A's and C's lifting capacities together to determine their "group STR," as described on page 6, and B has to break free from that. If B only wants to free the part of his body held by one of his captors, he has to make his STR Roll versus that person's STR, but if he succeeds he only frees that part of his body.

If C doesn't want A to Grab B (maybe A is trying to pull B free), A has to make his Attack Roll against the higher of C's DCV or B's DCV. If A succeeds, he can then engage in a STR Versus STR Contest with C to free B (B takes no damage from this, unless the GM feels it would be appropriate to apply some measure of the STR involved to reflect the tugging on B's body).

Instead of trying to free B by Grabbing him, A might instead Grab C and then try to pry his arms

from around B. He makes a Grab attack against C as normal (keep in mind that C has a reduced DCV from performing a Grab on B). A may then pit his STR against C in a STR Versus STR Contest to pry C's arms from around B, and if he succeeds, he frees B.

Breaking Free From A Grab

As noted on page 387 of the *HERO System 5th Edition, Revised* rulebook, a Grabbed character gets to use Casual STR to try to break free immediately. Unlike most uses of Causal STR, which are Zero-Phase Actions, this "immediate" use is an Action that takes no time (but a character only gets to try it that one time, right after he's first Grabbed).

If a character attempts to use his Casual STR to break free from a Grab, and he has an Escape-based Martial Maneuver (such as Martial Escape), he can use half the STR from that in addition to half his innate STR. He may not, however, apply any bonus "STR dice" from using Contortionist, or any "bonus STR" from using a Movement Power (assuming the GM permits the latter, in light of the circumstances and powers involved). In later Phases, he may use half the bonuses from Contortionist and/or Movement Powers to increase a Casual STR roll to break out, but using either or both converts the use of Casual STR to a Half-Phase Action. He can add full Contortionist and/or Movement Power bonuses to a normal, full-STR damage roll to break free; the rules for how much time this takes are on page 423 of the *HERO System 5th Edition, Revised* rulebook.

As noted on page 386 of the *HERO System 5th Edition, Revised* rulebook, a character often cannot



Grab a target that's significantly larger than himself. If a Grabbed character activates the *Growth* Power, he may automatically be able to break free from a Grab. Alternately, the GM can convert the Growing character's growth momentum to STR (on a 1d6 = +5 STR basis) to determine the effect of growing out of a Grab. (See page 38 regarding growth momentum.)

Shrinking to half a character's size or less allows him to slip out of a Grab automatically if he beats the character Grabbing him in a DEX Roll Versus DEX Roll Contest. (At the GM's option, the shrinking character may use his *Power: Shrinking Tricks* Skill instead, if he has it.)

A character may not use a Ranged Attack that exerts force (such as an Energy Blast) to break free from a Grab, even if it has the *No Range* Limitation.

The standard rules for Grab indicate that the victim's STR damage roll to break free must exceed the Grabber's roll — in other words, ties go to the Grabber, not the victim. As an option, the GM can rule that ties go to *the stronger character*. That way a character with, say, STR 41 derives a little extra benefit from spending that extra point when he's wrestling with a character who has STR 40.

Grabbing And Being Stunned Or Knocked Out

A Grabber who is Stunned automatically lets go of the Grabbed person (or object) at the end of the Segment unless he succeeds with an EGO Roll. The roll suffers a penalty of -1 per 10 points of STUN (or fraction thereof) the character took from the attack which Stunned him. At the GM's option, even if the character maintains his grip, a Grabbed person may receive a bonus to break free (such as +5 or +10 STR) until the Grabber can recover from being Stunned.

A Grabber who is Knocked Out automatically lets go of the Grabbed person (or object) at the end of the Segment.

HAYMAKER

The Haymaker is a perennial favorite of bricks — in fact, it takes its name from the wind-up heavy punch used in brawls. Since bricks already tend to have low DEXs and DCVs and get by on resisting damage instead of avoiding it, the DCV penalty and extra Segment required to execute a Haymaker don't trouble them as much as they do some other types of characters. Some of them buy "brick tricks" to improve their Haymakers, such as *Augmented Haymaker* (page 51) or *Rapid Haymaker* (page 62).

Haymaker Applicability

The rules note that a character cannot Haymaker another Combat or Martial Maneuver — he can't use a Haymaker Offensive Strike, or a Haymaker Disarm. While technically a Strike (a punch or any other attack that doesn't fall under another Combat Maneuver) is a Combat Maneuver, it's an exception to this rule — Strikes (usually punches) are the one Combat Maneuver that a character can Haymaker.

At the GM's option, a character can Haymaker his STR when trying to escape from a Grab or Entangle (but this means breaking out automati-

cally takes a Full Phase, regardless of how well the character breaks out). A character cannot Haymaker a Grab, but in the Phases after successfully Grabbing someone could, with the GM's permission, Haymaker the Squeeze or Throw damage he can do to a Grabbed opponent. He could also Grab a target with less than all of his manipulatory limbs, then use one of his free limbs to make a Haymaker Strike on the Grabbed target in a later Phase (in doing so he'd suffer all the penalties for both Grab and Haymaker, though).

High-SPD Haymakers

At SPD 7 and above, characters can have Phases in two or more consecutive Segments. If a character begins a Haymaker in a Phase before a Phase in a consecutive Segment, he's still performing the Haymaker in the next Segment, and therefore loses his Phase in that Segment.

Example: *Thunderbolt (SPD 8) begins a Haymaker in his Phase in Segment 2. He's SPD 8, so he also has a Phase in Segment 3 — but since he doesn't finish his Haymaker until the end of Segment 3, he loses his Phase in that Segment.*

Stopping A Haymaker

The rules note that a Haymaker automatically fails if the target moves 1" or more during the "windup." The Haymaker also fails if the character performing it suffers any Knockback or Knockdown, or if he's Stunned or Knocked Out by an attack. Just inflicting damage on the character won't stop his Haymaker; the damage has to move him, Stun him, or Knock him Out.

Haymaker Endurance

A character pays the END for the STR used to perform a Haymaker in the Segment in which he launches the attack (*i.e.*, the Segment after he begins the attack). For example, if a character begins a Haymaker during his Phase in Segment 6, he pays the END for it in Segment 7. This means he pays END for it even if he used his STR for other purposes during his Phase in the previous Segment.

MOVE BY

A Move By does STR/2 + (vel/5)d6 damage, as stated in the rulebook. It's not limited by the character's STR — it does the defined amount of damage listed for the maneuver.

Halve a character's STR before determining the STR damage he does with a Move Through. That eliminates potential problems with trying to halve a half-die of damage.

Example: *Basher (STR 43) performs a Move By. Normally he does 8½d6 STR damage. But for a Move Through, first he halves his STR, giving him a 22. That means he does 4d6 damage, plus his velocity divided by three.*

The rules described below for Move Through velocity damage and the like generally apply to Move By as well.

MOVE THROUGH

Move Through is another popular Combat Maneuver for bricks; the “Freight Train”-style brick (page 24) specializes in it. Once again, the DCV penalties don’t matter as much to a brick, but the OCV penalty may be ruinous if the brick doesn’t have some Combat Skill Levels or a power that helps him counteract at least part of it.

Action And Move Required

A character can perform a Move Through as a Half Phase Action — for example, after using Find Weakness on the target. That means he can only make a Half Move toward his target, but in most cases that’s enough to accelerate to full velocity using the movement rules, so it won’t change the calculation of CVs or damage/effect. However, it’s also possible to perform a Move Through as a Full Phase Action — at the end of a Full Move. In fact, that’s how it’s used in the vast majority of instances. That’s why the Actions Table lists it as a “1 Phase” action.

As the rules indicate, a character can perform a Move Through after as little as 1”. However, in most cases a character *should* make a Full Move when performing a Move Through, unless he can articulate a good reason for the GM why he wouldn’t.

As noted in the rules, if the attacker misses, he “may hit something else.” This does *not* allow him to try to hit another character or like target. It simply means that a missed Move Through could result in a character running into a wall (or some other object) and hurting himself.

Attacks

Generally, a character can only use his STR, most types of weapons, or some forms of Killing Attack (like claws) when performing a Move Through. He can’t use special abilities representing HTH Combat attacks, such as a Rapid-Fire Punch (Energy Blast, Autofire, No Range), unless the GM is willing to analogize the attack to a weapon. The GM may rule that some weapons — such as clubs or maces — can’t be used as part of a Move Through.

In most cases, a character may add his Hand-To-Hand Attack (HA) damage when performing a Move Through, *provided* the GM believes that makes sense based on the special effects of the HA and the Combat Maneuver. For example, if the HA is defined as super-hard fists, adding it to a Move Through would probably make sense in most cases — but if it were a club, that might not make any sense at all. In some cases, a character might buy HA with a Limitation indicating that it *only* works with Move Through (see *Comin’ Through*, page 54). The HA dice are part of the overall damage, and thus affect the damage the character himself takes from performing the Maneuver.

At the GM’s option, a character can Grab a victim, then perform a Move Through on him by carrying him and running into a large object like a wall, vehicle, or hillside. In this case, the character suffers the penalties for both maneuvers. The GM may limit the damage done to the DEF + BODY of the object the character collides with, if



appropriate.

Relative Velocity

Since the damage from a Move Through depends on velocity, it's the characters' *relative velocity* that matters when determining it. (Determine the OCV penalty the character performing the Move Through suffers depends solely on his own velocity, however.)

"Relative" velocity refers to the relationship between the velocities of the attacker and his target — sometimes they add together, sometimes they cancel each other out. For example, if two attackers rush together at 8" each, their relative velocity is 16"; the Move Through gets +5d6 damage. If one runs toward the other at 6", the relative velocity is 6" and the attack gets +2d6 damage. If the attacker runs at 10", and the victim runs away from him at 4", the relative velocity is 6" and the attack gets +2d6 damage.

Move Through Damage

A Move Through does STR + (vel/3)d6 damage, as stated in the rulebook. It's not limited by the character's STR — it does the defined amount of damage listed for the maneuver.

The standard rounding rules *do not* apply when calculating the damage added by velocity (or the like). Velocity lets a character add *Damage Classes*, not dice, and there's no such thing as a "half Extra Damage Class." In the case of a Move Through, that means a character needs a full 3" increment of movement to add +1d6 of Normal Damage. For example, a character performing a Move Through at 20" only adds +6d6 damage — to add +7d6, he'd need 21" of movement.

Generally, characters may not add growth momentum damage to a Move Through. However, the GM may allow this if the character can somehow position himself so that the target is "above" him (as might be possible with Flight or Gliding, but not with ground-based Movement Powers or Swinging).

Knockback

If a character performs a Move Through on a target, the situation may arise in which the Knockback roll indicates the attack would do Knockback, but the target can't take Knockback (perhaps because he's standing against a wall, or the like). In that case, the character takes only half damage from his own Move Through — he "did" Knockback, even if the target didn't actually move. However, in the interest of common sense and dramatic sense, the GM may, if he wishes, rule that this was the equivalent of "no Knockback" and apply full damage.

Stunning And Movement

Because a character takes half or full damage from his own Move Through, he could Stun or Knock himself Out by performing the Maneuver. According to the rules, prior to performing the maneuver the character should have declared which of the three follow-through movement options — move with the target, keep moving to the end of his own movement, or stop in the hex where he hit the target — he was using. If his Move Through

damage Stuns him or Knocks him Out, the declared movement condition still applies, even if it means he tumbles along the ground due to momentum.

Alternately, the GM could declare, based on special effects, the circumstances, common sense, and dramatic sense, that the character stops moving where he is when Stunned or Knocked Out.

PULLING A PUNCH

Bricks frequently find it necessary to Pull A Punch, especially in *Champions* and other Super-heroic genres. With their prodigious strength, they could easily inflict a fatal wound on an ordinary person — and until they know that someone can take their full STR damage, it's safer to err on the side of caution! To encourage bricks to use this maneuver, the GM should consider invoking the optional rule that eliminates the OCV penalty for Pulling A Punch.

ROLL WITH A PUNCH

Since bricks get involved in a lot of HTH Combat, they may want to use this maneuver to lessen the damage from blows that are stronger than they expect. It's particularly useful for bricks with less STR and defenses than a traditional brick (such as many Agile Bricks), since it lets them compensate for their comparatively low PD and ED.

Although a character can declare that he's Rolling With A Punch after he's been hit, he cannot do so if he's unable to act or Abort to an Action. For example, if he's tried to Dodge or Block the attack and failed, he cannot Roll With A Punch because he's now unable to act or Abort.

SWEEP

Bricks don't use Sweep as frequently as martial artists, weaponmasters, and other "finesse" character types, but they do use it. For example, a brick might Sweep Grab to Grab two people at once, or Sweep Move Through to tackle several enemies in adjacent hexes at once.

As noted in the text of the Maneuver, the cumulative penalty (-2 for each attack after the first) applies to all attacks. For example, if a character wants to Sweep four targets, that's a total -6 penalty, and that -6 applies to all four rolls. A character using a Sweep may elect to stop his attack after any successful attack, but cannot retroactively diminish or cancel the OCV and DCV penalties for using the Maneuver.

To determine the Knockback from a Sweep against a single target, determine the Knockback separately for each attack, and use the highest of any of the results. For example, if a character hit twice with a Sweep Punch, and one hit does 6" Knockback and the other 3" Knockback, the target takes 6" Knockback.

DETERMINING DAMAGE

The rules on pages 405-09 of the *HERO System 5th Edition, Revised* rulebook cover the subject of adding damage in detail. Here are a few additional notes, clarifications, and options based on the use of STR.

Page 404 of the *HERO System 5th Edition, Revised* rulebook describes how to calculate the Damage Classes in an Advantaged attack. For purposes of that rule, Advantages which “directly affect how the victim takes damage” usually include: Area Of Effect, AP, AVLD, Autofire, BOECV, Continuous, Cumulative, Damage Shield, Explosion, Does BODY, Does Knockback, Double Knockback, MegaScale (in some instances), Penetrating, Sticky, Transdimensional, Trigger, Uncontrolled, Usable As Attack, Variable Advantage, and Variable Special Effects. However, the final decision is up to the GM; he may exclude some of these, include ones not listed here, or both.

The standard rounding rules *do not* apply when calculating the damage added by STR (or the like). STR, velocity, and similar methods of adding damage let a character add *Damage Classes*, not dice, and there’s no such thing as a “half Extra Damage Class.” The character must have a full increment of whatever adds a DC to add a DC. For example, in the case of a Fantasy barbarian wielding a sword, he needs the full +5 points of STR over the STR Min to add a DC to a blade — thus, if the

sword had a STR Min of 14, and the barbarian had STR 18, he couldn’t add a DC from STR (he’d need STR 19 to do that).

Although all melee weapons are always built with the *Reduced Endurance* (0 END; +½) Advantage, characters *do not* have to account for that Advantage when using STR to increase the the damage caused by a weapon (as they normally do, per the rules on page 272 of the rulebook).

If a character uses an attack which adds damage from STR (such as an HA or HKA), he can also add damage to that attack with a Move By/Through to which he also adds his STR. The GM may, of course, forbid this if it becomes abusive or unbalancing.

KNOCKBACK

Due to the power of their attacks, bricks frequently do Knockback. The following clarifications and rules options expand the information in the *HERO System 5th Edition, Revised* concerning Knockback.

Calculating Knockback

When calculating Knockback, you use the total amount of BODY rolled on the dice, regardless of the target’s defenses or how much damage the character takes after applying them. The one exception is if the damage has to first penetrate a barrier, such as a wall or Force Wall. In that case, base the Knockback on the BODY damage that gets through the barrier; if none gets through, there’s no Knockback. (If some does get through, the amount that gets through would be doubled for Double Knockback purposes.)

Knockback Damage And Other Effects

Knockback damage can be confusing due to the variables involved. To summarize, the damage from Knockback depends on two factors: distance traveled and objects impacted.

1. If the inches of Knockback rolled are greater than the DEF + BODY of the object impacted, the Knockback damage equals the DEF + BODY.
2. If the inches of Knockback rolled are equal to or less than the DEF + BODY of the object impacted, the Knockback damage equals the inches rolled.
3. If the character doesn’t hit an object (*i.e.*, he hits the ground when he’s Knocked Back horizontally), he takes half the inches rolled in damage.

Knockback damage is not limited to the amount of dice or damage rolled for the attack that caused the Knockback. It’s entirely possible for the Knockback from an attack to do more damage than the attack itself does.

Distance traveled does not reduce Knockback damage. For Knockback purposes, there’s no “deceleration” or the like. A character impacting an object takes his full Knockback damage whether he hits it after traveling 1” or 8”.

If a character is Knocked Back through or into a hex where there’s another character, he’s assumed to miss the other character. If the attacking character is



trying to hit the other character with the Knockback victim, use the rules for Directed Knockback on page 153 of *Champions*.

Being Knocked Back does not affect the CV bonuses a character gains from using a particular maneuver. For example, a character using Martial Strike or Dodge retains the DCV bonus he gets from that maneuver even if he's Knocked Back. Nor does being Knocked Back eliminate the DCV penalty from maneuvers like Sweep.

Knockback does not cancel out or reduce velocity *per se*. However, since the victim of Knockback is "knocked off his feet," taking Knockback stops him from continuing to move until he gets to his feet again. (If he makes a Breakfall roll to stay on his feet, he continues moving at his current velocity in his next Phase, unless he chooses to slow down or stop using the standard rules for doing so.)

Knockback From Above

If an attack (such as a Move Through from above) drives a target straight down into the ground, the target takes full Knockback damage. The ground beneath someone who's attacked from above functions the same, for game purposes, as a wall behind someone who's attacked by another standing character.

A character who's in the air and takes Knockback damage ordinarily takes the Knockback damage, not falling damage. However, the GM may, in the interest of common sense and dramatic sense, apply falling damage instead. This makes the most sense when the character falls a long way (particularly if he's also Stunned or Knocked Out). If the character's so high up in the air that he hits nothing, either due to Knockback or because he's able to right himself and fly under his own power before hitting the ground, he takes no damage at all.

Knockback Distance

If a character takes Knockback in an upward direction (perhaps after being uppercutted by an attacker smaller than he), the inches traveled aren't halved (as they would be for a character using Flight to move straight upward). Calculate the inches traveled using the standard rules. Unless the character happens to hit an object mid-air, he takes no Knockback damage from flying up into the air this way, since he doesn't impact anything (even the ground).

OTHER COMBAT ACTIONS AND EFFECTS

This section, largely reprinted from *Champions* for gamers who do not have that book, details other combat actions and situations that frequently arise when bricks fight.

CHARACTERS AS WEAPONS

Bricks often like to pick up an opponent and use him as an impromptu club or missile with which to attack another foe. This has the benefit of hurting both enemies.

Before a character can use another character as a club/missile, he must Grab the club/missile. If the club/missile is conscious (even Stunned), this requires the normal Attack Roll and imposes the normal penalties to the character's OCV and DCV. If he's unconscious, the character still has to make a Grab, but suffers only the standard -1 OCV and -2 DCV penalties (he doesn't have the usual halved DCV in general, and halved OCV against other targets, if his Grab succeeds).

Once the character has successfully Grabbed the club/missile, he may use the victim as a club against any target in HTH Combat range, or as a missile against any target within range of his throw (see the Throwing Table on page 35 of the *HERO System 5th Edition, Revised* (or page 15 of this book). In the Phase in which he Grabs the club/missile, he may do this as an Action that takes no time, just like Squeezing or Throwing a character or object; in later Phases it constitutes an Attack Action. However, unlike just Squeezing or Throwing the Grabbed character alone, using another character as a club/missile requires an Attack Roll against the chosen target. If that roll succeeds, both the character used as a club/weapon and the target character take the attacking character's STR damage. If it fails, the club/missile may still, in the GM's discretion, take damage from hitting something else.

Using another character as a club entails a Weapon Size/Shape penalty of -2 OCV (if the "club" is unconscious) or -4 OCV (if he's awake). A character used as a missile is neither balanced nor aerodynamic (-4 OCV). These penalties are in addition to any the character suffers for performing a Grab.

CRUSHING DAMAGE

Sometimes characters or objects get crushed under heavy objects (or characters using Density Increase). To calculate the effects of crushing, determine the STR required to lift the heavy object. Then use that STR to apply damage to whatever it's crushing (to save time, you may want to apply the Standard Effect Rule, and have the STR do 1 BODY and 3 STUN damage per d6). As always, the GM may modify this rule to prevent abuse, or in the interest of game balance, common sense, and/or dramatic sense.

Frequency Of Crushing Damage

If a character does crushing damage (typically because he has Density Increase and stands on top of another character), the crushing damage applies

on each of his Phases. The character has to take an Attack Action and succeed with an Attack Roll to maintain the crushing each Phase after the Phase in which he first crushes the character. If the Attack Roll fails, the victim has somehow resisted being crushed that Segment, but hasn't gotten out from underneath the character crushing him (the GM may rule that a badly failed Attack Roll *does* mean the victim wins free).

Since applying crushing damage this way is an Attack Action, doing it ends the character's Phase, and if the character decides to attack someone else he cannot make an Attack Roll to crush the victim. If a character wants to be able to crush people and still do other things, he should buy a Damage Shield that does damage equivalent to his crushing damage, with appropriate Limitations (see *Crush You!*, page 80, for an example).

If it's an object or phenomenon doing the crushing (for example, if a landslide covers up a character, or a safe falls on him and pins him), the character takes the crushing damage in the Segment when he's first crushed, and then every Turn thereafter. For ease of bookkeeping, the GM can just apply the damage every Segment 12; for greater complication, apply it every Turn in the same Phase when the character was first crushed. (Alternately, the GM could impose crushing damage per Segment, like damage from chemicals, if that seems more appropriate given the circumstances.)

Leaving Footprints In Concrete

The crushing rules also allow you to determine how much damage heavy characters (or objects) do to surfaces like the ground, a street, or the floor of a building by walking on them, if you want to (most GMs don't bother). This includes any heavy character, whether his heaviness comes from Density Increase, Growth, a Physical Limitation, the special effects of a power, or the like. All you have to do is apply crushing damage to the surface and interpret the results in light of the situation. You may even want to increase the character's weight for these purposes to represent the fact that it's all concentrated into one relatively small footprint.

As a quick approximation, compare the number of dice of crushing damage the character can do to the DEF of the surface. For every two dice beyond the DEF (round up), each step the character takes sinks one inch (a normal inch, not a game inch!) into the ground. At the GM's option, this may slow a character down considerably — subtract 1" of Running (or other ground-based Movement Power) for every two inches the character sinks into the ground (but leave him a minimum 1" Running).

Example: *With his Density Increase activated, Blackstar weighs 400,000 kilograms, meaning he does 24d6 crushing damage. When walking on stone (DEF 5), he sinks ((24-5)/2=) 10 inches into the ground — up to his calves! Normally he runs at 6" per Phase, but when he's sinking so deep into the ground with every step, he's reduced to 1" per Phase.*

THE FASTBALL SPECIAL

A "fastball special" is a special form of Grab By, Move By, or Move Through in which a character without significant movement abilities of his own is thrown by a high-STR character (a brick, in other words!) at a designated target. It works like a normal Grab By, Move By, or Move Through, except that the "fastball's" velocity depends on the high-STR character's ability to throw him. Use the Throwing Table on page 35 of the *HERO System 5th Edition, Revised* (or page 15 of this book) to determine how fast and far a character can be thrown. For example, if a character has an extra 25 STR with which to make a Throw, and he makes a Standing Throw as part of a fastball special, the "fastball" has a velocity of 10".

To perform a fastball special, have the thrower make a normal Attack Roll against the target; the CV modifiers for the maneuver the fastball plans to use do not apply to the throw, but the normal -4 OCV for throwing an unbalanced, non-aerodynamic missile do. (Picking up and throwing the fastball counts as an Attack Action that in and of itself doesn't alter the CVs of the people involved; the thrower doesn't have to use a Grab and Throw, thereby reducing both his and the fastball's CVs.) If the throw succeeds (*i.e.*, the thrower put the "fastball" in a position to make a HTH Combat attack against the target), the "fastball" then makes his own Attack Roll; CV modifiers for the maneuver he uses do apply to his roll, but he doesn't suffer a penalty just for being a fastball.

Example: *Ironclad (STR 60, OCV 7) is going to throw Nighthawk (STR 20, OCV 8) in a "fastball special" so he can perform a Grab By to snatch a magic amulet out of a villain's hands. Nighthawk weighs 100 kilograms, so Ironclad has 50 STR more than he needs to lift his friend. Ironclad's running throw allows him to toss Nighthawk 40". The villain is DCV 7. Ironclad makes an Attack Roll and rolls an 7, which allows him to hit the villain — the -3 OCV for a Grab By doesn't apply to his roll, but Nighthawk is unbalanced and non-aerodynamic (-4 OCV). That means Nighthawk is in position to perform his maneuver. Nighthawk has an OCV of 8, +1 Overall Level, for 9, but suffers the -3 OCV, -4 DCV penalty for the maneuver. He rolls an 8 and hits! He gets +8 STR for the maneuver, giving him 5½d6 for his attempt to wrest the amulet from the villain.*

The "fastball" character gets a Full Phase in which to act, since another character supplies his movement. Typically he devotes the whole Phase to making the attack. However, before being thrown, or after traveling halfway to his target (*i.e.*, making a "Half Move"), he could use a Zero-Phase Action to activate a power. That could be something simple (making his claws grow so he can use them with the attack), or something complicated like activating a Movement Power or Body-Affecting Power (see below).

At the GM's option, the "fastball" can use another Combat Maneuver or Martial Maneuver, such as a Grab, Martial Disarm, Martial Strike, or

Passing Strike, as part of the attack, but still get the typical velocity bonus to damage (or STR) as if performing a Move By. This can cause game balance problems, but may be appropriate for some situations.

The Fastball Special And Movement

The basic fastball special rules assume the “fastball” doesn’t have Movement Powers that would allow him to reach the target, or that his Movement Powers aren’t powerful enough to let him get that far and still attack. But that may not always be the case, and a proper combination of throwing velocity and Movement Powers can yield some interesting results.

A “fastball” with any amount of Flight can use 1” of Flight as a Half-Phase Action to change the direction he’s traveling as a fastball by up to sixty degrees (one hex side) without losing any of his fastball velocity (or adding to it). At the GM’s option, if the character applies one Movement Skill Level, or makes a DEX Roll at -4, he can turn up to 120 degrees (two hex sides) without losing any fastball velocity. This is a good way to make a Surprise Move or hurl the fastball around a corner.

At the GM’s option, if the “fastball” has more inches of Flight than the number of inches he’s been thrown, he can add the excess to the throwing inches, thus increasing both his distance traveled and velocity-based damage. For example, if Iron-clad throws Sapphire 10”, and Sapphire has Flight 15”, she can add (15-10) 5” to her distance traveled and velocity for damage purposes. This counts as a Half Phase Action, regardless of how many inches of movement the fastball adds.

Alternately, but also at the GM’s option, if the “fastball” has any number of inches of Flight, he can add those directly to his fastball velocity, “stacking” both of them to achieve a much higher velocity (and thus greater distance traveled and damage done). Using the example above, that would allow Sapphire to travel 25” and do a total of +8d6 damage with a Move Through. This option can be extremely unbalancing for the game, though, so GMs should consider carefully before allowing characters to use it in the game.

If for some reason a “fastball” with Flight wants to slow down, he can apply half his inches of Flight to counteract his thrown velocity as a Half Phase Action.

If the “fastball” has Teleportation, he can make a Half Move with his Teleportation during the throw to either increase the distance he’s thrown (but not the damage from velocity), or to alter his direction of attack and thus possibly gain a Surprise Move bonus (this tactic works best if the fastball has the *Position Shift* Adder for his Teleportation).

The Fastball Special And Changing Form

The fastball special rules assume the “fastball” keeps the same size, form, and mass he had when thrown. However, Body-Affecting Powers can interact with a fastball special maneuver in various ways. The easiest thing is for the GM to just ignore this entirely, except for purposes of determining the character’s mass (and thus how far he can be

thrown). But GMs desiring greater “realism” (and thus complexity) should consider using the following rules.

Density Increase: If a character has Density Increase active at the moment he’s thrown, use it to determine his mass. If he activates the power in the middle of the maneuver, re-calculate how far the thrower could have thrown him. If he’s already traveled that far or further, he immediately drops to the ground. If he still has some inches left to travel at his higher mass, he travels them, but no further. If a high-mass character falls on a target, use the rules for dropped objects on page 436 of the *HERO System 5th Edition, Revised* to determine how much damage he does (possibly adding a die or two to account for the velocity from the throw, if appropriate).

On the other hand, if the character is heavier than normal when thrown, but then deactivates his Density Increase and becomes lighter in mid-flight, re-calculate how far the thrower could have thrown him. Add *half* the extra inches to the character’s inches traveled and velocity for damage purposes.

Desolidification: A character has to be solid to be thrown (unless the thrower has STR that can affect Desolidified objects, in which case consider the Desolidified character to have his normal mass for purposes of calculating the throw distance). However, the character could activate Desolidification after making a Half Move, and thus move through solid objects in his path. The problem with doing so is that the rules would not normally allow him to turn his Desolidification off in time to hit the target and injure him. In this case, the GM can either grant an exception to that rule, or allow an exception if the character successfully makes a roll with an appropriate *Power Skill* or other Skill.

Duplication: If a character Duplicates while in mid-throw, the Duplicates have his same velocity and trajectory, and hit the target if he would. The GM may impose restrictions, based on common sense and dramatic sense, regarding how many “fastball Duplicates” can hit a single target (two or three is usually a good maximum).

Growth: Growth functions just like Density Increase regarding the way it increases (or decreases) mass. At the GM’s option, a Growing character can use growth momentum against the target (since the target is sort of “above” him as he travels); this may require the character to succeed with a roll with an appropriate *Power Skill* or other Skill.

Multiform and Shape Shift: If a character uses one of these powers to alter his form in a way that increases his mass, apply the rules for Density Increase to determine what happens. If his change of shape alters his balance and/or aerodynamic qualities, apply the *worse* of the two modifiers from the *Range Modifiers For Thrown Objects* table (*HERO System 5th Edition, Revised*, page 35) to the thrower’s Attack Roll. For example, if the character starts out neither balanced nor aerodynamic (-4 to thrower’s OCV), but changes shape to a balanced



object (-2 OCV), the thrower still suffers the -4 OCV. Similarly, if the character starts out balanced and aerodynamic (-0 OCV), but changes form to be non-aerodynamic (-2 OCV), the thrower suffers a -2 OCV penalty.

Beyond that, the GM should use his common sense and dramatic sense to determine the effects of changing shape. For example, some shapes may be so broad or flat that they slow the character down, subtracting inches from his velocity.

Shrinking: Fastballs often start out Shrunk, since that allows the thrower to toss them a long way (and doesn't effect the STR with which they strike!). If they increase their size in mid-flight, apply the rules above for Density Increase to determine how much they slow down. As discussed under *Growth*, above, they may be able to use growth momentum damage when they hit their target.

Shrinking in mid-throw has an effect opposite that of Density Increase. When the character Shrinks, determine how far the initial throw would have thrown him at his new mass. Add *half* the extra inches to the character's inches traveled and velocity for damage purposes.

Example: *Shrinker, at regular height and mass, is thrown by someone with 30 extra STR (so she's traveling 24"). After making a Half Move, she takes a Zero-Phase Action to Shrink down to the point where she weighs .2 kg. At that weight, the thrower has 75 extra STR for throwing purposes (for a distance of 60"). Half the difference is $(60-24 = 36)$ 18", so Shrinker now travels $(24+18)$ 42", using that velocity to calculate damage if she hits the target.*

Stretching: If they succeed with a DEX Roll, characters with Stretching can time their use of the power just right so they can add Stretching velocity damage to the damage they do from being "fastballs." Stretching may also allow a character who won't travel quite far enough because of the throw to "add" a few inches onto the end of the maneuver and manage to strike his target. Unusual alterations of form via Stretching should be dealt with as discussed under *Multiform And Shape Shift*, above.

BRICKS AND THE ENVIRONMENT



Bricks interact with their surroundings more than many character types — if in no other way, by breaking parts of the local environment with their titanic punches and massive muscles. Here are some additional rules and information about how bricks affect the environment.

THE MASS OF OBJECTS

The two accompanying tables supplement the Expanded Strength Table on page 10. The first lists the weight of some objects that are too large for inclusion on the Expanded Strength Table. The other lists the mass, in kilograms, of a cubic hex of various materials, along with those materials' BODY and DEF.

MISCELLANEOUS MASSES

Object	Mass (kg)	STR Needed To Lift*
Asteroid†		
Very Large	3.0×10^{19}	305
Large	5.0×10^{14}	225
Medium	5.0×10^{12}	190
Small	1.6×10^{10}	150
Comet (typical)	1.0×10^{13}	195
Earth	6.0×10^{24}	390
Jupiter	1.9×10^{27}	435
Moon	7.3×10^{22}	360
Mountain (typical)	3.0×10^{14}	220
Neutron star (max)	6.0×10^{30}	490
Sol	2.0×10^{30}	485

*: In the case of weights that don't match the lifting breakpoints for STR exactly (or almost exactly), the STR needed to lift an object is rounded up to the nearest multiple of 5.

†: Asteroid masses are estimates of an average-size asteroid in each category; some asteroids may be lighter or heavier than listed. Some dispute exists as to the weights of various asteroids, and scientists seem to revise their calculations periodically.

BREAKING THINGS

Bricks are very, very good at breaking things. Even a garden-variety Superheroic brick can smash cars and buildings the way normal people tear apart cardboard boxes, and in some truly fantastical genres and settings bricks can crack moons and planets in two!

The Basics Of Breakage

The *Breaking Things* rules on pages 447-49 of the *HERO System 5th Edition, Revised* provide all the basics you need for determining how much damage a brick does to the environment around him (though there are a few supplementary rules in other sections of the rulebook). Here's a summary of the general rules on the subject, with page references to the *HERO System 5th Edition, Revised*:

■ objects have a DEF (representing how resistant they are to damage) and a BODY (representing their size, materials, physical cohesiveness, quality of construction, and so forth). You can determine an object's DEF and BODY from the Object Table (page 448) if it's listed there, or you can determine it using the Object BODY Table and Materials Defense Table (page 449). (See below for an Expanded Object Table.)

■ for most objects, when they take enough BODY damage to reduce their BODY to 0, they're destroyed (objects do not take STUN damage; only BODY damage matters). However, special rules apply for Vehicles (and some large objects), machines, walls, and ropes:

■ When a Vehicle is reduced to 0 BODY, it no longer functions, but it isn't destroyed — it can be repaired. A Vehicle reduced to negative its own BODY is destroyed ("totaled"), and cannot be repaired. However, at the GM's option, characters can salvage a few parts or some scrap metal. A Vehicle reduced to negative twice its BODY (for example, -20 for a Vehicle with 10 BODY) is smashed into so many little pieces it lacks any salvage value.

Typically this same rule — broken at 0 BODY, destroyed at negative starting BODY — applies to other large or durable objects. For example, this rule applies when characters attack asteroids or planets (reducing them to 0 BODY cracks or breaks them, reducing them

MOVING PLANETS OUT OF ORBIT

One of the most fantastic feats performed by the strongest bricks in comic books is moving a planet out of its orbit — either to protect it from being hit by a comet or other object, or to keep it from coming too close to something it's threatening.

In *HERO System* terms, pushing an object like this requires enough STR to lift it (see page 9), which means 390 STR for the Earth. But that's not the end of the matter. As noted on page 117 concerning zero gravity, a character can theoretically move *any* mass in zero G regardless of his STR. (Of course, technically a planet's trapped in its sun's gravity field, but for game purposes we can consider it to be in "zero G" anyway.) Therefore, for the sake of drama, you can assume that a character can move a planet without the full STR needed to lift it, much in the same way that a normal man can move an untethered boat that he's not capable of lifting because it floats in water.

For dramatic purposes, a brick has a chance to move a planet out of orbit if his STR is at least *half* of what he'd need to lift the planet — for example, moving Earth out of its orbit requires a minimum of 195 STR. However, he also needs several other

Continued from last page

things: first, a way to survive in outer space (various types of Life Support); a way to move in outer space and bring his STR to bear against the planet (Flight); and a way to get a grip on the planet. The last is often the most troublesome. For an atmosphereless, uninhabited object, such as the Moon, the character can simply fly up to the surface and put his hands against solid rock. For planets with atmospheres, this may not work as well. In those cases, the brick may have to use a large object (such as an asteroid) to touch the planet, a Force Wall shaped like a bulldozer blade, or the like. The GM determines what a character has to do to move a given planet.

Once the character grasps the planet, he can begin to move it. Typically he can only move the planet 1" per Phase, but the GM may increase this if he's got more STR than the minimum required to move the planet (perhaps +1" per +5 STR over minimum, for example), or if his Flight is particularly powerful (perhaps +1" per 5" Flight over 30"). Since this is a dramatic stunt, the GM should adjudicate it for maximum dramatic impact, giving the brick a solid chance to accomplish what he wants to accomplish but not making it easy on him.

MASSES OF MATERIALS

Material	Mass (Kg) Of	Mass (Kg) Of	BODY	STR Needed	
	One Cubic Foot	One Cubic Hex		DEF	To Lift
Acetone	22	5,438	6	0	39
Acid (generic)	28	6,921	6	0	41
Agate	74	18,292	19	5	48
Alabaster	77	19,034	18	4	49
Aluminum	77	19,034	20	4	49
Amber	40	9,888	13	4	44
Asbestos, solid	68	16,809	12	4	47
Ashes	19	4,697	9	0	38
Asphalt	63	15,573	14	5	47
Barley	17	4,202	10	0	37
Basalt	85	21,012	19	5	49
Beer	28	6,921	6	0	41
Beeswax	27	6,674	11	0	41
Beryl	77	19,034	25	5	49
Beryllium	51	12,607	22	6	46
Bone	53	13,101	14	2	46
Brass	245	60,563	23	5	57
Brick	57	14,090	15	5	46
Bronze	227	56,114	23	5	56
Butter	24	5,933	11	0	40
Cement/Concrete	82	20,270	19	5	49
Chalk, solid	71	17,551	14	3	48
Charcoal	13	3,214	14	2	36
Cinnabar	229	56,608	19	5	56
Clay	61	15,079	10	0	47
Coal	40	9,888	13	2	44
Cobalt	253	62,541	25	6	57
Copper	253	62,541	20	4	57
Coral	60	14,832	16	2	46
Cork	7	1,730	10	0	31
Corundum	113	27,933	25	6	51
Diamond	94	23,237	25	8	50
Dolomite	82	20,270	10	0	49
Earth/Soil					
Dry	35	8,652	10	0	43
Dense	56	13,843	10	0	46
Moist	40	9,888	10	0	44
Mud	48	11,865	10	0	45
Packed	43	10,629	10	0	44
Wet	45	11,124	10	0	45
Electrum	242	59,822	20	5	57
Emerald	77	19,034	25	6	49
Feldspar	74	18,293	19	5	48
Flesh, human	29	7,169	10	0	41
Flint	74	18,293	14	4	48
Flour	17	4,202	9	0	37
Garnet	112	27,686	25	5	51
Gasoline	21	5,191	6	0	39
Glass	74	18,293	12	1	48
Gold	548	135,464	20	4	63
Granite	76	18,787	19	5	48
Graphite (carbon)	66	16,315	16	3	47
Gravel					
Dry	47	11,618	15	4	45
Wet	56	13,843	15	4	46
Gypsum	65	16,068	19	5	47
Hematite	146	36,091	19	5	53
Ice					
Crushed	17	4,202	12	1	37
Solid	26	6,427	15	2	41
Iron					
Cast	202	49,934	23	6	55
Pure	223	55,125	25	6	56
Wrought	219	54,136	25	6	56
Ivory	52	12,854	14	2	46
Jadeite (Jade)	94	23,237	19	5	50

to their negative starting BODY obliterates them). However, the GM may choose not to apply it if he wants to make it easier for characters to break objects (see *Living In A Fragile World*, page 112).

■ When characters damage complex machinery, it may stop functioning before it's completely destroyed. The GM should roll on the Device Malfunction Table on page 449.

■ When characters damage walls, doing all of the wall's BODY to it in damage usually does not destroy the entire wall. Instead, it creates a hex-sized (2 m wide and tall) hole in the wall. For each +1 BODY damage done, increase the size of the hole by +1 hex.

This rule also applies when characters attack wall-like structures, such as the side of a large vehicle (e.g., an aircraft carrier or a Star Dreadnought), a gate or drawbridge, the roof of a building, or the like.

■ The ability to cut a length of rope depends on the special effect of the attack used. Virtually all Normal Damage attacks (such as punches, kicks, clubs, and staff weapons) cause little or no damage to lengths of rope, especially if there's any slack available. Killing Attacks, particularly ones involving edged weapons, can cut through a rope; small or dull ones may require the character to do some sawing, while extremely sharp edged weapons might cut through in a single swing. Many spells, superpowers, and similar abilities can burn through rope easily. When dealing with edged weapons, figure a standard thickness of

rope (such as normally used for climbing) has 1-2 DEF. Thin ropes only have 1 DEF, while thick ropes (such as the hawsers used on ships) 3+ DEF. The BODY given is for a standard thickness of rope, thin ropes have but 1 BODY, while thick hawsers have 3-5 BODY.

Using these rules, it's easy to determine the effect a brick has on his environment — just compare the damage the brick's STR does to the DEF + BODY of the object or substance he's trying to break. For example, suppose a brick wants to smash a boulder (5 DEF, 13 BODY). If he rolls 18 BODY damage or more, he's succeeded. If he rolls less than that (but more than 5), he's damaged it (creating cracks and craters in it, perhaps), but hasn't yet destroyed it. If he rolls 5 BODY damage or less, the boulder's DEF saves it from taking any damage.

If a brick tries to damage a large object (like a boulder that's several cubic hexes large) or a large amount of some material, use the breaking rules to determine how much of the target he destroys. When the character does damage equal to the target's DEF+BODY, he destroys one cubic hex's worth of that material. For each amount of the object's BODY beyond that, he destroys another cubic hex's worth (but see the "Fragile World" optional rules, page 112). For example, stone has 5 DEF, 19 BODY per hex. If a brick's trying to smash his way through a large amount of rock, he needs to do 24 BODY damage to get through the stone's DEF and then do a hex's worth of damage. If he only did, say, 10 BODY beyond DEF, he'd only destroy half a hex's worth of stone. If he did 38 BODY beyond DEF, he'd destroy two cubic hexes of stone. If a brick destroys more than one cubic hex worth of some material, he can decide the rough "shape" of the "hole" he creates (for example, it could be a straight tunnel-like hole, or a crater so many inches deep and wide, and so forth).

ATTACHED OBJECTS

In many situations, a brick wants to detach an object that's attached to the ground, a wall, or some other stable platform — typically so he can use the object as a club or missile. For example, a brick might tear a fire hydrant out of the ground so he can spray water at a fire-using foe, or might rip up a mailbox so he can throw it at someone. Using a Grab to gain a hold on the object isn't difficult, but ripping it free may be.

Detaching an attached object isn't the same thing as destroying the object itself — it's usually a matter of destroying or loosening whatever's used to attach the object (bolts, glue, nails, or the like). The GM can approach this problem in two ways. First, he can assign a BODY and DEF to whatever's doing the attaching, and require the brick to break that object. Alternately, the GM may have to determine the BODY and DEF of the platform the object's attached to — sometimes it's easier to break a wall than to break the bolts attaching something to that wall. Second, he can assign the attaching object(s) a "Strength" that represents their sturdiness, how well-anchored they are, how sturdy the

MASSES OF MATERIALS (CONT.)

Material	Mass (Kg) Of One Cubic Foot	Mass (Kg) Of One Cubic Hex	BODY	STR Needed	
				DEF	To Lift
Jasper	72	17,798	19	5	48
Jet	38	9,393	25	5	43
Lead	323	79,845	25	4	59
Leather	27	6,674	12	1	41
Limestone	74	18,293	19	5	48
Magnesium	49	12,113	10	2	45
Magnetite	144	35,596	19	5	53
Malachite	109	26,944	19	5	51
Manure	11	2,719	12	0	34
Marble	76	18,787	19	5	48
Mercury	384	94,924	25	3	60
Milk	29	7,169	6	0	41
Nickel	253	62,541	25	5	57
Obsidian	66	16,315	16	4	47
Oil (petroleum)	25	6,180	8	0	40
Olive Oil	24	5,933	6	0	40
Opal	62	15,326	23	5	47
Paper	28	6,921	8	0	41
Pearl	76	18,787	18	3	48
Plaster	24	5,933	14	2	40
Plastic					
Soft/Light	2-3	494-741	14	1	22-25
Average	4-5	989-1,236	15	2	27-29
Hard/Dense	6-8	1,483-1,978	16	4	30-32
Platinum	609	150,544	25	5	64
Plutonium	562	138,925	25	5	63
Porcelain	68	16,809	12	3	47
Porphyry	72	17,798	19	5	48
Propane	16	3,955	6	0	37
Pumice	18	4,449	13	4	38
Pyrite (fool's gold)	127	31,394	19	5	52
Quartz	74	18,293	19	5	48
Rice	21	5,191	11	0	39
Rubber	43	10,629	16	1	44
Ruby	113	27,933	25	6	51
Salt, fine	34	8,405	9	0	42
Sand					
Dry	46	11,371	10	1	45
Wet	54	13,349	10	1	46
Sandstone	64	15,821	17	5	47
Sapphire	113	27,933	25	6	51
Sawdust	8	1,976	10	2	32
Serpentine	73	18,045	19	5	48
Sewage/Sludge	20	4,944	9	0	39
Silver	298	73,665	23	4	58
Slag					
Broken	49	12,113	23	5	45
Crushed	33	8,157	21	4	42
Solid	59	14,585	25	5	46
Snow					
Packed	14	3,461	8	0	36
Powdery	4	989	6	0	27
Soap	23	5,685	12	0	40
Soapstone	77	19,034	16	4	49
Steel	223	55,125	25	7	56
Stone (generic)	71	17,551	19	5	48
Sugar	24	5,933	9	0	40
Sulfur	58	14,337	13	2	46
Talc	76	18,787	11	1	48
Tar	33	8,157	10	0	42
Tin	207	51,170	20	4	56
Titanium	128	31,641	25	7	52
Topaz	100	24,720	22	4	50
Tungsten	548	135,464	25	5	63
Turpentine	24	5,933	8	0	40
Turquoise	79	19,529	19	4	49

MASSSES OF MATERIALS (CONT.)

Material	Mass (Kg) Of One Cubic Foot	Mass (Kg) Of One Cubic Hex	BODY	DEF	STR Needed To Lift
Uranium	536	132,498	25	5	62
Vanadium	154	38,068	25	5	54
Water					
Fresh	28	6,921	6	0	41
Salt	29	7,169	6	0	41
Wood					
Soft/Light	4-9	989-2,225	10	3	27-33
Average	9-27	2,225-6,674	12	3	33-41
Hard/Heavy	27-36	6,674-8,899	14	3	41-43
Wool	37	9,146	7	0	43
Zinc	203	50,181	21	4	56

Cubic Hexes: For purposes of this table, a “cubic hex” is calculated as a two meter-tall column the shape and size of a standard 1” *HERO System* hex. This gives it a volume of 7 cubic meters. Handy conversion factors:

To Convert...	To This...	Multiply By This
Cubic feet	Cubic hexes	0.0040
Cubic hexes	Cubic feet	247.198
Cubic hexes	Cubic meters	7
Cubic hexes	Gallons	1849.4
Cubic meters	Cubic hexes	0.143
Gallons	Cubic hexes	0.000541
Kilograms	Pounds	2.2
Mass (kg) of cubic foot	Mass (kg) of cubic hex	247.198
Pounds	Kilograms	0.4536

DEF: The listed DEF of materials assumes a solid mass of that material. Objects made of these materials may have less DEF, due to the lesser (or less densely compacted) amounts of the material in them, the nature of their construction, and so forth.

STR Needed: This is the STR needed to lift one cubic hex of the material.

platform is, and so forth (sort of as if the attachment were a form of Clinging). The brick then resolves the matter with a standard STR damage versus STR damage contest; if the BODY damage the brick rolls for his STR equals or exceeds the BODY damage the attachment rolls, he’s succeeded in tearing the object free.

Regardless of which rule the GM uses, a character should be allowed to attempt to free the attached object as part of his overall Grab maneuver to gain hold of it — instead of Squeezing or Throwing, he “Tears Free.” Typically tearing an object free ends the brick’s Phase; he has to wait until his next Phase to use the torn-up object as a club or missile. However, if he’s only used his Casual STR to Tear Free, he still has Actions left for that Phase... and in the interest of dramatic sense, the GM can always allow him to make an attack with the object in the same Phase when he rips it free even if he used his full STR to do so.

TEARING OFF PIECES

Sometimes a brick wants to tear a piece or chunk of something out of a larger object. Usually this means ripping off a hunk of building to use as a missile, tearing up a huge chunk of earth and rock to create a depression in the ground, or the like. The simplest way to do this is for the GM to determine the approximate size of the piece in cubic hexes, calculate the BODY of that much material, and then require the character to do that much BODY damage beyond the DEF of the larger object the brick tears the piece from. However, that may make it difficult for bricks to tear off truly large chunks of any but the softest materials. To remedy this situation, the GM can use the “Fragile World” rules on page 112 and declare that every +1 BODY beyond the BODY needed to tear off one cubic hex of the material tears off another entire cubic hex.

BEYOND BREAKING

In situations where the brick’s not literally trying to “break” anything, you can adapt the rules for breaking things to determine the outcome of his action. For example, suppose a brick uses a piece of sheet metal as a large, impromptu shovel to dig people out from under an avalanche. Dirt has 0 DEF, 10 BODY per hex, and the brick rolls 13 BODY “damage.” From that, you can estimate that he’s just scooped up 1.3 hexes of the dirt. (If you prefer, you can use the Masses Of Material table on page 104 to determine the weight of a cubic hex of dirt, and from that determine how much the brick can “shovel.” The GM should choose which method applies, generally favoring the brick if all other factors are equal.)



EXPANDED OBJECT TABLE

BODY OF...

Item	BODY	DEF	Mass*	Item	BODY	DEF	Mass*
ARMOR				Reinforced Leather Armors			
Chainmails				Studded Soft Leather	3	1	7.0
Chainmail	18	6	20	Ring Armor (Soft Leather)	9	3	14.0
Double Mail/Bar Mail	21	7	28	Bezainted Soft Leather	9	3	14.0
Reinforced Chainmail	21	7	28	Jazeraint Soft Leather	9	3	14.0
Cloth And Hide Armors				Studded Heavy Leather	6	2	10.0
Heavy Cloth	3	1	3.5	Ring Armor (Heavy Leather)	12	4	20.0
Padded Cloth	6	2	5.0	Bezainted Heavy Leather	12	4	20.0
Woven Cord	6	2	5.0	Jazeraint Heavy Leather	12	4	20.0
Heavy Animal Hides	9	3	7.0	Studded Cuir-Bouilli	9	3	14.0
Leather Armors				Ring Armor (Cuir-Bouilli)	15	5	28.0
Soft Leather	3	1	3.5	Bezainted Cuir-Bouilli	15	5	28.0
Heavy Leather	6	2	5.0	Jazeraint Cuir-Bouilli	15	5	28.0
Cuir-Bouilli (Boiled Leather)	9	3	7.0	Scale Mails			
Plate Armors				Brigandine	12	4	20.0
Plate And Chain	21	7	28.0	Lamellar (Splint Armor)	15	5	28.0
Plate Armor	21	7	28.0	Banded Mail	18	6	40.0
Field Plate Armor	21	7	28.0	CLOTHING			
Full Plate Armor	24	8	40.0	Baldric	1	2	0.4
Reinforced Leather Armors				Belt	1	2	0.2
Studded Soft Leather	3	1	3.5	Boots			
Ring Armor (Soft Leather)	9	3	7.0	Hard, High	2	2	0.8
Bezainted Soft Leather	9	3	7.0	Hard, Normal	2	2	0.5
Jazeraint Soft Leather	9	3	7.0	Soft, High	1	1	0.3
Studded Heavy Leather	6	2	5.0	Soft, Normal	1	1	0.1
Ring Armor (Heavy Leather)	12	4	10.0	Cape			
Bezainted Heavy Leather	12	4	10.0	Heavy	1	1	1.0
Jazeraint Heavy Leather	12	4	10.0	Light	1	1	0.5
Studded Cuir-Bouilli	9	3	7.0	Dress/Gown			
Ring Armor (Cuir-Bouilli)	15	5	14.0	Heavy	1	1	1.0
Bezainted Cuir-Bouilli	15	5	14.0	Light	1	1	0.5
Jazeraint Cuir-Bouilli	15	5	14.0	Gloves	1	1	0.2
Scale Mails				Hat			
Brigandine	12	4	10.0	Heavy	1	1	0.1
Lamellar (Splint Armor)	15	5	14.0	Light	1	1	0.05
Banded Mail	18	6	20.0	Loincloth	1	1	0.01
BARDING				Pants			
Chainmails				Heavy	1	1	0.2
Chainmail	18	6	40	Light	1	1	0.1
Double Mail/Bar Mail	21	7	56	Pouch, Belt			
Reinforced Chainmail	21	7	56	Large	1	2	0.3
Cloth And Hide Armors				Small	1	2	0.2
Heavy Cloth	3	1	7.0	Robe			
Padded Cloth	6	2	10.0	Heavy	1	1	1.2
Woven Cord	6	2	10.0	Light	1	1	0.6
Heavy Animal Hides	9	3	14.0	Shirt			
Leather Armors				Heavy	1	1	1.0
Soft Leather	3	1	7.0	Light	1	1	0.5
Heavy Leather	6	2	10.0	Shoes	1	1	0.3
Cuir-Bouilli (Boiled Leather)	9	3	14.0	Slippers/Moccasins	1	1	0.02
Plate Armors				Spacesuit	3	2	30
Plate And Chain	21	7	56.0	Tabard	1	1	0.02
Plate Armor	21	7	56.0	Tunic			
Field Plate Armor	21	7	56.0	Heavy	1	1	1.0
Full Plate Armor	24	8	80.0	Light	1	1	0.5
				Vestments, priestly	2	1	2.0

As an easy-to-use guideline for calculating how much a 1" human being made of a given material weighs, divide the mass of a cubic hex of that material by 73. Thus, a person made of solid stone (17,551 kg per cubic meter) would weigh 240 kilograms. From that you can vary the weight up or down depending on character conception, calculate the *Heavy Physical* Limitation the character should have, and so forth.

EXPANDED OBJECT TABLE

Item	BODY	DEF	Mass*
DOORS			
Assumes an average-sized door a little more than 1" tall and about ½" wide.			
Airlock door	7	8	200
Iron/Steel			
Light	5	5	50
Average	6	5	60
Strong	7	6	75
Stone			
Light	4	4	40
Average	5	5	50
Strong	7	5	60
Wooden			
Light	3	2	10
Average	4	3	20
Strong	5	4	30
Wooden, Metal-Banded			
Light	4	3	15
Average	5	4	25
Strong	6	5	40
Vault, bank, walk-in	16	16	87,500
FOOD AND DRINK			
Meat			
1 shoulder	1	0	0.4
1 side of beef	4	0	130
Pipe, smoking	1	0	0.01
Rations (1 day)	1	0	0.2
Tobacco (1 pouch)	1	0	0.02
FURNISHINGS, INTERIOR			
Bar Stool	3	3	5.0
Bench, Wooden			
Small	2	3	10
Medium	3	3	15
Large	4	3	20
Candelabra	2	4	3.0
Chandelier			
Wooden	6	3	15
Metal	5	5	15
Display Case (per 1" of size)	4	2	30
Furniture (per 1" of size)			
Light Wood	3	3	Varies
Heavy Wood	5	4	Varies
Plastic	3	2	Varies
Steel-Reinforced	5	5	Varies
Glass (one pane)			
Regular	1	1	2.0
Reinforced	1	2	2.3
Hearth/fireplace	10	5	500
Mantel	3	3	50
Pillar/Column,			
Stone (1" wide, 3" tall)	57	5	52,812
Post, Wooden (1" long)	4	3	12
Railing, Stairway (per 1")			
Light	3	3	10
Heavy	6	3	25
Sconce	2	4	1.0
Table, Wooden			
Small (1" sq.)	4	4	30
Medium (2" sq.)	5	4	80
Large (3"+ sq.)	6	4	200+
Tapestry			
Small (1" sq.)	6	1	25
Medium (2" sq.)	9	1	50
Large (3"+ sq.)	12	1	100

Item	BODY	DEF	Mass*
Item			
Throne			
Wooden	4	3	25
Stone	5	4	100
GATES			
Drawbridge (over a moat)			
Heavy Wood	7	5	Varies
Heavy Wood, Metal-Banded	8	6	Varies
Thick/Heavy Metal	9	9	Varies
Gate, Metal			
Thin/Light Metal	9	7	Varies
Average Metal	10	8	Varies
Thick/Heavy Metal	11	8	Varies
Gate, Wooden			
Thin/Light Wood	5	3	Varies
Average Wood	6	4	Varies
Thick/Heavy Wood	7	4	Varies
Gate, Wooden with Metal Banding			
Thin/Light Wood	6	4	Varies
Average Wood	7	4	Varies
Thick/Heavy Wood	8	5	Varies
Gate Reinforcement			
Wooden	+3	+2	Varies
Metal	+4	+3	Varies
Portcullis, Wooden			
Thin/Light Wood	4	3	Varies
Average Wood	5	4	Varies
Thick/Heavy Wood	6	5	Varies
Portcullis, Metal			
Thin/Light Metal	6	7	Varies
Average Metal	7	8	Varies
Thick/Heavy Metal	8	8	Varies
LIVESTOCK AND ANIMALS			
See <i>The HERO System Bestiary</i> for information about animals, and BODY and defenses for many other creatures.			
Bit, bridle, and tack	1	2	0.5
Bull	22	2	600
Cat, Domestic	5	0	4.2
Chicken	3	0	3.0
Cow	16	2	450
Dog			
Guard	9	0	25
Hunting	9	0	25
Pet	5	0	12
War	12	0	30
Donkey or mule	13	1	350
Elephant	30	2	4,500
Feed, Horse (per day)	5	0	5.0
Horse			
Draft Horse	18	1	800
Pony	13	1	350
Riding Horse	15	1	600
Warhorse, Heavy	18	1	800
Warhorse, Light	16	1	600
Warhorse, Medium	17	1	700
Pig	12	2	100
Pigeon, Carrier	2	0	0.3
Saddle			
Military	6	2	15.0
Pack	3	2	7.0
Riding	4	2	12.0
Saddlebags	3	2	3.0

EXPANDED OBJECT TABLE

Item	BODY	DEF	Mass*	Item	BODY	DEF	Mass*
MISCELLANEOUS OBJECTS				Glassware, laboratory			
Acid (one glass flask)	1	1	0.3	(per piece)	1	1	0.1
Altar	6	5	75	Goblet			
Anvil	10	7	115	Crystal	1	1	0.1
Backpack	3	2	1.8	Glass	1	1	0.1
Barrel (wooden)	5	3	10	Gold	2	3	0.3
Basket (wicker)	1	1	.01	Silver	2	3	0.2
Bell				Grappling hook	3	3	1.8
Large	6	5	30.0	Herbs and plants			
Small	2	5	1.0	Belladonna (1 bunch)	1	0	0.01
Tiny	1	3	0.03	Garlic (1 clove)	1	0	0.01
Block and tackle	3	3	2.0	Holly (1 bunch)	1	0	0.01
Board (1" long)				Mistletoe (1 bunch)	1	0	0.01
2x4	4	3	4.0	Wolfsbane (1 bunch)	1	0	0.01
4x4	6	3	8.0	Holy Symbol			
Book, blank				Iron	1	4	0.1
Large	2	1	4.0	Silver	1	4	0.1
Small	1	1	1.5	Wooden	1	3	0.03
Bottle				Holy Water (1 glass flask)	1	1	0.3
Clay	1	1	1.0	Hourglass	1	1	0.5
Glass	1	1	1.0	Iron Maiden	8	4	200
Steel	3	5	2.0	Ladder (2" long)			
Brazier	3	3	1.0	Metal	5	5	15.0
Brick (single)	2	5	2.0	Wooden	4	3	5.0
Bucket	2	3	0.8	Lamp post (breakaway)	3	5	200
Camping/Outdoor Gear				Lantern			
Bedroll	1	1	1.0	Bullseye	2	3	1.0
Blanket	1	1	0.5	Hooded	2	3	0.9
Camp bed	3	3	13.0	Locks			
Hammock	1	1	1.4	Poor quality	1	2	0.2
Tent, canvas	1	1	8.0	Average quality	1	2	0.3
Pavilion	3	1	40.0	Above Average quality	1	2	0.3
Candle	1	0	0.01	High quality	2	2	0.3
Case				Very high quality	2	2	0.4
Metal	3	5	1.0	Superb quality	2	3	0.5
Wooden	3	3	0.6	Padlock			
Chain (1 meter)	4	5	2.0	Regular	2	5	.4
Chalk (1 piece)	1	1	0.01	Heavy	5	5	1.3
Chamber pot	2	2	1.0	Magnifying glass	1	1	0.04
Chest				Mailbox			
Large, Metal	5	5	10.0	Freestanding urban	4	5	18
Large, Wooden	5	3	4.0	Residential	2	4	1.3
Small, Metal	4	5	5.0	Manacles			
Small, Wooden	4	3	3.5	Poor quality	3	5	0.8
Cinderblock (single)	3	5	5.0	Average quality	3	5	1.0
Climbing gear (other than				Above Average quality	3	5	1.3
rope, grappling hook)	2	3	0.2	High quality	3	5	1.5
Clock	3	3	4.0	Very high quality	3	5	1.8
Compass	1	1	0.02	Superb quality	3	5	2.0
Computer, personal	2	2	19	Mirror, Small			
Cooking Gear				Silver	1	3	0.07
Kettle, iron	4	5	12.0	Silvered glass	1	1	0.05
Pan, iron	2	5	2.0	Steel	1	5	0.1
Pot, iron	3	5	4.3	Mug/tankard			
Control console (per hex)	4	4	100	Clay	1	1	0.03
Crate, wooden (1" square)	7	4	20	Pewter	2	3	0.1
Disguise kit (10 disguises' worth)	1	0	0.1	Musical Instruments			
Drum, 55-gallon, steel	6	4	23-32	Drum, Large	3	3	3.0
Firewood (1 day's worth)	2	3	8.0	Drum, Small	2	3	1.0
Fishing Gear				Fiddle	2	2	1.0
Hook and line	1	1	0.01	Harp, Large	4	3	12.0
Net (4" square)	2	2	2.5	Harp, Small/Lapharp	3	3	5.0
Flask				Lute	3	3	3.5
Clay	1	1	0.8	Lyre	3	3	3.0
Glass	1	1	0.8	Mandolin	3	3	3.5
Steel	3	5	1.6	Pipes, Metal	2	4	0.3
Flint and steel	1	1	0.01	Pipes, Wooden/Recorder	2	3	0.1

EXPANDED OBJECT TABLE

Item	BODY	DEF	Mass*	Item	BODY	DEF	Mass*
MISCELLANEOUS OBJECTS				Bridge			
Musical Instruments				Small	21	9	1.6 ktons
String (any stringed instrument)		1	0	Large	27	9	100 ktons
Zither	3	3	3.5	Bushes	2	2	4.0
Needle, iron/steel	1	1	—	Cobblestone, single	4	4	0.2
Oil (1 liter, in clay bottle)	2	1	0.5	Dirt (per hex)	10	0	8,743
Pedestal/Dais				Flagpole (breakaway)	2	4	30
Small	6	5	200	Garden tool (rake, hoe, or the like)	1	2	3.0
Medium	10	5	300	I Beam (per 2m length)	8	9	100
Large	15	5	400	Manhole cover	5	9	67
Pick (mining)	5	4	4.5	Railroad tracks (1" long)	5	4	50
Pole				Roadway (1" broad, .25" thick)	11	5	3,925
Metal (1" long)	4	5	4.0	Stone (per hex)	19	5	17,604
Wooden (2" long)	4	3	1.8	Stone Garden Ornament	4	5	100
Rack (torture instrument)	11	4		Telephone booth	6	2	30
Rope				Telephone pole (average, wooden)	5	3	1,867
Hair (8")	3	2	5.0	Trash can			
Hemp (8")	2	2	5.0	Plastic	4	2	2.5
Silk (8")	3	2	2.5	Metal	4	4	4.0
Sack, leather	2	2	0.3	Trees			
Scale, small	2	4	2.0	Small tree (less than 1")	5	4	10-30
Shovel/spade	3	4	3.0	Medium tree (less than 5")	8	5	31-999
Signet ring	1	3	—	Large tree (5" or more)	11	5	1,000+
Skull, human	1	2	2.0	Vendor's cart	8-12	3	120
Soap (per cake)	1	0	0.01				
Spike, iron	2	5	0.5				
Spyglass	1	1	0.5				
Statue (human-sized)							
Clay	6	2	100				
Wooden	7	3	150				
Stone	8	4	200				
Metal	9	5	300				
Surgical tools							
Instruments	2	2	0.5				
Supplies (10 patients' worth)	1	0	0.1				
Thieves' Tools	1	1	0.1				
Tools							
Chisel	2	5	0.5				
Crowbar	3	5	2.3				
Hammer	2	3	0.9				
Nails (10)	1	2	0.2				
Saw	2	3	0.6				
Torch	2	3	0.3				
Vial							
Clay	1	1	0.8				
Glass	1	1	0.8				
Steel	3	5	1.6				
Waterskin	1	1	0.04				
Whetstone	1	2	0.08				
Whistle, tin	1	1	0.01				
Wire (2" long coil)	2	4	2.0				
Writing Supplies							
Ink (1 ounce, in glass vial)	1	1	0.4				
Paper (1 sheet)	1	0	—				
Parchment (sheet)	1	0	—				
Pen, writing	1	1	0.01				
Quill	1	0	—				
Sealing wax (.5 kg)	1	1	0.5				
Vellum (1 sheet)	1	0	—				
OUTDOOR OBJECTS							
Awning (1" long)	1	3	10				
Boulder (single)							
Small (.25 cubic hex)	7	5	4,401				
Medium (.5 cubic hex)	13	5	8,802				
Large (1 cubic hex)	20	5	17,604				

EXPANDED OBJECT TABLE

Item	BODY	DEF	Mass*	Item	BODY	DEF	Mass*		
VEHICLES AND TRANSPORTATION									
See The Ultimate Vehicle and The HERO System Vehicle Sourcebook for information about vehicles, including BODY, DEF, and mass									
Airplane				WALLS, INTERIOR					
Jetfighter	18	7	12,500	For materials listed under “Walls, Exterior,” use the Thin/Small version					
Jetliner	24	5	66,000	Armored					
Civilian two-seater	16	4	750	Small/Thin	6	13	Varies		
Automobile				Average	7	13	Varies		
Compact	13	3	800	Large/Thick	8	13	Varies		
Four-door	14	3	1,600	Cubicle Wall					
Luxury	16	3	2,400	Small/Thin	2	1	Varies		
Bulldozer	25	5	100,000	Average	3	1	Varies		
Cart	8	4	100	Large/Thick	4	1	Varies		
Chariot	12	3	80	Plaster/Sheetrock					
Helicopter				Small/Thin	3	2	Varies		
Civilian	18	4	1,600	Average	4	2	Varies		
Military	20	10	3,800	Large/Thick	5	2	Varies		
Ship				Starship					
Aircraft carrier (loaded)	40	12	100 ktons	Small/Thin	5	8	Varies		
Container ship	31	5	200,000	Average	6	8	Varies		
Destroyer	30	11	10 ktons	Large/Thick	7	8	Varies		
Sailing (e.g., brig, carrack)	22	4	400,000	WEAPONS					
Speedboat	19	3	1,600	Axe					
Submarine, nuclear	27	9	19 ktons	Axe, Battle	6	4	1.6		
Yacht, luxury	20	4	15,000	Axe, Francisca	5	4	1.2		
Yacht, sailing	18	4	6,400	Axe, Great	8	4	2.1		
Sled/sledge	13	3	160	Axe, Hand (Hatchet)	3	4	0.6		
Tank, main battle	25	19	50,000	Axe, Small	4	4	0.9		
Train (locomotive)	20	5	67,000	Blowgun					
Wagon	13	4	150	Blowgun	2	2	0.1		
WALLS, EXTERIOR				Blowgun Darts (10)					
Brick				1				1	.03
Thin/Small				Bows					
Average	9	5	Varies	Arrows, Normal (10)					
Large/Thick	10	6	Varies	Arrows, Blunt (10)					
Cement/Concrete				Arrows, AP (10)					
Thin/Small	10	5	Varies	Bow, Heavy					
Average	11	5	Varies	Bow, Light					
Large/Thick	12	6	Varies	Bow, Medium					
Fences				Bow, Very Heavy					
Chain-Link	2	5	Varies	Bow, Very Light					
Wood Plank	3	3	Varies	Longbow, Heavy					
Split-Rail	4	3	Varies	Longbow, Light					
Logs				Longbow, Medium					
Small/Thin	6	4	Varies	Longbow, Very Heavy					
Average	7	4	Varies	Clubs					
Large/Thick	10	5	Varies	Baton/Shillelagh					
Metal				Club					
Thin/Small	15	9	Varies	Club, Great					
Average	17	9	Varies	Club, War					
Large/Thick	19	10	Varies	Stick					
Peat Brick				Crossbows					
Small/Thin	3	2	Varies	Arbalest					
Average	4	2	Varies	Bolts, Normal (10)					
Large/Thick	6	2	Varies	Bolts, Blunt (10)					
Stone, Rubble Fill				Bolts, AP (10)					
Thin/Small	12	6	Varies	Crossbow, Heavy					
Average	13	6	Varies	Crossbow, Light					
Large/Thick	15	7	Varies	Firearms, Early					
Stone, Solid				Bullets (10)					
Thin/Small	10	5	Varies	Gunpowder (1 pint)					
Average	11	6	Varies	Handcannon, Small					
Large/Thick	12	7	Varies	Handcannon, Large					
Wood Planks				Matchlock Rifle					
Small/Thin	4	3	Varies	Matchlock Pistol					
				Wheellock Rifle					
				Wheellock Pistol					

EXPANDED OBJECT TABLE

Item	BODY	DEF	Mass*	Item	BODY	DEF	Mass*
Firearms, Early				Pole Axe	5	4	2.2
Wheellock Pistol	4	3	1.0	Ranseur	5	3	2.0
Firearms, Modern				Spear, Long	6	3	2.2
Machine gun	8-10	4	12.5-22.0	Spear, Medium	5	3	2.0
Pistol	3-4	4	1.0	Spear, Short	4	3	1.7
Rifle, normal	5-7	4	4.0	Trident	5	4	1.5
Rifle, assault	6-9	4	6.4	Voulge	5	3	2.1
Submachine gun	4-5	4	3.2	Quarterstaff	4	3	1.0
Flails				Slings			
Flail	4	4	2.0	Bullets (10)	1	4	0.6
Flail, Battle	5	4	2.2	Sling	2	2	0.3
Flail, Bladed	4	4	2.0	Sling, Small	1	2	0.1
Flail, Large	5	4	2.3	Staff Sling (Fustibal)	3	2	0.4
Flail, Military	4	4	2.0	Swords And Knives			
Flail, War	4	4	2.6	Cinquedea, Long	5	5	1.3
Flail, War, Large	4	4	3.0	Cinquedea, Short	5	5	1.2
Morningstar	4	4	1.5	Dagger/Dirk	3	5	0.8
Hammers				Falchion	4	5	1.5
Hammer	5	4	1.3	Knife	2	5	0.4
Hammer, Small	4	4	1.0	Main Gauche	3	5	0.8
Hammer, War	5	4	2.0	Rapier	5	5	1.0
Lances				Scimitar/Tulwar	5	5	1.1
Lance, Light	6	3	4.0	Stiletto	3	5	0.7
Lance, Medium	7	3	6.0	Sword, Bastard	6	5	1.7
Lance, Heavy	9	3	8.0	Sword, Broad/Long	5	5	1.2
Maces				Sword, Great	7	5	3.5
Mace	5	5	1.5	Sword, Short	5	5	1.1
Mace, Great	6	5	2.0	Sword, Small	3	5	0.9
Mace, Small	4	5	1.3	Thrown Weapons			
Maul	5	5	2.5	Shuriken/Darts (10)	1	5	0.4
Picks				Throwing Club (1)	3	3	0.4
Pick	4	5	1.3	Throwing Knife (1)	2	5	0.5
Pick, Great	6	5	1.5	Whip	2	2	0.3
Pick, Military	5	5	1.4				
Pick, Small	4	5	1.0				
Poison (1 dose, in glass vial)	1	1	0.2				
Pole Arms							
Awl Pike	5	3	2.0				
Glaive	6	3	2.1				
Guisarme	6	3	2.1				
Halberd	6	4	2.3				
Javelin	4	3	0.8				
Military Fork	5	3	1.8				
Partisan	5	3	2.0				
Pike	6	3	2.2				

*: Masses are in kilograms, and are estimates. An object's mass may vary based on the materials used, the size of the object, and other factors. For example, in some *Star Hero* games, the weight of an object may be significantly lower due to the lightweight, high-tech materials used in such settings.

See *Fantasy Hero* for more information about armor, barding, weapons, and like items, *The HERO System Bestiary* for more information about animals, and *The Ultimate Vehicle* and *The HERO System Vehicle Sourcebook* for more information about vehicles.

Living In A Fragile World

The *HERO System* rules for damaging and breaking objects take many factors into account, but may not be appropriate for bricks in all genres. In some campaign settings, primarily those for Superheroic games, GMs not only want to expand the list of what qualifies as a “breakable” object (see below), but want to encourage a certain amount of destructiveness on the part of characters for dramatic purposes. In short, they want to make it easier for characters — particularly bricks — to break things. That leads to games in which characters routinely knock down skyscrapers, gouge huge furrows in the ground with their bare hands, and smash tall trees into toothpicks.

Gamemasters who want to make the world more “fragile” have several options, and can choose one or more of them.

Reducing BODY And DEF

First, they can simply lower the BODY and DEF of some or all objects. Usually this means subtracting a few points from each attribute (say, -1 DEF and -3 BODY for all objects, with a minimum of 0 DEF and 1 BODY), but GMs who are sticklers for “accuracy” may prefer to reduce BODY and DEF by a percentage instead of a flat number (such as -50% DEF and -33% BODY). In either case, reducing DEF makes it more likely that characters can inflict at least some BODY damage when they attack objects; reducing BODY makes it easier for characters to break objects quickly.

Wall Rules For Everything

A second approach is to use the standard rule for walls and large objects — each +1 BODY beyond the BODY needed to destroy one hex's worth of the object or substance destroys another entire hex's worth.

For example, using the standard rules, a brick trying to smash his way through solid stone (DEF 5, BODY 19 per cubic hex) destroys one cubic hex's worth when he does 19 BODY damage past DEF 5. To destroy another cubic hex's worth, he has to do another 19 BODY past defenses. With this optional rule, each +1 BODY past defenses beyond 19 destroys another cubic hex's worth of stone. Thus, if the brick did 28 BODY with his punch, he'd destroy five cubic hexes of stone — one hex for doing 19 BODY past DEF 5, and another four for each +1 BODY beyond that.

Vulnerability

Third, a GM who wants to give bricks an edge when it comes to destroying objects can make some or all objects Vulnerable (or Susceptible) to STR damage (and possibly related damage, such as the Knockback caused by STR). The GM can set the Vulnerability level wherever he wants — $1\frac{1}{2}$ times BODY, 2 times BODY, 3 times BODY, or more. The higher the Vulnerability level, the easier it is for bricks to smash things to bits. This leaves the physical world largely as it should be for everything else (energy bolts, vehicle impacts, blades, and so forth), but turns bricks into one-man wrecking crews.

BREAKING BUILDINGS

In many campaigns featuring brick characters, particularly Superheroic games, the list of “breakable objects” is somewhat more generous than that of any other campaign type. Breakable objects can include fallout shelters, aircraft carriers, mountaintops, skyscrapers, and civic centers. A few additional rules are needed to allow bricks to enjoy breaking everything within sight. For example:

Projectiles Into Buildings

When characters send projectiles into buildings (such as Knocked Back enemies), worry only about the DEF and BODY of the exterior walls. Consider everything within a building — furniture, personnel, interior walls and partitions, you name it — that's within the path of a hurled/Knocked Back projectile or superhuman to not be there. The projectile punches through or brushes aside any such obstacles without diminishment of its speed. When calculating the effects of Knockback damage on a person, worry only about the effects of those exterior walls. The result is city mayhem wherein characters smash through buildings with startling speed. If an object has enough momentum to penetrate one exterior wall but not the other, it has come to rest somewhere within the building — not necessarily against the far wall. The GM can decide for dramatic effect where the object stops.

When people within those buildings might be hit by projectiles, use the attacker's original Attack Roll and calculate whether it hits the potential target, assuming the attacker is OCV 0 and the target has half DCV (unless the target saw the incoming object coming, in which case he gets full DCV). If the attack hits, then the projectile strikes the target, with the usual effects for a thrown attack.



At the GM's option, you can also use these rules for other large, roughly “hollow” objects, such as aircraft carriers or gigantic starships. You can also, in appropriate circumstances, use them for *voluntarily* moving through buildings and similar objects. That makes it easier for a character to fly right through an enemy starcruiser or a supervillain's base in one spectacular maneuver.

Breaking Buildings

Sometimes characters do so much damage to a building that they make it fall down!

A building's integrity is endangered when it sustains damage equal to a multiplier times the BODY of its exterior walls. The accompanying table indicates the multiplier, which depends on the size and sturdiness of the building. For example, suppose a large building (x10 multiplier) has reinforced concrete exterior walls (8 DEF, 5 BODY). When it sustains 50 BODY in damage, its integrity is compromised. This means it's in danger of collapsing. At 10x BODY in damage, it has a 15-Activation Roll (made at the end of every day) to remain upright. For every additional 10x BODY it sustains, the building's Activation Roll is lowered by one line on the Activation Roll chart, and the time interval is lowered by one line on the Time Chart (see the accompanying table).

BREAKING BUILDINGS TABLE

Multiplier	Example
x3 to x5	A small or flimsy building (a small home)
x6 to x9	An average building (a typical detached residential home, a small office building)
x10 (or more)	A large or especially sturdy building (most superhumans' bases, skyscrapers, large office complexes)

Building Has Taken	Activation Roll	Roll Every
1x Multiplier BODY	15-	Day
2x Multiplier BODY	14-	6 Hours
3x Multiplier BODY	13-	1 Hour
4x Multiplier BODY	11-	20 Minutes
5x Multiplier BODY	10-	5 Minutes
6x Multiplier BODY	9-	Minute
7x Multiplier BODY	8-	Turn

For Area Of Effect attacks, Explosions, vehicle collisions, and other attacks that impact large amounts of a building at once, the GM may, in his discretion, apply a multiplier to the BODY done, solely for purposes of determining building collapse. For example, suppose a Giant Dinosaur (STR 75) has an Area Of Effect attack (Tail Sweep) it can make with his STR. It does 18 BODY to a building. Given the nature of the attack, which would cause a lot more structural damage than even a powerful Energy Blast, the GM chooses to double the BODY, but only for purposes of determining whether (and when) the building falls down.

If a building collapses, everyone in it takes a number of dice of Normal Damage equal to the BODY rating of the exterior walls, +1d6 for each floor above the ground the person is on. For example, a person on the eighth floor of a building with 5 BODY walls takes 13d6 Normal Damage if the building collapses. At the GM's option, a character may be able to make an appropriate Skill Roll (such as Breakfall or Contortionist) to reduce this damage somewhat — or, even better, leap out the window before the building falls down.

If a collapsing building falls on a character, that character suffers damage based on the weight of the building. Determine how much STR it would take to lift the building (or the discrete chunk of it that hits the character), and then use that STR to apply Normal Damage to the character. (Crushing damage, discussed on page 99, may also apply if the collapsed building remains on top of the character for long.)

Of course, there are plenty of other dangers involved in a building collapse. Characters might get electrocuted by damaged wiring, find themselves trapped in a fire, or impaled on a sharp object of some sort. See the *Living In A Dangerous World* rules on pages 444-46 of the *HERO System 5th Edition, Revised* for more information.

At the GM's option, you can also use these rules for breaking other large, roughly hollow objects, such as a supervillain's secret mountaintop aerie. Simply assign the object an appropriate DEF score (if it doesn't already have one). Based on the shape, structure, and nature of the object, the GM

may want to change how often the Activation Roll is made.

COLLATERAL SIZE DAMAGE

Page 100 has rules for how heavy characters may damage surfaces they walk on. But extremely large characters — bricks using Growth, giant monsters rampaging through Tokyo, and so on — are even more likely than heavy characters to wreak havoc in their local environment. In a world designed for normal-sized humans, every step a super-tall character takes and every casual swing of his arms has the potential for disaster — “realistically” speaking.

If the GM wants to take this into account, here's a simple rule for doing so. Each Phase, a super-tall character has to make a DEX Roll as an Action that takes no time. (If the character doesn't move his body at all during a Phase, then the GM can waive the roll.) A penalty of -1 per 15 points' worth of Growth (or fraction thereof) applies; for characters not using Growth, calculate the corresponding penalty based on their height. If the character makes the roll, he doesn't cause any collateral damage (other than crushing the surface he steps on, perhaps). If he fails the roll, he does his Casual STR damage to some feature of the environment. Typically this means a building, tree, or the like, but the GM has the final say based on the situation.

Realistic Uses Of Strength

Related to the “Fragile World” concept is the idea of devising more “realistic” rules for how STR affects the physical world. (See the Introduction for a general discussion of “realism” and STR.)

REALISTIC THROWING

Speaking “realistically,” the Throwing Table (page 15) short-changes high-STR characters. The two accompanying Realistic Throwing Tables present a more “realistic” picture of high-STR throwing, based on the force a character of a given STR can exert. The first table shows how heavy an object a character with a given STR 40-100 can throw 1,000 feet (152”), 1 Mile (804.5”), 10 Miles (8,045”), and into the orbit of Earth (escape velocity). The second table shows how far a character of a given STR can throw a given weight. Formulae are provided for calculating other STRs and weights.

Obviously, these “realistic” throwing rules potentially create enormous game balance problems. They have a lot of fun, dramatic uses, such as a brick throwing a nuclear bomb far enough away from inhabited areas that it doesn't hurt anyone. But if a brick can easily throw his foes into orbit (or even just a few miles), he can end a combat or crisis situation in a few short seconds. To compensate for this, GMs who want to use these rules should consider creating a *Long-Range Throw Combat Maneuver*. This maneuver allows bricks to access the realistic throwing rules, but it entails the same penalty as a Haymaker: a Long-Range Throw requires an Extra Segment to execute, and puts the brick at -5 DCV.

Whether the GM adopts the Long-Range Throw rule (or some similar rule), when bricks use the “realistic” throwing rules, standard rules for throwing, including penalties for range, balance, and aerodynamicity, apply.

REALISTIC LEAPING

Since a character who leaps is “throwing himself” forward (more or less), you can use the “realistic” throwing rules to determine how far high-STR characters can really leap. Find the character’s weight on the Realistic Throwing Tables, and from that find out how far the character can leap. The character spends one Phase in mid-leap for every 150” (1,000 feet) (or other distance chosen by the GM) of leap, and other rules for Leaping apply.

REALISTIC LIFTING

“Realistically,” a lot of the large objects bricks tend to lift wouldn’t remain in one piece during the process — they’d snap in two, or break into pieces, because they can’t support their own weight when picked up off the ground. If the GM wants to simulate this in game terms, here are some simple rules for doing so.

First, the GM should determine the weight of the object using the tables in this chapter. Since he has to do this anyway to figure out if the brick can lift it in the first place, that shouldn’t prove too difficult a task. Once he knows the weight, he should consult the Expanded Strength Chart to determine the minimum STR needed to lift it.

Second, he has to determine the object’s DEF and BODY. The *Breaking Buildings* rules on page 113 may provide some useful guidelines, or he can simply guesstimate based on the materials the object’s built with, its size, and other factors.

Third, for each Segment the brick holds the object off the ground (beginning in the Phase when he picks it up), the GM should apply the STR damage from the STR needed to lift it to the object. If the object takes any BODY damage beyond its DEF, it starts to crack and break. The GM can determine just how badly it breaks, and whether any pieces fall off, by comparing how much BODY damage it takes to its overall BODY. Then he can apply common sense and dramatic sense to figure out how the building breaks, and what happens. For instance, if a building with 100 BODY takes 10 BODY, then it’s 10% damaged. Depending on the situation, that may mean that the outermost 10% of its length falls off, that it’s suffered 10% damage but remains in one shape, or that the outermost 90% falls off, leaving the brick holding a 10%-sized chunk.

Characters with the *Hoist* Skill, or certain forms of the *Analyze* Skill, may be able to keep a large object from breaking when they lift it. See pages 29 and 30.

BRICKS HURTING THEMSELVES

“Realistically,” a brick with high STR doesn’t necessarily have a body that can withstand the use of that STR. When he really exerts himself, he might cause himself injury. See pages 27-28 for optional rules for this.

REALISTIC THROWING TABLE I

STR	Lift	1,000 feet (152’)	1 Mile (804.5’)	10 Miles (8,045’)	Orbital
40	6.4 tons	1.2 tons	502 kg	159 kg	—
45	12.5 tons	2.3 tons	980 kg	310 kg	—
50	25 tons	4.5 tons	2 tons	620 kg	22 kg
55	50 tons	9 tons	3.9 tons	1.2 tons	45 kg
60	100 tons	18 tons	7.8 tons	2.5 tons	89 kg
65	200 tons	36 tons	16 tons	5 tons	179 kg
70	400 tons	73 tons	31 tons	10 tons	357 kg
75	800 tons	145 tons	63 tons	20 tons	714 kg
80	1.6 ktons	290 tons	125 tons	40 tons	1.4 tons
85	3.2 ktons	581 tons	251 tons	79 tons	2.9 tons
90	6.4 ktons	1.2 ktons	502 tons	159 tons	5.7 tons
95	12.5 ktons	2.3 ktons	980 tons	310 tons	11 tons
100	25 ktons	4.5 ktons	2 ktons	620 tons	22 tons

To find the the mass a character can throw for each of these distances for other STR ratings, divide the maximum amount the character can lift by the following numbers:

5.5 for 1,000 feet

12.75 for 1 Mile

40.3 for 10 Miles

1,120 for Orbital (escape velocity)

These calculations assume a one second application of force and a 45 degree angle throw, and do not take air friction into account.

REALISTIC THROWING TABLE II

STR	Lift	100 Kg	1 Ton	5 Tons	10 Tons	50 Tons	100 Tons
40	6.4 tons	20,480”	205”	8”	—	—	—
45	12.5 tons	78,125”	781”	31”	8”	—	—
50	25 tons	312,500”	3,125”	125”	31”	—	—
55	50 tons	1.25 mil”	12,500”	500”	125”	—	—
60	100 tons	5 mil”	50,000”	2,000”	500”	20”	—
65	200 tons	20 mil”	200,000”	8,000”	2,000”	80”	20”
70	400 tons	80 mil”	800,000”	32,000”	8,000”	320”	80”
75	800 tons	320 mil”	3.2 mil”	128,000”	32,000”	1,280”	320”
80	1.6 ktons	1.3 bil”	12.8 mil”	512,000”	128,000”	5,120”	1,280”
85	3.2 ktons	5.12 bil”	51.2 mil”	2.05 mil”	512,000”	20,480”	5,120”
90	6.4 ktons	20 bil”	2.05 bil”	8.2 mil”	2.05 mil”	81,920”	20,480”
95	12.5 ktons	78 bil”	780 mil”	31 mil”	7.8 mil”	312,500”	78,125”
100	25 ktons	310 bil”	3.1 bil”	125 mil”	31 mil”	1.25 mil”	312,500”

To find the the distance a character can throw each of these weights for other STR ratings, divide the maximum amount the character can lift by the following numbers:

1. Take the maximum mass the character can lift.
2. Divide by the mass the character wants to throw.
3. Square the result of Step 2.
4. Multiply by 5 to find the maximum throwing distance in hexes (or multiply by 10 for meters).

Basically, each +5 STR quadruples the maximum throwing distance for a given mass, and each doubling of mass quarters the throwing distance.

These calculations assume a one second application of force and a 45 degree angle throw, and do not take air friction into account.

SOLAR SYSTEM GRAVITIES

Here are the gravities of major objects in Earth's solar system, where Earth's gravity = 1 G.

Object	Gravity
Asteroids	Negligible
Earth	1.00
Moon	0.16
Jupiter	2.60*
Europa	0.13
Ganymede	0.14
Mars	0.38
Deimos	Negligible
Phobos	Negligible
Mercury	0.37
Neptune	1.20*
Triton	0.76
Pluto	0.06
Charon	0.015
Saturn	1.20*
Titan	0.14
Uranus	0.80*
Miranda	0.008
Venus	0.88

*: Indicates gravity as of the cloud-tops; all others are surface gravity.

GRAVITY

In real world terms, the environmental phenomenon that has the most effect on strength is gravity. This section provides some general information on how high, low, and zero gravity impacts a character's use of STR. For more information on gravity and its game effects in general, as well as information about related phenomena like atmospheric density, see pages 203 and 278-81 of *Star Hero*.

GENERAL RULES

The G force from gravity/acceleration is rated as 5 STR for 1 G, +5 STR for each +1 G thereafter. That rule provides a quick and easy way to evaluate the force of gravity/acceleration in most circumstances, and thus to set a guideline by which to determine how much extra STR a character from a high-gravity environment would have, the effects of increasing the artificial gravity on a space station, and so forth. If appropriate, a character should have to make STR Versus STR Rolls simply to move against the force of gravity. If he loses the contest, he can't move (or, at the GM's option, can only move 1" per Phase). That way, security forces can trap characters in "high gravity fields" and so forth.

ENCUMBRANCE

In heavy gravity, a character is not only encumbered by the things he carries, but by his own body. To determine encumbrance in high G, multiply the weight of equipment by the local gravity, then add an amount equal to the character's body weight times (local G - 1). So a 100-kilogram man with STR 10, carrying 10 kilograms of gear in a 1.5 G environment, would calculate his encumbrance as follows: 10 kg of gear times 1.5 G equals 15 kg of encumbrance from equipment. Increased body weight equals 100 kg times (1.5 - 1 = 0.5), or 50 kg. His total encumbrance is 65 kilograms, which means he takes a penalty of -3 to his DCV and DEX rolls, a -2" movement penalty, and burns 2 END per Turn just moving around. (See page 379 of the *HERO System 5th Edition, Revised*.) Characters can counteract the penalty for high gravity by buying extra STR, possibly with the *Only To Counteract High Gravity Encumbrance Penalties* (-1) Limitation — 5 STR per +1 G suffices to reduce the character's Encumbrance penalty to what he'd experience in 1 G.

In light gravity, the reverse is true: the character can not only multiply the weight of what he's carrying by the local gravity, thus making it lighter, he can also subtract the difference between his own normal weight and his current weight in low gravity. A 100-kilogram man in an 0.75-G environment could not only carry 13 kg of stuff without encumbrance, he could add to that the 25 kg of body weight he doesn't have to carry. So in low G he can move easily with a load of 38 kilograms.

FALLING

High gravity makes things fall harder and faster; low gravity makes them fall slower and land gently. In an environment with different G, multiply falling velocity and damage by the local gravity. In a normal atmosphere, falling objects move at 5" per Segment, and rapidly reach terminal velocity — 30" under standard gravity. Multiply these values by local gravity to determine falling speed and terminal velocity on other worlds. Local air density may reduce this; for atmospheres exerting a pressure of 1.1 atmospheres or greater, divide terminal velocity by the local atmospheres. If there is no air at all, objects continue to accelerate indefinitely, adding (5" x local gravity) to their velocity each Segment. This means very long falls on a low-gravity but airless body like the Moon can be more dangerous than comparable falls on Earth.

FIGHTING

Gravity affects both HTH and Ranged Combat.

Hand-To-Hand Combat

Hand-To-Hand Combat in high or low gravity is more difficult for fighters who aren't used to the environment.

In low gravity, there is an OCV/DCV penalty of -1 in a gravity field of 0.5 to 0.9, -2 in a field between 0.1 and 0.5, and -3 in less than 0.1 G.

Heavy gravity imposes a straight -1 penalty to CV, but that is in addition to the increased encumbrance penalty (see above).

A character can negate the CV penalty for high or low gravity by taking the appropriate Environmental Movement. However, this does not eliminate the encumbrance penalty.

Ranged Combat

Gravity affects the maximum range of projectile weapons (this would include objects thrown tremendous distances by bricks using the "Realistic Throwing" rules). Simply divide range by local gravity to get the new maximum range. Thus, a weapon with a maximum range of 150" in 1 G has a maximum range of only 100" in 1.5 G (150"/1.5), but a maximum range of 200" in .75 G (200"/.75). The Range Modifier to accuracy does not change; it has more to do with perception than with the actual distance the projectile can travel.

Characters using ballistic weapons in a new and unfamiliar gravity should suffer at least a -1 OCV penalty, as shots tend to fall short. One hour's worth of practice (or one actual combat lasting at least 1 Turn) in the new conditions can remove this penalty.

MOVING

High and low gravity affects a character's ability to leap. (It affects other forms of movement as well, but that's beyond the scope of this book; see *Star Hero*.) As a general rule, don't forget that moving opposite gravity (*i.e.*, straight up, when on a planet) halves a character's gravity-based movement rate; moving in a direction consistent with gravity doubles it. (See pages 364-65 of the *HERO System 5th Edition, Revised*.)



Gravity affects a character's vertical Leaping and horizontal Leaping distance. Divide the character's inches of Leaping by the local gravity level.

Example: *The New Patagonian Pampas-Leaper can normally jump 10" in a 1 G environment. In the Martian Interstellar Zoo, where the gravity is 0.4, the Pampas-Leaper can jump 25", but on the planet Adamant (local gravity 2 G) it can only cover 5".*

LIFTING

The Lift amount listed on the (Expanded) Strength Table assumes a standard 1 G environment. In high gravity, multiply an object's mass by the local gravity to determine its apparent weight. Thus, a 100 kg barrel on a 1.6 G planet weighs as much as 160 kilograms do on Earth, and so requires STR 14 to get off the ground.

In low gravity, lifting gets easier. Multiply weight by local gravity as above to determine its local weight. This means characters can pick up extremely heavy items in low gravity — a STR 0 person can pick up 250 kilograms in a 0.1 G field! Below 0.1 G, use the guidelines for Zero Gravity, below.

THROWING

Throwing distance in different gravities is simply a matter of multiplying the mass of the thrown item by the local gravity and consulting the Strength Table to determine the thrower's available extra STR based on the increased weight. Then consult the Throwing Table, as usual.

Zero Gravity

The complete absence of gravity imposes its own set of difficulties on characters (some of which are noted above in reference to lighter-than-normal gravity). Since there is no force holding them down, there is also little or no friction on surfaces. It becomes very hard indeed to exert any force unless the character is properly braced.

The standard Skill Roll and OCV penalty for all activity in zero gravity (*a.k.a.* free fall) is -3; the standard DCV penalty is ½ DCV. Characters can overcome this penalty in two ways. First, they can buy the *PS: Zero-G Operations* Skill. This method is the most "realistic," and is best suited for characters used to normal gravity but trained for zero-G work. Second, they can buy the *Zero-G Training* form of Environmental Movement (*HERO System 5th Edition, Revised*, pages 89-90). This costs 4 Character Points and automatically cancels all Skill Roll and CV penalties caused by zero-G. This method is most appropriate for characters born to a zero-G environment, or who spend virtually all of their time in one.

FIGHTING

The effects of zero-G on Hand-To-Hand Combat fall into four categories: OCV Penalties, DCV Penalties, Damage Penalties, and Action/Reaction (Knockback). These penalties all apply when the character is in free fall in zero-G. If he's braced against a surface (for instance, if he wears magnetic shoes and stands on a steel surface), they do not apply.

GRAVITY AND LEAPING

Here's a quick reference table for the effects of gravity on Leaping. The table rounds off the results for a more even curve of effect.

Divide inches of Leaping by local gravity

Gravity	5" Leaping Equals...
.25	20"
.50	10"
.75	7"
1.0	5"
1.5	3"
2.0	2½"
2.5	2"
3.0	1½"

ZERO-G STRENGTH TABLE

Extra STR	Velocity
-25	c"
-23	1/6"
-20	1/4"
-18	a"
-15	1/2"
-13	3/4"
-10	1 1/4"
-8	1 1/2"
-5	2 1/2"
-3	3"
0	5"
3	7 1/2"
5	10"
8	15"
10	20"
13	30"
15	40"
18	60"
20	80"
25	160"
30	320"
35	640"
40	1,250"
45	2,500"
50	5,000"
55	10,000"
60	20,000"

...and so on

OCV Penalties

A character suffers a -3 OCV penalty for all attacks requiring him to have his feet on the ground (such as kicks in Martial Arts packages) performed in zero-G. In some situations the GM may rule that characters cannot use these maneuvers at all. He also suffers a -3 OCV penalty for other HTH attacks, reflecting the general difficulty he has moving and contorting his body in zero-G.

DCV Penalties

Characters are at 1/2 DCV when in zero-G.

Damage Penalties

All HTH Combat attacks suffer a minimum of a -1 DC damage penalty when performed in free fall, as they normally benefit from the character's secure contact with a surface or momentum arising from a leap from a surface. These penalties are usually higher (-3 DC), but the GM can adjust the penalty as he sees fit.

Action/Reaction (Knockback)

Combat in free fall should always use the Knockback rules, even if the campaign normally only uses Knockdown rules.

Knockback becomes a very serious problem in zero-G combat. When a character takes Knockback, he continues to move that many inches per Segment until he hits something. If the character has a safety line or tether, he moves until he reaches the limit of the rope and stops. Without a tether, there's a real danger of floating off helplessly into deep space. Characters in that situation can make a DEX Roll once per Phase to attempt to grab objects in adjacent hexes and thereby keep from flying away. Victims wearing any sort of zero-G flight pack can bring themselves to a stop using their thrusters.

For characters in free fall, roll 1d6 less than normal to determine Knockback, as if they were flying — which, in essence, they are. Moreover, instead of applying Knockback just to the target, divide it between attacker and target. If an attack does 4" Knockback, then the target doesn't sail back 4" — both attacker and target sail away from one another 2".

Grappling

Grabbing someone negates OCV penalties for strikes and the Action/Reaction effect (when a character has Grabbed someone and hit him, doing Knockback, neither of them goes anywhere).

LIFTING AND THROWING

Lifting and throwing objects in zero gravity are both easier and harder. A character can theoretically move any mass, and once something is moving it keeps on moving until it hits something. When shoving an object in zero-G, consult the Throwing Table (*HERO System 5th Edition, Revised*, page 35) to determine the character's Extra STR as if making a Standing Throw. The accompanying Zero-G Strength Table gives the velocity per Segment imparted by a braced shove. (If a shove is not braced, divide the inches of velocity between the character and the shoved object, as with unbraced Knockback.) The object continues to move until it hits something.

Stopping something in zero gravity is as hard as starting it. A person trying to halt a moving object in free fall compares the Extra STR (from the Throwing Table, as if making a Standing Throw) to the object's velocity on the table below. Subtract the inches a character could throw the object from its velocity. If the character slows the object to 0" or less, it stops moving. If the character doesn't have the STR to slow the object to 0" of movement, he takes damage from a Move Through attack at whatever the remaining velocity is (the object has STR 0 for Move Through purposes).

Example: *Big John the astronaut has STR 18 and wants to move a 100 kg fuel tank. The Throwing Table indicates he has an Extra STR of 8, which means he can impart a velocity of 15" per Segment to the tank. It goes hurtling across the Space Shuttle's cargo bay to where Little Willie the mission specialist tries to catch it. Willie has STR 8. According to the Throwing Table, Willie has -2 Extra Strength, which means he can slow the tank by 4" per Segment (Willie gets to round in his favor). Subtracting 4" from 15" shows the tank retains a velocity of 11". That means poor Willie gets hit by a Move Through from the tank moving at its remaining 11". Crunch! Poor Willie takes 3d6 damage.*

PLOT SEEDS FOR BRICKS

Here are a few classic plot seeds focusing on brick characters for the GM to use:

Bull In A China Shop: The brick accidentally does something horrible with his Strength — he causes tremendous property damage, injures innocent bystanders or the like. How can he make up for his transgression? Is it *really* his fault, or is some enemy manipulating the situation behind the scenes in hopes of inflicting emotional trauma?

Increase In Strength: Something causes the brick to become even stronger. Can he cope with his even greater power... or will it all go to his head, turning him into a threat to everyone around him, forcing his friends to stand against him?

Loss Of Strength: For some reason — a radiation accident, a disease, Foxbat's enervator ray — the brick loses some or all of his Strength. Can he adjust and keep on adventuring... and if so, what will it take for him to find a way to remain competitive? Is it possible for him to get back his strength, and if so how?

Play Ball! The brick is approached by a promoter who wants to create a league of super-athletes to play some sport, and he wants the brick to be one of his showcase stars. Is the whole deal legitimate, or is the promotor up to something? Will the brick abandon his friends for the bright lights and money of pro sports?

To Fight The Unfightable Foe: The brick must pit himself against a foe who can't be fought with physical might alone. Typically the enemy is someone the brick wouldn't be willing to hurt — a little girl possessed by a demon, one of his DNPCs under the mental control of an evil sorcerer, or the like. For once, the brick has to think his way out of a dilemma, not punch his way out.

chapter three:



A PILE OF BRICKS

EXAMPLE BRICKS

CHARACTER SHEET NOTATION

Generally, the text of the character sheets in this book should be pretty straightforward and easy to understand. Consult the Glossary in the *HERO System 5th Edition, Revised*, and the example powers in that book, if you have any questions about abbreviations, terms, or notations. The *Writer's Guidelines*, available on the Hero Games website (www.herogames.com), also provide some information about character sheet formatting.

In a Multipower, a “u” next to the cost indicates a Fixed (or “ultra”) slot, and an “m” a Flexible (or “multi”) slot.

Under the END column, a number in brackets indicates Charges (however, the bracketed number next to STR is an END cost).

CHAMPIONS BRICKS



GROND				
Val	Char	Cost	Roll	Notes
90	STR	80	27-	Lift 25 ktons; 18d6
18	DEX	24	13-	OCV: 6/DCV: 6
50	CON	80	19-	
30	BODY	40	15-	
5	INT	-5	10-	PER Roll 10-
8	EGO	-4	11-	ECV: 3
30	PRE	20	15-	PRE Attack: 6d6
6	COM	-2	10-	

40	PD	22	Total: 40 PD (40 rPD)	
30	ED	20	Total: 30 ED (30 rED)	
4	SPD	12	Phases: 3, 6, 9, 12	
28	REC	0		
100	END	0		
100	STUN	0	Total Characteristics Cost: 287	

Movement:	Running:	6"/12"
	Leaping:	30"/60"
	Swimming:	12"/24"

Cost	Powers	END
22	<i>Horns</i> : HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
3	<i>Stratospheric Punch</i> : MegaScale (1" = 1 km; +¼) for up to 90 STR; Extra Time (Full Phase; -½), Increased Endurance Cost (x10 END; -4), Only Affects Knockback Distance (-½), Requires A Brick Tricks Roll (-½)	8
3	<i>Stratospheric Throw</i> : MegaScale (1" = 1 km; +¼) for up to 90 STR; Extra Time (Full Phase; -½), Increased Endurance Cost (x10 END; -4), Only Affects Throwing Distance (-½), Requires A Brick Tricks Roll (-½)	8
35	<i>Super-Tough Skin</i> : Damage Resistance (40 PD/30 ED)	0
10	<i>Super-Tough Skin</i> : Lack Of Weakness (10 points) for Normal Defenses	0
4	<i>Super-Strong Lungs</i> : Life Support (Extended Breathing: 1 END per 20 Minutes)	0
25	<i>Super-Leaping</i> : Multipower, 25-point reserve	
1u	1) <i>Basic Super-Leaping</i> : Leaping +12" (30" forward, 15" upward)	1
1u	2) <i>MegaLeaping</i> : Leaping +8", MegaScale (1" = 1 km, leap takes 1 Phase per km; +¼) (25 km forward, 13 km upward)	1
10	<i>Super-Strong Swimmer</i> : Swimming +10" (12" total)	0
6	<i>Four Arms</i> : Extra Limbs (2), Inherent (+¼)	0

6 *Four-Armed Combatant*: +2 SPD; Activation Roll 11- (-1), Costs Endurance (-½), Only To Punch (-1) 2

Skills

20 +4 Hand-To-Hand

17 Brick Tricks 20- (DEX-Based)

15 Hoist 16-

Total Powers & Skills Cost: 178

Total Cost: 465

200+ Disadvantages

25 *Distinctive Features*: big, ugly mutated green body (Not Concealable, Causes Extreme Reaction [abject fear])

35 *Enraged*: Berserk when realizes he's been tricked, or thinks he's been tricked (Common), go 11-, recover 8-

15 *Hunted*: Champions 8- (As Pow, NCI, Capture)

15 *Hunted*: UNTIL 8- (As Pow, NCI, Capture)

5 *Physical Limitation*: Big And Heavy (is always 12 feet tall and weighs approximately 1,000 kg; -2 DCV, +2 to PER Rolls to perceive) (Infrequently; Slightly Impairing)

25 *Psychological Limitation*: Childishly Naive And Prone To Tantrums (Very Common, Total)

15 *Psychological Limitation*: Hatred Of Fire (Common, Strong)

20 *Reputation*: dangerous and destructive out-of-control monster, 14- (Extreme)

5 *Social Limitation*: Public Identity (Sydney Potter) (Occasionally, Minor)

10 *Unluck* 2d6

20 *Vulnerability*: 2 x STUN from Ego Attacks (Common)

20 *Vulnerability*: 2 x STUN from Fire Attacks (Common)

55 Experience Points

Total Disadvantage Points: 465

Description: This character sheet represents one possible way to rework and enhance Grond using the information and suggestions in this book. For Grond's background and related information, see *Conquerors, Killers, And Crooks*, page 154.

OGRE				
Val	Char	Cost	Roll	Notes
65	STR	55	22-	Lift 200 tons; 13d6 [6]
20	DEX	30	13-	OCV: 7/DCV: 7
33	CON	46	16-	
23	BODY	26	14-	
5	INT	-5	10-	PER Roll 10-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
30	PD	17		Total: 30 PD (20 rPD)
24	ED	17		Total: 24 ED (24 rED)
4	SPD	10		Phases: 3, 6, 9, 12
20	REC	0		
66	END	0		
73	STUN	0		Total Characteristics Cost: 210

Movement: Running: 6"/12"

Leaping: 23"/46"

Cost Powers END

60	<i>Brick Tricks</i> : Multipower, 60-point reserve		
1u	1) <i>Augmented Haymaker</i> : HA +4d6; Hand-To-Hand Attack (-½), Only When Using Haymaker To Punch (-1)	2	
2u	2) <i>Bearhug</i> : Energy Blast 6d6, NND (defense is Life Support [Self-Contained Breathing]; +1); Must Follow Grab (-½), No Range (-½), Requires A Brick Tricks Roll (-½), Side Effects (if character fails roll, opponent takes character's full STR damage; -¼)	6	
2u	3) <i>The Big Wrap-Up</i> : Entangle 6d6, up to 6 DEF; OIF (appropriate materials of opportunity; -½), No Range (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½), Side Effect (may cause considerable damage to the environment; -0)	6	
3u	4) <i>Crack The Whip</i> : Energy Blast 8d6, Indirect (always originates with character, but can strike foe from one of several directions; +½); OIF (appropriate materials of opportunity; -½), Only Versus Properly-Positioned Targets (-¼), Limited Range (limited to length of "whip"; -¼), Side Effect (may cause considerable damage to the environment; -0)	6	
2u	5) <i>Distance Punch</i> : Double Knockback (+¾) for up to 65 STR; Requires A Brick Tricks Roll (-½), Increased Endurance Cost (x2 END; -½)	10	
3u	6) <i>Flick Of Unconsciousness</i> : Energy Blast 6d6, NND (defense is Lack Of Weakness on defenses covering the head, or any innate rPD protecting the head; +1); No Range (-½), Requires A Brick Tricks Roll (-½), Side Effects (if character fails roll, opponent takes character's full STR damage; -¼)	6	
3u	7) <i>Poke</i> : Armor Piercing (+½) for up to 65 STR	3	

2u	8) <i>Shockwave</i> : Explosion (+½) for up to 65 STR, Hole In The Middle (the hex the character stands in when he uses the power; +¼); Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), Only Does Knockdown, Not Knockback (-0)	4	
3u	9) <i>Tear You Limb From Limb</i> : HKA 2d6 (up to 4d6 with STR)	3	
2u	10) <i>Thunderclap</i> : Hearing Group Flash 8d6, Explosion (-1d6/3"; +1), Hole In The Middle (the one hex the character is standing in when he uses the power; +¼), Does Knockback (+¼); No Range (-½), Extra Time (Full Phase; -½), Restrained (-½)	6	
2u	11) <i>Super-Strength Smash-Through</i> : Tunneling 1" through 15 DEF material; Requires A STR Roll (-½), Walls Only (-½)	5	
13	<i>Devolutionized Body</i> : Hardened (+¼) for 30 PD/24 ED	0	
34	<i>Devolutionized Body</i> : Damage Resistance (30 PD/24 ED), Hardened (+¼)	0	
5	<i>Devolutionized Body</i> : Lack Of Weakness (-5) for Normal Defenses	0	
10	<i>Super-Strong Legs</i> : Leaping +10" (23" forward, 12" upward)	1	
6	<i>Animalistic Senses</i> : +2 PER with all Sense Groups	0	

Skills

15	+3 Hand-To-Hand
9	+3 with Brick Tricks Multipower
3	KS: The Superhuman World 12-
5	Power: Brick Tricks 14- (DEX-Based)

Total Powers & Skills Cost: 185

Total Cost: 395

200+ Disadvantages

30	Enraged: Berserk in combat (Very Common), go 11-, recover 14-
25	Enraged: Berserk when takes BODY damage (Uncommon), go 11-, recover 11-
25	Hunted: ARGENT 8- (Mo Pow, NCI, Capture)
25	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Devolutionized Memory (Common, Strong)
15	Psychological Limitation: Hates "Bullies" (Common, Strong)
15	Reputation: stupid, destructive super-strongman, 11- (Extreme)
15	Social Limitation: Public Identity (James "Jack" Stevens) (Frequently, Major)
30	Vulnerability: 2 x Effect from Mental Powers (Very Common)

Total Disadvantage Points: 395

Description: This character sheet represents one possible way to rework Ogre using the information and suggestions in this book. Since the original Ogre had 78 points unspent, this shows how he might spend them after he's learned how to apply his super-strength to do more than just punch. The GM allowed him to fold his Super-Strength Smash-Through power into his Brick Tricks Multipower to save some points.

For Ogre's background and related information, see *Conquerors, Killers, And Crooks*, page 187.

VISIGOTH PLOT SEEDS

Eurostar decides to extend der Westgote an offer to join its ranks, but he has to pass a test first. Fiacho devises a series of destructive crimes perfect for Eberhardt's powers and personality. Now the PCs have to stop his rampage... and, if possible, find out what started it and teach Eurostar not to use the cities of Europe as their terrorist playground.

An American criminal organization (a VIPER Nest, perhaps) hires der Westgote to come to the United States and kill the PCs.

The heroes encounter der Westgote guarding what appears to be a simple, and not very profitable, smuggling organization. What's *really* going on?

DER WESTGOTE (THE VISIGOTH)

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
24	DEX	42	14-	OCV: 8/DCV: 8
30	CON	40	15-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
14	COM	2	12-	
25	PD	13		Total: 25 PD (20 rPD)
25	ED	19		Total: 25 ED (20 rED)
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
30	REC	24		
60	END	0		
60	STUN	0		Total Characteristics Cost: 267

Movement: Running: 13"/26"
Leaping: 20"/40"

Cost Powers END

Martial Arts: Brick Tricks

	Maneuver	OCV	DCV	Notes
4	Bearhug I	+0	+0	16d6 Crush, Must Follow Grab
4	Big Push	+0	+0	75 STR to Shove
4	Break Free	+0	+0	75 STR vs. Grabs
5	Fist-Grab	+1	+1	Grab One Limb, Block
3	Grab	+0	-1	Grab Two Limbs, 70 STR for holding on
4	Punch	+2	+0	14d6 Strike
4	Slam	-1	-1	14d6 Strike; Grab Two Limbs; Target Falls
3	Tackle	+0	-1	12d6 +v/5 Strike; You Fall, Target Falls; FMove
4	Toughness	+2	+2	Block, Abort
30	<i>Rending And Tearing:</i> HKA 3d6 (6d6 with STR); Increased Endurance Cost (x2 END; -½)			
20	<i>Super-Tough Skin:</i> Damage Resistance (20 PD/20 ED)			
4	<i>Super-Physiology:</i> Life Support (Extended Breathing: 1 END per 20 Minutes)			
10	<i>Super-Physiology:</i> Life Support (Immunity: all terrestrial poisons and chemical warfare agents)			
14	<i>Super-Strong Legs:</i> Running +7" (13" total)			
8	<i>Super-Strong Legs:</i> Leaping +8" (20" forward, 10" upward)			
14	<i>Rapid Healing:</i> Healing 2d6 (Regeneration; 2 BODY/Turn), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time (1 Turn; -1¼)			

Perks

7 Contact: Fiacho 11- (extremely useful Skills

and resources, significant Contacts of his own, good relationship)

30 Contacts: 30 more points' worth of Contacts in the European and American underworlds

5 Money: Well Off

Skills

20 +4 HTH

1 Computer Programming 8-

4 Gambling (Card Games, Dice Games) 13-

3 AK: Europe 13-

2 CK: Berlin 11-

1 KS: Art History 8-

1 KS: The Espionage World 8-

2 KS: European Politics 11-

1 KS: History 8-

2 Language: English (fluent conversation; German is Native)

1 Language: French (basic conversation)

1 Language: Russian (basic conversation)

7 Power: Brick Tricks 16- (DEX-Based)

3 Stealth 14-

3 Streetwise 14-

3 Tactics 13-

2 WF: Small Arms

Total Powers & Skills Cost: 234

Total Cost: 501

200+ Disadvantages

10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)

25 Hunted: UNTIL 11- (Mo Pow, NCI, Capture)

5 Hunted: Eurostar 8- (Mo Pow, Watching)

20 Psychological Limitation: Utterly Amoral (Common, Total)

15 Psychological Limitation: Overconfidence (Very Common, Moderate)

10 Reputation: dangerous, vicious supervillain, 8- (Extreme)

15 Social Limitation: Secret Identity (Rudolf Eberhardt) (Frequently, Major)

201 Experience Points

Total Disadvantage Points: 501

Background/History: Born and raised in Germany, Rudolf Eberhardt can barely remember a time when he wasn't stronger and tougher than normal. Even as a child he could easily bully his playmates, and by the time he turned 13 he was obviously superhumanly strong. His parents kept trying to convince him to hide his abilities and only use them responsibly to help people, but he thought they were idiots. Why shouldn't he use his strength to get anything he wanted? When he robbed a bank at 15 and they started to call the police on him, he killed them both and left home, never looking back.

He spent the next ten years in the European underworld, making a reputation for himself as a super-strong, super-ruthless criminal who'd take any sort of job if the money was right or the thrills were there. Along the way he murdered over two dozen people, including several women. He was

captured by UNTIL twice, but found a way to escape both times. In his late 20s he journeyed to America for the first time and committed some crimes there as well, but he's shown a marked preference for staying in Europe since then.

In 2002, der Westgote made some political comments in an interview with an underground journalist. Fiacho, leader of Eurostar, read the interview and approved of what the self-styled "Visigoth" had to say. He tracked the feared brick down and had a discussion with him. Since then the two have maintained a cordial, if wary, relationship, mostly based around meeting in obscure taverns late at night to discuss politics and drink. Fiacho's introduced him to the rest of Eurostar as well, and except for Durak they all seem to get along with him. It seems likely that if Eurostar ever chose to expand its ranks, der Westgote would receive an offer of membership.

Personality/Motivation: The Visigoth is utterly amoral, a true sociopath who cares about no one and nothing except himself and his own personal gratification. He doesn't feel the slightest shred of guilt about committing robbery, murder, and acts of terrorism — as long as *he* enjoys himself and gets what he wants, that's all that matters. He's interested in politics, art, and history, but only in a superficial way compared to the likes of Fiacho and Mentalla; he mainly pays attention to intellectual subjects so he can "look smart" in the company of others.

Quote: "All right, it's your funeral."

Powers/Tactics: The Visigoth is an immensely strong brick, though he's not quite as resilient as many superhumans with similar levels of STR. (On the other hand, he heals very quickly, and it's extraordinarily difficult to keep him unconscious.) What makes him dangerous as a fighter is that he doesn't just punch people and throw heavy objects. He's taught himself how to use his super-strength effectively in combat, as reflected by his *Brick Tricks* Martial Arts. (He also has the *Brick Tricks* Power Skill, and can use it occasionally to perform some of the abilities listed on pages 49-86, if the GM permits.)

In battle, the Visigoth usually opens up with a few straightforward punches to find out just how much damage his opponent can take. If that's not enough to end the battle, he'll switch to Martial Maneuvers (particularly Bearhug I) or his *Rending And Tearing* ability. He enjoys showing off his strength by doing something flashy (especially a Fist-Grab maneuver) and then making a Presence Attack.

Campaign Use: Der Westgote isn't quite as "butch" as many other bricks. What sets him apart from other super-strong characters is that he's *smart*. While his sociopathy compromises his intelligence at times, he knows how to fight cleverly and with tactical insight... and when it's time to retreat and live to fight another day. Don't play him as another

ordinary knock-down-drag-out punching brick; showcase his ability to fight intelligently.

To make the Visigoth tougher, increase his defenses a bit, and perhaps give him a small Multipower of "brick trick" powers. If he's too tough, reduce his STR to 50, his SPD to 5, his REC to 20, and his related abilities proportionately.

Der Westgote definitely holds grudges; it wouldn't take much for him to start Hunting a hero. But if he does, he'll do so casually (rarely on more than an 8-); he prefers to take advantage of opportunities that come his way (or that he can easily set up) rather than deliberately stalking someone for a long period of time.

Appearance: The Visigoth is a handsome German man in his late 20s. He's extremely muscular, but not nearly as much so as a typical Champions Universe brick — he looks more like a body-builder than a superhumanly strong person. He wears his wavy blonde hair at shoulder length, and his eyes have a gleam of malicious cleverness to them. He doesn't have a costume like most supervillains do; typically he wears black boots and pants, a tan or brown shirt (often with the topmost three or four buttons undone), and sometimes black fingerless gloves.



WHITE RHINO PLOT SEEDS

White Rhino smashes a ring of poachers who were secretly working for Joseph Otanga to obtain certain “supplies” he needed for some mystic rituals. The enraged Otanga wants to get rid of him forever... but decides to trick the PCs into doing the job instead of sully-ing his own hands.

White Rhino takes a job in America that pays a lot of money, but ends up captured and put in Stronghold. Then he feels a tremendous threat to central Africa, and appeals to the PCs to (a) convince his jailors to release him, and (b) help him save his people and homeland.

VIPER has a lot of interests in Africa, and some of them may threaten the central part of the continent. This, naturally, would bring it into conflict with White Rhino. Preferring to eliminate the problem in advance, VIPER manipulates the PCs into battling him.

WHITE RHINO

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 12.5 tons; 10d6 [5]
22	DEX	36	13-	OCV: 7/DCV: 7
35	CON	50	16-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack 4d6
12	COM	1	11-	
30	PD	20		Total: 20 PD (20 rPD)
30	ED	23		Total: 20 PD (20 rPD)
5	SPD	18		Phases: 3, 5, 8, 10, 12
17	REC	0		
70	END	0		
63	STUN	0		Total Characteristics Cost: 218

Movement: Running: 12”/24”
Leaping: 10”/20”

Cost Powers END

18	<i>Horns:</i> HA +6d6, Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-½), Only Works With Move Throughs (-1)	3
15	<i>Toughness:</i> Hardened (+¼) for 30 PD/30 ED	0
37	<i>Toughness:</i> Damage Resistance (30 PD/30 ED), Hardened (+¼)	0
24	<i>Rhino Resilience:</i> Knockback Resistance -12”	0
10	<i>Mystic Protection:</i> Power Defense (10 points)	0
19	<i>Mystic Protection:</i> Life Support (Self-Contained Breathing; Safe Environment: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum)	
12	<i>Rhino's Speed:</i> Running +6” (12” total)	1
4	<i>Burst Of Speed:</i> Running +8” (20” total); Increased Endurance Cost (x7 END; -3)	14
30	<i>Luck Of The White Rhino:</i> Luck 6d6	0

Perks

20	Contacts: 20 points' worth throughout Central Africa
2	Reputation: protector of Central Africa and friend to its people (among some inhabitants of Central Africa) 11-, +2/+2d6

Talents

40	<i>Protector Of Central Africa:</i> Danger Sense (general area [central Africa], any danger, sense) 14-
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Skills

15	+3 HTH
4	+2 OCV with Move Through
3	Climbing 13-
5	AK: Central Africa 14-
2	KS: African History 11-
2	KS: Central African Flora And Fauna 11-
1	Language: English (basic conversation; Swahili is Native)
9	Power: Brick Tricks 16- (DEX-Based)

3	Streetwise 13-
3	Trading 13-

Total Powers & Skill Cost: 278

Total Cost: 496

200+ Disadvantages

15	Enraged: if takes BODY damage (or 30+ STUN in a single blow) (Uncommon), go 11-, recover 11-
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: VIPER 8- (Mo Pow, NCI, Kill)
20	Psychological Limitation: Must Protect Central Africa (Common, Total)
15	Psychological Limitation: Greedy (Common, Strong)
15	Social Limitation: Secret Identity (Lucas Kintebe) (Frequently, Major)
191	Experience Points

Total Disadvantage Points: 496

Background/History: Lucas Kintebe was born into a poor family in Uganda. He began stealing almost as soon as he was old enough to walk, and by the time he was a teenager he was an accomplished thief. It wasn't a very good living, though, and he constantly yearned for something better.

One day he got a tip from a friend about the security guard schedules at a local museum. Thinking this might be his big break, he planned carefully and slipped into the museum at just the right moment. He stole a bagful of the most valuable, easily-carried art objects and treasures he could find, then made his escape.

When he examined his loot, one item — an amulet depicting the legendary white rhino, harbinger of good fortune — really intrigued him. On a lark, he put the amulet on. Without warning it began to tingle, and then it *merged* with his flesh, sinking into his body. He screamed and fell unconscious.

When he awakened, he wasn't human anymore. He looked like some strange cross between a rhino and a man, with thick, knobby whitish skin covering his body and two horns growing out of his head. One look at himself and he fainted dead away.

This time when he awoke, he was his old, normal self again. After a little bit of concentration, he discovered he could change between one form and the other at will. And in his rhino-man form, he was super-strong! He spent the next week on a crime spree, smashing his way into banks and stores and taking all the money he could get his hands on...

...and then, just as he was planning another job, he got this strange feeling that *something* was wrong in the countryside to the north. Unable to shake the feeling, he headed that way to find out what was going on. He discovered an unscrupulous diamond mining company exploiting its workers and polluting the river. Enraged, he transformed into his White Rhino form (as he now called it), smashed the company's facility into rubble, and gave all the money and raw diamonds he found in the company's safe to the workers.

Since then, the White Rhino's led a sort of double existence. Most of the time he's just a super-powered Lucas Kintebe, with all of his ordinary greed and criminal tendencies. But when a threat to central Africa or her people arises, he feels an irresistible compulsion to use his powers to help out and right the wrong, often playing "Robin Hood" in the process. He's become a hero to many Africans, and a despised criminal to others.

Personality/Motivation: Gaining superpowers didn't change Lucas Kintebe's personality any. He's greedy and cares nothing for laws or morals; if he wants something valuable, he finds a way to take it. Becoming White Rhino allows him to steal things he never could have before, and he loves that. He usually works by himself, but has no trouble teaming up with other villains or working for a master villain. While he doesn't mind a good fight, he's not cruel or murderous, and won't work with people who are overly violent. He'd fit in well with GRAB.

But the White Rhino powers come with a solemn, unavoidable obligation to protect the central region of Africa (roughly, south of the Sahara to about the twelfth parallel below the equator). If something threatens the region, its people, or its environment, the mystic source of his powers compels him to investigate and resolve the situation. It doesn't care *how* he resolves it, as long as the threat vanishes. Lucas has tried to resist the compulsion a time or two, but has never succeeded. It's reached the point where he sort of enjoys the accolades he receives for his heroic actions, so he doesn't normally fight the mystic impulse anymore.

Quote: "I *want* that necklace, and you're *not* gonna stop me. Comin' through!"

Powers/Tactics: White Rhino isn't exactly the world's greatest tactician. He has two basic attacks: the Punch; and the Move Through (the latter usually involving his Burst Of Speed ability). Which one he uses typically depends on whether he's in HTH Combat range with his target or not. Sometimes he throws a Grab into the mix as well. A little bit of training with a skilled tactician would expand his range of fighting skills considerably.

White Rhino possesses a few abilities most bricks don't because of his role as the protector of central Africa. He can sense danger to the area (or large numbers of people within it), and has a certain degree of resistance to mystic attacks (and related powers). Most importantly, the fates watch out for him; the GM should make frequent use of his Luck (though the GM should consider removing a die or two of Luck when White Rhino's outside of his home territory). Furthermore, he has a good reputation among many central Africans, and can often count on their help and support.

Campaign Use: White Rhino presents an interesting contrast around which the GM can spin stories. By inclination he's a thief and robber, more than willing to use his super-strength for personal gain. But he's also central Africa's protector. What happens when his two Psychological Limitations come into conflict? Is it possible to appeal to his better nature

and turn him into a true hero?

To make White Rhino tougher, give him some "brick trick" powers and other abilities — or, to make him more distinctive, give him more mystic powers related to his role as protector of central Africa but which don't necessarily have anything to do with being super-strong (for example, the ability to summon and control rhinos). To weaken him, reduce his defenses and other Characteristics a little.

White Rhino won't Hunt characters normally; there's no profit in it. However, if someone repeatedly or persistently threatens central Africa, he may find himself compelled to pursue and destroy the wrongdoer.

Appearance: In his superhuman form, White Rhino resembles a cross between man and rhino: he stands on two massively-muscled legs and has two equally muscular arms, but his face is rhino-like and he has two horns (a large one in front, and a smaller one behind, like those of a rhino) projecting from his forehead. His skin is thick and knobby like a rhino's, but it's got a distinctively pale, almost white, coloration (hence his name). He wears a sort of loincloth-like garment around his waist, but no other clothes.

As Lucas Kintebe, White Rhino is a fairly handsome African black male of average height and a relatively muscular build (but not noticeably so). He wears the nicest clothing he can find and afford; his transformation from human into rhino-human form has an unfortunate tendency to tear apart whatever he's wearing at the time.



HEROIC BRICKS



CABER

Val	Char	Cost	Roll	Notes
25	STR	20	14-	Lift 800 kg; 5d6 [5]
14	DEX	12	12-	OCV: 5/DCV: 5
22	CON	28	13-	
17	BODY	14	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
10	PD	7		Total: 10 PD (0 rPD)
8	ED	4		Total: 8 ED (0 rED)
4	SPD	16		Phases: 3, 6, 9, 12
9	REC	0		
44	END	0		
41	STUN	0		Total Characteristics Cost: 111

Movement: Running: 6"/12"

Cost	Powers				END
	<i>Martial Arts: Dirty Infighting</i>				
	Maneuver	OCV	DCV	Damage/Effect	
4	Block	+2	+2	Block, Abort	
4	Eye Gouge	-1	-1	Sight Group Flash 4d6	
4	Kidney Blow	-2	+0	HKA ½d6 (1d6+1 with STR)	
4	Low Blow	-1	+1	2d6 NND(3)	
4	Punch	+0	+2	7d6 Strike	
5	Roundhouse	-2	+1	9d6 Strike	
3	Throw	+0	+1	5d6 +v/5; Target Falls	
5	<i>Power Punch:</i> HA +2d6; Hand-To-Hand Attack (-½), Requires A Brick Tricks Roll (-½)				1
4	<i>Intimidation:</i> +10 PRE; Extra Time (Full Phase; -½), Only To Make Fear/ Intimidation-Style Presence Attacks (-1)				0
7	<i>Shrug It Off:</i> Physical Damage Reduction, 25%; Requires A Brick Tricks Roll (-½)				0

Talents

3 Resistance (3 points)

Skills

10 +2 HTH

2 Gambling (Card Games) 11-

1 High Society 8-

5 Interrogation 14-

2 CK: Edinburgh 11-

2 CK: Hudson City 11-

2 KS: Charlemagne 11-

2 KS: The Hudson City Underworld 11-

1 KS: The Military/Mercenary/Terrorist World 8-

2 KS: Soccer 11-

1 Mechanics 8-

7 Power: Brick Tricks 14- (DEX-Based)

1 PS: Billiards 8-

2 PS: Scottish Games 11-

1 PS: Soccer 8-

3 Stealth 12-

3 Streetwise 13-

3 WF: Small Arms, Blades

Total Powers & Skills Cost: 97

Total Cost: 208

100+ Disadvantages

5 Distinctive Features: Scottish Accent (Easily Concealed; Noticed And Recognizable)

20 Hunted: Hudson City Police Department 8- (Mo Pow, NCI, Capture)

15 Psychological Limitation: Enjoys Hurting People (Common, Strong)

15 Psychological Limitation: Greedy And Self-Centered (Common, Strong)

53 Experience Points

Total Disadvantage Points: 208

EQUIPMENT

Weapon	OCV/RMod	Damage	STUN	STR	Min	Shots
.45 pistol	+1/0	2d6-1	+1	9	7	
						(carries +2 clips)
.38 Special	0/0	1d6+1	0	7	6	
Knife	0/—	1d6-1	0	6	—	

Armor: In appropriate situations, Level I body armor (DEF 5, covers Hit Locations 9-13)

Gear: Caber doesn't carry any standard gear besides the listed weapons, but can usually arrange to get anything he needs (within reason) through his employer.

Clothing: Fine men's suits and shoes

Background/History: Born in Edinburgh, Caber fled Scotland for the United States at age 18 after he nearly beat a man to death in a barroom brawl. He'd been a petty thief and legbreaker for years, and it wasn't hard to find the same sort of work in Hudson City. After drifting from one petty gang leader to another, he attracted the attention of the crimelord Charlemagne, who cleaned him up and gave him a job. Since then he's been one of Charlemagne's right-hand men, doing the same work as ever but learning a lot more about crime in the process.

Personality/Motivation: Caber isn't just a brute by appearance, he's a brute by nature. He cares little about most other people, focusing only on what he wants or the assignments given him by his boss. The only thing he's ever really been good at in his life is hurting people, and he enjoys doing so; he gets a perverse thrill out of snapping someone's leg in two or beating a man to a pulp.

The only thing Caber enjoys as much as hurting people is soccer. He's a die-hard soccer fan; it's hard to roust him away from the TV if one of his favorite teams is playing (though he'll jump to obey any order of Charlemagne's; the man scares even him). He has a hatred of smoking (as several of Charlemagne's other flunkies quickly found out after he was hired), and will force anyone in his presence to snuff out a lit cigarette or cigar immediately. On more than one occasion he's put out a stubborn smoker's cigarette by ramming it into the smoker's eye and then shoving the now-extinguished butt down the smoker's throat.

Quote: ::cracks knuckles:: "I'm gonna have to ask y' again to pay the money y'owe Mr. Charlemagne. I won't be askin' a third time."

Powers/Tactics: Caber is a big, enormously strong brute of a man. One punch from him is often enough to knock a man out, and if he gets his hands on one of his foes, broken bones are a likely result.



But Caber's got more to use in a fight than just a punch. For one thing, he's picked up some dirty fighting maneuvers on the streets, so he doesn't just have to slug it out Phase after Phase if that's not working. For times when fisticuffs won't get the job done, he carries a .45 pistol in a shoulder holster, a .38 in an ankle holster, and a knife mounted horizontally on the back of his belt so his suit jacket hides it; he can get other weapons from Charlemagne if necessary. He has a sentimental attachment to the .45, which he took from first man he ever killed; he'd go to considerable lengths to get it back if he lost it.

Campaign Use: Caber is pretty much a garden-variety thug, enforcer, and legbreaker (and thus a good "template" for many such Heroic bricks), with a few background and personality twists to make him interesting. His role is to provide muscle for Charlemagne, which means he's someone a group of PCs pursuing Charlemagne will encounter frequently.

Caber usually doesn't Hunt people unless Charlemagne orders him to. But he's got a long memory for "wrongs" done to him, and if he encounters someone who hurt or inconvenienced him in the past, he'll make sure to take it out on them now.

To make Caber tougher, give him more "brick tricks" appropriate to his character type (including beefing up his Damage Reduction to 50%). To weaken him, reduce his STR to 20 and his other Characteristics proportionately.

Appearance: Caber's an enormous bear of a man, standing over six and a half feet tall with a bodybuilder's muscles and thick black hair and beard. His boss makes him dress in dark men's suits, but he finds a way to loosen his tie and unbutton the first button on his shirt as soon as possible. He speaks with a distinctive Scottish accent that makes him stand out in the Hudson City underworld.

CABER PLOT SEEDS

While attending an exhibition soccer match in Hudson City, Caber gets drunk and starts a brawl... which turns into a riot that engulfs several neighborhoods. The police have announced a reward for anyone who brings in the man who started the riot. All the PCs have to do is find and catch Caber....

During a bar brawl, Caber hurts a prominent politician's son so badly that the son ends up partly crippled for life. The word's out on the street that the politician's offering a generous bounty to whoever brings him Caber's head. But is this true, or a lie spread by one of Charlemagne's rivals?

A group of Scottish crooks whom Caber used to work for, and betrayed, comes to Hudson City seeking vengeance. But they're so violent and uncontrolled that they may hurt a lot of innocent civilians while they look for him... unless the PCs stop them.

BURGIDA				
Val	Char	Cost	Roll	Notes
30	STR	30	15-	Lift 1,600 kg; 6d6 [6]
18	DEX	24	13-	OCV: 6/DCV: 6
25	CON	40	14-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
12	PD	10		Total: 12 PD (1 rPD)
10	ED	7		Total: 10 ED (1 rED)
4	SPD	12		Phases: 3, 6, 9, 12
11	REC	0		
50	END	0		
48	STUN	0		Total Characteristics Cost: 161
Movement: Running: 12"/24"				
Cost	Powers			END
	Martial Arts: Weapons Combat			
	Maneuver	OCV	DCV	Notes
5	All-Out	+1	-2	Weapon +4 DC Strike
4	Attack	+0	+2	Weapon +2 DC Strike
4	Charge	+0	-2	Weapon +2 DC Strike +v/5, FMove
4	Defend	+2	+2	Block, Abort
5	Probe	+1	+3	Weapon Strike
4	<i>Forceful Smash:</i> Does Knockback (+¼) for 30 STR; Requires A DEX Roll (-¾)			1
1	<i>Sturdy:</i> Damage Resistance (1 PD/1 ED)			0
12	<i>Long Legs:</i> Running +6" (12" total)			1
4	<i>Reach:</i> Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)			0
	Skills			
10	+2 HTH			
8	<i>Half-Giantess Warrior Swing:</i> +4 OCV with Sweep			
3	Climbing 13-			
3	Healing 12-			
1	AK: Mhorecia 8-			
1	AK: Northern Mitharia 8-			
2	AK: The Westerlands 11-			
2	KS: Giants And Giant Culture 11-			
2	KS: Orcs And Their Kin 11-			
2	Language: Kuldrar (fluent conversation; Vestrian is Native)			
2	Language: Trade-Tongue (fluent conversation)			
3	Stealth 13-			
3	Tactics 12-			
1	Tracking 8-			
1	Trading 8-			
4	WF: Common Melee Weapons, Common Missile Weapons			

Total Powers & Skills Cost: 91
Total Cost: 252

75+ Disadvantages

- 10 Enraged: if insulted or taunted (Common), go 8-, recover 14-
- 15 Hunted: Skarill 11- (Mo Pow, Limited Geographical Area [Greyward Mountains], Kill)
- 15 Hunted: Brotherhood Of Shadow 11- (Mo Pow, Limited Geographical Area [Aarn], Kill)
- 5 Physical Limitation: Large, up to twice human size and/or mass (4m, or 2") (Burgida is at -2 DCV, and others receive +2 on their PER Rolls to perceive her) (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Heroic (Common, Strong)
- 117 Experience Points

Total Disadvantage Points: 252

EQUIPMENT

Weapon	OCV/RMod	Damage	STUN	STR	Min	Shots
Great Mace	0/—	2d6	0	15	—	—
Greatsword	+1/—	2d6	0	17	—	—
Dagger#	0/—	1d6-1	0	6	—	—

Armor: Chainmail (DEF 6)

Gear: Tent and bedroll, flint and tinder, hunting horn, lantern, one flask of oil, one week's rations, heavy warhorse

Clothing: When adventuring, a sturdy tunic and treads suitable to the climate, with a robe or cloak in cold weather; when not adventuring, fine (but not ostentatious or rich) clothing appropriate to the place and occasion

Background/History: Burgida is a half-giantess; her father was a warrior and adventurer from Vestria, her mother a stone giantess from the Greyward Mountains. She lived with her mother's people for a time, but was scorned as too small and puny. So she went to live with her father's people, preferring to be regarded as large and "clumsy" instead.

Given her strength and size, it was natural that she'd take an interest in the arts of war. Her father tutored her as best he could, imparting all his skill and warrior's wisdom, but eventually she had to develop her own style of fighting to take advantage of her size and strength.

After she completed her training, Burgida chose to become an adventurer; the discipline and regimentation required of soldiers and city guards just wasn't for her. After adventuring with many different companions for a year or two, she fell in with an adventuring company called the Vestrian Fire-Eaters (since most of them came from Vestria or lands nearby), and has been with them ever since. They've had many thrilling adventures, including several clashes with the Orcs and Ogres of the Greyward Mountains, and an escapade in which they beat the Brotherhood of Shadow (an Aarnese thieves' guild) to a fabulous treasure.



Personality/Motivation: Burgida is a kind-hearted and heroic warrior who thinks nothing of putting her life and property on the line to save innocent folk from harm, or to destroy evil beings and monsters. Not only does she genuinely enjoy helping people, but she loves the excitement of battle and risk-taking for a good cause. When not adventuring, she usually finds some worthy way to spend her time, such as using her enormous strength to help a poor farmer build a new barn.

Burgida remembers being picked on as a child, and the memories still hurt. She doesn't take well to being teased or insulted, even by people she likes, and may react violently to any taunting. (The GM may increase her chance of becoming Enraged if the person insulting her is someone she dislikes or hates.)

Quote: "Are you just full of talk, little man? Or can you actually fight?"

Powers/Tactics: As a half-giantess, Burgida is much taller and stronger than even the biggest human or orcish warriors, and she puts her strength to good use in battle. She's developed a style of weapons combat that takes advantage of her abilities, and favors weapons like great maces and greatswords that allow her to inflict tremendous wounds at a single blow. Her size gives her an extra game inch of reach, and she's not averse to using it to hit her foes with her large weapons before they're within range to hit her back. And if she really "puts her shoulder into it" (as she says), she can deliver a punch that often sends her foes flying (*i.e.*, which does Knockback).

Burgida usually fights with two-handed weapons and doesn't bother with a shield, since her size makes her so easy to hit anyway; she relies on her natural resilience to shrug off the effects of attacks. But if necessary, she can wield her weapon in one hand and carry a tower shield in the other.

Campaign Use: Burgida is an unusual NPC hero who would make an enjoyable encounter for most groups of PCs. Given her height, she might seem threatening or dangerous at first, but anyone who treats her fairly and gets to know her soon discovers what a good person she is. She might even become a romantic interest for a male PC, assuming he's man enough to fall in love with a woman who's so much stronger than he.

Burgida doesn't really Hunt people. If she's on the trail of an evildoer as part of an adventure, she won't rest until she's caught him, but she doesn't make a point of tracking down people who've harmed her. She just waits until they meet again and takes her revenge then.

To make Burgida tougher, give her a few "brick tricks," such as some Damage Reduction or the like. To weaken her, reduce her STR and other Characteristics appropriately, emphasizing her "human" half instead of her "giant" blood.

Appearance: Burgida stands nearly twelve feet tall, and has long, flowing red hair that would make her stand out in a crowd even if her height did not. When adventuring, she usually wears a chainmail hauberk over leather garb; at other times she dresses appropriately for the occasion. Her favored weapon is a great mace scaled to her size, but she usually carries a similarly-sized greatsword in a back sheath as well.

BURGIDA PLOT SEEDS

Burgida finds herself getting weaker and weaker for some reason. Unable to figure out what's going on, she turns to the PCs for help.

Burgida approaches the PCs with a proposition. In some old giant lore-books she's found information about a fabulous treasure, but it's too well-guarded for her to obtain herself. She wants to team up with them to complete the adventure and split the profits equally.

The PCs (who know and like Burgida) receive a message from the Brotherhood of Shadow. It claims to have captured her, and threatens to kill her if the PCs don't undertake a mission for it. Is the note real, or just an attempt to trick the PCs into doing the Brotherhood's dirty work?

SYGYL

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
12	BODY	4	11-	
14	INT	4	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
8	PD	5		Total: 11 PD (3 rPD)
6	ED	2		Total: 9 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
10	REC	6		
36	END	0		
29	STUN	0		Total Characteristics Cost: 91

Movement: Running: 7"/14"
Leaping: 6"/12"

Cost Powers **END**

- 40 *Thaumaturgic Tattoos:* Multipower, 100-point reserve; all Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Thaumaturgy Roll (-½)
- 3u 1) *Tattoo Of Might:* Aid STR and PD 5d6, two Characteristics at once (+½), Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½); Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Thaumaturgy Roll (-½), 8 Charges (-½) [8]
- 2u 2) *Tattoo Of The Swallow's Flight:* Aid DEX 5d6, Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½); Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Thaumaturgy Roll (-½), 4 Charges (-1) [4]
- 2u 3) *Wildform Tattoos:* Multiform (32 animals built on up to 300 Character Points); Costs Endurance (to change forms; -½), Gestures (-¼), Incantations (-¼), Requires A Thaumaturgy Roll (-½), Visible (-¼), 4 Charges (-1) [4]

Martial Arts: Staff-Fighting

	Maneuver	OCV	DCV	Damage/Effect	
4	Block	+2	+2	Block, Abort	
4	Disarm	-1	+1	Disarm, 25 STR to Disarm roll	
5	Jab	+1	+3	Weapon	
3	Legsweep	+2	-1	Weapon +1 DC Strike, Target Falls	
4	Shove	+0	+0	30 STR to Shove	
4	Strike	+0	+2	Weapon +2 DC Strike	
5	Smash	-2	+1	Weapon +4 DC Strike	
2	<i>Strong Runner:</i>	Running +1" (7" total)			1
3	<i>Strong Leaper:</i>	Leaping +3" (6" forward, 3" upward)			1

Talents

6 Combat Luck (3 PD/3 ED)

Skills

- 10 +2 HTH
- 3 Breakfall 13-
- 3 Climbing 13-
- 3 AK: Mhorecia 12-
- 2 KS: Arcane And Occult Lore 11-
- 2 KS: Thaumaturgy 11-
- 3 Stealth 13-
- 27 Thaumaturgy 24-
- 6 WF: Common Melee Weapons, Common Missile Weapons, Staffs, Slings

Total Powers & Skills Cost: 146

Total Cost: 237

75+ Disadvantages

- 10 Destitute
- 15 Hunted: evil wizard who wants to steal the secret and powers of his tattoos 8- (Mo Pow, Capture/Kill)
- 15 Hunted: wicked noble whom he defeated and humiliated 8- (Mo Pow, NCI, Limited Geographical Area, Kill)
- 15 Psychological Limitation: Code Of Honor (must help those in need) (Common, Strong)
- 10 Psychological Limitation: Vow Of Poverty And Asceticism (Common, Moderate)
- 10 Vulnerable: 2 x Effect from Thaumaturgy attacks (Uncommon)
- 87 Experience Points

Total Disadvantage Points: 237

EQUIPMENT

Weapon	OCV/RMod	Damage	STUN	STR Min	Shots
Quarterstaff	+1/—	5d6 N	—	15	—
Dagger#	0/—	1d6-1	0	6	—
Sling	0/-1	1d6+1	+1	8	20

Armor: None

Gear: As an impoverished ascetic, Sygyl carries little in the way of personal possessions — usually no more than a bedroll, flint and tinder, and a few days' worth of food. He may have more gear if he's heading out on an adventure or expecting to need a specific item.

Clothing: Loincloth or kilt-like garment

Background/History: Sygyl is an unusual sort of wizard. A practitioner of the Art of Thaumaturgy, he belongs to a small group of Mhorecian thaumaturges who don't cast spells in the usual fashion. Instead, they tattoo certain thaumaturgic runes and mystic symbols on their bodies, and can then call on the power of those tattoos a certain number of times per day.

Since completing his training with the order and receiving the last of his tattoos, Sygyl has wandered the length and breadth of Mhorecia, helping others and having adventures. He's never worked



with the same group of adventurers for more than a few months, preferring to walk his own path.

Personality/Motivation: Sygyl's order requires that its members take vows of poverty and asceticism, so Sygyl eschews all worldly possessions and display. He owns almost nothing and doesn't draw attention to himself if he can avoid it; in fact, he rarely speaks. He subjects himself to all sorts of suffering — hunger, cold weather, sleeping on hard ground or floors — that other people go to great lengths to avoid. If he gains any treasure or money during his adventures, he gives it away to deserving people (the poor, temples that serve the community, paladins in need of gold to fund an expedition against evil, and so forth).

Sygyl's order also requires him to take an oath to help people in need. This is a fairly broad code of honor; it ranges from fighting to protect innocent peasants from exploitation by an evil noble or attacks by raiding Orc-bands, to helping a worthy priest build a new temple for his congregation, to finding a way to alleviate the drought and famine afflicting a particular region. Each member of the order is free to fulfill the oath as he wishes; for Sygyl, that usually means standing up to evil and fighting it, or going on an adventure to find the money or magic needed to save people from harm.

Quote: "Sometimes those who speak the least speak the loudest."

Powers/Tactics: Sygyl may not look like a typical *Fantasy Hero* brick, but with his Tattoo Of Might active, he typically fights with 30 STR or more — definitely a brick-class combatant! However, he doesn't just use his enhanced STR to punch his enemies; he fights with grace, speed, and intelligence. He favors the quarterstaff as a weapon — but his quarterstaff is thicker and heavier than normal, with iron studs set into it for about the length of a hand on either end, so it does more damage than a standard staff and can withstand the strength of the blows he delivers.

But enhanced STR isn't Sygyl's only thaumaturgic power. By activating other tattoos, he can augment his agility (*i.e.*, his DEX), or even transform into the shape of various animals. However, whereas he can activate his increased STR and PD eight times a day, he can only use the other tattoos four times per day each, so he chooses when to call on their power carefully.

When Sygyl activates a tattoo, it glows briefly in a noticeable way. While the Wildform tattoos have a stylistic resemblance to the animal whose shape he assumes, the appearance of the Aid-based ones doesn't provide any clue as to their function... but someone who sees him activate one of them one time may remember what it does if they meet again.

Unfortunately, Sygyl's tattoos have one side effect: by attuning his body so thoroughly to Thaumaturgy, they render it vulnerable to thaumaturgic attacks by other wizards. For example, it's much easier for a Thaumaturge to affect him with *The Bestial Curse of Phogorath Taam* or *Vandicar's Spell of Stony Doom* than it would otherwise be.

Campaign Use: Sygyl is an NPC hero who might help the PCs (or oppose them, if he thinks they're harming people in some way). Given the limited nature of his magic, he should be able to contribute to the group's success without overshadowing the PCs. He might even lead them into adventure, perhaps by persuading them to help him destroy some evil.

Sygyl doesn't Hunt heroes, but he might start Hunting an evil person (or a misunderstood PC) if he fought that person but failed to defeat him. As a Hunter, he simply follows his quarry's trail until he finds him, then attacks using all the powers at his command.

To make Sygyl stronger, give him more tattoos, or let the ones he has remain in effect longer (*i.e.*, increase their Delayed Return Rate). To weaken him, reduce the Active Points in his tattoo powers, and/or the number of Charges they have.

Appearance: Sygyl typically wears nothing but a loincloth or kilt, leaving the rest of his body on display. He looks like an odd cross between a strong-thewed warrior and a lean ascetic; he's thin and wiry, with the corded muscles on his arms and legs showing through the skin. He has mystic runes, symbols, and pictograms tattooed all over his arms, chest, and legs. He's completely bald and clean-shaven.

SYGYL PLOT SEEDS

A small, strange animal — a squirrel or fox, for example, perhaps with slightly unusual coloration — helps the PCs, then seems to try to communicate with them or lead them somewhere. It's Sygyl, who's somehow been forced to remain in animal form and wants the PCs to help restore him to his normal shape.

Sygyl's thaumaturgic tattoos stop working properly — sometimes they fail to function, sometimes they function in unpredictable ways. He asks the PCs to help him find out what's happened to him.

Sygyl decides to get a powerful new thaumaturgic tattoo. This requires certain rare and valuable substances for the tattoo ink, and he asks the PCs to help him obtain them.

JOHNNY KWON

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
8	PD	4		Total: 8 PD (0 rPD)
7	ED	3		Total: 7 ED (0 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
40	END	0		
40	STUN	7		Total Characteristics Cost: 101

Movement: Running: 6"/12"
Leaping: 7"/14"

Cost Powers **END****Martial Arts: Kung Fu**

	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, 40 STR
4	Dodge	+0	+5	Dodge all attacks, Abort
4	Escape	+0	+0	45 STR vs. Grabs
3	Joint Lock/Grab	-1	-1	Grab, 40 STR
5	Kick	-2	+1	10d6 Strike
4	Knife Hand	-2	+0	1d6 HKA (2d6 with STR)
3	Legsweep	+2	-1	7d6, Target Falls
4	Punch	+0	+2	8d6 Strike
3	Throw	+0	+1	6d6 +v/5, Target Falls
4	Tien-hsueh Strike	-1	+1	3d6 NND (1)
8	+2 Damage Classes (already added in)			
11	Resilience: Physical Damage Reduction, Resistant, 50%; Must Be Aware Of Attack (-¼), Activation Roll 11- (-1), STUN Damage Only (-½)			0
3	Strong Leaper: Leaping +3" (7" forward, 4" upward)			1

Perks

5 Money (Well Off)

Talents

4 Lightning Reflexes: +4 DEX to act first with Kick

Skills

9 +3 with Kung Fu

3 Acrobatics 13-
3 Breakfall 13-
3 Climbing 13-
2 Gambling (Dice Games) 11-
1 High Society 8-
2 KS: Kung Fu 11-
2 KS: The Martial World 11-
2 Language: English (fluent conversation;

Cantonese is Native)

3 Paramedics 13-
2 PS: Chinese Cooking 11-
2 PS: Sifu 11-
1 PS: Marketing 8-
3 Stealth 13-
4 WF: Common Melee Weapons, Common Martial Arts Weapons

Total Powers & Skills Cost: 115

Total Cost: 216

75+ Disadvantages

10 Distinctive Features: Style (Not Concealable; Always Noticed; Perceivable By Large Group [martial artists])
10 Hunted: by various martial arts oversight boards 11- (Mo Pow, Watching)
25 Psychological Limitation: Will Do Anything To Win (Very Common, Total)
10 Psychological Limitation: Greedy; Loves Material Comforts (Common, Moderate)
10 Reputation: vicious, murderous fighter, 11- (Extreme; Small Group [professional martial artists])
5 Rival: Professional (with another professional martial artist)
71 Experience Points

Total Disadvantage Points: 216

Background/History: As a boy, Johnny Kwon was a street-fighter and a bully. Eventually he caught the eye of an elderly martial artist, who saw in the boy the spark of a true fighter. He thought that by teaching Johnny discipline, he could instill in him respect for others and an inclination to noble behavior.

It didn't quite work that way. Johnny eagerly learned everything the old man could teach him about fighting, but he didn't care one bit about "honor" or "responsibility." All he cared about was himself. When he felt he'd learned enough and didn't want to listen to the old man's yammering anymore, he left and joined the professional martial arts competition circuit. There he quickly made a name for himself not only for his skill and strength, but for his ruthlessness in the ring. He won tournament after tournament, and in time got endorsement deals and created his own line of martial arts equipment, but as his star rose the opinion that other professional martial artists had of him plummeted. But he's not concerned with what they think; he's doing well and is stronger and better than they are, and that's all that matters.

Personality/Motivation: A fellow competitor once described Johnny Kwon as "a rotten son of a bitch," and that's one hundred percent accurate. All he cares about is proving that he's better, tougher, and stronger than his opponents. He wants to win, and he'll do anything he must to take first prize in any tournament. Usually he's content to rely on his strength and skill, and he never holds back — he's crippled two opponents and killed one (all



in circumstances that cleared him of any official blame), and many of his foes have left the ring after suffering broken bones. But if he thinks he needs an “edge,” he’s willing to cheat, secretly drug an opponent before a match, or anything else. He applies these same tactics in business, finding ways to smear competitors’ martial arts equipment and make his own look better.

Quote: “The whiners who complain about how I fight just aren’t tough enough to stand up to real competition. They’re just upset because they don’t have any hope of beating me, and they know it.”

Powers/Tactics: Johnny Kwon is practitioner of the ancient fighting art of Kung Fu. He’s a good fighter, but his prowess derives mainly from his natural talent, strength, and speed. He lacks the discipline to train hard and develop his skills that most professional martial artists have — why should he work so hard, when he wins so much of the time anyway?

In the ring, Johnny’s main tactic is to strike hard and fast (unless he wants to let the other guy take a shot or two that he can “shrug off” to impress the crowd). His kicks are lightning-fast, making it hard for other martial artists to dodge them, so he usually opens with with a forward kick, followed by a spinning kick with the other leg, and then a flurry of punches. He usually doesn’t block or dodge much, subscribing instead to the “the best defense is a good offense” theory of combat.

Campaign Use: Johnny Kwon is the sort of martial artist other martial artists love to hate, and that’s just how you should use him. In a competition with the PCs, he’s the loud-mouthed, trash-talking braggart with enough ability to get through the preliminary rounds (perhaps even eliminating a PC or two along the way) until he can fight the heroes for high stakes. Make them hate him from the word “go.”

Johnny’s an angry enough person that he’d hunt someone if he wanted to. He’d stalk his quarry from tournament to tournament, participating not to win but for the chance to defeat, humiliate, and hurt his enemy. He’d also use his business resources to make his enemy miserable, if he could.

To make Johnny tougher, give him some more Combat Skill Levels with his Martial Arts, or even some more Extra DCs. To weaken him, get rid of his Extra DCs and a CSL or two.

Appearance: Johnny is a Chinese man of average height, but extremely muscular; he’s got an air of confidence and bravado about him that’s visible from a distance, and almost palpable up close. In the ring he usually wears Kung Fu pants tied with a colorful sash, and no shirt; when not fighting he wears expensive casual clothes in the Western style.

JOHNNY KWON PLOT SEEDS

A well-known professional martial artist claims that Johnny Kwon “poisoned” him before a tournament match, but he’s got no proof and doesn’t want to risk being accused of slander. He asks his friends, the PCs, to investigate and find the proof he needs to go public.

The PCs hear rumors that an underground pit-fighting competition has arisen in their home city, and that Johnny Kwon’s participating. He’s making a lot of money, but he’s already killed three fighters. Is it true... and if so, what will the heroes do about it?

Johnny Kwon develops ties to Chinese organized crime, with the gangsters paying him a lot of money to use his business (including a new chain of martial arts dojos) to launder money and smuggle heroin into the United States. The D.E.A. seeks the PCs’ help to penetrate the Martial World and bring Kwon down.

BILL FERGUSON PLOT SEEDS

Bill staggers out of the South American jungle with a fabulous golden idol and a strange story about how he escaped from the clutches of hideous natives and needs the PCs' help to go back in and rescue his friends. Is everything as it seems, or has he been brainwashed for some sinister purpose?

Dr. Emil Locke, an unscrupulous archaeologist who's clashed with Bill and his friends on several occasions, decides to get his revenge with the unwitting help of the PCs. He secretly provides the PCs with information about a fabulous relic they should go obtain, and warns them that a group of "criminals" (Bill and his friends) are also trying to find it.

The murderer Bill helped capture way back when has escaped from prison! While in prison he swore revenge against Bill, his friends, and all their families. With his friends out of the country and Bill himself laid up with a badly sprained ankle, he asks the PCs to track down and recapture the killer before anyone gets hurt.

BILL FERGUSON

Val	Char	Cost	Roll	Notes
22	STR	14	13-	Lift 533 kg; 4d6 [4]
15	DEX	15	12-	OCV: 5/DCV: 5
21	CON	24	13-	
16	BODY	12	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
18	PRE	8	13-	PRE Attack: 3½d6
12	COM	1	11-	
10	PD	8		Total: 10 PD (0 rPD)
6	ED	2		Total: 6 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
10	REC	4		
42	END	0		
40	STUN	2		Total Characteristics Cost: 98

Movement: Running: 6"/12"

Cost	Powers	END
13	<i>Strongman's Roundhouse:</i> Multipower, 20-point reserve, all Hand-To-Hand Attack (-½)	
1u	1) <i>Agile Haymaker:</i> HA +4d6; Hand-To-Hand Attack (-½), Extra Time (Extra Segment; -½)	2
1u	2) <i>Augmented Haymaker:</i> HA +4d6; Hand-To-Hand Attack (-½), Only When Using Haymaker To Punch (-1)	2
15	<i>Can Take A Punch:</i> Physical Damage Reduction, Resistant, 50%; Requires A CON Roll (-¾), Character Must Be Aware Of Attack (-¼)	0

Perks

20 **Contacts:** 20 points' worth from various adventures he's been on

Talents

3 *I Can Drunk Just As Good Fight!:* Environmental Movement (no penalties when drunk)

Skills

18 +6 with Block, Grab, and Punch

3 Climbing 12-

1 Gambling (Card Games) 8-

1 High Society 8-

1 AK: Africa 8-

1 AK: Europe 8-

1 AK: India 8-

2 KS: Circuses And Circus Life 11-

1 Language: French (basic conversation; English is Native)

1 Language: Hindi (basic conversation)

1 Language: Swahili (basic conversation)

2 PS: Strongman 11-

1 SS: Anthropology 8-

1 SS: Archaeology 8-

3 Stealth 12-

1 TF: Equines

2 WF: Small Arms

Total Powers & Skills Cost: 94

Total Cost: 192

75+ Disadvantages

20 **Hunted:** Col. Hermann Eichenwald 8- (Mo Pow, NCI, Capture/Kill)

5 **Hunted:** Dr. Emil Locke 8- (As Pow, Humiliate and Steal Possessions)

15 **Psychological Limitation:** Heroic (Common, Strong)

15 **Psychological Limitation:** Sucker For A Pretty Face Or A Hard-Luck Story (Common, Strong)

15 **Rivalry:** Professional and Romantic (with one of his friends, to see who gets things done most heroically and efficiently, and has the best luck with women; Rival is a Player Character)

47 **Experience Points**

Total Disadvantage Points: 192

EQUIPMENT

Weapon	OCV/RMod	Damage	STUN	STR	Min	Shots
Colt M1911A+1/0		2d6-1	+1	9		7

Armor: None

Gear: As appropriate for the mission. For example, on a trek into the jungle to search for a long-lost ruin, he'd have camping gear, rations, a machete, a pith helmet, and so forth.

Clothing: Sturdy explorer's/outdoor clothing, such as denim pants and a broadcloth shirt

Background/History: Growing up on a corn farm in Iowa left Bill Ferguson with the desire to see more of the world. He left home at 18 and worked for several years during the late 1920s and early '30s as a circus strongman. One day, a group of explorers and adventurers got involved with solving a mysterious murder that took place at the circus, and Bill helped them out (and even saved one of them from being shot by the killer). They asked him to accompany them when they left, and he jumped at the chance. Since then he's put his enormous strength to good use around the world, fighting Nazis (including the insidious Col. Eichenwald), exploring long-lost ruins, and saving hidden lands of wonder from evil villains.

Personality/Motivation: Bill Ferguson is a true-blue Pulp hero in the grand tradition. He's strong and tough, and never backs down from a fight, but he's polite and kind to women, children, and the elderly. At first he was sometimes awed by the rarified circles in which some of his friends move, but he's learned to take it all in stride and can now get along with kings and generals as well as he can with farm folk.

Bill has two blind sides, and they both get him into trouble from time to time. The first is that he can't resist a sob story. He's got a heart as big as all outdoors, and if someone tells him a tale of hard luck and woe, he immediately wants to help that person out. He rarely has much money in his pock-

ets for this reason — he’s constantly giving it away to bums and poor people. The second is that he’s a sucker for a pretty face. Beautiful women can easily dazzle him (give them a +2 on Conversation, Persuasion, and Seduction rolls against him), and he tends to think the best of any pretty woman until he’s absolutely hit over the head with the cold, hard facts.

Quote: “Don’t worry, ma’am, we won’t let him hurt you.”

Powers/Tactics: Bill isn’t exactly the stereotypical two-fisted hero — he doesn’t have quite the right level of dash and panache — but he’s pretty close. He’s bigger, tougher, and stronger than most people he fights, and he uses that to his advantage. He’s spent a lot of time and effort practicing to develop the “Strongman’s Roundhouse” that lets him hit *really* hard (it’s good for smashing down doors, too!). He doesn’t have any particular fighting style; he just puts his skills and experience to good use. In game terms, his Combat Skill Levels function as an informal “martial art”; he allocates them as necessary to give him the best chance of success in a fight.

Campaign Use: Bill is a great NPC hero for *Pulp Hero* campaigns. He’s experienced, but not so much so that he outshines the PCs, and he’s definitely not a take-charge type of guy. He makes friends easily, and should fit right in with most groups of Pulp heroes.

Bill doesn’t Hunt people. He’ll remember someone who did him wrong, and do his best to correct that wrong if they meet again, but vengeance isn’t in his heart.

To make Bill tougher, consider giving him *Cinematic Brawling* Martial Arts, beef up his Characteristics (particularly SPD) a bit, or expand the range of his non-combat Skills. To weaken him, reduce his STR a bit and get rid of one of his Multipower slots.

Appearance: Bill Ferguson is a dark-haired, dark-moustached white male in his late 20s with a muscular build that would stand out in the modern day, much less during the Pulp era. He wears typical sturdy explorer’s clothing most of the time, though his shirt has a tendency to get torn, revealing his muscular upper body.



DASHANA PLOT SEEDS

The PCs hear a rumor that Dashana has information about someone or something they're looking for... but now they have to find her amid the chaos of Venwordien IV.

Dashana's about to run out of her supply of strength-enhancing drug... and right now things are too hot in the Ackálian Empire for her to risk sneaking in to get more. She decides to trick the PCs into getting what she needs for her.

Dashana's got a line on a heavy job — high-risk, but high-profit. Are the PCs interested? And if so, is she on the up-and-up?

DASHANA

Val	Char	Cost	Roll	Notes
27	STR	24	14-	Lift 1,067 kg; 5d6 [5]
14	DEX	12	12-	OCV: 5/DCV: 5
22	CON	28	13-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
12	PD	11		Total: 18 PD (6 rPD)
8	ED	4		Total: 14 ED (6 rED)
4	SPD	16		Phases: 3, 6, 9, 12
10	REC	2		
44	END	0		
45	STUN	0		Total Characteristics Cost: 126

Movement: Running: 8"/16"

Cost Powers END

Martial Arts: Ackálian Military "Boxing"				
Maneuver	OCV	DCV	Damage/Effect	
4 Block	+2	+2	Block, Abort	
5 Breaking Throw	-2	+0	HKA ½d6 (1d6+1 with STR), Disable; Target Falls	
3 Clinch	-1	-1	Grab Two Limbs, 37 to STR for holding on	
4 Cross Punch	+0	+2	7d6 Strike	
5 Joint Break	-1	-2	Grab One Limb; HKA ½d6 (1d6+1 with STR2 with STR), Disable	
4 Slam	+2	+0	6d6 Strike; Target Falls	
3 Quick Punch	+2	+1	5d6 Strike	
5 Roundhouse	-2	+1	9d6 Strike	
3 Ackálian Bite:	HKA 1 point; No STR Bonus (-½)			1
12 Bioplast Protective Implants:	Armor (6 PD/6 ED); Activation Roll 14- (-½)			0
4 Ackálian Legs:	Running +2" (8" total)			1
2 Ackálian Senses:	+1 PER with Sight Group			0
5 Left Eye Implant:	Infrared Perception (Sight Group)			0
5 Left Eye Implant:	Ultraviolet Perception (Sight Group)			0
9 Left Eye Implant:	Telescopic (+6 versus Range Modifier) for Sight Group			0

Skills

5	+1 HTH
9	+3 with Ackálian Military "Boxing"
2	+1 OCV with Mark V Laser Rifle
3	Climbing 12-
1	Computer Programming 8-
3	Concealment 11-
3	Demolitions 11-
1	Gambling (Card Games) 8-

1	AK: The Ackálian Empire 8-
1	AK: The Mondabi Federation 8-
1	AK: The Terran Empire 8-
2	AK: Venwordien IV 11-
2	KS: The <i>Ackorsha</i> 11-
2	KS: The Military/Mercenary/Terrorist World 11-
1	Lockpicking 8-
2	Navigation (Land, Space) 8-
3	Paramedics 11-
1	Security Systems 8-
3	Stealth 12-
3	Streetwise 13-
2	Systems Operation (Communications Systems) 11-
1	Tactics 8-
2	TF: Ackálian Space Vehicles
9	WF: Ackálian Small Arms, Ackálian Advanced Small Arms, Terran Small Arms, Terran Advanced Small Arms, Blades

Total Powers & Skills Cost: 136

Total Cost: 262

75+ Disadvantages

5	Dependence: must take her special steroids each day or suffer Weakness (Uncommon)
20	Enraged: in combat (Very Common), go 11-, recover 14-
20	Hunted: The <i>Ackorsha</i> 8- (Mo Pow, NCI, Capture/Kill)
20	Hunted: Terran Security Service 8- (Mo Pow, NCI, Capture/Kill)
15	Psychological Limitation: Overconfidence (Very Common, Moderate)
10	Psychological Limitation: Must Prove Herself The Strongest (Uncommon, Strong)
10	Psychological Limitation: Greedy (Common, Moderate)
15	Social Limitation: Outlaw (Frequently, Major)
72	Experience Points

Total Disadvantage Points: 262

EQUIPMENT

Weapon	OCV/RMod	Dmg	STUN	STR	Min	Shots
Mark V Laser Rifle	+2/+2	3½d6*	+1	12		64
Ackálian Dagger	0/—	1d6	0	10		—
* AF, AP						

Armor: Armored Clothing, Basic (DEF 2) in normal circumstances; Light Battle Armor (DEF 12) when expecting combat

Gear: Varies, depending on the mission and circumstances

Clothing: Armored clothing cut in a reasonably fashionable style for her species and size

Background/History: Ackálian women are known for being big and strong; they run Ackálian society. And even among Ackálian females, Dashana stands out. Her size, strength, courage, and aggressiveness made her a top candidate for joining the *Ackorsha*, the Ackálian military. She excelled as a soldier, even becoming a champion at an Ackálian fighting style that Humans call “Military Boxing.” But she chafed under the discipline, and the pay stank.

After a few years in the Ackorsha, she’d had enough. When the opportunity arose, she went AWOL and blended into the underground, picking up jobs wherever she could — as long as the pay was right, she’d do just about anything. She quickly drifted into a career as a renegade, adventurer, and rogue, and has had many adventures since then. She’s wanted by both Ackálian and Terran authorities for various crimes committed in their respective space.

Personality/Motivation: Dashana is determined to be the biggest, toughest, strongest person around. Ackálian society rewards aggression and power, and she’s learned that lesson well. In fact, when she was in the military she began a regimen of strength-enhancing drugs, and had protective bioplas implanted underneath her skin, to make her a better fighter (she runs the risk of painful withdrawal symptoms if she doesn’t keep taking the drugs). If she meets up with someone who seems like he might be stronger or tougher than she, she’ll find a way to challenge him and prove she’s the best.

Quote: “Ha! A weakling like you doesn’t stand a chance against me.”

Powers/Tactics: Dashana puts her military training to good use in combat. If possible, she studies the battlefield and the opponent in advance to find something she can take advantage of. If not, she comes in hard and fast, hitting the enemy with everything she’s got in the hope of overwhelming him. She’s skilled with a laser rifle, but she really prefers hand-to-hand combat; nothing’s as much fun as a fist fight with someone strong and tough enough to stand up to her... though no one can stand up to her for long.

Between her military training and her career as a criminal, Dashana’s picked up a whole bunch of major and minor Skills. Although she comes across as nothing but a big, strong, bruiser most of the time, the truth is that she’s a pretty competent adventurer.

Campaign Use: The PCs in a Terran Empire campaign will probably encounter Dashana as an adversary — someone who’s like them in some ways, but unlike them in so many more that they probably won’t see eye to eye on most matters. In the end, Dashana and the PCs’ brick will probably have to settle matters with an old-fashioned brawl to prove who’s tougher.

Dashana usually doesn’t bother to Hunt people — it isn’t worth the effort. However, if she got mad enough, or someone stole her supply of her strength-enhancing drug, she could turn into a Hunter pretty quickly.

To make Dashana tougher, bump her STR up to 30 and get rid of her Dependence. You could also give her some more cyberware, like her bioplas implants and the artificial eye she got when she lost her two left eyes to a Thorgon’s knife. To weaken her, reduce her STR (and some other Characteristics), and possibly make her Dependence more severe.

Appearance: Dashana is a tall female Ackálian, incredibly muscular and strong-looking even for one of her species. Through intensive exercise and steroid-like drugs, she’s made herself even more muscular. She usually wears ordinary armored clothes for her species; when expecting trouble she carries a Mark V laser rifle and a large knife.



EXPANDED STRENGTH TABLE

STRENGTH	LIFT (KG)	DAMAGE (HEXES)	LEAP	MODERN EXAMPLES	FANTASY EXAMPLES	SCIENCE FICTION EXAMPLES
-50	.025	—	—	Mouse		
-45	.05	—	—	Golf ball, egg	Arrow	
-40	.1	—	—	Baseball	Blowgun, small sling	
-35	.2	—	—			
-30	.4	—	—	Grenade, football, fist-sized rock	Knife	
-29	.5	—	—			
-28	.5	—	—			
-27	.6	—	—	Basketball		
-26	.7	—	—			
-25	.8	—	—		Dagger, javelin, quiver of 20 arrows/bolts	
-24	.9	—	—	Baseball bat		
-23	1.0	—	—	Pistol	Short sword, light bow	Laser pistol
-22	1.2	—	—	<i>HERO System 5th Edition, Revised</i> rulebook		
-21	1.4	—	—			
-20	1.6	—	—	Pineapple, binoculars	Longsword, battle axe, mace, light crossbow, spear	
-19	1.8	—	—			
-18	2.0	—	—	Clay brick		
-17	2.4	—	—			
-16	2.8	—	—			Laptop computer
-15	3.2	—	—	Submachine gun	Sm. wooden shield, helmet	Blaster carbine
-14	3.6	—	—	Human infant, rabbit		
-13	4.0	—	—	Rifle, DVD player	Small metal shield	Blaster rifle
-12	4.8	—	—	Housecat		
-11	5.6	—	—	Laptop computer		
-10	6.4	—	—	Assault rifle	Heavy crossbow,	
				Lg. wooden shield,		
-9	7.2	—	—	Bowling ball	one stone (unit of weight)	Assault blaster
-8	8.0	—	—	Shotput	Two-handed sword, arbalest, Lg. metal shield	
-7	9.5	—	—	Average dog		
-6	11	—	—			
-5	12.5	—	—	Machine gun, wooden dining room chair	Chainmail hauberk	Blaster MG
-4	14	—	—			
-3	16	—	—		Tavern bench	
-2	19	—	—	Small leather office chair, desktop computer		
-1	22	—	—	Large machine gun, large leather office chair		
0	25	—	—	Full suitcase, small missile, TV set, bicycle, desktop computer monitor	Two chainmail hauberks	
1	29	—	—	Human child		
2	33	—	—	Coffee table		
3	37.5	½d6	½"	Small refrigerator, dishwasher	Suit of plate armor	
4	44	½d6	½"	Caber (average)		
5	50	1d6	1"	Adolescent human, recliner, light dining room table	Suit of plate barding	
6	58	1d6	1"	Small grandfather clock, wall safe		
7	67	1d6	1"	Chest of drawers, heavy dining room table, manhole cover (average)		
8	75	1½d6	1½"	Brass bed, loveseat, washing machine	Dwarf	
9	88	1½d6	1½"	Sofa, railroad tie		
10	100	2d6	2"	Adult human, large grandfather clock, large wooden desk	Man, elf	Man, Small computer console

EXPANDED STRENGTH TABLE (CONTINUED)

STRENGTH	LIFT (KG)	DAMAGE (HEXES)	LEAP	MODERN EXAMPLES	FANTASY EXAMPLES	SCIENCE FICTION EXAMPLES
11	117	2d6	2"	Small floor safe, anvil (average)		
12	133	2d6	2"	Large wooden bed, china hutch, side of beef	Heavyworlder man	
13	150	2½d6	2½"	Refrigerator	Man in armor and equipment	
14	175	2½d6	2½"	Wooden armoire		
15	200	3d6	3"	Piano, motorcycle, wooden wardrobe, large wooden bookshelf, large wooden computer desk set, manhole cover (large)	Two men, wild boar, barrell of beer, python	Hoverscooter, medium computer console
16	233	3d6	3"	Wooden entertainment center		
17	267	3d6	3"			
18	300	3½d6	3½"	Medium floor safe	Two men in armor and equipment	
19	350	3½d6	3½"	Billiard table, football goalposts		
20	400	4d6	4"		Chariot, Grizzly bear	Hoverbike, Large computer console
21	467	4d6	4"			
22	533	4d6	4"	Moose		
23	600	4½d6	4½"	Sailboat, cow	Sailboat, horse	
24	700	4½d6	4½"	Cropduster, small civilian helicopter, large floor safe		
25	800	5d6	5"	Small trailer, sportscar	Horse and rider, large polar bear, stagecoach	
26	933	5d6	5"	Liberty Bell		
27	1,067	5d6	5"	B43 1-megaton nuclear bomb		
28	1,200	5½d6	5½"	Medium missile	Two horses	
29	1,400	5½d6	5½"			
30	1,600	6d6	6"	Small car, large missile	Two horses and riders, catapult	Hovercar
31	1,867	6d6	6"	Telephone pole (average wooden), stegosaurus		
32	2,133	6d6	6"			
33	2,400	6½d6	6½"	Large civilian helicopter		
34	2,800	6½d6	6½"	Small military helicopter		
35	3,200	7d6	7"	Truck, limousine	Small elephant	
36	3,733	7d6	7"			
37	4,267	7d6	7"	B53 9-megaton nuclear bomb		
38	4,800	7½d6	7½"	Large military helicopter		
39	5,600	7½d6	7½"			
40	6,400	8d6	8"	Small jet, tank	Large elephant, small trebuchet	
41	7,467	8d6	8"	Light jetfighter, tyrannosaurus rex		
42	8,533	8d6	8"	Polaris A-1 missile		
43	9,600	8½d6	8½"	Business jet, CH-47D Chinook helicopter		
44	11 tons	8½d6	8½"	Triceratops		
45	12.5 tons	9d6	9"	Jetfighter, subway car	Heavy trebuchet	
46	15 tons	9d6	9"	Heavy jetfighter		
47	17 tons	9d6	9"	Polaris A-3 missile		
48	19 tons	9½d6	9½"	Very small ICBM		
49	22 tons	9½d6	9½"	Infantry fighting vehicle		
50	25 tons	10d6	10"	Frigate, airship	Small standing stone	Space tug
51	29 tons	10d6	10"	Small tank, apatosaurus		
52	33 tons	10d6	10"	Small ICBM		
53	37.5 tons	10½d6	10½"			
54	44 tons	10½d6	10½"	Olmec stone head	Large standing stone	Starcruiser
55	50 tons	11d6	11"	Bulldozer, main battle tank, Easter Island stone head, sperm whale		
56	58 tons	11d6	11"	Trident II missile		
57	67 tons	11d6	11"	Dump truck, electro-diesel train car, jetliner		

EXPANDED STRENGTH TABLE (CONTINUED)

STRENGTH	LIFT (KG)	DAMAGE (HEXES)	LEAP	MODERN EXAMPLES	FANTASY EXAMPLES	SCIENCE FICTION EXAMPLES
58	75 tons	11½d6	11½"	Concorde		
59	88 tons	11½d6	11½"	B-52H Stratofortress, Stonehenge stone, Washington Monument, bank vault door		
60	100 tons	12d6	12"	Space Shuttle (without booster rockets), blue whale, bulldozer	Two large standing stones	Starship
61	117 tons	12d6	12"			
62	133 tons	12d6	12"	Mir Space Station		
63	150 tons	12½d6	12½"	Titan II rocket		
64	175 tons	12½d6	12½"			
65	200 tons	13d6	13"	Large ICBM, Spruce Goose, Statue of Liberty		Large starships
66	233 tons	13d6	13"			
67	267 tons	13d6	13"	Bank vault (entire, including door)		
68	300 tons	13½d6	13½"	Very large ICBM		
69	350 tons	13½d6	13½"			
70	400 tons	14d6	14"	Trawler		Very large starship
71	467 tons	14d6	14"			
72	533 tons	14d6	14"	Redwood tree		
73	600 tons	14½d6	14½"			
74	700 tons	14½d6	14½"			
75	800 tons	15d6	15"	Drilling rig		
76	933 tons	15d6	15"			
77	1 kton	15d6	15"			
78	1.2 ktons	15½d6	15½"	Sequoia tree		
79	1.4 ktons	15½d6	15½"			
80	1.6 ktons	16d6	16"	Small bridge, freighter (unloaded)	Small stone bridge	
81	1.9 ktons	16d6	16"			
82	2 ktons	16d6	16"	Space Shuttle (with booster rockets)		
83	2.4 ktons	16½d6	16½"			
84	2.8 ktons	16½d6	16½"			
85	3.2 ktons	17d6	17"	Freighter (loaded), Cape Hatteras Lighthouse	Large stone bridge	
86	3.7 ktons	17d6	17"			
87	4.3 ktons	17d6	17"			
88	4.8 ktons	17½d6	17½"			
89	5.6 ktons	17½d6	17½"	Small cruiser (unloaded)		
90	6.4 ktons	18d6	18"	Destroyer (unloaded)	Enormous stone bridge	
91	7.5 ktons	18d6	18"	Eiffel Tower, small cruiser (loaded)		
92	8.5 ktons	18d6	18"			
93	9.6 ktons	18½d6	18½"	Destroyer (loaded), small submarine		
94	11 ktons	18½d6	18½"	Large cruiser (unloaded), small cruise ship		
95	12.5 ktons	19d6	19"		Temple	
96	15 ktons	19d6	19"			
97	17 ktons	19d6	19"	Large cruiser (loaded)		
98	19 ktons	19½d6	19½"	Large submarine		
99	22 ktons	19½d6	19½"			
100	25 ktons	20d6	20"	Large bridge	Castle	
105	50 ktons	21d6	21"	St. Louis Gateway Arch, medium cruise ship		
110	100 ktons	22d6	22"	Aircraft carrier (loaded), large cruise ship	Large castle	
115	200 ktons	23d6	23"			
120	400 ktons	24d6	24"	Empire State Building		
125	800 ktons	25d6	25"	Golden Gate Bridge		
130	1.6 mtons	26d6	26"			
135	3.2 mtons	27d6	27"			
140	6.4 mtons	28d6	28"	Great Pyramid of Giza (est.)		
145	12.5 mtons	29d6	29"			
150	25 mtons	30d6	30"			

EXPANDED STRENGTH TABLE (CONTINUED)

STRENGTH	LIFT (KG)	DAMAGE (HEXES)	LEAP	MODERN EXAMPLES	FANTASY EXAMPLES	SCIENCE FICTION EXAMPLES
155	50 mtons	31d6	31"			
160	100 mtons	32d6	32"			
165	200 mtons	33d6	33"			
170	400 mtons	34d6	34"			
175	800 mtons	35d6	35"			
180	1.6 gtons	36d6	36"			
185	3.2 gtons	37d6	37"			
190	6.4 gtons	38d6	38"			
195	12.5 gtons	39d6	39"			Very small asteroid
200	25 gtons	40d6	40"			Small asteroid

kton: kiloton (1,000 metric tons)

mton: megaton (1 million metric tons)

gton: gigaton (1 billion metric tons)

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

Damage: Normal Damage in HTH Combat

Leap: Running broad jump forward, distance in hexes. Running jumps upward and standing jumps are half this distance; standing jumps upward are one-fourth this distance.

Examples: Where necessary, examples are typically rounded up to the next highest rating of lifting capacity. For the masses of some sample objects too large to appear on this table, see page 103.

LIFTING MODIFIERS

Circumstance

Using only one hand (or half or less of character's manipulatory limbs)

Modifier

-5 STR (*i.e.*, half lifting capacity)

Nature of object lifted

Weight shifts frequently

-1 to -10 STR

Object is bulky or poorly balanced

-1 to -10 STR

Grip

Good grip

-0 STR

Poor grip

-3 to -10 STR

Very poor grip

-10 to -20 STR (or worse)

Lifting surface

Solid/strong surface

-0 STR

Weak surface

-5 to -10 STR

Very weak surface

-10 to -20 STR (or worse)

Character's balance

Character is well-balanced

-0 STR

Character is slightly off balance

-3 to -5 STR

Character is severely off balance

-5 to -10 STR

Character is completely off balance

-10 to -20 STR (or worse)

Surface: The solidity/strength required of the surface on which a character's standing can vary depending on what he's lifting — the heavier the object, the more stable and solid the surface needs to be to support him.

Balance: The GM can also use "balance" factors to represent poor footing or like circumstances — any environmental condition (other than surface solidity) that might prevent the character from exerting his full STR. If appropriate, the GM may have the character make a DEX Roll to determine how well balanced or "planted" he is. (Similarly, he may require a DEX Roll to determine how good a grip the character has on an object.)

THROWING TABLE

Throwing Strength	Running Throw	Standing Throw	Prone Throw
0	0"	0"	0"
3	2"	1"	½"
5	4"	2"	1"
8	6"	3"	1½"
10	8"	4"	2"
13	10"	5"	2½"
15	12"	6"	3"
18	14"	7"	3½"
20	16"	8"	4"
23	18"	9"	4½"
25	20"	10"	5"
28	22"	11"	5½"
30	24"	12"	6"
33	26"	13"	6½"
35	28"	14"	7"
38	30"	15"	7½"
40	32"	16"	8"
43	34"	17"	8½"
45	36"	18"	9"
48	38"	19"	9½"
50	40"	20"	10"
53	42"	21"	10½"
55	44"	22"	11"
58	46"	23"	11½"
60	48"	24"	12"
63	50"	25"	12½"
65	52"	26"	13"
68	54"	27"	13½"
70	56"	28"	14"
73	58"	29"	14½"
75	60"	30"	15"
78	62"	31"	15½"
80	64"	32"	16"
83	66"	33"	16½"
85	68"	34"	17"
88	70"	35"	17½"
90	72"	36"	18"
93	74"	37"	18½"
95	76"	38"	19"
98	78"	39"	19½"
100	80"	40"	20"

EXPANDED OBJECT TABLE

Item	BODY	DEF	Mass*	Item	BODY	DEF	Mass*
ARMOR				Reinforced Leather Armors			
Chainmails				Studded Soft Leather	3	1	7.0
Chainmail	18	6	20	Ring Armor (Soft Leather)	9	3	14.0
Double Mail/Bar Mail	21	7	28	Bezainted Soft Leather	9	3	14.0
Reinforced Chainmail	21	7	28	Jazeraint Soft Leather	9	3	14.0
Cloth And Hide Armors				Studded Heavy Leather	6	2	10.0
Heavy Cloth	3	1	3.5	Ring Armor (Heavy Leather)	12	4	20.0
Padded Cloth	6	2	5.0	Bezainted Heavy Leather	12	4	20.0
Woven Cord	6	2	5.0	Jazeraint Heavy Leather	12	4	20.0
Heavy Animal Hides	9	3	7.0	Studded Cuir-Bouilli	9	3	14.0
Leather Armors				Ring Armor (Cuir-Bouilli)	15	5	28.0
Soft Leather	3	1	3.5	Bezainted Cuir-Bouilli	15	5	28.0
Heavy Leather	6	2	5.0	Jazeraint Cuir-Bouilli	15	5	28.0
Cuir-Bouilli (Boiled Leather)	9	3	7.0	Scale Mails			
Plate Armors				Brigandine	12	4	20.0
Plate And Chain	21	7	28.0	Lamellar (Splint Armor)	15	5	28.0
Plate Armor	21	7	28.0	Banded Mail	18	6	40.0
Field Plate Armor	21	7	28.0	CLOTHING			
Full Plate Armor	24	8	40.0	Baldric	1	2	0.4
Reinforced Leather Armors				Belt	1	2	0.2
Studded Soft Leather	3	1	3.5	Boots			
Ring Armor (Soft Leather)	9	3	7.0	Hard, High	2	2	0.8
Bezainted Soft Leather	9	3	7.0	Hard, Normal	2	2	0.5
Jazeraint Soft Leather	9	3	7.0	Soft, High	1	1	0.3
Studded Heavy Leather	6	2	5.0	Soft, Normal	1	1	0.1
Ring Armor (Heavy Leather)	12	4	10.0	Cape			
Bezainted Heavy Leather	12	4	10.0	Heavy	1	1	1.0
Jazeraint Heavy Leather	12	4	10.0	Light	1	1	0.5
Studded Cuir-Bouilli	9	3	7.0	Dress/Gown			
Ring Armor (Cuir-Bouilli)	15	5	14.0	Heavy	1	1	1.0
Bezainted Cuir-Bouilli	15	5	14.0	Light	1	1	0.5
Jazeraint Cuir-Bouilli	15	5	14.0	Gloves	1	1	0.2
Scale Mails				Hat			
Brigandine	12	4	10.0	Heavy	1	1	0.1
Lamellar (Splint Armor)	15	5	14.0	Light	1	1	0.05
Banded Mail	18	6	20.0	Loincloth	1	1	0.01
BARDING				Pants			
Chainmails				Heavy	1	1	0.2
Chainmail	18	6	40	Light	1	1	0.1
Double Mail/Bar Mail	21	7	56	Pouch, Belt			
Reinforced Chainmail	21	7	56	Large	1	2	0.3
Cloth And Hide Armors				Small	1	2	0.2
Heavy Cloth	3	1	7.0	Robe			
Padded Cloth	6	2	10.0	Heavy	1	1	1.2
Woven Cord	6	2	10.0	Light	1	1	0.6
Heavy Animal Hides	9	3	14.0	Shirt			
Leather Armors				Heavy	1	1	1.0
Soft Leather	3	1	7.0	Light	1	1	0.5
Heavy Leather	6	2	10.0	Shoes	1	1	0.3
Cuir-Bouilli (Boiled Leather)	9	3	14.0	Slippers/Moccasins	1	1	0.02
Plate Armors				Spacesuit	3	2	30
Plate And Chain	21	7	56.0	Tabard	1	1	0.02
Plate Armor	21	7	56.0	Tunic			
Field Plate Armor	21	7	56.0	Heavy	1	1	1.0
Full Plate Armor	24	8	80.0	Light	1	1	0.5
				Vestments, priestly	2	1	2.0

EXPANDED OBJECT TABLE

Item	BODY	DEF	Mass*	Item	BODY	DEF	Mass*
DOORS				Throne			
Assumes an average-sized door a little more than 1" tall and about ½" wide.				Wooden	4	3	25
Airlock door	7	8	200	Stone	5	4	100
Iron/Steel				GATES			
Light	5	5	50	Drawbridge (over a moat)			
Average	6	5	60	Heavy Wood	7	5	Varies
Strong	7	6	75	Heavy Wood, Metal-Banded	8	6	Varies
Stone				Thick/Heavy Metal	9	9	Varies
Light	4	4	40	Gate, Metal			
Average	5	5	50	Thin/Light Metal	9	7	Varies
Strong	7	5	60	Average Metal	10	8	Varies
Wooden				Thick/Heavy Metal	11	8	Varies
Light	3	2	10	Gate, Wooden			
Average	4	3	20	Thin/Light Wood	5	3	Varies
Strong	5	4	30	Average Wood	6	4	Varies
Wooden, Metal-Banded				Thick/Heavy Wood	7	4	Varies
Light	4	3	15	Gate, Wooden with Metal Banding			
Average	5	4	25	Thin/Light Wood	6	4	Varies
Strong	6	5	40	Average Wood	7	4	Varies
Vault, bank, walk-in	16	16	87,500	Thick/Heavy Wood	8	5	Varies
FOOD AND DRINK				Gate Reinforcement			
Meat				Wooden	+3	+2	Varies
1 shoulder	1	0	0.4	Metal	+4	+3	Varies
1 side of beef	4	0	130	Portcullis, Wooden			
Pipe, smoking	1	0	0.01	Thin/Light Wood	4	3	Varies
Rations (1 day)	1	0	0.2	Average Wood	5	4	Varies
Tobacco (1 pouch)	1	0	0.02	Thick/Heavy Wood	6	5	Varies
FURNISHINGS, INTERIOR				Portcullis, Metal			
Bar Stool	3	3	5.0	Thin/Light Metal	6	7	Varies
Bench, Wooden				Average Metal	7	8	Varies
Small	2	3	10	Thick/Heavy Metal	8	8	Varies
Medium	3	3	15	LIVESTOCK AND ANIMALS			
Large	4	3	20	See <i>The HERO System Bestiary</i> for information about animals, and BODY and defenses for many other creatures.			
Candelabra	2	4	3.0	Bit, bridle, and tack	1	2	0.5
Chandelier				Bull	22	2	600
Wooden	6	3	15	Cat, Domestic	5	0	4.2
Metal	5	5	15	Chicken	3	0	3.0
Display Case (per 1" of size)	4	2	30	Cow	16	2	450
Furniture (per 1" of size)				Dog			
Light Wood	3	3	Varies	Guard	9	0	25
Heavy Wood	5	4	Varies	Hunting	9	0	25
Plastic	3	2	Varies	Pet	5	0	12
Steel-Reinforced	5	5	Varies	War	12	0	30
Glass (one pane)				Donkey or mule	13	1	350
Regular	1	1	2.0	Elephant	30	2	4,500
Reinforced	1	2	2.3	Feed, Horse (per day)	5	0	5.0
Hearth/fireplace	10	5	500	Horse			
Mantel	3	3	50	Draft Horse	18	1	800
Pillar/Column,				Pony	13	1	350
Stone (1" wide, 3" tall)	57	5	52,812	Riding Horse	15	1	600
Post, Wooden (1" long)	4	3	12	Warhorse, Heavy	18	1	800
Railing, Stairway (per 1")				Warhorse, Light	16	1	600
Light	3	3	10	Warhorse, Medium	17	1	700
Heavy	6	3	25	Pig	12	2	100
Sconce	2	4	1.0	Pigeon, Carrier	2	0	0.3
Table, Wooden				Saddle			
Small (1" sq.)	4	4	30	Military	6	2	15.0
Medium (2" sq.)	5	4	80	Pack	3	2	7.0
Large (3" + sq.)	6	4	200+	Riding	4	2	12.0
Tapestry				Saddlebags	3	2	3.0
Small (1" sq.)	6	1	25				
Medium (2" sq.)	9	1	50				
Large (3" + sq.)	12	1	100				

EXPANDED OBJECT TABLE

Item	BODY	DEF	Mass*	Item	BODY	DEF	Mass*
MISCELLANEOUS OBJECTS				Glassware, laboratory			
Acid (one glass flask)	1	1	0.3	(per piece)	1	1	0.1
Altar	6	5	75	Goblet			
Anvil	10	7	115	Crystal	1	1	0.1
Backpack	3	2	1.8	Glass	1	1	0.1
Barrel (wooden)	5	3	10	Gold	2	3	0.3
Basket (wicker)	1	1	.01	Silver	2	3	0.2
Bell				Grappling hook	3	3	1.8
Large	6	5	30.0	Herbs and plants			
Small	2	5	1.0	Belladonna (1 bunch)	1	0	0.01
Tiny	1	3	0.03	Garlic (1 clove)	1	0	0.01
Block and tackle	3	3	2.0	Holly (1 bunch)	1	0	0.01
Board (1" long)				Mistletoe (1 bunch)	1	0	0.01
2x4	2	3	4.0	Wolfsbane (1 bunch)	1	0	0.01
4x4	4	3	8.0	Holy Symbol			
Book, blank				Iron	1	4	0.1
Large	2	1	4.0	Silver	1	4	0.1
Small	1	1	1.5	Wooden	1	3	0.03
Bottle				Holy Water (1 glass flask)	1	1	0.3
Clay	1	1	1.0	Hourglass	1	1	0.5
Glass	1	1	1.0	Iron Maiden	8	4	200
Steel	3	5	2.0	Ladder (2" long)			
Brazier	3	3	1.0	Metal	5	5	15.0
Brick (single)	2	5	2.0	Wooden	4	3	5.0
Bucket	2	3	0.8	Lamp post (breakaway)	3	5	200
Camping/Outdoor Gear				Lantern			
Bedroll	1	1	1.0	Bullseye	2	3	1.0
Blanket	1	1	0.5	Hooded	2	3	0.9
Camp bed	3	3	13.0	Locks			
Hammock	1	1	1.4	Poor quality	1	2	0.2
Tent, canvas	1	1	8.0	Average quality	1	2	0.3
Pavilion	3	1	40.0	Above Average quality	1	2	0.3
Candle	1	0	0.01	High quality	2	2	0.3
Case				Very high quality	2	2	0.4
Metal	3	5	1.0	Superb quality	2	3	0.5
Wooden	3	3	0.6	Padlock			
Chain (1 meter)	4	5	2.0	Regular	2	5	.4
Chalk (1 piece)	1	1	0.01	Heavy	5	5	1.3
Chamber pot	2	2	1.0	Magnifying glass	1	1	0.04
Chest				Mailbox			
Large, Metal	5	5	10.0	Freestanding urban	4	5	18
Large, Wooden	5	3	4.0	Residential	2	4	1.3
Small, Metal	4	5	5.0	Manacles			
Small, Wooden	4	3	3.5	Poor quality	3	5	0.8
Cinderblock (single)	3	5	5.0	Average quality	3	5	1.0
Climbing gear (other than				Above Average quality	3	5	1.3
rope, grappling hook)	2	3	0.2	High quality	3	5	1.5
Clock	3	3	4.0	Very high quality	3	5	1.8
Compass	1	1	0.02	Superb quality	3	5	2.0
Computer, personal	2	2	19	Mirror, Small			
Cooking Gear				Silver	1	3	0.07
Kettle, iron	4	5	12.0	Silvered glass	1	1	0.05
Pan, iron	2	5	2.0	Steel	1	5	0.1
Pot, iron	3	5	4.3	Mug/tankard			
Control console (per hex)	4	4	100	Clay	1	1	0.03
Crate, wooden (1" square)	7	4	20	Pewter	2	3	0.1
Disguise kit (10 disguises' worth)	1	0	0.1	Musical Instruments			
Drum, 55-gallon, steel	6	4	20	Drum, Large	3	3	3.0
Firewood (1 day's worth)	2	3	8.0	Drum, Small	2	3	1.0
Fishing Gear				Fiddle	2	2	1.0
Hook and line	1	1	0.01	Harp, Large	4	3	12.0
Net (4" square)	2	2	2.5	Harp, Small/Lapharp	3	3	5.0
Flask				Lute	3	3	3.5
Clay	1	1	0.8	Lyre	3	3	3.0
Glass	1	1	0.8	Mandolin	3	3	3.5
Steel	3	5	1.6	Pipes, Metal	2	4	0.3
Flint and steel	1	1	0.01	Pipes, Wooden/Recorder	2	3	0.1

EXPANDED OBJECT TABLE

Item	BODY	DEF	Mass*	Item	BODY	DEF	Mass*
MISCELLANEOUS OBJECTS				Bridge			
Musical Instruments				Small	21	9	1.6 ktons
String (any stringed instrument)		1	0	Large	27	9	100 ktons
Zither	3	3	3.5	Bushes	2	2	4.0
Needle, iron/steel	1	1	—	Cobblestone, single	4	4	0.2
Oil (1 liter, in clay bottle)	2	1	0.5	Dirt (per hex)	10	0	8,743
Pedestal/Dais				Flagpole (breakaway)	2	4	30
Small	6	5	200	Garden tool (rake, hoe, or the like)	1	2	3.0
Medium	10	5	300	I Beam (per 2m length)	8	9	100
Large	15	5	400	Manhole cover	5	9	67
Pick (mining)	5	4	4.5	Railroad tracks (1" long)	5	4	50
Pole				Roadway (1" broad, .25" thick)	11	5	3,925
Metal (1" long)	4	5	4.0	Stone (per hex)	19	5	17,604
Wooden (2" long)	4	3	1.8	Stone Garden Ornament	4	5	100
Rack (torture instrument)	11	4		Telephone booth	6	2	30
Rope				Telephone pole (average, wooden)	5	3	1,867
Hair (8")	3	2	5.0	Trash can			
Hemp (8")	2	2	5.0	Plastic	4	2	2.5
Silk (8")	3	2	2.5	Metal	4	4	4.0
Sack, leather	2	2	0.3	Trees			
Scale, small	2	4	2.0	Small tree (less than 1")	5	4	10-30
Shovel/spade	3	4	3.0	Medium tree (less than 5")	8	5	31-999
Signet ring	1	3	—	Large tree (5" or more)	11	5	1,000+
Skull, human	1	2	2.0	Vendor's cart	8-12	3	120
Soap (per cake)	1	0	0.01	SHIELDS			
Spike, iron	2	5	0.5	Buckler			
Spyglass	1	1	0.5	Wooden	2	3	1.0
Statue (human-sized)				Metal	2	5	2.0
Clay	6	2	100	Spiked Buckler			
Wooden	7	3	150	Wooden	3	3	2.0
Stone	8	4	200	Metal	3	5	3.0
Metal	9	5	300	Small			
Surgical tools				Wooden	3	3	2.0
Instruments	2	2	0.5	Metal	3	5	3.0
Supplies (10 patients' worth)	1	0	0.1	Medium			
Thieves' Tools				Wooden	4	3	4.0
Tools	1	1	0.1	Metal	4	5	5.0
Chisel	2	5	0.5	Large			
Crowbar	3	5	2.3	Wooden	6	3	6.0
Hammer	2	3	0.9	Metal	6	5	7.0
Nails (10)	1	2	0.2	Tower			
Saw	2	3	0.6	Wooden	7	3	8.0
Torch	2	3	0.3	Metal	7	5	10.0
Vial				SIEGE ENGINES			
Clay	1	1	0.8	Ballista, Bolt (1)	4	3	3.0
Glass	1	1	0.8	Ballista, Stone (1)	5	9	4.0
Steel	3	5	1.6	Ballista, Heavy (Bolt)	7	5	90
Waterskin	1	1	0.04	Ballista, Light (Bolt)	4	4	60
Whetstone	1	2	0.08	Ballista, Light (Stone)	4	4	60
Whistle, tin	1	1	0.01	Battering Ram	8	5	45
Wire (2" long coil)	2	4	2.0	Catapult	9	5	2 tons
Writing Supplies				Dropped Rock	5	9	20
Ink (1 ounce, in glass vial)	1	1	0.4	Mangonel, Onager	7	5	1 ton
Paper (1 sheet)	1	0	—	Siege Tower	12	4	6.4 tons
Parchment (sheet)	1	0	—	Spring Engine	7	5	1.5 tons
Pen, writing	1	1	0.01	Trebuchet, Heavy	12	5	12.5 tons
Quill	1	0	—	Trebuchet, Light	9	5	6.4 tons
Sealing wax (.5 kg)	1	1	0.5				
Vellum (1 sheet)	1	0	—				
OUTDOOR OBJECTS							
Awning (1" long)	1	3	10				
Boulder (single)							
Small (.25 cubic hex)	7	5	4,401				
Medium (.5 cubic hex)	13	5	8,802				
Large (1 cubic hex)	20	5	17,604				

EXPANDED OBJECT TABLE

Item	BODY	DEF	Mass*
VEHICLES AND TRANSPORTATION			
See The Ultimate Vehicle and The HERO System Vehicle Sourcebook for information about vehicles, including BODY, DEF, and mass			
Airplane			
Jetfighter	18	7	12,500
Jetliner	24	5	66,000
Civilian two-seater	16	4	750
Automobile			
Compact	13	3	800
Four-door	14	3	1,600
Luxury	16	3	2,400
Bulldozer	25	5	100,000
Cart	8	4	100
Chariot	12	3	80
Helicopter			
Civilian	18	4	1,600
Military	20	10	3,800
Ship			
Aircraft carrier (loaded)	40	12	100 ktons
Container ship	31	5	200,000
Destroyer	30	11	10 ktons
Sailing (e.g., brig, carrack)	22	4	400,000
Speedboat	19	3	1,600
Submarine, nuclear	27	9	19 ktons
Yacht, luxury	20	4	15,000
Yacht, sailing	18	4	6,400
Sled/sledge	13	3	160
Tank, main battle	25	19	50,000
Train (locomotive)	20	5	67,000
Wagon	13	4	150
WALLS, EXTERIOR			
Brick			
Thin/Small	8	5	Varies
Average	9	5	Varies
Large/Thick	10	6	Varies
Cement/Concrete			
Thin/Small	10	5	Varies
Average	11	5	Varies
Large/Thick	12	6	Varies
Fences			
Chain-Link	2	5	Varies
Wood Plank	3	3	Varies
Split-Rail	4	3	Varies
Logs			
Small/Thin	6	4	Varies
Average	7	4	Varies
Large/Thick	10	5	Varies
Metal			
Thin/Small	15	9	Varies
Average	17	9	Varies
Large/Thick	19	10	Varies
Peat Brick			
Small/Thin	3	2	Varies
Average	4	2	Varies
Large/Thick	6	2	Varies
Stone, Rubble Fill			
Thin/Small	12	6	Varies
Average	13	6	Varies
Large/Thick	15	7	Varies
Stone, Solid			
Thin/Small	10	5	Varies
Average	11	6	Varies
Large/Thick	12	7	Varies
Wood Planks			
Small/Thin	4	3	Varies

Item	BODY	DEF	Mass*
Average	5	3	Varies
Large/Thick	8	4	Varies
WALLS, INTERIOR			
For materials listed under "Walls, Exterior," use the Thin/Small version			
Armored			
Small/Thin	6	13	Varies
Average	7	13	Varies
Large/Thick	8	13	Varies
Cubicle Wall			
Small/Thin	2	1	Varies
Average	3	1	Varies
Large/Thick	4	1	Varies
Plaster/Sheetrock			
Small/Thin	3	2	Varies
Average	4	2	Varies
Large/Thick	5	2	Varies
Starship			
Small/Thin	5	8	Varies
Average	6	8	Varies
Large/Thick	7	8	Varies
WEAPONS			
Axe			
Axe, Battle	6	4	1.6
Axe, Francisca	5	4	1.2
Axe, Great	8	4	2.1
Axe, Hand (Hatchet)	3	4	0.6
Axe, Small	4	4	0.9
Blowgun			
Blowgun	2	2	0.1
Blowgun Darts (10)	1	1	.03
Bows			
Arrows, Normal (10)	1	1	0.4
Arrows, Blunt (10)	1	1	0.4
Arrows, AP (10)	1	1	0.4
Bow, Heavy	2	3	1.1
Bow, Light	2	3	1.0
Bow, Medium	2	3	1.0
Bow, Very Heavy	2	3	1.2
Bow, Very Light	2	3	0.9
Longbow, Heavy	3	3	1.3
Longbow, Light	3	3	1.1
Longbow, Medium	3	3	1.2
Longbow, Very Heavy	3	3	1.4
Clubs			
Baton/Shillelagh	4	3	1.2
Club	5	3	1.5
Club, Great	7	3	2.0
Club, War	6	3	1.8
Stick	3	3	0.9
Crossbows			
Arbalest	6	4	8.0
Bolts, Normal (10)	1	1	0.4
Bolts, Blunt (10)	1	1	0.4
Bolts, AP (10)	1	1	0.4
Crossbow, Heavy	5	4	6.4
Crossbow, Light	4	4	1.6
Firearms, Early			
Bullets (10)	1	4	0.6
Gunpowder (1 pint)	1	1	0.1
Handcannon, Small	3	5	2.0
Handcannon, Large	5	5	2.6
Matchlock Rifle	5	3	1.6
Matchlock Pistol	4	3	1.0
Wheellock Rifle	5	3	1.5
Wheellock Pistol	4	3	1.0

EXPANDED OBJECT TABLE

Item	BODY	DEF	Mass*	Item	BODY	DEF	Mass*
Firearms, Early				Pole Axe	5	4	2.2
Wheellock Pistol	4	3	1.0	Ranseur	5	3	2.0
Firearms, Modern				Spear, Long	6	3	2.2
Machine gun	8-10	4	12.5-22.0	Spear, Medium	5	3	2.0
Pistol	3-4	4	1.0	Spear, Short	4	3	1.7
Rifle, normal	5-7	4	4.0	Trident	5	4	1.5
Rifle, assault	6-9	4	6.4	Voulge	5	3	2.1
Submachine gun	4-5	4	3.2	Quarterstaff	4	3	1.0
Flails				Slings			
Flail	4	4	2.0	Bullets (10)	1	4	0.6
Flail, Battle	5	4	2.2	Sling	2	2	0.3
Flail, Bladed	4	4	2.0	Sling, Small	1	2	0.1
Flail, Large	5	4	2.3	Staff Sling (Fustibal)	3	2	0.4
Flail, Military	4	4	2.0	Swords And Knives			
Flail, War	4	4	2.6	Cinquedea, Long	5	5	1.3
Flail, War, Large	4	4	3.0	Cinquedea, Short	5	5	1.2
Morningstar	4	4	1.5	Dagger/Dirk	3	5	0.8
Hammers				Falchion	4	5	1.5
Hammer	5	4	1.3	Knife	2	5	0.4
Hammer, Small	4	4	1.0	Main Gauche	3	5	0.8
Hammer, War	5	4	2.0	Rapier	5	5	1.0
Lances				Scimitar/Tulwar	5	5	1.1
Lance, Light	6	3	4.0	Stiletto	3	5	0.7
Lance, Medium	7	3	6.0	Sword, Bastard	6	5	1.7
Lance, Heavy	9	3	8.0	Sword, Broad/Long	5	5	1.2
Maces				Sword, Great	7	5	3.5
Mace	5	5	1.5	Sword, Short	5	5	1.1
Mace, Great	6	5	2.0	Sword, Small	3	5	0.9
Mace, Small	4	5	1.3	Thrown Weapons			
Maul	5	5	2.5	Shuriken/Darts (10)	1	5	0.4
Picks				Throwing Club (1)	3	3	0.4
Pick	4	5	1.3	Throwing Knife (1)	2	5	0.5
Pick, Great	6	5	1.5	Whip	2	2	0.3
Pick, Military	5	5	1.4				
Pick, Small	4	5	1.0				
Poison (1 dose, in glass vial)	1	1	0.2				
Pole Arms							
Awl Pike	5	3	2.0				
Glaive	6	3	2.1				
Guisarme	6	3	2.1				
Halberd	6	4	2.3				
Javelin	4	3	0.8				
Military Fork	5	3	1.8				
Partisan	5	3	2.0				
Pike	6	3	2.2				

*: Masses are in kilograms, and are estimates. An object's mass may vary based on the materials used, the size of the object, and other factors. For example, in some *Star Hero* games, the weight of an object may be significantly lower due to the lightweight, high-tech materials used in such settings.

See *Fantasy Hero* for more information about armor, barding, weapons, and like items, *The HERO System Bestiary* for more information about animals, and *The Ultimate Vehicle* and *The HERO System Vehicle Sourcebook* for more information about vehicles.

REALISTIC THROWING TABLE I

STR	Lift	1,000 feet (152")	1 Mile (804.5")	10 Miles (8,045")	Orbital
40	6.4 tons	1.2 tons	502 kg	159 kg	—
45	12.5 tons	2.3 tons	980 kg	310 kg	—
50	25 tons	4.5 tons	2 tons	620 kg	22 kg
55	50 tons	9 tons	3.9 tons	1.2 tons	45 kg
60	100 tons	18 tons	7.8 tons	2.5 tons	89 kg
65	200 tons	36 tons	16 tons	5 tons	179 kg
70	400 tons	73 tons	31 tons	10 tons	357 kg
75	800 tons	145 tons	63 tons	20 tons	714 kg
80	1.6 ktons	290 tons	125 tons	40 tons	1.4 tons
85	3.2 ktons	581 tons	251 tons	79 tons	2.9 tons
90	6.4 ktons	1.2 ktons	502 tons	159 tons	5.7 tons
95	12.5 ktons	2.3 ktons	980 tons	310 tons	11 tons
100	25 ktons	4.5 ktons	2 ktons	620 tons	22 tons

To find the the mass a character can throw for each of these distances for other STR ratings, divide the maximum amount the character can lift by the following numbers:

5.5 for 1,000 feet

12.75 for 1 Mile

40.3 for 10 Miles

1,120 for Orbital (escape velocity)

These calculations assume a one second application of force and a 45 degree angle throw, and do not take air friction into account.

REALISTIC THROWING TABLE II

STR	Lift	100 Kg	1 Ton	5 Tons	10 Tons	50 Tons	100 Tons
40	6.4 tons	20,480"	205"	8"	—	—	—
45	12.5 tons	78,125"	781"	31"	8"	—	—
50	25 tons	312,500"	3,125"	125"	31"	—	—
55	50 tons	1.25 mil"	12,500"	500"	125"	—	—
60	100 tons	5 mil"	50,000"	2,000"	500"	20"	—
65	200 tons	20 mil"	200,000"	8,000"	2,000"	80"	20"
70	400 tons	80 mil"	800,000"	32,000"	8,000"	320"	80"
75	800 tons	320 mil"	3.2 mil"	128,000"	32,000"	1,280"	320"
80	1.6 ktons	1.3 bil"	12.8 mil"	512,000"	128,000"	5,120"	1,280"
85	3.2 ktons	5.12 bil"	51.2 mil"	2.05 mil"	512,000"	20,480"	5,120"
90	6.4 ktons	20 bil"	2.05 bil"	8.2 mil"	2.05 mil"	81,920"	20,480"
95	12.5 ktons	78 bil"	780 mil"	31 mil"	7.8 mil"	312,500"	78,125"
100	25 ktons	310 bil"	3.1 bil"	125 mil"	31 mil"	1.25 mil"	312,500"

To find the the distance a character can throw each of these weights for other STR ratings, divide the maximum amount the character can lift by the following numbers:

1. Take the maximum mass the character can lift.
2. Divide by the mass the character wants to throw.
3. Square the result of Step 2.
4. Multiply by 5 to find the maximum throwing distance in hexes (or multiply by 10 for meters).

Basically, each +5 STR quadruples the maximum throwing distance for a given mass, and each doubling of mass quarters the throwing distance.

These calculations assume a one second application of force and a 45 degree angle throw, and do not take air friction into account.

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