

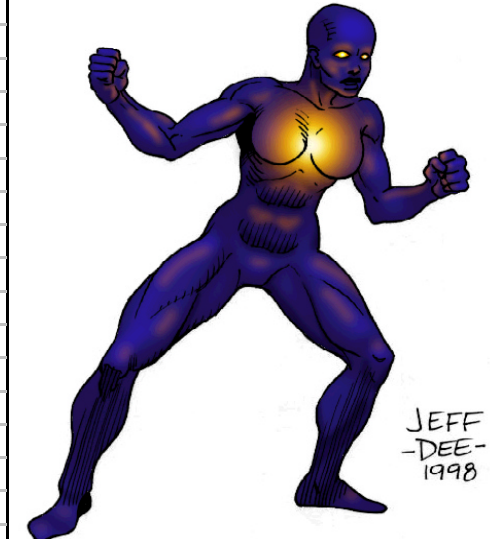
LIVING LEGENDS

THE SUPERHERO ROLE-PLAYING GAME



LIVING LEGENDS™

Name: Nemesis (aka Vurrane)			Age: 270	Sex: Female	Race: Darkling	Player: NPC Villain
Basic Characteristics:				Secondary Characteristics:		
Score: / Effect:		Notes:	Cost:	HITS (22): Move: 8 Fly: 5 / 10 Leap: 8 Mass (kg): 60 Mass Effect: d4 Carry (kg): 480 NRG (16): Luck Roll: d4 Wealth Roll: d4 Fame: 16 Fame Effect: d8		
PHYSIQUE:	22 / d10		22			
REFLEX:	11 / d6		11			
DEFTNESS:	16 / d8		16			
INTELLECT:	11 / d6		11			
COOL:	22 / d10	d8 Appearance	22			
VITALITY:	22 / d10		22			
BC Subtotal:			92			
Other Abilities:			Cost:	Base Points: 100		Unspent Eps:
DARKLING RACIAL ABILITIES				Weaknesses: 50		0
ADAPTATION (C): Spaceworthy (5)			5	Spent Eps: 20		
DISINTEGRATION (V): 1d6 Damage (21), Energy Field, 3" diameter area effect (+6), NRG Cost: 1 to activate (-1)			41	Total Cost: 170		
FLIGHT (V): 5 Acceleration, 10 top (6), Light Speed: 5 x the speed of light (7)			13			
HEIGHTENED SENSE: Vision based on X-rays instead of Visible Light (0)			0			
GRAVITY WELL						
TELEKINESIS (V): d10, no range (29)(-3), 3" diameter area effect (+3), Reduced At Range (-1), Linked to Disintegration (-1), Can't Hold Back (-1), Only useable to draw things toward herself (-5)			10			
SKILLS						
SCIENCE [Astronomy](INTL/S): d8 (5)			5			
ASSESS VALUE (INTL/G): d8 (2)			2			
TELEKINESIS (DEFT/G): d10 (2)			2			
Total Cost:			170			
Weaknesses:			Value:	Character Portrait		
DISTINCTIVE: Black silhouette with glowing eyespots. INTL 2+ to notice, Skill 4+ to disguise, Unattractive			20	Background:		
SUSCEPTIBILITY: Bright lights and light-based attacks. Common, d6 damage per exposure			20	Home: Darkworld Career Fields: Science & Crime Origin: Evolved Motivation: Egotist		
COMPULSION: Collects rare meteorites, Rare, COOL 6+ to resist and recover			10	A highly evolved Darkling astronomer. While observing human astronauts collecting rock samples, she learned that the Earth has a vast repository of astronomical oddities - rare specimens that she demands for her own experiments!		
Total Weaknesses:			50	© 2005 UNIGames. Living Legends is a trademark of UNIGames. Permission is granted to copy this file for private use.		



LIVING LEGENDS™

The Superhero Roleplaying Game

Edition #1.0 - July 2005

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1.0 INTRODUCTION

1.1 Living Legends

Living Legends is a superhero role-playing game.

1.2 Role-Playing Games

A role-playing game is a game in which the players take on the roles of specific well-defined individuals (player-characters, or PCs) and maneuver them through a continuing series of adventures.

The adventures which characters go through are set up by a separate, non-playing judge or "game master" (abbreviated GM). The GM plays the roles of all the characters and creatures which the PCs may happen across (these are non-player characters or NPCs). Also, the GM acts as the ultimate and impartial judge in any rules disputes. It is the GM's job to keep the story running smoothly, the rules working fairly, and the players entertained-- hopefully to everyone's mutual enjoyment.

The ultimate goal is to have fun and to cooperatively create entertaining stories. However, it is common for PCs to develop higher and higher levels of physical, political, social, or intellectual power over the course of many adventures. This is partly as a reward for players' participation, and partly in the interest of the story. People get better with practice in real life, and thus so do characters in a role-playing game.

1.3 This Game

Living Legends is a universal set of role-playing rules. Rules and background material are provided for running Superhero games. Experienced GMs may generate new material on their own to suit the type of game they wish to run. For the novice GM, sourcebooks will be published providing the information needed to adapt these rules to a number of different genres.

1.4 What Is A Superhero?

The most widely recognized definition is probably "a comic-book character in tights who uses weird powers to fight crime". But how accurate is that?

Many characters we recognize as superheroes have appeared on film, in radio dramas, in literature, on stage, and even in role-playing games, instead of in comics. Likewise, many characters who appear in comic books are not superheroes.

Superheroes are always visually distinctive, but not always because they wear tights or a mask. For example, a certain green gamma-ray powered behemoth often goes around wearing only the tattered remnants of whatever pants he had on when he changed. Likewise, not all characters who wear tights (or masks, or capes) are superheroes.

Most superheroes have powers, but some characters we recognize as superheroes have no powers at all. For example, a certain caped nocturnal detective gets by on his skills and fancy equipment alone. Likewise, not every character with weird powers is a superhero.

Crime fighting is very common among superheroes, but it's not strictly necessary. A comic-book character who wore tights and used weird powers to save people from natural disasters would still be recognized as a superhero, even if they never lifted a finger against any actual crooks. Not everyone who fights crime is a superhero, either!

So it's possible to be a superhero without meeting one or more of these conditions. For the purposes of this game, a superhero is defined as:

any larger than life character who regularly performs heroic deeds and is visually distinctive

A character may be larger than life by having weird powers or extraordinary abilities, or merely by being involved in grand adventures of heroic proportions. Characters such as action heroes and monsters can be larger than life without being superheroes. But if a character is not larger than life, then they cannot be called a superhero.

Superheroes regularly perform heroic acts. This may include anything from fighting crime to averting disasters. Just risking your life isn't enough. An act is only heroic if you're risking your life for the sake of some greater good. If a character does not regularly perform heroic deeds, then they are not a superhero.

A character is visually distinctive if they are immediately recognizable by anyone who has seen them before. This may be due to a uniform or costume they wear when on duty, or because of bizarre physical features, or some badge of office such as a distinctive emblem or artifact. If a cinematic version of the character was played by different actors in different films, but you still knew exactly what character they were on first glance, then they could be considered a superhero.

1.5 What Else Do I Need?

Each player should have a pencil, eraser, and scrap paper. The GM will find it useful to keep a notebook, preferably a ring binder with pockets inside, for storing information about the game - much of which must be kept secret from the players.

One component needed for play that is not available at a typical office supply outlet are the polyhedral dice used in this and many other role-playing games. Living Legends requires at least one of each of the following: a 4-sided die, a 6-sided die, an 8-sided die, a 10-sided die, a 12-sided die, and a 20-sided die.

Many role-playing gamers find it convenient to use miniature figures or cardboard counters to represent the characters in scale on the tabletop. Miniatures can be found at any hobby store that carries gaming equipment. Counters can be easily made from 1" squares of sturdy white cardboard, with portraits of the characters added by hand.

1.6 Using The Dice

Living Legends uses polyhedral dice, and so a few explanatory notes on the use of polyhedral dice are added here for new players.

The letter "d" followed by a number is an abbreviation commonly used to denote the type of die rolled. The number denotes the number of sides; d4 means a four-sided die, d6 means a six-sided die, etc.

Four-sided dice have three numbers on each face, and the number on the edge against the table is the one read; this will be the same on all three visible sides. Because of their sturdy squat shape, d4s do not tumble very well. Roll them from a reasonable height with a bit of spin to avoid doubts.

Six-, eight-, ten-, and twelve-sided dice are all pretty straightforward to use. A few old twenty-sided dice are numbered from 0-9 twice; to use these as d10s, read the 0 as a 10.

The rules sometimes call for d100 or "percent" rolls. These are made by rolling two d10s, reading 10's as 0's, and treating the first die as the "tens" digit and the second die as the "ones" digit. A roll of "00" yields 100.

Living Legends also calls for d2s and d3s. These are just special rolls using the d6. For a d2 simply roll a d6 and call odd rolls "one" and even rolls "two". To simulate a d3, roll a d6 and call 1-2 a "one", 3-4 a "two", and 5-6 a "three".

The result of a "d1" roll is always ONE.

In some instances multiple dice must be rolled and added together. For example, 3d10 indicates that three 10-sided dice should be rolled, then these numbers are added together to obtain the die-roll result.

On other occasions die rolls must be made with a modifier. d6+2 means roll a six-sided die and add two to the result. 2d8-1 means roll two eight-sided dice, total them, and then subtract one from the result.

1.7 Online Support

You can find errata, source material, conversion notes, adventures, and other resources on Living Legends web site:

www.io.com/unigames/ll.html



2.0 CHARACTER GENERATION

To play Living Legends you need a character. To act as the GM for a Living Legends game, you need a whole lot of characters! Each player creates their own character, while the GM creates any NPCs. This chapter shows you how to create them.

If you are not already familiar with the Living Legends rules, you may wish to read Chapters 7 and 10 for a full explanation of the underlying game mechanics before you begin creating your character.

2.1 Character Points

All of the abilities a character has must be paid for with Character Points or "CPs". The number of CPs a player gets to build their character with depends on the 'power level' of the campaign the GM is running.

Power Level	Initial CPs
Incompetent Normal	40
Normal	50
Experienced Normal	60
Low Powered	80
Standard	100
High Powered	140

Characters can also accept Weaknesses, which are disadvantageous traits that limit a character's effectiveness. Weaknesses provide more CPs with which to purchase the character's abilities. The number of points worth of Weaknesses that a character may take is also limited by the campaign's power level.

Power Level	Weakness CPs	Maximum CPs
Incompetent Normal	20	60
Normal	25	75
Experienced Normal	30	90
Low Powered	40	120
Standard	50	150
High Powered	70	210

High Powered, Standard, and Low Powered power levels are all suitable for Living Legends superheroic campaigns. The other power levels are provided as examples. GMs are free to construct NPCs on any number of CPs. No NPC may have weaknesses in excess of 1/2 of their Initial CPs.

2.2 Character Creation

There are two basic methods for building characters: random rolls and deliberate construction. Both methods involve spending CPs. Deliberate construction gives you direct control over the character's abilities, while random generation is available as an option if you don't already have an idea for the type of character you want to create.

The following tables can be used if you want to roll up a character randomly. If you prefer to choose all of your character's abilities, we still recommend that you follow along with these tables to make sure you've thought about all of the important elements which go into making a good character.

You don't have to create your character entirely at random, or entirely by choice. While rolling randomly, you may see something that you definitely want. Go ahead and pick it! Likewise, while constructing your character deliberately, you may have trouble deciding what to pick next. Go ahead and roll randomly! You may also freely discard or re-roll abilities you've rolled randomly, reduce or discard some abilities to free up points you can use to improve other abilities, and so on.

Playing Yourself

Most superhero stories take place in modern times, raising the obvious question... where are 'you' while all these super-powered heroes are out saving the world? Sitting on your behind around a crowded gaming table? It doesn't have to be that way. If you want, you can say that your superhero character is an alternate-world version of YOU! To pursue this option, simply pick your own nationality, age, weight, skills, identity, and so on during character generation.

2.2.1 Basic Characteristics

Living Legends characters have 6 Basic Characteristics or "BCs": Physique, Reflex, Deftness, Intellect, Cool, and Vitality. BCs cost 1 CP per point.

Physique (PHYS) stands for a character's physical strength (STR), which is used when calculating the character's Carrying Capacity and unarmed damage roll, leaping distance, throwing distance, and other abilities related to sheer muscle power. PHYS also represents a character's state of health, or constitution (CON), which is used when figuring the character's Hit Points, Hit Point and Stun recovery rolls, and other things relating to the character's physical fitness.

Reflex (REFL) represents a character's reaction time (REAC), which is used to determine initiative in combat. REFL also represents a character's ability to dodge attacks (DODG).

Deftness (DEFT) indicates a character's overall agility, coordination, and manual dexterity. DEFT is used as the basis for any skills which depend on those abilities.

Intellect (INTL) is a measure of a character's overall intelligence and intuition, and is used as the basis for any skills which depend on those abilities. INTL also determines how perceptive a character is (PERC), which is used whenever you have to determine whether the character has noticed something.



Cool (COOL) determines a character's overall bravery and self-confidence. COOL is used as the basis for any skills which depend on those abilities. It also represents a character's force of will (WILL), which is used to resist attempts at mind control or other forms of mental domination and to resist one's own mental weaknesses. COOL also indicates the character's physical appearance and attractiveness (APP), which is important when using the seduction skill and when trying to impress others with one's personal appearance in general. Finally, COOL is a measure of a character's charm or charisma (CHA). CHA is the ability to win friends and influence people, and it is used as the basis for any skills which depend on that ability.

Vitality (VITL) represents a character's stamina and adrenaline, quantified in the game as energy or (NRG) points. It is also a measure of a character's overall endurance (END), which is used when recovering from strenuous activity.

2.2.1.1 Assigning Random BC Scores

Select BCs at random by rolling 1d6 and consulting the following table. If you roll the same BC more than once, ignore the duplicate roll and roll again.

d6 Roll	Basic Characteristic
1	Physique (PHYS)
2	Reflex (REFL)
3	Deftness (DEFT)
4	Intellect (INTL)
5	Cool (COOL)
6	Vitality (VITL)

Assign Scores to the randomly selected BCs as indicated on the following table.

Roll	POWER LEVEL					
	Incompetent	Normal	Experienced	Low	Standard	High
First	11	11	11	7	16	22
Second	4	4	11	7	11	16
Third	4	7	4	4	11	16
Fourth	7	7	7	11	7	7
Fifth	7	7	7	11	7	11
Sixth	7	7	7	11	7	11
Total	40	43	47	51	59	83

d10 Roll**Motivation**

- 1 Penance: Your character did something in the past that they feel they have a need to make up for. It's best if what your character did is somehow relevant to the focus of the campaign, but not vital. Any good you can do at all helps assuage the guilt that's gnawing at your soul...
- 2 Vengeance: They did something horrible, either to you or to a loved one. They have to pay, and you're determined to collect. The bad guys of the campaign don't necessarily need to be the specific ones responsible. In your mind, they're all alike.
- 3 Utopian: Your world-view drives you to confront the enemy. Your world-view may be a personal philosophy, or something shared with others (such as patriotism, or a religion). You may have been raised with these values, or developed them only recently. Your world-view may be based on moral or ethical convictions or be entirely fanciful, but you MUST try to live up to it, to be an example to others.
- 4 Thrill Seeker: Danger's your middle name - you throw yourself into it with wild abandon! If you happen to do some good along the way, that's icing. The truth is, you're in it for the rush.
- 5 Duty Bound: You feel obligated to carry on a tradition, or feel that you have a special duty. "My father was the ORIGINAL Dark Avenger; now the Dark Avenger lives again!" "With great power comes great responsibility". "So what if I lost my badge? I'm a COP, dammit!" "The Shadow Guard were formed to oppose the forces of darkness. I am the last."
- 6 Need To Know: Your character is motivated by a desire for knowledge. "Gosh! I've never SEEN a vampire!" "They said I was mad, but I'll show them! I'll find PROOF!" "I must get closer... a reading of this creature's gamma output is crucial to my experiment." "I'm writing an article on Native American Folklore. Can you tell me exactly WHERE you last saw Bigfoot?"
- 7 For Hire: You've got the talent and guts to face the enemy, but you're not stupid. Question #1 is, what's in it for YOU? Not that you're without compassion... you've been known to accept lesser fees from particularly needy clients, and you'd NEVER knowingly work for the other side!
- 8 Self-Defense: The enemy are after you. It's only a matter of time before they strike. But you refuse to surrender! Better to carry the fight to THEM, to give them something to remember, even if in the end the odds are hopeless! The enemy of the campaign must be the same ones that are after you, unless your character is driven solely by paranoia.
- 9 Glory Hound: You love to bask in the adulation of the masses, and the best way you've found to earn that adulation is in combating the forces the masses most fear and despise.
- 10 Carnage: You love to blow stuff up. Mainly you target the enemy because, in general, no one will weep for them and give you grief. Secondary, of course, is the fact that they're worthless creeps that need blowing up. Hmm. Maybe there IS a spark of decency somewhere inside you!



3.0 SKILLS

Skills are specialized applications of a character's Basic Characteristics (BCs). This chapter lists the skills and explains how they work.

3.0.1 Base BC

Each skill is based on a Basic Characteristic (or BC): either DEFT, INTL, or COOL. The BC that each skill is based on is specified on the skill list (see below).

3.0.2 General vs. Specific Skills

Skills come in 2 varieties. General Skills are skills that would be common knowledge to the average man on the street. Specific Skills are those which require special training.

In the skill list, /G indicates a General skill. /S indicates a Specific skill. /G/S means that the skill is either General or Specific, depending on the specialization taken and on the nature of the society that character comes from.

If a Power requires a skill roll to use, that skill is treated as a General skill for a character with that Power.

3.1 Using Skills

Whenever a character uses a skill, they must roll their Effect Roll for that skill. The higher the roll, the better the character did. Sometimes these rolls will be made against rolls made by opposing characters, sometimes they will be made against a Difficulty target number assigned by the GM, and sometimes the roll will simply be treated as a reflection of how well the character did.

The higher the opponent's roll, or the higher the Difficulty number, the less likely it is that the skill attempt will succeed. If there is no opposing roll or Difficulty to beat, the GM must evaluate the success of the skill attempt using the Effect Significance Table in section 7.3.3.

For example, if two characters with Singing skill engage in a competition, they both roll their Singing skill Effect. The one who rolls highest is the winner.

If a character with Locksmith skill tries to pick a relatively simple lock, the GM might set a Difficulty of 3. If the character rolls a 3 or better, they manage to defeat the lock.

If a character has Architecture as a skill, and they set out to design a new headquarters for the team, the GM might ask them to make a roll. The better the character rolls, the better their design is.

Each skill description gives rules for applying the skill in most typical situations. The GM may allow other uses of skills at their discretion.

3.1.1 Unskilled Attempts

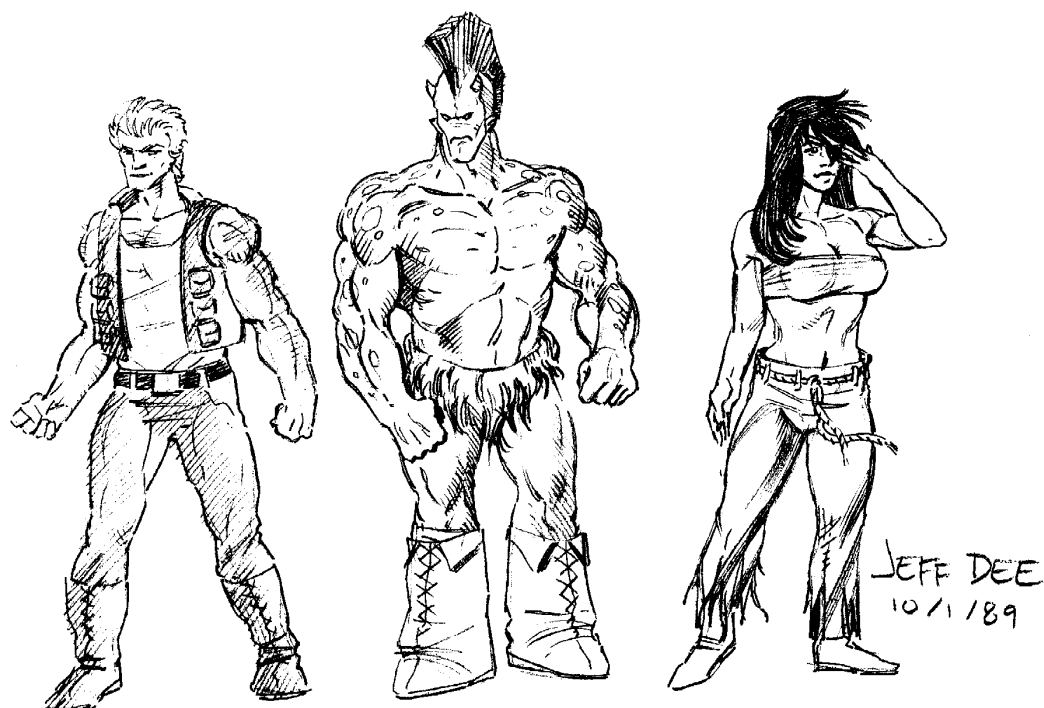
Any character can perform a General Skill using the Effect Roll of the BC the skill is based on, even if they haven't spent any CPs on that skill.

When a Specific Skill is attempted by a character who hasn't spent any CPs to learn it, roll their Effect in the associated BC and consult the following table:

Effect Roll	Unskilled Result
1	fumble
2-3	1
4-6	2
7-10	3
11-15	4
16-21	5
22-28	6
29+	7+

Skill Name	Type	Description
1-handed Swords	G	Bastard Sword, Foil, Longsword, Rapier, Shortsword, Ninja-To, Wakazishi
2-handed Swords	G	Bastard Sword, 2-Hand Sword, Katana, Dai-Katana
Daggers	G	Dagger*, Knife*, Jitte, Sai, Tanto
Axes	G	Battleaxe, Hatchet*, Wood Axe
Pistols	G	any 1-handed firearm
Polearms	G	Pike, Polearm, Pole Axe, Naginata
Rifles	G	any 2-handed firearm
Bludgeons	G	Club, Mace, Morningstar, 2-Hand Club, 2-Hand Mace, Warhammer
Flails	G	Flail, 2-Hand Flail, Nunchaku, Manriki Gusari
Spears	G	Javelin*, Lance, Short Spear*, Long Spear
Main Gauche	G	Main Gauche
Forks	G	Pitchfork, Trident
Staves	G	Quarterstaff, Bo Staff, Long Staff
Whip	S	Whip
Pistol Crossbow	G	Pistol Crossbow
Crossbow	G	Light Crossbow, Medium Crossbow, Heavy Crossbow
Bow	G	All regular bows
Sling	S	Sling
Bolas	S	Bolas
Blowgun	G	Blowgun

*commonly thrown as well as used in melee



4.0 POWERS

4.1 Activating and Using Powers

'Activating' a power turns it on. A power may only be Used while it is Active.

'Using' a power means actually applying its effects. For example, making an attack constitutes one 'use' of a Power Blast. One 'use' of Gigantism alters the character's size. Some powers (like Power Blasts) are used momentarily, and must be re-used each time they're needed. Other powers (like Gigantism) remain in use until the character consciously decides to stop using them, or until the power is deactivated.

Powers can be Used automatically whenever they're needed, as long as they're Active, unless their description specifies that they take time to Use. A character can also consciously choose to hold back a power (see section 4.2).

Each power is designated either (C)ontinual, (P)ersistent, or (V)oluntary.

Continual Powers

Continual powers are always active, and can never be deactivated (though they can be held back: see 4.2).

Persistent Powers

Persistent Powers can be activated and deactivated at will, but only while the character is conscious. It takes 1" of movement to activate a Persistent power, but it can be deactivated instantly at no movement or Action cost. Characters may not regain any NRG through rest (section 10.5.4.3) while they have any Persistent powers active. For example, suppose a character with Gigantism is posted (in their large form) as a sentry outside the players' base. If that character has spent any NRG points, those points will not come back while he's in his large form even if he relaxes and does nothing but sit there. He must shut off his power in order to rest. Persistent powers that are active when a character loses consciousness remain active.

Voluntary Powers

Voluntary Powers can be activated and deactivated at will while the character is conscious, but deactivate automatically if the character is knocked unconscious. It takes no time to activate or deactivate a Voluntary power. It may take time to "use" an active Voluntary power. Many attack powers are Voluntary, for example, but all attacks take an Action. Characters may not regain any NRG through rest (section 10.5.4.3) while they have any Voluntary powers active. For example, suppose a character with Flight sets out flying from New York to London. If he has spent any NRG points, those points will not come back as long as he's flying. He must stop flying in order to rest.

4.2 Deactivating Powers

The deactivation of a power has no effect on any damage or intensity it caused while it was active, but other external manifestations of the power (for example, an object created with Shaping) go away when the power is withheld or deactivated.

Powers function at the character's discretion. For example, a character with Armor vs. Sharp Kinetic Damage may hold back that armor's protection in order to allow a physician to administer an injection. This waiver of protection doesn't require the Armor power to be deactivated; if the character were simultaneously attacked by a Sharp Kinetic attack, his Armor would still protect him. Of course if he were tricked into holding his powers back he would have to deal with the consequences. Similarly, a character may voluntarily roll a lower damage Effect for his attack power if he's concerned about killing his target (see 10.5.2.7). A power can be withheld at no movement or Action cost. A character can keep withholding a power for an extended period of time if they want. A character may only choose to hold back their powers while they are conscious.

4.3 Power List

This section provides descriptions of all of the basic powers in the game.

Power Name	Class	Power Type	Page
Adaptation	(C)	survival	39
Ambidexterity	(V)	talent	39
Amplified Sense	(V)	perception	39
Animal/Plant Communication	(C)	perception	39
Animal Control	(V)	subtle attack	40
Armor	(C)	protection	41
Armor Generation	(V)	protection	42
Astral Projection	(P)	travel	43
Bloodless	(C)	survival	43
Burrowing	(V)	damaging attack	43
Combat Maneuvers	(C)	talent	44
Contacts	(V)	talent	44
Cosmic Awareness	(V)	perception	44
Darkness	(V)	misc. combat	45
Defense	(V)	talent	46
Density Increase	(P)	protection	46
Density Decrease	(P)	utility	46
Devitalization	(V)	damaging attack	46
Dimensional Travel	(V)	travel	47
Disintegration	(V)	damaging attack	48
Emotion Control	(V)	subtle attack	48
Energy Field	(V)	damaging attack protection	49
Extra Limbs	(C)	utility	49
Flight	(V)	travel	50
Gigantism	(P)	misc. combat	51
Gravity Decrease	(V)	subtle attack	53
Gravity Increase	(V)	damaging attack	54
Hallucinations	(V)	subtle attack	54
Healing	(V)	survival	55
Heightened COOL	(C)	characteristic	55
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Heightened Sense	(C)	perception	56
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Hibernation	(P)	survival	61
Hovering	(V)	travel	62
Hungerless	(C)	survival	62
Illusions	(V)	misc. combat	62
Inertia	(C)	misc. combat	62

Power Name	Class	Power Type	Page
Intangibility	(V)	misc. combat	63
Invisibility	(V)	misc. combat	63
Leaping	(V)	travel	63
Legal Powers	(C)	talent	64
Light	(V)	utility	64
Luck	(C)	utility	64
Machine Control	(V)	damaging attack subtle attack	64
Mental Attack	(V)	subtle attack	65
Mimicry	(C)	misc. combat	65
Mind Control	(V)	subtle attack	66
Movement	(V)	travel	67
Natural Weaponry	(V)	damaging attack	67
Negation	(V)	misc. combat	67
NRG Battery	(C)	utility	68
Omni Power	(C)	misc. combat	69
Pain Resistance	(C)	survival	69
Parachute	(P)	travel	69
Paralysis	(V)	subtle attack	69
Perfect Memory	(C)	talent	70
Possession	(V)	subtle attack	70
Power Blast	(V)	damaging attack	71
Probability Control	(C)	misc. combat	71
Protected Senses	(C)	perception	71
Quick Draw	(V)	talent	72
Radio Transmission	(V)	perception	72
Recharge	(C)	survival	72
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Shield	(V)	protection	78
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Sidekick	(C)	talent	78
Skill	(V)	talent	79
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Power Name	Class	Power Type	Page
Splitting	(P)	misc. combat	81
Stretching	(P)	utility	80
Summoning	(P)	combat	81
Suppression	(V)	subtle attack	82
Swimming	(V)	talent, travel	83
Swing Line	(V)	travel	83
Telekinesis	(V)	damaging attack	83
Telepathy	(V)	perception	83

Power Name	Class	Power Type	Page
Teleportation	(V)	travel	84
Telescopic Sense	(V)	perception	85
Transformation	(C)	utility	85
Transmutation	(C)	subtle attack	85
Universal Translator	(V)	perception	87
Wall Crawling	(V)	travel	87
Weakness Detection	(V)	perception	88
Wealth	(C)	talent	89

Adaptation (C)

This power allows a character to ignore the effects of certain Damage Types when they are encountered as ambient effects in nature. Adaptation has no effect on damage taken in combat.

For purposes of this power, Asphyxiation is considered a Damage Type, and specific non-oxygen atmospheres are considered separate forms within that type.

Base Cost	Degree of Adaptation
1	1 specific form (example: Adapted to Cold)
3	1 Damage type (example: Adapted to Mystic)

Apply the Variable power enhancement to enable a character to Adapt to more than one damage type.

Examples of common forms of Adaptation include Water Breathing (one non-oxygen atmosphere, 1 CP), Doesn't Breathe (asphyxiation, 3 CPs), Spaceworthy (vacuum and crushing/high pressure for 1 CP, asphyxiation and high radiation for 4 CPs, total cost 5 CPs), Immunity to Disease (disease, 1 CP), and Immortality (adapted to temporal, 3 CPs).

Ambidexterity (V)

This ability allows a character to ignore the normal penalties for attempting to use their off hand. The Base Cost for Ambidexterity is 3 CPs. For 2 CPs, a character can ignore off hand penalties on a single skill (specify that skill when this ability is purchased).

Amplified Sense (V)

This power enables one sense to amplify tiny details, so that they can be perceived more easily. Amplified Sense has a Base Cost of 1 CP per level. You must specify which sense it applies to when it is purchased. Each level negates one point or Effect Level of difficulty arising from smallness of detail. An Amplified Sense does not negate penalties on called shots against opponents in combat, but it may aid in noticing any secret equipment which the opponent may be carrying.

If applied to Radio Reception, Amplified Sense allows a character to pick up radio broadcasts beyond their normal transmission range. Each level of Amplified Sense in Radio Reception doubles the effective range of the transmitter.

Animal/Plant Communication (C)

This is the power to 'speak' with animals or plants. The character is endowed with the ability to use whatever natural form of communication is used by the species in question. It may involve body language or other forms of communication as well as or in addition to vocalization. The Base Cost of Animal/Plant Communication depends on how many kinds of animals or plants the character is capable of communicating with, and on how well they can communicate.

Number of Species	COMMUNICATION ABILITY		
	Poor	Average	Good
1 Species	1 CP	2 CPs	3 CPs
A Group of Related Species	3 CPs	6 CPs	9 CPs
All Animals, or All Plants	5 CPs	9 CPs	14 CPs
All Animals and Plants	8 CPs	14 CPs	20 CPs

Wealth (C)

This power increases a character's Wealth roll. Wealth is used to see whether a character has sufficient funds available whenever he attempts to make a major purchase. Wealth is explained more fully in chapter 12.

Characters get a Wealth roll of 1d4 for free. Additional Wealth costs 2 CPs per Wealth Level. Use the following table to find the character's new Wealth roll, and how much income that Wealth Roll represents.

Base Cost	Wealth Effect	Approximate Annual Income
2	d6	\$40,000
4	d8	\$80,000
6	d10	\$160,000
8	d12	\$320,000
10	2d8-1	\$640,000
12	2d10-1	\$1,280,000
14	2d12-1	\$2,560,000
16	3d10-2	\$5,120,000



4.4 Power Enhancements

This section provides descriptions of all of the power enhancements in the game.

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Preset	94
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Reflection	95
Reversible	95
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Stun Only	96
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Absorption

This enhancement enables a character to absorb the damage or intensity points stopped by one of their protection powers, converting those points into CPs worth of other abilities. A cost modifier of (+3) is applied to the protection power used for Absorption.

You must specify where the absorbed points are applied when you take this enhancement. You may choose a new ability, or add the points to an existing ability, or share them in any proportion you choose among several abilities.

Keep track of the total number of points that the character has Absorbed. The maximum number of points that the character can accumulate at one time equals six times the base power's protection. For example, 5 points of Armor with Absorption allow a character to store up to 30 Absorbed points. These points fade at a rate of 1 CP per round from each ability that the absorption feeds. Once the character's Absorption limit is exceeded he may not Absorb any more damage.

It takes an Action to use Absorption. The base power's protection still works even when the character isn't able to absorb the points it blocks.

Replenishment

Absorbed points can be directed toward replenishing an existing ability (for example, Hit Points). Points absorbed toward replenishment don't fade, and don't count toward the character's Absorption limit. Replenishment can't increase the abilities it affects beyond their normal limits. Absorption that feeds multiple abilities can replenish some, and work normally on others.

Automatic Absorption

Absorption that functions automatically and takes no time to use has an additional (+3) cost modifier.

Non-Protective Absorption

For a further (-3) Cost modifier, a character may take the Restriction that the base power's Protection no longer actually stops any damage or intensity points. For example, if the base power normally provides 6 points of protection vs. energy, and this modifier is applied, then each time the character is hit by energy damage he absorbs up to 6 points, but he must still suffer those points as damage or intensity unless he has another protection power to stop them.

Affects Lower Characteristic

A power that normally requires a PHYS, DEFT, or REFL roll to resist or recover (such as Sensory Shock, Paralysis Ray, etc.) can be made to operate against an Attribute that's normally lower, such as INTL, COOL, VITL, Mass, Luck, or maybe even Wealth. The cost modifier is (+2).

A power that normally functions against PHYS, REFL or DEFT can be made to function against PHYS, DEFT or REFL instead at no cost modifier.

Affects Intangible

This Enhancement enables an attack power to work against Intangible targets. The cost modifier is (+1).

Affects Tangible

Intangible characters cannot normally use any of their attack powers against tangible targets, or create any tangible effect with any of their other powers. This Enhancement enables a power to produce tangible effects while the character is intangible. The cost modifier is (+3).

Area Effect

This Enhancement increases the area affected by the use of a power. Most powers begin with no area effect, which limits them to affecting only one character or object per use. Powers with an area effect simultaneously affect every character and object within the affected area each time the power is used.

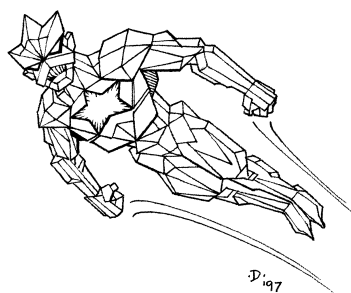
Area effects are spherical. The affected area is centered on the power's target if the power is used at range, or centered around the character if the power has no range.

The Cost Modifier depends on the diameter of the area effect that the power is given.

Cost Modifier	Area Effect Diameter
(+1)	1"
(+3)	3"
(+4)	5"
(+5)	7"
(+7)	13"
(+9)	21"
(+11)	31"
(+13)	43"
(+15)	57"
(+17)	73"

4.5 Power Restrictions

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Ablative

This Restriction causes a Protection power to lose 1 point of Protection each time it is penetrated by a damage type that it protects against. Ablative Armor recovers completely after either a day back at the character's base, or a full night of rest. The cost modifier is (-3).

Accidental Activation

Powers that can activate accidentally get a cost savings based on how frequently the stimulus that triggers them comes up, and on how difficult it is for the character to resist their accidental activation (and shut the powers back off) when the stimulus occurs.

Cost Modifier	Frequency	Luck Roll Per Episode
(+0)	Rare	fumble
(-1)	Uncommon	1-
(-2)	Common	2-
(-3)	Very Common	3-

Cost Modifier	Difficulty	Roll Needed
(+0)	Easy	2+
(-1)	Difficult	4+
(-2)	Very Difficult	6+
(-3)	Impossible	8+

Resist/Recover rolls are made on 1d8, and allowed immediately on exposure to the stimulus, immediately on removal of the stimulus, and once per round thereafter.

While a power is Accidentally Active, treat it as if it had the "Can't Hold Back" Restriction.

Low Risk

Apply a (+1) cost modifier if the Accidental Activation of the power is not dangerous to the character or to those around him.

Resist On Skill

Apply a (+1) cost modifier if the Resist/Recover roll is made on a skill rather than an Attribute.

Accidental Use

If the power must also be used when it is Accidentally Activate (for example, a Power Blast that must be fired whether the character wants to use it or not), double the total cost modifier for this Restriction. Skill rolls for Accidental Use (for example, rolls to hit with a Power Blast that has gone off by accident) are made on 1d4, and targets (if any target selection is necessary) are selected randomly.

The character must pay any NRG, Charges, Actions, or other costs associated with the power each time it is Accidentally Used.

Activation Required

This Restriction makes a Continual power into a Persistent power (requiring 1" of movement to activate and preventing the character from resting while the power is active), or a Persistent power into a Voluntary power (causing the power to shut down automatically if the character is knocked out) for a (-2) Cost Modifier. For a total Cost Modifier of (-4), you can change a Continual power into a Voluntary power.

Affects Higher Characteristic

A power that normally requires INTL, COOL, VITL, or Mass rolls to resist or recover (such as Mind Control, Transmutation, etc.) can be made to operate against an Attribute that is normally higher, such as PHYS, REFL, or DEFT. The cost modifier is (-2).

A power that normally functions against INTL, COOL, or Mass can be made to function against INTL, COOL, Mass or VITL instead at no cost modifier.

Backlash

This Restriction may be applied to any Protection power, or any power that generates an effect that can be attacked (such as Restraint or Matter Creation). The character takes 1/2 of any damage inflicted on the manifestation of his power personally, as Stun Intensity. The cost modifier is (-3).

Body Power

If a power is generated by an obvious unusual body part (for example, wings or antennae or oversized eyeballs) it may be considered a Body Power. Body Powers are sort of like Cybernetic Equipment - they're Visible and Internal (refer to the Equipment Restriction for details). The Cost Modifier is (-1). Any called shot on a Body Power does damage to the character, and disables the Body Power if the target fails a PHYS roll vs. the

number of damage points taken. Disabled Body Powers are generally recovered overnight.

A character who has duplicates of any body part that is the source of one of their powers, and who retains the power if only some of those parts are disabled, should not take this restriction.

Large Body Powers

If the body part is large, allowing called shots against it at no penalty to hit, then you may take an additional (-1) Cost Modifier.

Brittle

This Restriction can be applied to any Protection power. 'Brittle' Protection has no effect if damage sustained exceeds its Protection. The cost modifier is (-4).

For example, Ceramic Lad has armor that gives him 7 points of Brittle Protection against Blunt Kinetic damage. If he's hit by an attack that does up to 7 points of Blunt Kinetic damage, it all bounces off. If he's hit by 8 or more points of Blunt Kinetic damage, his armor won't stop any of it.

Can't Hold Back

A character is normally free to reduce or withhold the effect of any power - even a Continual one. This Restriction prohibits the character from holding back the full potential of the affected power while it is active.

For example, Protection powers that Can't Hold Back may not be withheld in order to allow friendly powers to penetrate. You won't be able to 'pull your punch' or waive Knockback with an attack power that has this Restriction. If you have a movement power with this Restriction, you will always have to use your maximum acceleration and deceleration rate. If you have multiple levels of a power such as Gigantism, this Restriction requires you to use all of those levels each time you activate the power.

The cost modifier depends on the amount of inconvenience the character suffers from this Restriction. As a general rule, there is a maximum (-1) cost modifier when this Restriction is applied to a Voluntary power, a maximum cost modifier of (-2) on a Persistent power, and a maximum cost modifier of (-3) on a Continual power. If the power is contained in Equipment that can be removed, Persistent powers have a maximum cost modifier of (-1), and Continual powers have a maximum cost modifier of (-2). There is no cost savings if there is no inconvenience from the power being used at full force.

Unreliable

This restriction gives a power a chance of breaking down each time it's used. The cost modifier depends on how likely it is for the power to break down.

Cost Modifier	Reliability Roll
(-1)	2d6-1
(-2)	d10
(-3)	d6
(-5)	d4
(-6)	d3
(-8)	d2

When the character attempts to use the power, roll its Reliability dice. If a 1 is rolled, the attempt fails and the power breaks down.

A power that has broken down can be recovered between battles, by performing maintenance or taking a short rest.

Unreliable Activation

If the power only has to make a Reliability roll each time it's activated, divide the Cost Modifier by two (rounding down).

Verbal Trigger

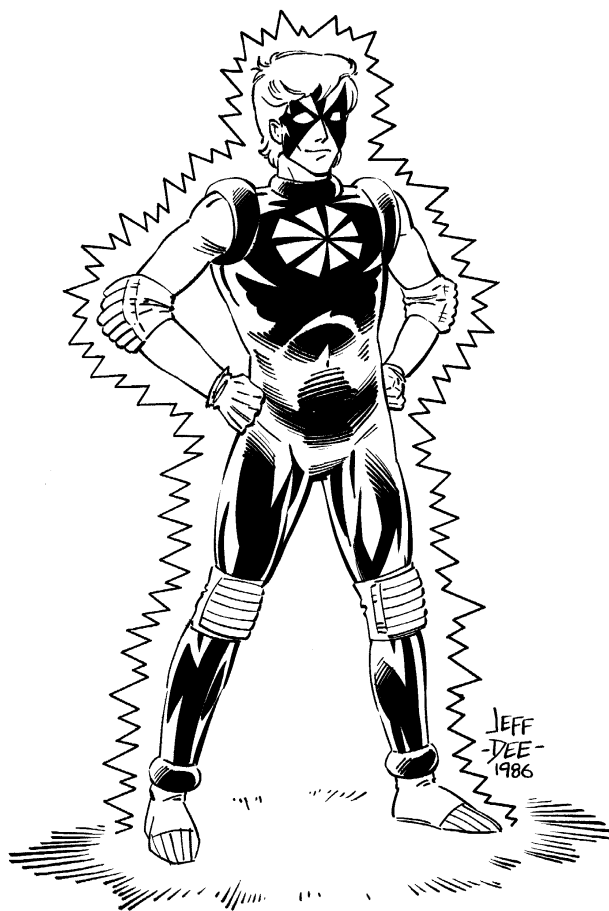
If a power requires the character to utter a spoken command each time it's used, it gets a (-1) Cost Modifier. Powers with verbal triggers can't be activated if the character is gagged or unable to speak for any reason. Verbal triggers warn others within earshot that the character is about to use the power.

Weakness

This power restriction gives a character additional Weaknesses. These Weaknesses affect the character whenever the power is active, even if it's not being used. The Weakness doesn't apply if the character has lost the power completely (for example, if it's totally Suppressed, or if it's a piece of Equipment that the character doesn't have with them, etc.). The cost modifier is (-2) per 5 points of Weakness.

Won't Negate Knockback

Protection Powers with this Restriction don't reduce the Knockback inflicted by an attack (see 10.511). The cost modifier is (-1).



5.0 EQUIPMENT CATALOG

5.1 Weapons

5.1.1 Melee Weapons

Melee Weapon	STR Level	Hands	To Hit	Damage	Type	Parry	Armor	CPs
Bastard Sword*	4	2	+1	+3	Sharp	-	7	19
Battleaxe	4	2	+1	+3	Sharp	-	8	17
Brass Knuckles*	1	1	-1	+1	Blunt	-	7	8
Club	2	1	+2	-	Blunt	-	5	3
Dagger**	1	1	-	+1	Sharp	-	5	5
Flail	3	1	+2	+1	Sharp	-	7	15
Foil	2	1	+2	-	Sharp	-	6	8
Hatchet	2	1	-	+2	Sharp	-	6	11
Javelin**	2	1	+1	+1	Sharp	+1	6	12
Knife	1	1	-	+1	Sharp	-	5	3
Lance*	4	1	+1	+3	Sharp	-	7	19
Long Spear**	3	2	+1	+2	Sharp	+1	7	13
Longsword	3	1	+1	+2	Sharp	-	7	16
Mace	3	1	+2	+1	Blunt	-	7	15
Main Gauche*	2	1	-	+1	Sharp	+2	6	11
Morningstar	3	1	+1	+2	Sharp	-	7	16
Pitchfork	3	2	-	+3	Sharp	-	6	10
Pike	4	2	+1	+3	Sharp	+1	8	18
Polearm	4	2	-	+4	Sharp	+1	8	19
Pole Axe	4	2	-	+4	Sharp	+1	8	19
Quarterstaff	2	2	+2	+1	Blunt	+2	5	6
Rapier	2	1	+1	+1	Sharp	-	6	9
Shortsword	2	1	+1	+1	Sharp	-	6	9
Trident	3	2	-	+3	Sharp	+1	7	14
2-Handed Club	4	2	+3	+1	Blunt	-	7	12
2-Handed Flail	4	2	+3	+1	Sharp	-	8	15
2-Handed Mace	4	2	+2	+2	Blunt	-	8	16
2-Handed Sword	4	2	+1	+3	Sharp	-	8	17
Warhammer	4	2	+2	+2	Blunt	-	8	16
Whip*	2	1	+2	-	Blunt	-	4	2
Wood Axe	3	2	+1	+2	Sharp	-	7	12

* This weapon has special characteristics; See below.

** This weapon can be thrown; see the throw weapons table, below.

STR Level is the minimum STR Level needed to wield the weapon properly. Characters who try to use a weapon without meeting this lose one Effect Level from their rolls to hit and parry per STR Level they are below the requirement. A character may ignore 1 Level of penalty by wielding a 1-handed weapon in 2 hands. Most normal weapons have no maximum STR limit; those that do are mentioned below. You may not use more than the maximum STR limit on a weapon and still gain the benefit of its special characteristics.

Hands is the number of hands which a character must use to wield a particular weapon properly. Primarily this affects whether or not the character will be able to use a shield at the same time. A 2-handed weapon may be wielded 1-handed by a character whose STR is at least 2 Levels higher than required.

To Hit is a modifier to the attacker's skill roll to hit.

Parry is a modifier on attempts to parry with that weapon.

Type specifies the type of damage the weapon inflicts.

Damage is a modifier to the attacker's STR Effect Roll for damage.

Armor is the weapon's protection vs. all physical damage types. All weapons have 1 hit point. See section 10.5 for rules on parrying and weapon breakage.

CPs indicate the weapon's equivalent Character Point cost.

Brass Knuckles inflict Stun Intensity (See 10.5.1.5), plus one half of their damage roll in blunt kinetic damage. Brass Knuckles are small; a called shot to hit them loses 2 Effect Levels to hit. Maximum STR Level = 4.

Main Gauche is always used in the off hand.

Bastard Swords can be used 1-handed at a penalty of 1 damage point. Use the skill that applies.

Lances may only be used when mounted, but the mount's PHYS Effect is used for damage, not the character's.

Whips have a range of 3". Maximum STR Level = 5.

5.2 Missile Weapons

5.2.1 Thrown Weapons

Thrown Weapon	STR Level	Hands	Range	To Hit	Damage	Type	Parry	Armor	CPs
Javelin	3	1	24"	-	+2	Sharp	+1	6	12
Long Spear	3	1	24"	-	+3	Sharp	+1	7	13
Dagger	3	1	24"	-	+1	Sharp	-	5	5

Range sets the maximum effective range for the weapon.

5.2.2 Bows

Bow Weapon	STR Level	Hands	Range	To Hit	Damage	Type	Parry	Armor	CPs
Pistol Crossbow	3	1	6"	+1	d6	Sharp	-	4	2
Light Crossbow	3	2	12"	+2	d6	Sharp	-	5	5
Medium Crossbow	3	2	24"	+2	d8	Sharp	-	6	10
Heavy Crossbow	3	2	48"	+2	d10	Sharp	-	7	14
Short Bow	3	2	12"	-	d8	Sharp	-	5	5
Long Bow	3	2	24"	+1	d8	Sharp	-	5	7
Short Composite Bow	3	2	24"	-	d10	Sharp	-	6	11
Long Composite Bow	3	2	36"	+1	d10	Sharp	-	6	13



6.0 CHARACTER WEAKNESSES

Weaknesses are limitations that reduce a character's effectiveness, or offer additional, special challenges for them to face. Accepting Weaknesses provides characters with more CPs for purchasing their abilities.

Weaknesses aren't mandatory; you may take less than the allowed number of points worth of Weaknesses if you wish, and simply forego the extra CPs.

Weaknesses only count if they are really unusual and troublesome. If a character has powers that completely compensate for a weakness, that weakness shouldn't be worth any points to them. Likewise, it's not fair to give superheroes weakness points for standard superhero behavior, or to give villains points for run-of-the-mill villainy, or to give animals points for utterly typical animal traits (such as "Limited Education").

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Compulsion	119
Dark Past	120
Dependency	120
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Weakness Frequency

Some Weaknesses have a 'Frequency' rating, which is meant as a guide for the GM to decide how often the weakness should cause trouble. If desired, the GM may call for the character to make a Luck roll once per session to determine whether a situation involving the weakness should arise or not. Consult the following table:

Frequency	Luck Roll Required (To Avoid)
Rare	1+
Uncommon	2+
Common	3+
Very Common	4+

Attract Attacks

The character is easier to hit with particular damage sub-types. This weakness is worth 5 CPs per +2 to hit the character using the specified damage subtype. The damage subtype that's attracted must be specified when this weakness is taken. For example, Lightning and Magnetic are both subtypes of Electromagnetic damage.

Alternately, if the character attracts all attacks within an entire damage type (biochemical, blunt kinetic, etc), this weakness is worth 15 CPs per +2 to the attacker's roll.

Bad Reputation

The character is widely despised. This could be because of something the character has done, or is rumored to have done, or because of racial or cultural prejudice. This results in a COOL roll penalty whenever the character tries to get a positive reaction from others who know his reputation, but don't know him personally. This weakness is worth 5 CPs for each -1 Level penalty to the character's COOL roll. This penalty is waived when dealing with characters that know nothing of the character's reputation, or when dealing with individuals whose trust the character has earned.

Compulsion

The character sometimes takes leave of their senses, engaging in irrational behavior despite the consequences. This might be due to an actual emotional problem such as a short temper or phobia, or because of an oath the character has sworn to uphold. The base point value is derived from the frequency of the stimulus that sets them

Unlucky

The character has bad luck. The base point value of this Weakness depends on how low the character's Luck Level is. Characters may not take both Luck and Unlucky.

Luck Effect	Base Value
d4	0
d3	5
d2	10
d1	15
d0	20

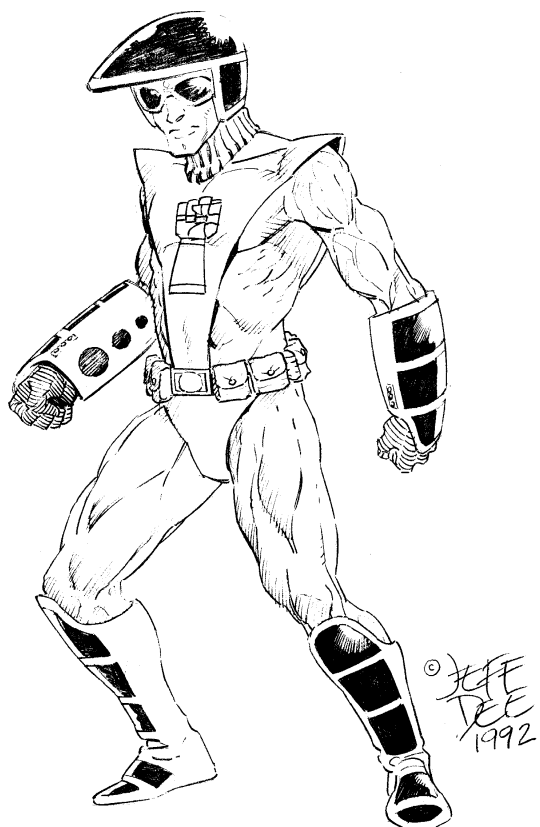
Vulnerability

The character takes more damage than usual from certain damage types. The base point value is derived from the rarity of the damage types that he's Vulnerable to, modified by the damage multiple he takes when hit by them. If the character is Vulnerable to a group of damage types, Rarity is based on the chances of encountering any of those types in a given episode.

Frequency	Base Value
Rare	0
Uncommon	5
Common	10
Very Common	15

Damage Multiple	Value Modifier
x1.5	+0
x2	+5
x3	+10
x4	+15

The damage multiplication is only applied after subtracting the character's protection against the attack's damage type.



7.0 CORE GAME MECHANICS

7.1 The Universal Table

The Universal Table is used to convert real-life measurements into game statistics, and vice-versa. Consult the instructions on the following pages.

Score	Level	Effect	Value
1	1	d1	.75
2	2	d2	1.5
3			2.25
4	3	d3	3
5			4
6			5
7	4	d4	6
8			7.5
9			9
10			10.5
11	5	d6	12
12			14.4
13			16.8
14			19.2
15			21.6
16	6	d8	24
17			28
18			32
19			36
20			40
21			44
22	7	d10	48
23			54.86
24			61.71
25			68.57
26			75.43
27			82.29
28			89.14
29	8	d12	96
30			108
31			120
32			132
33			144
34			156
35			168
36			180
37	9	2d8-1	192
38			213.33
39			234.67
40			256
41			277.33
42			298.67
43			320
44			341.33
45			362.67
46	10	2d10-1	384
47			422.4
48			460.8
49			499.2
50			537.6
51			576
52			614.4
53			652.8
54			691.2
55			729.6

Score	Level	Effect	Value
56	11	2d12-1	768
57			837.82
58			907.64
59			977.45
60			1047.27
61			1117.09
62			1186.91
63			1256.73
64			1326.55
65			1396.36
66			1466.18
67	12	3d10-2	1536
68			1664
69			1792
70			1920
71			2048
72			2176
73			2304
74			2432
75			2560
76			2688
77			2816
78			2944
79	13	3d12-2	3072
80			3308
81			3545
82			3781
83			4017
84			4254
85			4490
86			4726
87			4962
88			5199
89			5435
90			5671
91			5908
92	14	4d12-2	6144
93			6583
94			7022
95			7461
96			7899
97			8338
98			8777
99			9216
100			9655
101			10094
102			10533
103			10971
104			11410
105			11849
106	15	5d12-2	12288
107			13107
108			13926
109			14746
110			15565
111			16384
112			17203
113			18022
114			18842
115			19661
116			20480
117			21299
118			22118
119			22938
120			23757



8.0 CHARACTER INTERACTION

8.1 INTL Rolls

Characters can make INTL and INTL-based skill rolls (Negotiate, Debate, etc.) in order to try to force NPCs to change their minds. For example, Debate skill could be used in an argument in order to make the audience think that the character is right, or at least more right than their opponent. It could not be used to make the audience feel that the character is a nice person, or that they prefer their ideas, only that they made a good argument.

The target of any INTL -based thought-altering roll is allowed to roll their own INTL Effect (or an applicable skill roll) against it. The GM should apply modifiers to either roll to reflect either character's actual knowledge about the topic of discussion, the character's approach, etc.

Player-characters cannot be forced to change their feelings by random dice rolls. Instead, the GM must role-play the NPCs according to their stats and skills. If an NPC has high COOL or skills, the GM must simply role-play them in a more charming or persuasive way.

Use the following chart to help evaluate the appropriate INTL Score for non-sentient creatures and animals. Most animals have Heightened PERC; this chart just shows their overall INTL Score:

INTL Score	Level of Intelligence
0	inanimate object
1	insect, worm, etc.
2	herbivore
3	carnivore
4	highly intelligent animal: dolphin, Lassie, etc

8.2 COOL Rolls

Characters can make COOL and COOL-based skill rolls (Charm, Leadership, Seduction, etc.) in order to attempt to alter the mood of an NPC. For example, a male character could attempt a seduction skill roll in order to make a haughty Amazon Warrior feel sexually attracted to him, but it could not be used to make her think any differently about men in general.

The target of any COOL-based mood-altering attempt is allowed to roll their own COOL Effect (or perhaps an applicable skill roll) against it. The GM may apply modifiers to either roll to reflect any positive or negative circumstances, the character's approach, etc. Appearance may be substituted for COOL when attempting Seduction.

Again, player-characters can make up their own minds, and the GM must simply argue better for their more intelligent or skillful NPC's.

8.3 Animal Behavior

Non-sentient creatures make COOL Effect rolls to determine their mood. An animal's COOL roll can also be used to try to frighten or dominate other characters or creatures.

8.4 Reaction Table

Whenever non-sentient creatures are encountered, the GM may roll their COOL Effect to find their current mood. This is useful in establishing the creatures' behavior and motivations. Compare the die roll to the table below:

Die Roll	Mood
Fumble	Freezes, and goes into shock. If it snaps out of it, treat as a roll of 1.
1	Flees, fights if cornered.
2	Cautious, holds its ground. Flees if threatened, fights if cornered.
3	Stubborn, holds its ground. Fights if threatened, retreats if it's losing, fights again if cornered.
4-5	Aggressive, seeks a confrontation. Otherwise as a 3
6-7	Openly hostile, attacks. Otherwise as a 3.
8+	Berserk. Attacks and fights to the death.

The Lucky Break rule should be used, to see how hostile the creatures can get. Mood rolls can be adjusted to reflect the circumstances, quality of leadership etc.

This same table can be used to set the morale of NPC sentient creatures and characters, except

9.0 TIME AND TRAVEL

There are three main scales of play. Detailed, competitive interactions between individual characters use the Combat System (Section 10) and its sequence of play. Day-by-day travel uses a Travel Scale (section 9.1). And finally, any activities not requiring such detailed sequences of play take place in what is called "Downtime" (Section 9.2).

9.1 Travel-Scale Play

Travel scale is used when characters are moving from place to place in the world. Terrain maps are needed to plot movement routes and distances, and to show what terrain and obstacles lie in the characters' paths.

Characters' Movement Rates are their top speed in kilometers per hour. Groups of characters are limited to the speed of the slowest group member. Slow members may be carried or mounted to increase group speed.

Naturally, characters are not expected to maintain their top speed for hours on end. Nor is it expected for characters to travel for 24 hours per day,

without stops for rest or food. The table below is used to find the individual or group distance moved per hour of actual travel. Cross-index the travel pace and the terrain factor, and multiply the character's movement rate by the number given to find movement distance in kilometers. Use the terrain factor for the terrain in which movement begins for the hour.

Terrain Factor is a rating of the difficulty of the terrain; 1 = perfectly clear, flat terrain (highway, salt flats, etc.) 10 = extremely difficult terrain (mountain slopes, dense swamps).

A Slow pace is used while searching, sneaking, etc. Increase the characters' Effect Rolls by +1 Level for these and related activities for as long as a slow pace is maintained. A Fast pace is used when characters are in a rush, or in full retreat, etc. Decrease search, sneak, etc. rolls by -1 Level during Fast Travel.

If, during Travel-scale play, characters happen to arrive at an interesting place or meet up with other characters or creatures, this is called an encounter. Switch to the Combat System (section 10) or Downtime (section 9.2) in order to resolve the encounter.

Terrain Factor										
Pace	1	2	3	4	5	6	7	8	9	10
Slow	.25	.225	.2	.175	.15	.125	.1	.075	.05	.025
Average	.5	.45	.4	.35	.3	.25	.2	.15	.1	.05
Fast	.75	.675	.6	.525	.45	.375	.3	.225	.15	.075

9.2 Downtime

Downtime is a mode of play with no specific movement or time scale. Maps and playing pieces such as those used in Combat (section 10) may be used to help visualize the situation, but are not strictly necessary. Downtime is particularly useful when conversation takes place between characters, or when characters are in a friendly town making preparations for an adventure, or any time when they are not particularly competing with anyone or traveling about the world. The GM

may have time progress, but this goes at no set rate and is done merely to clock off the time required for the activities taking place. Characters may move and take actions as in combat (section 10), but again there is no set initiative sequence and the actions performed should simply be resolved as necessity requires. If the characters get into a competitive situation, or set out to travel, switch to the Combat System (section 10) or Travel Scale (section 9.1) as required.



10.0 COMBAT

10.1 Scale

Living Legends uses Metric measurements, except that distances on the tabletop are measured in inches. Conversions from English to Metrics can be found in section 7.5.1.

One Round, during which each character gets one Turn, lasts 7.5 seconds. 8 Rounds equal 1 minute. One movement space (1" if 25mm miniature figures are used) equals 2 meters. Movement spaces may be squares, hexagons, or measured off by ruler; this is up to the personal taste of the GM.

10.2 Initiative

At the start of a Round, all participants roll their REFL (REAC) Effect. This roll determines their Initiative for that Round. The GM finds the highest Initiative rolled and counts down from there. The Round ends when the countdown reaches 0. Characters may take their Turns as soon as their Initiative is called, or they may delay. Delaying characters may take their Turn any time, even in the middle of another character's Turn. If 2 delayed characters try to take their Turns simultaneously, the one who rolled the highest Initiative goes first. The character with the highest REFL (REAC) Score wins any ties. Dice off if REFL (REAC) is also tied.

10.3 The Turn

A Turn is made up of two Phases: a Movement Phase and an Action Phase. They may be performed in either order.

Especially time consuming tasks take longer than 1 full Move or Action to complete. The character is preoccupied and unable to perform any separate Move or any other Action while involved in such a task.

10.3.1 Free Die Rolls

At any point the GM may call for characters to make rolls to assist him in resolving situations. These rolls usually don't take any time. Dodging, perception, weapon or shield parry attempts, Luck rolls, etc. are all free die rolls.

10.3.2 The Move Phase

Characters may Move up to their Move rate in spaces per turn. Movement cannot be stockpiled for use in later Turns. Simple tasks (like putting on a hat, flipping a switch, opening an unlocked door, etc.) can be performed as part of one's Move, costing one or more inches of movement as determined by the GM. Certain skills are also defined as taking 1" movement to perform; these are also performed on one's Move Phase. Any combination of actual movement and simple tasks may be performed, in any order, up to the limits of one's movement rate.

Weight carried by a character affects their available movement.

Weight Carried	Move Penalty
up to 25% of Capacity	none
up to 50% of Capacity	-25%
up to 100% of Capacity	-50%
up to 200% of Capacity*	-75%
*Weight in excess of Capacity can only be pushed or dragged, not carried.	

Usually only 1 character will occupy a single movement space. In close quarters, 2 characters may cohabit a space (up to 4 back to back) without penalty. If more than 4 characters occupy a single space (up to a maximum of 16 if packed like sardines) the GM should penalize them all by reducing their REFL and DEFT based abilities by 1 or 2 Levels.

10.3.2.1 Acceleration

Acceleration is the rate by which the character can increase or decrease their current speed each turn.

For example, a character with 32" of flight and a 13" acceleration could fly 13" on their first turn of flight, 26" on the second turn, and would hit their top speed of 32" on the third turn of acceleration. Likewise, the character could decelerate from 32"

to 19" on their first turn of deceleration, from 19" to 3" on their second turn of acceleration, and from 3" to 0" on their third turn of continued deceleration.

The 8" of ground movement and the initial leaping ability that all characters get, as well as the initial swimming rate from the swimming skill, are all matched by an equal amount of acceleration. If you add Speed Bonus to those movement abilities without increasing their acceleration to match, you can wind up unable to accelerate to your top speed in one turn with those types of movement, the same as with flight.

10.3.2.2 Flight

Gaining altitude costs twice as many inches of flight under normal gravity, while gaining altitude in zero-G costs the same as lateral flight.

Losing altitude (also known as "falling") costs nothing. Characters who can fly may add their flight movement to their rate of fall (usually 225" per Round). This is called "Power diving". Power diving costs the same as lateral flight.

10.3.2.3 Gliding

Gliding characters are subject to the same rules for diving and hovering as flying characters (see above), except that at the end of each Round they automatically descend their Mass Level in inches. For example, a Glider who weighs 80kg automatically drops 4" at the end of every round.

To gain altitude during a phase of movement, gliding characters must roll 2+ on their DEFT-based Gliding skill roll. Each point of success allows the character to ascend 1" if they wish. For each point of failure, they descend an additional 1". These altitude changes don't cost the character any movement. The GM may apply modifiers to the difficulty of the roll to reflect the local thermal conditions.

10.3.2.4 Levitation

Levitating characters spend 1" of movement to ascend 1", but are subject to the same rules for diving as flying characters (see above).

10.3.2.5 Leaping

A character can leap vertically half as far as they can leap horizontally. Leaping has no "acceleration": a leaping character may travel their full horizontal leaping distance immediately, as if their acceleration matched their top speed.

Running leaps gain a bonus to their horizontal distance. If a character moves on the ground before they start their leap, add 1/8 of their current ground speed to the distance that they can leap.

Roll your Jump Skill vs. the range difficulty of the leap (10.5, step 3) to see if you land where you meant to; if not, use the Scatter rule (section 10.5.3.6).

10.3.2.6 Long Duration Leaps

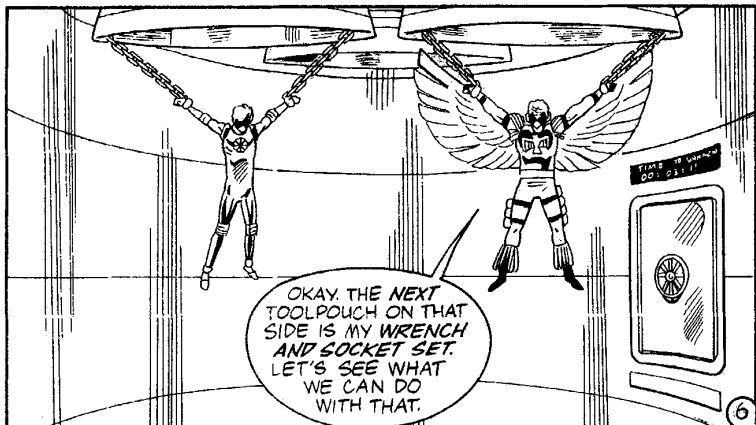
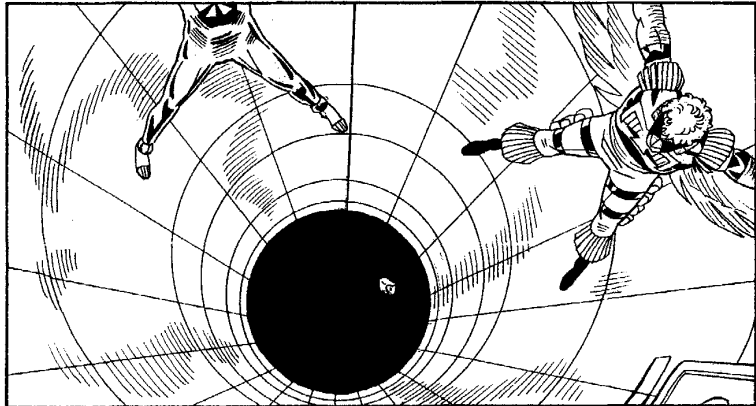
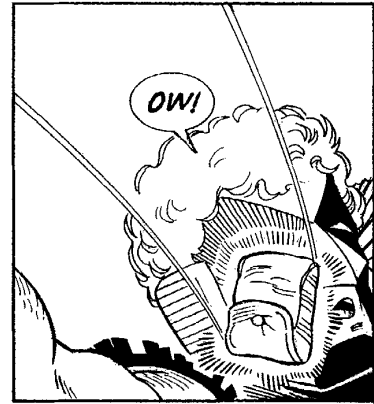
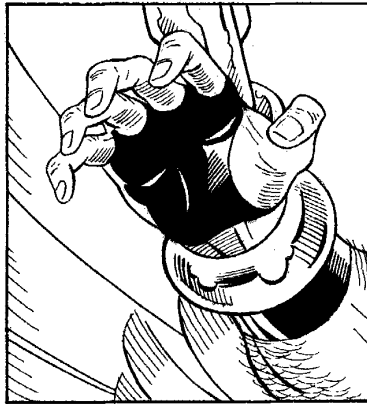
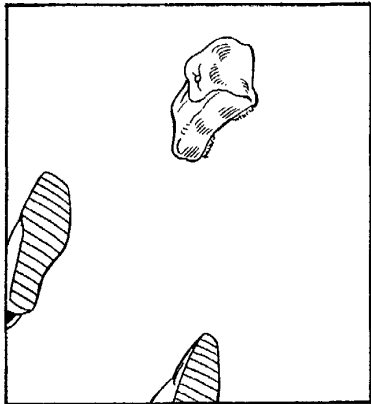
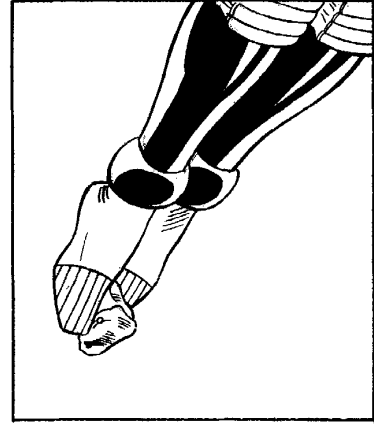
A character falls 225" per phase, so a character's maximum vertical leap/225 equals the maximum number of rounds they can remain airborne. The character can move their full horizontal leaping distance each round they stay on the air.

10.3.2.7 Blocking

A character may attempt to block movement by others through their movement space, provided they are conscious and aware of the intruder, at no Move or Action cost. The intruder must then win a REFL vs. REFL roll vs. the blocker (the blocker wins on a tie). The intruder's Move Phase is ended if this roll fails.

10.4 The Action Phase

An Action is a task too complex or too critical to be treated as simple movement. Pickpocketing, attacking, arguing, and searching are all examples of Actions. A character may perform one Action per turn without penalty, or may attempt a Multiple Action (see section 7.3.7). Actions almost always require a roll to determine their degree of success.



11.0 GAME PHYSICS

11.1 Structural Rating

Listed below are a number of common substances and their average structural ratings. Specially reinforced objects can be rated up to 3 points higher, while small pieces or thin sheets can be rated up to 3 points lower.

Substance	SR	Substance	SR
Cloth	1	Granite	6
Flesh	1	Machinery	6
Water	1	Ballistic cloth	7
Bamboo	2	Bulletproof Glass	7
Clay / Dirt	2	Gold	7
Electronics	2	Marble	7
Glass	2	Lead	8
Ice	2	Bronze	9
Rubber	2	Silver	9
Soft Wood	2	Iron	11
Hard Wood	3	Platinum	12
Plastic	3	Steel	13
Bone	4	Tungsten	14
Brick	4	Titanium	15
Quartz	4	Super-Alloy	16+
Concrete	5	Diamond	18
Aluminum	6	Adamantium	22

An object's Structural Rating is the minimum amount of damage needed to affect that object. If the damage against an object equals or exceeds the object's SR, then the object takes full damage. Otherwise, it is unaffected.

When SR is used for determining cover in combat (see 10.5.2.5), an object's SR is the number of damage points an attack must do in order to penetrate 9 real-life inches of the material (or about 1/4 of a meter). For barriers of different thicknesses, adjust the damage requirement accordingly. Damage done to an object used as cover may be cumulative.

SR can also be used as Mass Value per 14 liters (about 1/2 of a cubic foot, or a 9" cube). There are approximately 28 liters in a cubic foot. So, for example, an iron pedestal (SR 11) that's 2'x2'x3' in

size has a volume of 12 cubic feet, or about 336 liters. $336 / 14 \times \text{SR } 11 = \text{a Mass Value } 264$. The pedestal thus weighs 2640 kilograms, has 40 hits, a Mass Level of 9, and would do 2d8-1 damage to anything it was dropped on; possibly more if it had some velocity behind it.

You can also figure the size of an object, if you know its weight and SR:

$$\text{KG} / (\text{SR} \times 20) = \text{Cubic feet}$$

11.1.1 Structural Support

Surfaces (such as the roof of a building) can support weight with a Mass Level up to its own Structural Rating. For example, a reinforced concrete roof (SR 6) can support objects weighing up to 440 kg. (Mass Level 6). If the Mass Level of an object exceeds the SR of a surface, roll the object's Mass Effect once at the end of every round vs. the SR of the support to see if it breaks.

11.2 Falling

The effects of falling are resolved when the Initiative countdown reaches 0. Characters fall at a maximum rate of 225" per round. If it takes more than 1 round for a character to hit the ground, he takes damage as if he fell 225" regardless of the actual distance fallen. The damage type is generally Blunt Kinetic, though this may vary depending on the type of surface the character falls onto. The ground takes equal damage but does not reduce the amount of damage the character takes on impact, unless the "ground" is a thin barrier and the damage it takes is sufficient to penetrate it.

$$(\text{object's Mass Value} \times \text{inches fallen}) \\ = \text{falling damage Value; use Effect Roll}$$

A conscious, mobile character can roll Breakfall skill and subtract damage equal to the number rolled. A falling character may also use Armor, if they have it vs. the type of damage taken in the fall. The effects of DEFT and Armor are not cumulative; subtract only the better of the two results.

Attempting to catch a falling character or object takes an action. The catcher must position himself under the object's path and catch it when it falls to him if unable to reach it in midair. Making the catch takes a DEFT roll vs. the Effect of the object's Falling Velocity (which equals the inches the character has fallen, to a maximum of