



Super Heroes and Heroi nes

Onl i ne PDF versi on

Who hasn't read a Comic Book? Most of America's children have read at least one Comic Book in their lifetime. Most Comics have Super Heroes / Heroines to do the adventures in the book. With the increasing human connection of these characters to normal life is becoming uncanny. Primarily Image Comics and Top Cow Comics are making characters that many people can relate to. Many of the DC and Marvel Heroes / Heroines have no real "home life". The books are primarily just watching them fight the monthly bad guy. Where as Top Cow and Image have Heroes / Heroines that have a "real life". The writers give them hobbies, favorite bands, normal life problems, a very human quality to them. So I am wanting to capture some of that quality in this game. I mean, there is nothing wrong with the Bad Guy of the month idea. It should actually be used to make the game a bit more interesting. But each character should have some human qualities to them.

Throughout this manual, game terms will be highlighted in green. Definitions of game terms will be highlighted in yellow. Optional rules will be highlighted in blue, and game examples will be highlighted in red.

Through game play and this manual, the term **XdY** is used very often. **X is equivalent of the number of dice used in the roll, and Y is the equivalent of the number of sides on the dice.** So 1d6 would be one six sided die, where 1d20, 3d6, 2d8 would be one twenty sided die, three six sided die, and two eight sided die.

Role-playing is a completely abstract form of gaming. Unlike board games or card games, a role-playing game simulates real life (or life in another dimension or time). Every person is playing the part of their character in a form of play or television show (or in this case a comic book). This show has no real screen play written down to every line. It is an improvisation, although there is a subvert structure to the story. The person who gives structure is not one of the characters but every extra and all the villains or other people in the lives of the characters. The **GM or Game Master** is playing the part of God in all essentialness. The GM controls everyone that isn't one of the player characters. They will decide on every variable there is to decide on in the game. The weather, the starting location of the players, everything.

Now on to the game...

Table of Contents

- 1) What is Role-Playing?
- 2) Character Creation
- 3) Attributes
- 4) Skills
- 5) Attribute > Skill Table
- 6) Super Powers
- 7) Aggressive Super Powers
- 8) Super Power Explanations
- 9) Occupations
- 10) Other Character Generation Tables
- 11) Combat
- 12) Fighting Styles
- 13) Other Rules / Recommendations
- 14) Equipment Lists
- 15) Psychological Problems
- 16) Credits
- 17) Appendices

What is Role-Playing?

Role-playing is an art form. It is a release. It is an escape from the trivialities and mundane-ness of life. It is a way for people to have fun. It is a way to let your mind wander, imagination expand, and enlighten your life.

Role-playing is all of these things and more. Even from a young age you have role played. When you played Cops and Robbers, Cowboys and Indians, or House, you used your mind and your imagination to envision yourself in a different place as different people. This is similar to that, apart from with a “role-playing game” (also known to many as a RPG) there are rules and directions on how to avoid the imminent conflicts that arose in the role-playing of your childhood (“Bang! Bang! You’re dead!” “No I’m not! You missed” “Did not!” etc. You get the idea).

In order to also assist in the prevention of those conflicts, in a role-playing game you use numbers and statistics to describe your character – so you (or anyone else) cannot change themselves on a whim (“Bang! Shot you!” “No you didn’t! I’m invisible! You can’t see me!” “Since when?” “Since now.”). Although these limits may hamper your imagination slightly, they help allow for smooth movement in the game and the ability to solve dilemmas with consistency.

So, grab a character sheet and read on! You are taking your first steps into a whole new world of unlimited possibilities.

Character Creation

1. Roll up **Attributes**. Do this using 2D10 for each Attribute.
2. Pick 1D12 **Skills** and roll 1D20 for each Skill rating.
3. Roll 1D6 for the number of **Super Powers** the character will have.
4. Roll on the **Super Powers Table** to determine the Powers your character has.
5. Clarify skills if necessary. (E.G. Symbiote, Nature Control, Etc...)
6. Roll on the **Occupation Table** to see the character's normal profession.
7. Roll (1D10 * Health) **Hit Points**
8. Roll 3D8 * 1000 for your Character's **Starting Funds**.
9. Buy **Starting Equipment** for the Character.
10. Flesh out the character by giving them a Name, a Handle, Height, Weight, Hair color, Hair Length, Eye Color, Nationality, Known Languages, Age, Alignment, Favorite Band, Hobbies, Marital Status, you get the idea; or roll on the character creation tables.

Attributes

Attributes are the physical, mental, and social makeup of the character. These ratings determine who the character is, in numbers. The attributes should help you in your character creation by drawing up a rough picture of who the character is, what they look like (in comparison to others), how much they know, how they think, how they move, most everything about a character can be drawn from the Attributes.

- **Strength**

Your character's normal mortal strength.

- **Agility**

Your character's upper-body speed.

- **Quickness**

Your character's lower-body speed.

- **Endurance**

Your character's ability to endure pain.

- **Body**

The amount of pain your character can endure before falling unconscious.

- **Health**

The amount of pain your character can endure before dying.

- **Intelligence**

Your character's book smart.

- **Wisdom**

Your character's street smart.

- **Physical Beauty**

Your character's physical appearance.

- **Charisma**

Your character's general like ability.

- **Mental Stability**

The amount of mental anguish your character can endure before going mad.

- **Perception**

Your character's ability to see objects or events in the surrounding area.

- **Willpower**

Your character's strength of will in general.

- **Determination**

Your character's strength of will towards a single goal.

- **Morale**

Your character's happiness / optimism in normal situations.

- **Leadership**

Your character's ability to lead others and give orders when necessary.

Skills

If attributes define a character, skills give the character color. **Skills are what the character knows and can do well in life.** It is considered that everyone has at least some miniscule knowledge of most skills, and hence the Attribute>Skill Table later on (if the character needs to roll a certain skill, but doesn't have it, they can roll the corresponding attribute, with a penalty).

Accounting: Your ability to manage money well, your knowledge of how the dollar works, where it goes, investments, stocks, bonds, etc. Also a measure of how well you can calculate monetary figures.

Administration: Your ability to run an organization or business, your ability to talk other people into doing things for you.

Anthropology: Your basic knowledge of several other cultures, although generally only surface details (language, religion, etc.). More in-depth knowledge is achieved through the "Foreign Cultures" skill.

Archeology: Your knowledge of historical artifacts and cultures, your ability to give a rough appraisal of an artifact, and also your knowledge of certain ancient cultures.

Archery: Ability to use bows and arrows, either as sport, hunting, or self-defense.

Architecture: Your ability to design structures, read blueprints, draft floor plans, etc.

Art: Your artistic abilities, upon taking this skill, pick a certain area of expertise, such as chalk drawings, oil painting, computer graphics, or pencil and paper. You gain a +2 benefit to all rolls dealing with that type of art, but a -1 penalty when attempting to work with a different medium.

Awareness: Your attention paid to the surrounding area, noticing the minute details. Used by law enforcement to find clues and evidence at a crime scene. Your ability to perform long, difficult searching.

Balance: Your ability to stay balanced or on your feet, knowledge of things such as center of gravity and how to stand or position yourself in situations that require balance.

Biology: Your knowledge of organisms, life styles, life cycles, anatomy, etc.

Business: Your knowledge of running an establishment to make money. The knowledge on how to make invoices, time management, inventories, etc.

Climbing: Your ability to climb, knowledge of climbing tools, the mechanics of climbing, and your awareness of proper climbing conditions, tools, and supplies.

Ciphers and Codes: Your knowledge of secret communications, coded transmissions, and your ability to decode (or encode) messages to prevent the leakage of secrets. Also your ability to crack codes, break passwords, and a knowledge of "secret" code words (used by Covert Ops. or military personnel).

Computers: Your knowledge of computers, programs and programming.

Con / Acting: Your ability to persuade others through talking and gestures. Also your ability to act (making people believe you are the character).

Criminal Investigation: Your knowledge of "police and/or detective work" as well as your possible ability to follow or perform much of said work.

Demolitions: Your knowledge of explosives and how to use them.

Diplomacy: Your ability to befriend someone, knowledge of foreign affairs, and basic common etiquette.

Dodge: Your ability to block or dodge an attack, your ability to quickly find places to hide and/or move behind to protect yourself.

Driving: Your ability to use cars and/or motorcycles.

Economics: Your knowledge of economy and cash flow.

Engineering: Your knowledge of a certain field of engineering.

Etiquette: Your knowledge of complicated etiquette, as well as foreign etiquette.

Espionage: Your ability to sabotage another's work without getting caught.

Finance: Your knowledge of bank workings and personal finance management.

First Aid: Your ability to perform emergency medical treatment.

Foreign Culture: Your in-depth knowledge of a chosen foreign culture.

Forensics: Your ability to examine evidence in-depth given a laboratory and tools.

Geography: Your knowledge of the lands of the world as well as your cartographic skills.

Gun Combat: Your ability to use a firearm for hunting or self-defense.

Hand to Hand Combat: Your ability to fight others with your fists and/or hand weapons, close quarters combat.

History: Your knowledge of world, country, regional, and local history.

Horsemanship: Your ability to use an animal (typically equestrian) for transportation.

Hunting: Your ability to hunt, kill, and prepare an animal for food.

Infiltration: Your ability to break into an organization and blend in.

Interrogation: Your ability to question another person through subversive tactics (be them torture or constant questioning).

Journalism / Writing: Your ability to write well structured documents on demand.

Law: Your knowledge of legal workings in a given country.

Medical Aid: Your ability to perform advanced medical techniques, given the tools.

Modeling: Your knowledge of the modeling industry as well as your ability to model.

Music: Your knowledge of music and your ability to play music.

Mythology: Your knowledge of any given civilization's mythology and "ancient" Deities.

Networking: Your ability to gain any given piece of information from a network of friends / contacts.

Oceanography: Your knowledge of the Ocean and ocean life.

Other Combat: Any other type of combat. (Blind fighting, Super Power Fighting, Etcetera)

Philosophy: Your knowledge of philosophy.

Photography: Your ability to use a camera, clean a camera, and develop film.

Piloting: Your ability to fly an airborne aircraft.

Research: Your ability to use resources to investigate a subject.

Science: Your knowledge of a certain field of science or scientific concepts.

Scouting: Your ability to scout ahead of a group.

Seamanship: Your ability to pilot a water borne vessel.

Smuggling: Your ability to hide goods so they are difficult to find without extremely thorough investigation.

Surveillance: Your knowledge of surveillance systems and your ability to keep watch over something.

Survival: Your ability to survive in hostile conditions.

Swimming: Your ability to swim.

Thrown Weapons: Your ability to use thrown weapons.

Tracking: Your ability to follow a certain subject.

Attribute > Skill Table

Strength	Archery, Climbing, Hand to Hand Combat, Horsemanship, Other Combat, Thrown Weapons
Agility	Driving, Gun Combat, Hand to Hand Combat
Quickness	Balance, Dodge
Endurance	Hunting, Survival, Swimming
Intelligence	Accounting, Anthropology, Archeology, Biology, Ciphers and Codes, Computers, Criminal Investigation, Economics, Engineering, Finance, Foreign Culture, Forensics, History, Law, Medical Aid, Mythology, Oceanography, Philosophy, Piloting, Science
Wisdom	Architecture, Art, Demolitions, First Aid, Geography, Music, Photography
Physical Beauty	Modeling
Charisma	Con/Acting, Diplomacy, Etiquette, Espionage, Horsemanship, Infiltration, Interrogation
Perception	Awareness, Hunting, Scouting, Seamanship, Smuggling, Surveillance, Tracking
Willpower	Networking
Determination	Journalism/Writing
Leadership	Administration, Business

Super Powers Table

1D6

1-3
1D20

1. Symbiote
2. Flight
3. Hyper-enhanced Strength
4. Shape Shifting
5. Telekinesis
6. Telepathy
7. Empathy
8. Foresight
9. Clairvoyance
10. Clairaudience
11. Claws
12. Extendable limbs
13. Electricity Control
14. Cold Control
15. Heat Control
16. Wind Control
17. Hyper-Healing
18. Immortality to Old Age
19. Vampirism
20. Invisibility

4-6
1D12

1. Lycanthropy
2. Animal Affinity
3. Magik
4. Kinship with Machines
5. Cybernetics
6. Environmental Adaptation
7. Psionic Blast
8. Normal
9. Teleport
10. Super Speed
11. Time Travel
12. Etcetera

Super Powers Explanation

If a person is using a Super Power non-aggressively, they may automatically use it. This takes one Combat rounds though to activate or deactivate a power. But if their concentration on using the power is challenged, they must roll a Super Powers Control Check. This is to roll 1d20 and try and roll lower then their Super Powers Control attribute. Something that could break their concentration would be like firing a gun, loading a bow, getting shot, almost anything not involving the Power. But if the character does fail, they may get 1d4 attempts to struggle their Power back. If all those attempts fail, the power is off for that round. This helps make it a bit more difficult to have characters that do nothing but use one extremely powerful power. Powers that are the exception to these rules are : Vampirism (this is more a disease than a power); Symbiote (it is some form of alien material from the character's normal body and generally has a mind of it's own); Lycanthropy (same reasons as Vampirism); and Cybernetics (same reason as Symbiote).

Aggressive Super Powers

A person may have a super power that allows them to do damage without a weapon. Now, even the strongest super heroes and heroines have their off days. Even their off hours. So in order to simulate a character's fluctuating concentration on using their super powers, there is the Super Powers Control attribute. Now for those people with damage causing powers; such as Heat, Cold, and Electricity control, Psionic Blasts, and maybe even Symbiote; having a high Super Powers Control becomes very important. Now if you rolled horribly for Super Powers Control, fret not. For you may use the action of Concentrating on a Super Power. This subtracts 1 from the difficulty of the roll or the roll in general, although never subtracting more than 8. Well, with those aggressive powers (except claws) you may fire a blast from your body. This is considered an attack using Other Combat Skill. If you don't have Other Combat, then use Gun Combat with 2 added to the difficulty of the to hit roll. Now for the damage: you roll 1d12, then you subtract that roll from your Super Powers Control and multiply that number by 1d10 for the damage. You may decide if it is Physical or Stun damage.

Symbiote - **THIS CAN BE THE CHARACTER'S ONLY POWER. ALL OTHER POWERS ROLLED AND ALL POWERS NOT YET ROLLED ARE NULL AND VOID EXCEPT FOR THE POWERS OF THE SYMBIOTE.** A symbiote is a cybernetic or alien life form that takes life in the body of the character. This can generally modify the thoughts or looks of the character. The symbiote generally hides and disguises itself as an article of jewelry or clothing, even occasionally it hides under the skin of the character. The symbiote takes effect when the character wishes (generally). Also if the character is in mortal danger, the character must make a Symbiote Willpower check (the Willpower modification to the character's Willpower the Symbiote does when the Symbiote is activated) to see if the symbiote will activate itself to save the character. Symbiotes are probably one of the stronger super powers. A symbiote is a piece of foreign material that implants itself in a host's body. Generally it hides under the skin or in an article of clothing until called out by its host. Venom, Carnage, and Witchblade are three examples of symbiotes. If you have read any comic book including any of these characters you probably know that their symbiote is VERY powerful. If a person rolls a symbiote, then the GM should roll up an NPC that is the symbiote with only 1d4 extra powers. Then once the symbiote is activated, the character with the symbiote gains all the symbiote's skills and attributes added to the character's. So, say that the symbiote has a Strength of 14 and the character had a Strength of 12; upon activation of the symbiote the character then has a Strength of 26. The symbiote can also stretch 1d8 meters out of the character's body and do a long range attack with the Close Combat skill and Super Power damage.

Flight - A flying character is generally faster due to the reduction of friction caused by walking. They generally might look like they are walking so as not to give away their powers, but many times they are floating just a tiny bit above the ground so they could move faster. They can also fly to extreme altitudes. For every 100 feet the character climbs in one round of combat, (if they have a Quickness of 10 + they might be subject to this) they must roll a Determination check to see if they can push themselves to fly that steeply that quickly. If they fail, they go up 100 feet - 10 times the amount they failed their Determination roll by. (E.G.: If a character has a Determination 15 and fails with an 18, they go up a maximum of 70 feet (they failed by 3 and 3 times ten is 30)). If a character has been flying for more rounds than their Endurance, they must make an Endurance check minus the number of rounds above their Endurance they have been flying. If they fail this roll, then within the next 5 rounds, the character must land or pass out from exhaustion. *Add 1d6 to Quickness.*

Hyper-enhanced Strength - This is the power that the character has the ability to be stronger than normal human maximums. They may modify their Strength by plus or minus their Super Powers Control (or any number within the ranges of such). This change is in no way permanent so as to be able to add their Super Powers Control multiple times without having the power multiple times. *Add 2d12 to Strength.*

Shape Shifting - This is the ability to change a character's physical appearance, their voice, and scent. They must have seen at least a picture of the subject to change into a specific form. They must have heard a person to change their voice to copy that person's. To change their scent, they must have smelled the scent they wish to smell like (which lowers perfume costs!). This is limited to humanoid beings. The character may NOT change into an inanimate object or an animal less than 1/3 the character's normal height (When they

are in their normal, basic form that they were born into). These changes are in no way permanent but can be kept up for as long as the person likes. A wound that is inflicted may be covered by skin so as not to bleed but is in no way healed. *You may at any time add or subtract 1d10 to or from your Physical Beauty.*

Telekinesis - This is the power to move things with one's mind. They may lift anything that weighs less than their Super Powers Control hundreds of pounds. This may allow temporary flight. But for every straight hour the person is using the power they must roll a Super Powers Control check to see if they can keep their power up.

Telepathy - This is the power to read another's thoughts. You can just tell what they person is directly thinking. You may NOT delve into their memories, or what they are seeing, tasting, feeling or hearing. The character may read Super Powers Control number of people's minds at once. But for every straight hour the person is using the power they must roll a Super Powers Control check to see if they can keep their power up.

Empathy - This is very similar to telepathy, except you may only delve into past thoughts and current feelings. You cannot tell what the person is directly thinking but you can tell what they feel, smell, and have thought. They character may read Super Powers Control number of people's minds at once. But for every straight hour the person is using the power they must roll a Super Powers Control check to see if they can keep their power up.

Foresight - This is the power for the character to see the most probably of futures. They may ask the GM any number of game related questions about the future that may be answered "Yes" or "No" by the GM. Any open ended question that the player asks generally has a very fuzzy reading and the GM should generally answer with either "Yes" or "No". The GM should give these answers truthfully, but if the character that is asking the questions starts to become annoying, the GM may answer falsely, or just not reply. If the question would ruin the gaming session, or would cause a disruption the GM may answer falsely or not answer at all. Also if the question is something not relating to the game the GM may answer falsely or not answer at all.

Clairvoyance - This is the power for a person to see a remote location in their mind. They may not modify the area they are in nor may they experience any sense from the area except from sight. They basically just see a silent movie of the location. They may move in this environment but are not then restricted by a body and may do things they could not normally do, like walk through a person. They can see a full picture of the area, so that what their eyes see is changed to the remote location; or they may just see a half picture of the area, which is basically a mini-window in their sight that shows the remote location. No one else (except for a telepath) can see this picture. But for every straight hour the person is using the power they must roll a Super Powers Control check to see if they can keep their power up.

Clairaudience - This is the power for a person to hear a remote location in their mind. They may not modify the area they are in nor may they experience any sense from the area except from sight. They basically just hear a radio broadcast of the location. They can hear solely the noises in the area, so that what their ears hear is completely changed to the remote location; or they may hear the remote location and the sounds around them. No one else (except for an empath) can hear this picture. But for every straight hour the person is using the power they must roll a Super Powers Control check to see if they can keep their power up.

Claws - This is the ability for the character to grow claws, either from their fingers or from between their knuckles. These claws are generally bone, but can be metal. Normally these claws grow no longer than 1 meter and are normally retractable. They cause damage as per 1d12 plus their normal punch damage.

Extendable Limbs - This is the power for the character to extend their limbs. Whether, this is done cybernetically or naturally (E.G.: They have cybernetic limbs that extend or just can stretch their bones, muscle, blood vessels, and skin). This allows the character to stretch their limbs Super Powers Control - 1d12 meters. They can do anything with their limbs at that range that they could do if they had normal length limbs.

Electricity Control - This gives the character the ability to control electricity. They can shoot blasts of lightning, they may absorb electrical currents, and become an electromagnet for 1d8 rounds of combat. They can control the amount of volts, amps, and watts that come from their electricity. So if they wish to just knock someone out with this power instead of killing them (or even start a stopped heart), they can. This does normal Aggressive Super Powers damage.

Cold Control - This gives the character the ability to control the cold. They have command over snow, ice, the air temperature, anything having to do with the cold. They can cause hail, ice storms, blowing snow those sort of things for Aggressive Super Powers Damage. They may also just create an ice patch to slip up followers. They may cover themselves in ice doing damage when hit or hitting as if they had a knife attached to every are of their body (good defensive move). They are unaffected by frostbite, freezing temperatures and the freezing of bodily fluids. But for every straight hour the person is using the power they must roll a Super Powers Control check to see if they can keep their power up.

Heat Control - This allows the character to control the heat. They have command over fire, lava, the air temperature, anything having to do with the heat. They can cause firestorms, mini fireballs, small lava flows those sort of things for Aggressive Super Powers Damage. They may also just melt the tires or shoe soles of followers. They may set themselves on fire, but do only 1d8 extra damage when hitting or being hit. They are unaffected by begin burned, hot temperatures, and overheating. But for every straight hour the person is using the power they must roll a Super Powers Control check to see if they can keep their power up.

Wind Control - This allows the character to control the winds. They have command over tornadoes, hurricanes, blowing debris, and can temporarily fly. The tornadoes, hurricanes, and blowing debris can cause Aggressive Super Powers Damage. But for every straight hour the person is using the power they must roll a Super Powers Control check to see if they can keep their power up.

Hyper Healing - This is the power for a character to have a hyper-active healing system. The will not catch any disease, and they heal all wounds 1d4 times as quickly. Any flesh would will close within 10 minutes of infliction. If a limb is cut off, the limb must be firmly pressed to the area it was removed from or the wound will heal over and leave the limb off; but if it is firmly pressed to the wound, the limb will reattach itself. Add 1d12 to Health and 1d8 to Endurance.

Immortality to Old Age - The character may pick any age that they really are but they appear to be the age rolled from the Age Table. The person may pick 1d4 extra Skills and adds 2d4 to each Skill for their knowledge of the world. The character never seems to age from

their Age Table age. They can get sick but cannot die from a disease. *Add 1d6 to Physical Beauty.*

Vampirism - **THIS CAN BE THE CHARACTER'S ONLY POWER. ALL OTHER POWERS ROLLED AND ALL POWERS NOT YET ROLLED ARE NULL AND VOID.** The character is a vampire. They do not age, they heal hyper quickly, they can fly, they are super strong, can change their facial appearance, and can change into and talk to the animals. Roll 1d4. On a 1 or 2 the character must drink four pints of blood per month to survive; on a 3 or 4 they must kill one person per week or go on a killing spree (controlled by GM). *They gain the powers of: Flight, Shape Shifting (Limited), Hyper-enhanced Strength, Hyper Healing, Immortality to Old Age, and Animal Affinity (Limited).*

Invisibility - The character can become translucent. They reflect light away from themselves. They cannot be picked up with any device except for x-ray, Infrared, and Metal Detectors (If wearing / carrying metal). But for every straight hour the person is using the power they must roll a Super Powers Control check to see if they can keep their power up.

Lycanthropy - **THIS CAN BE THE CHARACTER'S ONLY POWER. ALL OTHER POWERS ROLLED AND ALL POWERS NOT YET ROLLED ARE NULL AND VOID.** The character is a were beast. The character picks an animal that they are affinited to, and the GM comes up with Attributes for that animal. When the character is hurt, extremely angered, upon command (Super Powers Control Check), or there is a full moon, the character turns into a were beast. They gain super strength, are hyper sensitive, look like a humanoid form of their were animal, can talk to other animals, can move at super speeds, heal at an advanced rate, and grow claws. On a full moon, the were beast must kill at least one person or else the next time the character calls on the power, it automatically fails and they do not change. *They gain the powers of : Hyper-enhanced Strength, Hyper Healing, Animal Affinity, Claws, Super Speed, and add 1d12 to Perception.*

Animal Affinity - The character can change into the form of a chosen animal and may speak to all members of that family of animals.

Magik - **THIS CAN BE THE CHARACTER'S ONLY POWER. ALL OTHER POWERS ROLLED AND ALL POWERS NOT YET ROLLED ARE NULL AND VOID.** Magik is a very broad power. With Magik, you can do almost anything. So, to limit it's use, roll 1D20 when you roll Magik to see how many time per week you may use Magik. Once those uses run out, the person is inane for the rest of that week. Any unused times DO accumulate. If a person spends a week not using their Magik, like a battery they absorb more Magik and become stronger. With Magik, you should ask the GM what you can and cannot do. It is completely up to them as to what the God or Demon that gave the person their power as to what they can do. The GM plays the part of these Gods and Demons. If one day you cannot do something, try doing it again the next day. Gods and Demons in mythology have moods just like humans so they might change their minds. One last thing, if an attempt to use Magik fails, including the 1d4 last ditch efforts (each of which don't cost Magik Points) it still takes away the Magik Point.

Kinship with Machines - The character has the power to temporarily give life to a machine. They can remotely operate, break or repair machines.

They can “talk” to a machine (see into it’s past). They also have at any time using a machine a 2 in 10 (1 or 2 on 1d10) chance to come up with a novel new use or application of that technology.

Cybernetics - This is similar to a symbiote except that it is a small part of them has been replaced with cybernetic parts. Cybernetics are a downgraded symbiote. The GM rolls up a NPC that is the cybernetic enhancement. Then upon activation the character chooses ONE skill, attribute or one of the powers to use from the cybernetic part.

Environmental Adaption - This allows the character to adapt to a new environment immediately. This can be a drastic change or a very minor one. Such as being able to breathe underwater, being able to breathe in space, to blend in with the surroundings (chameleon powers), or a minor temperature or air pressure change. But for every straight hour the person is using the power they must roll a Super Powers Control check to see if they can keep their power up.

Psionic Blast - The character can wound others with rapidly moving solid manifestations of bad thoughts. They are similar to a gun shot other than they are invisible, completely silent, and have only a limit of the number of bad thoughts for ammo. This power does basic Aggressive Super Powers damage.

Normal - This is not a super power. This just takes away one super powers slot. If this was your only power, then you are just a normal human.

Teleport - **This power takes up two super powers slots if you don’t have 2 open slots, then re-roll.** This power allows the character and any number of willing subjects within Super Powers Control number of feet to be spontaneously displaced from their current location to a location that the character with the power is thinking of. The farther away, the harder the Super Powers Control check is (GM’s discretion). It takes a character 1d8 combat rounds to concentrate and teleport. If the character is disturbed by another character or by anything else, but if the character takes no other actions the character and everything else they want is still teleported.

Super Speed - This character has super speed of both hand and foot. Their hands and feet can move at rates that are normally impossible for most all normal humans. *Add 1d12 to Dodge, 1d12 to Agility and 2d10 to Quickness.*

Time Travel - **The GM may decide if you get this power or not.** This power is the same as teleport except the character can move in time not just location. They can go forwards or backwards in time. Although if at any time they effect something that would prevent the existence of anything the character brought back in time or the character themselves, everything is returned to the normal time line as if they never went back, they have no memories of that adventure back in time and are at the exact time at which they left the normal time line. Any GM not wishing to deal with the possible problems of time travel should have the player re-roll this super power.

Etcetera - This power is whatever the player and GM can agree on. If the player just wishes for a power from those I’ve created, that’s fine. Or if the player wishes to go into powers I haven’t mentioned here, that’s fine too. It’s all up to the player and the GM.

Occupations Table

1D6

1-3
1D20

1. Police Officer
2. Lawyer
3. Judge
4. Engineer (Specify type)
5. Model
6. Film star
7. Radio Personality
8. Teacher
9. College Professor
10. Diplomat
11. Sales Person
12. Entrepreneur
13. Actor
14. Spy / Espionage - Counter Espionage
15. Sailor
16. Chauffeur
17. Disk Jockey
18. Pilot
19. Military Officer
20. Military Soldier

4-6
1D20

1. Doctor
2. Scientist
3. Musician
4. Occultist
5. Historian
6. Stock Broker / Real Estate
7. Clerical Work (Rabbi, Minister, Nun)
8. Mechanic
9. Photographer
10. Printing
11. Reporting
12. Meteorological
13. Slight of Hand
14. Telecommunications
15. Computers
16. Janitorial
17. High Level Government Official
18. Therapy / Psychiatry
19. Sports Figure
20. Unemployed

Everyone in the game world is assumed to have a job or have had a job at which they earn money (exception being the “Unemployed” space). Also each character should have an explanation as to how they gained their powers. If they were born with it, a fluke accident, or a job accident. It’s up to the player to devise a background for their character and with that background comes how they gained their powers and how they gain money to live. If the character has a job in mind that isn’t on the table, it’s up to the GM to decide if that can be used; also if the player has a job in mind that *is* on the table, they should have a way to work that into the story. But generally you should have the characters roll on the Occupation table as to their job. The GM should come up with the salary for the profession as well as any equipment from the job and any possible Skill / Attribute gained (or added to / subtracted from) from the job.

Professions should be story starters, not story stoppers. They should give a helpful boost in the character creation process. If at any time the character’s job begins interfering with the story (he goes to work rather than with the rest of the team to save the world) then the GM should find some way of lessening (or even killing) the character’s enthusiasm to work (be it getting fired or just a fight with their boss).

Other Character Generation Tables

Choose an appropriate age Or roll on the following table (1D100)

01-09%	16 years old
10-18%	17 years old
19-25%	18 years old
26-30%	19 years old
31-38%	20 years old
39-49%	21 years old
50-60%	22 years old
61-66%	23 years old
67-71%	24 years old
72-80%	25 years old
81-83%	26 years old
84-86%	27 years old
87-90%	28 years old
91-95%	29 years old
95-00%	29+1d10 years old

Roll on the Following Table for Height and then Weight (1D100)

Percent	Height	Weight (lbs.)
01-5%	5' 3"	85+3d10
6-12%	5' 5"	100+3d10
13-24%	5' 7"	120+4d10
25-35%	5' 9"	130+4d10
36-41%	5' 10"	135+4d10
42-60%	5' 11"	140+4d10
61-76%	6' 0"	150+5d10
77-83%	6' 2"	155+5d10
84-89%	6' 4"	160+5d10
90-95%	6' 6"	170+5d10
96-100%	6' 8"	180+5d10

Land of Origin/ Ethnicity: Choose or Roll on the Following Table. Keep in mind where your GM plans to run the campaign. (1D100)

01-07% North American

01-20% Canadian
21-50% American, No direct links to original country
51-70% Mexican
71-80% Native America (choose your own tribe)
81-00% Roll again: If the second roll is another continent and country, the character is now a descendant from that country. i.e. African American or Asian American with several family members in the "Old Country"

08-14% South American

01-11% Paraguay
12-23% Brazilian
24-36% Argentina
37-48% Uruguay
49-60% Peruvian
61-72% Chilean
73-84% Colombian
85-95% Venezuelan
96-00% Guyana

15-21% Japanese

22-28% Korean

01-50% North Korean
51-00% South Korean

29-35% Chinese

36-42% Southeast Asian

01-16% Vietnamese
17-34% Laotian
35-49% Cambodian
50-69% Burmese
70-00% Thai

43-49% Pacific Asian

01-25% New Guinean
26-50% Malay
51-75% Filipino
76-00% Indonesian

50-56% Australia

01-33% New Zealander
34-66% Australian
67-00% Australian Indigenous Person

57-63% European

01-14% British
 15-29% Scottish
 30-45% French
 46-60% Irish
 61-75% German
 76-85% Spanish
 86-00% Scandinavian

64-70% Russian (Any country from former USSR)**71-77% Middle Easterner (Choose your own Country / Religion)**

01-33% Mid-easterner
 34-66% North African (Islamic Republic)
 67-00% Egyptian

78-84% African

01-12% South African
 13-25% Nigerian
 26-37% Zimbabwean
 38-49% Somalia
 50-65% Kenyan
 66-79% Zulu
 80-85% Bantu
 86-00% Boer

85-91% Indian

01-33% Brahmin
 34-67% Peasant
 68-00% Untouchable

92-98% Eskimo**99-00% Extra terrestrial (Alternate Planet or Universe / Time)**

Alignment: Choose or Roll on the Following Table (1D100)

01-10% Idealist-Principled

You are generally idealistic. You adhere to your principles. Killing is sometimes required in war, but you never enjoy it and try to give everyone the benefit of the doubt. Racism is unconscionable - everyone is a living being regardless of culture, skin color, or what country they are from. The death of an innocent in any situation will cause great emotional pain. Often will put self in harms way to protect an innocent or a team member. Others often respect you and your actions.

11-20% Idealist-Pacifist

You are very idealistic. Violence is wrong unless it is the only way to stop more violence. In some cases you would not kill to save your own life. In combat, you always hang back and you never shoot to kill. You may shoot to wound - If you ever killed someone, you would suffer a great deal of anguish. You would kill to protect a loved one or a child.. Racism is unconscionable - everyone is a living being regardless of culture, skin color, or what country they are from. People react well to you, but team members often do not trust that you will come through if they depend on you.

21-30% **Idealist-Scrupulous**

You are idealistic, but you don't let your ideals cloud your judgment. In war you must make tough decisions and people can die. You protect innocents and see that justice is served even if you have to break the law. You find that you have to work beyond the law, to work for the law. Issues are not important people are. You might even have to compromise your own principles to get the job done. Innocents and your buddies get first priority. You are not out for wealth, but you wouldn't turn down a free lunch.

31-40% **Opportunist-Righteous**

Your personal principles are paramount. Anything can be justified in the name of the "cause" whatever yours might be. Ideals are more important than people. If you order your last teammate over the line to stop the enemy, so be it - even your own life would be offered up to sacrifice if it would serve the cause. Friends and teammates find you a bit scary, but superiors often respect your moral character.

41-50% **Opportunist-Karmic**

Personal Honor is the center of your life. At some point you realized that the game is more important than winning. You long for the challenge of a perfect foe. You trust yourself in all things, and often risk your own life to meet an unnecessary challenge. People like you but realized they are secondary to your honor. You are not afraid of death as long as it is honorable and at the hands of a worthy opponent. You always fight with fairness and courage. You are a True Warrior.

51-60% **Opportunist-Unprincipled**

You are a natural follower, and adhere to the law and the regulations. You rarely question Authority or your mission - except at the time of a personal crisis. You are a good person, but you often do things that seem cold and callous to others. People get killed in war, you wish you could prevent such things, but you realize your limits. Accomplishing the goal, or following orders, is all important, but you still respect the lives of others.

61-70% **Opportunist-Anarchist**

You are basically a good person, but tend to think of yourself first. You consider laws and regulations a hindrance. You are non-committal and worry about saving yourself in all situations. Self-preservation is the most important thing in your life. You tend to pull out of a situation if you cannot gain anything.

71-80% **Malignant-Miscreant**

Staying alive is the number one goal, Acquiring money and power are secondary only to self preservation. Things exist to make your life better. Your buddies are important as are men under your command because they help you stay alive, but you don't really care about them or any one else, other people exist for you to use. You have no respect for law or honorable people. Always borrows money, never loans out money always takes advantage of any chance to get ahead. You are often unpopular, but you love a good joke as long as it isn't on you. Other's lives mean little to you

81-90% **Aberrant**

You have a somewhat twisted sense of right and wrong, but you live by a constant personal ethic that you will not compromise. Your ethics seem twisted by other's standards. You would not kill an innocent, but if it is necessary you would kidnap or otherwise harm an innocent if it served an end. If you deemed it necessary you would kill. You would not torture a captured enemy (maybe just a rough interrogation). You respect honor in your enemies and give a grudging respect to those who have shown themselves similarly honorable.

91-100% **Malignant-Diabolic**

Anything that gets in your way is just so much dirt to be swept aside. You are reckless, violent and careless. You do what you want because no one can or will stop you. megalomania, and insanity are the chief elements of your psyche. People distrust you and fear your whims. You are the ultimate in selfishness and would kill just for entertainment. You would be a one person army if could. Nothing in the world is more important than yourself and your wants. You may fight for a cause, but it is really secondary to your own interests.

Hobbies [Not to be confused with occupation] (1D100)

01-04% Modeling
05-08% Painting
09-12% Musician
13-16% Caving
17-20% Archaeology
21-24% Sculpting (Stone or Clay)
25-28% Tai Chi (or exercise)
29-30% Photography
31-33% Treasure Hunting
34-36% Role Playing Games
37-40% Computer Hacking
41-44% RC Modeling
45-48% Gardening
49-52% Cooking
53-56% Collector
57-60% Old Movies
61-64% Books
65-68% Exotic Things
69-70% Higher Education
71-74% Automobiles
75-78% Philosophy
79-82% Technology
83-86% Psychiatry
87-90% Philosophy
91-95% Historic Warfare
96-00% Singing

Relationship Table (1d12)

1. Brother / Sister
2. Friend
3. Classmate
4. (GM may choose to have re-rolled) Married
5. Friend of a friend
6. Half Brother / Sister
7. Despise
8. (GM may choose to have re-rolled) Boyfriend / Girlfriend
9. (GM may choose to have re-rolled) Lover
10. Enemy
11. Neighbor
12. No relation developed yet

Combat

Combat is an important part of any RPG. No matter how hard you try, you will eventually get into a fight. So, here is my Combat System.

1. First every person involved in the combat situation rolls 1D20 for initiative. The highest number goes first. In a tie, the highest Perception goes first between those characters.
2. The person with the highest initiative decides on a target.
3. The GM decides the range from the attacker to the target.
4. With the range, the GM modifies the difficulty of the roll they will need to make.
5. The attacker rolls 1d20 trying to get lower than ((the appropriate skill number)±(the modification from range)).
6. If that roll is successful, the target rolls 1d20 for Close Combat and 1d20+1d8 for Long Range Combat. With a target number of their Dodge skill minus the success from the attacker's roll (they must roll lower than). If the target doesn't have a Dodge skill, for Long Range combat they can roll Quickness instead of Dodge and for Close Combat they can roll Agility instead of Dodge. If you cannot roll Dodge you must subtract 4 from your roll.
7. If the target's roll fails, then they get to roll Endurance minus the weapon's damage code against Stun damage (Marked by a S after the damage code number) with a target number of the weapon's damage code. For a Physical attack (Marked by a P after the damage code number) they roll Body with a target number of (weapon's damage code plus the difference in the Dodge roll). If an Endurance roll fails, the target takes the damage code amount of damage, but each hour they regain a hit point. If a Body roll fails, the target takes the damage code amount of damage, that requires 4 hours per hit point. Stun rolls are to be lower than the target number and Physical rolls are to be higher than the number. If the roll success the target takes ½ damage rounded up.
8. If the target is dropped to 0 hit points from a Stun attack, they may roll 1d20 against a target number of Body-10. If this roll is successful the target has 1 Hit Point and stays conscious. If the target fails the roll, they are knocked unconscious. If unconscious, every hour that passes the target rolls another Body roll against a target number of (12-(# of hours unconscious)).
9. If the target is dropped to 0 hit points from a Physical attack, they roll 1d20 with a target number of Health - 12. If this roll is successful, the target is just unconscious and then follows the rules above to see if they regain consciousness. If the roll fails, the character is dead. Now because they are dead doesn't mean they are completely dead. With modern medicine we can essentially revive the dead. Or if the person has Hyper-Healing they can roll Health D6 every hour to see if they start to regenerate.
10. Repeat steps 2-9 for each Initiative number. Then go to step 1 and proceed.

Actions to take during combat

During combat you can take 1/10 (Round up) of your Morale in actions per turn of yours. (If you have a Morale of 1-10 you have 1 action, 11-20 has 2 actions, etc.)

Actions you may take are:

- Fire a shot
- Talk to another person
- Walk ½ Quickness Meters, Jog Quickness Meters, Run 2x Quickness Meters
- Drop to the floor
- Use a Super-Power
- Load a gun
- Ready a bow
- Aim
- Concentrate on using a Super Power

If a person (for any roll) rolls a 1 on 1 die or a 2 on 2 dice, it automatically succeeds. Then if they roll a natural 20 or a 28 it automatically fails and is a critical failure.

Now, there are also special guns that are semi-automatic and fully automatic. A semi-automatic may fire half of it's maximum load of bullets in a round adding 1 to the difficulty of each roll due to kickback. A fully-automatic may fire it's maximum load of bullets in a round adding 1 to the difficulty of each roll for every shot under ½ it's maximum load and then adding 2 to the difficulty for each shot there after.

A person may delay their action if they wish. Once a character with a lower initiative goes, the character delaying their action may at any time declare that they are now taking their action. Although once the full round of combat is over for every character, all delayed actions are lost.

Then comes the subject of teams (the basics of team structure is presented in the "Other Rules" section). As any comic fanatic knows, there are enemies that a single character going solo can't beat. Yet give the character a few good teammates and together they beat the opponent to a living pulp. I am trying to catch that aspect of comics as well. So there also is the chance there will be a character or opponent with a Skill or Attribute with a rating of over 20. Well, if this does happen teams will let those people be killed. Each combat round (every character gets at least one action) there is a team fighting an opponent some special things happen. First, the leader of the team rolls 1D20 with a target number of their Leadership attribute minus the number of people in a team. If that roll succeeds then the team gets lots of special bonuses. They essentially get one attack as a team. Rolls that the opponent of more than one team member is fighting get minuses on further rolls when they succeed a roll. Let's say two members of the same team are attacking a person with a Dodge of 35. The first team member attacks on his turn and fails (no kidding!!) And the opponent succeeds by 18. When the second teammate attacks the opponent then has a Dodge of 17. Now that could be beaten unlike the Dodge of 35. Also if one member of a team reserves an action they may take that action to support another teammate and add their Skill or Attribute rating to their teammate. All of these effects wear off once all characters have taken their actions.

Then there are critical wounds. These are the things that leave scars and bleed profusely. If in one round of combat, a character takes more than 1/8 of their maximum hit points, they have a critical wound. This wound will probably scar. But the wound also bleeds. Unless the character gets medical attention (even a first aid kit) they lose one hit point each hour. Once a character goes to or below 0 hit points from this, they have bled to death.

Finally, there is the action of aim. Now as any slightly experienced marksman knows, hitting a target, even from farther away is easier with aim. So this allows a person to aim their

gun to get a better chance to hit something. For each round spent aiming, the character subtracts 1 from the difficulty of the shot. Although never subtracting more than 5.

For Example: there is Cyclone; a 5'11" Male with a Body of 18 and a Dodge of 10. Cyclone Is being attacked by Ice Bolt; a 6'2" Male with a Gun Combat skill of 18. Ice Bolt is 16 meters away from Cyclone. Ice Bolt is using a Mac 10. That makes it Long Range (+0 to difficulty). So, Ice Bolt must roll 1D20 and 1d12 to a target number of 18. Ice Bolt rolls a 5 on the d20 and a 3 on the d12. Giving him an 8. That is a success by 10. So now Cyclone must roll 2d20 to a target number of 0. If he rolls a 2 he automatically succeeds. He rolls an 8 and then a 12 giving him a 20. He doesn't dodge the bullet. Then the Mac 10 has a damage code of 16P, if Cyclone rolls a 1 or 2 on 1D20 he only takes ½ damage. He rolls 17 taking the full 18 points of damage from the bullet.

Okay. Now you know the general flow of combat. If the GM wishes, you can become more specific by using some of the rules below. These include hit location, shotgun rules, explosive rules, combat magic, etcetera.

Distance Modifications

Short = -10; **Medium** = -5; **Long** = +0; **Extreme** = +5

Hit Location

RANDOM BODY LOCATION CHART

ROLL	LOCATION	MODIFICATION	DAMAGE BEFORE LOSS OF BODY PART
01-15	Head	Add 20 damage	(1/14 of Max. HP)
16-20	Neck	Add 35 damage	(1/14 of Max. HP)
21-30	Left Arm	Subtract 2 damage	(1/7 of Max. HP)
31-40	Right Arm	Subtract 2 damage	(1/7 of Max. HP)
41-80	Body / Torso	Normal damage	(2/7 of Max. HP)
81-90	Left Leg	Subtract 5 damage	(1/7 of Max. HP)
91-00	Right Leg	Subtract 5 damage	(1/7 of Max. HP)

The Random Hit Location Table

Right before damage is dealt, you can roll on the Random Hit Location Table (See Above). Depending on where you hit the other person it deals more or less damage; OR the GM may decide for a more violent combat and ignore those damage modifiers and pay attention to the DAMAGE BEFORE LOSS OF BODY PART column. If that column is used, and the damage dealt is equal to or greater than the amount of the character's hit points calculated from that column, that body part is removed and totally dysfunctional. Through common sense, if the head, neck, or body is removed, the character is dead.

Explosives

Now as any stereotypical teenage boy knows, explosives are very different than you standard bullets. Explosives have a blast radius instead of a firing distance. So I should reflect this in the game. An explosive still has the four ranges. These ranges though are the areas of the blast radii. The short radius is in the very major part of the explosion. This is generally the worst

area to be in a explosion in. Shrapnel is being thrown at extremely high velocities, there are small fires, and the general explosion itself to deal with here. If your character is in the short radii of the explosion, they take 20 extra damage. If your character is in moderate range of the explosion, there is still much danger, and the character takes 10 extra damage. If in long range, they take normal damage. Finally if they are within the extreme range they take 10 less damage. Explosives are treated in combat like another character in battle. All the explosive can do though is prepare to explode. The explosive skips the 3rd, 4th, and 5th steps. If a character is within the blast radius, the explosives to-hit roll succeeds. To tell how much the explosives roll succeeds by, roll 1d12. That is how much the explosive succeeded by.

Shotguns

As most gun fanatics know a shotgun has a very special shot pattern with shot in it. With a slug, it fires as per a normal gun. With shot (similar to hundreds of BBS) in it fires in a conical pattern. Normal guns have their normal ranges as to how far a bullet will go. The normal guns fire that bullet in only a straight line. With a shotgun though, every 1 meter, the area of effect is modified by adding 1 foot to the area the shot goes. So therefore the longer the shot, the larger the area effected. But this makes a shotgun harder to aim and fire. You add 5 to the difficulty of any shot made from a shotgun with shot in it. Then for each meter the target is away from the attacker you subtract the number of meters away from the Dodge roll.

For example: James, a normal human police officer has a shotgun. He is hunting Kevin, a Vampire Teacher. James has a Gun Combat of 14. Kevin has a Dodge skill of 16 and a Body of 13. Kevin is 9 meters away from James. That is a Moderate range for James. So, James rolls 1D20 with a target number of (14-5) or 9 because he is using a shotgun. He rolls and gets a 2. Then Kevin rolls a dodge to a 9. Kevin rolls a 16. He doesn't dodge. So then Kevin rolls 1D20 with a target number of (9+7) or 16. He rolls an 18 so therefore he takes half damage rounded up or 4 hit points worth of damage. Then James rolls a Location to find out the final damage. James rolls a 7 so the shot hits Kevin in the head. The final damage is then 29. Kevin has 26 Hit Points. So James' shot blows a good sized hole through Kevin's head, leaving him dead and a bloody gray mass stuck to the brick wall behind Kevin.

As you can see, combat is very deadly. But with a shotgun it becomes even deadlier. If there were innocent bystanders within 9 feet on either side of Kevin, they would have to roll too. This is because the spread is uncontrolled and can hit things you don't want them to.

Random Firing

If a character wishes, or misses a shot, the shot goes haywire. The bullet may ricochet around for a while and hit a target the character might not have wanted. To determine where the shot hits, the GM must determine what is around the character (anywhere within the bullet's range). The GM then assigns an even percentile value (round down). Any left over percent is just considered a shot off into who knows where.

For example: Jerry is firing his pistol at James. Jerry misses the shot. Around Jerry are, 4 fellow team members, 6 cars, a building, a garbage can, the ground and the sky. That makes 14 items. Now comes the calculator part. 100 divided by 14 is 7 with a decimal. So each object is assigned a percentile. Each item goes up the next 7 percent. After the 14 items have their percentiles you will notice that 2 percent is left over (99 and 100). So if Jerry rolls a 99 or 100 he just fires into

oblivion. He rolls a 45. This hits a car. So in the middle of combat, Jerry aims at his opponent, squeezes off a shot, and blows out the window of the car behind and to the left of him. This is thanks to the wonderful world of ricochets!

So, this sounds like a lot of work, but after a while, you will get used to it. Of course, if Jerry wasn't in the city but on a highway with nothing around him, that last example couldn't have happened because nothing would be around to ricochet off of. So, the GM must take into consideration the surroundings before allowing impossible shots to happen.

Armor

Armor suppresses the damage that a person takes. All armor and some clothing has armor ratings. The armor rating consists of two numbers: STUN which is the amount of Stun damage the armor absorbs; and PHYSICAL which is the amount of Physical damage the armor absorbs. To determine the amount of damage the character takes after the armor absorbs it's damage; you subtract the armor's rating in that type of combat from the damage they would initially take. If a piece of armor takes 10 times it's highest rating in Physical damage in one round, the armor is completely destroyed. As you may notice, some armors have EXPERIMENTAL in it's notes. Those armors are difficult to find. Then there are the armors with ENERGY BLAST and then a die code. Any armor with an ENERGY BLAST is considered to be EXPERIMENTAL. The die code is the amount of damage the blast causes. This blast is considered a Super Power and is rolled like an Aggressive Super Power. But once damage is to be dealt, the die code is the damage dealt rather than Super Powers damage.

Fighting Style

Each character has their own fighting style. Most of which is just a free for all. But if a character has the Hand to Hand Combat skill with a rating of greater than 10, they will know a martial art and have special combat actions for having such.

Here are the arts.

Tai Chi - The character has knowledge of Tai Chi. Tai Chi is a calm, fluid art. You are at inner peace. You move with the winds and strike only to subdue, not to kill. Your maneuver are:

- 1) Block
- 2) Kick
- 3) Throw
- 4) Strike
- 5) Lock
- 6) Vital Area

Aikijutsu - The character has knowledge of Aikijutsu. Aikijutsu is an ancient, defensive art. Your soul effort is to remove the risk of yourself getting hurt. Your maneuver are:

- 1) Block
- 2) Kick
- 3) Throw
- 4) Movement
- 5) Lock
- 6) Movement

Atemi - The character has knowledge of Atemi. Atemi is an art concentrating on power blows and pressure points. Your maneuver are:

- 1) Strike
- 2) Vital Area
- 3) Block
- 4) Lock
- 5) Strike
- 6) Kick

Jujitsu - The character has knowledge of Jujitsu. Jujitsu is the modern form of the ancient Ninjitsu. Ninjitsu is long dead but this very powerful, very graceful art still lives. Your maneuver are:

- 1) Throw
- 2) Vital Area
- 3) Weapon
- 4) Kick
- 5) Movement
- 6) Vital Area

Karate - The character has knowledge of Karate. Karate is a standardized art. Karate is an aggressive art focusing on knocking your opponent out as fast as possible. Your maneuver are:

- 1) Kick
- 2) Strike
- 3) Movement

- 4) Throw
- 5) Lock
- 6) Kick

Kung Fu - The character has knowledge of Kung Fu. Kung Fu is an art in which you use kicks and punches in rapid succession to knock out your opponent. Your maneuver are:

- 1) Kick
- 2) Movement
- 3) Strike
- 4) Kick
- 5) Movement
- 6) Vital Area

Sumo - The character has knowledge of Sumo. Sumo is a form of wrestling using holds, throws and punches. Your maneuver are:

- 1) Strike
- 2) Movement
- 3) Vital Area
- 4) Push
- 5) Lock
- 6) Push

Tai Kwon Do - The character has knowledge of Tai Kwon Do. Tai Kwon Do is an art of all arts. It is a Jack of All Trades, Master of None type of art. Your maneuver are:

- 1) Strike
- 2) Kick
- 3) Block
- 4) Throw
- 5) Movement
- 6) Push

Zen - The character has knowledge of Zen. Zen is an art in which you use your opponent against themselves. Your maneuver are:

- 1) Throw
- 2) Movement
- 3) Block
- 4) Throw
- 5) Kick
- 6) Strike

Kendo - The character has knowledge of Kendo. Kendo is a Japanese form of Fencing. It isn't specialized to the sword for combat but is more general. Your maneuver are:

- 1) Weapon
- 2) Movement
- 3) Throw
- 4) Weapon
- 5) Kick
- 6) Lock

Fencing - The character has knowledge of Fencing. Fencing is like Kendo but is specialized to use primarily the sword in combat. Your maneuver are:

- 1) Weapon : Sword

- 2) Movement
- 3) Lock
- 4) Weapon
- 5) Throw
- 6) Kick

Street Combat - The character has knowledge of Improvisational Street Combat. Street Combat is like Karate in that it is a Jack of All Trades, Master of None. But Street Combat is more violent and has less form to it. Your maneuver are:

- 1) Weapon
- 2) Strike
- 3) Kick
- 4) Movement
- 5) Block
- 6) Vital Area

Boxing - The character has knowledge of Boxing. Boxing is a punching art. There is nothing more to boxing other than to punch the opponent until you or they lose consciousness. Your maneuver are:

- 1) Strike
- 2) Movement
- 3) Strike
- 4) Push
- 5) Vital Area
- 6) Strike

Mui Thai (Kickboxing) - The character has knowledge of Kickboxing. Kickboxing is like boxing but it uses kicks with the punches. Your maneuver are:

- 1) Strike
- 2) Movement
- 3) Kick
- 4) Push
- 5) Kick
- 6) Strike

Acrobatics - The character has knowledge of Acrobatics. Acrobatics is not much of a fighting style but can be used. It is primarily movements and kicks. Your maneuver are:

- 1) Kick
- 2) Movement
- 3) Throw
- 4) Movement
- 5) Block
- 6) Throw

Now to give the maneuver you can pick from with your style. For each point in a category the style gives you, you may pick one move to use. The Difficulty is the amount that is added to the die roll to indicate the difficulty of the move.

Block (Close Combat ONLY)

Full Block : Difficulty - 5; Effect - All Attacks are null.

Basic Parry : Difficulty - 2; Effect - Block half damage of one attacks this round.

Parry All : Difficulty - 3; Effect - Block half damage of all attacks this round.

Grappling Block : Difficulty - 6; Effect - Block all damage from this attack and gain immediate hold of any weapon and the arm of the attacker.

Kick

Circle Kick : Difficulty - 3; Effect - Add 1d6 to damage from this kick.

Flying Kick : Difficulty - 4; Effect - Add 1d4 to damage from this kick and all lower body attacks (aimed or from location table) are null.

Backward Kick : Difficulty - 2; Effect - Add 1d8 to damage. Must be to target behind you.

Sweeping Kick : Difficulty - 5; Effect - Add 2d4 to damage. 2 in 8 chance opponent is knocked to ground suffering another 1d6 damage.

Lock

Choke Hold : Difficulty - 6; Effect - After 1d4 rounds in hold, opponent is unconscious (dropped to 0 Hit Points).

Locking Block : Difficulty - 5; Effect - Holds and renders a weapon ./ limb useless for 2d6 rounds. Opponent has +4 to all attacks.

Incapacitation : Difficulty - 5; Effect - Knocks limb useless for 2d8 minutes.

Immobilizing : Difficulty - 8; Effect - Victim knocked out.

Movement

Feint : Difficulty - 2; Effect - Adds ½ Quickness to opponent's attack roll.

Immovability : Difficulty - 3; Effect - Cannot be moved by attacks.

Jump : Difficulty - 0; Effect - Upper Body attacks null. Cannot attack to lower body.

Rapid Attacks : Difficulty - 8; Effect - Immediately make 1/4 Agility extra attacks.

Push

Concentrated Push : Difficulty - 4; Effect - Push opponent ½ Quickness feet. After 3' opponent falls to ground suffering 1d6 damage.

Sticking Touch : Difficulty - 6; Effect - Opponent may not move away. You follow their every move.

Strike

Iron Fist : Difficulty - 5; Effect - Add 1d6 to damage.

Crushing Blow : Difficulty - 8; Effect - Adds 1d8 damage. Roll 1d4 on a 1 the target body part of opponent is crushed and rendered useless.

Eagle Claw : Difficulty - 6; Effect - Add 1d8 to damage

Throw

Fall : Difficulty - 5; Effect - Take no damage from this fall.

Instant Stand : Difficulty - 5; Effect - Negates 1 round to stand from falling, ducking, or leaping.

Hurl : Difficulty - 7; Effect - Throw opponent 1d4'. Add 1d6 damage for each 2' thrown (round up).

Great Throw : Difficulty - 8; Effect - Throw opponent 2d6(d4)'. Add 1d6 damage for each 2' thrown (round up).

Vital Area

Pain Touch : Difficulty - 5; Effect - Add 2d4 damage.

Stunning Touch : Difficulty - 6; Effect - Opponent paralyzed for 1d4 minutes.

Paralyzing Touch : Difficulty - 8; Effect - Opponent paralyzed for 2d4 minutes.

Death Touch : Difficulty - 12; Effect - Opponent killed. Dead, kaput, nix, no more.

Weapon - Pick a Close Combat weapon. You add 1d4 to each attack with this weapon.

Other Rules

Teams

When playing in a group of more than one player, the player's characters will develop some sort of relationship with one another if they don't have one already from the past relationship table. Yet, sometimes being friends isn't enough for some people (I'm not talking physically, oh, wait, yeah that too...) and if you read a few comic books you find that many a time the heroes and heroines will band together in a party or team. Some examples of teams are Gen¹³, X-Men, X-Factor, the Avengers, the Justice League of America, and Cyber Force for example. So, if the characters want to make a team, feel free to let them. There is space on the Character Sheet for each person's team affiliation(s). I put the (s) on there because some people are part of more than one team. For example Professor Xavier is part of X-Men, X-Force, and Generation X; and John Lynch is part of Team 7, IO, and Gen¹³. If characters do make or join a team, they should have some sort of team crest or insignia, Like the X for the X-Men, the 13 for Gen¹³, and the insignia for the WildC.A.T.S.

Handles

Very simple. Very few super heroes / heroines will use their own name when recognized for their doings. So the character's handle is their pseudo-name. For example Superman, Batman, Freefall, Ballistic, Bliss, Threshold, Cyclops, and Beast to name a very few.

Progression

Unlike other games, there is no experience system (currently) in SH&H. So, if for a check a character rolls a 1 on 1D20 then they can add 1 to the skill or attribute rating.

Costumes

However annoying they may be, most super heroes have their skin-tight spandex costumes. So in order to follow how most of the rest of the super heroes / heroines, you should have a mental picture and possibly a sketch of what their costume should look like.

Medical Help

Your characters are going to get hurt. There is no getting around it. So, your characters need to heal. Without any help, you will recover or Health number of hit points in 6 hours of rest. This doesn't definitely mean sleep, but it does mean not being very active. A First Aid kit will add 1d12 to that amount. Where as a visit to the Doctor adds 2d12. Hospital stay doubles the amount for each day. For those critical wounds (>1/8 of their max hit points) may require surgery. Surgery lowers their hit points to 1 but removes the critical wound.

Equipment

Etcetera

Clothes

Clothes, Standard - \$80 per suit

Clothes, Poor - \$50 per suit

Clothes, Good - \$90 per suit

Clothes, Fine (Suits) - \$120 per suit

Trench coat - \$75

Duster - \$95

Leather Jacket - \$150

Leather Pants / Shirt - \$175

Fur Coat - \$200

Fur Pants / Shirt - \$180

Silk Pants / Shirt - \$250

Underclothes (Cotton / Wool) - \$15

Underclothes (Satin / Silk) - \$25

Standard Shoes - \$15

Name-Brand Shoes - \$50

Cap (unlabeled) - \$3

Cap (With corporate insignia) - \$25

Fedora Hat - \$20

Fez - \$15

Fur Hat - \$30

Helmet - \$75(Baseball helmet) - \$700(Designer Motorcycle racing helmet)

Camping / Outdoor gear

Bedroll - \$150

Canteen - \$20

Climbing Harness - \$150

Rope (Per 100') - \$20

Compass - \$150

Lamp (Oil / Gas) - \$20

Lamp (Electric) - \$40

Flashlight - \$35

Frame pack - \$30

Mess Kit - \$10

Rain Gear (Pancho, umbrella, etc.) - \$100

Snow Gear (Heavy Jacket, Snowshoes, etc.) - \$150

Rations (Std. for 1 day) - \$40

Rations (Iron for 5 days) - \$60

Tent - \$50

Torches (5) - \$3

Block and Tackle - \$70

Eating Utensils - \$5

Bui l di ng Equipment / Hardware

Bolt cutters - \$100

Carpentry Kit - \$200

Chain (Per 5') - \$50

Chisel - \$40

Drill and Bit (Hand) - \$80

Drill and Bit (Electric) - \$140

Glass Cutting Equipment - \$100

Hammer - \$100

Mechanical Jack - \$100

Ladder (10') - \$40

Lock Smithing Tools (Picks) - \$50

Lock Smithing Tools (Cutting Tools) - \$550

Pick - \$50

Prybar - \$10

Saw - \$30

Shovel - \$20

Mul ti medi a

Computer (Tabletop) - \$2,500

Computer (Laptop) - \$4,500

Computer Disks (Blank) x 25 - \$15

Camera - \$35-150

Film - \$5

Video Camera - \$250-500

Video Tape (Blank) - \$2

Video Tape - \$15

Tape Recorder - \$100

Cassette Tape (Blank) - \$2

Cassette Tape - \$5

CD Player - \$150-350

CD - \$15

Radio - \$25

TV - \$200-1200

VCR - \$175-375

Espi onage / Counter Espi onage

Bug detector - \$350

Fake ID - \$250 (ILLEGAL)

Infrared Goggles - \$450

Night Vision Goggles - \$400

Invisible Ink - \$25

Radar Detector - \$85

Radio Jammer - \$175 (ILLEGAL)

Wire Tap - \$300 (ILLEGAL)

Tracking Device - \$200

Field Radio - \$250

Weapon accessories

Scope - \$75 (Doubles Base Aim Bonus)

Laser Sight - \$80 (Doubles Base Aim Bonus)

Silencer - \$90 (+5 difficulty to notice shot [Pistols only])

Flash Suppressor - \$95 (+3 difficulty to notice shot)

Holster - \$15

Hidden Holster - \$30

Quick Holster - \$35

Medical Equipment

First Aid Kit - \$75

Crutches - \$25

Medication - \$30

Hospital Stay - \$250 per night

Emergency Room Treatment - \$800

Surgery - \$2500

Visit to Doctor - \$300

Ambulance - \$375

Glasses - \$125

Hearing Aid - \$130

Other

Pen x10 - \$2

Pencil x10 - \$1

Paper - \$3

Notebook - \$4

Chemistry Kit - \$175

Playing Cards - \$5

Dice - \$2

Scissors - \$5

Glue - \$4

Duct Tape - \$8

Masking Tape - \$7

Scotch Tape - \$4

Goggles - \$25

Gas Mask - \$150

Handcuffs - \$20

Gun Powder - \$30

Marbles - \$1

Parachute - \$200

Maps - \$35

Passport - \$250

Shaving Kit - \$30

Pets

Birds - \$40

Cats - \$60

Dogs - \$150

Horse - \$4,000

Mule - \$3,000

Fish - \$5

Rodent - \$3

Living Expenses (Per Month)

Politician - \$0

Bare Subsistence - \$150

Very Poor - \$250

Poor - \$400

Lower Class - \$600

Lower Middle Class - \$1,000

Middle Class - \$1,500

Upper Middle Class - \$2,500

Affluent - \$5,000

Wealthy - \$15,000

Very Wealthy - \$40,000

Filthy Stinkin' Rich - \$100,000

Cars

Volkswagen - \$4500 (New) - \$800 (Used) / Top Speed = 85 / Hit Points = 200

BMW - \$9500 (New) - \$4500 (Used) / Top Speed = 115 / Hit Points = 275

Audi - \$8500 (New) - \$3500 (Used) / Top Speed = 110 / Hit Points = 285

Toyota - \$7500 (New) - \$2500 (Used) / Top Speed = 105 / Hit Points = 300

Chevrolet - \$7800 (New) - \$3000 (Used) / Top Speed = 108 / Hit Points = 300

Ford - \$7000 (New) - \$3000 (Used) / Top Speed = 100 / Hit Points = 290

Saturn - \$6500 (New) - \$2500 (Used) / Top Speed = 95 / Hit Points = 295

Ferrari - \$15000 (New) - \$13000 (Used) / Top Speed = 185 / Hit Points = 280

Porsche - \$13000 (New) - \$10000 (Used) / Top Speed = 165 / Hit Points = 280

Jaguar - \$25000 (New) - \$23000 (Used) / Top Speed = 220 / Hit Points = 290

Datsun - \$8500 (New) - \$5500 (Used) / Top Speed = 135 / Hit Points = 280

Bikes

BMW - \$7500 - \$6500 / Top Speed = 135 / Hit Points = 180

Harley Davidson - \$8500 - \$7500 / Top Speed = 95 / Hit Points = 190

Toyota - \$6500 - \$5500 / Top Speed = 120 / Hit Points = 175

Kawasaki - \$8500 - \$7500 / Top Speed = 145 / Hit Points = 150

Honda - \$4500 - \$3500 / Top Speed = 100 / Hit Points = 165

Suzuki - \$5500 - \$4500 / Top Speed = 110 / Hit Points = 160

Yamaha - \$9500 - \$8500 / Top Speed = 165 / Hit Points = 170

Aircraft

Cessna - \$450000 / Top Speed = 450 Knots / Hit Points = 800

Lear Jet - \$950000 / Top Speed = 700 Knots / Hit Points = 900

Glider - \$95000 / Top Speed = 100 Knots / Hit Points = 125

Boeing 747 - \$1500000 / Top Speed = 850 Knots / Hit Points = 1500

Boeing 757 - \$1470000 / Top Speed = 875 Knots / Hit Points = 1400

Boeing 737 - \$1450000 / Top Speed = 820 Knots / Hit Points = 1300

Osprey - \$2500000 / Top Speed = 970 Knots / Hit Points = 2000

Harrier - \$7900000 / Top Speed = 1400 Knots / Hit Points = 2250
Apache - \$6800000 / Top Speed = 845 Knots / Hit Points = 3000
F - 16 - \$8450000 / Top Speed = 2500 Knots / Hit Points = 2500
F - 14 - \$8000000 / Top Speed = 2000 Knots / Hit Points = 2400
Stealth Bomber - \$8500000 / Top Speed = 3000 Knots / Hit Points = 2550
A-10 - \$6500000 / Top Speed = 800 Knots / Hit Points = 2600
MIG 21 - \$8300000 / Top Speed = 2450 Knots / Hit Points = 2400
Seaplane - \$500000 / Top Speed = 375 Knots / Hit Points = 850

Weapons

Bladed / Close Combat Weapons –

Name	Cost	Damage	Range is in Meters			
			Short	Medium	Long	Extreme
<u>Fists</u>	N/A	6P/S+1/3 STR	0-.1	.2-.3	.4-.5	.6-.7
<u>Swords</u> -	\$150 - \$900	10P+1/3 STR	0-.3	.4-.6	.7-.9	1-1.5
<u>Knife</u> -	\$25 - \$75	8P+1/3 STR	0-.1	.2-.3	.4-.5	.6-.7
<u>Billy Club</u> -	\$30	8S+1/3 STR	0-.1	.2-.3	.4-.5	.6-.7
<u>Nunchaku</u> -	\$45	10S+1/3 STR	0-.1	.2-.3	.4-.5	.6-.7
<u>Pepper Spray</u> -	\$20	14S	0-.3	.4-.6	.7-.9	1-1.6
<u>Flashlight</u> -	\$35	7S+1/3 STR	0-.1	.2-.3	.4-.5	.6-.7
<u>Hammer</u> -	\$100	8S+1/3 STR	0-.1	.2-.3	.4-.5	.6-.7
<u>Prybar</u> -	\$10	9S+1/3 STR	0-.1	.2-.3	.4-.5	.6-.7
<u>Saw</u> -	\$30	9P+1/3 STR	0-.1	.2-.3	.4-.5	.6-.7
<u>Shovel</u> -	\$20	8S+1/3 STR	0-.1	.2-.3	.4-.5	.6-.7
<u>Chain (Per 5')</u> -	\$50	8P+1/3 STR	0-.2	.3-.6	1-1.2	1.3-1.6

Long Range Weapons -

Non-firearm Weapons

Name	Cost	Damage	Range is in Meters			
			Short	Medium	Long	Extreme
<u>Bow</u>	\$45	8P	0-1.5	1.5-3	4.5-6	6-7.5
<u>Long Bow</u>	\$55	10P	0-2	2-4	4-6	6-8
<u>Compound Bow</u>	\$75	12P	0-3	3-6	6-9	9-12
<u>Potato Cannon</u>	\$35	6P	0-4	4-8	8-12	12-16

Pistols

Name	Cost	RDS	Damage	Range is in Meters			
				Short	Medium	Long	Extreme
<u>Colt M1911A1</u>	\$350	7	16P	1-4	5-8	9-12	13-16
<u>Walther 9mm</u>	\$400	8	17P	1-4	5-8	9-12	13-16
<u>Beretta Model 92F</u>	\$450	15	16P	1-4	5-8	9-12	13-16
<u>Desert Eagle</u>	\$425	9	18P	1-4	5-8	9-12	13-16
<u>Colt Python Revolver</u>	\$375	6	16P	1-4	5-8	9-12	13-16
<u>S&W M29 Revolver</u>	\$350	6	15P	1-4	5-8	9-12	13-16

Sub Machine Guns

Name	Cost	RDS	Damage	Range is in Meters			
				Short	Medium	Long	Extreme
<u>Thompson M1928A1</u>	\$750	17	18P	1-5	6-15	16-25	26-35
<u>MP 38-40 Schmeisser</u>	\$600	8	20P	1-5	6-15	16-25	26-35
<u>Sten Mk 2</u>	\$650	8	23P	1-5	6-15	16-25	26-35
<u>MP5</u>	\$625	5	21P	1-5	6-15	16-25	26-35
<u>Uzi</u>	\$550	5	19P	1-5	6-15	16-25	26-35
<u>Ingram MAC 10</u>	\$500	3	16P	1-5	6-15	16-25	26-35

Rifles

Name	Cost	RDS	Damage	Range is in Meters			
				Short	Medium	Long	Extreme
<i>Semi Automatic</i>							
<u>M1 Garand</u>	\$190	5	15P	1-15	16-25	26-35	36-45
<u>Browning Automatic Rifle</u>	\$200	3	17P	1-15	16-25	26-35	36-45
<u>AK 47</u>	\$250	5	20P	1-15	16-25	26-35	36-45
<u>M16</u>	\$225	5	19P	1-15	16-25	26-35	36-45
<i>Sporting Rifles</i>							
<u>Remington M700 BDL</u>	\$125	5	17P	1-15	16-25	26-35	36-45
<u>Sako 30'06</u>	\$150	5	17P	1-15	16-25	26-35	36-45
<u>Weatherby Mk V</u>	\$200	3	20P	1-10	11-20	21-30	31-40
<u>Nylon 66</u>	\$100	14	15P	1-20	21-30	31-40	41-45
<u>Ruger M44</u>	\$130	4	18P	1-15	16-25	26-35	36-45
<u>Marlin M336</u>	\$120	6	16P	1-15	16-25	26-35	36-45
<i>Shotguns</i>							
<u>Double Barrel \$215</u>	2	22P	1-5	6-11	12-17	19-25	
<u>Sawed-off Double Barrel</u>	N/A	2	24P	1-3	4-9	10-15	16-25
<u>Remington M870</u>	\$118	7	18P	1-4	5-10	11-18	19-30
<u>Franchi SPAS 12</u>	\$450	7	20P	1-6	7-12	13-20	21-32

Machine Guns

Name	Cost	RDS	Damage	Range is in Meters			
				Short	Medium	Long	Extreme
<u>Gatling Gun</u>	\$700	66	18P	1-5	6-11	12-17	19-25
<u>PM 1910</u>	\$650	42	19P	1-5	6-11	12-17	19-25
<u>M1919 30'06</u>	\$675	42	20P	1-5	6-11	12-17	19-25
<u>M249 5.56mm</u> \$625	33	17P	1-5	6-11	12-17	19-25	
<u>M60 7.62mm</u>	\$600	17	18P	1-5	6-11	12-17	19-25
<u>M2HB HMG</u>	\$615	17	20P	1-5	6-11	12-17	19-25

Energy Weapons (VERY RARE!!)

Name	Cost	RDS	Damage	Range is in Meters			
				Short	Medium	Long	Extreme
<u>Fully Auto Cannon</u>	\$7500	150	55P	0-25	26-50	51-75	76-100
<u>Hypercannon*</u>	\$7750	150	60P	0-25	26-50	51-75	76-100
<u>Beam Weapon*</u>	\$8000	150	65P	0-25	26-50	51-75	76-100
<u>Plasma Gun*</u>	\$8500	150	70P	0-25	26-50	51-75	76-100
<u>Multi-Directional Cannon**</u>	\$9500	150	75P	0-25	26-50	51-75	76-100
<u>Fully Auto Pistols</u>	\$7500	150	55P	0-25	26-50	51-75	76-100

All weapons above do not have modifiers from Kickback.

*= Can be kept up from round to round as a beam (fully auto without kick)

**=Applies to * but can also fire in 3 different directions at once in a 180° arc in front of character.

Explosives (Per 10 grams) and Rounds (Cost is for 10 of the item)

Name	Cost	Damage	Range is in Meters			
			Short	Medium	Long	Extreme
<u>TNT</u>	\$500	100P	1-2	3-5	6-9	10-14
<u>C-4</u>	\$600	110P	1-2	3-5	6-9	10-14
<u>Plastic explosives</u>	\$700	120P	1-2	3-5	6-9	10-14
<u>Blasting Cap</u>	\$450	90P	1-2	3-5	6-9	10-14
<u>Pipe Bombs</u>	N/A	85P	1-2	3-5	6-9	10-14
<u>Bullet (All - nonshotgun)</u>	\$20	NORM	-----			
<u>Explosive shot (All “)</u>	\$25	+3	-----			
<u>Shell (Shotgun) x10</u>	\$25	NORM	-----			
<u>Slug (Shotgun)</u>	\$30	+5	-----			
<u>Arrow (Bow)</u>	\$5	NORM	-----			
<u>Energy Pack (Energy)</u>	\$75	NORM	-----			

Armor

Name	Cost	Stun	Physical	Other Notes
<u>Any clothes</u>	<i>Varies</i>	0	0	<i>Normal Clothes</i>
<u>Heavy Clothes</u>	<i>Varies</i>	2	0	Heavy Clothes
<u>Leather</u>	\$250	1	1	½ sliding damage
<u>Kevlar</u>	\$275	2	2	Police Issue
<u>Reinforced Kevlar</u>	\$325	3	2	SWAT Issue
<u>Chain Mail</u>	\$400	3	3	
<u>Ring Mail</u>	\$450	3	2	
<u>Plate Armor</u>	\$500	5	6	
<u>Plate Mail</u>	\$550	6	6	
<u>Light Cybernetic Armor</u>	\$2500	4	7	Experimental
<u>Medium Cybernetic Armor</u>	\$3000	5	8	Experimental
<u>Heavy Cybernetic Armor</u>	\$3500	6	9	Experimental
<u>Form Fitting Cybernetic Armor</u>	\$4000	7	10	Very Rare (IO)
<u>Light Powered Armor</u>	\$6000	8	12	Experimental
<u>Medium Powered Armor</u>	\$6500	9	13	Energy Blast d4
<u>Heavy Powered Armor</u>	\$7000	10	14	Energy Blast d6
<u>Light Battle Suit</u>	\$25000	12	16	Energy Blast d10
<u>Medium Battle Suit</u>	\$30000	13	18	Energy Blast d12
<u>Heavy Battle Suit</u>	\$45000	15	20	Energy Blast d12 d8

Psychological Problems

The GM has control over this whole section. The GM decides when you gain problems. You may start with a few; a tragic event may happen to the character to give them problems; killing a person might give them some...it's all up to the GM. If the problem has no way of applying to the situation that caused it, the GM may fudge the roll. But each problem has it's own effects and further problems that are encountered because the character has this mental problem. Now on to the table.

	Tens (1d8-1)	Ones (1d10)
1.	Schizophrenia	
2.	Multiple Personalities	
3.	Paranoia	
4.	Blood thirst	
5.	Dementia	
6.	Manic Depressive (Bi Polar I)	
7.	Bi Polar (Bi Polar II-IV)	
8.	Delusional	
9.	Anxiety	
10.	Hysteria	
11.	Amnesia	
12.	Addiction to (substance / drug / item)	
13.	Fear of Heights	
14.	Fear of Open Spaces	
15.	Fear of Closed Spaces	
16.	Fear of Strange Places	
17.	Fear of Strange People	
18.	Fear of Fire	
19.	Fear of Death	
20.	Fear of Spiders	
21.	Fear of Snakes	
22.	Fear of (other animal [may roll on Random Animal Table])	
23.	Fear of (certain person)	
24.	Fear of Being Afraid	
25.	Fear of the Unknown	
26.	Fear of the Dark	
27.	Fear of the Occult	
28.	Fear of Undead	
29.	Fear of Lightning	
30.	Fear of Airplanes	
31.	Fear of Cars	
32.	Fear of (other transportation)	
33.	Fear of Sunlight	
34.	Fear of Shiny Things	
35.	Fear of Opposite Sex	
36.	Fear of Sexual Contact	
37.	Fear of Technology	

38. Obsession with Shiny Things
39. Obsession with Sunlight
40. Obsession with Cars
41. Obsession with Airplanes
42. Obsession with (other form of transportation)
43. Obsession with Opposite Sex (to extremes)
44. Obsession / Addiction with Sexual Contact
45. Obsession with Lightning
46. Obsession with Undead
47. Obsession with The Occult
48. Obsession with the Dark
49. Obsession with the Unknown
50. Obsession with Being Afraid
51. Obsession with Fire
52. Obsession with Death
53. Obsession with Spiders
54. Obsession with Snakes
55. Obsession with (other animal [may roll on Random Animal Table])
56. Obsession with Strange People
57. Obsession with Strange Places
58. Obsession with Closed Places
59. Obsession with Open Places
60. Obsession with Heights
61. Obsession with (certain person)
62. Obsession with Technology
63. Obsession with (public figure [live or dead])
64. Hallucinations
65. Unreal Memories
66. Thinks they are the Messiah
67. Thinks they are the Anti-Christ
68. Thinks they are (another major religious figure)
69. Thinks they are (dead public figure of the past)
70. Panic attack / Suicide is now an option

Explanation of the preceding Problems

1. Schizophrenia - The character hears voices in his / her head (the GM) making suggestions that the character may or may not agree with. (Such as "Kill")
2. Multiple Personalities - The character has 1d4 extra personalities. These personalities can be similar to the character's normal personality or quite the opposite. The player and GM decide on the personalities (GM has final say as to Yes or No to personalities)
3. Paranoia - The character fears and hates a certain organization (real or not) and assumes they are after them. Such as "The aliens are after me". They start to believe that everyone is associated with their organization and trusts no one. They lose all friends and a 75% chance of losing romantic relationships.
4. Blood thirst - The character must kill. They enjoy seeing people die and want to

kill just for the pure joy of “watching the mother f***ers die!”. They attain all weapons they can and wish to kill all they don’t know and maybe even those they do.

5. Dementia - The character is just plain mad. They start to make incoherent rambling, drool a lot, and become unable to take care of themselves. They attach to a certain person (maybe even one they don’t know) and think that person as their protector to take care of them. They start to lose memories of the real world and live in their own world.
6. Manic Depressive - The character has violent mood swings. When encountered with a tough situation the character 25% of the time (1 on 1d4) will spontaneously change to the opposite mood that they were.
7. Bi Polar - The character has very violent spontaneous mood swings. When the GM feels or a tough situation comes up, the player must roll 1d4 on a 1 or 2 the character spontaneously changes to another mood of the GM’s choice.
8. Delusional - The character starts to lose grip of reality and fiction. Things from the character’s mind and even some from outside ideas start to appear to the character (E.G.: the clock starts to melt). This will scare the living hell out of the character. The GM decides what delusions the character may have. The illusions don’t have to be visual. The character may think themselves a dog or a griffin; anything. This one is up to the imagination of the GM.
9. Anxiety - The character is anxious for anything that they now is coming for them. Even if it is years away, they are counting the days to the event. The character becomes obsessed with the event to very annoying levels. The character becomes stressed when the event nears. After that event, the character becomes obsessed to another event. These are very extreme obsessions, nothing else matters to the character but that event.
10. Hysteria - The character finds anything and anyone funny. They laugh at everything. They will laugh at things they think, laugh at things they thought said. This becomes quite annoying to the other characters quickly. No matter what the event, no matter how dramatic or frightening, it is funny.
11. Amnesia - The character loses all memory of the past as far as people, places, events. They still can walk, talk, etc. This is generally selective of a time period’s memory being forgotten instead of all memory (E.G.: the last 15 years are blank). This generally can be cured by re-enacting the event that caused the amnesia.
12. Addiction to (substance / drug / item) - The character is an addict. They live for a substance (like Elmer’s White School Glue), a drug (like alcohol) or an item (like their best friend’s refrigerator). They live to be near that substance / drug / item. If going for days without that item, they start to go into withdrawal and suffer 1d4 damage per hour in withdrawal until at 1/10 of maximum hit points at which point they are free of the addiction. If the character rests in this time, they heal instead of hurt and the recovery takes longer. Then at a later time after the addiction is broken, if the character uses the substance / drug / item again there is a 75% chance they will become re-addicted.
13. Fear of Heights - The character cannot be at a high place. If they are, the character is so scared they can do nothing but concentrate on getting down.

14. Fear of Open Spaces - The character cannot be in an open space alone. If left alone in an open space for as little as a minute; the character panics and rushes to try and find people or a less open space.
15. Fear of Closed Spaces - The character cannot be in a closed space. If in a closed space, the character must rush to get out or they will start to panic and rush out of the area.
16. Fear of Strange Places - The character cannot be in a strange place alone. If the character is alone in a strange place, they must quickly rush to known areas.
17. Fear of Strange People - The character cannot be near strange people alone. If left alone with strange people, the character becomes violently defensive against the unknowns.
18. Fear of Fire - The character cannot be near fire. If they are near a fire, they must either run away in fear or put out the fire as quickly as possible.
19. Fear of Death - The character cannot be faced with death. The character doesn't like death. If put in a situation of kill or be killed; they fall into total disarray and become a bumbling idiot. They cannot do anything in a kill or be killed situation. They cannot do anything until comforted out of the situation.
20. Fear of Spiders - The character cannot be near spiders. If they are near spiders, they must either kill the spider or run from it.
21. Fear of Snakes - The character cannot be near snakes. If they are near snakes, they must either kill the snake or run from it.
22. Fear of (other animal [may roll on Random Animal Table]) - The character cannot be near the specific animal or animal type. If near the animal or animal type, they must either kill it or run away from it.
23. Fear of (certain person) - The character cannot be near a certain person. Even a picture of that person. If encountered with the person or a picture of the person, they must destroy the photo / kill the person or run away.
24. Fear of Being Afraid - The character cannot be afraid. If they are afraid for some reason, they fall apart. They cannot do anything until comforted out of the fear.
25. Fear of the Unknown - The character cannot be near something they don't know or something that challenges that which they know. If encountered with the Unknown, they must destroy or run from the unknown.
26. Fear of the Dark - The character cannot be alone in the dark. If they are alone in the dark, their soul action then is to get out of the dark or to make light.
27. Fear of The Occult - The character cannot be confronted with the Occult. If they are encountered with the occult, they must either destroy or run from the person / place / thing that makes them think of the occult.
28. Fear of Undead - The character cannot be encountered with the undead. If they are encountered with the undead, they must run from the undead being. Even a mask or photo of the undead will spark this reaction.
29. Fear of Lightning - The character cannot be witness to lightning. If they are then their soul actions to try and "get away" from the lightning.
30. Fear of Airplanes - The character cannot be on an airplane. If they are on an airplane, they must get off as soon as they can for as long as they can.
31. Fear of Cars - The character cannot be in a car. If they are in a car, they must get out as soon as they can for as long as they can.

32. Fear of (other transportation) - The character cannot be on / in a certain transportation vehicle. If they are on / in that vehicle they must get off of it as soon as they can for as long as they can.
33. Fear of Sunlight - The character cannot be in the sunlight. If they are in the sunlight, they are convinced it is melting their skin off and must get out of the sun as soon as they can.
34. Fear of Shiny Things - The character cannot be near anything shiny. If they are encountered with anything shiny, they must either run from it or destroy it.
35. Fear of Opposite Sex - The character cannot be near the opposite sex. If they are encountered with a member of the opposite sex, they become very cold and defensive.
36. Fear of Sexual Contact - The character cannot be encountered with sexual contact. If they are they become very cold, defensive, and aggressive towards whomever is attempting to make sexual contact with them.
37. Fear of Technology - The character cannot be encountered with technology. If they are, then they must either destroy it or run from it. (Ug no like fire).
38. Obsession with Shiny Things - The character craves Shiny Things. If encountered in a situation in which the character may acquire something shiny, they will become oblivious to the outside world and go right after the shiny object.
39. Obsession with Sunlight - The character craves sunlight. If in the shade for a few minutes, the character starts to complain and head for the nearest patch of sunny ground, risking life and limb to reach it.
40. Obsession with Cars - The character craves cars. They must always be near cars or car related propaganda. If they happen to leave the presence of a car, they start to carelessly rush through what they are doing to get to the car.
41. Obsession with Airplanes - The character craves airplanes. They must always be near airplanes or airplane related propaganda. If they leave the presence of an airplane, they rush carelessly through their job to try and get back to the airplane or airplane propaganda as quickly as possible.
42. Obsession with (other form of transportation) - The character craves (other form of transportation). They must always be near (other form of transportation)s or (other form of transportation) related propaganda. If they leave the presence of (other form of transportation), they rush carelessly through their job to try and get back to the (other form of transportation) or (other form of transportation) propaganda as quickly as possible.
43. Obsession with Opposite Sex (to extremes) - The character craves the opposite sex. They must always be near a member of the opposite sex. If they are alone with nothing but members of the same sex, the character becomes violently defensive. They do not act upon the opposite sex just crave the presence of a member of the opposite sex.
44. Obsession / Addiction with Sexual Contact - The character craves sexual contact. They will risk life and limb to get sexual contact. Who, when, and where makes no difference to the character. They must have sexual contact. If encountered with more than one day without sexual contact, the character becomes very violent in their quest for physical encounters.
45. Obsession with Lightning - The character craves seeing lightning. Whenever there

is a storm, the character is out watching. If a storm goes by that the character doesn't see lightning, they become very depressed and lose hope that they will ever see lightning again. They become dangerously depressed and possibly suicidal.

46. Obsession with Undead - The character craves the Undead. They must be near those who have returned from the grave. They do not like the living as companions, but if given the chance will run off to be with the undead.
47. Obsession with The Occult - The character craves the Occult. They become dangerously obsessed. They always have Occult symbols and texts with them. They try and dabble into the mystical forces (possibly succeeding and performing something they didn't want to happen).
48. Obsession with the Dark - The character craves the dark. They detest sunlight. If they are in the sun, they rush for the nearest darkness. They are always trying to make it darker. This can become quite irritating to the other characters.
49. Obsession with the Unknown - The character craves the Unknown. Anything that challenges the known is paradise to them. If given the possibility to learn about the unknown, the character will drop what they are doing and immediately trek off to learn about the unknown.
50. Obsession with Being Afraid - The character craves fear. They always want to be afraid or be feared. They are obsessed with the horror aspects of everything. They are constantly searching for new ways to be afraid.
51. Obsession with Fire - The character craves fire. They must be near or be setting fires. Fire is the only thing to them. If without fire, the character becomes obsessed with making fire. The lighter running out of fluid is a horrible event to them.
52. Obsession with Death - The character craves death. Anything having to do with death, dying, or the dead is the greatest thing since sliced bread to the character. They must view the dead whenever they can. They aren't necessarily obsessed with killing and dying but just the dead. If a show is on TV about a dead person they know something or maybe even nothing about, they try their hardest to watch it for hopes of seeing the person dead.
53. Obsession with Spiders - The character craves Spiders. They love spiders. If anyone kills a spider near them, they are outraged at the person. They have spiders for pets and are always trying to add more spiders to their collection.
54. Obsession with Snakes - The character craves Snakes. They love Snakes. If anyone kills a spider near them, they are outraged at the person. They have Snakes for pets and are always trying to add more Snakes to their collection.
55. Obsession with (other animal [may roll on Random Animal Table]) - The character craves (other animal). They love (other animal). If anyone kills a spider near them, they are outraged at the person. They have (other animal) for pets and are always trying to add more (other animal) to their collection.
56. Obsession with Strange People - The character craves meeting new people. They must daily meet someone new or become depressed. They don't ever have to see that person again, just meet them. The character's first priority is meeting someone new each day.
57. Obsession with Strange Places - The character craves visiting new places. They must daily visit someplace new or become depressed. They don't ever have to see

that place again, just meet them. The character's first priority is visiting someplace new each day.

58. Obsession with Closed Places - The character craves to be in closed places. If they can get into a tight space they will. They do this to test and see if they'll get stuck. It's their attempt at adding spice and adventure to their lives.
59. Obsession with Open Places - The character craves being in the open. They love being in the wilderness, away from other people. If given the chance, the character will become a hermit in a heart beat.
60. Obsession with Heights - The character craves heights. They love seeing the ground so far below them. If given the chance to go to higher ground, no matter how dangerous, they will be the first to volunteer.
61. Obsession with (certain person) - The character craves seeing a certain person. Their soul purpose in life is to be with that person. If that person ever dies, the character will probably kill themselves. This person is the reason the character breathes. The person may hate the character, but that doesn't matter to them.
62. Obsession with Technology - The character craves technology. If given the chance to get a new gadget or make an old one better, they will spring on the opportunity. Even if the character knows they are being ripped-off, they will still spring at the opportunity.
63. Obsession with (public figure [live or dead]) - The character craves seeing and trying to get near this public figure. If the figure is dead, then the character tries to look like the person they are obsessed with. If the person they are obsessed with is still alive, then their soul reason for living is to meet that person. If given the opportunity, they will be first to volunteer or pay to see / meet that person.
64. Hallucinations - The character sees things that aren't there. They think these things to be real, but to all others, these things are not there. They can have good or bad hallucinations. (EG: The smurfs are here... or The snakes are under my skin! Get them out!!). The character treats the hallucinations as if they were real thing in reality. They will talk to it, and many times (because the hallucination is from their mind) the hallucination will talk back. They can be "hurt" by the hallucinations. If the hallucination cuts the character, they are convinced they have a cut and will suffer stun damage from attacks by the hallucination. They can never be killed by the hallucination, but can be killed in reaction to the hallucination.
65. Unreal Memories - The character is convinced they remember things happening that didn't. They will try and convince everyone that these memories are real (and to the character they are). The character will even dispute physical evidence that the events didn't happen.
66. Thinks they are the Messiah - The character thinks they are the Messiah. They go around acting and talking to people as if the character was the messiah. Many times, the character may develop a following of believers.
67. Thinks they are the Anti-Christ - The character thinks they are the Anti-Christ. They go around acting and talking to people as if the character was the Anti-Christ. Many times, the character may develop a following of believers.
68. Thinks they are (another major religious figure) - The character thinks they are the (another major religious figure). They go around acting and talking to people

as if the character was the (another major religious figure). Many times, the character may develop a following of believers.

69. Thinks they are (dead public figure of the past) - The character thinks they are the (dead public figure from the past). They go around acting and talking to people as if the character was the (dead public figure from the past). Many times, the character may develop a following of believers.

flesh because they cannot do whatever caused the attack. There is a 25% chance they will attempt to commit suicide to right what they believe they did wrong.

70. Panic attack / Suicide is now an option - The character falls apart mentally. They cannot do whatever caused this panic attack again without LOTS of help. They also may think that they are worthless and a waste of

Credits

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Players

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