SUPERWORLD

The SuperPowered RolePlaying Game

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Defend Justice and Smash Evil With Your Superworld Heroes

BOX CONTENTS
An Explanation of the Parts

The boxed SUPERWORLD role-playing game contains three booklets, a set of reference sheets, a set of character sheets, a set of gamemaster aid sheets, a sheet of cardstock character silhouettes for use in the game, six dice, and other enclosures. Each major item fulfills or supplements a particular need.

SUPERHEROES BOOK contains the character generation, game mechanics and combat portions of the game. Use this book to create superheroes by rolling up basic characteristics, determining occupations, and skill levels as part of superheroes' secret identities. Generate Hero points for purchasing superpowers, determine hit points, damage bonuses, and extra equipment. The game mechanics cover action times, delaying tactics, multiple actions, crucial rolls, boosting, special damage, and sizes of common objects. The combat section covers weapon types, combat movement, combat modifiers, defending against attack, and damage.

SUPERPOWERS BOOK contains descriptions of superpowers, power advantages, skills, handicaps, and power disadvantages. This book is used together with the Superheroes Book for supplying superpowers to the superheroes. Use hero points to select various superpowers, skills and power advantages.

GAMEMASTERS BOOK contains gamemaster material. The gamemaster materials include campaign control, superhero income, supervillains, bystanders, rationale, organizations, the law, and animals. There are two scenarios included in this book. The first scenario is Deadly Devices of Doctor Dread. This is a multi-scenario campaign that features encounters with various groups of supervillains before the resolution of the plot. The Haunting is a single session scenario involving the denizens of a haunted house.

The REFERENCE SHEETS cover character generation, resistance tables, size tables, combat charts, an impact damage table, weapon charts, action times, and other tables important for game play.

The PLAYER-CHARACTER SHEETS include eight character sheets containing two different male and two different female superhero outlines. Permission is granted to photocopy these sheets as needed for personal use — they may not be reproduced for sale.

The GAMEMASTER SHEETS include an operatives sheet, an action rank control sheet and a player control sheet. Permission is granted to photocopy these sheets as needed for personal use — they may not be reproduced for sale.

The CHARACTER SILHOUETTES can be cut apart, colored, and used to represent the position of the player superheroes and opposing villains they meet; these figures make the complexities of who-does-what-to-whom in a melee round much more understandable.

SIX DICE (2D20, 1D8, 3D6) sufficient for play. If you are unfamiliar with dice, please read about them in the front section of the Superheroes Book.

GOLDEN LOCUST AWARD

An Annual Presentation

For the Year 1982, the Golden Locust Prize goes to the Superworld playtesters

Omnum Esophagum

SUPERWORLD

The SuperPowered RolePlaying Game

SUPERHEROES BOOK

SUPERWORLD

SECRET IDENTITY
Name . . . .
Occupation . . . . Income . . . . Sex . . . . . Age . . . .
Origin/Power Source . . . .

PLAYER . . . .

Hero Name . . . .

CHARACTERISTICS

	Rolled	Super	Total	Characteristic Rolls
STR	. . .	+ (. . . x3) =	. . .	. . . .
CON	. . .	+ (. . . x1) =	. . .	. . . .
SIZ	. . .	+ (. . . x3) =	. . .	. . . .
INT	. . .	+ (. . . /3) =	. . .	Idea . . .
POW	. . .	+ (. . . /3) =	. . .	Luck . . .
DEX	. . .	+ (. . . x1) =	. . .	Agility . . .
APP	. . .	+ (. . . /2) =	. . .	. . . .

MOVEMENT RATES

	Base/MR	Total	AR	E. Use
Walk (12m)	. . . . .	. . . .		
Run (24m)	. . . . .	. . . .		
Climb (3m)	. . . . .	. . . .		
Leap	. . . . .	. . . .		
Swim (10m)	. . . . .	. . . .		
	. . . . .	. . . .		

SKILLS

Acrobatics (5%) . . .
Balance (5%) . . .
Climb (55%) . . .
Craft (5%) . . . .
. . . .
. . . .
Criminology (5%) . . .
Disguise (5%) . . .
Dodge (½ DEX) . . .
Drive Vehicle (25%) . . .
Fast Talk (5%) . . .

Fine Manip. (5%) . . .
First Aid (25%) . . .
Language (0%) . . . .
. . . .
Hide (25%) . . .
Jump (45%) . . .
Knowledge (INT x 4%) . . .
Listen (45%) . . .
Move Quietly (25%) . . .
Observation (0%) . . .

Persuade (5%) . . .
Science (0%) . . . . .
. . . .
Spot Hidden (25%) . . .
Streetwise (10%) . . .
Swim (25%) . . .
. . . .

DEFENSE . . . .   ACTION RANKS . . . .

COMBAT SKILLS & WEAPONS

Weapon	Attack	Damage	Parry	Range	E. Cost
Fist (50%)	. . . .	. . . .	. . . .	. . . .	. . . .
Grapple (25%)	. . . .	. . . .	. . . .	. . . .	. . . .
Kick (25%)	. . . .	. . . .	. . . .	. . . .	. . . .
Smash (25%)	. . . .	. . . .	. . . .	. . . .	. . . .
Throw (45%)	. . . .	. . . .	. . . .	. . . .	. . . .
. . . . . .	. . . .	. . . .	. . . .	. . . .	. . . .
. . . . . .	. . . .	. . . .	. . . .	. . . .	. . . .
. . . . . .	. . . .	. . . .	. . . .	. . . .	. . . .

PROTECTION

	Force Field	Absorption	Armor	Resistance
Kinetic	. . . . . .	. . . . . .	. . . . . .	. . . . . .
Electric	. . . . . .	. . . . . .	. . . . . .	. . . . . .
Radiation	. . . . . .	. . . . . .	. . . . . .	. . . . . .
. . . . . .	. . . . . .	. . . . . .	. . . . . .	. . . . . .

ENERGY   Recharge per round . . .

Personal + Energy Supply . . . .
. . . .
. . . .
. . . .
. . . .

HERO POINTS

Characteristics . . .
Power D/H . . .
Experience . . .
Total . . .
Unused Points . . .
Exp. Roll = Total
Hero Pts./2 . . .

HIT POINTS . . . .
. . . .
. . . .
. . . .
. . . .
. . . .
. . . .
Permanent Damage . . . .

NOTES AND EQUIPMENT
. . . .
. . . .
. . . .
. . . .

SUPERPOWERS/SKILLS

	Level	E. Use	Cost
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
		Cost Total	. . . .

POWER DISADVANTAGES/HANDICAPS   Bonus

. . . .
. . . .
. . . .
. . . .
. . . .
. . . .
. . . .
. . . .
. . . .
. . . .
. . . .
Bonus Total . . . .

SUPERWORLD
SUPERHEROES
BOOK

By STEVE PERRIN

Additional Contributions by WILLIAM BARTON, JOHN SCOTT CLEGG,
CHUCK HUBER, JON MATTSON, SANDY PETERSEN, and JOHN SULLIVAN

Contents

What Is Superworld

The *Superworld* role-playing game allows players to assume the roles of 20th-century comic book superheroes, caped and costumed stalwarts who defend humanity against the depredations of superpowered criminals lacking every fundamental human decency.

Players start by creating their own superheroes, a design procedure presented in this book. Superpowers, and their effects in the game, are described in the companion Superpowers Book included in this box. The third book, for gamemasters, contains villains for the superheroes to battle and situations for superheroes to encounter. In total, these books provide rules and methods which can create a superhero universe in which justice and mercy always triumph, much like those appearing monthly in the comic book stores and on newsstands of many nations.

What Is a Role-Playing Game

A role-playing game requires one gamemaster and several players. The ideal gaming group is a gamemaster and three players, each playing no more than two superheroes. Since superheroes have a multitude of exotic abilities, complexities will be limited when numbers are limited.

The *Superworld* gamemaster creates or acquires scenarios (stories) which will involve the players' superheroes. When making decisions for their superheroes, players should try to act understandably and reasonable with respect to the experience and behavior of their superheroes, while always making the decisions relevant to the situation. As the game progresses, players exercise the powers and skills of their superheroes, come to understand their strengths and weaknesses, and act out the career of a caped crusader fighting super criminals for a more just and peaceful world.

Length of Play

A session of play can last indefinitely, but an individual scenario (episode) usually lasts from two to six hours. A session of play is normally long enough for one scenario. In it, the superheroes meet, fight supervillains, and resolve major conflicts. Just as comic books sometimes continue stories from one month to another, so scenarios will sometimes take longer to complete. Some scenarios might require several sessions to complete.

Campaigning is a fascinating aspect of role-playing games. In a campaign, the same superheroes are played from scenario to scenario so long as they do not die during play. After surviving several episodes, superheroes grow in personality as well as in powers and skills. They develop lives of their own; as they do, role-playing them becomes increasingly enjoyable.

Start

Players should each create two superheroes as outlined in the Superhero Design chapter of this book (refer to the Superpowers Book for specifics) and then read the rest of this book to understand game procedures and combat rules.

Players should then elect a gamemaster to read the Gamemastering section and Scenario One of the Gamemaster's Book to prepare for the first session of play.

DICE

This game comes with three six-sided dice, one eight-sided die, and two differently-colored twenty-sided dice (each numbered from 0 to 9 twice). Dice abbreviations are shown below. On one of the twenty-sided dice, be sure to color one sequence of 0 to 9 differently than the other to simulate a D20, as noted below. We recommend that players use an indelible ink pen or dice crayon to fill in the numbers.

Dice Abbreviations and Explanations

D2. A roll of a six-sided die, reading 1-3 as 1, and 4-6 as 2.

D3. A roll of a six-sided die, reading 1-2 as 1, 3-4 as 2, and 5-6 as 3.

D4. A roll of an eight-sided die, reading 1-2 as 1, 3-4 as 2, 5-6 as 3, and 7-8 as 4.

D6. A roll of a six-sided die.

3D6. The sum of three D6s.

D8. A roll of an eight-sided die.

D10. A roll of a twenty-sided die, reading 0 as 10.

D20. A roll of a twenty-sided die which has differently-colored sequences of 0-9. Choose one color to which to add ten. (The chosen color represents the numbers 11-20; the other color represents the numbers 1-10.)

D100. A roll of both twenty-sided dice, reading one as the ten's digit and the other as the one's digit. Read 00 results as 100.

10xD10+100. Ten multiplied by D10, plus 100. This procedure generates numbers from 101 to 200.

SUPERWORLD

SECRET IDENTITY
Name KENT FRASER
Occupation PHOTOGRAPHER Income 27,000 Sex M Age 29
Origin/Power Source HIT BY LIGHTNING BOLT

PLAYER STEVE PERRIN

Hero Name STORMBOLT

CHARACTERISTICS

	Rolled	Super			Total
STR	13	+ (.5. x3)	=	28
CON	16	+ (.2. x1)	=	18
SIZ	12	+ (... x3)	=	...
INT	14	+ (... /3)	=	...
POW	16	+ (... /3)	=	...
DEX	14	+ (.1. x1)	=	25
APP	15	+ (... /2)	=	...

Characteristic Rolls
Idea 70
Luck 80
Agility 95

MOVEMENT RATES

	Base/MR	Total	AR	E. Use
Walk (12m)	12	4	—
Run (24m)	24	8	—
Climb (3m)			
Leap			
Swim (10m)			
FLT	600	120	6/MR

SKILLS

Acrobatics (5%) 40%
Balance (5%)
Climb (55%) (PE) 85%
Craft (5%)
(PE) PHOTOGRAPHY 85%

Fine Manip. (5%)
First Aid (25%)
Language (0%)

Persuade (5%)
Science (0%)

Hide (25%)
Jump (45%)
Knowledge (INT x 4%)
Listen (45%) 15%
Move Quietly (25%)
Observation (0%) (PE) 56%

Spot Hidden (25%) 05%
Streetwise (10%)
Swim (25%)

Criminology (5%)
Disguise (5%)
Dodge (½ DEX)
Drive Vehicle (25%)
Fast Talk (5%)

DEFENSE ....   ACTION RANKS 25. 15. 5. ...

COMBAT SKILLS & WEAPONS

Weapon	Attack	Damage	Parry	Range	E. Cost
Fist (50%)	50%	1D3+2D6	50%	—	6
Grapple (25%)					
Kick (25%)					
Smash (25%)					
Throw (45%)					
LIGHTNING	50%	6D6	—	30M	18

PROTECTION

	Force Field	Absorption	Armor	Resistance
Kinetic			20	
Electric		18		30
Radiation	20			

ENERGY
Personal + Energy Supply   Recharge per round 3.
34 + 160 = 194

HERO POINTS
Characteristics 110
Power D/H 47
Experience —
Total 157
Unused Points 1.
Exp. Roll = Total Hero Pts./2 79

HIT POINTS 27

Permanent Damage

NOTES AND EQUIPMENT

SUPERPOWERS/SKILLS

	Level	E. Use	Cost
SUPER CHARACTERISTICS (STR, CON, DEX)	18	—	18
EXTRA ENERGY 160 PTS	16	—	16
EXTRA HIT POINTS +12	6	—	6
SKILL +35% ACROBATICS	5	—	5
ENERGY PROJECTION — 6D6 LIGHTNING	6	18	18
RADIUS 4M FOR LIGHTNING	6	12	12
ABSORB 18 ELEC TO ENERGY	9	—	27
RESISTANCE TO ELECTRICITY — 30	5	—	18
ARMOR — 20 KINETIC	20	—	20
FORCE FIELD — 20 RADIATION	10	10(A)	10
FLIGHT — BASIC	1	6	6

Cost Total 156

POWER DISADVANTAGES/HANDICAPS

	Bonus
(H) −20% SPOT HIDDEN; −30% LISTEN	10
(H) −40% E/MR IN WATER	20
(H) RECKLESS	5
(D) LIGHTNING WILL NOT WORK UNDERWATER	3
(D) " RESISTANCE " "	2
(D) 10% CHANCE LIGHTNING WONT WORK	2
(D) ARMOR VUL. ITEM — COSTUME (¼)	3
(D) F.F. " " — " (¼)	2

Bonus Total 47

Superhero Creation

Players may be tempted to make their superheroes as powerful as the rules allow—or can be stretched. Players who rely on this style of play will deny themselves most of the fun in *Superworld*. In this game, the most interesting superheroes are those with some powers beyond those of normal men, who yet have handicaps and disadvantages that keep them mortal. For rewarding play, there must be risk.

Players should not cram all the possible superpowers into one super-duper hero—we recommend that they allocate the powers among several superheroes. Then players can explore and enjoy all the powers (though not all at once), and in this way have several superheroes from which to choose, picking a hero appropriate to the plot and background of the particular scenario. That will be more fun for players and for gamemaster, since it leaves more time for character development and for recreating the fascinating superhero universe of modern day comic books.

Character Sheets

Character sheets are used to describe superheroes in game terms, as worksheets for designing heroes, as continuing records of heroes, and as ready-reference during play. Players with properly-completed character sheets will not have to refer to the rules for most information necessary during play.

The character sheet included in this game is as complete as a year of play-testing and redesigning can make it.

Even so, it very likely is not perfect, and players are not obligated to use this sheet. Whatever they use, however, should be approved by their campaign gamemaster.

Procedure

The following steps outline the procedure for creating new superheroes.

Start each new superhero with a blank character sheet. Players should write their names on each of their superheroes' character sheets for identification purposes. It is easy for sheets to be mistakenly picked up by the wrong players.

SECRET IDENTITY

Most superheroes were normal people with everyday problems and obligations before they gained their superpowers. Once they gained their powers, most of them opted to keep their original identities secret. This tradition is reasonable: superheroes need to protect their loved ones from criminal retribution, in many cases they need to earn a living, and (as faithful servants of mankind) they need the simple companionship of those they have sworn to protect—the superhero business can be a lonely one.

Secret identities also provide plot complications. Heroes constantly worry about whether their archenemies are plotting to kidnap their parents, spouses, children, or lovers.

Players should create their own names for their superheroes, as well as choose their sexes and ages. Determine

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SECRET IDENTITY
Name KENT FRASER
Occupation PHOTOGRAPHER Income 27,000 Sex M Age 29
Origin/Power Source HIT BY LIGHTNING BOLT

PLAYER STEVE PERKIN

SUPERWORLD

Hero Name STORMBOLT

occupations and incomes by using the Occupation and Income Guide, or by consulting with the gamemaster.

Note all such information on the secret I.D. section of the character sheets.

EXAMPLE: Kent Fraser, Mild-Mannered Photographer
Kent Fraser is male and 29-years old. He makes his living as a photographer for *City Life* magazine, with a yearly salary of $27,000.

OCCUPATION AND INCOME GUIDE

The yearly income roll determines the hero's status in the occupation. Low salary indicates a low-level job, and a high salary indicates a high level of prestige within the occupation. Some jobs have consistent annual salaries, while others greatly fluctuate. Gamemasters may require players to roll every game year for the salaries of superheroes in certain occupations.

Skills represent those experiences which the particular occupation may provide. They occasionally include specialties not described in the Skills chapter of the Superhero Book. Their use should be obvious.

AGENT

Yearly income: 2D20x$1000.

Skills: Climb, Criminology, Disguise, Demolitions, Fine Manipulation, Fist, Grapple, Handgun, Hide, Languages (Chinese, French, German, Japanese, Russian, and Spanish are popular with secret agents), Listen, Move Quietly, Observation, Spot Hidden, Streetwise, Swim, Drive any Vehicle.

Secret agents usually work for the FBI, CIA, KGB, or some other secret service. They tend to be distrustful and believe that everyone is trying to take over the world. They may be freelancers or double agents with enemies in one or more foreign nations' secret agencies, or even in their own.

CRIMINAL

Yearly income: 2D10x$1000.

Skills: Camouflage, Climb, Disguise, Fine Manipulation, Fist, Grapple, Handgun, Hide, Listen, Move Quietly, Shotgun, Spot Hidden, Streetwise, Drive Vehicle (automobile).

Criminals engage in burglary, bank robbery, contract killing, or smuggling. They may have friends and/or enemies in the underworld and in law enforcement agencies. They tend to be nervous and ill-mannered.

DOCTOR

Yearly income: 10D20x$1000.

Skills: Biology, Chemistry, Fine Manipulation, First Aid, Forensics, Knowledge, Medicine, Observation, Physiology, Psychology, Spot Hidden, Surgery, Total Recall, Drive most Vehicles.

Included here are nurses, paramedics, forensics experts, etc., as well as medical doctors who have taken the Hippocratic Oath.

JOURNALIST

Yearly income: 4D6x$2000.

Skills: Climb, Criminology, Fast Talk, Forensics, Knowledge, Language (especially Write English), Listen, Observation, Persuade, Photography, Psychology, Spot Hidden, Drive Vehicle (automobile, helicopter, plane).

Journalists may be reporters or photographers, muckrakers or movie reviewers, in print, radio, or television. They tend to be cynical, and are always looking for the truth behind every story.

LAWYER

Yearly income: 4D20x$1000.

Skills: Criminology, Fast Talk, Forensics, Handgun, Knowledge, Language (especially Speak English), Persuade, Psychology, Spot Hidden, Drive Vehicle (automobile).

Lawyers may be involved in criminal defense, divorce, taxes, personal injury, contracts, etc. They may be public prosecutors, public defenders, or consumer advocates. They tend to have one-track, methodical minds.

MARTIAL ARTIST

Yearly income: None.

Skills: Acrobatics, Balance, Camouflage, Climb, Dodge, Fist, Grapple, Hide, Jump, Kick, Listen, Meditate, Move Quietly, Spot Hidden, Spot Weakness, most hand-to-hand weapons.

These people are are trained in the secret martial arts of the East. They are often humble and brooding, yet fiercely proud of their skills and tradition.

MILITARY

Yearly income: 2D10x$1000.

Skills: Camouflage, Climb, Command, Electronics, First Aid, Jump, Language, Listen, Move Quietly, Navigate, Observation, Parachute, Spot Hidden, Swim, Throw, Track, Drive Vehicle (most), most modern weapons.

These are either veterans of or still serving in the armed forces of this country or another. They may belong to any military branch. They may be enlisted men or commissioned officers. Most military men and women are disciplined in their habits. They might be nationalistic, mercenary, or fanatical in attitude.

PILOT

Yearly income: 3D20x$1000.

Skills: Knowledge, Language, Navigate, Observation, Drive Vehicle (helicopters, planes).

Pilots love the sky and the freedom of the clouds. They tend to be independent and restless on the ground.

PLAYBOY

Yearly income: 2D100x$10,000.

Skills: Climb, Handgun, Knowledge, Language, Swim, Drive Vehicle (most).

Playboys are athletic, young, and confident; they were born into old money. They may be bored and looking for something to do or for a cause to take up; they may be simply fun-loving. Playboys are likely to be urbane, well-mannered, and occasionally snobbish.

POLICEMAN

Yearly income: 4D10x$1000.

Skills: Climb, Criminology, Disguise, First Aid, Fist, Forensics, Grapple, Handgun, Hide, Listen, Move Quietly, Observation, Spot Hidden, Streetwise, Drive Vehicle (automobile, motorcycle).

Patrolmen, meter maids, homicide detectives, security guards, and even members of the vice squad are included in this category. They tend to be cynical and doubt everyone's motives. Their experience in the mean streets may have sparked in them a certain rough chivalry.

SALESMAN

Yearly income: 2D20x$1000.

Skills: Fast Talk, Handgun, Listen, Language (especially Speak and Read English), Observation, Persuade, Streetwise, Drive Vehicle (especially automobile).

Salesmen may be grocery clerks, shopkeepers, used car dealers, door-to-door salespeople, etc.; they may travel or live in one place; they may sell advertising space, brushes, insurance, patent medicine, yachts, etc. Good salesmen are hard-working, competitive, and occasionally ruthless.

SCIENTIST

Yearly income: 6D6x$1000.

Skills: Demolition, Fine Manipulation, Invent, Knowledge, Listen, Observation, all Sciences.

Scientists are researchers, usually college professors. They are occasionally pushy, usually exacting, and often underpaid. They believe science can ultimately solve all problems.

STUDENT

Yearly income: 1D8x$1000.

Skills: Climb, Knowledge, Listen, Move Quietly, Swim.

Students in high school or college do not have the concentrated skill in any one field that their elders may have, but they participate in athletics and general education. They are energetic and hopeful, though inclined to worry about situations which people with more experience might casually dismiss.

ORIGIN

Superheroes usually get their original superpowers from an accident of some sort: exposure to radiation, a bite from a strange insect, a strange influx of cosmic rays, the arcane influence of a magical artifact, etc. Heroes can also be aliens from outer space, like Superman®.

Players should develop origin stories for their superheroes, then develop reasons why their heroes want to use the new powers for the good of mankind. Original superhero names should be created and their costumes should be designed.

Example: Birth of Stormbolt

On assignment, Kent Fraser was photographing San Francisco from the top of the Transamerica Pyramid one cloudy day when he was struck by a freak thunderbolt. When Kent awoke, he discovered that he had many strange electrical powers. Kent had witnessed and photographed many atrocities and cruelties during his career; he decided to use his new powers to bring about peace, truth, and justice. He designed a costume and adopted "Stormbolt" as his high-flying superhero identity.

The outline figure on each character sheet is provided for players to design their heroes' costumes. Sometimes the outline may need revision to allow for costume details or for equipment. Players can use a razor blade or a sharp knife to scrape away part of the outline to make room for particular costume features.

CHARACTERISTICS

Each hero has seven basic characteristics: Strength, Constitution, Size, Intelligence, Power, Dexterity, and Appearance. Their use and meaning in the game is described in the corresponding box.

Determine superhero and supervillain characteristics by rolling 2D6+6, yielding a characteristic range of 8 to 18. For normal humans, roll 3D6 for each characteristic.

EXAMPLE: Kent Fraser's Characteristics

Kent Fraser's rolled characteristic scores are STR 13, CON 16, SIZ 12, INT 14, POW 16, DEX 14, and APP 15.

CHARACTERISTICS

STR: Strength. Measuring the lifting capacity of the hero, it also helps determine the amount of extra damage he can cause during combat.

CON: Constitution. This is a relative measure of health. It determines the amount of damage the hero can take, the energy available for superpower use, damage recovery, energy recharge, recovery from stun, and vulnerability to poisons and gases.

SIZ: Size. This characteristic measures both height and weight, and helps determine the amount of damage the hero can both cause and take.

INT: Intelligence. Measuring smartness and problem-solving ability, it also indicates creativity.

POW: Power. This measures a hero's soul, will, aura, or similar connection to the universe. POW also determines energy control, effectiveness in mind combat, and luck.

DEX: Dexterity. Quickness and agility are measured by this characteristic. DEX also determines the number of actions which a hero can perform during a given amount of time.

APP: Appearance. This represents physical beauty and general attractiveness. APP also represents what the rest of the world thinks of the hero—his character, costume, bearing, and overall appearance. It is used to determine communication skills.

HERO POINTS

Hero points are used to provide superheroes with superpowers and additional skills. Hero points are gained through rolled characteristics, handicaps, power disadvantages, and experience.

Determine hero points from rolled characteristics by adding the seven characteristics. Note this sum in the hero points section of the character sheet.

The average sum of the characteristics (rolled using 2D6+6) is 91. Gamemasters may allow heroes with less than 91 hero points to reroll their lowest characteristic(s) until the total is at least 91.

EXAMPLE: Stormbolt's Hero Points

Adding Kent Fraser's rolled characteristics, Stormbolt has 110 hero points with which to begin choosing his skills and superpowers.

```
HERO POINTS
Characteristics 110      HIT POINTS    27
Power D/H      47
Experience      —
Total         157
Unused Points   1
Exp. Roll = Total
Hero Pts./2    79
```

SKILLS

Skills are abilities which normal humans and superheroes have; superheroes have some skills which normal human cannot have. The skills used in *Superworld* are listed and described in the Superpowers Book.

The skills section of the character sheet pre-lists some common skills. The parenthesized percentages represent basic starting skill chances for all superheroes. Some listed skills actually require special training, especially those skills starting at 5%. These percentages suppose that a hero, having seen the skill performed, could perform it under emergency conditions—unlikely but possible.

List all superhero skill percentages in the skills section of the character sheet. There are two sections on the sheet: the first section lists non-combat skills and has additional blank lines for entering more specific ones. Language skills have three parts: speaking, reading, and writing; see the language skills description in the Superpowers Book. The second skills section lists the combat skills.

Previous Experience Skills

To give superheroes occupational skills, average their characteristics (divide hero points total by seven). Use the resulting points as hero points with which to raise appropriate occupational skills selected from the Skills chapter in the Superpowers Book. These points may be allocated as the player wishes, perhaps to all the skills appropriate to the hero's past occupations, or perhaps to a select few. Within each occupation there are specializations; doctors do not need to have skills in both psychology and surgery, for instance. These skills are in addition to skills gained through the expending of hero points described in the next section.

```
SKILLS
Acrobatics (5%)      40%   Fine Manip. (5%)
Balance (5%)              First Aid (25%)
Climb (55%)      (PE) 85% Language (0%)
Craft (5%)
(PE) PHOTOGRAPHY    83%

Criminology (5%)          Hide (25%)
Disguise (5%)             Jump (45%)
Dodge (½ DEX)             Knowledge (INTx4%)
Drive Vehicle (25%)       Listen (45%)
Fast Talk (5%)            Move Quietly (25%)     15
                         Observation (0%)(PE) 56%

DEFENSE            ACTION RANKS 25. 15. 5.

COMBAT SKILLS & WEAPONS
apon
t (50%)      Attack  Damage  Parry  Range  E.C
pple (25%)   50%    1D3+2D6  50%    —      6
< (25%)
sh (25%)
w (45%)
TNING        50%    6D6      —
```

A hero in his laboratory preparing new devices for his Gimmick superpower.

EXAMPLE: Kent Fraser, Ace Photographer

Dividing Kent Fraser's hero points by seven yields 16 points with which to raise his occupational skills. Assuming photography to be a craft, 6 points gives him a Photography skill of 89% (INT 14 times 6, plus his 5% base chance). Kent also does a lot of climbing to get good camera angles for his shots: allocating 6 points gives him a Climb skill of 85% (6x5%, plus 55% base chance). Finally, being a photographer means being a good observer: the remaining 4 points are allocated to give Kent an Observation skill of 56% (INT 14 times 4).

Expending Hero Points

Hero points may be expended to raise other skill levels. Skills raised and hero points expended should be noted in the superpowers/skills section of the character sheet.

Example: Kent Fraser, College Athlete

Kent Fraser was a gymnast in college. Five hero points are expended to raise his Acrobatics skill to 40% (5xhalf his DEX of 14, plus 5% base chance).

SUPERPOWERS

The superpowers available to superheroes are listed and described in Chapter 1 of the Superpowers Book. By expending one or more hero points, a player can gain one or more levels of a superpower for his hero. Most superpowers will require several levels to be useful.

The most important superpowers are Energy Supply and those listed under Super Characteristics. Most superpowers require energy to use, therefore at least 10 hero points should be allocated to Energy Supply. Super Characteristics gain the hero additional points for their characteristics raise the hero's characteristics. Since characteristics almost always affect play in *Superworld*, allocating hero points for them is especially important.

Players should flesh out their superheroes with offensive, defensive, movement, and other superpowers.

Every superpower gained and every hero point expended should be noted in the superpowers/skills section of the character sheets. Any footnotes to superpowers should be noted also, as well as the levels and energy costs of the superpowers.

EXAMPLE: Stormbolt's Superpowers

The lightning bolt energized Stormbolt's muscles to deal massive blows with improved reflexes. Using the Super Characteristics powers, 5 hero points are expended for 15 more STR (a total of 28), 2 hero points for 2 more CON (a total of 18), and 11 points for 11 more DEX (a total of 25). These expenditures required a total of 18 hero points.

Stormbolt also gained a lot of energy from the lightning so 16 hero points are expended for Energy Supply to give him 160 energy points (10x16).

Stormbolt naturally has the ability to project lightning bolts. His player expends 18 hero points to give Stormbolt electrical Energy Projection that does 6D6 damage with a base chance of 50%.

Stormbolt also flies. Flight normally requires half his SIZ in hero points, but as Stormbolt can fly twice normal speed, 12 hero points are expended.

Stormbolt can absorb electrical energy to refuel his energy supply. His player expends 27 hero points for Absorption; this gives Stormbolt the ability to absorb 18 points of electrical energy into his energy supply.

For protection, Stormbolt has 30 points worth of Resistance to electrical energy (which requires 18 hero points); he has Armor stopping 20 points of kinetic energy (requiring 20 hero points); he also has a Force Field protecting against 20 points of radiation (which requires 10 hero points).

Finally, Stormbolt has 12 Extra Hit Points, requiring an expenditure of 6 hero points.

All told, Stormbolt's player allots 145 hero points on superpowers, plus 5 for Acrobatics, for a total expenditure of 150 hero points.

(handwritten character sheet)

```
                    | Permanent Damage
SUPERPOWERS/SKILLS
PER CHARACTERISTICS (STR, CON, DEX)    Level   E. Use
(TRA ENERGY   160 PTS              18      —
TRA HIT POINTS   +12                16      —
ILL + 35% ACROBATICS                 6      —
ERGY PROJECTION — 6D6 LIGHTNING      5      —
DIUS  4M FOR LIGHTNING               6      18
SORB  18 ELEC  TO ENERGY             6      12
ISTANCE TO ELECTRICITY — 30          9      —
OR — 20 KINETIC                      5      —
CE FIELD — 20 RADIATION             20      —
GHT —  BASIC                         10     10(A)
                                     1       6
```

RECHARGE RATE

This is the superheroes' ability to recharge energy by taking a breathing spell from physical exertion and superpower use. The recharge rate is obtained by dividing personal energy by ten. Faster recharge can be obtained by means of a superpower, Energy Recharge.

Note recharge rates in the energy section of the character sheet.

EXAMPLE: Stormbolt's Energy Recharge Rate
Stormbolt recharges his energy at the rate of 3 points per round (34 divided by 10, rounded off normally), when he does not expend energy points for superpowers or physically exert himself.

POWER ADVANTAGES

Superpowers are described in their basic forms. However, superpowers are not all alike—one superhero's laser blast can be very different from another's x-ray blast even though both may be defined as radiation Energy Projection. Most differences do not affect game mechanics as the effects of a pulsing red beam need not be much different from a purple line of Cherenkov radiation.

However, superpowers can have advantages that produce different effects in the game. By expending hero points for power advantages, superpowers expand to create new and different effects, all useful in expanding the sheer utility of the powers. They are listed and described in the Power Advantages chapter of the Superpowers Book. Power advantages should be noted with the superpowers on the character sheet, either on the same line, combining the hero point cost and energy point cost to use, or on the very next line. Power Advantages are detailed in Chapter 2 of the Superpowers Book.

EXAMPLE: Stormbolt's Lightning Projection Advantage
Stormbolt has a 4-meter Radius Effect with his lightning Energy Projection. This requires 1 hero point per 2 meters per level of projection, or 12 hero points (2x6). He has now spent 162 hero points.

BALANCING

Superheroes are usually designed with far more superpowers than there are hero points available from characteristics. Additional hero points are gained by balancing the superpowers with handicaps and power disadvantages. They provide additional hero points to make up the difference in hero points.

Invincible superheroes are boring to play. Even the most powerful of heroes have limits to their superpowers and skills which make their lives interesting—even Superman® had his kryptonite. To make heroes vulnerable enough to deal with in the game, power disadvantages and skill handicaps should be used. They are listed and described in the Power Disadvantages and the Handicaps chapters in the Superpowers Book.

Superheroes should have enough foibles to give them problems during the game, the more powerful the hero, more and greater the problems. The sheer fact that they have superpowers provides ample room for these problems.

EXAMPLE: Stormbolt Too Powerful
Stormbolt has 110 hero points from his characteristics, and expended 162 hero points for his Acrobatics skill, his superpowers, and the Radius Effect power advantage. He has to make up 52 hero points by accepting handicaps and power disadvantages.

HANDICAPS

Superheroes' new powers often handicap the use of certain skills, and produce unwanted side-effects. Handicaps should be chosen which reflect the superheroes' abilities, and should be a challenge for the hero to overcome. They provide hero points for balancing excessive superpowers. Record disadvantages in the power disadvantages/handicaps section of the character sheet, along with the amount of hero points gained. Specific handicaps are described in Chapter 3 of the Superpowers Book.

EXAMPLE: Stormbolt's Handicaps
Stormbolt's lightning origin adversely affected his fine vision and hearing. He has Skill Loss of 20% in his Spot Hidden, going from 25% to 5%, and 30% in his Listen, going from 45% to 15%. Gaining 1 hero point for each 5% reduction, he gains 4 and 6 hero points respectively for a total of 10 hero points for this handicap.

Stormbolt has Vulnerability to water. If immersed in water or if caught in the rain, he loses 4D6 energy points per round. This gains him 5 points per 1D6 energy point loss, or 20 hero points.

Stormbolt has a Psychological Problem of Recklessness. He was, after all, in a position to be hit by lightning atop the Transamerica Pyramid. This gains 5 hero points.

Stormbolt accumulates 35 hero points from his handicaps. He still needs 27 hero points which must be made up with power disadvantages.

POWER DISADVANTAGES

Superpowers often do not have all the features associated with them. Superman's® invulnerability does not work against magic, for instance. Like handicaps, they serve to discommode superheroes at inopportune times.

Power disadvantages provide hero points with which to pay for superpower expenditures in excess of his hero points. Hero points gained from power disadvantages are based on the original hero points expended for the superpower. Points gained from disadvantages never may be greater than or equal to the original hero points expended for the power.

Disadvantages are recorded in the power disadvantages/handicaps section of the character sheet. For reference, disadvantages also should be noted with the corresponding superpowers. Disadvantages are fully described in Chapter 3 of the Superpowers Book.

EXAMPLE: Stormbolt's Power Disadvantages

Stormbolt has Conditional Use of his lightning Energy Projection: he cannot use it underwater. The gamemaster feels this restriction is not worth more than 5 hero points (1/6 the points expended for the power) as Stormbolt is unlikely to be in that situation.

Using lightning is tricky. There is a 10% Failure Chance for Stormbolt's lightning Energy Projection. One hero point per 5% means he gains 2 hero points for this disadvantage.

Stormbolt's Force Field and his Armor also depend on his wearing his costume, a Vulnerable Item. Since he will usually be in costume, the gamemaster allows 1/6 of the powers, a total of 5 points, for this disadvantage.

Stormbolt has gained a total of 12 hero points from his disadvantages. He still has 5 points to make up.

Stormbolt's player could assume that the hero's Armor does not cover his entire body (a Failure Chance) or that his Force Field has a burnout chance, but decides that he'd rather eliminate part of a power than risk the hero's death because his protection did not work.

GIVING UP POWERS

Sometimes there is no way to have all the powers that a superhero may want. The player must give up some powers to make up the missing hero points.

EXAMPLE: Stormbolt Loses his Ability to Fly Faster than Normal

Stormbolt cannot supply enough hero points to fly faster than normal. His Flight superpower cost is reduced from 12 to 6 points. He now has 1 hero point to use or to save for later use.

OTHER FACTORS

The rest of the factors that describe superheroes are derived from characteristics after points from Super Characteristics have been added. For secret identities that do not have these additional points, these factors should be computed based on the original rolled characteristics. For the character sheets, however, use the final total characteristics for computing these factors as they will usually be the ones in effect during play. For those that need to use original rolled characteristics, the factors are easily computed mentally.

CHARACTERISTIC ROLLS

These rolls are based on any characteristic. They are used when a particular situation requires the use of a specific

POWER DISADVANTAGES/HANDICAPS .... Bonus

(H) -20% SPOT HIDDEN, -30% LISTEN ... 10.

(H) -40% E/MR IN WATER ... 20.

(H) RECKLESS ... 5.

(D) LIGHTNING WILL NOT WORK UNDERWATER 3.

(D) " RESISTANCE " " 2.

(D) 10% CHANCE LIGHTNING WONT WORK 2.

(D) ARMOR VUL. ITEM — COSTUME (1/6) 3.

(D) " " " (1/6) 2.

(D) F.F. " "

Bonus Total 4

56

IMPORTANT CHARACTERISTICS ROLLS

Idea roll. It is hard to play a smart hero if the player is not, and almost as hard to play a dumb hero if the player is not. For that reason, there is the idea roll. It is determined by multiplying INT by 5, and expressing the product as a percentage. The hero has that chance of thinking up the same idea as the player. Or the gamemaster can roll it to see if a hero thinks of something the player may overlook simply because the hero would have a better feel for the situation than the player.

Luck roll. The luck roll is derived by multiplying POW by 5, and expressing the product as a percentage. Luck is a major factor in the careers of most comic book superheroes. Luck rolls should be used whenever opportunity beckons.

Agility roll. This is used in determining the success of the many physical activities which require dexterity. It is used to determine whether heroes survive avalanches, catch the edge of pits while falling, grab companions from racing horses, etc. Determine it by multiplying DEX by 5, expressed as a percentage.

characteristic to be successful. The characteristic is usually multiplied by a certain factor to determine success chance. However, no roll has a greater than 95% chance of success.

Three of these characteristic rolls occur frequently enough to warrant special names and a place on the character sheet. They are described in the corresponding box. Their percentage chances should be noted on the characteristic rolls section of the character sheet.

EXAMPLE: Stormbolt's Characteristic Rolls

Stormbolt's idea roll is 70% (24x5), his luck roll is 80% (16x5), and his agility roll is 95% (the maximum which is allowed).

ENERGY

Most superpowers require energy to activate. Superheroes have intrinsic energy from their health and psychic forces, represented by their CON and POW. Add the superheroes' CON and POW to determine their personal energy. Enter the hero's total personal supply in the energy section of the character sheet. When energy is used, write the reduced total in the next space to the right and mark off the old energy total entry.

Further energy is available from the superpower Energy Supply.

EXAMPLE: Stormbolt's Energy

Stormbolt has personal energy of 34 points (18+16). He also has 160 points from Energy Supply, which gives him a total of 194 energy points available for superpower use.

HIT POINTS

Hit points measure the amount of damage superheroes can take before sustaining serious injury that requires major medical care. Heroes lose hit points when they are hit with damage in excess of any protection they might have. How to lose and regain hit points is explained in detail in the Mechanics chapter.

The ability to absorb damage and continue functioning both depends on CON, which measures general health and the ability to take shock and physical trauma, and on SIZ, which measures the volume with which bodies can cushion blows.

Determine hit points by averaging CON and SIZ. Note hit points on the damage section of the character sheet.

EXAMPLE: Stormbolt's Hit Points

Stormbolt has 15 hit points (average of 18 and 12). His superpower Extra Hit Points adds 12 to this for a total of 27 hit points.

DAMAGE BONUS

Superheroes with high STR and massive SIZ can do more damage than those with average or lower characteristics. Damage bonus is determined by adding STR and SIZ, and referring to the Damage Bonus Table. The bonus is noted in the combat skills section of the character sheets.

Damage bonus requires expenditure of energy points as listed in the Damage Bonus Table. Damage Bonus need not be used during combat if energy points are in short supply and need to be conserved.

Damage bonus is added to Fist, Kick, and Grapple attacks, and attacks with hand-to-hand weapons.

DAMAGE BONUS TABLE

STR+SIZ	Damage Bonus	Energy Point Cost
01-06	-1D6	0
07-24	0	0
25-34	+1D6	+3
35-44	+2D6	+6
45-54	+3D6	+9
etc.	etc.	etc.

EXAMPLE: Stormbolt's Damage Bonus

Stormbolt has +2D6 damage bonus that requires +6 energy points whenever it is used.

ACTION RANKS

Superheroes with higher DEX can do more during a game than those with lower DEX. On the action ranks section of the character sheet, enter the DEX on the first blank line. In the subsequent spaces, enter the previous score less 10 until it is 10 or less. These are the action ranks.

During the game, the superhero with the highest action rank goes first. Then the ranks are counted down one at a time. When the count-down reaches a hero's action rank, he may perform an action. A hero may perform an action everytime the count-down reaches one of his action ranks.

ACTION RANKS 25. 15. 5. ... PRO1
... Kine

EXAMPLE: Stormbolt's Action Ranks
Stormbolt has a DEX of 25. His action ranks are 25, 15, and 5.

MOVEMENT RATES

Superheroes can move in a variety of ways. They can fly, burrow, and swing from place to place as well as walk, run, climb, leap, and swim normally.

Movement rates should be converted into meters per action rank. Divide movement rates by the number of action ranks a hero has in a melee round and note them in the movement section of the character sheets. Normal movement rates are listed in the corresponding box.

MOVEMENT RATES

Movement	Rate in meters
Walk	12 per melee round
Run	24 per melee round
Climb	3 per melee round
Leap	2 per action rank
Swim	10 per melee round

EXAMPLE: Stormbolt's Movement Rates
Stormbolt has three action ranks per melee round. His movement rates are, in meters per action rank: walk 4, run 8, climb 1, leap 2, and swim 3. He also flies at 120 meters per melee round when in combat maneuver and 600 meters in a straight line. This means action rank flight speeds of 40 and 200 meters respectively.

Characteristic Rolls	MOVEMENT RATES Base/MR	Total	AR	E. Use
· · · ·	Walk (12m)	12	4	—
· · · ·	Run (24m)	24	8	—
· · · ·	Climb (3m)			
Idea 70	Leap			
Luck 80	Swim (10m)			
Agility 95	FLT ...	600	120	6/MR

EQUIPMENT

An integral part of superhero identities is their equipment. Boomerangs, webshooters, flying surf boards, amulets of power, etc., form part of the overall image of the hero. All equipment should be noted in the equipment section of the character sheet.

Guidelines for special equipment heroes may have are detailed in the corresponding box.

EQUIPMENT GUIDELINES

Most equipment requires expenditure of hero points, but some does not.

Commonplace items. Standard items available at any variety store with no real damage potential require no hero point expenditure. They include rope, flashlight, cigarette lighter, etc.

Vehicles. Standard consumer vehicles that do not add to the heroes' combat gear also require no hero point expenditure. If the vehicle has powers similar to Energy Projection, Force Field, Flight, etc., then those powers require hero point expenditure just as with superpowers.

Superpowered gadgets. Superhero powers do not necessarily come from the hero himself. They often come from a suit of armor, a utility belt, etc. Any equipment, such as infrared goggles or flame-throwers, which duplicate superpowers, require normal expenditure of hero points.

OTHER CHARACTER SHEET SECTIONS

The rest of the character sheet is for factors involved with various superpowers. They should be used to note factors which will be useful during play.

Other Methods for Creating Superheroes

The procedure outlined above is only one of the ways a superhero can be designed. It is basically a step-by-step method which keeps track of hero points systematically.

Experienced players are encouraged to conceptualize superheroes ahead of time, and design superpowers one at a time, choosing appropriate power advantages and disadvantages at the same time, rather than in separate discrete steps. This allows superhero design from concept rather than from haphazard allocation of hero points for superpowers, advantages, etc. The hero points concept then becomes a simple device for limiting a hero's superpowers.

Experience

Part of the enjoyment of role-playing is watching and participating in the advancement of a character, from his beginnings as an uncertain novice to his powerful maturity as a full-fledged, regularly-appearing, card-carrying member of a superhero group, with national press coverage and the

chance to make credit card commercials. Heroes grow and change, get more powerful, and improve with time. Players can get great satisfaction from regular role-playing of successful superheroes.

Success in *Superworld* is measured in several ways. Superheroes can be said to be successful in their superhero universe if they become very important in national and international circles, even to the point of having saved the world itself, appearing on the Johnny Carson Show, named *Time Magazine's* Man of the Year, etc. Just how successful players are with their heroes, however, depends on the campaign goals of the gamemasters and the goals of the players themselves.

The following three sections describe procedures for rewarding experienced superheroes by raising their characteristics and skill levels and gaining them hero points.

RAISING CHARACTERISTICS

Everytime a superhero makes a critical roll (see Crucial Rolls section in Mechanics chapter) in the game while making a characteristic roll or a resistance roll, a check mark should be made next to that characteristic on the character sheet. These checked characteristics, whether successful once or more times, have one chance to be increased at the end of the scenario.

Only SIZ does not increase in this manner. SIZ may be increased by further expenditure of hero points for Super SIZ (see Superpowers chapter in the Superpowers Book).

To determine whether a checked characteristic is to be raised, multiply the original rolled characteristic by 5 and attempt to roll higher than that number on D100. A roll of 96 to 00 is always considered successful. If the roll is successful, the original rolled characteristic is increased by 1D3. Such a successful result correspondingly raises both the total available hero points and the final score of the characteristic after Super Characteristics are added, and should be so noted on the character sheet.

EXAMPLE: Stormbolt Raises His STR

Stormbolt makes a critical roll while attempting to lift a boulder. At the end of the scenario, his STR of 15 requires a roll of 76+ on D100 to increase. He rolls an 88 —success! He rolls a 1 on 1D3, giving him a new STR of 16 as his originally rolled score, and 29 after Super Characteristics are added. He also has 1 more hero point to expend.

RAISING SKILL LEVELS

Whenever superheroes successfully use a skill during play, that skill should be marked with a check on the character sheet. These skills successfully used, whether once or many times, have one chance for advancement to a higher skill level at the end of the scenario.

Successfully accomplishing a skill one is good at is simple, but it is difficult to advance any further in it as there is simply not much room for improvement. Successfully accomplishing a skill one is poor at is difficult, but there is a lot of room for improvement. For each skill successfully used, roll D100. If the result is equal or less than the present skill chance, the hero did not learn from the experience and fails to raise his skill level. If the die roll is higher than the present skill level, he did learn something and adds 1D6 percentage points to that skill.

Note that characteristic rolls and superpowers that come with a specific percentage chance, such as Defense or Dangersense, do not increase in this way.

EXAMPLE: Stormbolt Successfully Accomplishes Three Skills

Stormbolt successfully used three skills in his last adventure: Climb, lightning Energy Projection, and Acrobatics. His current abilities are 85%, 50%, and 40%, respectively. For Climb, the roll is 27, and the skill does not increase. For the projection, the roll is 53, a successful increase. Rolling 1D6, the skill increases 4% to 54%. For Acrobatics, the roll is 49, another success. The 1D6 roll gives only a 1% raise to 41%.

GAINING HERO POINTS

Superheroes have a chance to gain additional hero points at the end of every scenario. Total all the hero points available to the hero—from characteristics, power disadvantages, handicaps, and previous points gained in this manner—and divide by two. Rolling greater than this number on D100 means the superhero gains 1D3 hero points. If the number is greater than 96, a roll of 96 to 00 still gains hero points.

EXAMPLE: Stormbolt Gains Additional Hero Points

Stormbolt has 158 hero points (157 plus 1 for increased STR). At the end of a scenario, he needs to roll better than 79 for additional hero points—he rolls an 89. He rolls a 3 on 1D3 for 3 more hero points.

Additional Hero Points

Additional hero points gained from experience may be used to gain additional powers or advantages, or used to eliminate existing power disadvantages or handicaps. Hero points may be accumulated over several scenarios and need not be expended immediately.

EXAMPLE: Stormbolt Mellows

Stormbolt now has 5 hero points to expend (1 was left over from when he was originally designed). Stormbolt decides he has learned some settling influences from his adventures and decides to remove his Psychosocial Problem of recklessness.

Game Mechanics

This chapter details the game mechanics necessary to simulate the actions of comic book superheroes and supervillains.

Time

There are two types of time: real time and game time. Real time is time in the real world, the clock ticks off the seconds, minutes, and hours, and there is not much we can do about it. Game time, however, represents time that we can control to pace the action. Game time can run slower than real time if there are many actions to be resolved during the game. Game time can run faster if events occur at a slower pace. The following sections detail the mechanics of game time in *Superworld*.

DAYS & WEEKS

In *Superworld*, passage of days and weeks usually occurs in between the times when one scenario ends and another begins—durations when superheroes return to their normal lives and await their next adventure. Superheroes usually spend these times training and studying, working in their secret I.D. jobs, and visiting friends and relatives—trying to live normal lives. It also occurs within scenarios when heroes are traveling or are waiting for the next event to occur.

TURNS

A turn in *Superworld* represents five minutes of time. It is used in situations where events are occuring much slower than those in fast action sequences which require the use of 12-second melee rounds.

MELEE ROUNDS

Melee rounds represent approximately 12 seconds of time. They are used during combat and in other tense situations when seconds count. A melee round is enough time to make a quick decision and to act upon it. Superheroes and supervillians are generally quick enough to perform at least two actions during a melee round of play. Some actions require a full melee round to perform, no matter how fast the hero is.

Melee rounds are divided up into as many action ranks as the highest action rank of a superhero or supervillain making an action that melee round. The one with the highest rank performs his action first. The ranks are then counted down. When it reaches a hero's action rank, he makes his action. Repeat this process until the round is finished.

ACTION TIMES

Many actions occur in a round of play. Some take longer than others. The following describes the different mechanical game times superhero actions require.

MELEE ROUND ACTIONS

These activities require a full melee round to perform. These actions are begun in an action rank of one round and end just before the same action rank of the next round.

FULL ACTIONS

These actions require an entire action rank and may not be combined with a quartermove.

SEMI-ACTIONS

These activities effectively require 3/4 of an action rank and may be combined with a quartermove.

QUARTERMOVES

These activities only require part of an action rank and may be combined with a semi-action or another quartermove.

INSTANTANEOUS

These activities take no time to perform and may be combined with any other action.

Delaying Tactics

Actions may be delayed indefinitely. They may be delayed to be used at any point before the countdown reaches the next action rank of the delayer, or even longer. A hero may want to be sure of acting before anyone moves next melee round, or wait and be ready to react to anything opponents may throw at him.

MUTUAL DELAY

If two opponents both decide to delay their actions, the one who has delayed the longest will perform his action first. If they have both delayed the same amount of action ranks, the one with the higher DEX will act first. If the characteristics are equal, their players roll 1D6 and the higher player has his character perform first. If the same performed simultaneously.

OPPORTUNITY FIRE

A hero may prepare an attack and be ready to use it at an opportune moment. The attack is simply delayed until the target presents itself. If the hero is prepared to attack a target that may appear from any direction, he has a -20% chance of hitting it, provided he detects it in time.

Performing Actions

In *Superworld*, superheroes can attempt anything. Many actions, like talking or walking, are automatically success-

It took this superhero a full action rank to turn on his Astral Body superpower.

ful; some, however, are less practiced or more difficult, and have only a percentage chance of success.

AUTOMATIC

This term describes actions that are always successfully performed under normal conditions. There is no need to roll any dice for these since they are assumed to be at the 100% level. These actions include walking, running, talking, breathing, seeing, and hearing. Most superpowers also work automatically unless they have the Failure Chance disadvantage.

CHANCE

Actions performed under stress, or requiring concentration or special knowledge, have only a percentage chance of success. In *Superworld* they are represented by any skill or ability that has a percentage chance of succeeding.

When performing one of these actions, the hero's player rolls D100. If the number rolled is less than or equal to the percentile chance of the skill, the action is successful. These percentages are occasionally modified, depending on the circumstances. Actions performed under stress always have at least a 5% chance of failure (a roll of 96-00).

RESISTANCE

When performing an action which requires the use of a hero's characteristic against a certain factor, such as using one's STR to lift a boulder of a certain SIZ, there is a percentage chance of success determined by the difference in those factors. The exact percentage may be determined by consulting the Resistance Table. Mathematically, it is computed as 50% + ((hero's characteristic factor minus the resisting factor) x 5), always expressed as a percentage. It is assumed that if the two factors are equal, there is a 50% chance for success.

ACTION TIME TABLE

MELEE ROUND

Climb

First Aid

Recover hit point damage

Lose Absorbed point of damage

Recover reduced hero point

Regenerate

Wait until next chance to break free of Mental/ Emotion Control

FULL ACTION

Astral Body

Leap

Observation

Retrocognition

Spot Hidden

Spot Weakness

Straight Flight

SEMI-ACTION

Combat Flight

Energy Projection

Melee attack

Move

Pick up large, unwilling object

Set for Aura attack

Set for boost

Set for increased chance of hitting

Swing

Use Recharge

QUARTERMOVE

Acrobatics

Alter SIZ

Animate

Break free of Mental/ Emotional Control

Break free of Snare

Change/Reload weapon

Combat Flight

Dodge

Fall prone

Force Field

Get up

Mimic

Open door, curtain, etc.

Pick up large, willing object

Quartermove

Recover from stun

Telekinesis of an inanimate object

INSTANTANEOUS

Adaptability

Defense

Draw device

Drop weapon

Knockback

Land/take off

Mindblock

Parry

Pick up small object

Speak

Supersense

RESISTANCE TABLE

Take the active person's or object's factor and find it on the upper, horizontal entry. Then find the passive person's or object's factor on the left-hand, vertical line. Cross-index them. The result is the maximum number which a player can roll and still have his character succeed with a task.

	Active																				
Passive	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
01	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95	99
02	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95
03	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95
04	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95
05	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95
06	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95
07	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95
08	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95
09	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95
10	05	10	15	20	25	30	35	50	45	50	55	60	65	70	75	80	85	90	95	95	95
11	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95
12	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
13	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
14	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
15	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
16	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
17	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70
18	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65
19	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60
20	05	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55
21	01	05	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50

For success, roll equal to or less than the indicated number.

Multiple Actions

Heroes may perform more than one action per action rank if the actions are different. For every extra action taken that action rank, the actions' percentage chances are reduced by 20%. These include quartermoves and automatic actions. An action which ordinarily has no need for a chance of success is considered to be a 100% skill and reductions of 20% are taken from that.

Crucial Rolls

Crucial rolls represent extraordinary successes or extraordinary failures. Some skills have special rules covering results of crucial rolls but it is usually up to the gamemaster to come up with an idea.

CRITICAL ROLL

If the number rolled is 1/20th of the number required while performing a skill or resisting an action, or less, it is considered a critical roll. It represents success over and beyond what was expected. If a hero is trying to imitate a gymnast in Olympic competition and rolls a critical when performing Acrobatics, he may have won the gold medal.

SPECIAL ROLL

If the number rolled is one-fifth or less of the number required, but still not a critical result, the roll is considered a special roll, representing above-average performance.

CRUCIAL ROLLS TABLE

% Chance	Critical	Special	Fumble
01-05	01	01	96-00
06-10	01	02	96-00
11-15	01	02-03	97-00
16-20	01	02-04	97-00
21-25	01	02-05	97-00
26-30	01	02-06	97-00
31-35	01-02	03-07	98-00
36-40	01-02	03-08	98-00
41-45	01-02	03-09	98-00
46-50	01-03	04-10	98-00
51-55	01-03	04-11	99-00
56-60	01-03	04-12	99-00
61-65	01-03	04-13	99-00
66-70	01-04	05-14	99-00
71-75	01-04	05-15	00
76-80	01-04	05-16	00
81-85	01-04	05-17	00
86-90	01-05	06-18	00
91-95	01-05	06-19	00
96-00	01-05	06-20	00

FUMBLE

A fumble represents special failure. Any roll greater than 100 minus 1/20th of the chance to miss (see Crucial Rolls Table if you're confused) is a fumble. Fumbling a Knowledge roll means misinformation and possible ramifications.

Boosting

Superheroes have the ability to expend extra energy to increase the effects of superpowers. In *Superworld*, this is called boosting. It simulates, among other things, the rush of adrenalin that pushes a person beyond the bounds of normal ability. A single power can be boosted only once per use of the power.

Powers with no normal energy cost cannot boost unless they come with the Extra Energy Drain disadvantage.

The various superpower boosting effects follow.

Offensive powers. Boosting raises the number of levels of offensive superpowers by 50%. They require one action rank of preparation, a rank when boosting is announced and no other activity except quartermoves are made.

Defensive powers. Boosting raises the number of levels of defensive superpowers by 50%. Except for quartermoves, boosting defensive powers aborts the user's next action rank. Boosting must be announced before any attack rolls.

Movement powers. Boosting doubles the number of levels of movement powers.

Other powers. Boosting raises the number of levels of other powers by 50%.

ENERGY COST

Boosting triples the energy point cost of the extra levels of the power. Ignore effects of Reduced Energy Cost advantage when making this calculation.

BURNOUT

When boosting, there is a possibility of the power burning out. The percent chance is equal to the hero point cost of the levels of power boosted. It is rolled for immediately after the power is boosted. Burnout means the power is useless for a number of melee rounds also equal to the hero point cost of the levels of power boosted.

OPTION: Boosting without enough energy

If there is enough energy for the normal use of a power but not enough for boosting, the hero may opt to boost anyway and accept a stun attack equal to 1D6 for every 3 points, or less, of energy lacking. Defensive powers have no effect on this attack.

Boosting is often used with physical attacks

Lifting and Throwing

Superheroes are always lifting heavy things and occasionally throwing them. Especially heavy items have only a percentage chance of being lifted, however. This percentage is the lifter's STR vs. the item's SIZ in resistance. An item may be lifted and thrown in the same action rank.

ENERGY COST

For every 3 STR points used, 1 energy point is expended, whether the lifting is successful or not. Energy points are not expended for throwing, only the normal cost for the lifting attempt.

DAMAGE RESULTING FROM THROWING

Damage bonus is added to damage resulting from thrown objects, but in this case, damage bonus is figured using the thrower's STR and the object's SIZ. Energy points are not expended for throwing, only the normal cost for lifting the object.

BOOSTING STR

Boosting STR requires one action rank of preparation where no actions except quartermoves are made. Boosting raises STR by 50%. Boosting expends one energy point for every STR point used. Burnout chance, and duration in melee rounds, is equal to one-third of the extra STR points boosting.

Damage

Possibility of physical injury is a way of life, especially for superheroes. In *Superworld*, damage points are subtracted from hit points.

SOURCES OF DAMAGE

Asphyxiation. A hero who cannot breathe begins to suffocate. A hero can hold his breath for 5 melee rounds (one minute), but beginning on the sixth melee round he has a chance to begin suffering damage from his plight. The corresponding table indicates the percentage chance that a superhero has of not starting to lose hit points. This percentage chance decreases with consecutive melee rounds of asphyxiation. On the round the hero fails the roll, and every following round the hero remains asphyxiated, 1D8 hit points are subtracted. Hit points are subtracted until the hero is able to breathe again, or is dead.

CHANCE OF SURVIVING ASPHYXIATION

Melee rounds following the fifth consecutive round of no air.

Melee round	Chance
1	CONx10%
2	CONx9%
3	CONx8%
4	CONx7%
5	CONx6%
6	CONx5%
7	CONx4%
8	CONx3%
9	CONx2%
10+	CONx1%

Combat. In *Superworld*, heroes usually take damage during combat. For rules covering damage during combat, see the Combat chapter.

Electricity. Heroes who come in contact with high voltage take electrical damage. Standard household currents will do 2D6 damage. Industrial electrical lines will do between 3D6 and 6D6. A lightning bolt will do between 12D6 and 20D6, and may have side-effects (as with Stormbolt). Protection from electrical damage will subtract from this damage.

Falling. Impact from falling will cause kinetic damage. Heroes take 1D6 damage for every 3 meters fallen. Maximum damage is 20D6. Protection from kinetic damage will subtract from this damage. Objects fall up to 600 meters per melee round.

Fire. An object caught in a fire will take 1D6 damage per

melee round it is in the fire. The lowest of either kinetic or radiation protection will protect against this. An attack with a torch will do only 1D6 kinetic damage unless the target's player fails a luck roll (meaning that the target's hair or clothing have caught fire). The target will then take the same damage as he would if standing in a fire, unless his player makes a luck roll of POWx4 as a percentage to try to put out the fire, attempting no other action that round.

Modern industrial processes and inventions like napalm can cause high-intensity superfires. This sort of fire will do between 1D6 to 5D6 damage per melee round.

Impacting. Hurtling objects do kinetic damage. In *Superworld*, impacting may be caused by a speeding automobile, a falling safe, or a superhero making a smash attack (see Combat chapter).

Speeding objects cause kinetic damage as indicated in the Impact Damage Table. For falling objects assume they are traveling at 600 meters per melee round.

SPECIAL DAMAGE

Besides loss of hit points, there are other forms of damage which heroes may take. Recovery of hit points and recovery from the effects of the following special damages are described in the Recovery section.

Stun. Whenever a hero takes more than half his current hit points in damage, there is a chance he will be stunned. At that time, he must make a roll of his current hit points x5% or be stunned. A stunned hero may do nothing but crawl until he recovers from stun or regains hit points to at least half his original total.

Sleep. This is the result of a successful attack from Gas Projection or Poison. The hero is unconscious but is unharmed.

Unconsciousness. Unconsciousness also occurs when a hero is reduced to less than zero hit points. Negative hit points must be recovered before the hero can function.

Permanent damage. A hero incurs permanent damage whenever he takes more damage than he has hit points available. Permanent damage points accumulate from scenario to scenario unless recovered. Hit points may not be recovered to more than the original hit points less current permanent damage points. More permanent damage points than CON points means danger of death and no normal recovery of hit points.

RECOVERY

Recovery from all types of damage is simultaneous.

Hit points. Hit points have an automatic CONx5% chance of recovery in a round the hero expends no energy and makes no actions. This recovery will happen even when the hero is unconscious. Normal recovery is at the rate of 1 point per melee round; however, a special roll will re-

IMPACT DAMAGE TABLE

							Meters per melee round										
SIZ	30	60	90	120	150	180	240	300	360	480	600	720	840	960	1080	1200	1320
-5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
-4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	1D6	1D6
-3	—	—	—	—	—	—	—	—	—	—	—	—	—	1D6	1D6	1D6	1D6
-2	—	—	—	—	—	—	—	1D6	1D6	1D6	1D6	1D6	1D6	1D6	1D6	1D6	1D6
0	—	—	—	—	—	—	—	1D6	1D6	1D6	1D6	1D6	1D6	2D6	2D6	2D6	2D6
5	—	1D6	1D6	1D6	1D6	2D6	2D6	3D6	3D6	4D6	5D6	6D6	7D6	8D6	9D6	10D6	11D6
10	1D6	1D6	2D6	2D6	3D6	3D6	4D6	5D6	6D6	8D6	10D6	12D6	14D6	16D6	18D6	20D6	20D6
15	1D6	2D6	2D6	3D6	4D6	5D6	6D6	8D6	9D6	12D6	15D6	18D6	20D6	20D6	20D6	20D6	20D6
20	1D6	2D6	3D6	4D6	5D6	6D6	8D6	10D6	12D6	16D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
25	1D6	3D6	4D6	5D6	6D6	8D6	10D6	13D6	15D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
30	2D6	3D6	5D6	6D6	8D6	9D6	12D6	15D6	18D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
35	2D6	4D6	5D6	7D6	9D6	11D6	14D6	18D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
40	2D6	4D6	6D6	8D6	10D6	12D6	16D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
45	2D6	5D6	7D6	9D6	11D6	14D6	18D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
50	3D6	5D6	8D6	10D6	13D6	15D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
55	3D6	6D6	8D6	11D6	14D6	17D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
60	3D6	6D6	9D6	12D6	15D6	18D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
65	3D6	7D6	10D6	13D6	16D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
70	4D6	7D6	11D6	14D6	18D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
75	4D6	8D6	11D6	15D6	19D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
80	4D6	8D6	12D6	16D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
85	4D6	9D6	13D6	17D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
90	5D6	9D6	14D6	18D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
95	5D6	10D6	14D6	19D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
100	5D6	10D6	15D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
110	6D6	11D6	17D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
120	6D6	12D6	18D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6

cover 1D3 points, and a critical roll will recover 2D3 points. This recovery is cumulative with the effects of First Aid, Healing, and Regeneration. Recovery from this method will not raise hit points higher than original hit points less permanent damage.

Stun. A stunned hero is not necessarily unconscious, but he is essentially helpless, trying to clear the cobwebs out of his mind.

A stunned hero has a chance to recover immediately in the next action rank. This chance is indicated in the Stun Recovery Chance table.

STUN RECOVERY CHANCE TABLE

Action rank refers to the rank following the stun.

Action rank	Chance
1	CON x 1%
2	CON x 2%
3	CON x 3%
4	CON x 2%
5+	CON x 1%

If the hero does not recover by round 3, he is in a deep state of stun and the recovery chance drops to simulate the difficulty of recovery from such a state.

A hero also recovers from stun by regaining hit points to at least half his original.

Recovery from stun is considered a quartermove and the hero may still make a semi-action in the same action rank.

Sleep. A hero forcibly put to sleep cannot be awakened through normal methods such as shaking, slapping, and cold water. He will sleep soundly for a period equal to the potency of the attack less the CON of the hero. This period is either in melee rounds, if in a noisy environment such as city streets or middle of superhero combat, or in hours if in a quiet environment with nothing to wake a person from normal sleep. The minimum sleep period is either one melee round or an hour, depending on the circumstances. After the minimum sleep period, recovery from sleep is the same as recovery from stun.

Unconsciousness. A hero recovers from unconsciousness when his hit point total returns to a positive amount. Recovery from unconsciousness puts the hero into a stunned state which must be recovered from normally.

Permanent damage. Permanent damage can be cured by First Aid, Regeneration, or Healing. Otherwise, it is recovered through constant medical care, whether in a hospital, home, or through use of hi-tech devices. A hero with permanent damage not cured through superpowers has a CONx1 percentage chance per day of recovering 1 point.

To receive this recovery, the hero must spend the entire day in cure, and not do anything else.

DEATH

A hero receiving more permanent damage than he has CON points is considered dead unless he is rushed to a hospital, or other major medical facility, within the hour and successfully makes his luck roll. This luck roll is reduced by 1 percentile for every permanent damage point in excess of the hero's CON.

Breaking Things

In superhero combat, many objects are broken. Breaking objects requires overcoming the resistance of the material

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RESISTANCE OF COMMON MATERIALS

Material	Resistance
Glass	2
Safety glass	4
Soft wood	5
Hard plastic	6
Aluminum	7
Hard wood	8
Rubber	8
Soft plastic	8
Brick	9
Lead	10
Concrete	10
Reinforced concrete	13
Steel	15
Armor plate	17
Supermetal	25-50

Superhero teams

23

SIZ TABLE

The following table gives a weight equivalent for the SIZ of objects given in these rules. The weights are in both English measurements and metric measurements. When possible, a sample object of the weight given is provided for comparison, to give players an idea of what characters can lift. There is a not-quite-geometric progression of weight as SIZ gets larger. Thus, while a SIZ 13 object is 40 pounds heavier than a SIZ 10 object, a SIZ 33 object is 220 pounds heavier than a SIZ 30 object.

For reasons of space, a weight cannot be given to every possible SIZ point. If the SIZ needed falls between two givens, prorate from the lowest to the highest. If there is a difference of 200 pounds between two SIZ points which are 3 points apart, then each point between will be 70 pounds heavier than the one before.

The formula used to calculate weights according to SIZ for anything over SIZ 20 is complex, but for those with access to calculators or home computers, it is 2 to the SIZ/8th power times 25.

The main thing to watch with this table is the doubling effect of additional SIZ and the fact that two objects SIZ 24 do not add up to a SIZ 48. When attempting to life two objects with STR or Telekinesis, do not simply add the SIZ together to find the total SIZ. Convert both SIZ to true weight, add the true weights together, then find the appropriate new entry on the SIZ Table.

SIZ	English wt	Metric wt	Sample	SIZ	English wt	Metric wt	Sample
-5	.0004 oz	10 mg		26	521 lbs	237 lg	
-4	.004 oz	100 mg		28	620 lbs	282 kg	Pony
-3	.04 oz	1 gram		30	739 lbs	336 kg	
-2	.4 oz	10 grams	Goliath beetle	33	959 lbs	436 kg	Horse
0	1 lb	500 grams		36	1243 lbs	565 kg	Large horse
1	2 lbs	1 kg	Kitten	39	1612 lbs	733 kg	Small car
3	9 lbs	4 kg	Average cat	42	2092 lbs	951 kg	10-meter brick wall
5	25 lbs	10 kg	Average dog	45	2712 lbs	1233 kg	Helicopter
7	49 lbs	20 kg	Young child	50	2 tons	2 tonnes	Medium car
9	85 lbs	39 kg		55	3 tons	3 tonnes	Cow elephant
10	129 lbs	59 kg	Average female	60	5 tons	4.5 tonnes	Twin axle truck
11	140 lbs	64 kg		65	7.5 tons	7 tonnes	Small farm tractor
12	154 lbs	70 kg		70	11.5 tons	10.5 tonnes	APC
13	169 lbs	77 kg	Average male	75	18 tons	16.5 tonnes	Construction equip
14	184 lbs	84 kg		80	28 tons	25.5 tonnes	Light tank
15	200 lbs	91 kg		85	43 tons	39 tonnes	Medium tank
16	220 lbs	100 kg		90	66 tons	60 tonnes	Heavy tank
17	239 lbs	109 kg		95	103 tons	93 tonnes	Jet airliner
18	259 lbs	118 kg		100	159 tons	144 tonnes	C-141 jet cargo
19	283 lbs	129 kg		105	245 tons	223 tonnes	B-52H bomber
20	310 lbs	141 kg		110	378 tons	334 tonnes	Jumbo jet liner
22	369 lbs	168 kg	Very large man	120	901 tons	819 tonnes	
24	440 lbs	200 kg					

before damage points are inflicted. If damage points overcome the resistance of the material, half the damage points are subtracted from the hit points of the object which is equal to its SIZ. As with any Resistance Table situation, if the damage is more than 20 larger than the resistance, the hit points will take the full rolled damage.

SIZ OF COMMON OBJECTS

Object	Full	Segment	Object	Full	Segment
Glass window	3	3	Jet fighter (F-15 Eagle)	80	18
Door	4-8	4-8	Medium tank	80	30
Chair	4-9	4-9	Heavy tank	90	35
Work table	4-12	4-12	Medium locomotive	100	20
Manhole cover	5	5	Jet cargo plane (loaded)	100	15
Fire hydrant	5	5	Jet bomber (B-52)	105	15
Potted plant	5	5	Jet airliner	110	15
Glass door	8	8			
Desks	10-20	10-20			
Lamp post	30	10			
Home interior wall	25-35	8			
Home exterior wall	25-45	12			
Brick wall	30-50	20			
Concrete wall	30-50	20			
Concrete and steel wall	35-55	25			
Small plane	40	10			
Automobile	50	12			
Vault door	60	20			
Medium truck	60	12			
Steel girder	65	30			

Full: The total SIZ when lifting the object. Based on the total weight of the object.

Segment. A man-sized portion of the object. It is used to determine the hit points of the object when attempting to smash through a segment while leaving the rest of the object intact. For most objects door-size or smaller, it is the same as full SIZ. If damage done does not destroy the entire segment SIZ of an object, it can still mean that a fist-sized hole has been punched through. The SIZ given is the amount to be destroyed for a man-sized object to pass through.

Combat

Superhero combat is much more flamboyant than combat in the real world. In *Superworld,* foes grapple hand-to-hand, knock each other through brick walls, hurl vehicles at each other, create a swath of destruction through city streets, yet no one is seriously hurt. This chapter simulates the extravagant violence of comic book combat, while letting superheroes survive in an environment which would destroy lesser beings.

Movement

There are three types of movement in an action rank:

Quartermove. A hero normally may move 1/4 of his action rank movement as a quartermove. However, only 1/5 of flight movement can be made as a quartermove.

Normal. A hero may move his full allowance as a full action. A hero may move 3/4 of his allowance as a semi-action. The only offensive action a hero can perform after normal movement is a smash or passing attack.

Straightline. A hero going as fast as he can in a straight line without slowing for anything may quadruple his movement rate. The chance of a smash attack using straightline movement is halved.

FLIGHT

Heroes cannot maneuver as easily in the air, as they can on ground or in water, as there is very little friction, and turning in mid-air is a delicate maneuver. Forward momentum can cause a hero to smash into walls or overshoot his mark if he is not careful.

Elaborate rules are possible for simulating flight maneuvers, but *Superworld* is a game of superheroes, not aerial combat. Therefore, complicated aerial manuevers are resolved with agility rolls. It is up to the gamemaster to determine the difficulty of maneuvers.

Simple maneuvers, like circling after a smash attack to prepare for the next one, are assumed to be automatic, especially if performed in open air. However, maneuvers in enclosed spaces with occasional obstructions require an agility roll of DEX x 5%. A 90 degree turn requires a DEX x 4% roll. A 180 degree turn in a narrow corridor will require a DEX x 1% roll, with an additional Acrobatics roll if in a narrow tube. Rolls should be modified by the levels of power used.

SUPERSPEED

Heroes using Superspeed will, while still on the ground have similar turning and manuevering problems as in Flight. It is up to the gamemaster to determine the possibilities of maneuvers. Factors used to determine agility rolls should be consistent from adventure to adventure.

Attack

There are three types of attacks: hand-to-hand, projection, and resistance.

HAND-TO-HAND

There are several types of hand-to-hand attacks:

Fist and kick. These attacks are usual blows associated with boxing, karate, and barroom brawls. They have simple chances of success to cause kinetic damage based on the basic damage of the blow plus damage bonus.

Grapple. This simulates wrestling, judo, and brawling, all rolled into one. There are three possible actions the successful grappler may take in his next action rank:

Restrain. The grappling hero may attempt to restrain his target by making a resistance roll based on his STR vs. the victim's STR. If unsuccessful, the grappler will still have a hold on the target, but the target will be able to perform any action he wants. If successfully restrained, the victim is helpless, especially from attacks.

Throw. The grappler may throw the victim by making a resistance roll based on his STR vs. the other's SIZ. If

successful, the target travels the difference of the grappler's STR and the victim's SIZ, in meters, in the direction of the thrower's choice. If the SIZ of the victim is greater than or equal to the STR of the grappler, the victim is thrown only a meter away. A thrown target is stunned unless he makes a CON x 5% roll.

Attack. In any subsequent action rank the grappler still has hold of his target, the grappler may attempt another grapple. If successful, the victim is hit with the grappler's damage bonus +1D6 in kinetic damage.

Grappling the grappler. The victim may also attempt to grapple the grappler if the grappler's attempt at restrain and throw are unsuccessful, and he successfully makes a luck roll. The victim is in the position to attempt a grapple attack in the same action rank. If successful, then both combatants are grappled, and each action rank thereafter, both must roll their grapple attacks until one succeeds and one fails. At that action rank, the successful grappler may attempt one of the options above. Alternately, one of the grappled combatants may use his grapple parry instead, and if successful, break away, whether the other's grapple was successful or not.

Defensive grappling. A hero delaying action ranks may grapple a smash attack to cause kinetic damage to the smasher. A successful grapple means the grappler threw the smash attacker. The grapple victim receives damage indicated on the Impact Damage Table based on the speed of the victim and the STR of the grappler (instead of the SIZ of the smasher). The victim is thrown to the feet of the grappler.

PROJECTION

Projections are weapons and superpowers that cause damage from a distance.

Energy Projections. Combat with Energy Projections is described in the respective superpower descriptions.

Weapons. Weapons that shoot arrows or fire bullets are effectively kinetic Energy Projections gained with the Impaling power advantage. Ammunition is simulated with energy cost. Weapons such as swords and axes are assumed

to have the No Range disadvantage. They have the same base chance as Energy Projection, 50%. The many different types of weapons are described in the corresponding box.

CRUCIAL ROLLS IN COMBAT

The Critical Hit. In *Superworld* combat, a Critical roll (see the Mechanics chapter for the needed percentage) does the full maximum damage to its target. Thus, if a blow would normally do 6D6, the damage will be 36 points automatically, without rolling dice.

The Special Hit. In *Superworld* combat the Special does nothing unless the Impaling Advantage (see Superpowers book) has been bought for the attack. If the attack can impale, then the damage which impales is rolled twice the usual number of dice. If the impaling attack is also a critical, then the full maximum damage from the roll is the damage done. Thus, if a 6D6 attack was capable of im-

FUMBLE TABLE

D10 roll	Result
1	Fall Down
2	Drop Weapon
3	Hit Friend (roll for 5% chance it is a Critical
4	Hit Self (roll for 5% chance it is a Critical
5	Stun Self; no damage
6	Self Dazzled; one melee round in Dazzled state
7	Wide Open; opponent has +20 percentile chance to hit you
8	Wide Open; as in 7, but lose all Defense as well
9	Walked Into It; opponent automatically does Critical
10	Really Blew It; roll twice

ARCHAIC WEAPONS TABLE

Weapon	Base %	Damage	Hero pts	Notes
Axe	10%	1D8+2	5	No Range
Bow	05%	1D8+2	7	Impales
Club	30%	1D6+2	4	No Range
Dagger	25%	1D4+2	4	Impales, No Range
Javelin	05%	1D10	7	Impales, Limited Use
Shield	15%	1D6	3	No Range, same chance to parry
Spear	20%	1D8+2	7	Impales, No Range, two hands
Sword	05%	1D10	7	Impales, No Range

Base %. This represents skill levels of those who did not buy the weapon as a superpower but rather picked it up and attempted to use it in the middle of a fight. Base chance is increased by 1D6 percentiles for every 2 points of DEX over 14.

Hero pts. This represents hero point expenditure to simulate familiarity with the use of the weapon. Weapons gained in this manner begin at the 50% skill level.

Notes. This indicates the power advantages and disadvantages used to simulate the effects of the weapons.

paling with three of the D6 and a critical impale is rolled, the damage will be 54 points—6x(3+3+3).

The Fumble. A Fumble in combat is generally catastrophic to the fumbler. Each fumble must be adjudicated by the gamemaster. The following table gives a few of the possibilities. If using the table to determine the results of a Fumble, roll over if the fumble rolled is inappropriate to the situation (such as a fist-user "Dropping weapon").

WEAPON TYPES

ARCHAIC

Modern-day superheroes are often found with the oddest collections of archaic weapons. Bows, swords, spears, shields, hammers, and axes all have shown up in the hands of assorted good guys and bad guys.

In *Superworld*, an archaic weapon is easily created using the kinetic Energy Projection rules in the Superpowers Book. The Archaic Weapons Table lists some weapons and their stats for use in the game.

FIREARMS TABLE

Skill	Weapon	Base %	Damage	Range in meters	Hero pts	Energy cost	Notes
Handgun	Light pistol	20%	1D6	30	4	4	Impales
	Heavy pistol	20%	1D10+2	30	8	8	Impales
	Magnum	20%	2D6+4	30	11	11	Impales
Rifle	Light rifle	10%	1D6+2	90	7	7	Impales
	Heavy rifle	10%	2D6+4	120	21	21	Impales
Shotgun	Light shotgun	30%	2D6	30	6	6	
	Heavy shotgun	30%	4D6	30	12	12	
Autoweapon	M-16	30%	2D6	30	16	8	Impales
	Thompson .45	30%	2D6+2	30	18	18	Impales

Energy cost. Cost is for ten rounds.

Range. Range for snubnosed weapons, including sawed-off shotguns, is 5 meters. Base chance at twice the given range is half the chance given. At three times the given range, chance is 1/4 of that given, etc. The effect of a shotgun is also cut in half for every doubling of the range.

Autoweapons. Autoweapons are fired in bursts of three. Roll 1D3 to see how many rounds hit target, then roll each damage individually. Only the first of the rounds of the burst will impale if an impaling roll (1/5 of the needed roll to hit) results.

FIREARMS

Although heroes rarely use firearms, there are many criminals as well as law-enforcement officials who may use them against superheroes. The four types of firearms, and their stats for use in the game, are listed in the Firearms Table.

MAJOR WEAPONS TABLE

Weapon	Damage	Range in meters	Hero pts	Notes
Tear gas grenade	3D6 gas	30	9	Sleep gas
30 cal machine-gun	3D6	60	30	Impales, Rapidfire
Flame thrower	6D6 fire	15	18	Or see next entry
Flame thrower*	4D6	—	20	4-meter Radius
50 cal machine gun	5D6	60	50	Impales, Rapidfire
Grenade launcher*	4D6	60	24	4-meter Radius
20mm autocannon	6D6	120	72	Impales, Rapidfire
LAW (66mm) rocket	7D6	120	98	Impales 40% of the time
81mm mortar*	8D6	240	72	6-meter Radius
90mm tank gun	8D6	960	72	Impales
105mm howitzer*	12D6	1920	288	30-meter Radius
105mm tank gun	10D6	960	90	Impales
106mm recoilless	9D6	480	72	Impales

*Targets may make a quartermove to try to get out of radius. This expends their next action rank.

MAJOR WEAPONS

Weapons usually come with the Energy Projection's limit of half the user's POW in levels. Major weapons do not have this limit, but instead have other disadvantages.

Base chance. The base chance is 25%, not the usual 50%.

Awkwardness. Major weapons are not usually portable nor normally hand-held. Major weapons usually require 2 SIZ points for every 1D6 damage they do.

Slowness. Major weapons require one action rank of preparation for every use.

The Major Weapons table lists the weapons along with their stats for use in the game.

A well armed superhero

SMASH

A hero can smash into a foe, using the mass and speed of his hurtling body to do kinetic damage.

Starting ability with a smash attack is 25%. It may be raised through expenditure of hero points, or through experience, just as any other skill.

Unlike other forms of attack, a hero may move his full allowance and then strike with a smash. If using straight-line movement to quadruple his distance, the smash attack chance is halved.

Use the Impact Damage Table to determine the kinetic damage of a successful smash. The speed of the impacting hero is based on his meters per melee round speed unless the movement power used is measured per action rank (like Leap and Swing). Thus, a hero who flies 40 meters of combat flight in an action rank because he has three action ranks, actually flies 120 meters per melee round, and that speed is used in determining impact damage.

The SIZ of the smasher may be increased by 1 point for every 3 points of kinetic Armor, every 5 points of kinetic Resistance, and every 6 points of Force Field. This simulates extra damage from hardened surfaces.

PASSING

A hero may move his full movement and make a hand-to-hand attack at a target in passing. The attack may take place anytime within the movement. When passing, the normal attack chance is halved. A hero may not use straightline movement to make a passing attack.

SHOCKWAVE

Superheroes can make use of their Super STR power to disrupt formations of foes in close proximity—perhaps to give the hero a chance to breathe, plan his next move, jump away, or whatever.

Shockwaves are created by stomping or otherwise hitting the ground. On an action rank, the hero's damage bonus minus 1D6 is rolled. Anyone within 2 meters of the impact point must make a resistance roll based on his DEX+SIZ vs. the damage rolled, or fall down. Every meter beyond the 2-meter radius reduces the damage by 2 points. The shockwave user himself must make a (DEX+SIZ)x2% roll to maintain his balance.

Shockwaves can be directed over a 60 degree arc by making a successful DEXx3% agility roll. Directed shockwaves produce damage equal to user's damage bonus, without the 1D6 reduction, due to the smaller area affected. Only those within the arc need to make their resistance rolls.

Except for the exact point of impact, shockwaves create no damage to either ground or target. If the ground is thin flooring, a fault line, or in some other way potentially fragile, the gamemaster may create his own special results.

AURA ATTACK

A superhero may try to command the attention of others simply by his appearance. This ability is measured as aura, which is the average of the hero's SIZ, POW, and APP. Aura attacks must be prepared (delayed) one action rank in advance in which only movement may be made.

In the rank the aura attack is made, every one else who can see him must make a resistance roll based on his INT against the aura of the attacker or be mesmerized the next action rank, doing nothing except, if so inclined, what the attacker says.

Resistance rolls may be modified by a number of factors:

Command. The hero using the aura attack may attempt a Command skill. If successful, the Command skill level is subtracted from the resistance chance of the target.

Experience. To simulate the hero's long experience and confidence in his abilities, the hero may add his experience bonus to the resistance chance.

Previous success. For each successful previous resistance roll against the same aura attacker, add 5% to resistance. For each unsuccessful previous resistance roll, subtract 5%. This includes rolls from previous adventures, not just this one.

Youth. To simulate the over-confidence of youth and their occasional rebellious nature, heroes under the age of 20 may add POWx1% to their resistance roll.

If the roll is a fumble, the victim is demoralized and may surrender if the situation warrants it or flee if the opportunity is there. A demoralized victim fights at half ability

until he makes a successful attack at which time he is undemoralized.

STRIKING TO STUN

Many superheroes have no wish to permanently hurt their foes, but merely to incapacitate them for trussing up and handing over to the authorities. Superpowers which can cause damage may be gained with the disadvantage of stun only.

When a stun only attack is successful, normal damage is computed. The victim will be stunned unless he makes a resistance roll based on his CON vs. those points that would normally subtract from his hit points. Recovery from stun is explained in the Mechanics chapter.

No hit points are subtracted in this attack unless the damage is greater than the victim's current hit points. In this case, the difference is subtracted.

PULLING PUNCHES

Heroes never need to use all their damage bonus or levels of Energy Projection in an attack (unless the power is bought with that specific disadvantage). Pulling punches is used to conserve energy and to lessen damage from blows to prevent killing a foe.

MULTIPLE TARGETS

Heroes may attack several opponents at once in three ways:

Radius effect. Superpowers gained with the Radius Effect advantage affect everyone within that radius. Successful use of the superpower, and its effects, is determined for each victim separately.

Dividing attacks. If foes are too scattered for a Radius Effect to affect all of them, the attack may be divided. Damage is divided amongst the defenders (each target must be allocated at least 1D6). The attack chance is the same for each target. Subtract 10% from this attack chance for each extra target.

Rapidfire. Use of Rapidfire power advantage to attack multiple targets is described in the Power Advantages chapter of the Superpowers Book.

COMBAT MODIFIERS

There are many combat situations that change attack chances. The Attack Chance Modifiers Table lists the different modifiers discussed throughout these rules.

Covered targets. The Attack Chance Modifiers Table gives a range of 05-95% penalty for attacking covered targets. It is up to the gamemasters to determine the actual penalty, judging by the situation.

If a roll is a miss but would have succeeded if the target was not covered, the cover that caused the miss takes the damage. This could be very embarrassing if the cover was a hostage whom the hero wanted to save. Interposing per-

ATTACK CHANCE MODIFIERS TABLE

These effects are cumulative.

Positive

+10%	Target surprised during combat.
+20%	Target surprised during non-combat.
+20%	Target helpless.
+10%	Attacking from target's side (flank).
+10%	Prepared attack (1 action rank delay).
+10%	Subsequent attacks of prepared attacks.
+10%	Radius effect attacks.
+20%	Ranged projection attacks within 3 meters.
+05%	Per 10 SIZ points the target is over 20.

Negative

-80%	Target cannot be seen or sensed.
-10%	Per level of Martial Arts put against attack.
-05-95%	Target covered or in protected position.
-10%	Moving target.
-10%	Target using Superspeed.
-10%	Moving attacker.
-01%	Per point of target's defense.
-10%	Per 1 SIZ point the target is below 4.
-10%	Attacker surprised

No matter how many negative modifiers apply, the attack chance is never reduced below 5%.

sons warned to duck one action rank in advance may attempt a Dodge by aborting their next action rank. Those making successful Dodges do not provide cover for the target.

Defending Against Attack

Defending superheroes may parry attacks, Dodge out of the way of an attack, and reduce an attack's damage through protection.

PARRY

A hero may parry one attack per action rank. Unless the parry is Martial Arts or a protection with the Failure Chance disadvantage, it only works against hand-to-hand physical attacks.

The base parry chance is the same as the Fist attack chance. Initial increase of Fist through hero point expenditure also increases parry chance. It increases at a separate rate through experience.

A normal parry blocks 3 points of damage.

DODGE

A superhero may avoid an attack with the Defense power or the Dodge skill. Both are described in the Superpowers Book.

PROTECTION

The various superpowers that provide protection for the suerheroes are described in the Superpowers Book.

Damage

Damage points affect superheroes in two ways:

HIT POINTS

Damage points that get past the hero's protections subtract from hit points. The effects of hit point loss are described in the Mechanics chapter.

KNOCKBACK

In superhero combat, bodies are knocked all over the place. A hero must make a resistance roll based on his SIZ vs. the damage points rolled, before subtracting protection, or be knocked back. Damage, however, is reduced by Absorption or Martial Arts parry before resistance chance is determined. Damage from Martial Arts and impaling is also reduced through normal protection and only the damage points that subtract from hit points are used for knockback.

If knocked back, heroes with SIZ greater than damage rolled will fall down in place. If the damage rolled is greater than the SIZ, the hero is knocked back the difference in meters. Halve radiation damage before deter-

mining distance to simulate its low impact value. Double the damage before determining distance knocked back for those in the air. Once the victim lands, he is considered down and must use a quartermove to regain his feet next action rank. Other effects of knockback are:

Secondary knockback. If a knocked back hero hits another person or object, both take 1D6 kinetic damage for every 5 meters of knockback distance, then both travel one half the remaining knockback distance.

Solid objects. A hero hitting a solid object creates 1D6 damage for every 5 meters of knockback distance. If the segment SIZ of the object is greater than the rolled damage, the hero automatically takes full kinetic damage. If the segment SIZ is smaller, the object must then make a resistance roll based on its material resistance and the damage rolled. If the resistance is successful, the hero takes full kinetic damage. If the resistance is unsuccessful, the object is broken and the hero takes only the segment SIZ as kinetic damage. The hero then travels the remaining knockback distance less the material resistance of the object.

Double knockback. The direction of a knockback from two directions at once is determined by the gamemaster, based on the respective knockback distances (the victim will, as a matter of fact, land on the middle point of a line created by drawing from the point he would land with one knockback to the point he would land with the other knockback).

If the directions are exactly opposite, knockback is in the direction of the force with the greater knockback distance. Distance knocked back is the difference of the two distances. Damage to the hero is determined as if hitting a solid object with resistance equal to the lesser damage.

Preparing for knockback. A hero prepares for knockback by not moving in an action rank (he may make any non-movement actions). He may only prepare for one knockback coming from a 120 degree arc. A prepared hero making a successful resistance roll, based on his STR+ STR vs. the damage, absorbs the shock and is not knocked back. If the resistance is unsuccessful, he suffers normal knockback effects.

A flying hero (not gliding) may subtract 1/12th his unused movement from the previous action rank from the knockback distance.

Acrobatic landing. A conscious, unstunned hero who makes a successful Acrobatics skill roll can land on his feet without injury if he does not run into anything. If he does run into something, but is not stunned or unconscious from the impact, he still takes damage but can end up on his feet with a successful Acrobatics roll.

Knockback while flying. A flying hero who is not stunned or unconscious can stay in the air by making an agility roll even if he bumps into something (assuming he is still conscious).

Glossary

Absorption. See *protection*.

Action. An activity which takes up an entire action rank.

Action rank. Actions are performed on action ranks. In any melee round, a superhero's first action rank is equal to his DEX. Each subsequent action rank is ten DEX points less than the last one. Within an action rank he may perform an action, or a semi-action and a quartermove.

Armor. See *protection*.

Basic chance. Each skill used has a basic chance of success, known as the basic chance. This is the percent chance a beginner with a skill has of accomplishing it successfully.

Bonus points. See *hero points*.

Buying powers. Powers are bought by expending hero points, either the original or bonus points bought through disadvantages, experience, or handicaps.

Character. There are two types of characters. Player-characters (PCs) are superheroes created by the players. Non-player characters (NPCs) are the heroes, villains, and normal people created by the gamemaster to flesh out his world and interact with the PCs. PCs and other superpowered people are referred to as heroes within these rules.

Characteristics, computed. These are characteristics which are determined for the hero after the basic characteristics are rolled and extra characteristic points are bought with hero points. Computed characteristics are based on the final characteristics. They include action ranks (see entry), hit points (determined by averaging the hero's CON and SIZ), damage bonus (determined by adding the hero's SIZ and STR, subtracting 24, and dividing the remainder by 10—the result, rounded up, is the number of extra D6 damage the hero will do with hand-to-hand attack), personal energy (determined by adding the hero's CON and POW), and his recharge (determined by dividing the hero's personal energy by 10 and rounding normally).

Characteristics, final. Final characteristics refers to both rolled and computed characteristics after all additions and subtractions due to extra characteristics bought with hero points. Note that characteristic gains are based on the rolled characteristics (including any increases through a previous characteristic gain) not the final characteristic.

Characteristics, rolled. The basic characteristics of a hero. These are his STRength (physical prowess), CONstitution (health), SIZe (combination of height and weight), INTelligence (ability to think logically and use knowledge), POWer (soul and will of a character), DEXterity (coordination), and APPearance (attractiveness). For normal people these are rolled up on 3D6 for a 3-18 range, but for superheroes they are rolled on 2D6+6 for an 8-18 range.

Characteristic points. A measurement of the extent of a characteristic. If a characteristic is rolled to be 15, that means there are 15 characteristic points.

Characteristic gain. This is a method of adding to a character's rolled characteristics through successful use of the characteristic. A hero making a critical characteristic roll may attempt a characteristic gain roll of the rolled characteristic times five or more on D100. If successful, he adds 1D3 points to the rolled characteristic.

Characteristic roll. This is a roll the hero must make based on his characteristics. The idea, luck, and agility rolls are characteristic rolls, but they can also be used for any other characteristic. Usually the roll is the characteristic times 5 on D100, but the multiplier can be much less.

Critical roll (critical success). When a hero makes a skill roll on D100 and the rolled amount is 5% (1/20) of the amount needed, he has made a critical roll, gaining whatever benefit doing the skill exceptionally well should provide.

Damage bonus. See *characteristics, computed*.

Damage points. These are determined from the dice rolled to determine the damage from a successful attack. The damage points which get through a hero's protection(s) are subtracted from his hit points to show his relative level of health.

Defense. A hero's ability to move out of the way of a blow or beam. It may be purchased as a power, and is also included, in a modified way, in the powers of Martial Arts and Superspeed. It is not effective against any attack with a radius effect.

Delayed action. A hero may choose not to move on his action rank and delay his action up until he reaches his next action rank, at which time the action is lost.

Energy cost. This is the energy cost to use a power. Most powers require energy to use, and the power descriptions give the energy cost (if any) per level of the power.

Energy supply. This is the amount of energy a hero has available to pay the energy cost (q.v.) of his powers. The energy may be stored in his personal energy (see *characteristics, computed*) or in a battery.

Energy types. Three types of energy cause damage in *Superworld*, kinetic, electrical, and radiation. Kinetic energy is the physical impact of molecules crashing against molecules. It is typified by a fist, a sonic blast, a ram of ice, or even the conduction damage of flame, which moves molecules. Radiation energy is the atomic-level disruption caused by electromagnetic waves. Radiant heat, x-rays, and lasers are various examples of radiation energy. Electrical energy is the disruption caused by electron movement from atom to atom. Examples of this form of energy include lightning bolts, "bio-electric" energy, neural attacks, etc. The division of sources of damage into three categories is artificial and done to give a tactical consideration to the game. Building a hero's defenses against three types of attack presents a delicate balance of choice as to which attack is more likely and needs more defense.

Experience roll. This is a roll which allows a hero a chance of learning from experience. If he rolls over his current ability with a successfully used skill on D100, he can increase his chance of success by 1D6%.

Force Field. See *protection*.

Full action. This is an action (q.v.) which takes up an entire action rank (q.v.) and does not leave time for a quartermove (q.v.).

Full move. This is the entire possible movement of a hero within one action rank. Nothing else can be done if the hero makes a full move.

Full turn. Five minutes of scenario time, equal to 25 melee rounds. Also called simply a turn.

Fumble. When a hero misses a skill roll so badly that he not only does not accomplish his purpose, but his lack of success causes disaster, this is a fumble. A skill roll in which the player rolls 5% (1/20) of his normal chance to miss is a fumble.

Grapple. A type of hand-to-hand combat using wrestling/judo techniques.

Handicap. This is a physical (such as blindness or ugliness), psychosocial (recklessness or claustrophobia), or environmental (enemies, dependents) problem the hero has which complicates his life and career as a superperson. The hero receives bonus hero points for taking these handicaps.

Hero. Throughout these rules this term is used to describe anyone buying or using superpowers and skills. It can actually apply to supervillains as well as superheroes, and even apply to normal people like operatives and officers.

Hero points. These are the points used to "buy" powers and skills for the hero. There are two kinds. The first is the total rolled characteristic points of a character. The second is bonus points, gained from taking handicaps and power disadvantages, and gaining experience. The two kinds added together give the hero the total hero points he may build his character from.

Hit points. Hit points are a measure of a hero's ability to take damage without suffering irreparable harm. When damage points get through a hero's protection(s), the damage points are subtracted from hit points to show the damage taken.

Knockback. This is what happens when a character takes so much

damage he is knocked off his feet.

Level. All superpowers have levels of effect. The higher the level, the greater effect. The hero point cost of a power is based on the cost of one level, as is the energy cost of a power. The costs of several levels of a power are additive.

Melee round. All combat is divided into melee rounds. The round is played out in action rank order. At the end of the round, the players usually take care of bookkeeping, such as recovery rolls.

Mutant. A hero who was born with his powers, often as the result of an accidental exposure of the parents to radiation or chemicals. A mutant has power, and often appearance, different from normal members of his species.

No time. Many actions, such as yelling commands, take no time to accomplish, and one can do them as well as an action and a quartermove within one action rank.

Permanent damage. This is any points of damage which take a character below zero hit points. Thus, if a character with 10 hit points takes 13 damage points, he has 3 points of permanent damage. Permanent damage cannot be regained through normal recovery methods.

Personal energy. See *characteristics, computed*.

Power advantage. This is a special effect applying to a power which gives it additional potency. There is usually an additional hero point cost to buy the power with an advantage and an additional energy cost to use it.

Power cost. This is the cost in hero points to buy a superpower or skill. In the powers descriptions, the costs are given per level of the power.

Power disadvantage. This is a limitation to the power which is not part of the normal description of the power. It can involve delays, side effects, conditional activation, and a host of other problems. The hero will usually receive bonus hero points for these disadvantages, based on the severity of the disadvantage.

Power sources. There are four types of powers, based on their

sources. Magical powers are supernaturally-derived powers and can include magical spells, or the abilities a hero has because he is a magical creature, like a werewolf. Mastered powers are those like Martial Arts and Defense, which are developed to a more-than-human peak through conscious effort and training. Mechanical powers are those which originate in technological devices and generally uses battery energy (unless, of course, the hero is a robot and uses his own energy). Mutated powers are those which come from either mutation of the hero (he was born with his exotic powers) or have been caused by the usual exotic accident common to superhero origins.

Potency. Many powers are measured in potency. This is usually a set number of points which are then compared on the resistance table (q.v.) against a particular characteristic, such as POW, to determine whether the power succeeded.

Previous experience. Additions to a hero's basic chance (q.v.) with a skill due to his occupation before becoming a superhero.

Projection powers. These are powers which have a range and allow the user to hit a target at a distance. The item projected can be energy, webbing, gravity fields, or many other things. They are all similar in that their basic effective range is 30 meters and cost 3 hero points per level of effect.

Protection. This is a general term which encompasses all the methods a hero has for negating or reducing damage points, once he has been hit. The types of protection are Force Field, Absorption, Armor, and Resistance, and they are matched against the damage in that order.

Quartermove. This is a movement a hero can take in an action rank and still perform some other action. For instance, a hero capable of moving 12 meters in an action rank can make a quartermove of 3 meters and still perform a semi-action or another quartermove. There are many other actions, including activation of some powers and mundane activities such as opening doors, which also take a quartermove to perform. A list of quartermove actions is in the Mechanics Chapter.

Resistance. This is the ability of a non-living thing, or a hero with the Resistance power (see *protection*), to ignore damage. All non-living objects have a resistance rating which must be surpassed by the damage done to them, or they remain intact. If the damage surpasses the resistance, half the rolled damage is done to the object, no matter what damage was rolled or the actual resistance.

Resistance table combat. If one quantity is trying to overwhelm another quantity (such as rolled damage versus a hero's SIZ to determine whether he has suffered knockback), the two quantities are matched against each other on the resistance table. The table is simply a graphic representation of the fact that with two equal quantities, the active quantity (that which is trying to overwhelm the other) has a 50% chance of success, and each point of advantage gives the active quantity an additional 5% chance, while each point of disadvantage reduces the chance by 5%.

Rounding off. Fractions are usually rounded off to the nearest whole number, with any dispute going to the advantage of the player-character. In the case of action ranks, all results are rounded up.

Skill. A formal task with which a hero can get better with practice and experience.

Skill roll. The percentage chance that a hero will succeed with a skill. To succeed, the hero's player must make a skill roll which is equal to the hero's percent chance of successfully accomplishing the skill.

Special effects. These are the side effects of powers and skills which make the game colorful and exciting. Every hero should have his own special effects which make him unique and interesting. Power advantages and disadvantages and special effects for powers which help define the powers and differentiate them from similar ones.

Special roll. With certain skills, a roll of 1/5 (20%) of the needed roll allows for a higher level of accomplishment than simple success. Skills in which special rolls are appropriate are indicated in the individual skill descriptions.

Turn. See *full turn*.

SUPERWORLD

SECRET IDENTITY

Name . . . .
Occupation . . . . Income . . . . Sex . . . . . Age . . . .
Origin/Power Source . . . .

PLAYER . . . .

Hero Name . . . .

CHARACTERISTICS

	Rolled	Super	Total
STR	. . .	+ (. . . x3)	= . . .
CON	. . .	+ (. . . x1)	= . . .
SIZ	. . .	+ (. . . x3)	= . . .
INT	. . .	+ (. . . /3)	= . . .
POW	. . .	+ (. . . /3)	= . . .
DEX	. . .	+ (. . . x1)	= . . .
APP	. . .	+ (. . . /2)	= . . .

Characteristic Rolls

. . . .
. . . .
. . . .
Idea . . .
Luck . . .
Agility . . .

MOVEMENT RATES

	Base/MR	Total	AR	E. Use
Walk (12m)	. . . . .	. . .		
Run (24m)	. . . . .	. . .		
Climb (3m)	. . . . .	. . .		
Leap	. . . . .	. . .		
Swim (10m)	. . . . .	. . .		
. . . .	. . . . .	. . .		
. . . .	. . . . .	. . .		

SKILLS

Acrobatics (5%) . . .	Fine Manip. (5%) . . .	Persuade (5%) . . .
Balance (5%) . . .	First Aid (25%) . . .	Science (0%) . . . . .
Climb (55%) . . .	Language (0%)	. . . .
Craft (5%)	. . . .	
. . . .		Spot Hidden (25%) . . .
. . . .	Hide (25%) . . .	Streetwise (10%) . . .
Criminology (5%) . . .	Jump (45%) . . .	Swim (25%) . . .
Disguise (5%) . . .	Knowledge (INT x 4%) . . .	. . . .
Dodge (½ DEX) . . .	Listen (45%) . . .	
Drive Vehicle (25%) . . .	Move Quietly (25%) . . .	
Fast Talk (5%) . . .	Observation (0%) . . .	

DEFENSE . . . .   ACTION RANKS . . . .

COMBAT SKILLS & WEAPONS

Weapon	Attack	Damage	Parry	Range	E. Cost
Fist (50%)	. . . .	. . . .	. . .	. . . .	. . . .
Grapple (25%)	. . . .	. . . .	. . .	. . . .	. . . .
Kick (25%)	. . . .	. . . .	. . .	. . . .	. . . .
Smash (25%)	. . . .	. . . .	. . .	. . . .	. . . .
Throw (45%)	. . . .	. . . .	. . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . .	. . . .	. . . .

PROTECTION

	Force Field	Absorption	Armor	Resistance
Kinetic	. . . . . .	. . . . . .	. . . . . .	. . . . .
Electric	. . . . . .	. . . . . .	. . . . . .	. . . . .
Radiation	. . . . . .	. . . . . .	. . . . . .	. . . . .
. . . .	. . . . . .	. . . . . .	. . . . . .	. . . . .
. . . .	. . . . . .	. . . . . .	. . . . . .	. . . . .

ENERGY

Personal + Energy Supply   Recharge per round . . .
. . . .
. . . .

HERO POINTS

Characteristics	. . .
Power D/H	. . .
Experience	. . .
Total	. . .
Unused Points	. . .
Exp. Roll = Total Hero Pts./2	. . .

HIT POINTS

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. . . .
Permanent Damage . . . .

NOTES AND EQUIPMENT

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. . . .

SUPERPOWERS/SKILLS

	Level	E. Use	Cost

(lines of dots)

Cost Total . . . .

POWER DISADVANTAGES/HANDICAPS

	Bonus

(lines of dots)

Bonus Total . . . .

Contents

This is a complete table of contents for all three books.

CHAOSIUM INC.

SUPERWORLD
The SuperPowered RolePlaying Game

SUPERPOWERS
BOOK

SUPERWORLD

SECRET IDENTITY
Name . . . .
Occupation . . . . Income . . . . Sex . . . . . Age . . . .
Origin/Power Source . . . .

PLAYER . . . .

Hero Name . . . .

CHARACTERISTICS

	Rolled	Super	Total		Characteristic Rolls
STR	. . .	+ (. . . x3)	= . . .		. . . .
CON	. . .	+ (. . . x1)	= . . .		. . . .
SIZ	. . .	+ (. . . x3)	= . . .		. . . .
INT	. . .	+ (. . . /3)	= . . .	Idea	. . .
POW	. . .	+ (. . . /3)	= . . .	Luck	. . .
DEX	. . .	+ (. . . x1)	= . . .	Agility	. . .
APP	. . .	+ (. . . /2)	= . . .		. . . .

MOVEMENT RATES

Base/MR	Total	AR	E. Use
Walk (12m)	. . . .	. . . .	. . . .
Run (24m)	. . . .	. . . .	. . . .
Climb (3m)	. . . .	. . . .	. . . .
Leap	. . . .	. . . .	. . . .
Swim (10m)	. . . .	. . . .	. . . .
. . . .			
. . . .			

SKILLS

Acrobatics (5%) . . .
Balance (5%) . . .
Climb (55%) . . .
Craft (5%) . . . .
. . . .
. . . .
Criminology (5%) . . .
Disguise (5%) . . .
Dodge (½ DEX) . . .
Drive Vehicle (25%) . . .
Fast Talk (5%) . . .

Fine Manip. (5%) . . .
First Aid (25%) . . .
Language (0%) . . . . . .
. . . .
. . . .
Hide (25%) . . .
Jump (45%) . . .
Knowledge (INT x 4%) . . .
Listen (45%) . . .
Move Quietly (25%) . . .
Observation (0%) . . .

Persuade (5%) . . .
Science (0%) . . . . . .
. . . .
. . . .
Spot Hidden (25%) . . .
Streetwise (10%) . . .
Swim (25%) . . .

DEFENSE . . . .   ACTION RANKS . . . .

COMBAT SKILLS & WEAPONS

Weapon	Attack	Damage	Parry	Range	E. Cost
Fist (50%)	. . . .	. . . .	. . . .	. . . .	. . . .
Grapple (25%)	. . . .	. . . .	. . . .	. . . .	. . . .
Kick (25%)	. . . .	. . . .	. . . .	. . . .	. . . .
Smash (25%)	. . . .	. . . .	. . . .	. . . .	. . . .
Throw (45%)	. . . .	. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .	. . . .	. . . .

PROTECTION

	Force Field	Absorption	Armor	Resistance
Kinetic	. . . . . .	. . . . . .	. . . . . .	. . . . . .
Electric	. . . . . .	. . . . . .	. . . . . .	. . . . . .
Radiation	. . . . . .	. . . . . .	. . . . . .	. . . . . .
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ENERGY
Recharge per round . . .
Personal + Energy Supply . . . .
. . . .
. . . .
. . . .

HERO POINTS
Characteristics . . .
Power D/H . . .
Experience . . .
Total . . .
Unused Points . . .
Exp. Roll = Total
    Hero Pts./2 . . .

HIT POINTS . . . .
. . . .
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. . . .
Permanent Damage . . . .

NOTES AND EQUIPMENT
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. . . .

SUPERPOWERS/SKILLS

	Level	E. Use	Cost
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. . . .			. . . .
. . . .			. . . .
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. . . .			. . . .

Cost Total . . . .

POWER DISADVANTAGES/HANDICAPS
Bonus
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Bonus Total . . . .

SUPERWORLD
SUPERPOWERS BOOK

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Contents

SUPERPOWERS BOOK
A Chaosium Publication /July 1983

Introduction

The superpower descriptions in this chapter are guidelines for simulating comic book actions and for creating a myriad of special effects in the game.

Many superpowers are described, but these descriptions represent only a small percentage of all the possible powers. Players may create new powers, but first should try to create them by manipulating the powers given in these rules. If the desired power cannot be described using these rules as guidelines, it is up to the gamemaster to describe its specific effects, and its limits, for his campaign.

Superpowers are described in the following manner:

Description. This describes the comic book effect the superpower is simulating.

Game effects. This describes the game effects of the superpower. Usually they involve manipulation of various factors such as movement rates, hit points, energy supply, characteristics, etc.

Level. Superpowers are described and purchased in levels. This will be the effect of one level. Several levels are usually required before a power is effective in the game.

Purchase restrictions. Some superpowers will have a maximum number of levels allowed. Also, this section will point out level effects which must be specified at the time of purchase.

Hero point cost per level. This is the number of hero points required to purchase a level of the power.

SOURCES OF POWERS

In general, superpowers can be derived from one of several sources. It is rarely important whether a hero is superstrong because he was given the strength of Hercules or because he came from a high-gravity planet. The effect of the power is the same. However, some of the powers described are limited by the source of the powers they are affecting. For *Superworld* we assume that there are four sources for superpowers.

Magical powers. These are derived from some supernatural source.

Mastered powers. These are powers which the hero mastered through constant training in the skills.

Mechanical powers. These are powers derived from artificial gadgets, usually powered by energy from batteries.

Mutated powers. These are powers natural to the hero, which he gained through accident of birth, coming from an alien planet, or some freak accident later in his life, such as the lightning bolt hitting Stormbolt.

Some power costs are based on a fraction of a hero's characteristic. When figuring the cost, the result will often be a whole number and a fraction. Round off all fractions normally, to the nearest whole number. Any disputed remainder goes to the benefit of the hero.

This does not mean that a hero may pay 6 points to get a 10 point power. If there is a flat cost for a power, the entire cost must be paid.

Energy cost. Some superpowers do not require energy. For those that do, cost is usually per level. Power use usually requires energy expenditure every action rank (AR), melee round (MR), or by hourly activation (A).

Additional notes usually follow—they include special effects, examples, exceptions, specific procedural requirements, etc. They also include rules covering specific cases arising from interactions of different powers and other game effects.

Multiplication effects are cumulative. Ten times ten times ten is 1000. This usually occurs where additional levels of a power multiply range by a certain factor. If the base range is 30 meters and additional levels multiply the range by 10, the first additional level will raise range to 300 meters, the second will raise it to 3 km, the third will raise it to 30 km, etc.

When trying to discuss a subject as complex as all the superpowers found in comics, many loopholes will undoubtedly appear. A year of playtesting can only cover certain basic levels of interactions. Though not impossible, it is unproductive to provide rules for every possible interaction of the various levels of superpowers as well as all the other factors used in this game. If a hole appears in the rules due to a power description, it is the job of the gamemaster to arbitrate any disputes arising from the discrepancy. Gamemasters should use their judgment to keep the game moving at a good pace.

ENERGY TYPES

There are three types of energy used for most damage producing powers.

Kinetic energy. This is the impact of molecule against molecule, and can describe anything from the impact of a fist to the vibrations of a sonic blast.

Electric energy. This is the interaction of electrons and describes lightning bolts or bio-electric energy.

Radiation energy. This is the atomic-level disruption caused by electromagnetic waves. Radiant heat, X-rays, and lasers, are various examples of radiation energy.

Superpowers

The various superpowers are separated into several categories on the Superpowers list. They are: offensive, defensive, martial arts, movement, super characteristics, supersenses, and other powers.

The Powers

ABSORPTION

DESCRIPTION: The ability to absorb damage and convert it into some other useful form.

GAME EFFECTS: Instead of subtracting from hit points, damage from one type of energy is converted into one point of energy supply, or a physical characteristic (STR, CON, SIZ, or DEX), or one hero point of a superpower.

LEVELS: Converts 2 damage points from a specific energy into 2 points of energy, or 2 points of a characteristic, or 2 hero points towards a specific superpower.

PURCHASE RESTRICTIONS: Energy type absorbed and its recipient must be specified on purchase.

HERO POINT COST PER LEVEL: 3.

ENERGY COST: None.

Energy absorbed may be specified to be gas or poison attacks, rather than damage from kinetic, electric, or radiation energy.

When converting into energy supply, one point of damage is converted into one point of energy. For characteristics, one damage point raises a particular characteristic one point. For superpowers, one damage point converts to one hero point for purposes of buying levels.

When buying Absorption to increase more than one power, the player must establish a hierarchy of which power, characteristic, or energy gets the points first.

EXAMPLE: Dynaman buys 10 levels of Absorption for 30 hero points to absorb 20 points of electrical damage per attack for conversion to points of STR, Force Field, and electrical Energy Projection. Since he needs more hero points to get a level of Projection he specifies that the first three points absorbed go to the projection, the next point goes to STR, and the next point to the Force Field.

Absorbed points disappear at the rate of one point per melee round. If more than one power is increased through Absorption, then each power loses one hero point per melee round.

EXAMPLE: Dynaman takes 20 hit points of damage, which he converts to four levels of Energy Projection, four points of STR and four more points of Force Field. At the end of the next melee round, he will lose one point from the Energy Projection, one point of STR, and one point from his Force Field. The lost point from the Energy Projection will mean that there are two "reserve" points in that power, giving him a cushion against loss of the power for two melee rounds, until he loses his fourth hero point from the power.

ADAPTABILITY

DESCRIPTION: Ability to adapt to a hostile environment.

GAME EFFECTS: No damage from a particular hostile environment.

LEVEL: One hostile environment.

PURCHASE RESTRICTIONS: The hostile environment must be specified.

HOSTILE ENVIRONMENTS

Environment	Effects
Underwater	Asphyxiation.
Poisonous gas	Gas damage.
Acidic atmosphere	Corrosion.
Low pressure*	Asphyxiation, explosive decompression.
High pressure	High gravity, compression.
Cold*	Frostbite, crystallization of body cells.
Heat	Burns, dehydration.
Radiation*	Cancer, mutation, burns.

*These adaptations are needed to survive in outer space.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL PER HOUR: 3.

Will activate immediately upon encounter with the hostile environment, if energy is available.

Special effects of this power can be anything from an aqualung to a natural ability to mutate and breathe safely in any atmosphere.

ANALYZE

DESCRIPTION: Ability to scientifically analyze a substance.

GAME EFFECTS: Determination of a substance's properties.

LEVEL: INTx1% chance of determining one of the following properties: chemical composition, spectral analysis, or radiation level.

PURCHASE REQUIREMENTS: Property analyzed must be specified.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL: 1.

Only one gram of the substance is required per property analyzed.

ANIMATE

DESCRIPTION: Ability to animate inanimate objects.

GAME EFFECTS: Moving objects.

LEVEL: Animates 1 SIZ point of an inanimate object within 10 meters. Additional levels either add 1 SIZ point to ability, or increase range by 10 meters. Use of levels may be determined at time of use.

HERO POINT COST PER LEVEL: 1

ENERGY COST PER MELEE ROUND: 1.

The animated object will retain its basic shape but will be able to bend to accomplish simple tasks such as move, attack, or grab.

The object can only be ordered to do things its basic shape would allow. A beach ball cannot grab, for instance, though it could hold onto something that bumped into it or it bumped into. A hose could be commanded to act like a snake. A statue with all appendages could be commanded to use them like the creature it represents. Draperies can be commanded to wrap around a target.

The entire SIZ of an object must be controlled, or it will not animate at all.

The user must concentrate entirely on commanding the object during the action rank in which he gives it its initial orders, and during any action rank he wishes to change its orders. Otherwise he need only expend the energy required each melee round and the object will continue to follow the previous instructions.

The SIZ of the object will also be its STR, CON, and hit points. Its DEX and chance of success with skills will be that of the animator. It has no INT, POW, or APP, and cannot be affected by powers which must overcome POW or INT to work. The object will retain its normal resistance to damage.

The animator may animate more than one object at once but may only give commands to one object per action rank. No more objects may be animated than there are levels to control the total SIZ.

ARMOR

DESCRIPTION: Ability to sustain damage from energy attacks.

GAME EFFECTS: Reduces damage from a specific energy type before subtracting hit points.

LEVEL: 1 damage point.

PURCHASE RESTRICTIONS: Energy type must be specified.

HERO POINT COST PER LEVEL: 1.

ENERGY COST: None.

Armor may be bought with a Failure Chance disadvantage to simulate use of protective devices that only work occasionally. The Failure Chance is subtracted from 100% to simulate armor not getting in the way or a parry not accomplished. Thus, Armor with a Failure Chance of 25% would have only a 75% chance of getting in the way of damage hitting the hero.

ASTRAL BODY

DESCRIPTION: Ability to mentally leave one's body and travel in an astral state.

GAME EFFECTS: Another plane of travel.

LEVEL: The user may travel astrally up to 30 meters away. Each additional level multiplies the range by 10 (two levels mean 300 meter range, three levels mean 3 km, etc.).

HERO POINT COST PER LEVEL: POW.

ENERGY COST TO ACTIVATE: POW.

When traveling astrally, the physical body is left in a comatose state and may not recharge any energy.

Astral bodies are invisible and have the same movement rates and movement abilities as the physical body. They can see and hear as if they were there in body as well as in spirit. Astral bodies may not attack anyone in the physical plane physically, only mentally.

Astral bodies, however, are visible to each other and may attack each other normally.

If energy supply runs out before the astral body returns to its physical body, it will lose 1D6 hit points for every two extra energy points expended. If the astral body is somehow trapped and cannot return, the energy cost every hour for the astral state will eventually lead to death.

Astral bodies cannot be contacted normally or attacked physically, only mentally. Energy projections may be bought with astral body by substituting the hero point cost of the projection for the normal POW cost. This will allow the user to attack astral bodies from the physical plane.

The supersense Locate can be used to find astral bodies.

SUPERPOWERS

Superpower	Hero pts Per level	Energy cost Per level	Notes
Offensive			
Dazzle	3	3	Lasts one melee round.
Emotion Control	3	3 (MR)	Lasts one or more melee rounds.
Energy Projection	3	3	Must specify energy type.
Gas Projection	3	3	Maximum is 1/3 POW in levels.
Gravity Projection	3	3	Adds or subtracts 1D6 SIZ.
Hypnosis	3	3	One level equals 3 potency points.
Illusion Projection	3	3	One level equals 2 SIZ points.
Mind Blast	3	3	One level equals 3 potency points.
Mind Control	3	3 (MR)	Lasts one or more melee rounds.
Poison	3	3	One level equals 1D6 potency.
Reduction	3	3	Subtracts 2 hero points.
Snare	3	3	One level equals 1D6 SIZ snare.
Defensive			
Absorption	3	0	Must specify energy type stopped.
Adaptability	3	3 (A)	Must specify hostile environment.
Armor	1	0	Must specify energy type stopped.
Defense	1	0	One level subtracts 1% from attack.
Extra Hit Points	1	0	One level adds 2 hit points.
Force Field	1	1 (A)	+1 energy point per point of damage stopped.
Mind Block	3	1 (A)	+1 energy point per point of potency stopped.
Resistance	3	0	Must specify energy type stopped.
Martial Arts			
Martial Arts	20	0	
Movement			
Burrowing	1	1	Speed depends on penetrated material.
Dimension Shift	1	1 (A)	One level shifts one SIZ point.
Flight	½ SIZ	½ SIZ (MR)	
Glide	½ SIZ	0	
Hyperflight	3	½ SIZ (A)	
Leap	1	1	+5 meters per level.
Supermove	1	1	+6 meters per action rank.
Superspeed	10	10 (A)	Includes +10% defense.
Superswim	1	1	+2 meters per action
Superspeed	10	10 (A)	Includes +10% defense.;
Superspeed	10	10 (A)	Includes +10% defense.
Superswim	1	1	+2 meters per action rank.
Swing	1	0	3 meters per action rank.
Teleport	1	1	One level teleports 1 SIZ point.
Wall Walking	1	0	One level wall walks 5 SIZ points.
Super Characteristics			
Micro SIZ	1	1 (A)	One level reduces SIZ 1 point.
Super APP	2	2 (A)	One level raises APP 1 point.
Super CON	1	1 (A)	One level raises CON 1 point.
Super DEX	1	1 (A)	One level raises DEX 1 point.
Super INT	3	3 (A)	One level raises INT 1 point.
Super POW	3	3 (A)	One level raises POW 1 point.
Super SIZ	1	1 (A)	One level raises SIZ 3 points.
Super STR	1	1 (A)	One level raises STR 3 points.

Superpower	Hero pts Per level	Energy cost Per level	Notes
Supersenses			
Analyze	3	1 (MR)	One level equals 1 gram of material.
Catseye	2	0	See like a cat.
Dangersense	2	0	One level equals 5% chance.
Empathy	3	3	One level equals one set of emotions.
Global Vision	2	0	See in all directions.
Infravision	2	0	See by heat sources.
Locate	3	1 (MR)	Know direction of target.
Mind Search	3	3	Locate target's mind.
Radar	3	1 (MR)	120 arc for 100 meters.
Radio	3	1 (MR)	Hear five radio bands.
Retrocognition	10	10 (A)	One level equals 24 hours in the past.
See Invisibility	3	1 (MR)	See invisibility fields.
Sonar	3	1 (MR)	See by sound waves.
Super Hearing	2	0	One level equals 100 meter range.
Super Smell	2	0	One level equals INT x 1 percent chance.
Super Taste	2	0	One level equals INT x 1 percent chance.
Super Touch	2	0	One level equals INT x 1 percent chance.
Super Vision	2	0	One level multiplies vision range by two.
Telepathy	3	3	One level reads one mind.
Ultrasonic Hearing	2	0	Hear ultrasonic sounds.
X-ray Vision	3	1 (MR)	See through 15 cm of most materials.
Other			
Animate	3	3 (MR)	One level animates 1 SIZ point.
Astral Body	POW	POW (A)	Astral bodies move normally.
Damper	3	3 (MR)	One level equals 3 potency points.
Darkness	3	3	Lasts one melee round.
Doppelganger	SIZ	SIZ (A)	One level equals one extra body.
Energy Supply	1	0	One level equals 10 energy points.
Fortune	1	0	One level adds 1% to luck roll.
Gestalt	POW	POW (MR)	Must overcome target's POW.
Gimmick	3	0	One level equals 2 Gimmick points.
Heal	3	3	Heals hero points.
Impersonate	1	1 (A)	One level impersonates 1 SIZ point.
Insubstantiality	20	SIZ (MR)	Walk through walls.
Invisibility	½ SIZ	SIZ (MR)	One level obscures one sense.
Mimic	3	3	One level mimics 2 hero points of a power.
Recharge	1	0	One level adds 1 to recharge rate.
Regeneration	3	0	One level heals 1 hit point per melee round.
Shape Change	10	10 (A)	Two possible shapes per level.
Sidekick	1	0	One level equals 3 Sidekick points.
Silence	3	3	Lasts one melee round.
Stretching	3	0	One level stretches one meter.
Tap	3	3 (MR)	One level taps 2 hero points of a power.
Telekinesis	3	3	One level equals 3 STR points.
Transmute	3	3	One level affects 2 SIZ points.

(A). Energy cost per hourly activation.

(MR). Energy cost per melee round.

SIZ, POW, CON. Level cost determined by hero's current characteristic levels.

20 cm per level. Harder substances like concrete, brick, stone, or asphalt, will allow 10 cm per level. Steel and other substances as hard will only allow 2 cm per level. Super-hard materials devised by the gamemaster may allow only 1 cm per level, or even 1 cm per 5 levels.

CATSEYE

DESCRIPTION: Ability to see in the dark.

GAME EFFECTS: Seeing in the dark like a cat will not work in absolute darkness.

LEVEL: 1 km range.

HERO POINT COST PER LEVEL: 2.

ENERGY COST: None.

DAMPER

DESCRIPTION: Creates a field where superpowers do not work.

GAME EFFECT: Affected superheroes must make a resistance roll or superpowers which normally require energy will not work.

LEVEL: Establishes a 2-meter radius field of potency 3 with a range of 30 meters. Each additional level either raises the potency by 3, range by 30 meters, or the radius by 1 meter.

PURCHASE RESTRICTIONS: Level effects and superpower type affected must be specified.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL PER MELEE ROUND: 3.

If the field hits a superhero, he must make a resistance roll based on his POW, or if the powers are purely mechanical, the sum of his current energy divided by 10 and recharge point of his battery, vs. the potency of the field, or be unable to use his superpowers that normally require energy for one melee round. Resistance roll must be made every melee round the victim is hit with the field.

The No Range power disadvantage may not be purchased for this power.

The Astral Body power in action.

BURROWING

DESCRIPTION: Ability to burrow underground.

GAME EFFECTS: Mole-like movement.

LEVEL: 2 meters per action rank.

HERO POINT COST PER LEVEL: 1.

ENERGY COST PER LEVEL: 1.

This power creates a hole the SIZ of the burrower to progress through, and it can be either left for others to use, or closed up behind the burrower, whichever the burrower wishes.

This power works through earth or any other inanimate, loosely-packed material. It can also work through other substances at reduced speeds. Wood will allow only

DANGERSENSE

DESCRIPTION: Ability to sense danger.

GAME EFFECTS: If a hero is in danger, he has a chance of sensing it and the direction it is coming from (the gamemaster rolls for the hero).

LEVEL: 5% chance of sensing danger, 1% chance for sensing direction.

PURCHASE RESTRICTIONS: Maximum is the hero's POW in levels.

HERO POINT COST PER LEVEL: 1.

ENERGY COST: None, but see notes below.

Dangersense deals with immediate threats, not the plotting of supervillains 50 km away. However, gamemasters may give subtle hints of impending danger from non-immediate threats.

Attacks at a hero making a successful Dangersense roll do not get surprise modifiers for their attack chances.

Dangersense may not be increased through experience, only expenditure of hero points.

A hero may direct his Dangersense on another person or object to determine whether it is in danger or not at a total cost of 1 energy point.

DARKNESS

DESCRIPTION: Ability to create a volume of darkness.

GAME EFFECTS: Impaired vision.

LEVEL: Creates a 2-meter radius volume of darkness up to 30 meters away for 1 melee round. Additional levels add either 2 meters to the volume radius, 1 melee round to duration, or 30 meters to the range. An additional level may also be purchased to make a specific supersense useless in this volume of darkness.

PURCHASE RESTRICTIONS: Level effects must be specified.

HERO POINT COST PER LEVEL: 3.

ENERGY COST TO ACTIVATE PER LEVEL: 3.

Within this volume of darkness, everyone without supersenses will fight at their normal abilities minus 80% (there is always a 5% chance of success, however).

DAZZLE

DESCRIPTION: Ability to dazzle others by overloading their senses, effectively disorienting and confusing them.

GAME EFFECTS: The user has a 50% base chance of hitting a victim within 30 meters with a Dazzle projection. If successful, the victim must make a resistance roll based on his CON vs. the potency of the Dazzle or be considered blind for one melee round.

LEVEL: 1D6 potency.

PURCHASE RESTRICTIONS: Energy type (kinetic, electric, or radiation) of the Dazzle must be specified.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL: 3.

Armor and Resistance protection to the energy type of the Dazzle will subtract normally before resistance roll is calculated. Absorption and Force Field will not.

Dazzled victims may not use ranged powers and all hand-to-hand attacks and parries are at -80% of normal chance.

Dazzle may have many special effects. They include fantastic displays of light, subsonic modulation, or paint sprays. In some cases, the user may specify a different characteristic than CON for the resistance roll. A paint spray might work against a target's POW, it being a matter of luck whether the paint obscured the eyes or not.

The 50% chance of hitting is a skill like any other (see the Combat chapter in the Superheroes Book) and can be increased with experience gains or by purchase with hero points.

DEFENSE

DESCRIPTION: Simulates difficulty of being hit with an attack.

GAME EFFECTS: Subtracts from the attacker's chance of hitting.

LEVEL: 1%.

PURCHASE RESTRICTIONS: Maximum is rolled DEX+ POW in level.

HERO POINT COST PER LEVEL: 1.

ENERGY COST: None.

Defense applies to all attacks in a melee round.

Defense also subtracts from Spot Weakness chance.

DIMENSION SHIFT

DESCRIPTION: Ability to enter another dimension.

GAME EFFECTS: Travel into another dimension.

LEVEL: 1 SIZ point.

PURCHASE RESTRICTIONS: Dimension must be specified.

HERO POINT COST PER LEVEL: 1.

ENERGY COST PER LEVEL PER HOUR: 1.

Additional SIZ points may be used to carry other objects or persons into the other dimension.

Running out of energy automatically returns the dimension traveler back to the original dimension.

A dimension could be a certain time period in the past or future, but the gamemaster must control this use of the power heavily to prevent abuse.

DOPPELGANGER

DESCRIPTION: Ability to create a double of oneself.

GAME EFFECTS: Creates another self which can act of its own volition.

LEVEL: One other doppelganger.

HERO POINT COST PER LEVEL: SIZ.

ENERGY COST PER LEVEL PER HOUR: SIZ.

Superpowers and hero points, but not skills and rolled characteristics, must be divided among the duplicates. This can either be done symmetrically, with each three duplicates having 2D6 out of the original's 6D6 Energy Projection, or asymmetrically, with one duplicate having the 6D6 Energy Projection (18 points), one having +27 STR and +9 DEX (18 points) and one having 6 points of Armor against each energy type (18 points).

Powers for doppelgangers can be purchased with the Conditional Use disadvantage of working only for doppelgangers, but each duplicate must still have the same number of hero points.

If the duplicate with the doppelganger superpower runs out of energy, the duplicates must all merge.

If a duplicate without the power is killed, all his powers are permanently gone.

If the duplicate with the doppelganger power is killed, the other duplicates must all merge and may never create

doubles again unless one of them also has the doppelganger superpower.

Damage is pro-rated when doppelgangers merge.

Duplicates have an empathic link among themselves.

It is suggested that separate character sheets be made out for each doppelganger and original.

EMOTION CONTROL

DESCRIPTION: Ability to control another's emotions.

GAME EFFECTS: The target must make a resistance roll based on his INT vs. the potency of the power or be in an emotional state the controller inspires.

LEVEL: 3 points of potency with a range of 30 meters. Additional levels may either add 3 points of potency or multiply range by 10. Level effects must be specified at time of purchase. A controller cannot have more levels specified for potency than half the hero's POW.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL PER MELEE ROUND: 3. Costs only 3 total to maintain control, expended on the controller's first action rank each following melee round.

A successful attack means the controller can control the victim's emotions, inspiring fear, love, hate, trust, etc. This power will not work against creatures with no INT or emotions, such as robots. Animals with automatic INT of 1 may only be driven into emotions familiar to them.

The user must see his victim to make the attack, or change the emotion to be felt, but he can maintain a previously enforced emotion as long as the victim is within range, even if he loses sight of the victim.

The victim may attempt to resist the control on each subsequent melee round by making a resistance roll based on his INT vs. the controller's POW. If successful, the victim is free. This attempt must be made on the controller's first action rank of the melee round, no matter when the victim's first action rank in the melee round takes place.

If the victim could have moved earlier in the melee round, breaking free counts as a quartermove and the victim gets a normal action at the same time. If the victim's first action rank would normally come later in the melee round, the breakout still counts as a quartermove of his first action rank.

A victim who breaks free of control will know that his emotions have been tampered with, but he will not know who did the tampering unless he rolls his INT x1%.

If two Emotion Controllers successfully control the same target, each must roll his POW against the other's on the Resistance Table. If one wins, and the other loses, the winner controls the target. If both win or both lose, the target is free.

The controller can control no more targets than he has levels, and a level used to control a target cannot be used to attack another target. A controller may attempt to overcome several targets at once, but he must split up his levels among the targets and imbue them all with the same emotion.

EMPATHY

DESCRIPTION: Ability to read another mind's emotions.

EMPATHY

DESCRIPTION: Ability to read the emotions of another mind.

GAME EFFECTS: If the user successfully makes a resistance roll based on his POW vs. the target's POW, he will know the emotions the target is feeling. If the roll is special, he senses the scenes which may have caused the emotions. These scenes will be nebulous and can be interpreted in many ways. A critical roll will give a much clearer picture.

LEVEL: Reading a target's emotions within 30 meters. Each additional level either increases the number of minds read by one, multiplies the range by 10, or multiplies the special roll and critical roll chances by two.

PURCHASE RESTRICTIONS: Level effects must be specified.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL: 3.

The empath must see his target or find it through a supersense.

The target will know that his mind is being read and will know who is reading him if he makes a POWx1% roll.

This power can also be used to transmit the hero's emotions to his target. There is no POW vs. POW roll necessary for this.

ENERGY PROJECTION

DESCRIPTION: Ability to project energy to cause damage.

GAME EFFECTS: The user has a percentage chance to hit a target with Energy Projection. Energy Projections include projectile weapons.

LEVEL: 50% chance to cause 1D6 specific energy damage to a target within 30 meters. Each additional level adds either 1D6 to damage or increases range by 30 meters. Level effects are specified at time of use.

PURCHASE RESTRICTIONS: Energy type (kinetic, electrical, or radiation) must be specified. Maximum per energy type is half the hero's POW in levels. The projection's special effect must be specified (see corresponding box).

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL: 3.

Projecting from point-blank range (within 3 meters) will add 20% to percentage chance. Every extra 30 meters of range subtracts 10% from percentage chance. The percent chance to hit with the projection is a skill (see Combat chapter in Superheroes Book) and can be increased through experience gain or raised with hero point expenditure.

A hero's damage bonus does not add to a normal Energy Projection. For an Energy Projection bought as a melee weapon, like a sword, a hero's damage bonus cannot provide more dice of damage than those used in the projection.

EXAMPLE: Firebug, with a POW of 14, buys a 7D6 fire projection for 21 hero points. She can shoot a 1D6 blast 210 meters (at

a -60% chance of hitting), or a 7D6 projection 30 meters, or any other combination of dice and meters within these limits. Her mix of range and damage each action rank is up to her player.

DAMAGE BONUS: Only a superhero's damage bonus is not bought directly as an Energy Projection. A damage bonus can be stacked without penalty to a No Range kinetic Energy Projection up to the same number of D6 bought for the projection. A hero with a 7D6 damage bonus cannot add all 7D6 to a 2D6 kinetic projection. He can only add 2D6 to the kinetic projection. This is because he will otherwise break the weapon by putting it under too much pressure.

If a superhero insists on using all his damage bonus with a smaller yield projection, roll the weapon's damage and the total damage bonus damage. Compare the two results on the Resistance Table and if the damage bonus damage wins, the weapon is broken. In any case, the total damage will only be the projection damage plus the equivalent damage bonus.

Extra damage achieved through the power of Martial Arts does not count as damage bonus for the purpose of breaking weapons.

The power advantage of Stacking must be bought to mix damage bonus with other energy type projections with no range.

ENERGY PROJECTION SPECIAL EFFECTS

Each energy projection has one of the following special effects.

Cold used as ice is a kinetic projection which can create an icy structure of SIZ equal to the damage rolled. It may be any shape and its resistance is equal to its SIZ.

Cold used as a radiation projection, in addition to doing damage, can reduce an inanimate object's resistance by 1 point for each level used. This effect lasts for one full turn per point.

Fire or heat either provides a 10% chance per level used of igniting a flammable object or reduce its resistance by one point for each level used.

Light can create a dome of light, 2 meters in radius per level, anywhere within the range of the projection. This illuminates the area and counteracts the effects of the superpower Darkness by using 2 levels of the projection per 2 meters of radius.

Electrical projections give a 10% per level chance of controlling the workings of an electrically powered or controlled device.

Sonic projections are usually considered kinetic projections, and allow communication by sound ten times the normal distance possible with the projection.

Hard radiation projections, in addition to normal damage, do a poison attack of potency equal to the levels of projection used. There is usually a delay of several full turns for this effect to happen.

Wind projection is a kinetic projection which can be used as Telekinesis to lift and hold objects in the air, using damage rolled as STR. Alternately, it can create a kinetic Force Field of rolled damage strength.

A parry can be used with weapons bought as kinetic projections at a parry chance equal to the projection chance. There is no energy cost and the amount of protection is equal to the level of the projection.

OTHER: There are innumerable special effects possible. Players should use their imaginations to create more. Unusual special effects which seem to be in the comics spirit should be encouraged by the gamemaster.

MODERN WEAPONS

Weapons can be bought as Energy Projections, even though the damage done by the weapon does not fall into the simple multiples of 1D6 described for Energy Projections. Every two points of maximum damage a weapon does costs 1 hero point as long as at least 2/3 the maximum damage is determined by a random roll. If this criterion is not met, the cost is 1 hero point for 1 point of maximum damage. Thus, a heavy pistol which does 1D10+2 damage would cost 6 hero points but a weapon that did 1D4+8 would cost 12 hero points. However, a 1D10+2 pistol bullet would be expected to do special hits (impales) so we must add !/3 these points again to the cost, which will make a total cost of 8. This is the cost of the gun without ammunition.

If this were an Energy Projection, the cost of each use would be 8 energy points. To use it ten times, we would need 80 energy points. This is an energy cost of 8 hero points. For a heavy pistol, then, it and ten rounds of ammunition would cost 16 hero points (8 + 8).

Of course, a pistol has an obvious Vulnerable Device disadvantage, so the hero using the gun would get the power disadvantage or 8 bonus points to help pay for the gun and initial clip of ammunition. Additional "clips" of ten rounds each have no further hero point cost but take a full action rank to reload if the character is willing to drop the empty clip on the ground, or two action ranks if he wishes to retain the empty clip. This is "built in" to the description of a weapon, and the action rank delay bonus cannot be taken for it.

Autoweapons. Automatic weapons can either fire single shots or bursts of three shots or a full burst of ten shots. The cost of an autoweapon is the same basic cost as per weapon, except that the automatic fire ability doubles the price of the gun itself. Thus, a Thompson submachine gun, which does 2D6+2 damage (costing 7 points), and impales (costing 2 more points), would cost 18 hero points because it is an autoweapon. Since a Thompson traditionally carries a magazine of twenty shots, the ammunition cost would double too, and the Thompson becomes a 36 point "power." It would have a disadvantage bonus of 18 points.

Ammunition "Batteries." Whether a weapon is semi-automatic or rapidfire, the energy cost is for just the initial "battery" of ammunition. A hero who carries only one "load" for his weapon might gain bonus points through the Limited Use power disadvantage, depending on the hero points spent for the weapon.

If a weapon is bought with a number of different "loads" (different projections), each projection must have a separately paid-for ammunition battery.

Futuristic weapons. Futuristic ray guns using radiation or electric projections can be built in the same way as a Thompson, using the same logic.

Melee weapons. Archaic weapons like axes and swords, or modern nastiness like knives and bicycle chains, can be purchased at the same price of 1 hero point for each 2 points of maximum damage. Round any odd numbers up to the next even number. These weapons can either use one energy point for every 2 points of maximum damage, just as the damage bonus from fist blows do, or they may be bought at double price and have no energy expenditure at all.

Any melee weapon can be bought with the power advantage of Impaling. The usual energy cost applies.

Archaic missile weapons such as bows can be bought the same way as a gun.

Explosive weapons. A hand grenade or other explosive device can be bought just like a normal Energy Projection. To get the effect of the steadily diminishing force of an explosion, the player must make creative use of the Radius Effect power advantage.

EXAMPLE: We want a hand grenade which will do 5D6 points of damage to everything within a 2 meter radius, 4D6 points to everything within four meters, 3D6 to everything within six meters, 2D6 to everything within eight meters and 1D6 to everything within 10 meters. First, we buy 1D6 of damage (3 points) and add the cost for a 10 meter radius (5) to get a total of 8 points. Then we buy another 1D6 (3) and add the cost for an 8-meter radius (4) to get 7 points. Then another 1D6 (3) and a 6-meter radius (3) for 6 points. Then another 1D6 (3) and a 4-meter radius (2) for 5 points, and then a final 1D6 (3) and the cost of a 2-meter radius (1) for 4 points. The total is 8+7+6+5+4=30 hero points for the grenade. However, it still has no energy, so we must buy 15 energy points for the basic 5D6, 5 for the 10-meter radius, 4 for the 8-meter radius, 3 for the 6-meter radius, 2 for the 4-meter radius, and 1 for the 2-meter radius to get 15+5+4+3+2+1=30. A cost of 30 energy points means three more hero points have to be spent for the energy, or 33 points for a hand grenade total.

A hand grenade will have bonus points for Vulnerable Device (17 points) and can have a bonus for an action rank delay (11 points) between throwing the grenade and when it goes off.

Once bought, a hand grenade is effectively a power. Like extra clips for a pistol, further use of the grenade costs no hero points. Readying a hand grenade takes a full action rank.

BOOSTING WEAPONS: Weapons which use fixed "charges" of battery energy, do not have a battery of 90 points for the ten 9-point Energy Projections. Instead they actually have ten 9-point batteries. Thus, it is impossible to use the option of "Boosting" (see Combat chapter in the Superheroes Book) for a bullet because the energy battery will not have the necessary energy to boost with.

Alternately, an energy weapon can be built with an energy battery that is simply a reserve of energy, and this can be boosted as long as there is enough energy in the battery.

ENERGY SUPPLY

DESCRIPTION: Energy for superpower use.

GAME EFFECTS: Provides energy for superpowers that require energy to use.

LEVEL: 10 energy points.

HERO POINT COST PER LEVEL: 1.

ENERGY COST: None.

Energy may be bought either to add to a hero's personal energy, or as a battery for some device. It may be bought as both. Recharge will work on energy bought to add to personal energy, while a battery is usually considered to be able to plug into the nearest wall socket and get 2D6 energy points back per melee round.

However, batteries do not need to be technological or work off electric power. They can be magical charges for a wand or the energy in a bullet in a gun. If a battery is bought with no chance of recharge or replacement, the hero may use the disadvantage of Missing Effect when purchasing battery power.

EXTRA HIT POINTS

DESCRIPTION: Ability to sustain extra damage.

GAME EFFECTS: Raises hit points.

LEVEL: 2 hit points.

PURCHASE RESTRICTIONS: Maximum is original hit points in levels.

HERO POINT COST PER LEVEL: 1.

ENERGY COST: None.

This simulates many heroes' ability to get up and continue the fight again after sustaining great damage.

FLIGHT

DESCRIPTION: Ability to fly.

GAME EFFECTS: Movement in air. Faster movement rate.

LEVEL: Speed of 600 meters per melee round in a straightline or 120 meters while maneuvering during combat. Each additional level adds to both straightline and maneuver speed.

HERO POINT COST PER LEVEL: ½ SIZ.

ENERGY COST PER MELEE ROUND: ½ SIZ.

Movement rate is divided evenly among the action ranks available in a melee round. Energy cost should similarly be partitioned.

Energy cost is halved if the flyer is simply hovering in one place.

The flyer can carry anything he can normally carry but the energy cost is determined by the total SIZ in air.

Flyers wishing to use other powers must be at maneuver speed, expending a quartermove for flight.

Unless the flyer has some life support equipment, he cannot breathe if he is going faster than 600 meters per melee round (180 km/hr). Life support can be provided by the superpower Adaptability, to either low pressure or underwater. The flyer should also have some form of kinetic projection to keep him from taking damage from the wind pressure.

FORCE FIELD

DESCRIPTION: Simulates a force field that protects against damage.

GAME EFFECTS: Damage from a specific energy type is reduced before it subtracts from hit points.

LEVEL: 2 damage points of a specific energy type.

PURCHASE RESTRICTIONS: Energy type must be specified.

HERO POINT COST PER LEVEL: 1.

ENERGY COST PER LEVEL PER HOUR: 1.

There is an additional energy cost of 1 point per damage point absorbed.

Force Fields always reduce damage points first, before any other form of protection.

FORTUNE

DESCRIPTION: Simulates extraordinary luck.

GAME EFFECTS: Raises luck roll.

LEVEL: +1%.

HERO POINT COST PER LEVEL: 1.

ENERGY COST: None.

GAS PROJECTION

DESCRIPTION: Projection of a volume of gas. It is used to simulate a gas gun, a gas bomb, ability to transmute oxygen into noxious gas, etc.

GAME EFFECTS: The target must make a resistance roll based on his CON vs. the potency of the gas or be affected by it.

LEVEL: 1D6 potency gas with 1-meter radius and 30-meter range. Additional levels either add 1D6 to potency, 1 meter to radius, or 30 meters to range. The user has a 90% chance of putting the center of the radius exactly where he wants it, minus 10% for every additional 30 meters of range.

PURCHASE RESTRICTIONS: Level effects must be specified. Gas effect must be specified to either cause sleep or hit point damage. Maximum is 1/3 POW in levels.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL: 3.

The volume of gas lasts until the next action rank of the projector unless there are environmental conditions such as air conditioning, wind, etc., which may dissipate the gas earlier.

Armor and Force Fields have no effect on gas projections, but Resistance and Absorption may be purchased to specifically work against Gas Projections.

The defensive superpower of Adaptability to poison gas will protect a victim completely from the effects of this gas.

Gas Projection can be used for special effects such as hallucinations that will have the same effect on the game as putting the victim to sleep.

GESTALT

DESCRIPTION: Ability to mentally merge with another. Mentally merged minds will know each other's abilities and will know what the other is seeing, hearing, feeling, etc., but not what the other is thinking.

GAME EFFECTS: The target must make a resistance roll based on his POW vs. the user's POW or be merged.

LEVEL: Merging with one other mind.

HERO POINT COST PER LEVEL: POW.

ENERGY COST PER MELEE ROUND: POW.

Energy cost is POW regardless of the number of minds merged. Energy is expended and resistance rolled for every melee round.

Range is touch with an unfamiliar mind, but with minds that the user has merged with before can be at any distance.

Heroes with Gestalt powers may merge without the resistance roll if they are all willing. Normal energy costs apply to each hero. Willing minds may tap each other's energy and use each other's skills. If their source of superpowers is the same, they may combine their Energy Projections for a greater effect.

A mental attack on one merged mind affects all members, with no extra energy cost. The superpower Mind Block on one merged member effectively protects all members.

Merged minds may communicate mentally through conscious effort to communicate, and all communicants must know the language thought in.

GIMMICK

DESCRIPTION: Ability to create a superpower effect to meet a specific menace in advance.

GAME EFFECTS: Hero points are converted to gimmick points and saved for later use on a superpower of choice.

LEVEL: 2 gimmick points.

HERO POINT COST PER LEVEL: 3.

ENERGY COST: None.

Superpowers must be specified in advance of the scenario. Once the scenario is over, superpowers may be removed to regain gimmick points.

Gimmick may be used to create equipment that simulates superpowers. This equipment may be used temporarily by others if they have enough hero points in reserve to accomodate it. Equipment with powers beyond 20th-century scientific invention abilities requires someone with

the Invent skill to create. While the name implies technological' gimmicks, gimmick points could be used just as easily for magical effects.

GLIDE

DESCRIPTION: Ability to glide through air currents.

GAME EFFECTS: Faster movement in air.

LEVEL: 120 meters per melee round. Each additional level increases the speed by 120 meters or allows the glider to carry other objects up to his SIZ.

HERO POINT COST PER LEVEL: ½ SIZ.

ENERGY COST: None.

This power may not be used in places where there are no air currents to catch such as in outer space, or in inclement weather such as a hurricane.

A glider must normally be able to carry an object in order to carry it in the air. A glider with one level of this power may not carry anything.

GLOBAL VISION

DESCRIPTION: Ability to see in all directions at once.

GAME EFFECTS: Will be able to see in all directions with a particular vision power.

LEVEL: Affects one vision power including normal vision with eyes.

PURCHASE REQUIREMENTS: Vision power must be specified.

HERO POINT COST PER LEVEL: 2.

ENERGY COST: None.

GRAVITY PROJECTION

DESCRIPTION: Ability to increase or decrease the weight of an object.

GAME EFFECTS: Adds or subtracts from the target's SIZ (weight component only).

LEVEL: Adds or subtracts 1D6 SIZ from an object within 30 meters. Additional levels add either another 1D6 SIZ or 30 meters of range. Level effects are determined at time of use.

PURCHASE RESTRICTIONS: Maximum is half POW in levels.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL: 3.

SIZ returns to normal for the target at the rate of 1D6 per melee round. The user may use the power several times on the same target, for a cumulative SIZ gain or loss effect.

Gravity Projection does not affect the hit points or the damage bonus of the target.

Heroes that are hit with Gravity Projection must use their new SIZ to determine the use of their superpowers that depend on SIZ. If the SIZ is beyond what the power is capable of, it will not work.

For Flight, the victim of a Gravity Projection loses 50 meters of straightline flight and 10 meters of combat flight for every 2 extra SIZ points heavier he gets. His energy cost is based on the new SIZ.

The target also loses half his normal chance with combat skills and physical skills such as Climb and Jump if his new SIZ is either double his former weight or half of his former weight. His normal ground movement is halved if his weight is doubled, quartered if his weight is tripled, etc. His Jump distance is increased if his weight is decreased, as described in the description for that skill.

HEAL

DESCRIPTION: Ability to empathically heal superpowers.

GAME EFFECTS: Heals hero points damage by taking hit points damage. Range is touch.

LEVEL: Heals one hero point for one hit point of damage.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL: 3.

Since this power reduces hit points, it should be bought in combination with the superpower Regeneration.

HYPERFLIGHT

DESCRIPTION: Ability to fly at the speed of light or faster.

GAME EFFECTS: Extremely fast travel for the user.

LEVEL: Speed of light (300,000 km/sec or 3,600,000 km/melee round). Additional levels double the previous speed.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL: ½ SIZ.

This power cannot be used to travel at less than speed of light. Maximum distance per action rank or quartermove should be pro-rated. A hyperflying hero will automatically go around any obstacles larger than an air molecule, like water around a rock.

Hyperflying heroes may carry anything they can normally carry but the energy cost is determined by the total SIZ.

If bought for a vehicle, the vehicle's SIZ determines the energy cost, and its SIZ is equal to its STR for carrying passengers.

Hyperflight does not automatically protect a hero in outer space. He must have enough levels of Adaptability to survive in vacuum.

HYPNOSIS

DESCRIPTION: Ability to hypnotize others quickly through an effort of will.

GAME EFFECTS: Target must make a resistance roll based on his INT vs. the potency of the Hypnosis or be hypnotized.

LEVEL: 3 points of potency to a target within 30 meters. Additional levels either add 3 points to potency or multiply range by 10.

PURCHASE RESTRICTIONS: Level effects must be specified. Maximum is ½ POW in levels used for potency. No limit to range levels.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL: 3.

A hypnotized victim will see, hear, or believe whatever the hypnotist wants him to. The victim will usually believe anything plausible but will have his INT x 5% chance of not believing something he knows to be false. Gamemasters should alter this chance to suit the circumstances.

The target will not normally know that he has been hypnotized. If later questioned about his actions, he may realize that his mental processes may have been interfered with.

If the hypnosis was unsuccessful, the victim has his INT x 1% chance of detecting the attempt.

The hypnotist may divide his levels of potency among several targets to try to catch several victims at once.

ILLUSION PROJECTION

DESCRIPTION: Ability to create an illusion.

GAME EFFECTS: Creates an illusion that appeals to one of the five senses.

LEVEL: 2 SIZ points that appeal to one sense within 30 meters. Additional levels either add 2 points to SIZ, appeal to one other sense, or increase range 30 meters. Level effects are determined at time of use.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL PER MELEE ROUND: 3.

If the caster wants the illusion to move or otherwise interact with those perceiving it, he must maintain total concentration on the illusion and do nothing but simple quartermoves that do not require skill use or energy to perform.

So long as energy is expended to maintain the illusion, whether manipulated or not, the creator may move beyond the range with no effect to the illusion.

The illusionist must be very familiar with an object to do an exact illusion of it. Gamemasters and heroes faced with illusions that are unlikely (such as a dragon appearing in the middle of an underground villain's hideout) may make an INT x 5% roll to disbelieve the illusion.

Even if an illusion has a touch component, it cannot do direct damage to a target, and damage producing attacks will go right through it.

IMPERSONATE

DESCRIPTION: Imitation of appearance of others.

GAME EFFECTS: User looks like someone else.

LEVEL: 1 SIZ point.

HERO POINT COST PER LEVEL: 1.

ENERGY COST PER LEVEL PER HOUR: 1.

Impersonator must know what the person he is imitating looks like.

It requires ¼ SIZ points just to imitate another's face and head. Full SIZ will render a good impersonation from a distance. Twice SIZ will require special tests to distinguish. Triple SIZ will be a perfect copy, down to the fingerprints, retinal patterns, brain waves, etc., but not the personality. To impersonate the actual SIZ of a larger person, the impersonator must have enough levels to match the SIZ of the target.

INFRAVISION

DESCRIPTION: Ability to sense temperature gradations and heat sources.

GAME EFFECTS: Sees by sensing heat.

LEVEL: 100 meter range.

HERO POINT COST PER LEVEL: 2.

ENERGY COST: None.

Will not give fine definition of objects.

INSUBSTANTIALITY

DESCRIPTION: Ability to convert the body to insubstantial matter.

GAME EFFECTS: Movement through walls. No effect from kinetic forces.

LEVEL: Normal movement rates.

HERO POINT COST PER LEVEL: 20.

ENERGY COST PER LEVEL PER MELEE ROUND: SIZ.

If the user does not normally fly, one level may be used to fly at normal walking speed.

Insubstantial heroes may not handle solid objects. They are visible and will affect devices like electric eyes. They still take damage from radiation and electricity.

Insubstantial heroes must still breathe when in solid objects. The superpower Adaptability with enough levels to survive in space is recommended with this power.

Further levels of Insubstantiality may be purchased to become insubstantial to electricity and radiation. Two insubstantial characters can affect each other with normal attacks.

A hero may also buy Insubstantiality for his attacks, while he remains substantial. The hero point cost is the same as the hero point cost of the power with all of its advantages, and the energy point cost of using the insubstantiality will be double the usual cost of using the power.

INVISIBILITY

DESCRIPTION: Ability to become invisible.

GAME EFFECT: The user becomes invisible to normal vision.

LEVEL: Invisibility to normal vision. Additional levels add invisibility to other forms of vision.

HERO POINT COST PER LEVEL: ½ SIZ.

ENERGY COST PER LEVEL PER MELEE ROUND: SIZ.

Hand-to-hand attacks have a -80% chance of hitting an invisible hero. Projections cannot hit an invisible hero without a super sense.

Invisible heroes may not use any visible light powers, or powers based on any other radiation they cannot be seen by, and cannot be affected by the same forces, though other radiation forces can affect him.

Energy cost is always the same, no matter how many levels of Invisibility are used.

Invisibility can be bought to be usable on a power. One half the hero point cost of the power will make it invisible, and the energy cost for the invisibility for the power is equal to the hero point cost of the power and all its advantages.

LEAP

DESCRIPTION: Ability to jump extraordinary heights and distances.

GAME EFFECT: Leaping from place to place.

LEVEL: Additional 5 meters horizontally or 3 meters vertically to normal leaping ability (2 meters horizontally, 1 meter vertically). Level effects are determined at time of use.

HERO POINT COST PER LEVEL: 1.

ENERGY COST PER LEVEL: 1.

A hero must make a successful Jump or Acrobatics roll to land on his feet after a leap. In difficult circumstances, only the Acrobatics roll may be allowed.

The leap can be used in a smash attack, in which case the smash roll must be made. Meters per melee round speed is found by multiplying the distance leaped by 12.

LOCATE

DESCRIPTION: Ability to sense the location of a familiar object or person.

GAME EFFECT: Automatic knowledge of direction, chance of knowing exact location.

LEVEL: POWx1% chance of locating an object within 100 km. Additional levels either add POWx1% to locating chance or increase range 100 km. Level effects are determined at time of use.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL: 1.

Knowing the direction of an object is automatic if within range.

Will not work on objects the user is not familiar with.

If a person being located actively does not wish to be located, that person must make a resistance roll based on his POW vs. the locator's POW or be located. Direction, however, is automatic as usual.

If bought specifically for outer space use, base range is one light year.

MARTIAL ARTS

DESCRIPTION: This power represents the quintessence of martial arts ability.

GAME EFFECT: The hero with this power is a master of kung fu, boxing, karate, judo, aikido, tai chi, or some other martial arts form.

LEVEL EFFECTS: Each level provides the following:

1. Add 1D6 damage to fist, kick, grapple, and melee weapon attacks.

   OR

1. Add an extra attack per melee round with one of the above attacks.

2. Subtract 1D6 damage from any non-radius melee, missile, or projection attacks from a single source per action rank if a fist parry is made.

3. Subtract 10% from any one attacker's chance to hit with any attack.

4. Add 10% to fist (attack and parry), kick, grapple, melee weapon, and dodge.

Level effects are determined at time of use.

HERO POINT COST PER LEVEL: 20.

ENERGY COST: None.

Martial Arts is a mastered superpower and as such is not vulnerable to powers like Damper and Reduction.

These abilities can be split up if a character has more than one level. For instance, a character with two levels could either add 2D6 to one attack on one target, or split his attacks and attack two targets, adding 1D6 to one of the attacks, or attack three targets with no damage add whatsoever. Similarly, he can attempt to parry an attack or series of attacks from one source for 2D6 each successful parry, or he could attempt to block 1D6 worth of damage from each of two attackers. He could put 20% subtraction against one opponent, or put 10% against each of two opponents. The 10% add to attack abilities is constant, no matter how many foes he faces.

EXAMPLE: Fury the martial artist has three levels of Martial Arts. She faces the Mighty Mauler's three henchmen and, since they are neatly gathered together in easy reach, splits her attack among all of them. Because of her three levels, she has an 80% attack with fist and her blows all hit. All three henchmen are knocked away from her. Mauler moves up to her at his action rank, but does not have enough movement left to do anything but look menacing.

Seeing how massive her foe is, Fury puts all of her Martial Arts into one punch, and hits Mauler for 1D3 plus her damage bonus of 1D6 and 3D6 for the Martial Arts. The result is a disappointing 15 points. Mauler grunts slightly and punches at Fury. Fury does not subtract from Mauler's chance of hitting her because she is saving that for his three henchmen who are picking themselves up and leveling their guns at her. Mauler hits, and Fury succeeds in parry, and rolling 3D6 gets 14 points avoidance of Mauler's 20 point blow. The remaining 6 points bounce off her armor and only the six points are matched against her SIZ of 13 for knockback. No knockback.

In the meantime, Fury can either put 10% subtraction against each of the three henchmen's shots, or 30% against one and hope that the other two miss.

MIMIC

DESCRIPTION: Ability to mimic another's powers.

GAME EFFECTS: If the power source is mastered, magical, or mutated, the user must make a resistance roll, based on his POW vs. the POW of the target with the superpower, to use the power. If the power is mechanical, the resistance is against the current battery energy divided by 10 plus the levels of recharge. The target must be within 30 meters of the user.

LEVEL: 2 hero points worth of another's power or an additional 30 meters of range at the hero's choice when using the power.

PURCHASE RESTRICTIONS: Power source type must be specified.

HERO POINT COST PER LEVEL: 3.

The Mind Blast power in use.

ENERGY COST PER LEVEL: 3.

The mimicker has the use of the mimicked powers until such time as he mimics other powers. The mimicker may mimic as many hero points of powers as he has hero points in this power.

EXAMPLE: Mockingbird has 20 levels of Mimic, which allow her to mimic 40 hero points. If she mimics Captain Wonder's two levels of Flight, for 13 points, she can still mimic 27 hero points worth of his or some other hero's powers.

Only powers the mimicker has seen used or been thoroughly briefed on can be mimicked.

More levels than necessary to copy a power may be used to increase success chance. Each additional level raises POW 1 point for this purpose.

Mimic does not affect the target in any way, except, perhaps, psychologically.

Energy cost is per attempt at mimic. Use of mimicked powers are at normal energy cost for the power.

MIND BLAST

DESCRIPTION: Ability to attack mentally.

GAME EFFECTS: The target must make a resistance roll based on his POW versus the potency of the Mind Blast or be stunned. He must recover from the stun normally (see Mechanics Chapter, Book I).

LEVEL: 3 point potency at a target within 30 meters. Additional levels add 3 points to potency or multiply range by 10.

PURCHASE RESTRICTIONS: Level effects must be specified when bought. Maximum levels of potency are ½ POW. May purchase unlimited levels of range.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL: 3.

The mind blaster must be able to see his target. At long range, it may be through telescope, Mind Search, or closed-circuit TV.

If the resistance roll is a fumble, the target will also fall asleep for the attacker's potency minus the resister's CON in melee rounds if there is activity around him (minimum of one melee round), or in hours if there is no activity around him (minimum of one hour).

Whether the attack was successful or not, the target will know about the attack and who the attacker is if he makes his POWx1 roll.

MINDBLOCK

DESCRIPTION: Ability to defend against mental attacks.

GAME EFFECTS: Raises INT and POW for defensive purposes.

LEVEL: 1 point of INT and POW.

HERO POINT COST PER LEVEL: 1.

ENERGY COST PER LEVEL: 1.

Mindblock will come up automatically when the hero's INT or POW is attacked, as long as there is Energy available for it. If the target wishes to be attacked, maybe by a friendly Mimic user, he must consciously suppress the Mindblock, which costs no energy.

MIND CONTROL

DESCRIPTION: Ability to control another's actions.

GAME EFFECTS: The target must make a resistance roll based on his POW vs. the potency of the power or be under the command of the controller, doing whatever he says.

LEVEL: 3 potency points against a target within 30 meters. Additional levels either add 3 points to potency or multiply range by 10.

PURCHASE RESTRICTIONS: Level effects must be specified. Maximum is ½ POW in levels.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL PER MELEE ROUND: 3.

Target must be visible or otherwise sensed.

At the first action of the controller in each melee round, victims may break free of the control by making a resistance roll based on their POW vs. the controller's POW. Breaking free counts as a quartermove in the victim's next action rank.

If two attackers are trying to control the same person the target must make a resistance roll against both controllers' power potencies. If only one of the rolls is successful the target is controlled. If both succeed or both fail, the target is uncontrolled.

A controller may split up his levels of potency to attempt to control more than one target at a time. If he is using a level of Mind Control to keep one target controlled, he cannot use that level on any other target. Only one controllee may be given orders at one time. The others will stand about waiting for orders.

This power can be bought separately for controlling unintelligent animals. In this case he may control as many animals as he has points, rather than levels, of potency, and command all to act at once. Unintelligent animals are any that have a fixed INT rating (see Gamemaster's Book) rather than a rolled one.

MIND SEARCH

DESCRIPTION: Ability to mentally find someone.

GAME EFFECTS: If searching for a familiar mind, the searcher has a POW x 2% chance of finding it in a crowd. If searching for an unfamiliar mind, the chance is POW x 1%.

LEVEL: One mind within 30 meters. Additional levels will add an ability to search for one other mind at the same time, or multiply range by 10.

PURCHASE RESTRICTIONS: Level effects must be specified when purchased.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL: 3.

May be attempted once per hour. Percentage chance is reduced by 1% for each previous failure.

POISON

DESCRIPTION: Ability to induce poison in others.

GAME EFFECTS: Causes poison damage.

LEVEL: 1D6 potency poison.

PURCHASE RESTRICTIONS: Maximum is 1/3 POW in levels. The poison must be specified to either cause sleep or hit point damage equal to the potency.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL: 3.

Unless the poison is combined with a kinetic attack, it will not work against any amount of kinetic Armor or Force Field. Absorption and Resistance will not work against poison unless specifically bought against poison. Poisons can be combined with a kinetic attack without paying for the power advantage of Combining Attacks. Energy for poisons is usually bought as a battery to simulate the dose of poison.

Poisons have a variety of special effect possibilities which can be realized by using power advantages and disadvantages.

RADAR

DESCRIPTION: Ability to see by emitting microwave radiation.

GAME EFFECT: Sense the location of others in an environment where other senses may not work.

LEVEL: 120 degree arc for 100 meters. Additional levels either add 120 degrees to the arc or increase range by 100 meters.

PURCHASE RESTRICTIONS: Level effects must be specified.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL PER MELEE ROUND: 1.

Radar does not distinguish between two similar shapes unless there is a drastic SIZ difference. It will locate targets for projections.

The microwave emissions will be noticed by another radar user.

Use will cause static in radios.

RADIO

DESCRIPTION: Ability to pick up and transmit radio signals.

GAME EFFECTS: Receiving and transmission of radio waves.

LEVEL: 5 radio bands. Additional levels either add 5 more radio bands, ability to transmit within all of the radio bands receivable for 10 miles per level, or ability to focus transmission to a particular receiver.

PURCHASE RESTRICTIONS: Level effects must be specified.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL PER MELEE ROUND: 1.

Radio bands include AM, FM, VHF, UHF, police, maritime, citizen's band, HAM, etc. Reception of TV signals will only pick up the audio portion of the program.

Radar will neutralize all radio waves within 100 meters.

RECHARGE

DESCRIPTION: Ability to recover energy quickly.

GAME EFFECTS: Raises recharge rate.

LEVEL: Adds 1 to recharge rate.

HERO POINT COST PER LEVEL: 1.

ENERGY COST: None.

Recharge will not work if energy is expended during the action rank.

REDUCTION

DESCRIPTION: Ability to rob a hero of his superpowers.

GAME EFFECTS: 50% chance of reducing the hero points of a target's superpower (to reduce its effects to a lower hero point level).

LEVEL: Reduces 2 hero points of a particular superpower of a target within 30 meters. Additional levels either affect 2 more hero points or increase range by 30 meters. The superpower reduced may normally be chosen when the power is used.

PURCHASE REQUIREMENTS: Levels used for potency and range must be specified on purchase.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL: 3.

Reduced powers regain hero points at the rate of one per melee round.

Characteristics may not be reduced below zero. POW reduced to zero kills the victim. INT reduced to zero makes the victim an instinct-motivated animal until he recovers. Reduced CON and SIZ affect computed characteristics based on them (hit points, energy, recharge, etc.) while reduced STR and DEX limit the hero's physical abilities.

Computed characteristics may only be reduced by the amount of hero points spent for them, not by the original computed characteristic based on a rolled characteristic. If a hero has 50 hit points, of which 32 were purchased as Extra Hit Points, he can only have 32 hit points reduced through Reduction.

Will not work through Force Fields, although Reduction may be bought to work specifically against them (Force Field type must be specified).

Resistance must be bought specifically against Reduction to work.

REGENERATION

DESCRIPTION: Ability to heal quickly.

GAME EFFECTS: Replaces lost hit points.

LEVEL: 1 hit point per melee round.

HERO POINT COST PER LEVEL: 3.

ENERGY COST: None.

Will not work on corpses.
Will work on negative hit points (permanent damage).

RESISTANCE

DESCRIPTION: Ability to resist the effects of attacks.

GAME EFFECTS: Resistance chance, based on the resistance potency vs. the damage points, that there will be no damage from a particular attack type.

LEVEL: 5 points of potency against a particular attack type.

PURCHASE RESTRICTIONS: Attack type must be specified. Can be used against any energy type or any other form of attack, such as poison, mental attacks, Mimic, Reduction, etc.

HERO POINT COST PER LEVEL: 3.

ENERGY COST: None.

If the Resistance roll is unsuccessful, the damage done by the attack is still half of what it was, unless the rolled damage (or potency) is more than 20 points higher than the points of Resistance.

Knockback still occurs even if the Resistance is successful.

Resistance works after Force Field, Absorption, and Armor.

EXAMPLE: Captain Wonder has 10 points of Resistance to kinetic attacks and Armor worth 12 points of protection. He is hit by a kinetic attack doing 20 points damage. The Armor subtracts 12 points of that, leaving 8 points to match his Resistance against. This is a 60% chance, but Captain Wonder's player rolls a 75, so half of the 8 points, or 4 damage points, are subtracted from Captain Wonder's hit points.

If the damage had been 43 points, so that 31 damage points were matched against the Resistance of 10, and Captain Wonder did not make the roll, then he would take all 31 points of damage.

RETROCOGNITION

DESCRIPTION: Ability to see the past events of an area or an object.

GAME EFFECTS: Know the immediate area's past events as if the hero was there. Know the object's past as if the hero was the object.

LEVEL: Up to 24 hours in the past. Additional levels multiply the duration by 2.

PURCHASE RESTRICTIONS: Concentration on areas or objects must be specified.

HERO POINT COST PER LEVEL: 10.

ENERGY COST PER LEVEL PER HOUR: 10.

A point in time in the past is picked and the retrocognition begins from there. Time in the past passes at the same rate as the present (spying on a 3 hour meeting will take 3 hours and 30 energy points).

While looking into the past, the user is effectively in a trance. Energy will not recharge.

The power advantage Reverse will allow precognition of only one of many possible futures.

SEE INVISIBLE

DESCRIPTION: Ability to see invisible objects.

GAME EFFECTS: Location of invisible objects.

LEVEL: 120 degree arc up to 100 meters, additional levels either add 120 degrees to arc, or increase range 100 meters.

PURCHASE RESTRICTIONS: Level effects must be specified.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL PER MELEE ROUND: 1.

Will not show any details, only the basic shape and out-

line. Will not be able to distinguish between similarly shaped and sized invisible persons.

Will allow normal attacks on invisible persons.

SHAPE CHANGE

DESCRIPTION: Ability to change into other shapes.

GAME EFFECTS: Change in body shape.

LEVEL: 2 possible shapes (first level bought includes original shape of user).

PURCHASE RESTRICTIONS: Shapes must be specified.

HERO POINT COST PER LEVEL: 10.

ENERGY COST PER LEVEL PER HOUR: 10.

Normal abilities of the new shape are part of it (birds fly, dolphins swim, etc.). Any special abilities duplicating superpowers which the new shape should have should be purchased normally.

As long as the special effects of a shape are the same, one purchased "shape" can actually represent a large collection of animals. For instance, "big cat" can represent anything from a jaguar to a tiger, and large rock can be almost any form of mineral.

Alterations in SIZ and other characteristics to truly represent the object changed into must be bought separately as Super Characteristics, but only one Super SIZ, for instance, is necessary to change into several shapes which are larger than human.

ANIMAL SPEED TABLE

Animal	MPH	Meters/melee round
Black bear	30	160
Cheetah	63	336
Gazelle	50	267
Elephant	25	133
Jack rabbit	40	213
Wolf	35	187
Rhinoceros	28	149
Rat	6	32
Pronghorn	61	325
Swift	106	565
Falcon	60	320
Ducks	65-70	347-373
Swan	55	293
Sailfish	68	363
Bluefin tuna	43	229
Blue shark	43	229
Tarpon	35	187
Swordfish	40	213
Needlefish	30	160

SIDEKICK

DESCRIPTION: A loyal comrade.

GAME EFFECTS: Another entity that will fight alongside the hero. Among other possibilities, this entity could be a dog, robot, spirit, or another human being.

LEVEL: 3 sidekick points to use as hero points to create another entity.

PURCHASE RESTRICTIONS: No more hero points may be put into a sidekick than the hero has placed in himself.

HERO POINT COST PER LEVEL: 1.

ENERGY COST: None.

Sidekicks start with one in each characteristic and have human normal movement and sensory abilities. Sidekick points are expended just like hero points to develop sidekicks. Super Characteristic level limits are considered the same as that for the hero. Bonus hero points for disadvantages and handicaps may not be transfered between heroes and sidekicks.

EXAMPLE: The Brain decides he needs a robot helper to keep the school bullies away from him. He adds 15 points of STR (5 hero points), 12 points of SIZ (4 hero points), 5 points of INT (15 hero points), 12 points of CON (12 hero points), 11 points of DEX (11 hero points), 10 points of kinetic Armor (10 hero points), and a +40% punch (8 hero points). This would be 65 hero points, so the cost is 65 sidekick points for the robot.

The robot now can hit with a 1D3+1D6 punch at 90% and absorb 10 points of damage. With an INT of 6, he can understand most of Brain's commands. Brain decides that a robot should not have any POW, so he subtracts the normal one POW point for a sidekick and gains 1 sidekick bonus point.

The total sidekick points for the robot is 5+4+15+12+11+10+ 8=65 which requires 22 hero points. The -1 POW gives the robot 1 sidekick bonus point, or 1/3 bonus hero points. The Brain still needs 22 hero points to gain his mechanical bodyguard.

Sidekicks are considered replaceable unless bought with the power disadvantage of Missing Effect.

EXAMPLE: Knowing that the school bullies are infinitely resourceful in his high school, Brain specifies that he has several robots in his home workshop waiting to spring into action if the first one is destroyed. Since each one needs to hear a special voice-activation code, he can only have one available at a time for fear of them confusing their orders.

A sidekick may increase his skill use through experience rolls, but cannot increase in sidekick points or characteristics through experience. Additional sidekick points and raised characteristics must come from the hero points of the hero.

SILENCE

DESCRIPTION: Creation of a field where audible sound does not travel.

GAME EFFECT: Everyone is effectively deaf. Microphones will not pick up any audible sound.

LEVEL: A 2-meter radius sphere within 30 meters for 1 melee round. Additional levels either increase radius by 2 meters, increase range by 30 meters, increase duration by 1 melee round, or eliminate reception of ultrasonic or infrasonic sound.

PURCHASE RESTRICTIONS: Infrasonic or ultrasonic elimination must be specified. Level effects must be specified.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL: 3.

SNARE

DESCRIPTION: Ability to entrap others and hold them helpless.

GAME EFFECTS: Target must make a resistance roll based on his STR vs. the potency of the snare or be effectively trapped, immobile, and helpless.

LEVEL: 1D6 potency.

PURCHASE RESTRICTIONS: Maximum is ½ POW in levels.

HERO POINTS PER LEVEL: 3.

ENERGY COST PER LEVEL: 3.

Snares do not require energy to be maintained.

Trapped victims may attempt resistance rolls every action rank. Breakout only requires a quartermove.

Snares may be damaged either by the victim or an outside attacker. The potency of the Snare is also its resistance and its SIZ (see Breaking Things in the Mechanics chapter of the Superheroes Book). Any damage will reduce both its resistance and SIZ.

Snares totally envelop the victim. Any damage to the victim will do the same damage to the snare. Power advantages may be purchased to create snares that do not take this damage.

Breakout from multiple snares requires a successful resistance roll for each one. Only one resistance roll per action rank.

SONAR

DESCRIPTION: Bat-like ability to see by emission of ultrasonic sound waves.

GAME EFFECTS: Sense the location of others in an environment where other senses may not work.

LEVEL: 120 degree arc over 100 meters. Additional levels either add 120 degrees to arc, or increase range by 100 meters.

PURCHASE RESTRICTIONS: Level effects must be specified.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL PER MELEE ROUND: 1.

Sonar users will detect other sonar users, as will users of ultrasonic hearing.

STRETCHING

DESCRIPTION: Ability to stretch one's body.

GAME EFFECT: Stretching all or part of the body to increase reach or movement. Sufficient levels create special effects such as going through keyholes, gliding like a kite, simulating furniture, etc.

LEVEL: Any part of the body 1 meter in any direction.

PURCHASE RESTRICTIONS: To do more than stretch and extend movement speed, the hero must buy twice CON in levels.

HERO POINT COST PER LEVEL: 3.

ENERGY COST: None.

Will reduce STR 1 point per meter stretched for purposes of resistance and damage bonus.

Will add 1 point to kinetic Resistance and ½ point to electrical Armor per level stretched.

Will increase movement by 1 meter per action rank by stretching of legs for longer strides.

Stretching increases chance to hit with fist, grapple, hand-to-hand weapons, or kick by 1% per level.

If twice CON in levels bought, hero may compress his body to go through keyholes, stretch into a gliding mode, or simulate the appearance of animals and common household items.

SUPER CHARACTERISTICS

Super Characteristic powers simulate extraordinary characteristics superheroes may have. They may be bought one of two ways. If bought as a permanent effect (the hero is always superstrong) there is no energy cost unless the activity with the characteristic (hitting, lifting, etc.) costs energy normally.

However, if bought as a temporary augmentation that can be turned on or off, there is an hourly energy cost for activating the Super Characteristic. The cost for each characteristic is given in the description of each characteristic.

SUPER STR

DESCRIPTION: Extraordinary strength, ability to lift great weights.

GAME EFFECTS: Raises STR.

LEVEL: 3 STR points.

PURCHASE RESTRICTIONS: Maximum sum of Super STR plus Super SIZ allowed is original rolled STR+SIZ in levels.

HERO POINT COST PER LEVEL: 1.

ENERGY COST PER LEVEL: 1.

EXAMPLE: Gigante, the South American villain, has a rolled STR of 13 and a rolled SIZ of 16 (a total of 29 characteristic points). We can spend 13 hero points to increase STR and 16 to increase SIZ, or 20 to increase STR and 9 to increase SIZ, or any other combination within the limit of 29 hero points spent on STR and SIZ together.

SUPER SIZ

DESCRIPTION: Extraordinary height and weight, effectively a giant.

GAME EFFECTS: Raises SIZ.

LEVEL: 3 SIZ points.

PURCHASE RESTRICTIONS: See Super STR.

HERO POINT COST PER LEVEL: 1.

ENERGY COST PER LEVEL: 1.

Because SIZ combines both height and weight, it is possible to buy it in different ways with different special effects.

BOUGHT AS BOTH HEIGHT AND WEIGHT: A character with increased SIZ bought in this manner becomes a giant. He gets benefits of extra movement, additional reach, and greater chance of success with hand-to-hand attacks. Unfortunately, it also makes him

a bigger target, and he has trouble fitting through door-ways.

For each 10 points or fraction thereof of SIZ over 20, a character has an additional 2 meters of movement per action rank, and an additional 2 meters of reach. He also gains a 5% greater chance to use fist, grapple, smash, and kick attacks, though his parry ability with fist and grapple remains the same. He also "gains" a -5% defense, meaning that anyone trying to hit him has a 5% greater chance with any attack.

BOUGHT AS WEIGHT ONLY: A hero with extra SIZ bought only as weight retains his original SIZ for pur-poses of movement, attack, and fitting into rooms. He is simply heavier. This helps both his hit points and his damage bonus. In effect, this is the power of increasing bodily density.

This increase should be written on the character sheet as: SIZ 14+(14x3)=14 (56). This shows that 14 is the visible SIZ, while 56 is the weight.

BOUGHT AS HEIGHT ONLY: Increased SIZ can be bought as increased height only, which gives the user the added attack and movement abilities (and lessened defense) without the weight benefits to hit points and damage bonus. However, his cost for powers such as Flight and Teleport, which are based on SIZ, is based on weight, not height, and so will be cheaper.

This should be written on the character sheet as: 14 +(14x3)=56 (14). This shows that 56 is the visible SIZ, while 14 is the weight.

MICRO SIZ

DESCRIPTION: Ability to shrink in size.

GAME EFFECTS: Reduces SIZ.

LEVEL: 1 SIZ point.

HERO POINT COST PER LEVEL: 1.

ENERGY COST PER LEVEL: 1.

Aside from reduced costs for some powers, a smaller hero moves slower, has fewer hit points, has a smaller damage bonus, but is harder to see and hit.

For each point of SIZ under 6, the hero loses 1 meter of ground movement per action rank. For each point of SIZ under 4, he is 10% harder to hit and 10% harder to see with Spot Hidden.

If a hero has the special effect of reducing weight but not height, he has no movement penalty but no defense bonus either. He still loses hit points and dam-age bonus.

SIZ may be decreased below 1 to zero and into neg-ative numbers.

SUPER CON

DESCRIPTION: Simulates extraordinary health.

GAME EFFECT: Raises CON.

LEVEL: 1 CON point.

PURCHASE RESTRICTIONS: Maximum is original rolled CON in levels.

HERO POINT COST PER LEVEL: 1.

ENERGY COST PER LEVEL: 1.

SUPER INT

DESCRIPTION: Simulates extraordinary intelligence, ability to solve difficult problems.

GAME EFFECTS: Raises INT.

LEVEL: 1 INT point.

PURCHASE RESTRICTIONS: Maximum allowed is 1/3 original rolled INT in levels.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL: 3.

SUPER POW

DESCRIPTION: Simulates extraordinary abilities in most matters of universal significance.

GAME EFFECTS: Raises POW.

LEVEL: 1 POW point.

PURCHASE RESTRICTIONS: Maximum allowed is 1/3 original rolled POW in levels.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL: 3.

SUPER DEX

DESCRIPTION: Simulates extraordinary body control, and ability to move like a very acrobatic monkey.

GAME EFFECTS: Raises DEX.

LEVEL: 1 DEX point.

PURCHASE RESTRICTIONS: Maximum allowed is original DEX in levels.

HERO POINT COST PER LEVEL: 1.

ENERGY COST PER LEVEL: 1.

SUPER APP

DESCRIPTION: Extraordinary beauty and personality.

GAME EFFECTS: Raises APP.

LEVEL: 1 APP point.

HERO POINT COST PER LEVEL: 2.

ENERGY COST PER LEVEL: 2.

SUPER HEARING

DESCRIPTION: Ability to hear sound at long distances.

GAME EFFECTS: Increases range of Listen skill.

LEVEL: 100 meters.

HERO POINT COST PER LEVEL: 2.

ENERGY COST: None.

Intervening regular walls decrease range by 30 meters each. Soundproof walls decrease range by 150 meters each.

Negates Move Quietly skill within 30 meters of user.

SUPERMOVE

DESCRIPTION: Extraordinary running speed.

GAME EFFECTS: Increases movement rate.

LEVEL: Additional 6 meters per action rank.

HERO POINT COST PER LEVEL: 1.

ENERGY COST PER LEVEL: 1.

Quartermoves increase by 1½ meters per level.

SUPER SMELL

DESCRIPTION: Ability to detect and distinguish scents.

GAME EFFECTS: Chance of detecting emotional odors, tracking by scent, distinguishing people by scent, detecting a dangerous weapon, etc.

LEVEL: INT x 1%.

HERO POINT COST PER LEVEL: 2.

ENERGY COST: None.

SUPERSPEED

DESCRIPTION: Ability to raise the speed of various movement powers.

GAME EFFECTS: Faster movement rates.

LEVEL: Multiplies all movement rates by 2. Additional levels add 1 to the multiplier.

HERO POINT COST PER LEVEL: 10.

ENERGY COST PER LEVEL PER HOUR: 10.

Will not work with Glide, Leap, Stretch, or Swing superpowers. Adds 10% (maximum) to defense against ranged weapons. Energy must be expended every time the user stops and starts again.

SUPERSWIM

DESCRIPTION: Ability to swim faster.

GAME EFFECTS: Adds to normal swim rate of 10 meters per melee round.

LEVEL: 2 meters per action rank.

HERO POINT COST PER LEVEL: 1.

ENERGY COST PER LEVEL PER ACTION RANK: 1.

SUPER TASTE

DESCRIPTION: Ability to distinguish subtle tastes.

GAME EFFECTS: Chance to detect poison, etc., by tasting non-lethal doses.

LEVEL: INT x 1%.

HERO POINT COST PER LEVEL: 2.

ENERGY COST: None.

SUPER TOUCH

DESCRIPTION: Ability to sense minute differences in texture, etc., through feeling.

GAME EFFECTS: Chance to see or read with touch, feel the coming of a hand-to-hand or ranged attack, move in the dark by feeling air currents, etc.

LEVEL: INT x 1% chance within 30 meters. Additional levels either add INT x 1% to chance or increase range 30 meters.

PURCHASE RESTRICTIONS: Level effects must be specified.

HERO POINT COST PER LEVEL: 2.

ENERGY COST: None.

Successful roll negates surprise.

SUPER VISION

DESCRIPTION: Ability to see distances.

GAME EFFECTS: Telescopic eyes.

LEVEL: Doubles normal vision range of 30 meters.

HERO POINT COST PER LEVEL: 2.

ENERGY COST: None.

SWING

DESCRIPTION: Ability to move by swinging from place to place.

GAME EFFECTS: Travel through air with the use of some swinging device.

LEVEL: 3 meters per action rank.

HERO POINT COST PER LEVEL: 1.

ENERGY COST: None.

Must have device to work. Place swung from must be higher than either starting or ending point.

Avoiding obstacles requires successful Acrobatics roll.

May be used for smash attacks. Multiply the meters moved in one action rank by 12 to determine the meters per melee round for the Impact Damage Table.

TAP

DESCRIPTION: Ability to tap the powers of others.

GAME EFFECTS: Tapping of other willing heroes' powers within touch range to convert to another power.

LEVEL: 2 hero points worth.

PURCHASE REQUIREMENTS: The power tapped and what it will convert to must be specified when purchased.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL PER MELEE ROUND: 3.

Taps require a quartermove. Powers gained from taps may be used in the same action rank.

Tapped heroes suffer no effects other than temporary loss of the power.

Powers gained from taps disappear if the tapped hero is knocked out, moves out of range, or refuses to allow further taps.

TELEKINESIS

DESCRIPTION: Ability to move objects for a distance.

GAME EFFECTS: Chance to move distant objects.

LEVEL: 50% chance to move 3 SIZ points of an object, within 30 meters, 24 meters per melee round. Additional levels either add 5% to chance, 3 to SIZ points, 30 meters

to range, or increase speed by 6 meters. Level effects are determined at time of use. A level is said to have 3 points of STR.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL PER ACTION RANK: 3.

The user may use the power to move himself.

To hit with an object moved by telekinesis, use the hero's Throw ability. Extra levels may be used to increase Throw chance 3%. A hero may increase his skill at picking up with Telekinesis and throw with Telekinesis like any other skill.

Telekinesis may be used as a kinetic Force Field at the rate of 3 points per level. Energy cost for this purpose is 3 points per melee round.

Targets that have a hold of something have the sum of their SIZ and STR as the total SIZ that must be moved.

Targets may break free by making a resistance roll based on the target's STR vs. the telekinetic STR.

TELEPATHY

DESCRIPTION: Ability to read other minds, or communicate with them.

GAME EFFECTS: The target must make a resistance roll based on his POW vs. the telepath's POW or have his mind read. A fumble will reveal any thoughts the target is specifically trying to hide.

LEVEL: Reading of one mind within 30 meters. Additional levels either increase minds read by one or multiply range by 10.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL: 3.

Targets must be visible or otherwise sensed.

Simple communication with another mind does not require a resistance roll, so long as the other is willing.

Targets will subconsciously know that their minds are being read and will know who the reader is if they make their POWx1% roll.

Telepathy reads only human minds. Minds of animals and machines must be bought for specifically.

TELEPORT

DESCRIPTION: Ability to travel from one place to another instantly.

GAME EFFECTS: Moving self or others instantly from place to place.

LEVEL: 1 SIZ point within 200 meters. Additional levels add 1 to SIZ points or extend range 200 meters.

PURCHASE RESTRICTIONS: Level effects must be specified.

HERO POINT COST PER LEVEL: 1.

ENERGY COST PER LEVEL: 1.

Extra levels may be used to take others on the Teleport.

The teleporter must have spent at least an hour's familiarity with the area he is teleporting to, or be able to see it clearly. Teleport can be used to make a quartermove.

The teleporter's momentum remains the same as before teleportation, and in the same direction.

TRANSMUTE

DESCRIPTION: Ability to change the shape of inanimate objects.

GAME EFFECTS: Causes objects to change shape without changing their chemical makeup. It can be used to change the chemical state. A solid can be changed to a gas, a liquid to a solid, etc.

LEVEL: 2 SIZ points of an object within 30 meters for one melee round. Additional levels either increase SIZ by 2 points, extend range 30 meters, or extend duration by one melee round. Level effects are specified at time of use.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL: 3.

Will not allow objects to move except through gravity.

Can work on part of an object, rather than the entire object.

ULTRASONIC HEARING

DESCRIPTION: Ability to hear ultrasonic sounds.

GAME EFFECTS: Gives Listen skill the additional ability to hear ultrasonic sounds.

LEVEL: Normal 30 meter range of Listen skill. Additional levels add 100 meters to range.

HERO POINT COST PER LEVEL: 2.

ENERGY COST: None.

Five cm of intervening material will subtract 100 meters from range.

WALL WALKING

DESCRIPTION: Ability to walk on walls and ceilings.

GAME EFFECTS: Extraordinary movement.

LEVEL: Walk walls and ceilings at normal ground movement rate. Additional levels either increase movement by half rate or increase SIZ by half for knockback purposes (simulating a clinging effect).

PURCHASE RESTRICTIONS: Level effects must be specified.

HERO POINT COST PER LEVEL PER 5 SIZ POINTS: 1.

ENERGY COST: None.

A hero with this power must have sufficient levels to carry any additional SIZ or he will fall.

X-RAY VISION

DESCRIPTION: Ability to see through any substance but lead, gold, and other higher density materials.

GAME EFFECTS: See through most materials.

LEVEL: 15 cm of a material within 30 meters. Additional levels either add 15 cm to material thickness, or raise range 30 meters. Level effects may be determined at time of use.

HERO POINT COST PER LEVEL: 3.

ENERGY COST PER LEVEL PER MELEE ROUND: 1.

Power Advantages

The Superpowers chapter described the powers in their basic forms. The power advantages described in this chapter are used to modify and enhance the superpowers' effects.

The Advantages

Power advantages are described in much the same way as superpowers.

Hero point costs for power advantages, as well as the disadvantages described in the next chapter, usually depend on the original cost of the power modified. They are specified as costing a fraction of the original power cost to purchase per level.

Hero point costs and energy point costs are in addition to the normal costs of the power modified. Advantages need not be purchased to affect all the levels of a power, though this is recommended.

In every case, the superpower being modified must be specified.

COMBINING

DESCRIPTION: Ability to combine a power with another to work simultaneously.

GAME EFFECTS: Allows a power to work simultaneously with another, combining their effects.

LEVEL: One level with a specific power.

PURCHASE RESTRICTIONS: Other power must be specified.

HERO POINT COST PER LEVEL: 2.

ENERGY COST: None.

An example is an Energy Projection that does more than one energy type damage.

ENERGY FIELD FORMATION

DESCRIPTION: Ability to form energy fields.

GAME EFFECTS: Gives Energy Projections ability to form one type of energy field.

POWER ADVANTAGES

Powers	Hero point cost	Energy cost
Combining	2 per level	None
Energy Field Formation	1 per level per form	1 per level
Extended Duration	1/3 original	1/3 original
Extended Range	1/3 original	1/3 original
Impaling	1/3 original	1/3 original
Power Transfer	Same as original	Same as original
Radius Effect	1 per level	1 per level
Rapidfire	Same as original	Same as original
Reduced Energy Cost	1 per level	None
Reflection	1 per level	1 per level
Reverse	1/3 original	1/3 original
Simultaneous Attack	4 per level	None
Special Defense	1/3 original	None

LEVELS: One level of an Energy Projection. Additional levels may either add another level of effect or allow formation of another type of field.

PURCHASE RESTRICTIONS: Energy field type and level effects must be specified.

HERO POINT COST PER LEVEL: 1.

ENERGY COST PER LEVEL PER MELEE ROUND: 1.

For energy field types, see corresponding box.

The field disappears at the end of the melee round unless the creator expends energy to maintain it and does not move beyond his projection range from it.

Expending energy to maintain the formation does not prevent the user from using the projection power for something else on a subsequent round.

ENERGY FIELD TYPES

Cage. The target is enclosed if the projection is successful. There are two effects which must be purchased separately: the victim is effectively snared (see Snare Projection) or the victim may break through the cage by taking damage equal to the projection damage points.

Safety net. This is used to catch a falling victim. It may be used to hold, raise, lower, or move a target using the rolled damage as STR.

Force field. Formation of a same energy type force field equal in strength to the rolled damage of the projection. Damage absorbed reduces the strength of the force field proportionately.

Wall. This creates a wall with SIZ and resistance equal to the damage rolled.

EXTENDED DURATION

DESCRIPTION: Ability to extend the duration of one's powers.

GAME EFFECTS: Extends the duration of superpowers which do not have instantaneous effects.

LEVEL: Multiplies duration by two.

HERO POINT COST PER LEVEL: 1/3 original.

ENERGY POINT COST PER LEVEL: 1/3 original.

Projections with radius effects may be extended in duration to create a field that does damage when triggered. One level will last until the next action rank, two levels will last for one melee round, further levels will double the duration.

EXTENDED RANGE

DESCRIPTION: Ability to extend the normal range of a power.

GAME EFFECTS: Extends the range of a superpower.

LEVEL: Multiplies range by two.

HERO POINT COST PER LEVEL: 1/3 original.

ENERGY POINT COST PER LEVEL: 1/3 original.

IMPALING

DESCRIPTION: Ability to roll damage dice twice on every hit.

GAME EFFECTS: If an attack is special roll, it is considered an impale. Impales roll damage dice twice.

LEVEL: Normal special roll chance of an impale. Additional levels raise special roll chance by again as much. Five levels can be bought to ensure an automatic impale with every hit.

PURCHASE RESTRICTIONS: Maximum is ¼ POW in levels.

HERO POINT COST PER LEVEL: 1/3 original.

ENERGY COST PER LEVEL: 1/3 original.

Cost for Martial Arts is 7 hero points per level.

A projection can be bought to allow part of the projection to impale. Thus, a hero with a 6D6 Energy Projection but a POW of 12 (only allowing a 3D6 impale) can buy impale for three levels. If he successfully impales, he will do 9D6 (3D6+3D6+3D6) damage.

POWER TRANSFER

DESCRIPTION: Ability to allow another to use one's powers.

GAME EFFECTS: 50% chance of allowing another within 30 meters the use of the power.

LEVEL: Level of the power.

HERO POINT COST PER LEVEL: Equal to the level cost for power.

ENERGY COST: Equal to energy cost for the power.

Chance of allowing another is the same as an Energy Projection, and may be increased through purchase of 5% increments with hero points, or through experience rolls.

RADIUS EFFECT

DESCRIPTION: Ability to affect everything in an area rather than a single target.

GAME EFFECTS: Gives powers a radius effect.

LEVEL: 2-meter radius.

HERO POINT COST PER LEVEL: 1.

ENERGY COST PER LEVEL: 1.

All Radius Effect attacks have a 10% greater chance of success.

Use the rules under the Throw skill to determine results if the Radius Effect attack misses. A Radius Effect can be used on a section of floor instead of a specific target, for a 40% increase in chance to hit, but everyone within the radius may attempt a luck roll to allow himself to move a quartermove away from his position to avoid the results.

RAPIDFIRE

DESCRIPTION: Multiple-fire effect.

A superhero using Hyperflight with the Extended Duration advantage.

GAME EFFECTS: Gives a power the ability to attack more than once per action rank.

LEVEL: Up to ten additional attacks.

HERO POINT COST PER LEVEL: Same as original.

ENERGY COST PER LEVEL: Same as original.

Each additional attack lowers attack chance by 5%.

Roll once for all attacks against a single target. If the attack succeeds, roll an appropriately-sided die (D2, D3, D4, etc.) to determine how many of the burst actually hit. If the power can Impale, only the first hit will do so, unless the power has been bought with a 100% impale chance. Roll each hit's damage separately and compare it against the protection hit separately.

If attacking more than one target, the user loses one shot per extra target aimed at. Each target must be attacked to hit separately.

EXAMPLE: Rapidfire the supervillain is attacked by Stormbolt, Captain Wonder, and Fury. He fires a burst of ten electric bolts at them. He loses two shots because there are three targets. He then attacks each separately and hits each of them. To keep things simple, he decided to fire three at Stormbolt, three at Captain Wonder, and two at Fury, so his player will roll D3 for number of hits on Stormbolt and Captain Wonder, and D2 for hits on Fury.

REDUCED ENERGY COST

DESCRIPTION: Ability to use less energy in a power for the same effects.

GAME EFFECTS: Lowers energy cost of a power.

LEVEL: 1 point.

HERO POINT COST PER LEVEL: 1.

ENERGY COST: None.

Remaining energy point costs of the powers, if any, should be pro-rated for the extent of the power. Thus, if 14 points are spent to reduce the cost of a 7D6 Energy Projection from 21 energy points to 7, then the hero should pay 1 energy point for each level of projection used.

REFLECTION

DESCRIPTION: Ability to reflect attacks back at the attacker.

GAME EFFECTS: Reflects damage which is absorbed by a specific protection power back at the attacker.

LEVEL: 1 damage point.

PURCHASE RESTRICTIONS: Can buy no more points of Reflection than the points absorbed by the protection. Thus, a 10-point Force Field cannot reflect more than 10 points of damage.

HERO POINT COST PER LEVEL: 1.

ENERGY COST PER LEVEL: 1.

Damage reflected has a DEX x 5% chance of hitting the

original attacker, with all the usual combat modifiers.

Damage can be reflected at another target if the user makes a DEX x 3% roll.

REVERSE

DESCRIPTION: Ability to reverse a power's effects.

GAME EFFECTS: Reverses an effect of one of one's powers.

LEVEL: A level of a power.

HERO POINT COST PER LEVEL: 1/3 original.

ENERGY COST PER LEVEL: 1/3 original.

Examples are changing retrocognition to precognition, allowing another to mimic one's own powers rather than mimicking his, etc.

This advantage does not affect normal use of the power.

SIMULTANEOUS ATTACKS

DESCRIPTION: Ability to make more than one attack at the same time.

GAME EFFECTS: Allows an offensive superpower to be used at the same action rank another is being used.

LEVEL: One additional attack.

HERO POINT COST PER LEVEL: 4.

ENERGY COST: None.

This normally allows the power to be used with any other offensive power. However, the cost may be reduced to 2 by accepting a disadvantage that will allow simultaneous use only with a specific power.

Targets may be different.

SPECIAL DEFENSE

DESCRIPTION: Allows a power to work against a defense that normally stops it.

GAME EFFECTS: An attack with this advantage may get past a defense that normally stops it completely, such as Force Fields stopping Reduction, but in turn accepts another defense as proof against it.

LEVEL: One defense exchanged.

HERO POINT COST PER LEVEL: 1.

ENERGY COST: None.

EXAMPLE: Doctor Walktapus emits a gas which acts as a Reduction of STR. It is a potency 12 reduction worth 18 points and has a 6-meter radius for the reduction, worth 18 more points. Since it is gas, it is reasonable that a Force Field would not stop it, but Adaptability to poison gas would, so he pays an additional 12 points (1/3 of his cost) to change the Reduction special defense to Adaptability from Force Field.

Skills

Skill levels describe the percentage chance the hero has of accomplishing a skill in a particularly crucial situation.

For most uses of skills, the requirement of a success roll is at the discretion of the gamemaster for, in general, superhero actions are considered automatic unless there is a good chance that an average person will not succeed. The balance should be found where the frequency level of skill rolls will not disrupt the flow of the game but will discourage superheroes from constantly attempting outlandish maneuvers. There is also room for gamemasters to be creative in demanding appropriate skill rolls during a crucial point in the game.

Time required for skill attempts as well as effects of crucial rolls are largely left to the discretion of the gamemaster. It is also up to the gamemaster to modify skill chances to suit the circumstances.

Gamemasters should secretly make most sensory skill rolls during the game for inattentive superheroes. This way, if the roll is a miss, the players will be unaware that they have missed an important clue, or that the gamemaster is giving them false information if the roll is a fumble.

When dealing with skills, levels describe percent rise in base chance per hero point.

The Skills

ACROBATICS

DESCRIPTION: Ability to make acrobatic, gymnastic moves.

SKILLS

Skill	Base chance	Level increase	Skill	Base chance	Level increase
Acrobatics	05%	½ DEX x 1%	Listen	45%	5%
Balance	05%	5%	Meditation	00%	CON x 1%
Climb	55%	5%	Move Quietly	25%	DEX x 1%
Command	00%	APP x 1%	Navigate	00%	INT x 1%
Craft	05%	INT x 1% per craft	Observation	00%	INT x 1%
Ciminology	05%	INT x 1%	Pathfind	00%	INT x 1%
Disguise	05%	INT x 1%	Persuade	05%	APP x 1%
Dodge	½ DEX x 1%	½ DEX x 1%	Project Energy	50%	5%
Drive Vehicle	25%	DEX x 1% per vehicle	Science	00%	INT x 1% per science
Fast Talk	05%	APP x 1%	Spot Hidden	25%	5%
Fine Manipulation	05%	DEX x 1%	Spot Weakness	00%	5%
First Aid	25%	5%	Streetwise	10%	5%
Hide	25%	5%	Swim	25%	DEX x 1%
Invent	00%	INT x 1%	Throw	45%	5%
Jump	45%	5%	Total Recall	00%	INT x 1%
Knowledge	INT x 4%	INT x 1%	Track	00%	INT x 1%
Language	00%	INT x 2% per language			

GAME EFFECTS: Tumbling, backflips, etc.

BASE CHANCE: 5%.

LEVEL: 1/2 DEX x1%.

Also used when landing on particularly slippery or rocky surfaces.

A successful Acrobatics use reduces the acrobat's chance of being hit by 10 percentiles.

BALANCE

DESCRIPTION: Ability to judge the balance point of oneself or another object.

GAME EFFECTS: Walking tight-ropes, traversing a thin log over a deep ravine, narrow ledges, etc. Also used for balancing other objects.

BASE CHANCE: 5%.

LEVEL: 5%.

CLIMB

DESCRIPTION: Ability to climb various edifices.

GAME EFFECTS: Climbing mountains, tall buildings, trees, etc.

BASE CHANCE: 55%.

LEVEL: 5%.

A hero who makes his Climb roll can ascend or descend 3 meters in one melee round. This is done at the end of the hero's last action rank in the melee round, and he is considered to have been in transit the entire round. To determine the effects of Superspeed on a climber, find his action-rank Climb speed and double that. If the hero misses his Climb roll, he stays in one place, unable to find appropriate hand and foot holds. If he fumbles, he falls.

A hero can increase the speed of his climb by subtracting 5 percentiles from his success chance for every extra meter he wants to go. This also increases the fumble chance.

Increase in SIZ affecting both height and weight will allow one extra meter per action rank of normal climbing for every 10 points or fraction thereof over a SIZ of 20.

Extra obstacles like overhangs, smooth sides, oil poured over the climbing surfaces, or adhesive powder on the climbing surface can increase or decrease the needed roll to successfully Climb, at the gamemaster's discretion.

COMMAND

DESCRIPTION: Ability to command respect and be heard at a distance. Also, ability to get what one wants done.

GAME EFFECTS: Give orders from a distance, bluffing enemy guards into letting one pass.

BASE CHANCE: 0%

LEVEL: APP x1%.

CRAFT

DESCRIPTION: Ability to make things with hand-operated (and possibly computer-assisted) tools.

GAME EFFECTS: Carpentry, electrical repair, electronic engineering, metal working, mechanics (for various vehicles), plumbing, etc.

BASE CHANCE: 5%.

LEVEL: INT x1%.

CRIMINOLOGY

DESCRIPTION: Knowledge of police science and investigation techniques.

GAME EFFECTS: Knowledge of criminals, their modus operandi, forensics, following leads, etc.

BASE CHANCE: 5%.

LEVEL: INT x1%.

A hero with this skill may have contacts. A contact is defined as a non-player character who is friendly to either the hero or his secret I.D., and can supply the hero with information and gossip about the local criminal scene. Typical contacts include newsmen, police officers, prison wardens, minor-league or retired criminals, social workers, private investigators, attorneys, morgue workers, and anyone else who is in frequent contact with the criminal element. Gamemasters should role-play contacts to the hilt, and remember that they are not all cooperative, easily reached, or truthfully informed. As a guideline, a hero should have no more than one contact per 25% Criminology.

If contacts do not fit into a campaign or a particular scenario, the gamemaster has no obligation to insert them.

DISGUISE

DESCRIPTION: Ability to disguise oneself as another person.

GAME EFFECTS: Fooling others into thinking one is another person.

BASE CHANCE: 5%.

LEVEL: INT x1%.

Disguise will fool casual inspection, but it will not fool close scrutiny.

DODGE

DESCRIPTION: Ability to dodge oncoming objects, including fists and other hand-to-hand attacks.

GAME EFFECTS: Used to get out of the way of an oncoming attack.

BASE CHANCE: 1/2 DEX x1%.

LEVEL: 1/2 DEX x1%.

May be used as a quartermove but not in combination with an attack or a parry.

Dodge may be used as a defensive maneuver at any time if the dodger has delayed his last action rank, or by aborting his next one. Once an opponent has declared his attack, but before dice are rolled for success, the hero may declare his intention to Dodge. If the Dodge is successful, the attack is automatically considered a miss.

Dodging extra-fast objects such as bullets is reduced to half chance.

DRIVE VEHICLE

DESCRIPTION: Ability to operate and maneuver vehicles.

GAME EFEFCTS: Automobiles, trucks, helicopters, speedboats, snowmobiles, WW I vintage biplanes, fighter jets, DC-10s, etc.

PURCHASE RESTRICTIONS: Both DEX and INT must be greater than 6. Vehicle must be specified.

BASE CHANCE: 25%.

LEVEL: DEX x 1%.

Base chance is where the skill level starts if one has the skill, otherwise it is 0%.

FAST TALK

DESCRIPTION: Ability to talk another into doing something the fast talker wishes.

GAME EFFECTS: Talk oneself out of a jam or an embarrassing situation, make listener agree with you, etc.

BASE CHANCE: 5%.

LEVEL: APP x 1%.

Fast talk can be accomplished in one melee round.

Will not work on those who have already made up their minds. Use of Persuade is required instead.

FINE MANIPULATION

DESCRIPTION: Ability to manipulate small objects, use fine instruments, and handle delicate objects.

GAME EFFECTS: Repair watches, pick locks, set and disarm traps, pick pockets, etc.

BASE CHANCE: 5%.

LEVEL: DEX x 1%.

FIRST AID

DESCRIPTION: Knowledge of basic first aid.

GAME EFFECTS: Heal 1D3 hit points on oneself or another in one melee round.

BASE CHANCE: 25%.

LEVEL: 5%.

May only be used once per patient per recovery period. A fumble will cause 1D3 damage.

First Aid will heal permanent damage but will have no effect on the dead.

The hero may gain hero points for this skill by taking the disadvantage of Conditional Use (only if a first aid kit is available) or Vulnerable Device (the first aid kit).

HIDE

DESCRIPTION: Ability to hide in cover.

GAME EFFECTS: Concealment of oneself from others.

BASE CHANCE: 25%.

LEVEL: 5%.

INVENT

DESCRIPTION: Ability to invent useful gimmicks.

GAME EFFECTS: Making of bugging devices, remote control units, small robots with limited abilities, etc.

BASE CHANCE: 0%.

LEVEL: INT x 1%.

PURCHASE REQUIREMENTS: Inventor must have pertinent Science or Craft skill at 90% or better to invent an object.

The inventor must have own lab or familiar work area with proper equipment. The gamemaster may reduce the chance of success if the inventor is working with limited tools and faces a difficult project.

Craft for inventing can include magic, for invention of magical items.

JUMP

DESCRIPTION: Ability to judge jumping distances and heights, and land safely.

GAME EFFECTS: Landing safely at a predesignated spot.

BASE CHANCE: 45%.

LEVEL: 5%.

Normal standing jump distance is 2 meters, height is 1 meter. Each 10 points of STR over SIZ will allow another meter of distance and ½ meter of height. Add half again to distances and heights for running jumps.

KNOWLEDGE

DESCRIPTION: General knowledge.

GAME EFFECTS: Occasional trivia knowledge, most high school curricula, etc.

BASE CHANCE: INT x 4%.

LEVEL: INT x 1%.

College majors such as biology, chemistry, physiology, physics, etc., require appropriate Science skills.

LANGUAGE

DESCRIPTION: Knowledge of various languages.

GAME EFFECTS: Speaking, reading, and writing of a particular foreign language.

PURCHASE RESTRICTIONS: Language must be specified.

BASE CHANCE: 0%.

LEVEL: INT x 2%.

Percentage chance indicates speaking ability. Assume reading ability to be 2/3 of speaking, writing to be ½ of reading.

Everyone starts at 90% speaking, 60% reading, and 30% writing skill levels in their native language.

LISTEN

DESCRIPTION: Ability to hear low-volume sound as well as to pick up important incidental sounds.

GAME EFFECTS: Chance of listening through doors or down long corridors, overhearing an important conversation in a crowded restaurant, or of light sleepers being awakened by a burglar, etc.

BASE CHANCE: 45%.

LEVEL: 5%.

Fumbles mean misinterpretations of what the listeners hear. Gamemasters should give potentially harmful information to the listeners in this case.

Gamemasters should roll for inattentive heroes when they have a chance of overhearing something important.

Listeners halve their chances of noticing someone who has successfully made a Move Quietly roll.

MEDITATION

DESCRIPTION: Ability to go into a meditative trance which will clear one's mind of physical and psychological trauma as well as help heal oneself.

GAME EFFECTS: Chance to heal every action rank rather than every melee round.

BASE CHANCE: 0%.

LEVEL: CON x 1%.

Heroes may not take any action while in a meditative trance. Meditation is broken either voluntarily or when attacked.

Meditation can also be used to break out of a Mind Control or Emotion Control. If left alone and uncommanded for one melee round of Meditation, the victim who makes a successful Meditation roll can double his POW or INT for the purpose of breaking free of the control.

MOVE QUIETLY

DESCRIPTION: Ability to move quietly without disturbing others.

GAME EFFECTS: Catfooting.

BASE CHANCE: 25%.

LEVEL: DEX x 1%.

May not be used during combat.

Successful Move Quietly halves Listen chances.

If this skill is used with the skill of Hide, the two skills are rolled for once and the same roll is used for both.

EXAMPLE: Black Hound is stealthily following the Mighty Mauler when he realizes that the menacing Manmountain is retracing his footsteps and approaching him down the corridor! He attempts to Move Quietly (a 65% chance for him) over to a nearby hanging and Hide (a 45% chance). His player rolls 54, which means that his movement was quiet, but his boots are peeking out from beneath the hanging.

Move Quietly is a quartermove action and reduces a hero's movement by 1/4.

NAVIGATE

DESCRIPTION: Ability to find direction through the use of landmarks and the stars.

GAME EFFECTS: Chance of going in the right direction.

BASE CHANCE: 0%.

LEVEL: INT x 1%.

OBSERVATION

DESCRIPTION: Ability to see from a distance as well as pick out any anomalies or discrepancies.

GAME EFFECTS: Recognizing a person in a crowded street, spotting a getaway car from the air, detecting discrepancies in behavior and attitudes, etc.

BASE CHANCE: 0%.

LEVEL: INT x 1%.

PATHFIND

DESCRIPTION: Ability to find one's way through an unfamiliar area.

GAME EFFECTS: Finding a way out of a winding cave, crawling through computer air ducts, digging out of a prison, etc.

BASE CHANCE: 0%.

LEVEL: INT x 1%.

PERSUADE

DESCRIPTION: Ability to convince another, both intellectually and emotionally, of the rightness of the persuader's words.

GAME EFFECTS: Change another's mind, make another do something he does not particularly want to.

BASE CHANCE: 0%.

LEVEL: APP x 1%.

The hero may not really know if his Persuade skill has worked, so this roll will often have to be made by the gamemaster.

PROJECT ENERGY

DESCRIPTION: Ability to project energy.

GAME EFFECTS: The basic skill of using an Energy Projection or any other power described as having a 50% chance of hitting the target (see Superpowers chapter).

BASE CHANCE: 50%.

LEVEL: 5%.

SCIENCES

Anthropology. Study of primitive man and the origins of social customs.

Astronomy. Study of the stars and the forces that influence the universer.

Chemistry. Study of molecular and atomic structures of the world.

Computer programing. Study of analytical machines.

Forensics. Study of crimes and their clues. Includes all scientific detection methods.

Medicine. Study of diseases, their causes and their cures, and the healing of physical wounds.

Occultism. Study of occult influences and methods of divination. This implies neither a belief in the occult, nor a proficiency in it.

Systems analysis. Study of how people work together and the flow of effort and resources.

SCIENCE

DESCRIPTION: Knowledge of a specific science.

GAME EFFECTS: Helpful knowledge of strange phenomena, necessary background for Invent skill, etc.

BASE CHANCE: 0%.

LEVEL: INT×1%.

PURCHASE RESTRICTIONS: Science must be specified.

For a sample list of sciences, see corresponding box.

SPOT HIDDEN

DESCRIPTION: Ability to spot hidden items.

GAME EFFECTS: Spotting of hidden compartments, secret traps and doors, camouflaged vehicles, etc.

BASE CHANCE: 25.

LEVEL: 5%.

SPOT WEAKNESS

DESCRIPTION: Ability to spot weaknesses in another's defenses.

GAME EFFECTS: Chance of ignoring target's Armor and Force Field. If target's Absorption and/or Resistance has the disadvantage Failure Chance, they may also be ignored.

BASE CHANCE: 0%.

LEVEL: 5%.

PURCHASE RESTRICTIONS: May only be purchased with hero points gained through experience.

This skill takes one action rank to accomplish. Successful use of the skill allows the character to ignore his opponent's Armor or Force Field for a blow in the next action rank. If the blow is not taken in the next action rank, the oppotunity is lost and the user must try again.

It can be used to bypass the resistance of a wall or a bank vault, or any other non-sentient immobile object.

EXAMPLE: Fury the martial artist makes a Spot Weakness roll against the Mighty Mauler on her action rank of 22. On her action rank of 12, after using her Martial Arts parry against Mauler's blow, she can attack the Mauler and, if successful, ignore his 12 points of kinetic Armor and put her full damage into his hit points.

However, if Fury went through this same process against Doctor Dread, who has both Armor and Force Field, the blow would ignore one of them, but not both. Fury would have to choose which to ignore before knowing which is the more powerful.

If Fury missed the Mauler, she could not strike for the weakness on her next action rank of 2. The opportunity is gone, and she must make her Spot Weakness roll again before trying. She could try the Spot Weakness on 2, expecting to hit the Mauler on 22 of the next round.

This power can also be bought separately to spot vulnerabilities of other characters, such as taking extra damage from fire, or damage from being in the vicinity of radioactive materials or oak trees, or defenses do not work against certain items, like cold iron, or whatever.

STREETWISE

DESCRIPTION: Knowledge of urban ways.

GAME EFFECTS: Recognition of swindlers, disguised cops, pick-pockets, unsafe areas, etc., knowledge of information sources, street gangs, unwritten law, gambling rackets, etc.

BASE CHANCE: 10%.

LEVEL: 5%.

Rural heroes start with 0%. However, they will rise to 10% by residing in an urban setting for six months.

SWIM

DESCRIPTION: Ability to swim long distances.

GAME EFFECTS: Chance to swim for one full turn (five minutes) in calm water conditions, for one melee round in stormy or choppy conditions. Failure means drowning and asphyxiation.

BASE CHANCE: 25%.

LEVELS: DEX×1%.

Players may attempt to make the hero's luck roll based on the hero's original rolled POW. A successful roll gives the hero a 60% skill level. Those with failed rolls have a 25% ability.

Only heroes who do not increase their skill roll with a luck roll may take No Swim as a handicap for hero points.

If the initial roll is successful, the hero can swim 10 meters in a melee round. If unsuccessful, but the hero's second roll is successful, he is not drowning and he can move ½ the above distance. He cannot perform a quarter-move along with the swimming, nor use the swimming as a quartermove. His entire concentration for that melee round is in keeping afloat. A fumbled Swim roll automatically means the hero is drowning, unless he has Adaptability to water. See "Asphyxiation" in the Combat chapter for the results of drowning.

A hero who misses his second roll suffers the effects of asphyxiation that action rank. If he, in his next action rank, manages to make the Swim roll, he is no longer drowning, but makes no progress. On his next action rank he can continue swimming if his roll is successful. If he does not make a successful Swim skill roll within 1 melee round, he suffers from asphyxiation again at the same action rank of the next melee round. He will take asphyxiation damage each melee round until he finally makes a successful Swim roll.

THROW

DESCRIPTION: Ability to hit a target with an object from a distance.

GAME EFFECTS: Chance to hit a target within 20 meters with a fist-sized object. For every STR point greater than the object's SIZ, range is increased one meter. If the object is unbalanced or awkward, the distance falls off to one meter for every extra three STR points.

BASE CHANCE: 45%.

LEVEL: 5%.

For every meter greater than range, percent chance is reduced 1%.

Vertical throwing distance is half the usual range.

A thrown object will do 1D6 kinetic damage for every 10 points of SIZ, plus damage bonus of the thrower, to both object and target.

The damage bonus is reduced by 1D6 for every 10 meters the object is thrown, though the same energy must be spent to throw it.

If a thrown object misses its target, randomly determine on which side of the target it passed (roll D2 for left or right on a horizontal throw, or 1D8 to determine compass direction for a lobbed throw coming down on the target from above) and roll 1D4 to determine by how much it missed. The actual distance depends on the distance of the thrower from the target.

Distance	Multiply 1D4 by
up to 1 meter	1 cm
1-10 meters	10 cm
10.1-20 meters	1 meter
20.1-30 meters	2 meters
30.1-40 meters	3 meters
40.1-50 meters	4 meters
etc.	etc.

TOTAL RECALL

DESCRIPTION: Ability to remember details.

GAME EFFECTS: Recalling of important facts.

BASE CHANCE: 0%.

LEVEL: INT x1%.

If a player is unaware of an important fact his superhero may remember, gamemasters should secretly make this roll to determine whether to remind the player or not. If the first roll is a miss, there is no further chance of remembrance unless something occurs to jog his memory.

TRACK

DESCRIPTION: Ability to find and follow spoors of animals.

GAME EFFECTS: Tracking people and animals, lost or otherwise, through wilderness or other soft ground.

BASE CHANCE: 0.

LEVEL: INT x1%.

If the trail is lost, it may be found by backtracking at half Track chance.

For each day, or fraction thereof, the trail is cold, subtract 20% from Track chance.

Power Disadvantages

Power disadvantages both limit superpowers and give the players more hero points to purchase powers for their superheroes.

The power disadvantages in this chapter only provide a guideline for all the disadvantages possible. Players are encouraged to create their own with the gamemaster's approval.

The Disadvantages

Power disadvantages affect the entire superpower including any power advantages. In every case, the superpower being modified must be specified.

Purchase restrictions refer to any restrictions at the time the disadvantage is given to a superpower.

Gamemasters should determine actual points gained for disadvantages by basing their decisions on the severity of the disadvantage. In no case should hero points gained through disadvantages exceed one hero point less than the original cost of the power and its advantages.

No single disadvantage should give the hero more than half the hero points spent on the power. Round up in the case of fractions.

POWER DISADVANTAGES

Disadvantage	Hero point bonus
Accelerated Energy Cost	1/6 original cost
Action Rank Delay	1/6 original cost
Burnout Chance	1 per 5% chance
Conditional Use	1/6-1/2 original cost
Exclusive Powers	1/6-1/2 original cost
Extra Energy Cost	1 per 1 extra point
Failure Chance	1 per 5% chance
Missing Effect	1/6-1/2 original cost
Side Effect	1/6-1/2 original cost
Time Limit	1 per 10 min. reduction
Use Limit	1 per use lost
Vulnerable Device	1/6-1/2 original cost

ACCELERATED ENERGY COST

DESCRIPTION: Powers need energy faster than usually called for.

GAME EFFECTS: Powers that cost no energy cost energy to activate hourly, activation powers cost energy per melee round, or energy per melee round powers cost energy each action rank.

LEVEL: One step of energy need, as described above.

HERO POINT GAIN PER LEVEL: 1/6 original cost.

EXAMPLE: A shape changer who has to spend energy for the change every action rank instead of hourly would have a two step increase in energy need, and this would be worth 1/3 (2x1/6) the hero point cost.

ACTION RANK DELAY

DESCRIPTION: Simulates powers that do not work immediately.

GAME EFFECTS: There is a time delay between the time the power is activated and the time it normally takes effect.

LEVEL: One action rank.

HERO POINT GAIN PER LEVEL: 1/6 the original cost.

BURNOUT CHANCE

DESCRIPTION: Chance of a power becoming ineffective after it is used.

GAME EFFECTS: Chance of a power burning out every time it is used.

LEVEL: 5%.

HERO POINT GAIN PER LEVEL: 1.

If boosting, this chance is added to normal burnout chance.

CONDITIONAL USE

DESCRIPTION: Simulates powers which do not work under certain circumstances.

GAME EFFECTS: Power either becomes ineffective under certain circumstances, or will only work under certain circumstances.

PURCHASE RESTRICTIONS: Special circumstances must be specified.

HERO POINT GAIN: 1/6 to 1/2 the original depending on the difficulty in meeting the condition.

This disadvantage covers many different special effects that can influence a superpower. One of the most common is an environmental restriction. If the environment is rarely encountered, such as a vacuum or severe atmospheric pressure, the disadvantage is worth 1/6 the cost of the power. If the environmental factor is relatively common, such as moonless nights, or being underwater, the disadvantage is worth 1/3 the power cost. Really common environments, such as direct sunlight, or out of water, are worth 1/2 the cost of the power.

Similarly, if a special environment is needed for the power to work at all, the reverse of the above ranking would occur, with vacuum providing a 1/2 bonus and sunlight being worth 1/6.

If a power by definition will not work under certain conditions, such as Gliding not working in vacuum or underwater, no bonus points can be taken for it.

EXCLUSIVE POWERS

DESCRIPTION: The disability of not being able to use one power when other powers are being used.

GAME EFFECTS: Will not work when other powers are being used.

LEVEL: Will not work with one other superpower.

PURCHASE RESTRICTIONS: Superpowers must be specified. No bonus for excluding one attack from another, since this is impossible without purchasing the Extra Attack or Combining advantages.

HERO POINT GAIN PER LEVEL: 1/6 to 1/2 cost of all powers involved, depending on how limiting the exclusivity is to the hero.

EXAMPLE: Inability to fly and project energy at the same time, Armor and Resistance will not work at the same time, etc.

EXTRA ENERGY COST

DESCRIPTION: Extra energy required to use a power.

GAME EFFECTS: Raises energy cost.

LEVEL: 1 additional energy point.

HERO POINT GAIN PER LEVEL: 1.

FAILURE CHANCE

DESCRIPTION: Chance of failure for powers that normally work automatically.

GAME EFFECTS: Gives powers that normally work automatically a chance of failure.

LEVEL: 5%.

HERO POINT GAIN PER LEVEL: 1.

MISSING EFFECT

DESCRIPTION: This simulates powers that do not have all the usual effects associated with them.

GAME EFFECTS: A superpower without one of its effects.

HERO POINT GAIN: 1/6 to 1/2 original cost.

EXAMPLE: Normally this will be a gain of 1/3 points of the power. If the missing effect has a major influence on how the power is used, such as the Telekinesis power only being usable on non-living objects, or flight only being usable when touching a flat surface, then it is worth 1/2. If it is a minor effect, such as the secondary effect of an energy projection being limited (heat projection has only a 5% chance per level of igniting flammable substances), then it is only worth 1/6 points of the power.

SIDE EFFECT

DESCRIPTION: Simulates powers with undesirable side effects.

GAME EFFECTS: A side effect occurs everytime a superpower is used.

HERO POINT GAIN: 1/6 to 1/2 original cost.

EXAMPLE: If the side effect is only a minor annoyance, such as Superspeed raising clouds of dust, it is worth 1/6. If the side effect is major, such as an energy projection causing a Dazzle attack on everyone around each time it is used, it is worth 1/3. If it actually damages the user or bystanders, it is worth 1/2.

TIME LIMIT

DESCRIPTION: Reduces the duration of powers.

GAME EFFECTS: Reduces duration of superpowers that normally last one hour.

LEVEL: 10 minute reduction.

HERO POINT GAIN PER LEVEL: 1.

USE LIMIT

DESCRIPTION: Simulates powers with limited uses per day.

GAME EFFECTS: Limits the number of times a superpower may be used per day.

HERO POINT GAIN: 1/3 power cost -1 per use available.

EXAMPLE: A Projection Power that costs 18 hero points but can only be used 3 times a day is worth 18/3 = 6-3 = 3 hero points gained.

If used with a superpower which activates hourly, there must be at least an hour delay between activations.

VULNERABLE DEVICE

DESCRIPTION: Simulates powers that are held in vulnerable devices.

GAME EFFECTS: Superpower is held in a device that may be damaged or lost or taken away.

HERO POINT GAIN: 1/6 to 1/2 original depending on how easily the device can be lost.

EXAMPLES: An item such as a gun which can be snatched away in one action rank is worth 1/2 the original hero points.

An item which would take a melee round to remove, such as a backpack or a strapped-on helmet, is worth a 1/3 point gain.

An item which would take as long as a full turn to remove, such as an armored suit, is worth 1/6 points of the power.

Handicaps

Handicaps provide *Superworld* superheroes with the same sort of problems often harassing comic book heroes.

By accepting handicaps, superheroes gain additional hero points.

The Handicaps

Purchase restrictions refer to restrictions at the time when handicaps are accepted and hero points gained.

Whenever there is a range for hero points gained, the gamemaster should decide the actual number based on the severity of the handicap and the problems it would cause for the hero.

HANDICAPS

Handicap	Hero points
Added Damage	3-6 per level
Bad Habit	1-10
Bad Luck	1 per 3% reduction in luck
Clumsiness	1 per 3% reduction in agility
Energy Limit	5 per level
Imperceptive	1 per 3% reduction of idea
Low Characteristic	1 per 1 point reduction
Non-super Secret I.D.	5 or 10
Permanent Powers	5 or 10
Personal Problem	5 or 10
Phobia	5 or 10
Physical Disability	5 or 10
Psychological Problem	5-15
Psychosocial Problem	5
Skill Limit	1 per level reduced
Special Vulnerability	1-3 per 1D6 loss.

ADDED DAMAGE

DESCRIPTION: Simulates susceptibility to damage.

GAME EFFECTS: Raises damage sustained from a particular attack.

LEVEL: 1 additional point of damage per die of damage rolled.

PURCHASE RESTRICTIONS: Attack type must be specified (Energy Projections specify energy type, etc.).

HERO POINT GAIN PER LEVEL: 3 if type of attack is rare, such as magic-based radiation, 6 if very common, such as electrical attacks.

BAD HABIT

DESCRIPTION: Simulates bad habits, bad manners, vices, etc.

GAME EFFECTS: Nail chewing, makes racial slurs, hates certain political groups, hooked on drugs, heavy drinker, chases women, gambling, nose picking, etc.

HERO POINT GAIN: 1 to 10.

EXAMPLES: Personal habits like nail chewing are not worth more than 1 point. Occasionally distracting or disabling habits, like hatred of politicians or woman chasing, is worth 5 points. A habitual drunk or addict who is always on his addiction is worth 10 points. Questionable values should be cleared with the gamemaster of the campaign.

BAD LUCK

DESCRIPTION: Simulates bad luck.

GAME EFFECTS: Reduces luck roll.

LEVEL: 3% reduction.

PURCHASE RESTRICTIONS: Luck roll may not be reduced below POW x 1%.

HERO POINT GAIN PER LEVEL: 1.

If POW is greater than 19, reduction begins at 95.

CLUMSINESS

DESCRIPTION: Simulates clumsiness.

GAME EFFECTS: Reduces agility roll.

LEVEL: 3%.

PURCHASE RESTRICTIONS: May not reduce agility lower than DEX x 1%.

HERO POINT GAIN PER LEVEL: 1.

If DEX is greater than 19, reduction begins at 95%.

ENERGY LIMIT

DESCRIPTION: Inability to exert energy at more than a low rate.

GAME EFFECTS: Limits energy available per action rank.

The Clumsiness handicap in action.

LEVEL: One half the total energy needed if all powers were turned on at once. Additional levels lower points available by half again. Thus, if 30 points are needed, one level creates a 15 point limit, two levels create an 8 point limit (rounding off in the hero's favor), three levels create a 4 point limit, etc.

HERO POINT GAIN PER LEVEL: 5.

If superhero has powers with energy cost per melee round or per hourly activation, those points must be taken out of the energy points available and not used in any action rank within the melee round or hour.

Boosting cannot take energy use beyond the Energy Limit.

IMPERCEPTIVE

DESCRIPTION: Simulates a one track mind, or inability to see things from different points of view.

GAME EFFECTS: Reduces idea roll.

LEVEL: 3% reduction.

PURCHASE RESTRICTIONS: Idea roll may not be reduced below INT x 1%.

HERO POINT GAIN PER LEVEL: 1.

If INT is greater than 19, reduction begins at 95%.

LOW CHARACTERISTIC

DESCRIPTION: Simulates low human qualities.

GAME EFFECTS: Reduces any particular rolled characteristic except SIZ.

LEVEL: 1 point.

PURCHASE RESTRICTIONS: Characteristic must be specified.

HERO POINT GAIN PER LEVEL: 1.

Hero points from characteristics are determined before this handicap is applied.

Characteristics with this handicap may not buy the corresponding Super Characteristic.

NON-SUPER SECRET I.D.

DESCRIPTION: Simulates hero with superpowers that are not available in his secret I.D.

GAME EFFECTS: Superpowers must be turned on in some manner, and the hero is normal unless they are turned on.

HERO POINT GAIN: 5 or 10.

Turning powers on includes verbalizing a magic word, wearing an armored suit, clashing of wristbands, getting an adrenalin rush, stomping of a cane, etc. Hero points gained depends on how preventable turning on the powers is. If it depends on a device like a cane or medallion that can be taken away, it deserves 10 points. If turning on the superpowers takes a silent effort of will, it is only worth 5 points.

PERMANENT POWERS

DESCRIPTION: Simulates powers that are always on which prevent living a normal life.

GAME EFFECTS: Always identifiable except when disguised.

HERO POINT GAIN: 5 if the permanent powers curtail his normal activity because of appearance or possible bad effects on surrounding people and property. 10 if the powers make a normal life totally impossible and cannot be disguised.

EXAMPLE: A hero is always flaming; weighs so much that furniture breaks under him; must always live underwater; etc.

PERSONAL PROBLEM

DESCRIPTION: Simulates personal problems that give superheroes occasional problems.

GAME EFFECTS: Sick aunts, blind girl friends, medical school, prominence in real life, arch-enemies, newspaper editors with a grudge, etc.

PURCHASE RESTRICTIONS: 50 point limit.

HERO POINT GAIN: 5 if the problem is likely to be occasionally irritating, such as hostile editorials or occasional picketers. 10 if the problem continually threatens the life or well-being of the hero.

PHOBIA

DESCRIPTION: Simulates unfound fear of something.

GAME EFFECTS: Claustrophobia, acrophobia, etc.

PURCHASE RESTRICTIONS: 20 point limit.

HERO POINT GAIN: 5 to 10.

If a fear just gives uneasy feelings easily mastered, it is worth 5 points. If a fear is overwhelming, causing the hero to run away or curl up into a little ball to avoid the problem, it is worth 10 points, Extra points may be given for fear of common items (cats, dark places) and points may be taken away from uncommon items (Asian albino elephants).

PHYSICAL DISABILITY

DESCRIPTION: Simulates physical disability.

GAME EFFECTS: Blindness, deafness, amputee, alcoholism, dumbness, epileptic, paralysis, etc.

HERO POINT GAIN: 5 if the disability is occasionally hampering, such as color-blindness. 10 if it is continually disabling, such as total deafness or a crippled leg which curtails movement.

PSYCHOLOGICAL PROBLEM

DESCRIPTION: Simulates deep psychological problems.

GAME EFFECTS: Causes strong reactions such as going berserk, fleeing the scene, going comatose, etc.

PURCHASE RESTRICTIONS: 30 point limit.

HERO POINT GAIN: 5 if inciting occasion is common, 10 if it is uncommon. Add 5 if the reaction is to go berserk or comatose.

Triggers can be a gun shot, Communists, pimps, a blonde-haired blue-eyed girl wearing a velvet blue gown with a yellow rose on it, a reminder of a long-lost dog, etc.

PSYCHOSOCIAL PROBLEM

DESCRIPTION: Simulates bad attitudes.

GAME EFFECTS: The hero is reckless, over-cautious, emotional, bigotted, rebellious, fanatical, zealous, etc.

PURCHASE RESTRICTIONS: 20 point limit.

HERO POINT GAIN: 5.

SKILL LIMITS

DESCRIPTION: Simulates side effects of powers that limit use of normal skills.

GAME EFFECTS: Reduces percentage chance of specific skills.

LEVEL: Reduction equal to normal skill increase for the cost of one hero point.

HERO POINT GAIN PER LEVEL: 1.

Skills limited in this way cannot be increased by experience unless bought back to normal with hero points.

SPECIAL VULNERABILITY

DESCRIPTION: Special vulnerability to a particular substance.

GAME EFFECTS: Loss of hit points or energy.

LEVEL: 1D6 hit points or energy points loss per melee round from the substance within 3 meters. Additional levels either add 1D6 to point loss or increase range by 10.

HERO POINT GAIN PER LEVEL: 1 if the substance is very rare (glowing meteors), 2 if the substance is reasonably common (moonless nights, underwater, etc.), or 3 if it is very common (daylight, normal atmosphere).

Notes, Additional Powers, Power Advantages, Handicaps and Power Disadvantages

SUPERWORLD

SECRET IDENTITY
Name . . . .
Occupation . . . . Income . . . . Sex . . . . . Age . . . .
Origin/Power Source . . . .

PLAYER . . . .

Hero Name . . . .

CHARACTERISTICS

	Rolled	Super	Total	Characteristic Rolls
STR	. . .	+ (. . . x3)	= . . .	. . . .
CON	. . .	+ (. . . x1)	= . . .	. . . .
SIZ	. . .	+ (. . . x3)	= . . .	. . . .
INT	. . .	+ (. . . /3)	= . . .	Idea . . .
POW	. . .	+ (. . . /3)	= . . .	Luck . . .
DEX	. . .	+ (. . . x1)	= . . .	Agility . . .
APP	. . .	+ (. . . /2)	= . . .	. . . .

MOVEMENT RATES

	Base/MR	Total	AR	E. Use
Walk (12m)	. . . .
Run (24m)	. . . .
Climb (3m)	. . . .
Leap	. . . .
Swim (10m)	. . . .
. . . .	

SKILLS

Acrobatics (5%) . . .
Balance (5%) . . .
Climb (55%) . . .
Craft (5%) . . . .
. . . .
. . . .
Criminology (5%) . . .
Disguise (5%) . . .
Dodge (½ DEX) . . .
Drive Vehicle (25%) . . .
Fast Talk (5%) . . .

Fine Manip. (5%) . . .
First Aid (25%) . . .
Language (0%) . . . .
. . . .
Hide (25%) . . .
Jump (45%) . . .
Knowledge (INT x 4%) . . .
Listen (45%) . . .
Move Quietly (25%) . . .
Observation (0%) . . .

Persuade (5%) . . .
Science (0%) . . . .
. . . .
Spot Hidden (25%) . . .
Streetwise (10%) . . .
Swim (25%) . . .
. . . .

DEFENSE . . . . **ACTION RANKS** . . . .

COMBAT SKILLS & WEAPONS

Weapon	Attack	Damage	Parry	Range	E. Cost
Fist (50%)	. . .	. . .	. . .	. . .	. . .
Grapple (25%)	. . .	. . .	. . .	. . .	. . .
Kick (25%)	. . .	. . .	. . .	. . .	. . .
Smash (25%)	. . .	. . .	. . .	. . .	. . .
Throw (45%)	. . .	. . .	. . .	. . .	. . .
. . . .	. . .	. . .	. . .	. . .	. . .
. . . .	. . .	. . .	. . .	. . .	. . .
. . . .	. . .	. . .	. . .	. . .	. . .

PROTECTION

	Force Field	Absorption	Armor	Resistance
Kinetic	. . . . . .	. . . . . .	. . . . . .	. . . . . .
Electric	. . . . . .	. . . . . .	. . . . . .	. . . . . .
Radiation	. . . . . .	. . . . . .	. . . . . .	. . . . . .
. . . .	. . . . . .	. . . . . .	. . . . . .	. . . . . .
. . . .	. . . . . .	. . . . . .	. . . . . .	. . . . . .
. . . .	. . . . . .	. . . . . .	. . . . . .	. . . . . .

ENERGY

Recharge per round . . .

Personal + Energy Supply . . . .
. . . .
. . . .
. . . .

HERO POINTS

Characteristics . . .
Power D/H . . .
Experience . . .
Total
Unused Points . . .
Exp. Roll = Total
    Hero Pts./2 . . .

HIT POINTS

. . . .
. . . .
. . . .
. . . .
. . . .
. . . .
. . . .
Permanent Damage . . . .

NOTES AND EQUIPMENT

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SUPERPOWERS/SKILLS

	Level	E. Use	Cost
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Cost Total . . . .

POWER DISADVANTAGES/HANDICAPS

Bonus

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Bonus Total . . . .

CHAOSIUM INC.

SUPERWORLD

The SuperPowered RolePlaying Game

GAMEMASTERS BOOK

OPERATIVES CONTROL SHEET

SUPERWORLD

Organization. . . . . .Team . . . .

Characteristics	Equipment	Cost	Energy	Weapon	A%	Damage	P%	Range	Energy
STR	. . . .	. . . .	. . . .	. . . .	. . . .	. . . . .	. . . .	. . . . .	. . . .
CON	. . . .	. . . .	. . . .	. . . .	. . . .	. . . . .	. . . .	. . . . .	. . . .
SIZ.	. . . .	. . . .	. . . .	. . . .	. . . .	. . . . .	. . . .	. . . . .	. . . .
INT . . . . Idea	. . . .	. . . .	. . . .	. . . .	. . . .	. . . . .	. . . .	. . . . .	. . . .
POW . . . . Luck. . . .	. . . .	. . . .	. . . .	. . . .	. . . .	. . . . .	. . . .	. . . . .	. . . .
DEX . . . . . Agil	. :	. . . .	. . . .	. . . .	. . . .	. . . . .	. . . .	. . . . .	. . . .
APP	. . . .	. . . .	. . . .	Skills.				
Hero Points	. . . .	. . . .	. . . .	. . . .				
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Protections. . . . . /. . . . . /. . . . . /. . . . .
Action Ranks . . . . / . . . . Movement . . . . /. . . . . /. . . . . /. . . . .

OPERATIVE ONE
Weapon. . . . .
Hit Points | E | PD

OPERATIVE TWO
Weapon. . . . .
Hit Points | E | PD

OPERATIVE THREE
Weapon. . . . .
Hit Points | E | PD

OPERATIVE FOUR
Weapon. . . . .
Hit Points | E | PD

OPERATIVE FIVE
Weapon. . . . .
Hit Points | E | PD

OPERATIVE SIX
Weapon. . . . .
Hit Points | E | PD

OPERATIVE SEVEN
Weapon. . . . .
Hit Points | E | PD

OPERATIVE EIGHT
Weapon. . . . .
Hit Points | E | PD

OPERATIVE NINE
Weapon. . . . .
Hit Points | E | PD

OPERATIVE TEN
Weapon. . . . .
Hit Points | E | PD

OPERATIVE ELEVEN
Weapon. . . . .
Hit Points | E | PD

OPERATIVE TWELVE
Weapon. . . . .
Hit Points | E | PD

OPERATIVE THIRTEEN
Weapon. . . . .
Hit Points | E | PD

OPERATIVE FOURTEEN
Weapon. . . . .
Hit Points | E | PD

OPERATIVE FIFTEEN
Weapon. . . . .
Hit Points | E | PD

OPERATIVE SIXTEEN
Weapon. . . . .
Hit Points | E | PD

OPERATIVE SEVENTEEN
Weapon. . . . .
Hit Points | E | PD

OPERATIVE EIGHTEEN
Weapon. . . . .
Hit Points | E | PD

OPERATIVE NINETEEN
Weapon. . . . .
Hit Points | E | PD

OPERATIVE TWENTY
Weapon. . . . .
Hit Points | E | PD

SUPERWORLD
GAMEMASTERS BOOK

By STEVE PERRIN

Additional Contributions by WILLIAM BARTON and JOHN SULLIVAN

Contents

Introduction

This book is for the gamemaster's general reference. There are very few game rules herein, just background material and hints on gamemastering. Aside from the scenarios in the back of the book, there is nothing in this volume that players should not read, at least once. In general, however, this book is for the gamemaster's constant use.

CHAPTER 1: GAMEMASTERING

This chapter is full of helpful hints on running a superhero campaign. In this chapter, among other things, you will learn the use of on-going plotlines, major supervillians, and how heroes spend money.

CHAPTER 2: THE SUPERWORLD UNIVERSE

This chapter presents the universe of Stormbolt and the other heroes used in the examples throughout these rules. There are also suggestions for setting up campaigns during different time periods, superhero organizations around

which to build campaigns, and many notes concerning the creation of supervillians and animals.

The final section details criminal law and how it might affect a superheroic world.

CHAPTERS 3 AND 4: SCENARIOS

There are two scenarios in this book:

"The Deadly Devices of Doctor Dread." This is an extended three-part campaign which acts as an introduction to campaign play and provides eleven supervillains, four heroes, and three configurations of operatives for gamemasters to use in future play.

"The Haunting." This is a one-night scenario meant to serve as a change-of-pace for heroes tired of the high-tech antics of the usual supervillains. It also serves as a bridge for gamemasters who might want to combine superheroes with the arcane machinations of the monstrously high-powered deities featured in Chaosium's *Call of Cthulhu*.

Gamemaster Obligations

The *Superworld* gamemaster is in the same position as a comic book writer. Both are obliged to provide entertaining plotlines to keep the players/readers coming back for more.

However, gamemasters are within their rights to demand some creativity on the players' part. Gamemasters have no obligation to make the heroes interesting, that is the players' job. The gamemaster, however, must make the rest of the world, including villains, bystanders, and miscellaneous events, entertaining and attention grabbing.

There are several ways to do this. This essay addresses the most important ones. These methods mostly fit into two categories—superhero character control, and campaign control.

SUPERHERO CHARACTER CONTROL

Appropriate Superheroes

One part of the gamemaster's job is to screen the players' heroes. If one hero's goals do not fit the thrust of the campaign, or will not interact properly with those of the other heroes, the gamemaster should not allow that hero into his campaign. If all heroes but one have a code against killing, for instance, and that one hero slaughters villains as he finds them, then frictions within the superhero group and, more importantly, within the playing group may destroy its unity.

Superworld is most often played with a group of four or more players; the players generally operate heroes who are members of the same superhero group. If the rationale for the supergroup includes heroes with widely different personalities, that is fine, but the gamemaster is responsible for the enjoyment of the entire playing group; this includes insuring that no one, consciously or unconsciously, disrupts the game with inappropriate conduct, either on the part of his hero or himself.

Immortality

Comic book heroes rarely die. This should be mirrored in *Superworld*, though the possibility of death is certainly present.

If a hero is to die, make it spectacular, and leave the chance for his reappearance open. If Doctor Dread overcomes Fury's protection and fries her to a crisp, the gamemaster should describe her scream of agony and how her body disappeared without a trace in a burst of flame. This leaves the opportunity to bring Fury back at a later date; perhaps from the dimensional rift the force of the blast tossed her into.

If a hero is just riddled with bullets, have the ambulance haul him off and disappear. Maybe he will return, as a zombie or vampire, or simply be resurrected from the dead.

The return of a hero should depend partly on the hero's player. Many players may prefer to start a new hero; others might like the personal life of the hero but be tired of his powers. This can be handled by overhauling the superhero.

Superhero Overhaul

Many comic book superheroes have changed spectacularly over the course of their careers, usually because the writers and artists were uncomfortable with the original concept and decided it needed a change of pace for interest's sake. It is only reasonable that a player may want to change his hero because the original concept has lost interest for him.

In this case, the gamemaster should arrange for some incident in the campaign that will change the life of the hero forever. This allows the player to rewrite the hero into the sort of character he may now want to play, using the same hero points and many of the same handicaps and disadvantages.

Popular causes of dramatic changes in superheroes include radiation accidents, body tissue alteration due to exposure to nerve gas, and delayed effects on the hero from the original source of his powers. A hero may find

that the continual applications of the superserum that gave him his powers mutated his internal organs, and the serum now has an entirely different effect. The possibilities are endless.

Complicating Superhero Lives

Death and rehabilitation are not the only influences on a hero's life; sometimes life just gets complicated. Some players take the Personal Problems handicap to gain additional hero points for their superheroes' powers. You, as gamemaster, should exploit these handicaps.

Try to involve at least one hero's problems in every adventure—have his arch-enemy show up, imperil his sweetheart, threaten his secret I.D. status, etc. This plot device need not be the main focus of a scenario, but it could be.

Whether the main focus of the episode or a minor diversion, these personal problems should create more role-playing opportunities for the player of the hero. If gamemastered properly, this will not only entertain the gamemaster and the player, but will entertain the other players as well, as they watch their friend try to squirm his hero out of whatever fix the gamemaster set him up for.

Be sure to complicate all the heroes' lives during the course of a campaign, not just one. If some of the heroes do not have established problems, give them some. Every hero should have his chance to have his life complicated.

THE GAMEMASTER SUPERHERO CONTROL SHEET

One of the play-aids in this game is a sheet for gamemasters to note down the weaknesses of the superheroes in their campaign. Use it to record all the handicaps, special vulnerabilities, and personal problems of a hero. With the provided sheet, or one similar to it, keep track of your heroes and devise ways to complicate their superhero careers.

Retiring Superheroes

When superheroes in a campaign attain high status and god-like powers, organize a special superhero group, like FORCE, perhaps sponsored by a governmental agency, and put them in campaign retirement in a major city or perhaps in a circling satellite. This does not mean that the heroes retired, just that they have moved on to worldwide considerations, and are outside the scope of the local campaign. A gamemaster who wants to run a major alien invasion, a venture to another planet, or something else of world-wide significance can then call on the players of the special group's heroes to pull them out of campaign retirement for a special run.

CAMPAIGN CONTROL

Recurring Supervillains

A good team comic book almost always has recurring villains to test the mettle of the heroes. These recurring menaces need not appear in every episode, but some aspect of their existence should show up fairly often, if only as an attempted assassination, an incidental holdup to be stopped, etc., just to show that they are still there. This helps to provide continuity in a campaign.

It is best to have one or two major recurring menaces. It might be a major supervillain like Doctor Dread (in scenario one), or a secret organization like FIRE. They might not be obvious in their machinations, but a little clever detective work, or examination of the residue of a battle, might show their distinctive influence. Even if the menace does not show itself for months, hints of their presence should pop up to puzzle the heroes frequently.

Continuing Plotlines

Some of the finest comic book stories extend over several issues. Each episode comes to a conclusion of sorts, but leaves plenty of plotlines dangling for future episodes to explore. This should be the model for any extended campaigns.

A major menace should be introduced, with several subsidiary menaces to be dealt with first. The superheroes may not get any clues to the major menace for several games, and the major menaces may never step on-stage. Each episode should have a climactic confrontation, though not necessarily a violent one. For these continued games, an entire day's play can take place without a punch thrown. This makes a good change of pace, but should not occur too often consecutively. Players get quite restless when they do not get a chance to use their skills and powers.

Whether or not the episode involves combat, the heroes should be left with a feeling of accomplishment and/or suspense. Even if a particular scenario is completed, there should still be a hook into the next plotline (or even the one after that).

Of course, too many continued stories can get boring after awhile. Be sure to toss in an occasional one-session episode. Use the opportunity to sort out and advance the personal lives of the heroes and their assorted families, friends, and enemies. Take the chance to point out any personal problems. If the heroes have not been doing well, give them a properly deadly menace to fight with in a straightforward battle with a fair chance of success so they can build up their morale.

Multiple Campaigns

The best way to keep from getting into a campaign rut is for gamers to not get bound in the roles of gamemaster and players. The best *Superworld* campaign is one in which several players split up a country or world and each runs a section of it as gamemaster. All the players roll up

several heroes, one for each of the campaigns. Do not have too many campaigns unless you have lots of days available for running games, as any one campaign will get too attenuated; and its story will lose continuity if there are two or more months between games. Most comics come out monthly, and no campaign should be run on a less frequent schedule.

The actual geographical areas run should remain hundreds of miles apart. Occasional crossover stories are all right, but in the main, heroes should stick to their home cities and only venture out when earth-shaking menaces appear.

Superhero Income

One element of a campaign can be very fascinating for all the players: superhero income. There are three basic forms of income for a superhero in a superhero world: salary from regular employment, rewards, and funding.

Salary from Regular Employment. This is what the heroes earn from their secret I.D. jobs. It is represented in *Superworld* by the incomes listed for the heroes' occupations.

Superheroes lacking secret I.D.'s will not have this kind of job, though a hero with a scientific background might have a public identity and still be employed by some scientific firm which values his scientific skills over his superpowers. A hero could also exploit his public identity by doing testimonials, appearing in commercials, etc.

Rewards. This can include gifts from a grateful populace, bounties on wanted criminals, flat fees for performing specific missions, slavage (which only applies to maritime rescues of property otherwise in danger of destruction), and other such renumerations. Campaigns can be very mercenary with each super-criminal brought to justice worth a specific amount, and each villain hideout attacked a potential site for a group headquarters. Other campaigns follow the usual comic book line of eschewing all monetary rewards: "I'm only doing my job, folks."

Funding. This is the recompense of a superhero by some corporate or federal agency for being a superhero. A superhero might obtain funding by getting a grant, becoming a federal agent, hiring on as a corporate bodyguard, or utilizing any number of other methods toward becoming paid for being a superhero. Often, the funding will come with qualifiers, such as being unable to accept rewards or salvage (the usual penalty for being a federal agent), or being forced to turn over all rewards to the home corporation, etc. Superhero groups are often funded and capable of paying their members if they have no outside income.

Expenses

In any of the above cases, it is possible that a hero may find himself with a very large income. However, there are expenses involved in the superhero biz, too. If the superhero campaign is going to give money to the heroes for being heroes, then it is only fitting that the heroes learn the penalties of the affluent life, as well.

Superheroes and supervillains both have several holes they must dump hard-earned money into. Among these sources of outgo are living expenses, special taxes, repairs and research, insurance, and equipment.

Living Expenses. This could be defined to include all the following categories: rent, groceries, house payments, car payments, household expenses for the wife and kiddies, income tax, etc. As this is written, this total can range from $800 to $2000 a month for middle-class people with middle-class jobs. The well-off and filthy rich may well add from one to three zeros to those figures. If running a campaign with money considerations for superheroes, the gamemaster should get a true picture of living conditions in the area of the campaign and apply these expenses to the heroes.

Special Taxes. These are a remote, but possible, complication to a superhero's life. How about a tax on anyone using the airspace immediately above a city's buildings? Theoretically, this would apply to small private planes as well, but in practice superheroes are the only ones affected. A pilot's license for a flying hero would be a form of hidden tax. How about a licensing fee for using superpowers within the city limits?

Repairs and Research. These mostly affect gadgeteering heroes, whose many gadgets need maintenance and repair. And what about the expense of maintaining the laboratory/workshop which produces all the gadgets? Gamemasters may assign a percentage of income for this expense, rather than try to figure out specific costs per gadget. Extra percentages can be assigned for developing new powers/gimmicks which have not appeared in the game before.

Dynaman's powers require extensive electronic maintenance

Insurance. This is a potential source of massive money drain on the superhero. Lloyds of London may be the only place to go for life insurance for a superhero, and the premiums would be fierce. Health insurance and medical plan premiums would be large, too. It would be very hard to convince the insurance adjusters that because the hero has the invulnerability power, he cannot really be hurt. A person who is likely to get hit by high velocity rifle bullets is not a risk an insurance company will welcome.

The real problem, though, is liability insurance. Will a superhero pay for all the damages of a superfight out of his own funds? How about malpractice insurance? The unaffiliated superhero who refuses to get such insurance might find his secret identity exposed and his bank account endangered—not by supervillains, but by insurance investigators!

Equipment. This comprises those items common in 20th century America which the superhero may need. Citizens' band radios, flashlights, sports cars, vans, and other items can be purchased with money to help balance out a hero's powers. The breakage and damage to such items can be a big drain on a superhero's pocketbook.

If the gamemaster chooses, there can be a lot of financial complications to the life of a superhero. While most of them rarely show up in the comic books, which are the source of superhero role-playing inspiration, finances can provide many good hooks for role-playing interaction. Besides, the gamemaster of a superhero game has a lot more room in which to complicate his plot than the author of a modern day comic book.

Time Off for Superheroics

Money can lead to a further complication in the life of a superhero. While his job security as a hero is probably assured, his secret identity has many possible problems.

Comic book superheroes come from all backgrounds, from unemployed bums to millionaires. Sometimes they progress from one to the other. The process of creating a superhero provides a job and a salary. These salaries provide a good idea of the amount of free time the hero has to go off to right wrongs. The higher the salary, the greater the responsibility of the position and the less time for superheroics.

Gamemasters should keep an eye on just what occupies a hero's daytime hours. When a hero gets a call for action, there is a chance he will not be able to go due to his employment. The percentage chance of the hero being tied up in business and unable to easily get away is his salary in thousands of dollars as a percentage. Thus, a hero with an annual salary of $30,000 has a 30% chance he will be tied up when duty calls.

If the superhero goes anyway, giving whatever lame excuse he can, there is a 25% chance that he will be fired after his first offense, 50% for his second offense, and a 75% chance for each offense thereafter. A gamemaster may alter each individual chance to account for good excuses, a successful Persuade roll, the sudden death of the hero's supervisor, etc.

A hero may always resign his high-paying job and take a lower-paying one if he feels that super-heroics are more important than a big paycheck. After all, sacrifice of common rewards for the satisfaction of serving humanity is what the game is all about.

The ideal case, of course, is for a hero to have such a high annual income from investments, legacies, or government subsidy (see above) that he need not spend any time at a job. Such a financially independent hero can join the ranks of Bruce Wayne, Lamont Cranston, and Warren Worthington the Third.

Supervillains

The main foe of the superhero is the supervillain. Supervillains are warped superheroes. They are created the same way as superheroes, with the use of hero points, but they have two advantages:

Previous experience. Supervillains may have up to 30 extra hero points as previous experience. This is particularly useful in creating a major supervillain if he is expected to tackle several superheroes at once.

No handicap limits. There is no limit to the amount of hero points supervillains may obtain from incurring handicaps such as Personal Problems and Psychosocial Problems. Besides, most supervillains are emotional basket cases anyway, and their lives are, if anything, more complicated than a hero's.

Common Supervillain Traits

Megalomania. Supervillains are never interested in petty crime. Their purpose is generally grand and super-ambitious, usually involving the eventual conquest or destruction of the world, or some similar scheme.

Arrogance. Supervillains are generally arrogant and only associate with others of their kind grudgingly, with great potential for breakup unless one member of the group uses his overwhelming personality to keep the others in line. Because of this, a supervillain group usually consists of one thinking leader and a group of less intelligent minions, though they may be powerful in their own ways.

Death traps. For reasons best known to the Comics Code Authority, supervillains never simply kill superheroes. The captured hero is placed in a death trap of great ingenuity and complexity, and the hero must think his way out of it (and there is always a way out). This can be especially entertaining when a gamemaster is playing with only one player.

Supervillain Teams

If a group of supervillains actually agree to cooperate, they can be the deadliest opponents any group of superheroes can have. In such a case, the superheroes should have a numerical edge (either in hero points or numbers) otherwise a well-coordinated group of supervillains will quickly smother them.

The advantage that a group of superheroes is likely to have is that each will be played by a single player. The gamemaster attempting to run a supervillain group against a superhero one will have trouble coordinating several supervillains. This is another reason to have fewer villains than heroes, and to build villains who are relatively simple in concept, so that their optimum tactics are obvious while the gamemaster is reacting to the heroes' latest super-surprises.

Bystanders

In the world of superheroes and supervillains, it is sometimes easy to lose track of the normal people. Yet, the random action of the normal person may affect the success of the hero or villain. In *Superworld*, there are four types of normal people:

The citizen. This is the normal man-on-the-street, whose main function in hero-villain battles is to get in the way, call the police, scream, act as hostages, and generally dress the stage of the confrontation. Gamemasters adding citizens to a scenario may assume that they have nine points in each characteristic, or, if variety is sought, distribute 63 characteristic points among the seven characteristics.

The henchman. This is the crook, the flunky, the bodyguard, etc., of the supervillains. Mostly he is hero fodder to help the villain get away when hard-pressed, but occasionally he will get in a lucky shot or lucky punch when the hero has gotten cocky and failed to keep an eye on him. Since supervillains do not take just any gutter-sweepers into their service, the gamemaster may assume that all henchmen have ten points in every characteristic, or he may distribute 70 points among the seven characteristics. Reducing INT and CHA by two, and adding two to STR and DEX is common for henchman types. They are generally 60% with Fist and 40% with Handgun. No hero points are needed to "construct" a henchman unless they have superpower-equivalent equipment.

The police officer. This category encompasses well-trained police forces, the combat-trained military, MPs, special security guards, etc. Due to their physical requirements and training, they may be assumed to have eleven in every characteristic, or a total of 77 characteristic points. They generally have Fist at 75%, Handgun at 50%, Nightstick at 50%, and Spot Hidden and Listen at 50% each.

The operative. These are the elite secret agents, the SWAT teams, the Special Forces soldiers, and the personal bodyguards of supervillains. They have a twelve in every characteristic, or a total of 84 characteristic points to be distributed into their seven characteristics. Their experience and training give them a 75% chance with weapons, 75% chance with Fist, and 50% with other hand-to-hand attacks, and many other skills at 50% or better. They are usually hardened fighters, with much additional experience.

Operatives are equipped like superheroes; they have 84 hero points to spend on superpowers. The powers are always weapons and gadgets, and the operative gets no hero points from disadvantages and handicaps. The initial 84 points is the limit.

While other bystanders can be left as described, operatives should have care taken with their description. Every superworld has its share of exotic, acronymic organizations. The operatives for each should be carefully differentiated with distinctive weaponry, distinctive uniforms, distinctive characteristics, and distinctive skills.

EXAMPLE: FIRE is recruiting operatives. They specify that they want mercenaries with at least STR 12 and DEX 14. We assume that the final basic FIRE operative will have a STR 13, CON 14, SIZ 12, INT 10, POW 11, DEX 14, and APP 10, for a total of 84.

FIRE equips their operatives with a radio which picks up the FIRE, police, marine, citizen's band, and FORCE frequencies, and gives them the capacity to transmit on these bands as well, for a total of 6 points (two levels of radio Supersense). They also provide a flying belt for 6 points, and a 210 energy point battery to run the flying belt, radio, and other equipment, for an additional 21 points. They add a gas mask for 3 points (Adaptability to gas) and anti-Dazzle goggles for 3 points (5 points of Resistance to radiation Dazzle).

To protect the operatives, FIRE gives them a costume which will generate a force field which takes up 10 kinetic, 10 electric, and 10 radiation points of damage, for 15 points. This is a total of 54 points.

The remaining 30 points go into the weapon of the operative. FIRE provides each operative with one of five weapons, each worth 30 points.

The first weapon is a rifle capable of 4D6 kinetic damage (12 points). It will do an impale 20% of the time for three of the dice (3 points). It also has ammunition for ten shots (a 15 point battery).

The laser rifle is exactly equal in capabilities to the kinetic rifle, except that its damage is radiation based.

The gas gun projects 3D6 sleep gas (9 points) in a 6-meter radius (6 points). It also has ten shots.

The electrical projection gun does 5D6 damage, with no advantages (15 points). It also has a ten shot clip.

The net gun shoots a 5D6 SIZ snare (15 points). It also has ten shots.

FIRE organizes these operatives into teams of five, called Flames. Such a team is expected to match the abilities of any one hero, and perhaps two.

Rationale

How did our superpowered world come to be? There are many ways of rationalizing such a world, but as an exercise in creativity, let us assume that for centuries the entire solar system traversed a strange force field in space. No one noticed its effects because it influenced everything we observed.

Suddenly, Earth and sun emerged from the field. Physical laws snapped back to what they were thousands of years before, during the golden age of the gods, when humans had fantastic powers whose extent is only hinted at by myth and legend.

Thus, the laws of the universe have changed to allow the fantastic abilities of superheroes.

Time Frame

When did the world step out of the restricting force field? There are a number of possibilities for campaign settings.

Comic book superheroes were first popular during World War II. You might assume that *Superworld* came out of its force field at that time, and that modern-day superheroes have forty-five years of previous superheroes

and superheroic history from which to build their own careers. Alternately, you may assume that the world has just emerged from the field, and the only previous experience for the burgeoning population of caped crusaders lies in researching the four-color books on the newsstands.

Of course, you do not have to set a campaign in modern twentieth-century America. Other countries make a good transition into the superheroic environment, and other time periods provide lots of possibilities for fascinating scenarios.

You could set a campaign during World War II, which provides an Axis menace and steady supply of enemies and possible origins for superpowered bad guys and heroes. Another possibility is just to use the rules as guidelines for a campaign set back in the golden age of mythology. Finally, a post-holocaust world can provide many opportunities to explain strange powers and gives the heroes another motivation for their adventures—survival.

Super Reality

Further on in this chapter, we will discuss how the law works and how it affects superheroes. But there are many other factors which must be taken into account in playing a superhero game. The major factor is the "reality" of the comic book world.

If your *Superworld* campaign has a modern-day or a 1940s setting, you must both reflect the real world as the players know it, and make room for superpowers and those who use them.

In comic books, the world is superficially like what we all see around us, but there are many differences. The differences go beyond those inherent in the natural laws broken by superheroes every time they take off into the sky, or crash through a building, or generate several thousand gigavolts of electricity from their own body. (Fortunately, superheroes are rarely arrested for breaking natural laws, or they would never have any careers at all.)

There are many behavioral differences in the comic universe. When released, wild animals in a zoo rampage through the crowds rather than cower in their cages. Supervillains with heroes at their mercy never shoot them through the head—they set up elaborate, and often escapable, death traps. Street gangs rarely steal parts from a superhero's vehicle. Normal people always miss the most obvious clues to a hero's secret I.D. Such ingredients, along with superpowers and supervillain plots will give the game "super reality."

Organizations

No superhero campaign is complete without a host of fancifully and/or acronymically named super-organizations. These groups may consist of villains, government agents, scientists, or superheroes, and have many functions. They provide a ready enemy for the hero, or possibly assistance when a scientific puzzle needs solving.

The following descriptions provide samples of four such groups usable with any campaign. They all interconnect in ways specified in the descriptions.

Superworld gamemasters should add many more such groups to their campaigns, substituting the local superhero group for the Vigilance Committee described here. Many more versions of these superhero groups are possible, and can be found in current comic books. Making up organizations for *Superworld* can be quite amusing.

FIRE: The Free Investigatory Research Enterprise

FIRE is a secret criminal organization based in the United States with tentacles reaching all the industrial nations and most of the major supplier nations. They generally masquerade under cover corporations and professional associations, all of which have many members who have no idea of FIRE's basic motivations.

FIRE was established by a number of brilliant scientific geniuses for the purpose of freeing science from the restraints put on it by "bleeding-heart namby-pambys" who have no realization of the necessity for absolute freedom of scientific inquiry. If it is necessary to vivisect the entire population of a small Ohio town to determine if pollution has changed their dietary requirements, FIRE believes the population should go to the knives gladly, knowing that their sacrifice will enhance the cause of science.

This, and other schemes, have made most of the members of FIRE exiles from the responsible scientific community, but they still attract similar thinkers who have hidden their thoughts on these subjects from their colleagues.

In particular, FIRE is interested in the exotic devices dreamed up by both superheroes and supervillains in the course of their careers. Because of this, they do their best to recruit supervillains and capture superheroes for study. They also have been known to abduct naturally-powered superpeople, whether hero or villain. However, they avoid hiring naturally-powered supervillains to do their dirty work, which just reflects their general rejection of anything not produced in their secret laboratories.

FIRE employs a number of agents and operatives. Normally they stick to normal street clothes for their operations, but in private and for guarding their various bases they wear a combat uniform of yellow with red trim and a red flame insignia on their breast. Their security forces are equipped with the finest armor and weapons the scientists of FIRE have devised, and a couple of FIRE operatives are often a match for a single superhero.

Knowledge of this organization is only now becoming public. They have existed for many years in total secrecy, with no outside awareness of their megalomaniacal plots for world domination in the name of science. Only now have the forces of good been alerted to the danger.

FIRE has a motto which is lived up to: *For every ember dying, two flames will grow — no one extinguishes FIRE.*

FORCE: Federal Organization for the Registration and Certification of Exotics

FORCE was established in early 1980 by Jimmy Carter as an attempt to answer the growing demand that someone "do something" about the growing number of super-powered people in the United States and the world.

The initial intent of the organization was to act like other federal organizations, and license and control the use of superpowers. Even as the legislation was being considered in Congress, special interest lobbies like the National Rifle Association moved to keep Congress from controlling all use of superpowers, as they made the reasonable connection that regulation of superpowers could be followed by regulation of firearms. A number of civil liberty considerations also brought organizations like the American Civil Liberties Union into the picture, with the final result that FORCE was established with far fewer regulatory powers than originally envisioned.

After the election of Ronald Reagan, FORCE's budget was cut and its registration plans were trimmed by lack of funds. It still maintains the following functions:

Registration. Superpowered people may voluntarily register with FORCE. This allows them access to FBI and Interpol files and provides them with a computer message board on which they can receive messages and contact other heroes and agencies. Registered superpersons who are found to be villains are denied its privileges and their data is entered into the Supervillains section for the future reference of registered superheroes. Membership in FORCE is generally sufficient to certify a superhero as a deputy for the purpose of police agency assistance, although nothing requires law enforcement officers to cooperate with a FORCE member.

Training. FORCE will sponsor briefings by local police and national law enforcement agencies for superheroes. Usually, these briefings are on proper police procedures and constitutional rights of citizens, to keep superheroes from getting into trouble from trespass, invasion of privacy, or any of the other potential infractions of the law made possible by superpowers.

Other briefings are scheduled from time to time to apprise local heroes of new information on major criminal organizations or major supervillain activities. A common feature of recent briefings around the country include information on the criminal organization called FIRE.

FORCE does not train superheroes on how to use their powers, though they occasionally refer heroes to the Omega Institute for help.

Deputy Program. As well as the deputization common for all FORCE-registered heroes, FORCE has a Special Deputy program for well-known and reliable heroes which gives them full federal police powers and the authorization to swear in other heroes as deputies on a per case basis. The heroes have full authority to arrest any perpetrator of a federal crime, and have similar powers to those of the FBI for intervening in local cases. As Special Deputy, the hero is very much in the spotlight, and any transgression by him or anyone deputized by him can lead to expulsion from the program and even prosecution, depending on the transgression.

Special Deputies are required to be on call for certain amounts of time each week, and must make a full report about all encounters with criminals and other exotic no-gooders, as well as with other superheroes.

FORCE does not demand knowledge of the secret identities of its Special Deputies. They are required to check in for assignments and to give notice of their lack of availability if their other lives demand time. Special Deputies get no pay for their services, though usual expenses are covered.

The Flying Squad. FORCE also maintains a special team of heroes ready for transportation anywhere in the country as an instant response group. Its membership varies from job to job, but consists of Special Deputies on assignment. FORCE tries to accommodate the private lives of the Special Deputies, and so the actual personnel composing the squad will on any day differ from that of the squad the day before or the day after. FORCE will use local air force transportation to move the heroes from one spot of the country to another as needed. Most of the chosen heroes do fly, but it is not a requirement for admission into the squad.

FORCE has regional offices in Washington D.C., Boston, Atlanta, Baton Rouge, St. Louis, Chicago, Dallas, Minneapolis, Boise, Denver, Phoenix, Los Angeles, San Francisco, Philadelphia, Seattle, Juneau, and Honolulu. Each office has a director, one or two field agents who are responsible for contacting and recruiting heroes and acting as liaison between heroes and other law enforcement agencies, and an office staff of about a half dozen. Lately, there has been a hiring freeze, and many of the offices are understaffed.

Generally experienced in law-enforcement, many are former operatives from the FBI or other secret services. Often they are close to retirement, and have transferred to a department which lets the heroes do the dangerous work. Some are suspected to be heroes themselves, but if they are, they keep their secrets well.

The Omega Institute

This organization was established by a major philanthropical foundation to scientifically study mutants and accidental mutations among the populace of the United States. Most of their studies tend to be about the powers and abnormal abilities manifested by the superpowered community. They study both superheroes and supervillains.

Their study of superheroes usually involves offers of salaries and positions within the institution. For about 20% of the hero's time each month, they provide a living wage and, often, accomodations. Naturally, they are concerned with studying only those heroes who have natural powers, or have natural powers which are focused by means of gadgets. Many heroes gain scientific education by cooperating closely with scientists in the study of their superpowers.

Four members of the San Francisco Flying Squad: from left to right, Stormbolt, Fury, Maestro, Captain Wonder.

One problem, which has dissuaded many heroes from joining the Omega staff, is that the institute's security has been compromised several times, and that some scientists engaged in institute research may be spies for other nations or for supervillain groups. Because of this, secret hero identities and special weaknesses may become known to underworld contacts when the institute uncovers such material. However, many heroes have only short-term contacts with the institute to facilitate research about a facet of their powers. The heroes then leave, their important secrets usually intact.

The study of supervillains is conducted with the cooperation of the federal and state prison authorities. Omega scientists are usually called on to study captured supervillains in an effort to find their weak points. Some supervillains have cooperated willingly with these studies and bar-

gained to get time off from their sentences for good behavior. Some have even reformed through their experience with the hard-working dedicated scientists of the Omega Institute. Some have gone to work full time for the institute after serving their prison terms.

The Omega Institute has regional offices in most of the major cities of the United States. Each office is capable of tying into the Omega computer files and making preliminary tests of superpowers. If a superperson is considered worth studying, and is willing to contract his services to the institute, he is sent to its main research center in Denver, Colorado.

The Omega Institute's work has been the major source of current knowledge on the superhero phenomenon. Many device-powered superheroes have developed their gimmicks from studies of the natural powers of other heroes, as have many inventive supervillains.

While information security is not as thorough as is wished, no Omega lab has been destroyed in a superfight. This is mostly due to the large contingent of friendly local superheroes who make watching the labs part of their usual patrol. The labs also have a computer alert system which will instantly alert FORCE and all cooperating superheroes if they are assaulted.

The Vigilance Committee

Throughout the country, many superheroes gather together into supergroups to share experience and generally assist each other. Some are purely self-controlled, being a private league of heroes. Others are sponsored by local governments as another arm of the region's law enforcement agencies.

One such organization is the Vigilance Committee of San Francisco. The city and county of San Francisco, taking a name from its checkered history, has established a supergroup under a police aide system. This organization consists of a large number of superheroes who take duty tours on a rotating basis, occupying a series of store-front offices throughout the city, ready to answer police appeals on an instant basis. Each storefront has between three and five heroes and a police radio operator (and a police driver if any of the heroes need transportation).

The Vigilance Committee has close relations with the local FORCE headquarters and also has ties with the local branch of the Omega Institute. Unlike other groups, the committee has little say in their day-to-day affairs, being regulated by the San Francisco police.

The Vigilance Committee has a number of famous heroes in their number. Presently they include Captain Liberty, the strong, high-leaping, shield-swinging sentinel of liberty; Firebug, the diminutive fire projector; Flare, the flying fireblaster; Blackstar, master of density and teleportation; Mockingbird, the power-stealing mistress of many methods; Mister Wonderful, the hero of Castro Street; and Neutron, the density controller who can alter his atoms to walk through walls.

Law

It was not his day, thought Stormbolt. It all started when he and Maestro stopped a bank robbery by thieves using super-scientific weapons. After they had subdued the robbers, Maestro read their minds to find out who provided their weapons.

"They call their leader Dr. Cyborg," Maestro said, "and he is holed up at (a house on) Judah Street in the Sunset district. Let's see if . . ." But Stormbolt did not wait to hear the rest; he had never heard of Dr. Cyborg, but the villain no doubt had an electronic tab on his minions, and might even now be getting away!

Stormbolt flew to the house at top speed and caught Dr. Cyborg just as he was getting into his Cybermobile. A quick lightning bolt and a mighty punch, and Cyborg was out for the count. Stormbolt picked up the villain, took him into the house, and waited for the police.

Now Stormbolt was in jail! The police had charged him with burglary, destroying private property, and assault with a superpower. Worst of all, they let Dr. Cyborg free!

A gross miscarriage of justice? No; according to the facts of the case, Stormbolt can be charged with two felonies and one misdemeanor. For these crimes he could receive a sentence of from five years to life in prison, and only for doing what most superheroes would have done in his situation!

As this example shows, criminal law can be important in a *Superworld* campaign. In this section, laws, punishments, sentencing, and special circumstances will be discussed. Gamemasters should find this material useful in their campaigns.

Supervillains and the Law

The law will mainly affect supervillains, to whom committing crimes is a way of life. Supervillains are the most dangerous of criminals; they do not have to carry concealed weapons—they have mutant mega-blasts; they do not need getaway cars—they fly at supersonic speeds; and they often travel in packs.

Knowing this makes it easier to understand the way the law deals with them. First, in supervillain trials, bail is rarely set, since many supervillains have enough money to ignore the loss. Second, since the capture of supervillains is difficult at best, most judges tend to give the maximum sentence allowed by law to assure that the villain will not have to be recaptured soon.

A supervillain's trial will be gotten underway as soon as possible; the accused will be held in the nearest special detention unit for supervillains, if any. Jurors and their families will be sequestered in well-guarded locations to protect them from threats and harrassment. The villain's lawyer will attempt to plea bargain for a shorter sentence by pleading guilty to a lesser crime and perhaps giving evidence against a higher-up. This depends on the crime and the importance of the particular criminal.

If the lawyer feels there is no chance of a plea bargain or acquittal, the villain will probably attempt to stall the trial in order to plan an escape, kill a few key witnesses, or even pull a fast one on the authorities and have his master plan carried out by his henchmen.

Superheroes and the Law

As shown by the example, heroes can come into conflict with the legal system. A canny gamemaster can educate his players in the law by suckering their superheroes into the same problems Stormbolt had. Gamemasters with an appreciation of the law's demands, and who at the same time do not wish to continually incarcerate heroes who are supposed to be the stars of the campaign, should have some method of justifying a hero's actions. In the example given, if Stormbolt had seen a well-known criminal, such as Doctor Dread, entering the house to confer with Dr. Cyborg, he would have had justifiable cause for his entry (although he still might have to pay for property damages).

When a hero is charged with a crime, he will be treated in much the same way as a villain—no bail set and a quick trial. The only area in which heroes and villains are different is the sort of sentence they receive.

Special Sentences

When a hero is convicted of a crime, the gamemaster may not want him put away for five years, thus removing him from play. There are two alternatives if this situation should arise:

The Grappler Probation. The first is a public service probation, which has come to be known as the Grappler Probation. It is named after its first recipient, a Kansas City superhero who accidentally killed an innocent bystander on his first case.

This type of probation involves the hero's secret I.D., residence, and phone number made known to all the authorities in his area. He must answer any legitimate calls for help and is constantly in the public eye. He must report to a parole officer for the duration of his probation; and if the hero blows it again, he will be thrown straight into jail. A hero under Grappler probation loses almost all of his personal life, if he had any. Unless the hero is pardoned, the probation is considered permanent. If the hero is pardoned, and the court feels that the probation period has put him in undue danger, he will be provided with a new identity and a new place to live.

The Striker Probation. The second alternative to imprisonment is called the Striker probation. The hero is "volunteered" for a special federal anti-supervillain task force. He is effectively under military discipline and is required to stay in this unit on a full-time basis for a period equal to one-fourth the normal prison term for his crime.

Of course, no probation will be offered if the hero is considered to be a danger to public safety.

Crime and Punishment

The following list of common crimes, and some peculiar to the superhero world, does not include a random table to determine conviction and sentencing. The conviction and sentencing of the accused is left to the gamemaster, who acts as the judge. The gamemaster should determine sentences to help control the flow of his campaign. He should not, however, abuse this power—the law has few real prejudices (though its enforcers might) and its rules must be followed.

The descriptions, punishments, and degrees listed in this section are taken from the California Penal Code. Fines associated with the crimes have not been listed.

Misdemeanors

Misdemeanors are minor crimes which have lower sentences than felonies.

Assault. This is the threatening of another with violence, with the intent to force him to perform some action. In *Superworld*, the simple appearance of a threatening supervillain could be considered assault.

This is punishable with imprisonment of not more than six months.

Battery. This is the crime of inflicting physical violence on another.

This is punishable with imprisonment for not more than six months.

False arrest. Anyone making an arrest without authority and/or reasonable suspicion is guilty of this offense. This includes heroes who make a false citizen's arrest.

This is punishable with imprisonment for up to six months.

Indecent exposure. This is the crime of willfully and lewdly exposing one's self in public places with others present. The definition of indecent exposure can change according to the general mores of the area, and many super costumes that heroes and heroines may wear safely in New York may be considered indecent in a small rural town. A reasonable judge will probably drop the charge in exchange for either the rapid departure of the culprit or a change in costume.

This crime is punishable by imprisonment for not more than six months.

Maintaining a public nuisance. A public nuisance is defined as anything that is injurious to the public, offensive to the senses, or offensive in appearance. Many superhero bases in cities can be dangerous to public safety. Many blocks around known superhero bases can be posted with signs warning the populace that they enter the area at their own risk; most municipalities, however, would rather have the heroes move out of the area.

This crime is punishable with a public order to remove the nuisance and imprisonment of not more than six months.

Malicious mischief. This is the crime of injuring or destroying the real or personal property of another; it is broken down in the penal code into many separate parts.

For any of the possible parts, the maximum penalty is one year imprisonment.

Trespassing. This is the crime of entering the private property of another.

This crime is punishable with imprisonment of not more than one year.

Felonies

Felonies are more serious crimes, involving injury to person or property.

Arson. This is the crime of destroying a public or private building by setting fire to it. If a person is killed in the fire, the arsonist is indictable for murder. Fire-using heroes and villains should take note.

Punishment for arson is two to twenty years in prison; the term for attempted arson is one to fifteen years.

Assault with a deadly weapon. This crime is similar to misdemeanor or assault except that a deadly weapon is used. If the court deems the weapon truly dangerous, they can order it destroyed. In a superhero world, a deadly weapon can include a superpower. Superheroes or villains who shoot innocent bystanders or even each other with superpowered devices should not be surprised to have them melted down by court order. Just as a martial artist may have to register his hands as deadly weapons, a superhero with great strength is equally potentially liable.

The punishment for this crime is imprisonment from six months to life.

Bribery. This is the crime of offering or giving a bribe to a public official in the hope of, or in exchange for, favors.

This crime is punishable by imprisonment for one to twelve years.

Burglary. This is the crime of entering the structure of another with intent to commit a felony, or a theft. There are two degrees of burglary: first degree burglary is when the crime is committed at night, with a deadly weapon, or with persons in the building; second degree is all others not covered in the first description. In *Superworld*, this includes entering a building while insubstantial, or teleporting in, as long as some felony was intended.

The punishment for first degree burglary is imprisonment for not less than five years; for second degree it is one to fifteen years.

Conspiracy. This is the crime of conspiring to commit any other crime, including misdemeanors. There are several types, but they break down into two important categories. The first is conspiring to commit any crime against the president, vice president, judge, or secretary or any governmental department. All other conspiracies fall into the other category.

Conspiracy against the named governmental officials is punishable by imprisonment for not less than ten years. Other conspiracies are punishable according to the crime conspired to, though it will tend to draw a lower sentence than the actual commission of the crime would.

Counterfeiting. This is the crime of unlawful creation of false monetary notes, coins, bullion, or bills with the intent to use them as actual currency.

The punishment for this crime is one to fifteen years imprisonment.

Dueling. This is defined as combat between two or more persons by previous agreement and in which deadly weapons are used. There are two separate offenses under this heading: the first is when a dueler dies in the duel, the other is when there is no death. Both combatants are equally guilty, though if one died there is little to do to punish him.

This is definitely something for superheroes and villains to think about before issuing challenges.

Punishment for a duel in which a combatant is killed is imprisonment for one to seven years. The punishment for a non-fatal duel is imprisonment for not more than one year.

Escaping from detention. This is the crime of escaping or attempting to escape from any legal detention unit.

Punishment for this crime is imprisonment not to exceed ten years. Assisting in an escape is punishable by imprisonment for no less than one year.

Extortion. This is the crime of obtaining the property of another with his consent through threat of injury (mental or physical) to himself or those close to him. This crime includes forcing a person to sign a document against his will.

The punishment for extortion is imprisonment for one to ten years; the penalty for attempted extortion is imprisonment for not more than five years.

False imprisonment. This is the unlawful violation of the personal liberty of another. In *Superworld*, this includes salting villains away in special, unauthorized, holding areas, and also applies to putting heroes in death traps.

Simple false imprisonment is punishable by true imprisonment not to exceed one year; false imprisonment accompanied by violence, menace, or deceit raises the sentence to from one to seven years.

Forgery. This is the crime of forging documents, with the intent to use and display them as true legal instruments.

The punishment for forgery is from one to fifteen years.

Homicide: Murder in the first degree. The premeditated killing of any self-aware being is defined as first degree murder. It also applies to the slaying of a police officer (premeditated or not) and when the killing occurs in the perpetration of rape, arson, robbery, burglary, or any other major felony.

First degree murder is punishable by life imprisonment and, in some states, death.

Homicide: Murder in the second degree. This is the slaying of another self-aware being, while still with malice, not covered under the definition of first degree murder.

Second degree murder is punishable by imprisonment from five years to life.

Homicide: Manslaughter. This is the taking of life without malice, i.e., in the midst of some quarrel, or in the heat of passion, or with some vehicle (whether or not drunk).

Manslaughter is punishable with imprisonment for not more than fifteen years.

Homicide: Justifiable homicide. This is the term which covers such things as self-defense or stopping the commission of a major felony. This is the defense which heroes will tend to use the most, for it best covers their actions. However, they should not be allowed to overuse it, and the gamemaster should keep in mind that if the death was at all cruel or unusual, this defense cannot be used, for that would show malice on the part of the hero.

Homicide: Attempting to commit murder. This is the crime of attempting to kill another being, whether first hand (as with a knife, gun, or superpower) or second hand (with poison, bomb, or assassin).

This crime is punishable with imprisonment for one to fourteen years.

Invasion of privacy. This is the trespassory obtaining or overhearing of personal documents or private conversations. Telepathy and mindreading of any nature would usually be considered an invasion of privacy. Any information gained through invasion of privacy is inadmissible in a court or in the acquisition of a search warrant. If information is obtained through use of a search warrant it is not invasion of privacy.

This crime is punishable with a prison term not to exceed three years.

Kidnaping without asking ransom. This is the taking and detaining of any person for any reason other than gaining ransom, and without doing harm to the victim.

The crime is punishable by imprisonment from one to twenty-five years.

Kidnaping with ransom. The kidnaping of any person in order to receive ransom for that person's release, or when the victim of a kidnaping is, for any reason, harmed.

If the victim is killed, the kidnapers are subject to imprisonment for life without parole; if the victim suffers harm but not death, the kidnapers are subject to life in prison with a chance for parole.

Larceny: Theft. This is the taking of property of another with the intent to permanently deprive him of that property. This offense is divided into two categories: grand theft (property worth more than $200) and petty theft (property worth less than $200).

This crime is punishable by imprisonment from one to twenty years for grand theft, and up to six months for petty theft.

Larceny: Embezzlement. This is the taking of property which one has been entrusted with. This crime is an offshoot of theft and therefore the punishments are the same, defined by the amounts embezzled.

Obstructing an officer. This is the crime of deterring or obstructing an officer in the performance of his legal duties.

This crime is punishable by imprisonment for not more than five years.

Perjury (or offering false witness). This is the offense of stating false testimony under oath or on any affidavit. Anyone who procures another to commit perjury is guilty of the same offense.

This crime is punishable by imprisonment for from one to fourteen years.

Resisting arrest. This is the crime of attempting to escape the legal arrest as made by a police officer.

This crime is punishable by no more than five years of imprisonment.

Rape. This is the crime of having forced sex with another.

This crime is punishable with imprisonment for not less than three years. If the victim was physically injured during the crime, the sentence is from fifteen years to life.

Robbery. This is the taking of another's personal property from their person or their immediate presence, by force or by fear. There are two degrees of robbery: the first is when property is obtained through brute force or when the robber is armed with a deadly weapon; the second covers all other types.

First degree robbery is punishable by imprisonment for not less than five years, second degree robbery by no less than one year.

Special Circumstances

Use of a robot or construct. Any person who uses a machine or a biological construct (if it is unintelligent), to commit a crime is guilty of that crime himself, and will be charged and convicted of the crime committed. If the court so deems, the robot or construct will be ordered destroyed.

Immaturity and ignorance as defenses. These are viable defenses; if one can be proven not to have understood his actions, then he cannot be charged. If the competence of a person (or even a robot) is in doubt, then he will be given tests to determine his mental aptitude. For a gamemaster to determine whether the potential incompetent passes the test, look at the way the hero has been played. If he has been stupid and childish, then he will probably fail; if he has a low INT but has been played as an intelligent being, then he will probably pass.

If he passes, he will be treated as a normal criminal. If he fails the test, he is deemed ignorant of his offenses but, in most cases, a danger to public safety, and he will become a ward of the court until he becomes a mentally competent member of society and not a danger to others.

Habitual felons. Some villains may fall into this class if they are charged with three or more felonies. Anyone who falls into this category is liable to have the minimum time he must serve raised to ten years, and, if it is not already higher, the maximum sentence will go up to twenty-five years.

Concurrent sentences. When a felon is serving time for one crime, he might also be serving time for one or more other crimes, and the gamemaster must note that the usual maximum sentence is the highest individual one.

Animals

In twentieth-century America, wild animals are not a major menace. Yet, between shapeshifting superheroes and villains, supervillain bases hidden deep in Amazonian jungles, and hero and villain pets which could influence a plotline, the following animal descriptions will prove useful for *Superworld* gamemasters.

These animal descriptions do not use hero points nor use powers bought with hero points. Instead they are described with their natural characteristics (APP is left off as irrelevant), skills, and combat abilities. Heroes with powers to shapechange into natural animals must buy the animal's other features as powers if they wish to simulate the animal's abilities as well as copying their shape.

Bear

STR 3D6+24
CON 2D6+6
SIZ 2D6+24
INT 2
POW 3D6
DEX 2D6+4

MOVE: Run 160 m/mr.

WEAPON	Attack	Damage
Paw	60%	6D6
Bite	40%	1D10+4D6

PROTECTION: Armor K5/E5/R3; -10% Defense.

SKILLS: Swim 60%.

Bird

STR 1D6
CON 2D6
SIZ 1D10-4
INT 1
POW 3D6
DEX 2D6+6

MOVE: Fly 250-550 m/mr.

WEAPON	Attack	Damage
Beak	60%	1D6-1D6

PROTECTION: 20% Defense (30% flying).

SKILLS: Fly 100%; Spot Hidden 50%; Hide 50%.

Cat (big)

STR 4D6+7
CON 2D6+6
SIZ 4D6+7
INT 2
POW 3D6
DEX 2D6+6

MOVE: Run 160 (cheetah 336) m/mr.

WEAPON	Attack	Damage
Bite	55%	1D10+2D6
Claw	75%	3D6
Rake*	90%	3D6 twice

*Only if bite hits; they will hold on and rake with back claws.

PROTECTION: Armor 5K/5E/3R.

SKILLS: Balance 50%; Climb 60%; Hide 40%; Jump 60%; Move Quietly 75%.

Crocodile

STR 4D6+24
CON 2D6+12
SIZ 4D6+24
INT 1
POW 3D6
DEX 2D6+3

MOVE: Swim 50 m/mr; Run 30 m/mr.

WEAPON	Attack	Damage
Bite*	40%	1D10+5D6
Tail lash†	40%	6D6

*Will hold on in water, and spin, doing regular damage each melee round until victim wins STR vs. STR resistance roll, or animal is stunned by damage. There is no knockback.

†Can bite and lash different opponents at same time.

PROTECTION: Armor 7K/7E/7R; Resistance 15R.

SKILLS: Swim 100%; Hide 50%; Move Quietly 50%.

Dinosaur (allosaurus)

STR 4D6+72
CON 2D6+12
SIZ 4D6+46
INT 1
POW 3D6
DEX 2D6+6

MOVE: Run 133 m/mr.

WEAPON	Attack	Damage
Bite	55%	1D10+12D6
Kick	75%	13D6

PROTECTION: Armor 14K/14E/14R; -20% Defense.

SKILLS: Balance 75%.

Dog

STR 3D6
CON 2D6+6
SIZ 2D6
INT 2
POW 3D6
DEX 2D6+6

MOVE: Run 160 (saluki 220) m/mr.

WEAPON	Attack	Damage
Bite	65%	1D8
Smash*	65%	1D6

*Packs combine smash damage for calculating knockback.

PROTECTION: 10% Defense.

SKILLS: Jump 75%; Swim 60%; Track 60%.

Elephant

STR 2D6+52
CON 3D6
SIZ 2D6+50
INT 3
POW 3D6
DEX 2D6

MOVE: Run 130 (Asian 85) m/mr.

WEAPON	Attack	Damage
Gore*	55%	1D10+10D6
Trample	75%	10D6

*Impales. Except against smash attacks, may grapple with trunk.

PROTECTION: Armor 8K/8E/8R; -20% Defense.

SKILLS: Swim 50%.

Horse

STR 4D6+18
CON 2D6+6
SIZ 4D6+18
INT 1
POW 3D6
DEX 3D6

MOVE: Run 160 m/mr.

WEAPON	Attack	Damage
Bite	45%	3D6
Kick	50%	4D6
Trample*	65%	6D6

*Must be trained to use against humans.

PROTECTION: Armor 3K/3E/3R; -10% Defense.

SKILLS: Jump 75%.

Insect

STR 1D3-5
CON 1D6
SIZ 1D3-6
INT 0
POW 2D6
DEX 1D6+12

MOVE: Fly 107 m/mr; Crawl 4 m/mr.

WEAPON	Attack	Damage
Sting	95%	1D2*

*+1D6 (bee) to 3D6 (black widow) poison.

PROTECTION: 45% Defense.

SKILLS: Climb 100%; Hide 90%; Move Quietly 95%.

Porpoise

STR 3D6+15
CON 2D6+6
SIZ 3D6+15
INT 3
POW 2D6+6
DEX 3D6

MOVE: Swim 200 m/mr.

WEAPON	Attack	Damage
Smash	75%	9D6

PROTECTION: Armor 10K/2E/2R.

SKILLS: Swim 100%; Listen 75%.

Snake

STR 4D6*
CON 2D6+6
SIZ 5D6*
INT 1
POW 3D6
DEX 2D6+6

MOVE: Slither 16 m/mr.

WEAPON	Attack	Damage
Bite	50%	2D6*
Crush	75%	3D6

*Venomous snakes do not exceed 1D6+6 STR nor 1D6 SIZ. Add 1/3 POW poison points to their bite damage.

PROTECTION: 15% Defense (venomous snakes) or Armor 2K/2E/2R (large snakes).

SKILLS: Climb 75%; Hide 90%.

Deadly Devices of Doctor Dread

This is an adventure for three to eight new superheroes. If less than five heroes are involved, the gamemaster should balance the scenario by reducing the number of villains or by cutting back on the abilities to hit and the amount of damage they can cause.

Shakedown Cruise

SCENE ONE: The Briefing

The superheroes are called into the FORCE offices in San Francisco. In a small briefing room, they meet FORCE agent Haven Stewart, who gives them the following briefing:

We have just learned that a freighter docked at Pier 27 is going to be hijacked by the supervillain known as Doctor Dread. He is known to have several other super-powered criminals in his employ, so you have been called to protect the freighter.

We have been unable to contact the owners of the ship, but you are authorized to take over the ship if necessary. FORCE will accept responsibility for any damages.

However, do not take this as a blanket permission to destroy the freighter; try to conserve property as much as possible. We do not know what Doctor Dread is after, so be very cautious around the cargo. If it is important enough for Doctor Dread to want it, it is important enough for us to keep it safe.

The name of the ship is the Viva la Bomba. She is the only ship tied up alongside Pier 27.

We have sufficient evidence of this upcoming attempt but the exact timetable is unknown. The hijack may be taking place even as we speak. Time is of the essence.

Go now, and good luck.

After the briefing, Stewart hands out whatever standard equipment the heroes need, such as flashlights, communicators using FORCE frequencies, extra ammunition for standard-make weapons, etc. He has no weapons nor gear which are not normally available commercially.

CHANCE AND CIRCUMSTANCE

Act one, scene two may include non-player superheroes and player-superheroes who would not normally work with a government agency like FORCE. They should arrive on the scene at about the same time the FORCE-sponsored heroes arrive.

They will be at the scene strictly by chance. The following is a collection of rumors which might bring other heroes to the scene:

1. The Indoasa Maru is due to dock at Pier 27 tonight with a load of smuggled drugs. (True, except the ship is due at Pier 17 not 27.)

2. FIRE has a floating factory ship docked at one of the piers. They intend to onload electronics supplies for future researches. (Strictly true.)

3. Doctor Dread is hijacking a freighter tonight at a pier numbered in the 20s. (Essentially the same rumor FORCE got.)

4. (One of the superheroes' arch-enemy) is intending to skip town on the Viva la Bomba tomorrow morning. (Gamemaster's option.)

5. It is a great night for a stroll on the waterfront. (True.)

6. Joe's Grill, just off Pier 25, has the finest seafood in the city. and it is never crowded on weeknights. (True that the food is great, untrue that it is not crowded. In fact, the hero will be standing in line outside when all hell breaks loose on Pier 27, just down the street.)

7. Cargo hijacking has been radically increasing lately. (Not strictly true, but one owner was hit for the first time, and has been very vocal about his loss.)

8. The dockworkers have been heavily taxed by a protection racket in the last few weeks; one of the big city

gangs is trying to increase its war chest. (True. The head of one of the city gangster families is out to get Doctor Dread for muscling in on his territories, and is raising money for super-powered help.)

9. The Viva la Bomba has been tied up for three days now and none of the crew has come ashore. (True.)

10. Doctor Dread has a master plan which involves the city gang, FIRE, and something occuring on the docks. (True.)

Feel free to give these rumors to some of the FORCE-sponsored heroes, too. It would be interesting if one of the heroes, in the middle of the briefing, mentioned that he "heard something about that . . . ." However, try to keep the heroes from going anywhere but to the Viva la Bomba or its vicinity.

SCENE TWO: The Docks

When the heroes arrive, they will find the docks relatively deserted except for a few joggers and the people on Pier 25, where the famous Joe's Grill is doing a turnaway business.

The Viva la Bomba is tied up on the side of Pier 27 away from Pier 25. Pier 29, on the other side, is deserted and quiet; it is, in fact, deteriorating. Heroes who attempt to use it as a base for reconnoitering, or whatever, will find that the floor creaks alarmingly and there are several weak spots which could send them into the bay.

THE VIVA LA BOMBA

The Real Situation

The Viva la Bomba is a FIRE factory ship, used as a floating platform for conducting exotic experiments at sea. Currently ensconced aboard are ten FIRE operatives with special weapons and standard FIRE armored suits, plus the mercenary known as Blackflash, known for the black aura he leaves behind when he teleports. While Blackflash has worked for Doctor Dread in the past, he is now working for FIRE and has not seen Dread for six months.

Also on board are a half-dozen FIRE technicians. They are henchmen with low combat abilities but high INT (the other characteristics average 10). If attacked by superheroes, they will mostly give up or run, depending on what they perceive their options to be.

Unknown to Blackflash and FIRE, Doctor Dread wired Blackflash for sound the last time they met, and knows exactly what he is up to. Since he needed a diversion for his own plot (explained in scene four), he decided to use FIRE's ship as a method of getting all the possible superheroes away from the site of his real plan.

When the heroes arrive, two FIRE operatives in full battle dress, with their weapons close at hand, will be operating the ship's crane to load a pallet full of electric parts onto the deck of the ship, where two more operatives and a technician are waiting to unload it. Blackflash is on the bridge, with his feet up, drinking beer through a straw. He is in full armor, and will be ready in a melee round to swing into action.

Two FIRE operatives with standard-issue FIRE laser rifles (see chapter 2) are stationed on the roof of the pier warehouse. They are snipers, and will not call attention to themselves until the heroes have already attacked the ship's other personnel.

Two more FIRE operatives are guarding the electronics still stacked on the pier, and the last two are acting as stevedores and loading pallets, although they are in battle gear with their weapons close at hand. They are not happy with this assignments, and a reconnoitering hero will hear them grumbling about wearing the heavy gear while doing menial labor.

The remaining technicians are below deck, storing the electronics in the number 2 hold. The other two main holds just have ballasts.

SCENE THREE: Battle Plan

When the FIRE personnel are aware of the heroes, they will start shooting; this alerts Blackflash. The operatives will do their best to eliminate the superheroes, and to protect the ship and its cargo, but they will cut and run if the odds are overwhelming, and their weapons are not effective against the attackers.

Blackflash is essentially a mercenary, and has no compunctions about giving up the entire thing as a bad deal and getting out while he can. He can both teleport and fly, and also survive underwater; he will do whatever is most opportunistic given the circumstances. He will not just leave immediately, however, his underworld reputa-

Armor: 15K/15E/15R	45	0	45
Infravision	1	0	2
Adaptability: underwater/gas	2	6 (A)	6
Energy Supply: 150-pt battery*	15	0	15
Energy Projection: radiation laser gun	6	6	18
Impales: 4D6 has 60% chance		4	12
Reduced Energy Cost: by 2/3			20
Darkness: 7m radius	6	6	18
Reduced Energy Cost: by 2/3		0	14
Vulnerable Device: Light/Dark gun (+1/2 pts)			+41
Limited Use: gun has 15 shots			+12
Vulnerable Device: costume required for powers (1/6 pts)			+33

*All powers except hand-to-hand require battery energy.

DAMAGE BONUS: +2D6.

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	75%	1D3+2D6	70%	—	6 personal
Grapple	60%	3D6	60%	—	6 personal
Kick	60%	3D6	—	—	6 personal
Throw	75%	varies	—	varies	varies
Laser	75%/45%*	6D6/2D6+8D6*	—	30m	10 battery
Darkness	75%	7-meter radius	—	30m	6 battery

*Impale.

PROTECTION: Armor 15K/15E/15R.

HIT POINTS: 27.

ENERGY:	Personal (4)	31
	Battery	150

SKILLS: Acrobatics 38%; Spot Hidden 65%; Cybernetics 85%.

HERO POINTS:	Characteristics	107
	Disadv/handi	86
	Experience	7
	Available	200
	Used	200

Blackflash and FIRE operatives on board the Viva La Bomba

tion depends on him at least seeming to put up a good fight before leaving.

Blackflash

Blackflash is a mercenary, selling his services to the highest bidder. He is pragmatic and unemotional (as far as anyone can tell through his armor) and has worked with every major criminal figure in the world, including FIRE and Doctor Dread.

Derek Burton, before he became Blackflash, was a common criminal muscleman. The FBI has extensive records on him from those days. He has no scientific or technical training whatsoever.

No one knows where Derek Burton got the armor that gives him his amazing powers. His villain name comes from the void of blackness left behind momentarily when he teleports. He has been captured only once in his career, and he escaped shortly thereafter when he seemingly called his armor to him and teleported out of jail.

BLACKFLASH (Derek Burton)

STR 16+9=25
CON 16
SIZ 14
INT 18
POW 15
DEX 16+6=22
APP 12

MOVE (m/AR):	Walk	8
	Fly	40-200
	Teleport	400

ACTION RANKS: 22/12/2.

SUPERPOWERS	Level	Energy	Hero Pts
Super Characteristics: DEX/STR	9	9 (A)	9
Extra Hit Points: +12	6	0	6
Teleport: SIZ 28	2	14	28
Flight: basic (artificial wings)	1	7 (MR)	7

FIRE OPERATIVES

STR 13
CON 14
SIZ 12
INT 10
POW 11
DEX 14
APP 10

MOVE (m/AR):	Walk	12
	Fly	60-300

ACTION RANKS: 14/4.

EQUIPMENT	Level	Energy	Hero Pts
Radio: receive and transmit fire, police, citizens', FORCE, marine bands	2	2 (MR)	6
Energy Supply: 210-pt battery*	21	0	21
Adaptability: to gas (mask)	1	3(A)	3
Resistance: pot. 5 radiation Dazzle (goggles)	1	0	3
Force Field: 10K/10E/10R	15	15 (A)	15
Flight: flying belt	1	6 (MR)	6
Energy Projection: 4D6 kinetic rifle	4	12	12
Impale: 3D6 has 20% chance	3	3	3
OR			
Energy Projection: 4D6 radiation laser	4	12	12
Impale: 3D6 has 20% chance	3	3	3
OR			
Energy Projection: 5D6 electric electric shock gun	5	15	15
OR			
Gas Projection: 3D6 gas gun, 6m radius	5	15	15
OR			
Snare Projection: 5D6	5	15	15
Energy Supply: 10 shots for weapon of choice	15	0	15

*All powers except hand-to-hand require battery energy.

DAMAGE BONUS: +1D6.

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	75%	1D3+1D6	75%	—	3 personal
Weapon	75%	see above	—	30m	15 (10 shots)

PROTECTION: Force Field 10K/10E/10R.

OPERATIVE			Hit Pts	/Personal (3)	/Battery
Roof guards	1	Laser gun	13	25	210
	2	Laser gun	13	25	210
Dock guards	3	Shock gun	13	25	210
	4	Rifle	13	25	210
Dock workers	5	Snare gun	13	25	210
	6	Gas gun	13	25	210
Crane operators	7	Rifle	13	25	210
	8	Laser gun	13	25	210
Ship workers	9	Rifle	13	25	210
	10	Shock gun	13	25	210

SKILLS: Spot Hidden 50%; Listen 70%; First Aid 50%.

HERO POINTS:	Characteristics	84
	Available	84
	Used	84

SCENE FOUR: Aftermath of the Battle

The FIRE people know nothing about Doctor Dread's plans, but once the fight is over, and when the heroes check in with Haven Stewart, the FORCE agent informs them that while they were all occupied at the docks, Doctor Dread and his crew of supervillains were at Stanford University, stealing information on the university's highly successful recombinant DNA experiments, including several laboratory specimens and successful experiemenial subjects.

Supervillains making their entrance: from left to right, Absorber, Killer Bee, Dynaman, Mighty Mauler.

Stewart tells the heroes to meet him at 10 am the next day in city hall for a briefing on the situation.

The Trap

SCENE ONE: Recrimination and Disasters

At 10 am, the heroes meet in a room in city hall which is presently being painted. The place is full of paint cans, ladders, and the smell of newly painted walls. In a seemingly bureaucratic snafu, the room given to FORCE for its meeting was also scheduled for repainting at the same time. The first heroes to arrive will see the painters just leaving, asking a city official when they should return, how long the meeting will take, extra pay, etc.

The superheroes are then introduced to Stormbolt, Captain Wonder, Fury, and Maestro, four nationally known superheroes who are part of the FORCE Flying Squad.

Maestro starts the meeting by deriding the efforts of the heroes (especially if they have failed to capture Blackflash and let any FIRE operatives get away). He will point out that the heroes should have known it was a trick, kept a reserve ready, been done quicker so they could go after Doctor Dread before he escaped, etc.

However, before he can really swing into high gear in his diatribe, all the paint cans in the room suddenly pop their tops and a 5D6 potency knockout gas fills the room. The gas lasts for a total of three melee rounds; anyone who is not overcome the first melee round must also in each of the two succeeding rounds make a resistance roll based on his CON versus the potency of the gas, or else fall over asleep. The gas is also opaque; a hero must have Infravision or better to see through it—normal vision and Catseye will both be blocked.

At the same time as the gas goes off, three powerful forms come crashing through the skylight of the chamber (the gas is not lighter than air, so it will go out the broken skylight only gradually). They are the Mighty Mauler, Dynaman, and the Absorber. A fourth figure, not so mighty looking, is the diminuitive but powerful Killer Bee. The supervillains all wear gas masks and infrared goggles.

Both Fury and Captain Wonder have Dangersense, but neither detected this attack (do not bother to roll for their chances, assume they missed their roll).

The four members of the Flying Squad automatically fall from inhaling the gas (do not make resistance rolls for them, assume this is part of the plot). The local heroes who survive the gas can fight the villains. Win or lose, when the smoke clears, the local heroes will find that the entire Flying Squad has been kidnaped.

Along with the supervillains are six of Doctor Dread's operatives, whose sole job is to snatch the members of the Flying Squad. While the fight rages, the operatives enter through the skylight to snatch the fallen Flying Squad. Four grab the heroes, while the other two either will aid the supervillains or fill in for comrades fallen in the snatch effort. They also wear gas masks and infrared goggles.

The villains will attempt their getaway by means of the flying belts they are wearing (gimmicks created by Doctor Dread's cohort, Brainwave). The Flying Squad members are then transferred to a truck disguised as a Speedy rental while the supervillains attempt to prevent anyone from following.

The Astounding Absorber

At age 15, when orphan Calvin Daniels touched the porcelain sink in the orphanage where he lived, his skin became white and hard like the sink, and he felt his weight and strength increase. At first startled, Calvin came to realize that he was a mutant with the ability to take on the appearance, strength, mass, and protective resistance of anything he touched.

Calvin bided his time until he learned how to control his powers, then used them to wreak revenge on the orphanage bully, a revenge which ended the bully's life.

When the orphanage tried to turn him over to the police, Calvin broke out and ran. He ran for years, using his powers to keep himself in money as an enforcer for various gangs and mobs. When he used them against a local gang boss, Doctor Dread contacted him and recruited him into his gang of super-powered villains.

ABSORBER (Calvin Daniels)

```
STR   16
CON   16+ 6=22
SIZ   16
INT   13
POW   15
DEX   15+ 6=21
APP   13
```

MOVE (m/AR):   Walk   8

ACTION RANKS: 21/11/1.

SUPERPOWERS	Level	Energy	Hero Pts
Super Characteristics: CON/DEX	12	0	12
Extra Hit Points: +16	8	0	8
Energy Supply: +200 pts	20	0	20
Absorption: 10K/10E/10R to energy	15	0	45
Resistance: 10K/10E/10R	6	0	18
Mimic: up to 40 hero pts*	20	60	60
Missing Effect: no range (+1/3 pts)			+20
Conditional Use: limited to mimicking SIZ and resistance of objects (including living ones) and mimicking SIZ as STR (+1/3 pts)			+20
Missing Effect: cannot retain previously mimicked powers if new ones mimicked, no matter how many pts are involved (+1/6 pts)			+10
Skills: +20% Fist; +20% Grapple; +20% Throw			12
Added Damage: +2/die from hard radiation			+ 6
Psychological Problem: unsure of self			+ 5
Bad Luck: -15% luck roll			+ 5
Personal Problem: arch-enemy Mafia			+ 5

*Power works to use SIZ of object mimicked to increase both SIZ and STR of Absorber. This increases his damage bonus dramatically.

DAMAGE BONUS: +1D6.

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	70%	1D3+1D6+	70%	–	3+
Grapple	45%	2D6+	45%	–	3+
Throw	65%	varies	–	30m	3+

PROTECTION: Absorption 10K/10E/10R; Resistance 10K/10E/10R.

HIT POINTS: 35.

ENERGY: Personal (4)   237+

SKILLS: Acrobatics 47%; Balance 30%; Disguise 41%; Dodge 33%; Hide 45%; Jump 63%; Move Quietly 37%.

HERO POINTS:		
	Characteristics	103
	Disadv/handi	71
	Experience	1
	Available	175
	Used	175

Killer Bee

Sandor Hijopedro was a South American entomologist who specialized in the study of the dread African killer bees which infest the jungles of South America. One day he stumbled too close to a hive of the monstrous honey-gatherers and paid for his folly with thousands of bee stings.

Unlike most such victims, Sandor survived, but he found that his body's reaction to the stings gave him the ability to shrink in size. In his smaller state he was able to emit ultrasonic shrieks, which did terrible damage to his surroundings, and sprout bee wings which allowed him to fly. He learned how to direct his shrieks and left the un-

profitable and dangerous life of an entymologist to become a mercenary supervillain.

KILLER BEE (Sandor Hijopedro: Entymologist)

```
STR   15+33=48
CON    9+ 9=18
SIZ   11-11= 0
INT   12
POW   16
DEX   13+11=24
APP   17
```

| MOVE (m/AR): | Walk | 4 |
| | Fly | 40-200 |

ACTION RANKS: 24/14/4.

SUPERPOWERS	Level	Energy	Hero Pts
Super Characteristics: +9 CON	20	0	20
Super Characteristics: -11 SIZ	11	11 (A)	11
*Super Characteristics: +33 STR	11	11 (A)	11
*Super Characteristics: +11 DEX	11	0	11
*Extra Hit Points: +22	11	0	11
*Resistance: 20K/15E/20R	11	0	33
*Flight: basic	1	1 (MR)	1
*Energy Projection: 6D6 kinetic sonics	6	3	18
Reduced Energy Cost: to (1/2)D6	15	0	15
*Energy Supply: +200 pts	20·	0	20
*Recharge: +10	10	0	10
*Conditional Use: only when shrunk (+1/6 pts)			+23
Non-Super Secret I.D.			+ 5
Skill Limit: -40% Listen when shrunk			+ 8
Personal Problem: arch-enemy Maestro			+ 5
Added Damage: +1/die from electric attacks			+ 6
Vulnerability: 1D6/MR hit pt loss if within 10m of insecticide			+ 5
Physical Problem: color blind when small			+ 5

DAMAGE BONUS: +3D6.

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	72%	3D6	64%	—	9
Sonics	78%	6D6	—	30m	3

PROTECTION: Resistance 20K/15E/20R.

HIT POINTS: 31

| ENERGY: | Personal (13) | 234 |

SKILLS: Entomology 76%; Listen 5%.

HERO POINTS:	Characteristics	93
	Disadv/handi	57
	Available	150
	Used	150

Dynaman

David Winter bumped into the villainess known as Black Maria while she was running from police pursuit. The amoral electrical engineer helped the lovely and lethal lady villain to escape by misdirecting her pursuers. This meeting in adversity blossomed into romance, and David resolved to impress Black Maria with his abilities, even as he was impressed with her martial arts expertise.

For a man of his genius, it was simple to create an armored suit which mirrored the abilities of the high-flying Stormbolt. Soon he entered a new career as the electrifying mercenary supervillain, Dynaman.

DYNAMAN (David Winter: electrical engineer)

```
STR   12+15=27
CON   14+ 4=18
SIZ   10
INT   14
POW   12+ 2=14
DEX   17
APP   14
```

| MOVE (m/AR): | Walk | 12 |
| | Fly | 60-300 |

ACTION RANKS: 17/7.

SUPERPOWERS	Level	Energy	Hero Pts
Super Characteristics: CON/POW	10	0	10
*Super Characteristics: STR	5	5 (A)	5
*Extra Hit Points: +16	8	0	8
*Absorption: 18E (3 to Energy Projection; 1 to Force Field; 2 to STR)	9	0	27
*Energy Projection: 7D6 electric	9	27	27
*Energy Supply: 300-pt battery	30	0	30
*Armor: 20K	20	0	20
*Force Field: 30R	15	15 (A)	15
*Resistance: 15E	3	0	9
*Flight	1	5 (MR)	5
*Conditional Use: all powers require armor			+24
Non-Super Secret I.D.: powers can be prevented			+10
Psychosocial Problem: hates naturally-powered heroes			+ 5
Bad Habit: protective of Black Maria			+ 5
Personal Problem: arch-enemy Stormbolt			+ 5
Physical Disability: -2D6 energy loss/MR if immersed in water			+ 5

DAMAGE BONUS: +2D6.

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	65%	1D3+1D6	65%	—	3/D6 battery
Electric	85%	7D6	—	30m	21 battery

PROTECTION: Armor 20K; Absorption 18E; Resistance 15E; Force Field 20+R.

HIT POINTS: 30.

| ENERGY: | Personal (3) | 32 |
| | Battery | 300 |

SKILLS: Electronics 98%; Invent 90%; Spot Hidden 70%.

HERO POINTS:	Characteristics	93
	Disadv/handi	54
	Experience	3
	Available	150
	Used	150

Mighty Mauler

The Mighty Mauler is reputed to have once been a normal man who was experimented on by unscrupulous FIRE scientists. He is also reputed to have destroyed an entire FIRE cell in retaliation.

He is not terribly bright, and his solitaire career as a supervillain has generally resulted in being captured, usually by Fury. He feels that Doctor Dread is the greatest boss in the world since he takes care of Mauler's decision-making. He will fight to the death for Doctor Dread, an unreciprocated loyalty.

MIGHTY MAULER (?)

```
STR   14+48=62
CON   13+ 7=20
SIZ   14+40=14 (44)
INT   12- 4= 8
POW   13
DEX   16
APP   13- 5= 8
```

| MOVE (m/AR): | Walk | 12 |
| | Leap | 51 |

ACTION RANKS: 16/6.

SUPERPOWERS	Level	Energy	Hero Pts
Super Characteristics: STR/CON/SIZ	33	0	33
Leap: +50m	10	10	10
Armor: 30K/20E/20R	60	0	60
Regeneration: 1/MR	1	0	3
Energy Supply: +270 pts	27	0	27
Recharge: +7/AR	7	0	7
Skills: +40% Fist; +60% Grapple	10	0	10
Skill Limits: -40% Listen; -16% Move Quietly; -20% Spot Hidden			+13
Permanent Powers: adversely affects personal life			+10
Low Characteristics: -4 INT; -5 APP			+ 9
Clumsiness: -48 agility roll (to 32%)			+16
Psychological Problem: goes berserk if laughed at			+10

DAMAGE BONUS: +9D6.

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	90%	1D3+9D6	90%	—	27
Grapple	85%	10D6	90%	—	27
Throw	45%	varies	—	30m	16

PROTECTION: Armor 20K/20E/20R

HIT POINTS: 32

ENERGY: Personal (10)   303

SKILLS: Acrobatics 45%; Climb 70%; Jump 80%; Listen 5%; Move Quietly 9%; Spot Hidden 5%.

HERO POINTS:		
	Characteristics	95
	Disadv/handi	58
	Experience	7
	Available	160
	Used	160

UPPER FLOOR CITY HALL ROOM

After the Dust Settles

The heroes should figure out that Dread is going to combine the DNA material with the kidnaped superheroes to create some horrific entity. They may do this on their own, or by getting one of the captured supervillains and/or operatives, if any, to talk.

Captured Supervillains

The Mighty Mauler is loyal to Doctor Dread and will not reveal anything about Dread's operations. The other three are essentially mercenaries and will talk if given the chance to plea bargain. However, Killer Bee and Absorber know nothing about the location of Doctor Dread's headquarters; they have never been there. Dynaman knows the general layout of Dread's headquarters, and that Doctor Dread and his other supervillains—Brainwave, Rapidfire, Cerebella, and Black Maria—were there just before he left for the kidnap attempt. He and Black Maria are lovers; he will try not to divulge her whereabouts.

Caves of Steel

Doctor Dread has set up a base in one of the old army coastal defense batteries in the hills near the Golden Gate Bridge, a site in Marin County across the Bay from San Francisco. During World War II, the hillside fortress held two 16″ guns and all of their support material and equipment; now only some concrete caves remain — and whatever Doctor Dread has installed in them.

The Clues

There are several ways in which the local heroes can discover Doctor Dread's presence there—most of the supervillains that attacked city hall in act two know where the base is. If the heroes were ineffective in capturing one of the villains for questioning, use the following clues to lead them to Doctor Dread's headquarters:

1. Some passersby saw the truck in which the operatives and supervillains escaped. Following the trail of witnesses will lead the heroes to conclude that the truck probably crossed the Golden Gate Bridge into Marin County, but that is all.

2. Doctor Dread has hired private truckers to deliver a lot of material up to the battery. Most of the truckers have underworld connections, and the gang leader mentioned in act one has instructed them to cooperate fully if pressed about Doctor Dread. If the heroes capture Doctor Dread, the gangster will be spared the expense of hiring out-of-town muscle!

3. FIRE is less than pleased with Doctor Dread for using them as a diversion, and will be more than happy to provide the resources of their extensive network of informers to help track him down.

4. Finally, the gamemaster may assume that at least one park ranger has found the occupation of the battery unusual and may contact FORCE with his suspicions.

Heroes must enter the caves, find the prisoners, and get them out—hopefully taking out Dread and his merry crew in the process. Besides the four supervillains that took part in the city hall kidnaping minus any who were captured in the fight, Dread will also have Rapidfire, Piledriver, Brainwave, Black Maria, Cerebella, and seven operatives at his hideaway.

SCENE ONE: The Scene of the Crime

Villain Preparation

This World War II gun battery is now part of a federal park system. Doctor Dread has had only a couple of weeks to prepare this largely abandoned battery as his headquarters.

Two hundred meters down from the crown of the hill the battery is perched on is a new chainlink fence with only one gate. There are guards that look just like regular army soldiers, but the local military authorities at the Presidio have never heard of them. Park rangers will say

they were told by the soldiers to stay away because the battery was being used for a top secret government project.

The guards will not attempt to stop the superheroes. If the heroes do not spot the guards in time, the guards will send a warning to the others inside. They are armed only with pistols and have no protection except helmets (4 point kinetic Armor with a 90% Failure Chance). Smart heroes should attempt to detain the guards and keep them from passing on the word.

Aside from the guards, the only other advance warning Doctor Dread might possibly get is the Mind Search powers of Cerebella. There is, however, only a 10% chance that she will detect the heroes coming into the complex; she only checks once every ten minutes to conserve her energy. Heroes that spend more than ten minutes dithering outside the battery will probably be spotted; Cerebella's Mind Search is specifically slanted toward catching unfamiliar minds attempting to enter the battery.

If all or most of the supervillains from act two escaped the fight at city hall, and the hero rescue party is under-strength, the gamemaster should split the combat for the battery into two steps: have the surviving supervillains, perhaps accompanied by Piledriver, attack the heroes in the open before they get inside the battery; and have the other defend when the superheroes enter the complex.

DOCTOR DREAD'S HEADQUARTERS

FT. BAKER
HORSESHOE COVE
PT. CAVALLO
NORTH
KIRBY COVE
GOLDEN GATE
■ — DREAD'S HIDEOUT
○ — LIGHT STATION

Supervillain Combat Strategy

Killer Bee. If the villains come out to fight, Killer Bee should hang back behind one of his partners and try to surprise the heroes. Remember that his small SIZ makes him hard to see initially, but once he attacks someone, he will be noticed.

Absorber. He will take an action rank to touch the concrete walls of the battery. The walls have a resistance of

10 and a SIZ of 39. He will get 6 hero points from the resistance which will go into 10 points of kinetic Resistance. He will get 13 hero points from the 39 SIZ and, since his power allows him to take them as both SIZ and STR, he will get another 13 hero points again for his STR. This will give him +39 each of STR and SIZ (usable only as weight). Since mimicking another substance means he will lose the effects of the concrete, he will not attempt to mimic anything else unless a hero seems to be unusually resilient, heavy, and strong.

Dynaman. He will have an operative with an electric gun shoot him to absorb energy into his battery. Note that when the operative turns to fight the superheroes, he will be minus one use of his weapon.

Mauler. He will pick up a loose chunk of concrete (2D6+18 in SIZ) and throw it at the nearest tough look-ing hero, or the nearest obvious martial artist—his long standing feud with Fury has made him very wary of mar-tial artists.

DOCTOR DREAD SNATCH TEAM

```
STR   12
CON   15
SIZ   13
INT    9
POW   12
DEX   13
APP   10
```

MOVE (m/AR):	Walk	12
	Fly	60-300

ACTION RANKS: 13/3.

EQUIPMENT	Level	Energy	Hero Pts
Extra Hit Points: +2 in costume	1	0	2
Flight: basic (belt)	1	6 (MR)	6
Adaptability: to gas (mask)	1	3 (A)	3
Infravision (goggles)	1	0	2
Resistance: 15K/10R/15E in costume	8	0	24
Energy Supply: 240-pt battery	24	0	24
Snare Projection: 4D6 SIZ in 2m radius	4	16	16
Energy Supply: 80 pts for snare	8	0	8

DAMAGE BONUS: +1D6.

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	75%	1D3+1D6	75%	—	3 personal
Snare	75%	4D6 SIZ	—	30m	16 (5 shots)

PROTECTION: Resistance 15K/10E/15R.

OPERATIVE	Hit Pts	Personal (3)	Battery	Snares
1	16	27	240	5
2	16	27	240	5
3	16	27	240	5
4	16	27	240	5
5	16	27	240	5
6	16	27	240	5

SKILLS: Spot Hidden 50%; Listen 70%; Dodge 30%.

HERO POINTS:	Characteristics	84
	Available	84
	Used	84

Piledriver

Joseph Garrison loved to fight ever since he could remem-ber. At the age of twenty, while attending San Francisco State College (now State University), he became imbued with Communist ideals. A real troublemaker at his part-time construction job, he continually started fights and and ranted against capitalistic oppressors of the working classes.

When his boss fired him, Garrison, in a frenzy of mad-ness, drove his piledriver into the power sub-station in

which his boss was working. In the crash of machinery and the enormous explosion of steely lightning, the hated boss died. The piledriver was vaporized; so was Joseph Garrison's mortal body. But an armored monolith soon to be known as Piledriver stalked away.

Piledriver usually works for Brainwave, who uses him to destroy and terrorize—work Piledriver loves. His original Communist ideals have degenerated into mere slogans and hatred of everything representative of the American free enterprise system, including organized crime.

PILE DRIVER (Joseph Garrison: agitator)

```
STR   15+45=60
CON   15+ 7=22
SIZ   18+45=45 (63)
INT   12
POW   12
DEX   13+ 8=21
APP   12- 8= 4
```

MOVE (m/AR):   Walk   14

ACTION RANKS: 21/11/1.

SUPERPOWERS	Level	Energy	Hero Pts
Super Characteristics:			
STR/CON/SIZ/DEX	45	0	45
Extra Hit Points: +40	20	0	20
Absorption: 10K to energy	5	0	15
Armor: 10K/15E/10R	35	0	35
Resistance: 10K/10R/15 poison/			
25 mental	12	0	36
Energy Supply: +280 pts	28	0	28
Skills: +15% Fist; +10% Grapple;			
+15% Kick	8	0	8
Low Characteristic: -8 APP			+ 8
Imperceptive: -42% idea roll (to 18%)			+14
Bad Luck: -42% luck roll (to 18%)			+14
Clumsy: -72% agility roll (to 23%)			+24
Skill Limits: -25% Hide; -21% Swim; -21% Move Quietly			+ 7
Psychosocial Problem: goes berserk versus patriot heroes			+10
Permanent Powers: adverse effect on normal life			+10

DAMAGE BONUS: +10D6.

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	80%	1D3+10D6	65%	–	30
Grapple	50%	1D6+10D6	40%	–	30
Kick	55%	11D6	–	–	30
Throw	60%	varies	–	30m	20

PROTECTION: Absorption 10K; Armor 10K/15E/10R; Resistance 10K/10R/15 poison/25 mental; Defense -15%.

HIT POINTS: 83.

ENERGY: Personal (3)   314

SKILLS: Hide 0%; Move Quietly 4%; Spot Hidden 5%; Swim 4%.

HERO POINTS:		
	Characteristics	97
	Disadv/handi	87
	Experience	3
	Available	187
	Used	187

The Gun Mounts

The map of the upper level of the gun battery shows the two gun positions, now empty. There is nothing there of interest except movement sensors on the roof of the gun emplacements to warn Doctor Dread when anyone enters the area. A successful Spot Hidden will find the sensors, Fine Manipulation will deactivate them.

The two tunnels leading to the gun positions are 5 meters high and 6 meters wide. The tunnel which connects them is 5 meters high and 4 meters wide. Each has an openwork steel gate at the north end. The right hand

gate is rusted shut, the left one has been recently oiled and painted.

The left hand tunnel going through the hill to the gun position will show recent signs of trucks and heavy equipment to anyone making a Tracking roll, or half of a Spot Hidden roll.

The former ammunition storage rooms between the two gun mounts are currently occupied by Piledriver, who cannot fit into the second level rooms, nor through the doorway into the battery office or guardroom. He is accompanied by two operatives, and all of the supervillains who escaped the city hall fight. If the superheroes were in hot pursuit, the villains will be waiting for them. If the heroes are a day or so late, they will be inattentive, and some may be asleep, but they will also be fully recharged.

The ventilation shaft is big enough for a normal-sized person (no bigger than SIZ 20) to crawl through. Brainwave has placed two mines in the shaft, each of which does 8D6 damage within a 4-meter radius; each will explode only once, of course. They will explode when their infrared sensors detect someone entering the circle of destruction. A hero with Infravision can spot the sensors and, if he has the right skills, deactivate them.

Inside the Tunnels

The main entrance is 3 meters wide by 3 meters high. It passes a guardroom with three operatives in it. Each operative has a different standard FIRE weapon (Doctor Dread always purchases state-of-the-art technology from FIRE), each using a different form of energy. They are wearing battle dresses designed by Doctor Dread—black and silver uniforms with a stylized "D" on the breast pocket.

The former office of the battery, which also has a 3-meter high ceiling, is empty except for the recent addition of an open freight elevator. If the heroes were detected entering the area, the elevator will be on the bottom floor, turned off, and all they will find is an elevator shaft leading down about 20 meters.

SCENE TWO: The Second Level

The 2-meter by 3-meter elevator shaft seems like the only way down to the second level. On the second level outside the elevator shaft is a 5-meter by 8-meter by 3-meter high room with cots along the wall opposite the elevator. There are two guards in the room, as well as any supervillains the gamemaster feels appropriate. Rapidfire, in particular, would find a small elevator shaft an ideal target for his multi-shot lightning attack.

Supervillain Tactics

Doctor Dread. He will either join his pet scientist in retreat or fight it out, depending on his evaluation of the situation. If he fights it out, he will do it from his labs, where he can threaten the captives if need be and have a clear field of fire into the foyer.

Brainwave. If the second level is under attack, Brainwave will maintain his station at his other exit, the teleport terminal. If the situation looks at all bad, he will teleport out —he did not become the highest-paid mercenary scientist in the criminal world by fighting it out with superheroes. out with superheroes.

Black Maria. She will act as a reserve. She will lurk in the corridor to the lounge area and ambush any heroes who make it that far. She knows all about the teleport, and will also use it if she has to.

Cerebella. She will use Mind Search to find her foes and attack them psychically, probably from her room off the lounge. If things look black, she can use her Teleport to get herself out of the complex—she is young and unused to the hard realities of being a supervillain, and will fight only as long as it looks like her side is winning.

DOCTOR DREAD DEFENSE SQUAD

STR	12+36=48
CON	15
SIZ	13
INT	9
POW	12
DEX	13
APP	10

MOVE (m/AR):   Walk   24

ACTION RANKS: 13/3.

SUPERPOWERS	Level	Energy	Hero Pts
Super Characteristics: +36 STR	12	12 (A)	12
Extra Hit Points: +6	3	0	3
Energy Supply: 20-pt battery	2	0	2
Adaptability: to gas (mask)	1	3 (A)	3
Infravision: goggles	1	0	2
Supermove: +12m/AR	2	2	2
Resistance: 15K/15E/15R	9	0	27
Radio: FIRE, Dread, police, citizens' and military bands	1	1 (MR)	3
Energy Projection: kinetic rifle 4D6	4	12	12
Impaling: 3D6 has 20%	3	3	3
OR			
Energy Projection: 4D6 radiation laser	4	12	12
Impaling: 3D6 has 20%	3	3	3

OR			
Energy Projection: 5D6 electric shock gun	5	15	15
OR			
Gas Projection: 3D6, 6m radius	5	15	15
OR			
Snare Projection: 5D6 net	5	15	15
Energy Supply: for weapon of choice, ten shots	15	0	15

DAMAGE BONUS: +3D6.

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	75%	1D3+1D6	75%	—	3 personal
Weapon	75%	see above	—	30m	15 (10 shots)

PROTECTION: Resistance 15K/15E/15R.

OPERATIVE			Hit Pts	Personal (3)	Battery
Ammunition room	1	Snare gun	20	27	20
	2	Shock gun	20	27	20
Guard room	3	Rifle	20	27	20
	4	Laser	20	27	20
	5	Shock gun	20	27	20
Level two	6	Laser	20	27	20
	7	Shock gun	20	27	20

NOTE: All powers except hand-to-hand use battery energy.

SKILLS: First Aid 50%; Listen 70%; Spot Hidden 50%.

HERO POINTS:	Characteristics	84
	Available	84
	Used	84

Doctor Dread

Phineas Gnarl was a frustrated research scientist, continually having his grants cut just as he was on the verge of a miraculous discovery. The only work he could get funding for was weapons research.

Finally he gave in to the pressure and agreed to forgo creating a practical force field in order to build weapons and combat armor for the army. But in reality he used the government funding to build his battle dress instead, and his first field test of the armored suit was to destroy the grants office which had ruled his life for so long. No longer would Phineas Gnarl work at the beck and call of feeble-minded administrators. Doctor Dread would show them all what a true leader could do!

DOCTOR DREAD (Phineas Gnarl: Ph.D.)

```
STR   12+ 6=18
CON   18
SIZ    9
INT   17
POW   17
DEX   14+ 9=23
APP   10- 6= 4
```

MOVE (m/AR):		
	Walk	8
	Leap	27
	Fly	80-400

ACTION RANKS: 23/13/3.

SUPERPOWERS	Level	Energy	Hero Pts
Super Characteristics: STR/DEX	11	0	11
Extra Hit Points: +22	11	0	11
Infravision	1	0	2
Super Vision	1	0	2
Ultrasonic Hearing	1	0	2
Sonar: 120 degree arc	1	1 (MR)	3
X-Ray Vision	1	1 (MR)	3
Force Field: 16K/16E/16R	24	24 (A)	24
Armor: 6K/6E/6R	18	0	18
Flight: twice basic	2	4 (MR)	8
Leap: +25m horizontal	5	5	5
Energy Projection: 8D6 radiation heat	8	8	24
Reduced Energy Cost: by 16	16	0	16
Energy Supply: 300-pt battery	30	0	30
Vulnerable Device: all powers require armor (+1/6 pts)			+27
Low Characteristic: -6 APP			+ 6
Non-Super Secret I.D.: use of powers preventable			+10
Psychological Problem: paranoia			+ 5
Psychosocial Problem: arrogant			+ 5
Personal Problem: arch-enemy Stormbolt			+ 5

DAMAGE BONUS: +1D6.

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	70%	1D3+1D6	70%	–	3 battery
Heat ray	70%	8D6	–	30m	8 battery

PROTECTION: Force Field 16K/16E/16R; Armor 6K/6E/6R.

HIT POINTS: 36.

ENERGY:	Personal (4)	35
	Battery	300

SKILLS: Physics 85%; Invent 85%; Knowledge 96%; Drive Dread-star 74%; Jump 68%.

LANGUAGES (Speak/Read/Write): German 34%/68%/34%; Russian 45%/85%/40%; French 51%/51%/25%.

HERO POINTS:	Characteristics	97
	Disadv/handi	58
	Experience	5
	Available	160
	Used	160

Black Maria

Sylvia DeMarco's father was an important member of the Mafia. When rivals decided to eliminate her father, they killed his wife and son, and almost finished his daughter as well. But she survived. As part of her physical therapy after recovering from the effects of her gunshot wounds, she was tutored by an ancient master of the martial arts.

His training brought her to a level of physical perfection she never dreamed existed. However, the old man was also an assassin, and his training emphasized the killing aspects of the art. She took these lessons to heart, and used her new skills to get revenge on her parents' killers, and the man who hired them. While she was setting up her victims for the kill, Sylvia learned that she enjoyed killing. Now she is hunted by both the Mafia and the police, and she has pyramided her initial charge of murder into a record sheet a mile long. She has no intention of ever giving up her exciting life of crime.

Currently she works for Doctor Dread because of his feud with the local gangster bosses.

BLACK MARIA (Sylvia DeMarcos: socialite)

```
STR   12
CON   15+ 5=20
SIZ   10
INT   15
POW   15
DEX   13+13=26
APP   12
```

MOVE (m/AR):   Walk   20

ACTION RANKS: 26/16/6.

SUPERPOWERS	Level	Energy	Hero Pts
Super Characteristics: CON/DEX	18	0	18
Extra Hit Points: +10	5	0	5
Supermove: +12m/AR	2	2	2
Defense: 20%	20	0	20
Martial Arts	4	0	80
Skills: +65% Acrobatics; +10% Spot Weakness	7	0	7
Armor: 6K/4E/4R	14	0	14
Conditional Use: costume required (+1/6 pts)			+ 2
Added Damage: +1/die versus gas attack			+ 6
Imperceptive: -45% idea roll (to 30%)			+15
Personal Problem: arch-enemy Mafia			+ 5
Psychosocial Problem: reckless			+ 5
Psychological Problem: goes berserk versus guns			+10
Psychological Problem: loves to fight other martial artists			+ 5

DAMAGE BONUS: none.

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	90%	1D3+4D6	90%	–	–
Grapple	65%	varies	65%	–	–
Kick	65%	5D6	–	–	–

PROTECTION: Armor 6K/4E/4R; Defense 20%.

HIT POINTS: 25.

ENERGY: Personal (4)   35

SKILLS: Acrobatics 92%; Balance 27%; Climb 67%; Dodge 42%; Jump 62%; Listen 65%; Move Quietly 42%; Spot Hidden 37%; Spot Weakness 37%.

HERO POINTS:	Characteristics	92
	Disadv/handi	48
	Experience	6
	Available	146
	Used	146

Brainwave

After politicking his way to the control of a major government research team, the man now known only as Brainwave redirected the research into esoteric and unscheduled lines. Eventually he was caught, but all who knew him well disappeared in a single night, along with all the government records of his existence.

Brainwave has worked with other supervillains since then, using them to further his mysterious plans. Perhaps Brainwave is merely a madman. Perhaps he has a grand masterplan too complex for lesser minds to comprehend. No superhero has yet seen his face, but only heard of him by repute or have fought villains claiming to be his henchmen. Possibly Brainwave has a secret identity somewhere; perhaps even as head of another government research team.

BRAINWAVE (?)

```
STR   12- 9= 3
CON   18-14= 4
SIZ   12- 5= 7
INT   18+ 6=24
POW   18+ 6=24
DEX   11
APP   10
```

MOVE (m/AR):   Walk   12

ACTION RANKS: 11/1.

SUPERPOWERS	*Level*	*Energy*	*Hero Pts*
Super Characteristics: INT/POW	12	0	36
Micro SIZ	5	0	5
Skills: assorted sciences	7	0	7
[Gimmick Points for Scenario]			
8D6 4m-radius mines for ventilator			(48)
(D) only 2 uses			(+14)
Locate sensors for gun mounts			(4)
(D) only works in two places			(+2)
Infrared vision for mines			(2)
(D) only usable to set off mines			(+1)
Flight belt for Absorber — 0 E use			(16)
Flight belt for Mauler — 0 E use			(34)
(D) belts are Vulnerable Devices			(+25)
IR goggles for villain assault group			(10)
(D) IR vision only with goggles (+1/6)			(+2)
2-hour gas masks for assault group			(16)
(D) Adaptability only with masks (+1/6)			(+3)
Gimmick pooints available	= 120		
+ total disadvantage points	= 47		
- total gimmick points used	= 130		
Gimmick points still unused	= 37		
Low Characteristics: -9 STR; -14 CON			+23
Clumsy: -42% agility roll (to -13%)			+14
Limited Skills: -50% Climb; -40% Jump; -40% Listen; -25% Fist; -20% Kick; -15% Spot Hidden			+38
Phobia: fears physical damage—flees in panic			+10
Phobia: fears superheroes—will flee			+10
Psychosocial Problem: manipulative of others			+ 5
Personal Problem: arch-enemy FBI			+ 5
Personal Problem: fear of revealing secret I.D.			+ 5

DAMAGE BONUS: -1D6.

PROTECTION: None.

HIT POINTS: 6.

ENERGY: Personal (3)   30

SKILLS: Climb 5%; Jump 5%; Listen 5%; Spot Hidden 10%; Invent 96%; Biology 96%; Chemistry 96%; Physics 95%.

HERO POINTS:

Characteristics	99
Disadv/handi	110
Experience	19
Available	228
Used	228

NOTE: Brainwave has used up 143 gimmick points for mines, gun mounts, flying belts, etc., so far in this scenario. He has 37 left.

Cerebella

Kathy Sylvanari was 16 when she began to hear voices in her mind. An avid reader of *SuperScene* and other super-hero fan magazines, she realized that she had great psionic powers. Unfortunately, when these powers were coupled with her acute kleptomania, she found herself unconsciously using her Teleport and Telekinesis powers to steal items that she coveted.

During one of her spur-of-the-moment shoplifting tours, she was found by Maestro, the Master of Mental Might, and was knocked out with his potent Mind Blast. She later woke up in jail.

Before she could come to trial, Doctor Dread freed her from jail. He then convinced her that she was hunted by every hero in the country, and that only by working for Doctor Dread could she be safe. Once she was unconvinced of this, but since Dread does not interfere with her occasional "shopping" trips, she has decided to stick around for awhile and see what life is like on the villain side of the fence. Her parents have not seen her since she left for the shopping trip that Maestro caught her in; they are still looking for her.

CEREBELLA (Kathy Sylvanari: student)

STR   14
CON   13+ 8=21
SIZ   13
INT   13
POW   15+ 3=18
DEX   13
APP   13

MOVE (m/AR):   Walk   12
                Teleport   200

ACTION RANKS: 13/3.

SUPERPOWERS	*Level*	*Energy*	*Hero Pts*
Super Characteristics: CON/POW	11	0	17
Extra Hit Points: +6	3	0	3
Energy Supply: +200	20	0	20
Mindlock: 6 pts	6	6 (A)	6
Telekinesis: 18 STR (usually used as force field)	6	6 (MR)	18
Reduced Energy Cost: to 6 pts	12	0	12
Teleport: 20 SIZ pts	20	20	7
Reduced Energy Cost: none to teleport self	13	0	13
Mind Search: one target within 3 km	3	9	9
Telepathy: two targets within 300m	3	9	9
Mind Blast: 21 pts	7	21	21
Physical Disability: deaf			+10
Skill Limit: -45% Listen			+ 9
Personal Problem: arch-enemy Maestro			+ 5
Personal Problem: sought by concerned parents			+ 5
Psychological Problems: kleptomania, paranoia			+10
Psychosocial Problem: fear of authorities—flees			+10
Clumsy: -33% agility roll (to 32%)			+11

DAMAGE BONUS: +1D6.

WEAPON	*Attack*	*Damage*	*Parry*	*Range*	*Energy*
Fist	50%	1D3+1D6	50%	—	3
TK grab	50%	—	—	30m	6
TK throw	50%	varies	-	30m	6

PROTECTION: Telekinesis force field 18K.

HIT POINTS: 23.

ENERGY: Personal (4)   239

SKILLS: Listen 0%.

HERO POINTS:

Characteristics	94
Disadv/handi	60
Available	154
Used	154

In The Laboratory

The south wall of the laboratory has the four captive Flying Squad members manacled hand and foot to it. The manacles have a resistance of 10 and SIZ 3. They are all still in their costumes, with only vulnerable devices like Maestro's cane not immediately available—it is a trophy in Doctor Dread's bedroom.

They are all sleeping, but when the heroes get to the second level, or when some insubstantial hero walks through the wall to them, they will wake up in 20 minus their CON in melee rounds. For some of them, this will be quite fast. Of course, they must then come out of stun, but they are effectively at full power, and should wake up fairly easily unless they are knocked out again by a villain.

The west wall of the laboratory area has a scientific workbench with mostly biochemical apparatus. Here, Doctor Dread and Brainwave are concocting a serum that will turn their captives into ravening beasts with no powers of reasoning, give them the ability to boost all of their powers each action rank, double any Super DEX,

The Laboratory: Villains from left to right, Rapidfire, Cerebella, Brainwave, Doctor Dread, Piledriver, Black Maria.

and works as a slow acting poison which will eventually kill them. Treat the poison as a handicap that takes 1D6 hit points per melee round from ambient cosmic energy.

If the local heroes are performing their rescue immediately after the city hall fight, the serum has not been finished. However, if they have wasted six hours finding Doctor Dread's hideout, the gamemaster should assume the serum is ready; a villainous stratagem could involve injecting the captives and letting them tear apart their compatriots while the villains escape.

A successful Biochemistry and Invent skill rolls can come up with an antidote from the materials in the laboratory, or from Stanford University, where the DNA materials were stolen from in the first place. Otherwise, FORCE can come up with an antidote using their government contacts—assuming that the heroes can keep the monster heroes alive long enough.

The north wall of the laboratory has doors leading to small bedrooms used by Doctor Dread and Brainwave, and a similar looking door which leads to Brainwave's teleport device. Unknown to anyone but Cerebella (who does not care), if Brainwave suspects that he will be followed through the teleporter, he will set it to explode immediately after he uses it, effectively trapping the other villains behind him to delay the superheroes long enough for Brainwave to escape. The teleport receiver is hidden in an abandoned downtown warehouse on Third Street, south of Market.

What If...

If the superheroes are beaten back by the villains at the battery, Doctor Dread will still want to escape as fast as he can; more heroes are probably on their way, and the army will not be far behind.

If he had time to inject the DNA modifiers into his captives, he will release them to keep everyone busy while he makes his escape. If he did not have time to turn them into berserk monsters, he will take them along in the Dreadstar (his multi-environment vehicle hidden in the next hillside north from the battery) and keep them captive, giving the heroes a reason to follow and try to get the captives back.

Dread will probably have to leave the delicate laboratory materials behind in his rush to escape, and so will have to rebuild his masterplan over again. It is up to the gamemaster to come up with a new one, utilizing the power of the captured heroes—all but Maestro are fairly amenable to Mental Control, for instance.

Rapidfire

Rapidfire's equipment was built by a FIRE research team as a prototype suit for FIRE operatives. When it was finished, a trusted lab assistant killed all the scientists, and went forth to sell his services to organized crime.

The assistant was slain in a combat with superheroes. The equipment was stolen by Jack Raid, a convicted felon who used the weaponry to jump bail. Now Raid seeks his destiny as a free man, selling his services to the highest bidder as the supervillain Rapidfire.

RAPIDFIRE (Jack Raid: criminal)

STR	15+	3=18
CON	15+	5=20
SIZ	13	
INT	17	
POW	13	
DEX	13+12=25	
APP	13+	6=19

MOVE (m/AR):	Walk	8
	Fly	40-200

ACTION RANKS: 25/15/5.

SUPERPOWERS	Level	Energy	Hero Pts
Super Characteristics:			
STR/CON/DEX/APP	24	0	30
Flight: basic	1	6 (MR)	6
Energy Supply: 100-pt battery	10	0	10
Armor: 20K/10E/15R	45	0	45
Resistance: 25E	5	0	15
Energy Projection: 7D6 electric bolts	7	0	21
Rapidfire	7	0	21
Reduced Energy Cost: none required			
	21	0	21
Conditional Use: will not work underwater (+1/6 pts)			+11
Conditional Use: all above powers require costume to work (+1/6 pts)			+28
Skills: +75% Acrobatics; +15% Projection			
	9	0	9
Limited Skills: -25% Hide; -20% Listen;			
-25% Move Quietly			+10
Non-Super Secret I.D.			+5
Physical Disability: 1D6 damage/MR if immersed in water			+10
Phobia: fear of water			+5
Imperceptive: -30% idea roll (to 55%)			+10

DAMAGE BONUS: +1D6.

WEAPON	Attack	Damage	Parry	Range	Energy
Electric bolts	65%	7D6	—	30m	0

PROTECTION: None.

HIT POINTS: 17.

ENERGY:	Personal (3)	30
	Battery	100

SKILLS: Acrobatics 80%; Hide 0%; Listen 25%; Move Quietly 0%.

HERO POINTS:	Characteristics	99
	Disadv/handi	79
	Available	178
	Used	178

Fury

A lovely and lethal martial artist, known for her drag-out battles with Doctor Dread's muscle-bound minion, the Mighty Mauler. Like Stormbolt, she wants a rematch with her old sparring partner. Her powers are of entirely mastered variety, though she uses some devices to enhance her martial abilities.

FURY (Gabriella Nikomos: helicopter pilot)

STR	15	
CON	14+	6=20
SIZ	12	
INT	15	
POW	18+	2=20
DEX	15+	7=22
APP	15	

MOVE (m/AR):	Walk	8
	Leap	12

ACTION RANKS: 22/12/2.

SUPERPOWERS	Level	Energy	Hero Pts
Super Characteristics: CON/POW/DEX	15	0	19
Extra Hit Points: +18	9	0	9

Leap: +10m/AR	2	2	2
Martial Arts	3	0	60
Energy Projection: 3D6 kinetic sash (usable with Martial Arts)	3	0	9
Reduced Energy Cost: none required	9	0	9
Vulnerable Device (+1/2 pts)			+ 9
Missing Effect: 3m range (+1/3 pts)			+ 6
Energy Projection: 6D6 kinetic boot rings	6	0	18
Reduced Energy Cost: none required	18	0	18
Vulnerable Device: costume required (+1/6 pts)			+ 6
Use Limit: 6 (12-6=6)			+ 6
Armor: 5K/5E/5R	15	0	15
Vulnerable Device: costume required (+1/6 pts)			+ 3
Failure Chance: 25%			+ 5
Dangersense: 50%	10	0	10
Skills: Spot Weakness +5%	1	0	1
Added Damage: +1/die from gas attacks			+ 6
Personal Problems: arch-enemy Mighty Mauler			+ 5
Psychological Problems: intense code versus killing			+ 5
Bad Habit: prefers one-on-one combat			+ 5

DAMAGE BONUS: +1D6.

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	80%	1D3+4D6	80%	(3D6)	3
Grapple	55%	5D6	55%	—	3
Kick	55%	5D6	—	—	3
Sash	80%	7D6	—	3m	3
Boot rings	55%	6D6	—	30m	0

PROTECTION: Armor 5K/5E/5R.

HIT POINTS: 34.

ENERGY: Personal (4)   40

SKILLS: Acrobatics 40%; Balance 35%; Climb 65%; Criminology 23%; Dodge 50%; Fine Manipulation 54%; First Aid 55%; Drive Vehicle (helicopter) 73%; Hide 63%; Jump 45%; Move Quietly 65%; Spot Hidden 45%; Spot Weakness 24%.

LANGUAGES (speak/read/write): Japanese 45%/0%/0%; Greek 75%/25%/15%.

HERO POINTS:		
	Characteristics	104
	Disadv/handi	56
	Experience	10
	Available	170
	Used	170

Stormbolt

This high-flying lightning thrower is best known for his many battles with the nefarious Doctor Dread. He is eager and boyish and very friendly to new heroes, ready to share any knowledge he has about his old enemy.

STORMBOLT (Kent Fraser: photographer)

STR	13+15=28
CON	16+ 2=18
SIZ	12
INT	14
POW	16
DEX	14+11=25
APP	15

MOVE (m/MR):	Walk	8
	Fly	40-200

ACTION RANKS: 25/15/5.

SUPERPOWERS	Level	Energy	Hero Pts
Super Characteristics: STR/CON/DEX	18	0	18
Extra Hit Points: +12	6	0	6
Energy Supply: +160 personal	16	0	16
Energy Projection: 6D6 electrical lightning	6	18	18
Radius Effect: 4m	6	12	12
Conditional Use: will not work underwater (+1/6 pts)			+ 5
Failure Chance: 10%			+ 2
Armor: 20K	20	0	20
Vulnerable Device: costume required (+1/6 pts)			+ 3
Failure Chance: 15%			+ 3
Absorption: 18E	9	0	27
Resistance: 30E	6	0	18

Force Field: 20R	10	10 (A)	10
Vulnerable Device: costume required (+1/6 pts)			+ 2
Burnout Chance: 25%			+ 5
Flight: basic	1	6 (MR)	6
Skill Limits: -20% Spot Hidden; -30% Listen			+10
Vulnerable Device: -1D6 energy loss/MR if immersed in water			+ 6

DAMAGE BONUS: +2D6.

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	68%	1D3+2D6	64%	—	6
Smash	43%	12D6	—	—	12
Lightning	72%	6D6 (4m radius)	—	30m	30

PROTECTION: Armor 20K; Absorption 18E; Resistance 30E; Force Field 20R.

HIT POINTS: 27.

ENERGY: Personal (3)   194

SKILLS: Acrobatics 45%; Climb 85%; Listen 15%; Observation 56%; Photography 89%; Spot Hidden 5%.

HERO POINTS:		
	Characteristics	110
	Disadv/handi	36
	Experience	5
	Available	151
	Used	151

NOTE: Stormbolt has gotten a bit better since he was first created in the Superhero Book.

Captain Wonder

Stern and withdrawn, he seems inhuman. He is actually an alien, a refugee from the galaxy-spanning Scree Empire. Despite his putative rank, he defers to his teammates and rarely says anything. He is there to get the villains and put them away.

CAPTAIN WONDER (Jaxon wun-Dar: alien)

STR	12+24=36
CON	13+13=26
SIZ	13
INT	18
POW	16
DEX	15+ 6=21
APP	16

MOVE (m/AR):	Walk	8
	Fly	80-400

ACTION RANKS: 21/11/1.

SUPERPOWERS	Level	Energy	Hero Pts
Super Characteristics STR/CON/DEX	27	0	27
Extra Hit Points: +12	6	0	6
Energy Supply: +200 personal	20	0	20
Recharge: +6/AR	6	0	6
Conditional Use: no recharge in total darkness (+1/2 pts)			+ 3
Energy Projection: 6D6 radiation light	6	12	18
Reduced Energy Cost: -1 per die	6	0	6
Armor: 10K/10E/10R	30	0	30
Vulnerable Device: costume required (+1/6 pts)			+ 5
Resistance: 30R	6	18 (A)	18
Extra Energy Cost: 18 pts to activate (+1/3 pts)			+ 6
Adaptability: to low pressure/cold	2	6 (A)	6
Flight: twice basic	2	6 (MR)	13
Defense: 10%	10	0	10
Dangersense: 50%	10	0	10
Vulnerable Device: 2D6/MR damage in complete darkness			+10
Vulnerable Device: 2D6/MR energy loss in complete darkness			+10
Physical Disability: alien body			+ 5
Psychological Problems: arrogant, reckless, distrusts aliens			+15
Phobia: afraid of the dark			+ 5
Personal Problem: arch-enemy Scree Empire			+ 5

DAMAGE BONUS: +3D6.

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	65%	1D3+3D6	65%	—	9
Smash	50%	up to 20D6	—	—	14
Light ray	75%	6D6	—	30m	12

PROTECTION: Armor 10K/10E/10R; Resistance 30R; Defense 10%.

HIT POINTS: 32.

ENERGY: Personal (10)   242

SKILLS: Pilot (Scree spaceship) 84%; Xenoanthropology 72%.

HERO POINTS:		
	Characteristics	103
	Disadv/handi	64
	Experience	3
	Available	170
	Used	170

Maestro

Cutting a dapper figure in his evening suit and domino mask, he leans on a cane and is known to be a master of mental powers and musicology. Maestro is the leader of the Flying Squad.

MAESTRO (Jonathan Dark: orchestra conductor)

STR   8+ 9=17
CON   15+ 1=16
SIZ   10
INT   17
POW   20
DEX   18+ 5=23
APP   14

MOVE (m/AR):   Walk   4

ACTION RANKS: 23/13/3.

SUPERPOWERS	Level	Energy	Hero Pts
Super Characteristics: STR/CON/DEX	9	0	9
Energy Supply: 390 pts	39	0	39
Telekinesis: 75 STR	25	75	75
Missing Effect: only usable versus non-living objects (+1/2 pts)			+38

Telepathy: range 300m, potency 27	4	12	12
Mind Blast: range 300m, potency 27	10	30	30
Mindblock: 5 pts	5	5 (A)	5
Hypnosis: potency 15	5	15	15
Mental Control: potency 21	7	21 (MR)	21
Armor: 5E/9R	14	0	14
Energy Projection: 1D10 kinetic (cane)	2	5	5
Vulnerable Device (+1/2 pts)			+ 3
Missing Effect: no range (+1/3 pts)			+ 2
Clumsy: -42% to agility roll			+14
Physical Disability: cripple, slow movement			+10
Skill Limits: -23% Swim; -25% Jump; -25% Climb;			
-23% Move Quietly			+12
Added Damage: +2/die from sonics			+12
Psychological Problems: hates guns, hates killers,			
destructive in combat			+20
Personal Problem: arch-enemies Cerebella/Doctor Dread			+10
Personal Problem: prominent secret I.D.			+ 5

DAMAGE BONUS: +1D6.

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	50%	1D3+1D6	50%	—	3
Cane	50%	1D10+1D6	50%	—	8
TK throw	65%	varies	—	30m	3-75

PROTECTION: Armor 5E/9R (Telekinesis also acts as kinetic Force Field).

HIT POINTS: 13.

ENERGY: Personal (4)   426

SKILLS: Climb 30%; Jump 20%; Move Quietly 2%; Swim 2%; Musicology 102%.

LANGUAGES (Speak/Read/Write): German 68%/34%/17%; Italian 34%/68%/34%; Russian 34%/34%/17%.

HERO POINTS:		
	Characteristics	102
	Disadv/handi	122
	Experience	1
	Available	225
	Used	225

The Haunting

Professor Howard Derleth of UC Berkeley, located across the bay from San Francisco, has a problem of substantial merit.

"The Shadowtome has been stolen!"

Two days ago, a library guard was discovered asleep at his station. Upon being awakened, the guard said he felt a presence invade his mind ... and then, nothing. It was soon discovered that the Shadowtome was gone. So far, only a few people know of the theft.

Yesterday, a superhero who calls herself Seeker revealed information that the Shadowtome was moved to the Hastings House in San Francisco.

This scenario is designed for three to five beginning superheroes. The heroes could become involved in the plot in any or all of the following ways:

1. They could be UC Berkeley students. Despite the high level of secrecy concerning the theft, the student grapevine is often awesome in the 'private' information it gathers, especially in Berkeley.

2. If the superheroes are well-known, with a good reputation, they may be contacted directly or through FORCE by Professor Derleth.

3. Seeker could contact the superheroes herself. The matter is serious enough for her to get involved personally, but she knows she is incapable of retrieving the tome herself.

Professor Derleth wants the theft kept secret as long as possible, and will not involve the police, except for pulling a few strings to keep patrol cars away from the Hastings House while the superheroes are within; and later if necessary, to keep them from getting arrested for trespassing or vandalism.

Derleth is concerned, and justifiably so, about trying to explain the true nature of the stolen 'antique'—to induce enough true concern without giving away the secrets of the book, or even worse, meeting stark disbelief.

If the superheroes should turn up fewer than needed, or the gamemaster desires to use the extra villains, or even to give the superheroes a numerical edge, Seeker could be played as either a player or non-player superhero.

The superhero group's mission is to enter Hastings House, investigate it, and return the Shadowtome, before it is used for vile deeds.

Hastings House

Hastings House, located on South Van Ness Avenue in the Mission district of San Francisco, is reputed to be haunted. Two years ago, a sensation-causing mass murder occured there, and to this day, despite the reasonably low rent, the house has remained empty.

The house was built in 1870 by Thomas Hastings. It remained in the Hastings family until 1976, when Elvira Hastings lost the house due to mortgage foreclosure from non-payment of taxes. As the authorities escorted Elvira from the premises, she cursed them and swore no one would ever be happy in Hastings House again, whereupon she had a stroke and died on the porch at the tender age of 81.

Two years ago, six young nurses who worked at the county hospital near by rented the house. On October 31, at the stroke of midnight, one of the nurses, a Theodora Oakdeene, murdered the other five nurses with a 30.06 rifle. She left a note admitting to the deed, saying that a "voice in her head commanded her to do it." Theodora then took her own life.

So now Hastings House stands empty ... or is it? The house is strangely intact, even vandals shun it. After only a few minutes within its walls, most people experience feelings ranging from mild discomfort to stark fear.

Seeker

Mary Celeste was never interested in the paranormal, until the nightmares began. Night after night, alien thoughts invaded her dreams and thoughts. Mary had been raised in

an orphanage not knowing her parents, and the last thing she had expected to happen, was for her to come into her heritage—a heritage of the Elder Gods.

One night, in a cosmic implosion of knowledge and awareness, Mary Celeste ceased to exist, and the child of the Elder Gods, placed on Earth to rise and fight the Dark, was reborn . . . as Seeker!

Now, with golden, glowing skin, and her long hair billowed upward by the wind-that-blows-between-the-void, her mind awash with alien song, Seeker attempts to shift the balance from the active threat of the Dark, to the relative neutrality of the Elder Gods.

SEEKER (Mary Celeste: occult investigator)

```
STR   15
CON   12+ 3=15
SIZ   11
INT   14
POW   16+ 2=18
DEX   16+ 5=21
APP   14
```

MOVE (m/AR):   Walk   8

ACTION RANKS: 21/11/1.

SUPERPOWERS	Level	Energy	Hero Pts
Super Characteristics: CON/POW/DEX	10	0	14
Energy Supply: +120	12	0	12
Healing: 18 hero pts	18	54	54
Action Rank Delay: 3 AR (+1/2 pts)			+27
Regeneration: 5/MR	5	0	15
Mindblock: +4 mental defense	4	4 (A)	4
Gestalt: one target within 30m	1	18 (MR)	18
Retrocognition: within 96 hours	3	30 (A)	30
Astral Body: 30m range	1	18 (A)	18
Permanent Powers: no normal life			+10
Personal Problem: arch-enemy Poltergeist			+ 5
Psychological Problem: code versus killing			+ 5
Psychosocial Problem: fanatic pursuit of Dark			+ 5
Skill Limits: Fist and Grapple at 5% each			+13

DAMAGE BONUS: +1D6.

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	5%	1D3+1D6	5%	—	3

PROTECTION: None.

HIT POINTS: 13.

ENERGY: Personal (3)   153

SKILLS: Occultism 98%.

HERO POINTS:	Characteristics	98
	Disadv/handi	65
	Experience	2
	Available	165
	Used	165

GM Information

A little over two years ago, the supervillain known as Poltergeist took up residence in the hidden basement in Hastings House. Using his powers of Mental Control, he forced Theodora Oakdeene to kill the other nurses, write the note, and kill herself. Using Emotion Control, Poltergeist has kept pesky neighbors away while he studies the body of knowledge known as Dark Lore.

Having gone as far as possible in his present studies, in a bold move, Poltergeist stole the Shadowtome, the most complete compendium of Dark Lore, and is currently memorizing its spells.

Seeker

Supervillains

Poltergeist is not alone in Hastings House. He has with him his not-too-subtle aide, the man-monolith known as Leviathan. These two supervillains will be sufficient for tackling three superheroes. For each additional superhero

(up to five total), add one supervillain. The extra villains, Arch-Ghoul and Dark Spawn, are beings associated with Dark Lore.

Poltergeist

Armand Devereaux had always been interested in the occult sciences. While under the influence of powerful hallucinogens, he recited a spell which immersed him in the mental chaos of a Dark demon's dreams. Armand died screaming that night; his personality, mind, and body ruptured beyond belief . . . but out of the chaos, Poltergeist was born.

His features were horribly altered to a sickly green in complexion, with dead white hair. Only his fanatically insane eyes betray any hint of the feverish mind within. Now, as a priest of the Dark, he uses his psionic powers, as well as his substantial Occult knowledge of 90% to help bring about the return of the Dark. Now, with the Shadow-tome, he prepares to unleash upon the world the Children of the Dark!

POLTERGEIST (Armand Devereaux: occultist)

```
STR   16
CON   13
SIZ   13
INT   13
POW   20+ 6=26
DEX   11+ 7=18
APP   15
```

MOVE (m/AR):	Walk	12

ACTION RANKS: 18/8.

SUPERPOWERS	Level	Energy	Hero Pts
Super Characteristics: POW/DEX	13	0	25
Extra Hit Points: +20	10	0	10
Energy Supply: +180 pts	18	0	18
Recharge: +10	10	0	10
Reduction: 2 pts of POW	3	9	9
Illusion Projection: SIZ 12	6	18	18
Mind Blast: 21 pts	7	21	21
Mental Control: 21 pts	7	21	21
Emotion Control: 24 pts	8	24	24
Mindblock: +2 vs. mental attacks	2	2 (A)	2
Dangersense: 50%	10	0	10
Insubstantiality: kinetic	1	13 (MR)	13
Added Damage: +4/die from light attacks			+24
Permanent Powers: no normal life			+10
Personal Problem: arch-enemy Seeker			+ 5
Phobia: fear of daylight			+ 5
Physical Disability: hideous appearance (APP indicates his impressiveness in this case)			+ 5
Psychological Problem: megalomaniac			+ 5
Psychosocial Problems: arrogance, hatred of religions, fanatic follower of Dark			+15
Special Vulnerability: -1D6 damage/MR near holy objects			+ 2
Special Vulnerability: -1D6 energy loss/MR in daylight			+ 3

DAMAGE BONUS: +1D6.

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	50%	1D3+1D6	50%	–	3
Reduction	65%	-2 POW	–	30m	9

PROTECTION: None.

HIT POINTS: 33.

ENERGY:	Personal (14)	219

SKILLS: Occultism 91%; Computer Science 65%.

HERO POINTS:	Characteristics	101
	Disadv/Handi	74
	Experience	13
	Available	188
	Used	188

Poltergeist

Leviathan

Lewis Hammer is a mutant with the ability to grow to heroic proportions. He discovered his powers while in his teens, and initially used his mutant powers in the name of justice. On his first mission, he foiled a jewel robbery but was shot while normal-sized by a panicky rookie cop. Bleeding badly, cursing the police, Leviathan limped away from the scene of the crime, unaware that Poltergeist, who had planned the robbery, was watching him. Poltergeist stopped the victim's bleeding and saved his life. The grateful Leviathan agreed to join Poltergeist's group. That night, the world lost a superhero and gained a supervillain.

Leviathan

Leviathan obeys Poltergeist willingly, but if he was to learn of Poltergeist's intentions to unleash the Dark upon the world, he would turn against him. If he fails the roll, he will aid neither side and flee. To see whether this occurs, roll his POW + INT as a percentage.

LEVIATHAN (Lewis Hammer: student)

STR 18+45=63
CON 17+ 3=30
SIZ 11+21=32
INT 12
POW 16
DEX 12+10=22
APP 11

MOVE (m/AR):   Walk   12

ACTION RANKS: 22/12/2.

SUPERPOWERS	*Level*	*Energy*	*Hero Pts*
Super Characteristics: STR/SIZ	22	22 (A)	22
Conditional Use: only in giant size (+1/3 pts)			+ 7
Super Characteristics: CON/DEX	13	0	13
Extra Hit Points: +20	10	0	10
Conditional Use: only in giant size (+1/3 pts)			+ 3
Energy Supply: +160 pts	16	0	16
Absorption: 10K to energy supply	5	0	15
Armor: 10K	10	0	10
Resistance: 20E/20R	8	0	24
Skills: +15% Fist; +15% Throw;			
+15% Grapple	9	0	9
Added Damage: +2/die versus gas attacks			+12

DAMAGE BONUS: +8D6.

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	75%	1D3+8D6	75%	—	24
Grapple	50%	varies	50%	—	24
Kick	35%	9D6	—	—	24
Throw	65%	varies	—	varies	24

PROTECTION: Absorption 10K; Armor 10K; Resistance 20E/20R; Defense -10%.

HIT POINTS: 46.

ENERGY: Personal (4)   196

SKILLS: All at basic chances.

HERO POINTS:	Characteristics	97
	Disadv/handi	22
	Available	119
	Used	119

Arch-Ghoul

Unbeknownst to the general populace of San Francisco, another race dwells beneath their streets in tunnels dug during the past several decades. The ghouls, a loathsome race, are humanoid creatures with dog-like legs, canine features, and claws. They speak mewling gibberish, and often are encrusted with grave mold.

Wilfred Owens met and befriended a pack of ghouls one night during his evening constitutional through one of the cemeteries in the Presidio. Entranced by their world below, he left his cramped apartment behind and joined them in their burrows and tunnels.

But what neither Wilfred nor the ghouls knew, was that Wilfred was a mutant, with the ability to slowly adapt, and over the years, he mutated into a stronger, wiser version of a ghoul, such that he leads them as one of their own kind now.

Arch-Ghoul met Poltergeist late one night, when the latter was in a tunnel that separated Hastings House from his hidden headquarters. Finding their goals similar (the ghouls also know and serve the Dark), they now work together, although Leviathan finds Arch-Ghoul's eating habits distasteful.

However, Arch-Ghoul's loyalty is first and foremost to the ghouls, and if he loses half his hit points or more, he will flee, down into the ghoul tunnels, into the depths.

ARCH-GHOUL (Wilfred Owens: dilettante)

```
STR   17+  9=26
CON   13+  6=19
SIZ   12+  3=15
INT   13
POW   17
DEX   17+  6=23
APP   10
```

MOVE (m/AR):   Walk   8

ACTION RANKS: 23/13/3.

SUPERPOWERS	Level	Energy	Hero Pts
Super Characteristics: STR/CON/SIZ	16	0	16
Extra Hit Points: +12	6	0	6
Energy Supply: +120	12	0	12
Regeneration: 3 pts/MR	3	0	9
Armor: 15K/15E/15R	45	0	45
Dangersense: 60%	12	0	12
Burrowing: 6m/AR through earth	3	3	3
Catseye	1	0	2
Supertouch: 91%	7	0	14
Supersmell: 65%	5	0	10
Energy Projection: 5D6 kinetic claws	5	3	15
Reduced Energy Cost: to 1/D6	10	0	10
Missing Effect: no range (+1/3 pts)			+ 8
Added Damage: +1/level from mental attacks			+ 6
Bad Habit: disgusting diet/eating habits			+ 5
Permanent Powers: no normal life			+10
Personal Problem: protective of ghoul culture			+ 5
Phobia: fear of bright light—flees			+10
Special Vulnerability: -2D6 energy loss/MR in daylight			+ 6

DAMAGE BONUS: +2D6.

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	64%	1D3+2D6	69%	—	6
Grapple	42%	varies	44%	—	6
Claw	60%	7D6	58%	—	11

PROTECTION: Armor 15K/15E/15R.

HIT POINTS: 29.

ENERGY: Personal (4)   156

SKILLS: Dodge 38%; Hide 45%; Listen 60%; Move Quietly 50%.

HERO POINTS:		
	Characteristics	99
	Disadv/handi	50
	Experience	5
	Available	154
	Used	154

Dark Spawn

Summoned from another plane of existence, the Dark Spawn is an enormous, ever-shifting, writhing mass of tentacles and pseudo-limbs. Eyes and gaping mouths dripping black ichor and smelling like a charnel house drift along the surface of the thing.

Although built using hero points, the Dark Spawn is from another realm, with certain 'additional' powers and abilities beyond the standard *Superworld* hero. These are the abilities to strike with four tentacles per turn, to permanently drain STR, and the shocking effects upon the viewer when he sees the monster for the first time.

If a target is hit by one of the tentacles, he loses one point of STR per round, permanently. STR may be restored normally with additional hero points, with successful STR characteristic gain rolls, or with the superpower Healing. The victim being drained is considered to be held in the grip of the tentacle, and must make a POWx3% roll each action rank to be able to make an action. If the roll is unsuccessful, he is incapable of performing any action other than ineffectually writhing and screaming.

To break free from a tentacle, the hero must make a successful resistance roll based on his STR versus the STR of the Dark Spawn.

The initial shock of seeing the Dark Spawn for the first time can temporarily affect the viewer. Upon seeing the thing for the first time, he must make his luck roll or be shocked and unable to launch any attacks for 1D10 action ranks.

DARKSPAWN

```
STR   17+30=47
CON   16+  6=22
SIZ   15+30=45
INT   14
POW   17+  4=21
DEX   16
APP   16-16=  0
```

MOVE (m/AR):   Crawl   18

ACTION RANKS: 16/6.

SUPERPOWERS	Level	Energy	Hero Pts
Super Characteristics:			
STR/CON/SIZ/POW	30	0	30
Extra Hit Points: +62	31	0	31
Energy Supply: +200 pts	20	0	20
Armor: 10E/10R	20	0	20
Absorption: 10 from mental attacks	5	0	15
Resistance: 50K	10	0	30
Missing Effect: only 30 versus sonics, magic, and non-physical kinetic attacks			+10
Stretching: 10m	10	0	10
Infravision: 200m global	3	0	6
Supertouch: 98%	7	0	14
Reduction: 6 STR pts	1	3	3
Extended Duration	21	21	21
No Range: must grapple first (+1/2 pts)			+12
Low Characteristic: -16 APP			+16
Permanent Powers: no normal life			+10
Physical Disability: hideous appearance			+ 5
Skill Limits: -55% Climb; -25% Hide; -45% Jump; -16 Move Quietly; -25% Spot Hidden			+31
Psychosocial Problem: must obey Poltergeist			+ 5

DAMAGE BONUS: +7D6.

WEAPON	Attack	Damage	Parry	Range	Energy
"Fist"	65%	1D3+7D6	50%	10m	21
Grapple	40%	8D6+STR reduction	—	10m	21+3

PROTECTION: Absorption 10 mental; Armor 10E/10R; Resistance 50K; Defense -15%.

HIT POINTS: 96.

ENERGY: Personal (4)   243

SKILLS: Climb 0%; Hide 0%; Jump 0%; Move Quietly 9%; Spot Hidden 0%.

HERO POINTS:		
	Characteristics	111
	Disadv/handi	89
	Available	200
	Used	200

Layout

The only two differences between Hastings House and other Victorian houses in northern California are the hidden headquarters of Poltergeist and the series of underground tunnels dug by Arch-Ghoul's brethren.

Poltergeist added a security system consisting of hidden cameras and monitors to the the house.

The house presently does not have any furniture in it since it is supposedly untenanted. The windows have drapes, but any light from within the house is detectable from the outside.

The house has no other mysteries associated with it, outside of Poltergeist's presence. The gamemaster should

add stray cat sleeping or howling within, a creaky floor board, or a rotted stair, etc., to liven things up.

Arch-Ghoul

The Security System

Various rooms in the house, marked on the map, have video camera/monitors hidden in them, with only the lens protruding out. The cameras are SIZ 6 with a resistance of 6. An inch away from the lens, is an artificial spider web. The webs appear only in the corners with the cameras, and no spiders seem to be present.

Haphazard glance will reveal nothing to the casual observer; only if a superhero is actively searching the

SECOND FLOOR

GROUND FLOOR

BASEMENT

SECRET HEADQUARTERS

A,B,C—BEDROOMS   D—TOILET
E—VIDEO CONSOLE   F—SUMMON AREA

HASTINGS HOUSE

room do they get a Spot Hidden roll, and then at -20%. A successful hero will notice that the monitor wires lead into the wall. If a hero somehow tracks the wires, he will find that the wires lead to the basement, and beyond. Tracking beyond the basement, however, will require a means of traveling through solid rock.

Poltergeist uses these cameras to monitor intruders. Once the heroes are in view of a camera, Poltergeist will know of their presence.

HASTINGS HOUSE SIZ TABLE

Structure	Full	Segment
Exterior walls	100	15
Roof	120	20
Interior walls	50	8
Doors	10	10
Windows	3	3
Stairs	100	15
Floors	100	15

The Basement

As the superheroes enter the basement, Poltergeist will strike. He will create an illusion of a black cowled ghost with a rotted face to scare off the intruders, aided by Emotion Control. Most victims will flee. Otherwise, Leviathan (and depending on the number of superheroes, Arch-Ghoul as well) will burst in from the laundry/boiler room area, and attempt to trash the troublesome superheroes.

If there are five superheros, or his minions are not faring well, Poltergeist will use the Shadowtome to summon up Dark Spawn, which requires one melee round of uninterrupted concentration. The Dark Spawn will enter the battle the melee round after it was summoned. Poltergeist will follow the melee round after, if he deems it necessary.

Supervillain tactics are:

Poltergeist. Using Emotion Control and Mental Illusions, Poltergeist will try to drive any unwelcome "visitors" out before they reach the basement. If necessary, he will use Mind Control to get the victim to jump out a window on the second floor. The fall will do 1D10 damage to the victim.

Once the heroes reach the basement, Poltergeist will use Leviathan and the other villains to defeat them. Only as a last resort will he himself enter the battle; and if it looks like he will lose, or if he is rendered unconscious and later awakes, Poltergeist will attempt to escape by becoming insubstantial. If this means leaving Leviathan and any others, and even the Shadowtome, he will do so; he must remain free at all costs.

Leviathan. Foolishly loyal, Leviathan will do as Poltergeist commands, even if that means battling onto the bitter end, which he will do. Unless, of course, he discovers the true goals of Poltergeist, and what he plans to unleash upon the world.

Arch-Ghoul. Arch-Ghoul will fight for Poltergeist, but if the tide of battle shifts to the superheroes, he will make a mad dash to the ghoul tunnels. If he gets into the tunnels, he will be able to lose any following heroes if he makes a luck roll, by fleeing deep into the bowels of the earth.

Dark Spawn. In as much as Poltergeist summoned the Dark Spawn, it will fight the superheroes until Poltergeist sends it away (taking the a melee round to do so, and doing nothing else that turn), or it is destroyed by having its hit points reduced to zero, or if Poltergeist becomes unconscious, at which point the Dark Spawn will dissolve away into nothingness.

The Ghost Tunnels

These tunnels honeycomb the earth beneath Hastings House. The tunnels can accomodate any one up to SIZ 18, and they lead to various bay area cemeteries. One goes to Poltergeist's hidden headquarters; this is the only tunnel that is lit—torches burn in wall sconces at five-meter intervals.

A successful Spot Hidden roll will reveal the trap door in the floor of the basement, leading down to Poltergeist's headquarters.

Poltergeist's Headquarters

This is the villains' living quarters. There is a bed for each villain (although Arch-Ghoul now prefers a hard floor to a soft bed) as well as a trunk/footlocker with various personal effects, extra clothing, etc.

Poltergeist's desk has several notes about his summoning experiments. Next to the desk is his security system console with a video screen and the heart of the camera monitoring system. The console is SIZ 10 with a resistance of 6.

The ritual summoning area is where the Dark Spawn will appear. Beside it lies the Shadowtome opened to the pages describing the summoning/binding spell for the Dark Spawn.

If Poltergeist has the time, he can take one melee round and prime the self-destruct unit of the security system console. An explosion of 15D6 will fill the room four melee rounds later. The superpower Dangersense will warn a hero of the danger, a special roll will warn of the exact danger, and a critical roll will give an idea of how to abort the self-destruct. Non-critical rolls require a successful applicable Science skill use to defuse the bomb. A successful luck will reveal to the hero if the bomb was defused or not.

If the heroes do not defuse the bomb, they should run, as the hidden room will be destroyed in the explosion, the adjoining tunnels have a 50% chance to collapse, and the house itself has a 10% chance to collapse.

If a superhero wants to destroy the console, the gamemaster may give the console a 50% chance to explode immediately, or a 50% chance to defuse the bomb.

SUPERWORLD

Character Name . . . . Player . . . .

Total Hero Points . . . . Age . . . . Sex . . . .

Secret ID . . . . Occupation . . . .

Summary of Character's Origin . . . .

. . . .

. . . .

Physical Problems/Vulnerabilities/Extra Damage . . . .

. . . .

. . . .

. . . .

Psychological Problems . . . .

. . . .

. . . .

Plot Complications . . . .

. . . .

. . . .

. . . .

Enemies . . . .

. . . .

. . . .

. . . .

SUPERWORLD

ACTION RANK CONTROL SHEET

ACTION RANKS

40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

TO USE THIS SHEET

Write the name of the hero next to his Action Ranks. If more than one hero has the same Action Rank, the one with the lowest DEX should be placed to the left of the others. Heroes with the same DEX should alternate in the left-hand position. During the melee round, read the names in order from top-to-bottom and left-to-right to determine who acts first, second, and so on.

Dark Spawn in action

CHAOSIUM INC.

Superheroes Book

Page 8
HERO POINTS (correction)
Stormbolt's hero points do not add up. Total should be 100, and Stormbolt should have additional problems to make up his hero points.

Page 10
RECHARGE RATE (change)
By resting, a superhero can recharge his energy during each action rank that he is not using a superpower or physically exerting himself.

(The recharge rate section actually should be on page 12, after the energy section.)

Page 13
MOVEMENT RATES (addition)
Normal movement for humans is 24 meters per melee round. This can vary, depending on STR and SIZ.

If the hero's SIZ as weight is more than 20 points higher than his STR, his movement is reduced by 6 meters per melee round for every excess 10 SIZ points or fraction thereof. Thus, if a character has 12 STR and 33 SIZ, his movement rate would be 18 meters per melee round. If his SIZ was 43, his movement would be 12 meters per melee round, and so forth. If his SIZ is 51 or more in excess of STR, he will not be able to move at all.

If the hero has Supermove, the power is similarly affected. At +21 SIZ, he gains 5 meters per action rank per level — instead of 6. At +31 SIZ he gains 4 meters per action rank per level instead of 6, etc. If the SIZ is +71, he gains 1 meter per action rank, and he always will gain at least this much.

This lack of movement is balanced against gains in movement from SIZ as height.

EFFECTS OF +20 STR OVER SIZ
Conversely, if the character's STR is more than 20 higher than his SIZ as weight, he gains 6 meters a melee round for every further +10 STR or fraction thereof over SIZ. Subtract any reduced movement from MicroSIZ from this addition. There is no increased benefit from Supermove for having excess STR over SIZ. This increase is in addition to gains in movement from SIZ as height.

ENERGY COST FOR GROUND MOVEMENT
Normal ground movement (without Supermove) costs 1 Energy point for every use in excess of a quartermove in an action rank.

Page 16
DELAYING TACTICS (change)
The use of an action may be delayed at user's discretion to any moment before the countdown reaches the delayer's next action rank.

Page 18
ACTION TIME TABLE (clarification)
If a flying character is maneuvering (doing anything but going in a straight line) while getting to his destination, he must use combat flight speed, and this counts as a semi-action. If he moves in a straight line and intends to do something else after he gets where he is going, he must use combat flight speed and it is a quartermove. He cannot both maneuver and perform a semi-action unless he uses only ¼th of his combat speed while maneuvering.

ACTION TIME TABLE (addition)

MELEE ROUND
Heal
Mind Search

SEMI-ACTION
Animate
Emotion Control Attack
Empathy
Mental Control Attack
Mind Blast
Spot Weakness
Telepathy

QUARTERMOVE
Brace Against Knockback
Impersonate
Shape Change

INSTANTANEOUS
Dangersense
Force Field
Renew Emotion Control
Renew Mental Control
Renew Energy Field Formation

Page 20
DAMAGE RESULTING FROM THROWING (change)
A thrown object does 1D6 kinetic damage for every 10 points of SIZ, plus the damage bonus of the thrower.

INFLUENCE OF SIZ AS HEIGHT ON DEFENSE, GROUND MOVEMENT, REACH

| SIZ | Defense | | M/AR | Reach | Hand-to-Hand | Visibility |
	Range	H-to-H*			Attack	
−5	90%	45%	−11m	−	−	−90%
−4	80%	40%	−10m	−	−	−80%
−3	70%	35%	−9m	−	−	−70%
−2	60%	30%	−8m	−	−	−60%
−1	50%	25%	−7m	−	−	−50%
0	40%	20%	−6m	−	−	−40%
1	30%	15%	−5m	−	−	−30%
2	20%	10%	−4m	−	−	−20%
3	10%	05%	−3m	−	−	−10%
4	0%	0%	−2m	−	−	0%
5	0%	0%	−1m	−	−	0%
6 to 20	0%	0%	0m	−	−	0%
21 to 30	−05%	−05%	+2m	+1m	+05%	+05%
31 to 40	−10%	−10%	+4m	+2m	+10%	+10%
41 to 50	−15%	−15%	+6m	+3m	+15%	+15%
51 to 60	−20%	−20%	+8m	+4m	+20%	+20%
61 to 70	−25%	−25%	+10m	+5m	+25%	+25%
71 to 80	−30%	−30%	+12m	+6m	+30%	+30%
81 to 90	−35%	−35%	+14m	+7m	+35%	+35%
91 to 100	−40%	−40%	+16m	+8m	+40%	+40%
101 - 110	−45%	−45%	+18m	+9m	+45%	+45%
111 - 120	−50%	−50%	+20m	+10m	+50%	+50%
121 - 126	−55%	−55%	+22m	+11m	+50%	+55%

* H-to-H — Hand-to-Hand, referring to any attack done at touch range.

MOVEMENT SPEED TABLE

STR − SIZ (as weight)	M/MR	Supermove add	Standing Jump (hor.)	Running Jump (hor.)
−121	−48	+1m/ar	none	none
−111	−42	+1m/ar	none	none
−101	−36	+1m/ar	none	none
−91	−30	+1m/ar	none	none
−81	−24	+1m/ar	none	none
−71	−18	+1m/ar	none	none
−61	−12	+1m/ar	none	none
−51	−6	+2m/ar	none	none
−41	6	+3m/ar	none	none
−31	12	+4m/ar	none	none
−21	18	+5m/ar	none	none
−20 to −10	24	+6m/ar	none	none
−11 to 0	24	+6m/ar	1m	1.5m
0 to +10	24	+6m/ar	2m	3m
+11 to 20	24	+6m/ar	3m	4.5m
+21 to 30	30	+6m/ar	4m	6m
+31 to 40	36	+6m/ar	5m	7.5m
+41 to 50	42	+6m/ar	6m	9m
+51 to 60	48	+6m/ar	7m	10.5m
etc.	etc.	etc.	etc.	etc.

The damage bonus is reduced by 1D6 for every 10 meters of horizontal distance the object is thrown. Energy points for throwing the object are the same as for lifting it.

Page 21
IMPACT DAMAGE TABLE (clarification)
Round off values of SIZ and speed to the nearest entry on the table.

Page 24 (top)
BREAKING THINGS (replace text)
. . . before damage points are inflicted. If damage points exceed half the rsistance of the material, half the total damage points are subtracted from the hit points of the object (which equal its SIZ). If the damage exceeds twice the resistance, then only the resistance points are subtracted from the damage before the damage to the object is calculated.

Page 25
HAND-TO-HAND (clarification)
Beginning percentage with a Fist is 50%, damage is 1D3. Beginning percentage with a Kick is 25%, damage is 1D6. Basic percentage with a Grapple is 25%.

Page 28
SMASH (addition, 4th and 5th paragraphs)
At the end of paragraph four, add: "The impacting hero takes half this damage." Replace the first line with: "When calculating impact damage, the SIZ of the smasher may be increased by 1 point . . . ."

Page 28
AURA ATTACK (clarification)
The hero may add his experience points, both used and unused, to the resistance chance.

Page 29
PARRY (clarification)
A parry may be done once per hero's action rank. If his action ranks are 15 and 5, and he parries on 13, he cannot parry again until after action rank 5 has passed.

Page 30
PREPARING FOR KNOCKBACK (change)
In the first paragraph, line 6, replace "STR" with "SIZ."

Page 30
DOUBLE KNOCKBACK (change)
In the second paragraph, line 5, replace "resistance" with "segment SIZ."

Page 32
GLOSSARY (change)
"No Time" should be "Instantaneous."

Superpowers Books

Page 4
ABSORPTION (clarification)
PURCHASE RESTRICTION: This power only converts damage into energy or powers and characteristics which use energy at least every melee round. Thus, it cannot be used to enhance hit points or Armor, unless these powers are bought with the disadvantage of costing energy per melee round to use. Force Fields and Mind Block, which cost energy when they are assailed, count as using energy per action rank.

Absorption cannot be used to bring a character's powers over normal limitations. For instance, a POW 14 hero cannot have Absorption increase his Energy Projection past 7D6. A hero with STR+SIZ of 26 cannot use his Absorption and regular hero points to add more than 26 hero points of STR to his STR.

Page 6
ENERGY PROJECTION (addition)
Notes: Must specifiy energy type. Max is one-half POW.

Page 6
ILLUSION PROJECTION (change)
Notes: One level equals 3 SIZ points.

Page 6
DEFENSE (changes)
Hero points per level now 3. Notes: one level subtracts 5% from attack.

Page 6
EXTRA HIT POINTS (addition)
Notes: one level adds 2 hit points. Max is normal hit points.

Page 6
MIND BLOCK (change)
Hero points per level is now 1.

Page 6
DIMENSION SHIFT (change)
Energy cost per level: delete (A).

Page 6
SUPERSPEED and SUPERSWIM (clarification)
Delete repeated entries.

Page 7
ANIMATE (changes)
Hero points per level is now 1; energy cost per level is now 1 (MR).

Page 9
DARKNESS (addition)
Further levels each make two supersenses useless.

Page 9
DEFENSE (changes)
Level has 5% subtracted from attacker's chance to hit; hero point cost per level is now 3.

Page 9
DIMENSION SHIFT (changes)
Level now reads, "1 SIZ point shifted to other dimension. Additional levels add to SIZ points shifted, create a 1-meter radius, or increase the number of dimensions traveled to." Purchase restrictions how reads, "All uses of levels must be specified upon purchase." Energy cost now reads, "Levels over the SIZ points necessary to transport the hero may be used to transport other objects or persons. Any person or object within a Dimension Shift radius with a larger SIZ that the levels bought by the hero does not shift.

Page 11
ENERGY PROJECTION SPECIAL EFFECTS (change)
In the next-to-last paragraph, read ". . . the amount of projection is equal to the hero points in the projection."

Page 12
FLIGHT (additions)
In hero-point cost per level, read "½ SIZ." Add

"Minimum of 1 per level." In energy cost per melee round, read "½ SIZ." Add "Minimum of 1 energy point per level."

Page 14
GAS PROJECTION (clarification)
In game effects, read "The target must make a resistance roll based on his CON vs. the potency of the gas, or be affected by it. If the resistance roll is successful, there is no effect."
Resistance and Absorption may be purchased to specifically work against both gas and poisons.

Page 13
GIMMICK (correction)
In second paragraph of description, read "Gimmick may be used to create equipment that simulates superpowers. This equipment may be used by others either if the gimmick-creator does not use the gimmick points for something else, or if they have enough hero points in reserve to use it."

Page 14
GRAVITY PROJECTION (clarifications)
Like any other projection, the user has a 50% chance to hit which can be increased through experience or expenditure of hero points.
Combat skill abilities are only reduced once for increased or decreased weight, no matter how many times it is doubled or halved.

Page 15
ILLUSION PROJECTION (correction)
In the entry for level, change both SIZ point entries to 3.
An illusion that is normally visible is also visible to infrared, ultraviolet, X-ray, etc. If it has a touch component, then it is visible to radar, sonar, etc.

Page 15
INVISIBILITY (change)
Read ". . . in energy cost per level per melee round, the energy cost for the invisibility is equal to half the normal energy point cost of the power and all its advantages, even if the actual power has been bought with reduced energy.

Page 16
MARTIAL ARTS (change)
Replace the level effects to read, " Each level adds 1D6 to Fist, Kick, Grapple, and melee weapon attacks; each level subtracts 1D6 damage from any non-radius melee, missile, or projection attacks from a single source per hero's action if a Fist parry is made; each level subtracts 10% from any one attacker's chance to hit with all attacks in the hero's action rank; each level adds 10% to Fist attack and parry, to Kick, to Grapple, to melee weapon, and to Dodge."

Page 16
MIMIC (clarification)
Mimic cannot be used to increase a hero's powers or characteristics beyond that limited by his characteristics. For instance, if Mocker has a POW of 10, he cannot Mimic Captain Wonder's 6D6 Energy Projection. He can only Mimic 5D6 of it.

Page 18
MIND SEARCH (correction)
This power can be attempted once per melee round, not once per hour.

Page 18
POISON (change)
The game effects of poison are the same as those for Gas Projection.

Page 19
REDUCTION (replace entire entry)
Description: Temporary reduction of opponent's superpowers.
Game Effects: Projection with 50% chance of reducing hero points of a superpower.
Level: Reduces 2 hero points of superpower within 30 meters. Additional levels either affect 2 more hero points or increase projection range by 30 meters.
Purchase Restrictions: Maximum level of potency equals half the hero's POW. Levels used for potency and range, and type of superpower reduced, must be specified on purchase.
Commentary: Reduced powers regain one hero point per melee round. Reduction reduces natural characteristics (such as STR) and computed characteristics (such as Recharge) at the hero point purchase rate.
    The negative balance of characteristics reduced below zero must be regained before the characteristic becomes positive. POW reduced to zero or below kills the victim. INT reduced to zero makes the victim an instinct-motivated animal until he regains the INT points. Reduced CON and SIZ affect computed characteristics (hit points, etc.) while reduced STR and DEX limit the hero's physical abilities.
    Reduction of hit points cannot kill the target, even though his negative balance drops below his CON.
    Reduction does not work through a force field, but Reduction either can be bought to work on all forcefields, or work on all protection types from a particular source, such as all magical protections, including forcefields.
    Reduction is a transformation attack, and Absorption of or Resistance to transformations protects against it.

Page 19
RESISTANCE (replace four entries)
Game Effects: Ignores damage of less than half the points of Resistance; reduces it if it is greater.
Level: 5 points of Resistance vs. particular attack type.
Purchase Restrictions: Attack type resisted must be specified (energy type, gas or poison, mental attacks, or transformations such as Reduction).
Commentary: If damage received is less than half the Resistance points, no damage is taken; if more than half and less than twice, half the damage is taken; if more than twice, then the damage minus the points of Resistance is taken.
    Knockback still occurs based on the whole damage.
    Resistance works after Force Field, Absorption, and Armor.

Page 20
SIDEKICK (clarifications)
The sidekick's characteristics may be increased to the maximum possible for the hero. Thus, a hero with an INT of 18 could bring his INT up to 24, and therefore his Sidekick would have a maximum INT of 24.
    Sidekicks may not use their points to buy more sidekicks or gimmick points.

Page 20
SNARE (changes and additions)
Game Effects: Target is effectively trapped, immobile, and helpless until the snare is destroyed by the victim or by someone else.
Level: 50% chance to entrap a target within 30 meters with an entrapping force of 1D6 strength.
Purchase Restrictions; None.
Commentary: in the third paragraph, insert a new second sentence, "The victim cannot use any weapon longer than his finger with which to damage the snare."
    Replace the final paragraph with the following: "Breakout from multiple snares requires a successful destruction of each one. If damage is left over after one layer of Snare is destroyed, the remaining damage may be applied to the resistance and SIZ of the next layer.

Page 22
MICRO SIZ (replacement)
The second paragraph of the commentary should read, "For each point of SIZ (as height) under 4, he is 10% harder to hit with range attacks, 5% harder to hit with hand-to-hand attacks, and 10% harder to see with Spot Hidden or Observation."

Page 24
TELEPORT (additional commentary)
A level of Teleport may be bought solely to allow the user to teleport anyone within 1 meter radius of the user, as long as the SIZ of each of the other teleportees is within the SIZ limits of the teleport power of the user. Thus, if Dimension Man has 14 levels of Teleport, plus 2 levels of Radius Effect Teleport, he can Teleport anyone or anything within a 2 meter radius of himself which has a SIZ of 14 or less. He cannot discriminate between those within the radius he wants to teleport and those he doesn't, though he can limit the radius of the teleport circle.
    Energy cost is for all SIZ points moved. In the above example, if there were two people of SIZ 13 and one of SIZ 10 within the raidus, the E cost would be 14 for D-Man, and 36 more for his passengers, a total of 50 E points.
    Level effects for radius use must be specified when purchased. Other effects may be specified at time of use.
    Teleport will not take a hero into a solid object. He will appear as close to the object as possible on a line drawn from his starting place to the point he would have appeared if clear space was present.

Page 26
IMPALING (replace entries)
Description: Ability to do extra damage on a particularly good hit.
Game Effects: If an attack is a special success, it is an impale. The dice of damage for the levels it is bought for are rolled twice.
Level: Normal special roll chance of an impale with one level of the projection. Additional levels raise special roll chance by another 20% of the normal chance to hit. Five levels can be bought to ensure an automatic impale with every hit of that level of projection.
Purchase Restrictions: Maximum number of damage producing levels it may be bought for is ¼ the POW of the user.

Page 26
POWER TRANSFER (replace in entirety)
Description: Allows another to use one's powers.

Game Effects: Allows one other the ability to use the power.
Level: 50% chance to hit a target within 30 meters and allow him to use one level of the power.
Hero Point Cost Per Level: Equal to the cost of the power.
Energy Cost: Equal to the normal energy cost for the power. If it has no energy cost, Transfer cost 1 E per hero point transferred per melee round.
Commentary: The target must be willing to receive the power.

Page 26
RADIUS EFFECT (replace entries)
Game Effects: Allows a projection or other power to affect everything in an area rather than a single target.
Level: 2-meter radius for 1 level of a power.

Page 26
RAPIDFIRE (replace entries)
Level: Up to 9 additional attacks for 1 level of the projection.
Energy Cost: None. Each Shot has normal E cost.

Page 28
SIMULTANEOUS ATTACKS (replace entries)
Level: One additional attack per level of damage of an attack.
Commentary: This allows the power it is bought for to be used with any other offensive power. However, the cost may be reduced to 2 by limiting it to simultaneous use only with a specific power. For the same cost, it can be bought to allow two attacks at full ability with the same power.
    Targets may be different.

Page 29
SKILLS (clarification)
If buying a skill through Previous Experience, the level increase is based on the original rolled characteristic. If buying with regular hero points, the level increase is based on the final characteristic.

Page 29
SKILLS LIST (addition)

Skill	Base Chance	Level Increase
Fist	50%	05%
Grapple	25%	05%
Kick	25%	05%
Smash	25%	05%

Page 33
SPOT WEAKNESS (changes)
Replace game effects entry with the following: "Chance of attack ignoring Armor and Force Field. If target's Absorption and/or Resistance has the Failure Chance or Vulnerable Device Disadvantage, they may also be ignored.
Commentary: Change first line of commentary text to read, "This skill takes one semi-action to accomplish." In the example, Mighty Mauler should have 20 points of kinetic Armor, not 12.

Page 35
POWER DISADVANTAGES TABLE
Burnout Chance hero point bonus should be 2 per 1% chance. Failure Chance hero point bonus shoudl be 1 per 1% chance.

Page 35
ACTION RANK DELAY (replace entries)
Description: Simulates powers that do not

work immediately after activation.
Level: One of the hero's action ranks.

Page 35
BURNOUT CHANCE (replace entries)
Level: 1% burnout chance.
Hero Point Gain Per Level: 1% of original cost of power.

Page 38
ENERGY LIMIT (replace entries)
Description: Not having enough energy to support all the powers the hero wants to use.
Level: 1 point of energy unavailable.
Hero Point Gain Per Level: 1.

Page 39
PSYCHOLOGICAL PROBLEM (replace entries)
Purchase Restrictions: 30 point limit for total problems.
Hero Point Gain: 10 if inciting incident is common, and 5 if it is uncommon. Add 5 if the reaction is to go berserk or comatose.

Page 39
SPECIAL VULNERABILITY (replace entry)
Hero Point Gain Per Level: For energy point loss, 1 if the substance is very rare (glowing meteors), 2 if the substance is reasonably common (moonless nights, underwater, etc.), and 3 if it is very common (daylight, normal atmosphere, etc.).
    For hit point loss, double above amounts.

Gamemasters Book

Page 19
BLACKFLASH (correction)
Blackflash's Teleport move is 3000; his Teleport Level is 28, the energy cost is 14, and the hero point cost is 28.

Page 23
MIGHTY MAULER (corrections)
His Armor has 20K. For his Fist and Grapple, his Level is 20 and his hero point cost is 20.

Page 29
BRAINWAVE (addition)
He also has Gimmick Points, of level 60, for 180 hero points.

Page 29
CEREBELLA (corrections)
Her energy supply is +240, and the level and hero points cost for that are each 24. She has MindBlock, not Mindlock. Her Teleport is for level 20, energy cost of 7, and hero point cost of 20.

Page 37
LEVIATHAN (correction)
Leviathan should not get Conditional Use bonus for having increased SIZ only when a giant, though getting the bonus for the STR is legitimate. Find him a 2-point handicap (Bad Habit: always believes Poltergeist).

SUPERWORLD

SECRET IDENTITY

Name . . . .

PLAYER . . . .

Occupation . . . . Income . . . . Sex . . . . . Age . . . .

Origin/Power Source . . . .

Hero Name . . . .

CHARACTERISTICS

	Rolled	Super	Total
STR	. . .	+ (. . . x3) =	. . .
CON	. . .	+ (. . . x1) =	. . .
SIZ	. . .	+ (. . . x3) =	. . .
INT	. . .	+ (. . . /3) =	. . .
POW	. . .	+ (. . . /3) =	. . .
DEX	. . .	+ (. . . x1) =	. . .
APP	. . .	+ (. . . /2) =	. . .

Characteristic Rolls

	. . . .
	. . . .
	. . . .
Idea	. . .
Luck	. . .
Agility	. . .
	. . . .

MOVEMENT RATES

	Base/MR	Total	AR	E. Use
Walk (12m)	. . . .
Run (24m)	. . . .
Climb (3m)	. . . .
Leap	. . . .
Swim (10m)	. . . .
	. . . .
	. . . .

SKILLS

Acrobatics (5%)	. . .	Fine Manip. (5%)	. . .	Persuade (5%)	. . .
Balance (5%)	. . .	First Aid (25%)	. . .	Science (0%)	. . . . .
Climb (55%)	. . .	Language (0%)		. . . .
Craft (5%)					
. . . .	. . .			. . . .
. . . .	. . .	Hide (25%)	. . .	Spot Hidden (25%)	. . .
Criminology (5%)	. . .	Jump (45%)	. . .	Streetwise (10%)	. . .
Disguise (5%)	. . .	Knowledge (INT x 4%) . . .		Swim (25%)	. . .
Dodge (½ DEX)	. . .	Listen (45%)	. . .	. . . .
Drive Vehicle (25%)	. . .	Move Quietly (25%)	. . .	. . . .
Fast Talk (5%)	. . .	Observation (0%)	. . .	. . . .

DEFENSE . . . .   **ACTION RANKS** . . .   .

COMBAT SKILLS & WEAPONS

Weapon	Attack	Damage	Parry	Range	E. Cost
Fist (50%)	. . .	. . . .	. . . .	. . . .	. . . .
Grapple (25%)	. . .	. . . .	. . . .	. . . .	. . . .
Kick (25%)	. . .	. . . .	. . . .	. . . .	. . . .
Smash (25%)	. . .	. . . .	. . . .	. . . .	. . . .
Throw (45%)	. . .	. . . .	. . . .	. . . .	. . . .
. . . .	. . .	. . . .	. . . .	. . . .	. . . .
. . . .	. . .	. . . .	. . . .	. . . .	. . . .
. . . .	. . .	. . . .	. . . .	. . . .	. . . .

PROTECTION

	Force Field	Absorption	Armor	Resistance
Kinetic	. . . . .	. . . . . .	. . . . . .	. . . . .
Electric	. . . . .	. . . . . .	. . . . . .	. . . . .
Radiation	. . . . .	. . . . . .	. . . . . .	. . . . .
. . . .	. . . . .	. . . . . .	. . . . . .	. . . . .
. . . .	. . . . .	. . . . . .	. . . . . .	. . . . .
. . . .	. . . . .	. . . . . .	. . . . . .	. . . . .

ENERGY   Recharge per round . . .

Personal + Energy Supply . . . .

. . . .

. . . .

. . . .

HERO POINTS

Characteristics	. . .
Power D/H	. . .
Experience	. . .
Total	. . .
Unused Points	. . .
Exp. Roll = Total Hero Pts./2	. . .

HIT POINTS . . .   .

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. . .   .

. . .   .

. . .   .

. . .   .

Permanent Damage   . . .   .

NOTES AND EQUIPMENT

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. . . .

SUPERPOWERS/SKILLS

	Level	E. Use	Cost
. . . .	. . . .	. . .	. . . .
. . . .	. . . .	. . .	. . . .
. . . .	. . . .	. . .	. . . .
. . . .	. . . .	. . .	. . . .
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. . . .	. . . .	. . .	. . . .
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. . . .	. . . .	. . .	. . . .
. . . .	. . . .	. . .	. . . .
. . . .	. . . .	. . .	. . . .
. . . .	. . . .	. . .	. . . .
. . . .	. . . .	. . .	. . . .

Cost Total   . . . .

POWER DISADVANTAGES/HANDICAPS   Bonus

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. . . .

. . . .

Bonus Total   . . . .

SUPERWORLD

SECRET IDENTITY
Name . . . .
Occupation . . . . Income . . . . Sex . . . . . . Age . . . .
Origin/Power Source . . . .

PLAYER . . . .

Hero Name . . . .

CHARACTERISTICS

	Rolled	Super	Total
STR	. . .	+ (. . . x3)	= . . .
CON	. . .	+ (. . . x1)	= . . .
SIZ	. . .	+ (. . . x3)	= . . .
INT	. . .	+ (. . . /3)	= . . .
POW	. . .	+ (. . . /3)	= . . .
DEX	. . .	+ (. . . x1)	= . . .
APP	. . .	+ (. . . /2)	= . . .

Characteristic Rolls
. . . .
. . . .
. . . .
Idea . . .
Luck . . .
Agility . . .
. . . .

MOVEMENT RATES

Base/MR	Total	AR	E. Use
Walk (12m)	. . . . .	. . . . .	. . . . .
Run (24m)	. . . . .	. . . . .	. . . . .
Climb (3m)	. . . . .	. . . . .	. . . . .
Leap	. . . . .	. . . . .	. . . . .
Swim (10m)	. . . . .	. . . . .	. . . . .
. . . .	. . . . .	. . . . .	. . . . .

SKILLS

Acrobatics (5%) . . .
Balance (5%) . . .
Climb (55%) . . .
Craft (5%) . . . .
. . . .
Criminology (5%) . . .
Disguise (5%) . . .
Dodge (½ DEX) . . .
Drive Vehicle (25%) . . .
Fast Talk (5%) . . .

Fine Manip. (5%) . . .
First Aid (25%) . . .
Language (0%) . . . .
. . . .
Hide (25%) . . .
Jump (45%) . . .
Knowledge (INT x 4%) . . .
Listen (45%) . . .
Move Quietly (25%) . . .
Observation (0%) . . .

Persuade (5%) . . .
Science (0%) . . . .
. . . .
Spot Hidden (25%) . . .
Streetwise (10%) . . .
Swim (25%) . . .
. . . .
. . .
. . .
. . .

DEFENSE . . . . ACTION RANKS . . . .

COMBAT SKILLS & WEAPONS

Weapon	Attack	Damage	Parry	Range	E. Cost
Fist (50%)	. . . .	. . . .	. . . .	. . . .	. . . .
Grapple (25%)	. . . .	. . . .	. . . .	. . . .	. . . .
Kick (25%)	. . . .	. . . .	. . . .	. . . .	. . . .
Smash (25%)	. . . .	. . . .	. . . .	. . . .	. . . .
Throw (45%)	. . . .	. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .	. . . .	. . . .

PROTECTION

	Force Field	Absorption	Armor	Resistance
Kinetic	. . . . . .	. . . . .	. . . . . .	. . . . . .
Electric	. . . . . .	. . . . .	. . . . . .	. . . . . .
Radiation	. . . . . .	. . . . .	. . . . . .	. . . . . .
. . . .	. . . . . .	. . . . .	. . . . . .	. . . . . .
. . . .	. . . . . .	. . . . .	. . . . . .	. . . . . .
. . . .	. . . . . .	. . . . .	. . . . . .	. . . . . .

ENERGY   Recharge per round . . .
Personal + Energy Supply . . . .
. . . .
. . . .
. . . .

HERO POINTS
Characteristics . . .
Power D/H . . .
Experience . . .
Total . . .
Unused Points . . .
Exp. Roll = Total
    Hero Pts./2 . . .

HIT POINTS . . . .
. . . .
. . . .
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. . . .
Permanent Damage . . . .

NOTES AND EQUIPMENT
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. . . .

SUPERPOWERS/SKILLS

	Level	E. Use	Cost
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .

Cost Total . . . .

POWER DISADVANTAGES/HANDICAPS   Bonus
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. . . .
. . . .
. . . .

Bonus Total . . . .

Notes

SUPERWORLD

SECRET IDENTITY

Name . . . .
Occupation . . . . Income . . . . Sex . . . . . . Age . . . .
Origin/Power Source . . . .

PLAYER . . . .

Hero Name . . . .

CHARACTERISTICS

	Rolled	Super	Total
STR	. . . + (	. . . x3) =	. . .
CON	. . . + (	. . . x1) =	. . .
SIZ	. . . + (	. . . x3) =	. . .
INT	. . . + (	. . . /3) =	. . .
POW	. . . + (	. . . /3) =	. . .
DEX	. . . + (	. . . x1) =	. . .
APP	. . . + (	. . . /2) =	. . .

Characteristic *Rolls*	
. . . . .	. . .
. . . . .	. . .
. . . . .	. . .
Idea	. . .
Luck	. . .
Agility	. . .

MOVEMENT RATES

	Base/MR	Total	AR	E. Use
Walk (12m)	. . . . .	. . .		
Run (24m)	. . . . .	. . .		
Climb (3m)	. . . . .	. . .		
Leap	. . . . .	. . .		
Swim (10m)	. . . . .	. . .		
. . . .				

SKILLS

Acrobatics (5%)	. . .	Fine Manip. (5%)	. . .	Persuade (5%) . . .
Balance (5%)	. . .	First Aid (25%)	. . .	Science (0%) . . . . . .
Climb (55%)	. . .	Language (0%)	.	. . . .
Craft (5%)	. . .	. . . .	. . .	
. . . .	. . .	. . . .	. . .	Spot Hidden (25%) . . .
. . . .	. . .	Hide (25%)	. . .	Streetwise (10%) . . .
Criminology (5%)	. . .	Jump (45%)	. . .	Swim (25%) . . .
Disguise (5%)	. . .	Knowledge (INT x 4%) . . .		. . . .
Dodge (½ DEX)	. . .	Listen (45%)	. . .	
Drive Vehicle (25%)	. . .	Move Quietly (25%)	. . .	
Fast Talk (5%)	. . .	Observation (0%)	. . .	

DEFENSE . . . .   ACTION RANKS . . . .

COMBAT SKILLS & WEAPONS

Weapon	Attack	Damage	Parry	Range	E. Cost
Fist (50%)	. . . .	. . . .	. . . .	. . . .	. . . .
Grapple (25%)	. . . .	. . . .	. . . .	. . . .	. . . .
Kick (25%)	. . . .	. . . .	. . . .	. . . .	. . . .
Smash (25%)	. . . .	. . . .	. . . .	. . . .	. . . .
Throw (45%)	. . . .	. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .	. . . .	. . . .
. . . .	. . . .	. . . .	. . . .	. . . .	. . . .

PROTECTION

	Force Field	Absorption	Armor	Resistance
Kinetic	. . . . .	. . . . .	. . . . .	. . . . .
Electric	. . . . .	. . . . .	. . . . .	. . . . .
Radiation	. . . . .	. . . . .	. . . . .	. . . . .
. . . . . .	. . . . .	. . . . .	. . . . .	. . . . .
. . . . . .	. . . . .	. . . . .	. . . . .	. . . . .
. . . . . .	. . . . .	. . . . .	. . . . .	. . . . .

ENERGY   Recharge per round . . .

Personal + Energy Supply

. . . .
. . . .
. . . .

HERO POINTS

Characteristics	. . .
Power D/H	. . .
Experience	. . .
Total	. . .
Unused Points	. . .
Exp. Roll = Total Hero Pts./2	. . .

HIT POINTS . . . .

. . . .
. . . .
. . . .
. . . .
. . . .

Permanent Damage . . . . . .

NOTES AND EQUIPMENT

SUPERPOWERS/SKILLS

	Level	E. Use	Cost
. . . .	. . . .	. . . .	. . . .

POWER DISADVANTAGES/HANDICAPS   *Bonus*

Cost Total . . . .

Bonus Total . . . .

SUPERWORLD

SECRET IDENTITY

PLAYER . . . .

Name . . . .
Occupation . . . . Income . . . . Sex . . . . . Age . . . .
Origin/Power Source . . . .

Hero Name . . . .

CHARACTERISTICS

	Rolled	Super	Total
STR	. . .	+ (. . . x3) =	. . .
CON	. . .	+ (. . . x1) =	. . .
SIZ	. . .	+ (. . . x3) =	. . .
INT	. . .	+ (. . . /3) =	. . .
POW	. . .	+ (. . . /3) =	. . .
DEX	. . .	+ (. . . x1) =	. . .
APP	. . .	+ (. . . /2) =	. . .

Characteristic Rolls

. . . .
. . . .
. . . .
Idea . . .
Luck . . .
Agility . . .

MOVEMENT RATES

Base/MR	Total	AR	E. Use
Walk (12m)	. . . . . .		
Run (24m)	. . . . . .		
Climb (3m)	. . . . . .		
Leap	. . . . . .		
Swim (10m)	. . . . . .		
. . . .	. . . . . .		
. . . .	. . . . . .		

SKILLS

Acrobatics (5%) . . .
Balance (5%) . . .
Climb (55%) . . .
Craft (5%) . . . .
. . . .
. . . .
Criminology (5%) . . .
Disguise (5%) . . .
Dodge (½ DEX) . . .
Drive Vehicle (25%) . . .
Fast Talk (5%) . . .

Fine Manip. (5%) . . .
First Aid (25%) . . .
Language (0%) . . . .
. . . .
. . . .
Hide (25%) . . .
Jump (45%) . . .
Knowledge (INT x 4%) . . .
Listen (45%) . . .
Move Quietly (25%) . . .
Observation (0%) . . .

Persuade (5%) . . .
Science (0%) . . . . . .
. . . .
. . . .
Spot Hidden (25%) . . .
Streetwise (10%) . . .
Swim (25%) . . .
. . . .
. . . .

DEFENSE . . . .   ACTION RANKS . . . .

COMBAT SKILLS & WEAPONS

Weapon	Attack	Damage	Parry	Range	E. Cost
Fist (50%)	. . .	. . . .	. . .	. . .	. . . .
Grapple (25%)	. . .	. . . .	. . .	. . .	. . . .
Kick (25%)	. . .	. . . .	. . .	. . .	. . . .
Smash (25%)	. . .	. . . .	. . .	. . .	. . . .
Throw (45%)	. . .	. . . .	. . .	. . .	. . . .
. . . .	. . .	. . . .	. . .	. . .	. . . .
. . . .	. . .	. . . .	. . .	. . .	. . . .
. . . .	. . .	. . . .	. . .	. . .	. . . .

PROTECTION

	Force Field	Absorption	Armor	Resistance
Kinetic	. . . . .	. . . . . .	. . . . .	. . . . .
Electric	. . . . .	. . . . . .	. . . . .	. . . . .
Radiation	. . . . .	. . . . . .	. . . . .	. . . . .
. . . .	. . . . .	. . . . . .	. . . . .	. . . . .
. . . .	. . . . .	. . . . . .	. . . . .	. . . . .
. . . .	. . . . .	. . . . . .	. . . . .	. . . . .

ENERGY   Recharge per round . . .

Personal + Energy Supply . . . .
. . . .
. . . .

HERO POINTS

Characteristics . . .
Power D/H . . .
Experience . . .
Total . . .
Unused Points . . .
Exp. Roll = Total
Hero Pts./2 . . .

HIT POINTS . . . .

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Permanent Damage . . . .

NOTES AND EQUIPMENT

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. . . .

SUPERPOWERS/SKILLS   Level E. Use Cost

	Level	E. Use	Cost
. . . .	. . .	. . .	. . .
. . . .	. . .	. . .	. . .
. . . .	. . .	. . .	. . .
. . . .	. . .	. . .	. . .
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. . . .	. . .	. . .	. . .
. . . .	. . .	. . .	. . .
. . . .	. . .	. . .	. . .
. . . .	. . .	. . .	. . .
. . . .	. . .	. . .	. . .

Cost Total . . . .

POWER DISADVANTAGES/HANDICAPS   *Bonus*

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. . . .
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. . . .

Bonus Total . . . .

SUPERWORLD
The SuperPowered RolePlaying Game
REFERENCE SHEETS

CREATING A SUPERHERO

1. Roll 2D6+6 for each characteristic.
   a. If total is less than 91, roll each characteristic once again until all add up to 91+ or all have been rolled twice.
2. Determine background, income, and career.
3. Divide hero points by seven to find hero points available for previous experience. Buy previous experience skills.
4. Use hero points to buy extra characteristics, powers, and skills.
   a. Use handicaps and disadvantages to gain further hero points.
5. Figure computed characteristics.
6. Design costume and draw it on the outline on the character sheet.

COMPUTED CHARACTERISTICS

Action ranks: DEX minus 10, then minus 10 again until = 0 or less.

Damage bonus: (STR+SIZ-24)/10, round up, = number of D6.

Hit points: (CON+SIZ)/2.

Personal energy: CON+POW

Recharge: personal energy/10, round normally

SKILLS

Skill	Base chance	Level increase
Acrobatics	05%	½ DEX x1%
Balance	05%	5%
Climb	55%	5%
Command	00%	APP x1%
Craft	05%	INT x1% per craft
Ciminology	05%	INT x1%
Disguise	05%	INT x1%
Dodge	½ DEX x1%	½ DEX x1%
Drive Vehicle	25%	DEX x1% per vehicle
Fast Talk	05%	APP x1%
Fine Manipulation	05%	DEX x1%
First Aid	25%	5%
Hide	25%	5%
Invent	00%	INT x1%
Jump	45%	5%
Knowledge	INT x4%	INT x1%
Language	00%	INT x2% per language
Listen	45%	5%
Meditation	00%	CON x1%
Move Quietly	25%	DEX x1%
Navigate	00%	INT x1%
Observation	00%	INT x1%
Pathfind	00%	INT x1%
Persuade	05%	APP x1%
Project Energy	50%	5%
Science	00%	INT x1% per science
Spot Hidden	25%	5%
Spot Weakness	00%	5%
Streetwise	10%	5%
Swim	25%	DEX x1%
Throw	45%	5%
Total Recall	00%	INT x1%
Track	00%	INT x1%

(A). Energy cost per hourly activation.
(MR). Energy cost per melee round.

SUPERPOWERS

Superpower	Hero pts Per level	Energy cost Per level	Notes
OFFENSIVE			
Dazzle	3	3	Lasts one melee round.
Emotion Control	3	3 (MR)	Lasts one or more melee rounds.
Energy Projection	3	3	Must specify energy type.
Gas Projection	3	3	Maximum is 1/3 POW in levels.
Gravity Projection	3	3	Adds or subtracts 1D6 SIZ.
Hypnosis	3	3	One level equals 3 potency points.
Illusion Projection	3	3	One level equals 2 SIZ points.
Mind Blast	3	3	One level equals 3 potency points.
Mind Control	3	3 (MR)	Lasts one or more melee rounds.
Poison	3	3	One level equals 1D6 potency.
Reduction	3	3	Subtracts 2 hero points.
Snare	3	3	One level equals 1D6 SIZ snare.
DEFENSIVE			
Absorption	3	0	Must specify energy type stopped.
Adaptability	3	3 (A)	Must specify hostile environment.
Armor	1	0	Must specify energy type stopped.
Defense	1	0	One level subtracts 1% from attack.
Extra Hit Points	1	0	One level adds 2 hit points.
Force Field	1	1 (A)	+1 energy point per damage point stopped.
Mind Block	3	1 (A)	+1 energy point per potency point stopped.
Resistance	3	0	Must specify energy type stopped.
MARTIAL ARTS			
Martial Arts	20	0	
MOVEMENT			
Burrowing	1	1	Speed depends on penetrated material.
Dimension Shift	1	1 (A)	One level shifts one SIZ point.
Flight	½ SIZ	½ SIZ (MR)	
Glide	½ SIZ	0	
Hyperflight	3	½ SIZ (A)	
Leap	1	1	+5 meters per level.
Supermove	1	1	+6 meters per action rank.
Superspeed	10	10 (A)	Includes +10% defense.
Superswim	1	1	+2 meters per action rank.
Swing	1	0	3 meters per action rank.
Teleport	1	1	One level teleports 1 SIZ point.
Wall Walking	1	0	One level wall-walks 5 SIZ points.
SUPER CHARACTERISTICS			
Micro SIZ	1	1 (A)	One level reduces SIZ 1 point.
Super APP	2	2 (A)	One level raises APP 1 point.
Super CON	1	1 (A)	One level raises CON 1 point.
Super DEX	1	1 (A)	One level raises DEX 1 point.
Super INT	3	3 (A)	One level raises INT 1 point.
Super POW	3	3 (A)	One level raises POW 1 point.
Super SIZ	1	1 (A)	One level raises SIZ 3 points.
Super STR	1	1 (A)	One level raises STR 3 points.
SUPERSENSES			
Analyze	3	1 (MR)	One level equals 1 gram of material.
Catseye	2	0	See like a cat.
Dangersense	2	0	One level equals 5% chance.
Empathy	3	3	One level equals one set of emotions.
Global Vision	2	0	See in all directions.
Infravision	2	0	See by heat sources.
Locate	3	1 (MR)	Know direction of target.
Mind Search	3	3	Locate target's mind.
Radar	3	1 (MR)	120 arc for 100 meters.
Radio	3	1 (MR)	Hear five radio bands.
Retrocognition	10	10 (A)	One level equals 24 hours in the past.
See Invisibility	3	1 (MR)	See invisibility fields.
Sonar	3	1 (MR)	See by sound waves.
Super Hearing	2	0	One level equals 100 meter range.
Super Smell	2	0	One level equals INT x1 percent chance.
Super Taste	2	0	One level equals INT x1 percent chance.
Super Touch	2	0	One level equals INT x1 percent chance.
Super Vision	2	0	One level multiplies vision range by two.
Telepathy	3	3	One level reads one mind.
Ultrasonic Hearing	2	0	Hear ultrasonic sounds.
X-ray Vision	3	1 (MR)	See through 15 cm of most materials.

Superpower	Hero pts Per level	Energy cost Per level	Notes
OTHER			
Animate	3	3 (MR)	One level animates 1 SIZ point.
Astral Body	POW	POW (A)	Astral bodies move normally.
Damper	3	3 (MR)	One level equals 3 potency points.
Darkness	3	3	Lasts one melee round.
Doppelganger	SIZ	SIZ (A)	One level equals one extra body.
Energy Supply	1	0	One level equals 10 energy points.
Fortune	1	0	One level adds 1% to luck roll.
Gestalt	POW	POW (MR)	Must overcome target's POW.
Gimmick	3	0	One level equals 2 Gimmick points.
Heal	3	3	Heals hero points.
Impersonate	1	1 (A)	One level impersonates 1 SIZ point.
Insubstantiality	20	SIZ (MR)	Walk through walls.
Invisibility	½ SIZ	SIZ (MR)	One level obscures one sense.
Mimic	3	3	One level mimics 2 hero points of a power.
Recharge	1	0	One level adds 1 to recharge rate.
Regeneration	3	0	One level heals 1 hit point per melee round.
Shape Change	10	10 (A)	Two possible shapes per level.
Sidekick	1	0	One level equals 3 Sidekick points.
Silence	3	3	Lasts one melee round.
Stretching	3	0	One level stretches one meter.
Tap	3	3 (MR)	One level taps 2 hero points of a power.
Telekinesis	3	3	One level equals 3 STR points.
Transmute	3	3	One level affects 2 SIZ points.

POWER ADVANTAGES

Advantage	Hero point cost	Energy cost
Combining	2 per level	None
Energy Field Formation	1 per level per form	1 per level
Extended Duration	1/3 original	1/3 original
Extended Range	1/3 original	1/3 original
Impaling	1/3 original	1/3 original
Power Transfer	Same as original	Same as original
Radius Effect	1 per level	1 per level
Rapidfire	Same as original	Same as original
Reduced Energy Cost	1 per level	None
Reflection	1 per level	1 per level
Reverse	1/3 original	1/3 original
Simultaneous Attack	4 per level	None
Special Defense	1 per level	None

HANDICAPS

Handicap	Hero points
Added Damage	3-6 per level
Bad Habit	1-10
Bad Luck	1 per 3% reduction in luck
Clumsiness	1 per 3% reduction in agility
Energy Limit	5 per level
Imperceptive	1 per 3% reduction of idea
Low Characteristic	1 per 1 point reduction
Non-super Secret I.D.	5 or 10
Permanent Powers	5 or 10
Personal Problem	5 or 10
Phobia	5 or 10
Physical Disability	5 or 10
Psychological Problem	5 or 15
Psychosocial Problem	5
Skill Limit	1 per level reduced
Special Vulnerability	1-3 per 1D6 loss.

POWER DISADVANTAGES

Disadvantage	Hero point bonus
Accelerated Energy Cost	1/6 original cost
Action Rank Delay	1/6 original cost
Burnout Chance	1 per 5% chance
Conditional Use	1/6-1/2 original cost
Exclusive Powers	1/6-1/2 original cost
Extra Energy Cost	1 per 1 extra point
Failure Chance	1 per 5% chance
Missing Effect	1/6-1/2 original cost
Side Effect	1/6-1/2 original cost
Time Limit	1 per 10 min. reduction
Use Limit	1 per use lost
Vulnerable Device	1/6-1/2 original cost

COMBAT

ATTACK CHANCE MODIFIERS TABLE

These effects are cumulative.

Positive

+10%	Target surprised during combat.
+20%	Target surprised during non-combat.
+20%	Target helpless.
+10%	Attacking from target's side (flank).
+10%	Prepared attack (1 action rank delay).
+10%	Subsequent attacks of prepared attacks.
+10%	Radius effect attacks.
+20%	Ranged projection attacks within 3 meters.
+05%	Per 10 SIZ points the target is over 20.

Negative

-80%	Target cannot be seen or sensed.
-10%	Per level of Martial Arts put against attack.
-05-95%	Target covered or in protected position.
-10%	Moving target.
-10%	Target using Superspeed.
-10%	Moving attacker.
-01%	Per point of target's defense.
-10%	Per 1 SIZ point the target is below 4.
-10%	Attacker surprised.

No matter how many negative modifiers apply, the attack chance is never reduced below 5%.

ARCHAIC WEAPONS TABLE

Weapon	Base %	Damage	Hero pts	Notes
Axe	10%	1D8+2	5	No Range
Bow	05%	1D8+2	7	Impales
Club	30%	1D6+2	4	No Range
Dagger	25%	1D4+2	4	Impales, No Range
Javelin	05%	1D10	7	Impales, Limited Use
Shield	15%	1D6	3	No Range, same chance to parry
Spear	20%	1D8+2	7	Impales, No Range, two hands
Sword	05%	1D10	7	Impales, No Range

FIREARMS TABLE

Skill	Weapon	Base %	Damage	Range in meters	Hero pts	Energy cost	Notes
Handgun	Light pistol	20%	1D6	30	4	4	Impales
	Heavy pistol	20%	1D10+2	30	8	8	Impales
	Magnum	20%	2D6+4	30	11	11	Impales
Rifle	Light rifle	10%	1D6+2	90	7	7	Impales
	Heavy rifle	10%	2D6+4	120	21	21	Impales
Shotgun	Light shotgun	30%	2D6	30	6	6	
	Heavy shotgun	30%	4D6	30	12	12	
Autoweap.	M-16	30%	2D6	30	16	8	Impales
	Thompson .45	30%	2D6+2	30	18	18	Impales

Energy cost. Cost is for ten rounds.

Range. Range for snubnosed weapons, including sawed-off shotguns, is 5 meters. Base chance at twice the given range is half the chance given. At three times the given range, chance is 1/4 of that given, etc. The effect of a shotgun is also cut in half for every doubling of the range.

Autoweapons. Autoweapons are fired in bursts of three. Roll 1D3 to see how many rounds hit target, then roll each damage individually. Only the first of the rounds of burst will impale if an impaling roll (1/5 of the needed roll to hit) is rolled.

MAJOR WEAPONS TABLE

Weapon	Damage	Range in meters	Hero pts	Notes
Tear gas grenade	3D6 gas	30	9	Sleep gas
30 cal machine-gun	3D6	60	30	Impales, Rapidfire
Flame thrower	6D6 fire	15	18	Or see next entry
Flame thrower*	4D6	—	20	4-meter Radius
50 cal machine gun	5D6	60	50	Impales, Rapidfire
Grenade launcher*	4D6	60	24	4-meter Radius
20mm autocannon	6D6	120	72	Impales, Rapidfire
LAW (66mm) rocket	7D6	120	98	Impales 40% of the time
81mm mortar*	8D6	240	72	6-meter Radius
90mm tank gun	8D6	960	72	Impales
105mm howitzer*	12D6	1920	288	30-meter Radius
105mm tank gun	10D6	960	90	Impales
106mm recoilless	9D6	480	72	Impales

*Targets may make a quartermove to try to get out of radius. This expends their next action rank.

ENERGY COSTS

Energy Projection, Snare Projection, Gravity Projection,
Gas Projection, Poison
  3 per 1D6 effect

Damage Bonus
  3 per 1D6 effect

Strength used for lifting/holding
  1 per 3 pts of STR used

Damage hitting Force Field
  1 per point of damage stopped

Mindblock activation
  1 per point of Mindblock being used

Adaptability activation
  3 per level being used

Flight/Hyperflight
  1 per 2 pts of SIZ flown

Mental Control/Emotion Control
  3 per level for initial attack
  3 at melee round's first action rank to maintain

Telekinesis: to activate/lift and hold
  3 per level per action rank

Telekinesis: to act as Force Field
  3 per level per melee round

Teleport
  1 per point of SIZ moved

Boosted power
  3x normal energy cost

BOOSTING EFFECTS

1. Projection powers
   Preparation time: one action rank
   Limit: 1/2 again normal damage
   Energy cost: 3x cost of each extra D6 or level

2. Movement powers
   Preparation time: none
   Limit: 2x normal movement
   Energy cost: 3x cost of extra movement

3. Protection powers
   Preparation time: none
   Limit: 1/2 again normal effect
   Energy cost: 3x cost of extra power every action rank

4. STRength use
   Preparation time: one action rank
   Limit: 1/2 again normal STR
   Energy cost: 3x normal lifting cost for extra STR

BOOSTING BURNOUT

Each extra hero point = 1% chance of burnout after Boost

If power burns out, cannot be used melee round = to
  number rolled on D100

If STR burns out, STR reduced by number of extra STR
  points used

USING NON-EXISTENT ENERGY

Battery energy: power cannot be used

Personal energy: each negative energy points = 1D6 pt
  stun only attack versus user's CON

RECOVERING

From stun: CON x 1 on 1st action rank after stunning
           CON x 2 on 2nd action rank after stunning
           CON x 3 on 3rd action rank after stunning
           CON x 2 on 4th action rank after stunning
           CON x 1 on 5th action rank and all subsequent
                after stunning

Hit point damage: CON x 5 each melee round without
  energy use

Sleep: awaken normally after potency-CON melee rounds
  (if in melee) or hours (if isolated)
      minimum of 1

From knockout: cannot wake until up to positive hit
  points through recovery of hit point damage
      Must then recover from stun: start at CON x 1

From permanent damage: 1 per day CON x 1 is rolled as a
  percentage. Also through First Aid, Healing, or Regen-
  eration.

From permanent damage above CON: luck roll or death.
  At gamemaster's option, luck-roll may be reduced by
  number of points of damage beyond hero's CON.

SIZ OF COMMON OBJECTS

Object	Full	Segment
Glass window	3	3
Door	4-8	4-8
Chair	4-9	4-9
Work table	4-12	4-12
Manhole cover	5	5
Fire hydrant	5	5
Glass door	8	8
Desks	10-20	10-20
Lamp post	30	10
Home interior wall	25-35	8
Home exterior wall	25-45	12
Brick wall	30-50	20
Concrete wall	30-50	20
Concrete and steel wall	35-55	25
Small plane	40	10
Automobile	50	12
Vault door	60	20
Medium truck	60	12
Steel girder	65	30
Jet fighter (F-15 Eagle)	80	18
Medium tank	80	30
Heavy tank	90	35
Medium locomotive	100	20
Jet cargo plane (loaded)	100	15
Jet bomber (B-52)	105	15
Jet airliner	110	15

RESISTANCE OF COMMON MATERIALS

Material	Resistance
Glass	2
Safety glass	4
Soft wood	5
Hard plastic	6
Aluminum	7
Hard wood	8
Rubber	8
Soft plastic	8
Brick	9
Lead	10
Concrete	10
Reinforced concrete	13
Steel	15
Armor plate	17
Supermetal	25-50

RESISTANCE TABLE

Take the active person's factor and find it on the upper, horizontal entry. Then find the passive person or object's factor on the left-hand, vertical line. Cross-index them and you have the maximum number you can roll and still succeed in the task.

Active

Passive	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
01	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95	99
02	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95
03	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95
04	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95
05	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95
06	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95
07	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95
08	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95
09	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95
10	05	10	15	20	25	30	35	50	45	50	55	60	65	70	75	80	85	90	95	95	95
11	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95
12	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
13	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
14	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
15	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
16	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
17	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70
18	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65
19	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60
20	05	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55
21	01	05	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50

For success, roll equal to or less than the indicated number.

SIZ TABLE

SIZ	English wt	Metric wt	Sample	SIZ	English wt	Metric wt	Sample
-5	.0004 oz	10 mg		26	521 lbs	237 lg	
-4	.004 oz	100 mg		28	620 lbs	282 kg	Pony
-3	.04 oz	1 gram		30	739 lbs	336 kg	
-2	.4 oz	10 grams	Goliath beetle	33	959 lbs	436 kg	Horse
0	1 lb	500 grams		36	1243 lbs	565 kg	Large horse
1	2 lbs	1 kg	Kitten	39	1612 lbs	733 kg	Small car
3	9 lbs	4 kg	Average cat	42	2092 lbs	951 kg	10-meter brick wall
5	25 lbs	10 kg	Average dog	45	2712 lbs	1233 kg	Helicopter
7	49 lbs	20 kg	Young child	50	2 tons	2 tonnes	Medium car
9	85 lbs	39 kg		55	3 tons	3 tonnes	Cow elephant
10	129 lbs	59 kg	Average female	60	5 tons	4.5 tonnes	Twin axle truck
11	140 lbs	64 kg		65	7.5 tons	7 tonnes	Small farm tractor
12	154 lbs	70 kg		70	11.5 tons	10.5 tonnes	APC
13	169 lbs	77 kg	Average male	75	18 tons	16.5 tonnes	Construction equip
14	184 lbs	84 kg		80	28 tons	25.5 tonnes	Light tank
15	200 lbs	91 kg		85	43 tons	39 tonnes	Medium tank
16	220 lbs	100 kg		90	66 tons	60 tonnes	Heavy tank
17	239 lbs	109 kg		95	103 tons	93 tonnes	Jet airliner
18	259 lbs	118 kg		100	159 tons	144 tonnes	C-141 jet cargo
19	283 lbs	129 kg		105	245 tons	223 tonnes	B-52H bomber
20	310 lbs	141 kg		110	378 tons	334 tonnes	Jumbo jet liner
22	369 lbs	168 kg	Very large man	120	901 tons	819 tonnes	
24	440 lbs	200 kg		100	159 tons	144 tonnes	C-141 cargo jet

IMPACT DAMAGE TABLE

SIZ	Meters per melee round																
	30	60	90	120	150	180	240	300	360	480	600	720	840	960	1080	1200	1320
-5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
-4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	1D6	1D6
-3	—	—	—	—	—	—	—	—	—	—	—	—	1D6	1D6	1D6	1D6	1D6
-2	—	—	—	—	—	—	—	—	—	—	1D6	1D6	1D6	1D6	1D6	1D6	1D6
0	—	—	—	—	—	—	—	1D6	1D6	1D6	1D6	1D6	1D6	2D6	2D6	2D6	2D6
5	—	1D6	1D6	1D6	1D6	2D6	2D6	3D6	3D6	4D6	5D6	6D6	7D6	8D6	9D6	10D6	11D6
10	1D6	1D6	2D6	2D6	3D6	3D6	4D6	5D6	6D6	8D6	10D6	12D6	14D6	16D6	18D6	20D6	20D6
15	1D6	2D6	2D6	3D6	4D6	5D6	6D6	8D6	9D6	12D6	15D6	18D6	20D6	20D6	20D6	20D6	20D6
20	1D6	2D6	3D6	4D6	5D6	6D6	8D6	10D6	12D6	16D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
25	1D6	3D6	4D6	5D6	6D6	8D6	10D6	13D6	15D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
30	2D6	3D6	5D6	6D6	8D6	9D6	12D6	15D6	18D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
35	2D6	4D6	5D6	7D6	9D6	11D6	14D6	18D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
40	2D6	4D6	6D6	8D6	10D6	12D6	16D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
45	2D6	5D6	7D6	9D6	11D6	14D6	18D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
50	3D6	5D6	8D6	10D6	13D6	15D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
55	3D6	6D6	8D6	11D6	14D6	17D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
60	3D6	6D6	9D6	12D6	15D6	18D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
65	3D6	7D6	10D6	13D6	16D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
70	4D6	7D6	11D6	14D6	18D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
75	4D6	8D6	11D6	15D6	19D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
80	4D6	8D6	12D6	16D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
85	4D6	9D6	13D6	17D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
90	5D6	9D6	14D6	18D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
95	5D6	10D6	14D6	19D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
100	5D6	10D6	15D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
110	6D6	11D6	17D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6
120	6D6	12D6	18D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6	20D6

ACTION TIMES

Many actions occur in a round of play. Some take longer than others. The following describes the different mechanical game times superhero actions require.

MELEE ROUND ACTIONS

These activities require a full melee round to perform. These actions are begun in an action rank of one round and end right before the same action rank of the next round.

FULL ACTIONS

These actions require an entire action rank and may not be combined with a quartermove.

SEMI-ACTIONS

These activities effectively require 3/4 of an action rank and may be combined with a quartermove.

QUARTERMOVES

These activities only require part of an action rank and may be combined with a semi-action or another quartermove.

INSTANTANEOUS

These activities take no time to perform and may be combined with any other action.

NPC STATISTICS

Normal bystanders: 9 in each characteristic or 63 points total

Henchmen: 10 in each characteristic or 70 points total

"Officers": 11 in each characteristic or 77 points total

Operatives: 12 in each characteristic or 84 points total (can purchase superpower-equivalent equipment valued up to characteristic point total)

ACTION TIME TABLE

MELEE ROUND

Climb
First Aid
Recover hit point damage
Lose Absorbed point of damage
Recover reduced hero point
Regenerate
Wait until next chance to break free of Mental/ Emotion Control

FULL ACTION

Astral Body
Leap
Observation

Retrocognition
Spot Hidden
Spot Weakness
Straight Flight

SEMI-ACTION

Combat Flight
Energy Projection
Melee attack
Move
Pick up large, unwilling object
Set for Aura attack
Set for boost
Set for increased chance of hitting
Swing
Use Recharge

QUARTERMOVE

Acrobatics
Alter SIZ
Animate
Break free of Mental/ Emotional Control
Break free of Snare
Change/Reload weapon
Combat Flight
Dodge
Fall prone
Force Field
Get up
Mimic
Open door, curtain, etc.
Pick up large, willing object

Quartermove
Recover from stun
Telekinese an inanimate object

INSTANTANEOUS

Adaptability
Defense
Draw device
Drop weapon
Knockback
Land/take off
Mindblock
Parry
Pick up small object
Speak
Supersense

SUPERWORLD

ACTION RANK CONTROL SHEET

ACTION RANKS

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SUPERWORLD

ACTION RANK CONTROL SHEET

ACTION RANKS

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SUPERWORLD

ACTION RANK CONTROL SHEET

ACTION RANKS

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TO USE THIS SHEET

Write the name of the hero next to his Action Ranks. If more than one hero has the same Action Rank, the one with the lowest DEX should be placed to the left of the others. Heroes with the same DEX should alternate in the left-hand position. During the melee round, read the names in order from top-to-bottom and left-to-right to determine who acts first, second, and so on.

GAMEMASTER CHARACTER CONTROL SHEET **SUPERWORLD**

Character Name . . . . Player . . . .
Total Hero Points . . . . Age . . . . Sex . . . .
Secret ID . . . . Occupation . . . .

Summary of Character's Origin . . . .
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. . . .

Physical Problems/Vulnerabilities/Extra Damage . . . .
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Psychological Problems . . . .
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Plot Complications . . . .
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Enemies . . . .
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GAMEMASTER CHARACTER CONTROL SHEET   SUPERWORLD

Character Name . . . . Player . . . .
Total Hero Points . . . . Age . . . . Sex . . . .
Secret ID . . . . Occupation . . . .

Summary of Character's Origin . . . .
. . . .
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Physical Problems/Vulnerabilities/Extra Damage . . . .
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Psychological Problems . . . .
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Plot Complications . . . .
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Enemies . . . .
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Cut apart the three figure sections along the heavy black lines, then separate the individual figures along the lighter lines, leaving attached the blank flaps at the feet of the outlines. Fold the flaps out, as shown on the diagram, and tape each figure to a penny or button for stability.

Artwork by Lisa Free

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