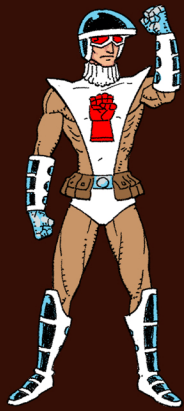


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CLASSIC EDITION

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EDITION 1.0



SUPER-HERO ROLE PLAY

# VILLAINS AND VIGILANTES™

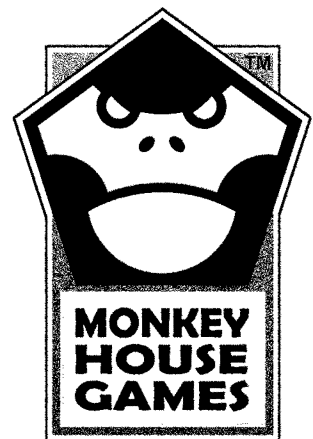


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# **VILLAINS & VIGILANTES™**

**JEFF DEE  
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**Stormbringer and Gauntlet**



## EDITORIAL INTRODUCTION

Welcome to the re-release of the first edition of Villains and Vigilantes. This is the original version of the superhero role-playing created by Jeff Dee and myself. It was first published in 1979.

Notable games released that year were TSR's Awful Green Things from Outer Space and SPI's The Creature That Ate Sheboygan. In 1979 Marvel Comics had just hired Frank Miller to draw Daredevil. Douglas Adams' Hitchhiker's Guide to the Galaxy and Stephen King's The Stand were published.

Space adventure ruled the box office in 1979 with Alien, The Black Hole, Buck Rogers, Moonraker and Star Trek - the Motion Picture. Chicago DJ Steve Dahl caused a riot at Comiskey Park during a White Sox double header by blowing up a stack of disco records.

A tiny software company named Microsoft was just starting its relocation to Washington. Richard Garriott's first computer role-playing game Akalabeth had a limited release that year.

In high school Jeff Dee introduced me to role-playing games. I felt I was experiencing something that could potentially influence the world as much as meditation or psychotherapy. Here is something, I thought, that could literally replace both organized religion and Hollywood.

I devoured all the RPG rules I could get my hands on: Monsters! Monsters!, Metamorphosis Alpha, the original Traveller, En Garde!, Boot Hill and many others. Jeff had already begun his lifelong fascination with Professor M.A.R. Barker's world of Tekumel.

Jeff and I disagreed about whether Spider-Man could beat the Human Torch. Jeff said Spider-Man had fire-proof webbing. I maintained the Human Torch could "go nova", potentially igniting the planet's atmosphere, destroying all life on earth.

We statted both characters as best we could using the rules to Professor Barker's Empire of the Petal Throne, and played it out analog tabletop style. Sort of the same way they had that computer-simulated fight between Muhammad Ali and Rocky Marciano.

All I'll say is that Spider-Man moves pretty damn fast and it takes a long freaking time for the Human Torch to get hot enough to set the planet's atmosphere on fire.

We started to make up new rules for other super powers. Like a statue being carved from a stone block, little by little Empire of the Petal Throne was chipped away. It was the superstructure holding things in place until our own foundation had been set, and what replaced it was an original creation.

I doubt very much that people will be running a campaign playing these rules. This is being humbly offered for the collector, the completist and the curious who want to examine a genuine artifact from the early days of paper RPGs.

When Jeff and I were in high school comic books were magical things that came a far off place called New York City. It would only be a few years after V&V was released before the two of us were working in the comics industry. I hope rereleasing this inspires someone to follow their own path and develop their own ideas, whether it's art, storytelling, gaming, or wherever their own muse calls them.

Your friend,  
Jack Herman  
Crystal Lake, IL  
2016

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# 1 PREPARATIONS

## 1.1 INTRODUCTION

VILLAINS & VIGILANTES is a role playing game simulating the lives and adventures of a group of comic book style super-heroes. It requires one or more players (anywhere up to a maximum of about ten) and a referee, hereafter called the Gamemaster.

It is the Gamemaster's job to control all non-player characters, to set up encounters for the players, to determine the results of any actions undertaken by the players, and to generally keep the players entertained and the game running smoothly.

At the start of the game the Gamemaster must determine the basic characteristics of each player's character (strength, intelligence, constitution, dexterity and charisma) on a scale of 3 to 18 where an average score is ten or eleven. The method used in doing this differs from most role playing games in that no dice are rolled. The Gamemaster judges each player's actual score from real life and then applies these scores to the player's character. This is because the character in VILLAINS & VIGILANTES is an exact duplicate of the player with the addition of super powers. A short discussion with each player will aid the Gamemaster in evaluating each characteristic, but care must be taken to insure that no character receives anything he does not deserve. Players who feel that they have been 'short changed' may console themselves with the knowledge that these characteristics can be raised through training during the actual game.

Each player rolls randomly to determine the means through which he gained his powers. After his powers are gained he creates a costume and a name in order to fight crime and protect society in disguise. Players may NOT be villains and 'chaotic' behavior on their parts will result in the loss of Charisma points. Capturing villains will earn the players rewards and Charisma bonuses, as well as Experience points. As the players gain experience their combat skills increase, along with the strengths or powers of the villains they will have to fight and overcome.

## 1.2 BACKGROUND

In the dimension where VILLAINS & VIGILANTES is real the planet Earth has undergone a radical shift in reality which allows super powered characters to exist. Previous to the late 1970s that Earth was identical to the one on which you and I now live.

First to appear were the Mutants. Theoretically these characters have always had latent super-powers but required the reality shift before they could discover and use these powers. They soon split into two factions: The Villains who strive for world domination and often do so against one another, and the Vigilantes who use their powers for the betterment of humanity and thus to the detriment of the Villains.

Members of both factions then began to join or form organizations intent on discovering the secret that made super-powers possible. They were only slightly successful in this, for as they devised many mechanisms to reproduce these powers they made few discoveries as to how the human body was able to generate these same powers. Thus, these organizations brought about the 'designed' and 'sponsored' superbeing types. Individuals attempting to copy their experiments to enter the growing class of super-powered humanity became 'homemade' character types.

The individual and organized attempts at super power synthesis would have died out quickly had not evidence existed that non-Mutants were able to gain personal super-powers. That evidence was furnished by the Accidental Scientific origins of the fifth superbeing type to appear on Earth. This evidence demonstrated that in rare instances, freak accidents such as electrocution or radiation overexposure could give a normal human being whatever it took to become super-powered.

Additional evidence was discovered in the fact that the acceptance of the reality of the occult and other paranormal phenomena among the general public took a tremendous leap over the same period during which the reality shift had occurred. Investigation brought forth rumors that powerful sorcerers had suddenly appeared throughout the world, some joining the faction of their choice and others retreating into seclusion. A popular theory is that super and psychic powers are closely related, if not the same, though this is still a matter of speculation and under debate by the world's leading scientists.

Somewhere along the line the popularity of the Vigilantes among the general public brought forth the first Charismatically Involved character, and that example has been often repeated. Meanwhile, government agents, private investigators, and other Non-Powered Adventurer types were drawn into situations with super-powered characters.

Obviously, all this activity on Earth was bound to attract somebody's attention, and it did. Extraterrestrials from the far corners of the galaxy came 'flying' to take a closer look, though some stayed longer than they had originally intended.

## 1.3 EQUIPMENT NEEDED

This rule book.

Character reference sheets for each players (permission is granted to 'xerox' copies of the sheet included with these rules.)

Graph paper and scratch paper.

Pocket calculator (not required but it can simplify calculations.)

Pencil with eraser for each player.

Ruler or yard stick for measuring distances in combat situations.

Pens, pencils, colored markers and anything else the Gamemaster finds helpful or useful in preparing the game.

Miniatures or sturdy cardboard markers for use as Character Location Markers.

Polyhedra dice: 4, 6, 8, 12 and 20 sides. As many as possible. Or simply 20 sided dice and six sided normal dice (see section 1.4)

## 1.4 OPTIONAL NUMBER RANDOMIZATION

When this system is used, only six sided and twenty sided (percentile) dice are needed. To generate the numbers usually generated by other types of dice, simply use the tables below:

TO OBTAIN A NUMBER FROM 1 to 4:

Roll Percentile Dice	1 to 4 Result
01-25	.4
26-50	.2
51-75	.3
76-00	.4

TO OBTAIN A NUMBER FROM 1 to 8:

01-12	.1
13-24	.2
25-36	.3
37-48	.4
49-60	.5
61-72	.6
73-84	.7
85-96	.8
97-00	Reroll

TO OBTAIN A NUMBER FROM 1 to 12:

Roll two six sided dice where one die generates a number from one to six and the second die is simply recorded as having generated an odd or even number. When the second die generates an even number, add six to the die roll result of the first die. When the die roll result on the second die is an odd number, add nothing to the die roll on the first die. This will yield a result of 1 to 12.

# 2 CHARACTERS

## 2.1 BASIC CHARACTERISTICS

Once the Gamemaster has evaluated each player on a scale from 3 to 18 in each category (strength, intelligence, constitution, dexterity, and charisma, as explained in Section 1.1) go through the following tables to determine how the character rating in each category will affect him in the game. Spaces are provided on the character reference sheets for recording each player's modifications in all the areas covered below. See the list of explanations later in this section.

As the basic characteristics can be changed by the player's super-powers, the Gamemaster may choose not to make note of them on their character reference sheets until after their powers and the effects of these powers on their basic characteristics have been determined.

### STRENGTH:

This is the character's degree of muscular development.

Rating		Hits(1)	Damage-Direct Only(2)
3-5	Feeble	-1	-1
6-8	Weak		-1
9-11	Average		
12-14	Strong		+1
15-17	Powerful	+1	+1
18-20	Superb	+2	+2
21-50	5 Men	+5	+6
51-100	20 Men	+10	+12
101-150	60 Men	+15	+18
151 +	100 Men	+20	+24

### CONSTITUTION

The character's health and endurance.

Rating		Hits(1)	Damage-Direct Only(2)	Healing Rate(6)
3-5	Flimsy	-2	-	1 per day, but 40% chance of none
6-8	Puny	-1	-	1 per day, but 20% chance of none
9-11	Average	-	-	1 per day
12-14	Healthy	+1	-	1 per day
15-17	Very Healthy	+1	+1	2 per day
18-20	Robust	+2	+1	3 per day
21-50	Extremely Healthy	+5	+2	4 per day
51-100	Very, Very Healthy	+10	+4	5 per day
101-150	Very Robust	+20	+6	6 per day
151 and up	Healthier Yet	+30	+8	7 per day

**INTELLIGENCE:**

The character's ability to think and reason.

Rating		Hits(1)	Damage-All(2)	% to Hit with Devices(3)	% Detect Entrances(4)	% Detect Traps(5)
1-2	Dense	-2	-1	-40%	0%	0%
3-5	Stupid	-1	-1	-20%	0%	0%
6-8	Dumb	-1		-10%	0%	0%
9-11	Average				1%	5%
12-14	Smart	+1			2%	10%
15-17	Brilliant	+1	+1	+10%	4%	15%
18	Genius	+2	+2	+20%	16%	20%
19+	Super-Genius	+3	+3	+40%	32%	25%

**DEXTERITY:**

The Character's speed, coordination, etc.

Rating		Hits(1)	Damage-All(2)	Movement Rate(7)	Accuracy(8)
3-5	Clod	-1	-1	24 inches	20% hit wrong target
6-8	Clumsy	-1		27 inches	10% hit wrong target
9-11	Average			30 inches	normal
12-14	Clever	+1		32 inches	normal
15-17	Dextrous	+1	+1	34 inches	normal
18	Agile	+2	+1	36 inches	normal
Over 18	Nimble	+5	+4	40 inches	normal

**CHARISMA:**

The character's personality and conviction.

Rating-Vigilante	Rating-Villain	Reactions from Vigilantes	Reactions from Villains
Under 3	19+	-20	+20
3-5	18	-10	+10
6-8	15-17	-5	+5
9-11	12-14		
12-14	9-11	+5	-5
15-17	6-8	+10	-10
18	3-5	+20	-15
19+	Under 3	+30	-20

**NOTES ON THE BASIC CHARACTERISTICS TABLES:**

- (1) A modifier on the basic number of hit points the character can sustain before losing consciousness. See Section 2.2 for an explanation of basic hit points.
- (2) Direct damage is that which is caused physically by the character, that is in either hand-to-hand combat or with a hand held weapon. 'All' simply indicates that this modifies the damage done in any combat mode, including non-hand held weapons.
- (3) This is a modifier on the character's percentage chance of hitting an opponent with a power device, pistol, rifle or any other powered or firing weapon.
- (4) By using pure deduction the character can find the location of any enemy's base or the entrance to such a base once the location of said base is known. The character may roll only once per base for each of these two functions, though the referee may modify the die rolls made depending upon clues that are available and known to the character.
- (5) Whenever a character is about to be ambushed or set off a trap, the Gamemaster should roll to determine whether or not the character detects the ambush or trap beforehand. If the character is searching for traps he earns another chance of detecting such traps, though such searching for traps takes time and the referee should remain aware of this.
- (6) This indicates the number of hit points which are returned to the character each time the character sleeps for a night. A character cannot heal more points than he has lost, see 2.2 below.
- (7) This gives the character's location marker's movement rate in inches per turn in battle situations.
- (8) If a character has a chance of striking the wrong target (firing in a crowded room, etc.) roll for this whenever he attacks. The Gamemaster must decide what is accidentally hit whenever a shot goes astray.

**2.2 DETERMINING HIT POINTS AND POWER POTENTIAL****HIT POINTS**

Depending upon the character's level of experience (see 2.8) a set number of 'hit dice' are available. All characters begin at 1st Level and have one hit die. This means that to determine their number of hit points the characters must roll one six sided die and modify the result according to their basic characteristics as indicated in the charts in the preceding section of rules. Player-characters receive an automatic result of four (4) on their hit die at first level, modified by their Basic Characteristics. Afterwards they will roll dice to determine their number of hit points as specified above, after each new level of experience is reached.

When the Experience Table in Section 2.8 indicates +X hit points under the Hit Dice column, this indicates that X should be added to the character's hit point total after his hit dice have been rolled for that experience level. A character's basic hit point total cannot go down as he advances in levels, so that should this be indicated by the hit dice die roll, the old hit point total (from the last level) remains in effect until the next level is attained and another die roll is called for.

## POWER POTENTIAL

A character's Power Potential is determined by adding his scores in Strength, Intelligence, Constitution and Dexterity. This factor will, therefore, only change when one of the original four characteristics is changed in the course of the game.

The uses of Hit Points and Power Potential will be explained in Sections 2.42 and 3.3.

### 2.31 Determining Origin Type

A character's origin is the means by which he gained his powers or became involved with super-beings. Roll a ten sided die:

- |                          |                            |
|--------------------------|----------------------------|
| 1. Mutant                | 6. Supernatural            |
| 2. Designed              | 7. Accidental Supernatural |
| 3. Sponsored             | 8. Charismatic Involvement |
| 4. Homemade              | 9. Nonpowered Adventurer   |
| 5. Accidental Scientific | 10. Extraterrestrial       |

### 2.32 Explanations of Origin Types

#### MUTANTS

These characters spontaneously developed their super-powers with no apparent outside stimuli. Because they are not always accepted in human society, a roll of 30 or less on percentile dice indicates that they immediately lose one charisma point.

#### DESIGNED

This character was given his powers by a government or scientific organization and was then let loose upon the world. He still maintains contact with his benefactors and is expected to come to their aid in crisis situations. However, he is generally allowed to handle his own affairs without supervision by his 'creators.'

#### SPONSORED

This character is similar to the Designed character except that he is permanently employed by his creators and they maintain a large degree of control over how he uses his powers. There is a 30% chance per month that he will be sent on a mission. If he refuses to go, the referee must determine the consequences. He is paid \$100 per week per experience level he has attained and he may not accept rewards, though he gains no charisma or experience for refusing such rewards for his actions (see 4.3.)

#### HOMEMADE

This character trained himself secretly and created any devices he has completely on his own. While one of the least powerful characters, Homemade characters command great respect if they reach the higher experience levels.

#### ACCIDENTAL SCIENTIFIC

Accidental Scientific characters have fewer powers than Mutants, but without the possible charisma loss faced by the mutated characters. The types of powers such characters can gain are determined by the type of accident responsible for them.

#### SUPERNATURAL

These characters studied magical books and forbidden lore in order to master the arts of sorcery. True supernaturals add +2 to their charisma scores due to the aura of fear which surrounds them and the dedication they have demonstrated for their art.

#### ACCIDENTAL SUPERNATURAL

Such characters have become involved in sorcery through no plan of their own. They have either discovered a magical item of power or have become enchanted by an unknown benefactor, etc. Accidental Supernaturals gain only a +1 charisma bonus, but are not as fanatically dedicated to 'Law' or 'Chaos' as true supernaturals.

Note that the 'chaotic' possibility exists only for non-player characters as all player-characters must abide by the 'comics code.'

#### CHARISMATIC INVOLVEMENT

These characters contain some sort of (as yet) unidentified characteristic which gives them an automatic and permanent charisma of 17. Their charisma factor cannot change under normal circumstances. The main bonus these characters have is the ability to attach themselves to a vigilante or group of vigilantes and they then act as a form of companion and/or mascot for the vigilantes. High level charismatically involved characters are the kind of people who are hired as secret agents or leaders of secret organizations. They may switch from group to group or from vigilante to vigilante whenever it seems useful. These characters can also train themselves while adventuring, but only up to a maximum factor of 16 in each category of basic characteristics. Like other characters, they must take time off from adventuring to raise their characteristics above sixteen.

Should a charismatically involved character ever find himself in trouble, super-powered individuals of his faction who are in the area must come to his aid. Super-powered groups with such a charismatic character will sustain a one point charisma loss should the charismatic character ever be killed or be permanently taken out of action.

Charismatically involved characters have a 5% chance of having one super power.

#### NONPOWERED ADVENTURER

Such characters do not really have super-powers, but because of the variety of heightened characteristics and skills they can obtain they are often more than a match for many super-powered beings. A player's first character (that character that is the player's self) cannot have this origin type so that players rolling an origin of this type should reroll for origin type on an eight sided die.

Should a player's original character die, he must roll for a new character and this character can be of this origin type. See section 4.7 for a fuller explanation of rolling up new characters.

Nonpowered adventurers have a 3% chance of having come from another time, dimension, or whatever at the Gamemaster's whim. If this is the case, the Gamemaster determines what, if any, characteristics the player will have based on being from wherever or whenever he originated.

If the Nonpowered Adventurer is not from somewhere else, there is a 20% chance that he is already employed by the government. This can be handled in the same fashion as is the case for Sponsored super-being characters.

#### EXTRATERRESTRIAL

This character came from another planet and any powers he has are natural to his race. As with Nonpowered Adventurers, a player's first character cannot be of extraterrestrial origin. If such an origin is rolled, players are to reroll with eight sided dice.

Naturally, a character can be rolled with this origin type if the original character of a player has been killed. The Gamemaster must determine whether or not the Extraterrestrial character maintains any contact with his planet or his race of origin.

### 2.41 Determining Super-Powers

The number of powers each character has are determined by their origin types, as are the types of powers characters will obtain.

Character's Origin Type	Number of Powers Obtained	Roll on List
Mutant	1-6	F
Designed	1-4	A
Sponsored	1-4	A
Homemade	1-4	B
Accidental Scientific	1-3	C
Supernatural	1-6	D
Accidental Supernatural	1-4	E
Charismatic Involvement	5% Chance of 1	F
Nonpowered Adventurer	2-5	G
Extraterrestrial	1-6	F

Roll a die to find the number of powers. Then roll for each power on the appropriate list on the following pages. Should the same power be rolled more than once, roll again to find the correct number of different powers.



**List A** (roll six sided die where 1—3 indicates column 1 and 4—6 indicates column 2)

Die	Column 1	Column 2
1	Robotic Body (with electronic brain)	Robotic Servant
2	Temperature Control Device*	Armor (80% chance device)
3	Flame Power Device	Adaption Device
4	Ice Power Device	Lightning/Electricity Control Device
5	Heightened Defense	Paralysis Ray Device
6	Heightened Attack	Teleportation Device
7	Power Weapon Device	Force Field Device
8	Cybernetics	Magnetic Powers Device
9	Flight Device	Lower Level Companion
10	Heightened Strength**	Light Control Device
11	Heightened Expertise	Mind Power
12	Heightened Dexterity**	Water Breathing
13	Special Weapon	Heightened Senses (1—3)
14	Invulnerability Device	Invisibility**
15	Special Vehicle	Sonic Abilities Device
16	Heightened Intelligence**	Gravity Control Device
17	Mind Control Device	Death Touch Device
18	Radio Reception Device	Darkness Control Device
19	Heightened Constitution	Weakness Detection
20	Time Travel Device	Energy Absorption Device

\* Has functions A and B. \*\* Roll a six sided die where 1—3 indicates a device and 4—6 indicates a personal power.

**List B** (roll a twenty sided die)

Die	Power
1	Mind Power
2	Heightened Defense
3	Heightened Attack
4	Control of Self
5	Gimmick
6	Heightened Strength
7	Heightened Expertise
8	Heightened Dexterity
9	Gimmick
10	Special Weapon
11	Special Vehicle
12	Heightened Intelligence
13	Heightened Constitution
14	Armor (95% chance of device)
15	Animal/Plant Powers
16	Animal/Plant Powers
17	Pet/Lower Level Companion
18	Heightened Speed
19	Heightened Senses (1 or 2)
20	Weakness Detection (20% chance of device)

**List C** (roll percentile Dice)

01—02 Stretching Powers	31—32 Radio Reception
03—04 Astral Projection (type B)	33—34 Heightened Constitution
05—06 Flame Power	35—35 Heightened Charisma
07—08 Ice Power	36—36 Lowered Charisma
09—10 Temperature Control (both)	37—38 Time Travel
11—12 Power Weapon	39—40 Lightning/Electricity Control
13—14 Telekinesis	41—42 Animal/Plant Powers
15—16 Flight	43—44 Paralysis Ray
17—18 Heightened Strength	45—46 Teleportation
19—20 Form Change	47—48 Force Field
21—22 Invulnerability	49—50 Dematerialization Ray
23—24 Heightened Intelligence	51—52 Vibratory Powers
25—26 Lowered Intelligence	53—54 Emotion Control
27—28 Mind Control	55—56 Magnetic Powers
29—30 Independence from Atmosphere	57—58 Mutation

<b>List C</b>	(percentile Dice roll)	
	59–60 Light Control	79–80 Size Change (1=both, 2-3=larger, 4-6=smaller)
	61–62 Polymorph Others	81–82 Sonic Abilities
	63–64 Heightened Speed	83–84 Gravity Control
	65–66 Water Breathing	85–85 Power Copy
	67–68 Control of 1 type of animal	86–86 Adaptation
	69–70 Heightened Senses (1 to 4)	87–88 Chemical Control
	71–72 Phantasmal Forces	89–90 Death Touch
	73–74 Invisibility	91–92 Darkness Control
	75–75 Armor (not a device)	93–94 Body Power
	76–76 Weather Control	95–96 Cybernetics
	77–78 Roll six sided die where 1=claws, 2=fangs & claws, 3=fangs, 4= spiked or prehensile tail, 5= fangs & tail, 6=claws and tail.	97–98 Non-Corporeality
		99–99 Energy Absorption
		00–00 Regeneration

<b>List D</b>	(roll a six sided die where 1-2=Column 1, 3-4=Column 2, 5-6=Column 3)		
<b>Die</b>	<b>Column 1</b>	<b>Column 2</b>	<b>Column 3</b>
1	Astral Projection (A)	Paralysis Ray	Polymorph Others
2	Control of Self	Teleportation	Magical Devices (1 to 3)
3	Telekinesis	Animated Servant	Phantasmal Forces
4	Temperature Control (both)	Dematerialization Ray	Invisibility
5	Power Weapon	Mind Power	Weather Control
6	Flight	Emotion Control	Death Touch
7	Form Change	Magical Spells	Darkness Control
8	Heightened Intelligence	Magical Spells	Weakness Detection
9	Mind Control	Pet/Lower Level Companion	Non-Corporeality
0	Lightning Control	Light Control	Revivification

<b>List E</b>	(roll a six sided die where 1-2=Column 1, 3-4=Column 2, and 5-6=Column 3)		
<b>Die</b>	<b>Column 1</b>	<b>Column 2</b>	<b>Column 3</b>
1	Astral Projection (A)	Paralysis Ray	Magical Device (1)
2	Control of Self	Teleportation	Magical Device (1)
3	Telekinesis	Animated Servant	Magical Device (1)
4	Temperature Control*	Dematerialization Ray	Phantasmal Forces
5	Power Weapon	Vibratory Powers	Invisibility
6	Flight	Emotion Control	Weather Control
7	Form Change	Magical Spells	Death Touch
8	Heightened Intelligence	Pet/Lower Level Companion	Darkness Control
9	Mind Control	Light Control	Weakness Detection
0	Lightning Control	Polymorph Others	Non-Corporeality
	*1=A, 2=B, 3–6=A and B.		

<b>List F</b>	(roll percentile dice)	
	01–01 Robotic Body (1-3=A, 4-6=B)	02–02 Stretching Powers
	03–03 Astral Projection (1-3=A, 4-6=B)	04–04 Temperature Control*
	05–06 Flame Power**	07–08 Ice Power**
	09–10 Heightened Defense	11–12 Heightened Attack
	13–14 Power Weapon**	15–15 Cybernetics
	16–16 Control of Self	17–18 Telekinesis
	19–20 Flight**	21–22 Heightened Strength
	23–24 Form Change	25–26 Heightened Dexterity
	27–28 Special Weapon	29–30 Invulnerability**
	31–32 Special Vehicle	33–34 Heightened Intelligence
	35–35 Lowered Intelligence	36–37 Mind Control**
	38–39 Independence from Atmosphere	40–40 Radio Reception
	41–41 Regeneration	42–43 Heightened Constitution
	44–45 Heightened Charisma	46–47 Lowered Charisma
	48 Time Travel**	49–50 Robotic Servant
	51–51 Armor**	52–53 Claws/Fangs/Spiked Tail (player's choice)
	54–55 Lightning/Electricity Control**	56–57 Paralysis Ray**
	58–59 Teleportation**	60–61 Force Field**
	62–63 Dematerialization Ray**	64–65 Vibratory Powers**
	66–66 Emotion Control	67–68 Magnetic Powers**
	69–70 Pet/Lower Level Companion	71–72 Light Control**
	73–74 Polymorph Others	75–76 Size Change*/**

77–78 Heightened Speed	79–80 Water Breathing
81–82 Heightened Senses	83–83 Adaptation**
84–84 Phantasmal Forces	85–86 Mind Power
87–88 Invisibility	89–89 Weather Control
90–91 Sonic Abilities**	92–92 Gravity Control**
93–93 Power Copy	94–94 Chemical Control**
95–95 Darkness Control**	96–96 Body Power
97–97 Weakness Detection**	98–98 Non-Corporeality**
99–99 Energy Absorption**	00–00 Revivification

\* 1-2=A, 3-4=B, 5-6=A and B.

\*\* Always personal for Mutants, but for Extraterrestrials there is a 50% chance of this being a device.

#### List G

(roll a twelve sided die)

- 1 Control of Self
- 2 Heightened Attack
- 3 Heightened Charisma
- 4 Heightened Constitution
- 5 Heightened Defense
- 6 Heightened Expertise
- 7 Heightened Intelligence
- 8 Heightened Strength
- 9 Lowered Charisma
- 10 Pet or Lower Level Companion
- 11 Heightened Dexterity
- 12 Weakness Detection

After finding the character's super-powers, he must be 'trimmed' to remove any abilities which would not logically exist with his other powers. (Note that no random table is perfect so that common sense is used here to over-rule the tables where abilities would not logically go together.) Charismatically Involved characters and Nonpowered Adventurers are exempt from being 'trimmed.' They may ignore the following paragraph.

If the character came up with three or more powers, then the Gamemaster decides which of them does not belong and removes that power from the character's list of powers. If only two powers were rolled, the player may decide which he wants to drop, while if only one power was gained it will, obviously, remain and cannot be 'trimmed.' However, each super being should have at least one power which increases his combat abilities. If none of the powers rolled fits this description, he may reroll all of his powers. If only one such power was rolled, it should not be dropped when 'trimming' as this fills the preceding requirement. The player may choose to play without increased fighting abilities if he so desires, though this is not usually conducive to survival. Alternately, the Game-Master may step in and modify a normally non-combatant power into a weapon.

#### 2.42 Explanations of Super Powers

Unless otherwise stated, powers are generated by the character's mind or body. If a device is indicated, the power is synthesized through some sort of mechanical or electronic tool. For such devices, if the power the device mimics has any Power Requirement (see below) and/or a maximum number of times per day that it may be used, the device usually has a rechargeable battery allowing it to be used 2–12 times daily (roll two six sided dice) and does not require Power Point expenditure. Weapons of this sort use one shot per attack attempted, whether or not the attack hit successfully. If a device mimics a power that has no restriction in the number of times it can be used daily, the device has no such restriction either.

For super-powers, such powers that are always devices, such as Cybernetics, Gimmicks, Magic Devices, Robotic Body, Robotic Servant, Special Vehicle or Special Weapon, the Gamemaster may either use the 2–12 times a day rule or set his own limitations unless a specific means for handling the power is given in these rules.

Each character's Power Potential (see 2.2) is the maximum number of Power Points which he can expend per day. Each super power has a Power Requirement (PR) indicating the number of Power Points expended by the character each time he uses the power in question. Where a device is indicated, it has a rechargeable battery as discussed above.

For most powers the range, duration, etc. is given in a short code. An example would be to say that the range is 3 x S which means that the power has a range in inches (where one inch equals five feet) equals three times the character's strength rating. The codes for the basic characteristics are as follows:

Strength = S	Dexterity = D
Intelligence = I	Charisma = Cr
Constitution = Cn	

When a duration is given it will be in 'Turns' where one turn equals about fifteen seconds of real time.

The following is a list of descriptions for each super-power, arranged in alphabetical order:

**Adaptation**

The character's body can instantly adjust itself to conditions in the surrounding environment. He can walk unaffected through blazing fires, he can withstand any amount of pressure or gravity, he can breathe any type of atmosphere (or survive without any atmosphere, as with Independence from Atmosphere) etc. However, changing one's metabolism so swiftly and completely is quite a drain on the Power Potential. So on the Combat Table (3.21) whenever a character successfully uses this power to defend himself he will have to expend three Power Points. If he uses this ability over long periods of time, as in adapting to the environment of another planet, he must expend one Power Point per hour.

Adaptation devices have a 50% chance of being battery operated and a 50% chance of tapping the character's own Power Points. If powered by the wearer's body, it operates exactly as stated above. If battery powered, the device holds stored energy equal to thirty Power Points and the power is used up as explained above for body power points. The battery can be recharged (through solar power, electricity, etc. — the player may choose any one such power source) at a rate of one point per hour of recharging time, up to a maximum of thirty stored points of power.

**Animal or Plant Powers**

The player may choose the specific type of animal or plant whose abilities he wishes to have. A six-sided die is rolled to determine the number of such special abilities he will receive. The Gamemaster must decide what kinds of powers each will be and their effects (such as additional range, duration, power requirement, etc.)

**Armor**

Such powers will increase the wearer's defense (see 3.21) If the armor is man made rather than a natural 'second skin', there is a 10% chance of the suit having 1—4 special abilities which are determined as for Animal/Plant Powers as explained above.

**Astral Projection**

TYPE A: The character separates his 'awareness' from his physical body in a ghost-like form. In this normally invisible state he can fly at speeds of one per dexterity point he has per turn (thus, a character with a 10 Dexterity can fly at ten miles per turn, forty miles per minute, or 2,400 miles per hour.) He can pass unrestricted through any non-metal substance, or at 1% of his normal speed through any non-lead metal. Lead is impenetrable by astral forms.

A character in this form can see and hear, but has no other senses. He can make himself visible at will and, when visible, can speak telepathically with anyone in speaking or hearing distance. He cannot move any objects or make use of any of his other powers while in this form. There is also a one hour time limit on this type of astral projection, so that should the astral form not return to the physical body of the character within one hour of its departure, the body dies, as does the character. During astral travel the body appears to be in a deep sleep and cannot perform any actions. Gently awakening the body instantly recalls the astral form, while rough handling may result in the character's death.

This type of Astral Projection is usable twice per day.

PR=12

TYPE B: The character's body transforms itself into a humanoid lump of solid energy which can fly at a rate of  $S \times 5$  inches per turn. This movement is restricted only by lead, which the astral body cannot penetrate. Any object the character flies through takes 2—20 points of damage plus melting, burning, exploding, etc. as the Gamemaster sees as appropriate. The character may use this type of Astral Projection once per day. It is otherwise identical to Type A Astral Projection.

PR=24

**Body Power**

The player may choose the part of his body he wishes to have a super-power and then the Gamemaster decides what that part of the player's body will be able to do. (Examples: mobile hair, suction hands and feet, blaster eyes, etc.) The PR must be set by the Gamemaster and the Gamemaster is reminded that the PR should reflect the potential of the power.

**Chemical Control**

Basically, this is the ability to manipulate chemicals, even to the point of changing one substance into another. The Gamemaster must use his own judgement in determining the effects of the different possible uses of this power.

Range is  $2 \times S$  or twenty inches for a device. It causes 2—16 points of damage when used as a weapon.

PR=8

**Claws/Fangs/Spiked or Prehensile Tails**

Each such body addition adds +5% to the character's chances of hitting in hand-to-hand combat (see 3.21) and adds +2 to the number of points of damage caused by the character when hits are scored in such combat. Each also has a 5% chance of having an additional special ability to be determined by the Gamemaster.

PR=0

**Control Over One Type or Group of Animals**

As with Mind Control, but control extends over up to ten of the type or group of animals selected by the player. Range is limited to speaking/hearing distance.

PR=5

**Control of Self**

The character can force himself to do otherwise impossible things, such as ignoring pain, increasing any of his categories or characteristics by three, holding his breath for extremely long periods of time, etc. This power is usable 'Cn' times daily and the duration of its effect is Cn divided by 2 turns.

PR=0

**Cybernetics**

Mechanical replacement body parts. One to six such parts are replaced and the player may decide which parts of his body will be replaced by cybernetic parts. The Gamemaster will then assign special abilities to these body parts as he sees fit. PR=0

**Darkness Control**

The character can decrease the amount of light as much as he desires. The range for this power is ten inches. Darkness Control will cause 1–4 points of damage when used as a weapon by making the target trip, crash, or otherwise hurt itself, but it does no damage at all if such would not logically be possible. The maximum area affected is a sphere with a radius of  $(D + Cn + S + I)$  divided by 4 inches. This radius is twelve inches for a device.

The character can shape the darkened area however he wishes and has total control over its movements. There is no PR when this power is used defensively, but it has a PR of 4 per attack.

**Death Touch**

The character can kill be merely physically contacting another life form. The victim must roll less than the average of his constitution and dexterity ratings on two ten sided dice or he dies instantly. If the save is made, then roll again if another save occurs, no damage is taken. If the second save isn't successfully made, the victim is reduced to zero hit points instantly. A hit on the combat table using this power indicates that contact has been made. This power has no effective range as contact is required.

PR=24 per successful contact

**Dematerialization Ray**

This weapon causes one to twenty points of damage or it can cause small objects to disappear. It has a range of  $S \times 10$  or 100 inches for a device. It is usable once per day per Constitution point.

PR=2 per successful shot

**Emotion Control**

This power gives the character complete control over the feelings of his target if a hit is scored. The range of this power is 1 inches and its duration is six turns. If targeting is unsuccessful, the target will know that the attempt was made. PR=6 per successful shot

**Energy Absorption**

The character can absorb damaging energies directed against him. Fifteen percent of all characters with this power can store the energy they absorb for a Power Blast. A hit against this character indicates that he has not successfully absorbed the energy so that he will take full damage from the attack. If he can store for a Power Blast, a miss indicates his having a 75% chance of being able to absorb the energy directed against him.

If a Power Blast is possible, the energy is stored in terms of the number of damage points the absorbed attack would have inflicted. A maximum of  $S + Cn$  points may be stored. Should this maximum be exceeded, a Power Blast must be fired that turn to lower the amount of stored energy to within allowable limits. If a device is used, it can store up to twenty points of damage/energy and when this is exceeded the device explodes, doing 1–10 points of damage to all targets within two inches of the explosion.

Firing a Power Blast before this maximum storage capacity is exceeded can be done at will. The range of such a Power Blast is one inch per damage point released. If it hits, the target takes the full amount of damage released in terms of energy by the Power Blast. Note that the character may elect to fire only a part of what he has stored in energy rather than the full amount of stored power in one blast. If a character exceeds his maximum storage capacity and does not immediately fire such a Power Blast, he takes all of the stored damage as physical damage to his body.

PR=2 per Power Blast

**Flame Power**

As Type A Temperature Control, except that the character can shoot fire blasts for a range of  $S + Cn$  (or twenty inches for a device.) The character can fly at twice his ground speed, though flame devices do not give this power of flight. There is no PR cost for flight or for using this power in defense.

PR=5 per shot in an attack

**Flight**

PERSONAL: Maximum speed in miles per hour equals  $S \times Cn$ . If the result is over 150, the character may use 'super-flight' which is the ability to fly faster than the speed of light, once per day. Super-flight has a PR of 10. Basic flight has no PR cost.

DEVICE: Maximum speed of 60 miles per hour or 22 feet per turn in scale combat. Each fueling or recharging of the device will allow for up to twenty hours of flight.

**Force Field**

As a Paralysis Ry, but this power may also be used as a defensive screen, See 3.21. PR=1 per turn as a defensive screen or PR=7 per attack when used as a weapon.

**Form Change**

Roll percentage dice. Compare the die roll to the table below for limitations on this power.

01–80 The character can only change form to one other form chosen by the character.

81–99 The character can change form to any of a group of related forms chosen by the character.

00 Unlimited ability to change shape to any form chosen by the character at the time of the form change.

The Gamemaster must determine the capabilities of each form. Changes may be of shape, substance, etc. Usable only once per day

per constitution point. In this case, once per day means changing to some other form and back again Cn times. There is no PR point cost for such form changes.

#### **Gravity Control**

The range of this power is S divided by 2 inches. This is the distance from the center of the effect from which the power may be used by the character. The actual effect will include an area of ground of infinite (for game purposes) height with a base 1 inches square. The character has complete control over the direction and intensity of the gravity in this area.

When this power is used as a weapon it does 2 to 20 points of damage per turn. Each such area created will last as long as the character concentrates on maintaining the effect on the given area. Gravity control devices have a six inch range and will affect an area ten inches square.  
PR=9 per gravity controlled area created

#### **Gimmick**

A group of devices or weapons not necessarily similar in function, but rather in the way in which they are used or presented. Examples of such gimmicks are 'Balloon Man' who throws special balloons that do strange things when they explode, or the 'Ring-leader' who wears an assortment of special rings. The player chooses his gimmick and then receives 1–10 different things that can be accomplished by his gimmicks. Each of these abilities is determined by the Gamemaster. Each month the character has an 1 x 3 percent chance of perfecting a new variation gimmick of his own design, subject to the Gamemaster's approval or disapproval after the month has passed and the complete design attempted. Scientists can be hired or befriended, etc. into inventing new variations of the gimmick with a 75% chance of success per month. No more than one new variation of the gimmick can be invented in any one month, no matter how many scientists are attempting such innovation. Each individual type of gimmick is usable from one to three times daily. All gimmicks are treated as devices.

#### **Heightened Attack**

This power gives a +20% bonus to the character's chance of hitting any opponent and adds another +2 on all damage caused by such attacks by the character.

#### **Heightened Charisma**

Roll two ten sided dice and add the total to the character's Charisma rating.

#### **Heightened Constitution**

Roll two ten sided dice and add the total to the character's constitution rating.

#### **Heightened Defense**

See part 3.21.

#### **Heightened Dexterity**

Add to the character's Dexterity rating 2–20 points (roll two ten sided dice.)

#### **Heightened Expertise**

Roll percentile dice and consult the table below:

01–80 Player chooses the one weapon to which this power applies.

81–00 Player chooses the 2–8 related weapons to which this power applies.

This power adds +5% per experience level the character has attained to his percentage chance of hitting opponents with the weapon or weapons to which the power applies.

#### **Heightened Intelligence**

Roll two ten sided dice and add the total to the character's intelligence rating.

#### **Heightened Senses**

Roll a twenty sided die and consult the table below:

1–4 Hearing

5–8 Sight

9–12 Smell

13–16 Touch

17–20 Taste

The player decides what the sense's special sensitivity is, subject to veto by the Gamemaster if he should disapprove of the special ability being gained by that sense.  
PR=1 per use

#### **Heightened Speed**

Add one to one hundred inches per turn to the character's movement rate. For each full thirty extra inches of speed, the character gains one additional action he can perform per combat round (see 3.1.) If his new maximum movement rate is over 120 inches per turn, he may use super speed, as super flight except that it is restricted to movement on the ground. Super Speed as a PR of 8 and can be used once per day. Regular heightened speed has no PR.

#### **Heightened Strength**

Roll two ten sided dice and add the total to the character's Strength rating.

#### **Ice Power**

This power is like Temperature Control: Cold, except that it has a blast range of (S + Cn) divided by 5 inches or four inches for a device. There is no PR cost for use of this power in defense.  
PR=4 per blast attack

**Independence from Atmosphere**

The ability to exist without any kind of atmosphere or in atmospheres not normally breathable by human beings or beings of the character's race. The duration of use of this power is infinite if it is a personal power. The Gamemaster sets the duration or time limit for devices. PR=0

**Invisibility**

There is a 5% chance that this condition is not a power to be turned on and off but rather a permanent state of being for the character. If it is not permanent, the Gamemaster sets the conditions under which it takes effect. There is no cost in PR points if this is a permanent state of being. PR=1 per hour

**Invulnerability**

See 3.21.

PR=0

**Light Control**

All light, from a soft glow to a blinding white glare, extending into the infrared and ultraviolet ranges. If used as a weapon it has a ten inch range and causes 1–10 points of damage, plus having a 50% chance of causing blindness in the target (duration of this blindness is to be set by the Gamemaster) if over 8 points of damage are caused by the attack. PR=3 per attack

**Lightning/Electricity Control**

Range for this power is 2 x Cn or twenty inches for devices. It causes 2 to 16 points of damage.

PR=4 per shot

**Lowered Charisma**

Subtract two to twelve points from the character's charisma due to the aura of fear/mistrust which surrounds him.

**Lowered Intelligence**

Subtract three to eighteen points from the character's intelligence rating. This basically indicates that the character has become a bestial monster.

**Magical Device**

The Gamemaster may allow himself to make up a magical device or may choose such a device from any of the fantasy role-playing games available on the game market today.

**Magical Spells**

The Gamemaster may either adopt a magic system from any existing game of his choice (naturally we recommend Chivalry & Sorcery) or he may devise a system of his own. In any case, some means of increasing in power due to experience should be included in such a list or system. Each spell should have a PR set by the Gamemaster and this PR cost should increase as the spell's power increases.

**Magnetic Powers**

By firing electrons from his own body (making himself positively charged) into another object (making that object negatively charged) the character can create a strong magnetic pull between himself and that object. He may recall the electrons to his body at any time, thus negating the magnetic attraction. Electron blast range (though the resulting magnetic pull has almost infinite range) equals  $S \times 2$  with a maximum duration in turns of Cn. Devices have a 20 inch firing range and a duration of effect of ten turns. If used as a weapon, this power does 1–6 points of damage. PR=3 per shot

**Mind Control**

This is the ability to gain control over another character's actions. The range is  $S \times Cn$  divided by r or twenty inches for a device. The control lasts for twenty four hours minus one hour for each point of constitution possessed by the victim. Characters being mind controlled will act with one half of their normal ratings in all categories, except intelligence, which changes to that of the character who is controlling them. When the control wears off all ratings will return to normal and (unless the controller so orders) the victim will have no memories of what transpired or their actions during the period of time that they were under mind control. Note that after control has been established, there is no range limit, the victim will continue to behave as ordered no matter how far from his controller he moves. PR=20 per successful use

**Mind Power**

The player may choose one psychic power, increased intellectual ability, or etc. Examples include telepathy, photographic memory, ESP, hypnotism, meditation, etc. The Gamemaster must determine all factors concerning the ability chosen. Mind Power attacks are made as with Mind Control attacks. Defensive Mind Powers act as Control of Self.

**Mutation**

This is a permanent, one way type of Form Change. The type of change is determined by the player with the Gamemaster's approval. The Gamemaster will then decide upon what special abilities are gained from the change. No PR cost exists except in the use of such special abilities where the Gamemaster must set the PR cost based on the effect of the power concerned.

**Non-Corporeality**

The character appears normal but is actually insubstantial and ghost-like. There is a 5% chance that this is a permanent state where there is no PR cost for the state of existence. Otherwise, this state can be used once per day per Intelligence point with a  $6 \times Cn$  duration and a PR of 4 per use. Non-Corporeal characters float/fly at ground speed and cannot touch or speak.



**Paralysis Ray**

The range of this power is  $Cn \times 2$ . A successful hit immobilizes the victim for 24 hours minus one hour per Constitution point he has. The range for devices is twenty inches. PR=8

**Pet or Lower Level Companion**

The type of pet or lower level companion is determined by the player with abilities assigned by the Gamemaster. The side-kick's powers will usually be toned-down versions of the player's own powers. Alternately, if there is a Charismatically Involved character in the group, he may wish to act as this character's companion and thus gain himself a few extra abilities. If a Pet is chosen, the player chooses the type of animal it will be and the Gamemaster assigns its abilities as above. Pet type companions will be almost unnervingly intelligent.

**Phantasmal Forces**

The character can create vivid illusions. If a hit is scored on the combat table, the victim will believe that the illusion is real and will be affected by the illusion as if it were real. If the target does not believe in the illusion, he can still dimly see the illusion but it stays intangible to him. Phantasmal Force has a duration of 1x4. PR=9

**Power Copy**

The character may copy another super-being's powers just by touching that other super-being. Only one power may be copied at a time. The character copied from still retains his power as it is only copied and not really transferred to the character using Power Copy powers. Devices may not be copied from but characters who can use this power may have as many copied powers as they want so long as the total of the Power Requirements of all the copied powers does not exceed the character's own Power Potential. The number of zero PR powers that such a character may copy is determined by a roll on a 4-sided die. If a character exceeds the number of copied powers he is allowed, he must give up some of these powers to make room for the remaining copied powers. Such copied powers are permanent and will remain with the player using Power Copy unless he must give up some to make room for others. A character with this power may not have any other powers of his own. When being trimmed he must either drop this power or drop all other powers he has rolled.

**Power Weapon**

All types of power blasts fall under this category of power. In general they have a range of  $(S \times Cn)$  divided by five or twenty inches for devices. Each blast does 1–20 points of damage. PR=1 per shot

**Polymorph Others**

The character may induce any form change of his choice upon another character. Range is 1 and the duration is S turns. He may not use this power on himself. PR=8 per attempted use

**Radio Reception**

This is the ability to tune in on and receive all radio frequencies or radio signals. See Section 4.1. PR=0

**Regeneration**

The character heals hit points per turn rather than per day, as is normally the case. Refer to the character's Constitution statistics for the number of points of damage healed. Points are healed or restored only on those turns when the character undertakes no actions. If he moves, attacks, or even talks, then no hit points of damage are healed that turn. Regeneration still takes place if things happen to the character, so long as he takes no direct action himself.

The Gamemaster should (but is not required to) designate one or more 'special' attack types from which the character cannot so quickly heal himself. If he takes damage from such a special attack, that damage is healed at the normal daily rate and not at the rate per turn indicated by this power. Suggested 'special' attack forms are Flame, Lightning/Electricity, Magic, etc. Regeneration does not affect the character's Power Potential in any way. Power Potential points are still regained in the normal fashion, through rest. This is not a power used for attack or defense on the combat table. PR=0

**Revivification**

This is the power to restore life to deceased life forms. It may only be used once per week and has a 100% chance of success minus 10% for every day that the being has already been dead. If the body has been carefully preserved this becomes minus 1% per day. The range of this power is 0 as the target must be physically touched. PR=50

**Robotic Body**

**TYPE A: ELECTRONIC BRAIN:** The character is a robot. If this is a player's first or original character, the robot has had the player's mind and memories transferred into it. Otherwise there is a 20% chance of the robot being programmed with a human mind and its memories. If a robot has not been thus programmed, it gains one to ten points in its intelligence rating. Automatically, this character is Independent from Atmosphere. There is a 10% chance of short circuiting and a 5% chance of rusting whenever it is attacked with or subjected to water. Lightning/Electricity attacks have a 15% chance of causing short circuiting. Such short circuiting causes unconsciousness until repairs are made. Rusting has the effects of Fatigue (see 3.3) on movement and damage but without the accompanying Power loss. This type of robot also gains 2 to 20 points in its Strength rating.

Such robots are unable to heal lost hit points so that a scientist must be found to make repairs. It is at the Gamemaster's option as to how long such repairs will take to make. Power Potential is regained normally.

**TYPE B: HUMAN BRAIN:** The character has a mechanical body with a living brain implanted in it. If this is a player's first or original character, this is his own brain. There is a 10% chance that the brain's memories have been erased. Otherwise, it remembers

who it used to be and will think in the same way as it had in the past. This type of robot is more vulnerable to Lightning/Electricity attacks. It will short out 20% of the time and if shorted out, a robot of this type must be repaired within fifteen minutes (sixty turns) or the brain will die. These robots are not Independent from Atmosphere and they add only 2 to 12 points to their Strength rating. Other than the already mentioned differences, these robots are identical to the Type A variety.

#### **Robotic or Animated Servant**

The player determines the abilities of the servant, subject to the Gamemaster's approval. If the servant is controlled mentally (there is a 35% chance that this is the case) it can move to 1 x 2 inches from the character and will still be able to function under his control. When a device is used to control the servant (when it is not mentally controlled) the range of such control is twenty inches. A servant will normally become confused and cease all actions when its master is too far away to control it. The character can give a servant previous instructions to carry out when direct control is broken. The servant will carry out these instructions without direct control. But these instructions must be carefully worded and be complete as the servant is not overly bright and has a tendency to follow such orders literally. If the servant is mentally controlled and is destroyed, the master must expend fifteen Power Points to avoid sharing in the servant's demise.

#### **Shape Change**

A: LARGER: The character can multiply his size up to ten times. There is a 15% chance that such a growth will be permanent. If it is not permanent, changes in size up to ten times can be made at will by the character. If it is a permanent size change, roll a ten sided die (reroll scores of 1) and the result will indicate the number of times taller the character has become. For example, a six foot man would grow to 12–60 feet in height.

If the change is not permanent, roll a ten sided die (rerolling results of 1) to determine the maximum size to which the character can grow with this power. Each time the character wishes to grow in size using this power he can grow up to that size limit and he can specify how much he will grow each time. There is a PR cost of 2 to change size, but no cost to change back to normal size. Note that there is no PR cost if the change is a permanent change.

The die roll that determined how much growth was possible for the character is also called the Change Factor. The Change Factor or CF also will modify certain basic characteristics of the character. See the list below:

New Strength = CF x S

New Constitution = CF x Cn

New Dexterity = D divided by CF

% chance to hit in hand-to-hand combat bonus = +(2.5 x CF)

The character will cause (CF – 1) additional dice of damage with his fists.

B: SMALLER: There is no set limit as to how small the character can shrink. The fraction of his normal height that he reduces to is used as the CF (change Factor as explained above) and determines the following modifications each time he changes in size:

New Strength = CF x S

New Constitution = CF x Cn

New Dexterity = D divided by CF

Hand to hand damage is multiplied by CF

The chance to hit a target in hand-to-hand combat is also multiplied by CF.

#### **ADDITIONAL AREAS OF SIZE CHANGE**

A character's weight should be multiplied by the square of his CF to determine his new weight when changed in size. His basic movement rate should also be multiplied by his CF.

#### **Sonic Abilities**

As with Vibratory Powers, but with a range of S and the Gamemaster must decide the results of any attempts at imitating specific sounds, frequencies, etc. The range for Sonic Devices with this power is ten inches. PR=4

#### **Special Vehicle**

The character chooses the type of vehicle (submarine, aeroplane, automobile, etc.) but the Gamemaster decides its capabilities such as movement rate, passenger space, etc. There is a 10% chance that the vehicle will also have a special ability, also to be assigned by the Gamemaster.

#### **Special Weapon**

The character chooses which of the two possible types he wishes to have.

A: A normal looking weapon which shoots or does strange things. There is a 60% chance that it will only do one strange or special thing. Otherwise the weapon will have two to eight special things. These functions are chosen by the player with the Gamemaster's approval. New functions can be added to the Special Weapon in the same fashion as with Gimmicks.

B: An abnormal appearing object with one to four special abilities. It could be a box, a shield, or even a piece of string. The player decides what it looks like and the Gamemaster determines its abilities or special powers.

#### **Stretching Powers**

The character's arms, legs, and torso can each be stretched up to S + Cn inches in combat scale. Other parts of the body may be

stretched up to D scale inches (where one inch is five feet in combat scale, a scale inch would be one sixtieth of that.) This elasticity also allows the character to change shape slightly, within reason. The PR is normally 0 but there is a PR cost of 1 each time this power is used successfully as a defense.

#### **Telekinesis**

The ability to move objects without touching them. A first level character can move an object weighing S ounces Cn inches at a maximum range of D inches. The weight, distance and range are multiplied by the character's experience level. The PR cost is 1 per turn of use of this power.

#### **Teleportation**

Instantaneous transportation from place to place. The range equals  $S + (I \times Cn)$  inches. If the result is over 135, the character can teleport that many miles (one scale mile = 1056 inches.) If the result is over 185, the character can teleport that many scale hundreds of miles. If the result is over 240, he can teleport that many scale ten thousands of miles and if the result is over 310 he can teleport that many scale millions of miles.

The character can take with him the number of pounds of 'cargo' equal to ten times his basic Power Potential. Teleportation may pass through any object except those made of or containing lead. If a leaden object lies in the path of a teleporting character, those teleporting take 1–10 points of damage and reappear at the point of departure. If, at the point of arrival, the path ends in a solid object, the teleporting character(s) will take 1–8 points of damage and will reappear at the departure point.

For devices roll percentile dice three times and a twenty sided die once for the basic range, then determine as above. The PR for this power is 10 per attempt.

#### **Temperature Control**

A: HEAT: From one hundred degree Centigrade and up. There is no range as the character must actually touch a target to affect it. If used as a weapon it does from 2–12 points of damage. PR=2 per attack and 0 for defense or other use

B: COLD: 0 Centigrade and below. There is no range as the target must be touched by the character. If used as a weapon it causes 2–12 points of damage. PR=2 per attack and 0 for defense or other use

#### **Time Travel**

The maximum range in days ahead or backward is  $I \times Cn$ . If the result is over 150 this range extends to that many years. The Gamemaster must set the capabilities and limitations on Time Travel devices. See the rules under Teleportation to deal with times that a solid body occupies the point of arrival in the past or future. PR=40 per attempt

Time travellers should not be able to change history. The Gamemaster should take whatever steps necessary to guarantee that such does not occur. The only way to change the past (and only very recent events) would be to be sure that the change would always occur. Example, if an argument took place a few days in the past and a Time Traveller went back to prevent the argument, he would have to make sure that this change would not have stopped him from going back to make the change in the first place. He would have to visit himself in the past and give himself exact instructions as to when to go back in time and what to do there.

Travel into the future should take characters only to of the POSSIBLE futures, and not to the only future. The shorter the forward trip in time, the closer the future visited will be to the actual future.

#### **Vibratory Powers**

The percentage chance of a successful hit with this power completely ruining a device or mechanism it is targeted against is  $S \times 4$  or 45% for a device. The range is  $D \times 10$  or 100 inches for a device. The power causes 2–12 points of damage as a weapon. The PR cost of this power is 5 per shot.

#### **Water Breathing**

There is a 20% chance that a character with this ability can breathe only water. If so, the Gamemaster must decide the results if he is removed from his breathable atmosphere. If he is not only able to breathe water, this power acts as if he has Independence from Atmosphere when he is in a watery medium.

#### **Weakness Detection**

After spending at least one turn within one inch of an opponent this character gains  $+(I \times 2)\%$  to his chances of hitting that opponent at up to I inches in range. If the opponent has a special weakness to some substance, form of attack, etc. there is an 1% chance that the character will detect this weakness instead of gaining the bonus to his chance to hit that opponent. Once learned, this weakness will never be forgotten. PR=0

Devices add 20% to the chances of hitting an opponent at up to ten inches in range and have a 10% chance of detecting weaknesses.

#### **Weather Control**

The following table gives the scores that must be exceeded on twenty sided dice to change the weather situation from one condition to another. The number given is also the PR cost of that particular weather change and this cost must be expended if the weather is changed successfully.

Change To	Current Conditions							
	Clear	Cloudy	Raining	Thunderstorm	Tornado	Hurricane	Blizzard	Snow
Clear	—	3	6	9	12	15	18	21
Cloudy	3	—	3	6	9	12	15	18
Rainy	6	3	—	3	6	9	12	15
Thunderstorm	9	6	3	—	3	6	9	12
Tornado	12	9	6	3	—	3	6	9
Hurricane	15	12	9	6	3	—	3	6
Blizzard	18	15	12	9	6	3	—	3
Snow	21	18	15	12	9	6	3	—

The character may add +1 to his die roll if his strength is over 14, +1 if his intelligence is over 15, +1 if his constitution is over 16, and +1 if his dexterity is over 13.

The character must control the existing weather condition if he is to get much use out of it. If he is not controlling it, then check for the chances of the weather doing something as for missed attacks (see 3.21.) The statistics for each weather type are:

Weather	Attack Type	Range**	Damage	Other	PR***
Cloudy	Darkness	D x 3	1—3	Obscures Vision	1
Raining	Special	Cn x 2		Drowns, Obscures, etc. by Situation	2
Thunderstorm	Lightning	Cn x 3	2—12	As for Raining	3
Tornado	Vibratory	S x 2	3—18	High Winds	4
Hurricane	Sonic	S x 3	2—20	High Winds	5
Blizzard	Ice Powers	S x 2	As snow	Obscures & High Winds	5
Snow	Ice Powers	Cn x 2	2—8	Slows Movement	3

\* see the combat table.

\*\* maximum range up to which the character can maintain control over the weather type.

\*\*\* must be expended per turn of control.

Unless the character is maintaining control, the weather condition will change back to normal after six turns. Characters with Weather Control have the ability to manipulate air masses and water vapor, which in themselves can prove to be useful powers.

#### Final Note on Powers

Keep in mind that many possible uses of these powers may have been overlooked. The players should feel free to experiment with their abilities and try out new uses. The success of such experiments must be determined by the individual Gamemasters, according to the aims and goals of his game universe. In general, the fewer abilities a character has, the more he should be able to do with each of his powers.

## 2.5 INCREASING THE BASIC CHARACTERISTICS

For a character to increase any of his characteristics by one point he must take out the amount of time shown below in game time, not necessarily real time, from his patrolling activities to train. Characters may normally work on only one category at a time, though they may work on two at once or work on only one and still patrol (this takes three times the normal time requirements.) Training need not be done all at one time. A character may accumulate days of training here and there, though this can be very time consuming. The Gamemaster must be notified of all training that takes place. No rating may be raised over a score of 20 through normal training.

Strength: Three months of exercise per point gained.

Intelligence: Four months of study per point gained.

Constitution: Two months of diet/exercise per point gained.

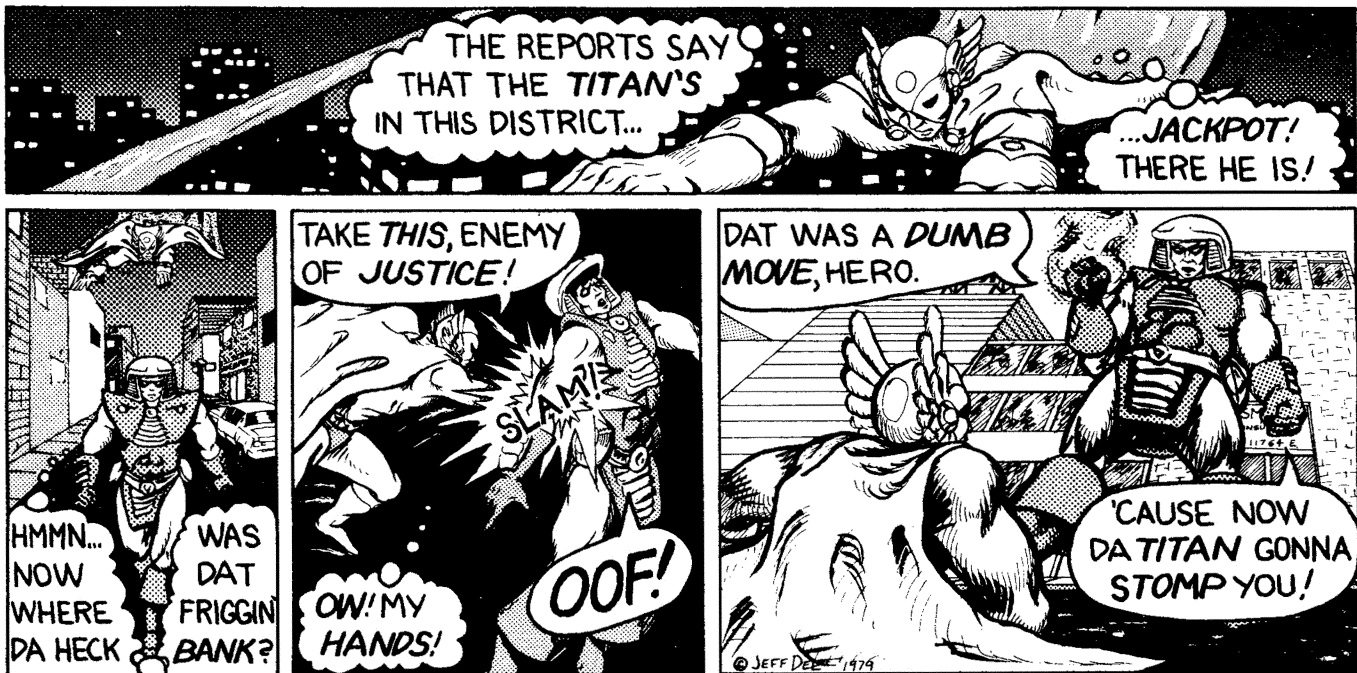
Dexterity: Four months of training per point gained.

Charisma: Four months of social participation/public appearances per point gained.

If a character has a super-power which raises any of his characteristics to a score of twenty or over, no amount of additional training will raise the rating in that category any further. However, if a characteristic was raised by not up to twenty, he may train to increase that rating to the maximum level of twenty.

During the course of the game, situations may arise during which the Game may see fit to reduce one of the character's ratings, usually in charisma which is lost in acting in unheroic or cowardly fashions, but such reductions may also occur due to torture, brain damage, etc. and these would lower other characteristics. Any character who has lost points in his ratings may train to regain his previous total, even if that total was over twenty for a special super-power effected characteristic.

Example: Miscellaneous Man, who has Heightened Strength and thus a 25 strength rating, is hit by an evil ray which has the property of deteriorating muscle tissue. He loses a total of three strength points. He may train to raise his strength back to 25, but not beyond that. If he had a fifteen strength when the muscle damage occurred, he would have been able to train to restore his strength back to



15 and then continue to train raising his strength rating to the 20 maximum score.

## 2.6 COSTUMES

Each character begins the game with a costume that conceals his identity. If he has any device-given powers, the devices may be built into his costume. If he has artificial armor, this is usually his costume. Anything else built into the costume must be invented according to the rules in section 2.8. Note that a costume may require certain special properties in order to withstand the powers of the character. Thus, if a suit requires heat resistance or elasticity, these characteristics are automatically built into the suit for practical purposes.

## 2.7 SECRET IDENTITIES

Each player-character usually starts with two identities; his identity as a super-being and his secret, or real life identity. However, this is not always the case. A character with a Robotic Body or a spiked tail could not maintain both of these identities. Such a character must use only his super-being identity and lead everyone to believe that his real life identity is no more or he must admit to the world that his two identities are one and the same.

A character using only his super-being identity maintains few if any contacts with his family and friends. He lives in danger of being connected with his former real-life identity, and the Gamemaster may make whatever use of this as he wishes. However, after six years (game time) his real life identity will be declared officially 'dead' and this problem will end.

Characters who try to retain both of their identities separately have a slightly more difficult time. They must explain to everyone if they turn up missing for several days, or if they have great big bruises all over their bodies (after combat) or 'how come you are never around when what's-his-name, the super-hero, shows up?' Their secret identities are also very difficult to conceal.

If any character's super-being identity is discovered to be the same as his secret identity, or if he reveals them to be the same at any time, the following takes effect.

Roll encounters twice daily, at automatically over 14 hours of patrolling (see 4.1.) The first roll is for the character himself. The second roll is for his relatives and friends. The character will always be considered as patrolling constantly, no matter how long he actually patrols unless he builds a Secret Headquarters. He is then counted as patrolling only during those hours he is away from this hiding place. However, unless all his relatives and friends move in with him, they always encounter as if they patrolled over 14 hours (roll once for this entire group and the Gamemaster determines which particular friend or relative is involved.) Encounters by relatives and friends are caused almost exclusively by the character's enemies attempting to lure him into a trap. Thus, characters should usually avoid having their identities discovered or revealed.

## 2.8 INVENTIONS

Characters may create devices for themselves or get scientists to create them according to the same procedure used to create new Gimmick types (see the description of that power.) The Gamemaster should not allow the characters to create weaponry so powerful that it will unbalance the game. Anything invented should fit in with the character's original powers (i.e. an Accidental Scientific character with the Animal Powers of a Lion could invent devices to give himself more powers of a lion but not a laser rifle.) Inventions take two months to create or one month if the character takes time out from his patrolling to concentrate on his new invention. In addition, certain amounts of money must be paid out by the character for parts and equipment, whether or not he successfully invents what he is working on. The cost must be set by the Gamemaster, taking into account the complexity and availability of the tools and parts required (\$10,000 is usually the maximum cost.) Again, the character should not know whether or not his invention is possible or allowed until after he has spent his time and money in the attempt to build it.

## 2.9 EXPERIENCE AND EXPERIENCE LEVELS

As characters meet situations and fight with opponents, they will begin to accumulate 'experience points' which simulate the gaining of knowledge and combat skills. The rate at which these points are gained is decreased as the characters progress in experience levels, so that the rate of ascent is about equal for both low-power and high-power characters. As higher levels are attained, the characters will be able to attack more effectively and defend themselves more skillfully, as well as learning how to absorb punishment in combat with less difficulty.

A table is given below which explains how to handle the differences between experience levels during the course of the game:

Level	Needed	Rate of Gain	Experience		
			Hit Dice	Offensive Bonus	Defensive Bonus
1	0	100	1	-15%	+10%
2	2000	95	2	-10%	+5%
3	3000	90	3	-5%	-
4	4000	85	4	-	-
5	5000	80	4 + 2	-	-5%
6	6000	75	5	+5%	-5%
7	7000	70	5 + 2	+5%	-10%
8	8000	65	6	+10%	-10%
9	9000	60	6 + 2	+10%	-15%
10	10,000	55	7	+15%	-15%
11	11,000	50	7 + 2	+15%	-20%
12	12,000	45	8	+20%	-20%
13	13,000	40	8 + 2	+20%	-25%
14	14,000	35	9	+25%	-25%
15	15,000	30	9 + 2	+25%	-30%
16	16,000	25	10	+30%	-30%
17	17,000	20	10 + 2	+30%	-35%
18	18,000	15	11	+35%	-35%
19	19,000	10	12	+35%	-40%
20	20,000	5	13	+40%	-40%

### Explanation of the Experience Table:

**LEVEL:** Each experience level is numbered, one being the lowest and twenty being the highest given on the table. There are levels over twenty, of course, but we had to stop somewhere.

**EXPERIENCE: Needed:** This shows the additional numbers of experience points which a character must attain to progress to the level indicated. For each level over twenty, one thousand more points are needed over the last requirement.

**RATE OF GAIN:** This shows the number of experience points a character will gain when he defeats a first level opponent. When an opponent over first level is defeated, multiply the given amount by that character's experience level. No character may progress more than one experience level in any one session of play. He can gain up to one point less than that needed to progress two full levels and any excess experience gained beyond that limit is simply dropped. Certain situations will negate or modify the amount of experience earned and this is shown following the experience table explanations.

**HIT DICE:** Explained in section 2.2.

**OFFENSIVE BONUS:** This is a modifier to the character's percentage chance of hitting on the Combat Table (see 3.21.) It applies to all modes of attack.

**DEFENSIVE BONUS:** This is a modifier to the character's percentage chance of being hit by his opponents. It applies to all attacks made against him.

### Experience and Charisma Modifications by Situation

Situation	Character's Faction		Villain	
	Vigilante	Experience	Charisma	Experience
Captures a Lower Charisma Villain	+5	100%	—	0%
Captures a Higher Charisma Villain	+10	100%	+5	0%
Kills a Lower Charisma Villain	—5	0%	+5	50%
Kills a Higher Charisma Villain	+5	0%	+10	100%
Captures a Lower Charisma Vigilante	—5	0%	+5	0%
Captures a Higher Charisma Vigilante	—10	0%	+10	50%
Kills a Lower Charisma Vigilante	—10	0%	+15	100%
Kills a Higher Charisma Vigilante	—20	0%	+20	100%

**SITUATION:** Of course there are infinitely many situations which a character can find, but these are the most frequently encountered situations. These are the acts performed by the character.

**CHARACTER'S FACTION:** Always a vigilante for player-characters.

**CHARISMA:** This gives the percentage of the opponent's charisma which is added to the character's own.

**EXPERIENCE:** This gives the percentage of the normal experience gain that he will actually receive.

Note that characters of equal charisma count as having lower charisma on the above table. Also, as players are not allowed to become Villains in the game, the columns for Villain charisma and experience modifiers are given only as a guideline for the Gamemaster on what the goals of Villains should be and also on the kinds of things that will increase the experience levels of non-player character Villains. Rather than keeping track of experience earned by Villains, the Gamemaster should arbitrarily decide when it would be a good time for a Villain to progress in levels.

## 3 COMBAT

### 3.1 THE COMBAT SEQUENCE

Each turn equals about fifteen seconds. At the start of each turn, all those involved roll ten sided dice and add the result they obtain to their dexterity rating. Order of movement is determined according to the totals gained. The character with the highest total goes first, then the next highest, etc. Ties are won by the character with the highest innate dexterity rating or by the player who rolls highest on percentage dice when the initial dexterity ratings are also equal.

In a character's turn he may do any one of the following

A' Move only. The character's marker or miniature may move up to his maximum movement distance on the dexterity table.

B. Move and perform hand-to-hand combat attack. The character may move his full movement as in 'a' or to within one inch of an opponent and then attack that opponent with his fists, dagger, sword, or other non-powered, non-firing weaponry. A character conducting type B movement may not attack first and then use his movement to move away from his opponent.

C. Conduct hand-to-hand combat only. The character may attack any opponent less than one inch away. The attack can be made unarmed or with any non-powered, non-firing weapon.

D. Make use of a Super-Power, Device, or any powered or firing weapon. This is self-explanatory. Only one attack may be made per turn.

E. Attempt to break from a hand-to-hand struggle. This may be done automatically by those who can fly or have some sort of increased speed or agility, etc. Otherwise the character must roll less than his strength rating on a twenty sided die for every opponent within one inch of him in order to break away from a hand-to-hand struggle. If he is successful he may move up to half his normal movement away from the struggle he has just disentangled himself from.

F. Perform Evasive Action. The character must specify which opponent he is attempting to evade. This subtracts  $I + C_n$  from that opponent's chances of hitting the character.

G. Attempt two of the above actions in one turn. In order to succeed in this action the character must roll less than his dexterity on a twenty sided die. If unsuccessful, only the first action attempted is performed. If successful, both actions may be performed, but at the cost of five points of Power Potential. There are restrictions, however, as only those pairs of actions shown below can be taken together in any turn. They may be done in the opposite order from that listed but whatever the order, both the actions undertaken and their order must be announced by the player-character.

A,D  
E,F

A,F  
E,E

C,D  
C,C

C,E  
D,D

D,E  
F,F

D,F  
C,F

Any character may delay his actions until a later point in the turn. If a character chooses to do this he must wait until any point between two other characters' turns to act and then he must announce that he will now act. A character delaying his actions may not begin to act during another character's turn, unless he and that other character intend to act simultaneously and have this maneuver planned in advance. If a character refrains from acting until after the last other character in line to act during the round has taken his turn, the character delaying action loses his turn entirely.



A character may readjust the direction in which he is facing at any point during his turn to act. A character may change his facing direction during another character's turn to act at the cost of two Power Points. He may not change this facing direction twice in any one other character's turn, but he may change it every time another character takes his turn. If two or more characters act simultaneously in one turn, everyone else involved is still limited to a maximum of one facing change during that turn — watch out for simultaneous attacks! The importance of facing directions during combat is fully explained later in this section, following the combat table on the following page.



Attack Type:	Animal/Plant Powers (13)	Astral Projection Type B (20)	Chemical Control (9)	Darkness Control (7)	Death Touch (20)	Dematerialization Ray (18)	Emotion Control (15)	Energy Absorption Blast (18)	Flame Power (15)	Flying Ram (17)	Force Field (17)	Gravity Control (8)	Gimmick (13)	Ice Power (14)	Light Control (7)	Lightning/Electricity (14)	Magical Spell (19)	Magnetic Powers (13)	Mind Control (15)	Phantasmal Forces (16)	Power Weapon (18)	Polymorph Others (18)	Robotic/Animated Servant(6)	Sonic Abilities (9)	Special Vehicle Ram (20)	Special Weapon (18)	Telekinesis (6)	Temp. Control Heat (15)	Temp. Control Cold (14)	Vibratory Powers (6)	Paralysis Ray (14)	Hand-to-Hand Combat (5)
Defense Types																																
Adaptation	13	20	0	0	20	18	15	18	0	17	17	0	130	0	0	0	14	0	15	16	18	18	6	0	20	18	6	0	0	0	14	5
Armor	10	15	9	6	15	15	15	15	8	138	4	4	106	6	16	17	9	15	16	15	16	4	1	14	11	1	8	6	6	8	10	1
Astral Form	0	0	0	7	0	0	17	2	2	17	0	0	0	0	7	1	17	0	17	0	2	0	1	0	3	1	0	2	0	0	2	0
Body Power	11	19	9	7	19	16	15	14	12	15	16	5	11	12	7	14	16	10	15	16	14	17	3	10	16	12	2	12	12	7	14	2
Chemical Control	9	20	0	5	20	17	15	14	14	17	17	8	9	14	5	4	17	12	15	16	5	16	3	6	18	10	6	14	14	5	14	2
Control of Self	10	15	8	6	15	17	13	16	9	10	16	7	10	7	6	13	18	12	11	0	16	17	2	9	11	11	1	9	7	6	12	1
Cybernetics	11	19	9	7	19	16	15	14	12	15	16	5	11	12	7	14	16	10	15	16	14	17	3	10	16	12	2	12	12	7	10	2
Darkness Control	7	10	9	0	10	9	15	9	4	12	16	8	7	4	0	8	17	10	12	3	9	15	3	7	13	18	4	4	4	4	3	2
Dematerialization Ray	3	20	6	5	20	0	14	16	14	14	15	8	3	3	5	12	18	11	15	12	16	15	1	7	15	4	2	14	3	4	8	0
Emotion Control	12	12	9	6	12	17	0	5	6	16	0	8	128	6	11	15	12	12	0	15	16	2	6	17	13	2	6	8	3	13	1	
Energy Absorption	11	16	9	7	16	15	15	12	6	12	10	8	11	14	7	16	17	13	15	16	12	18	4	8	13	12	1	6	14	5	14	3
Flame Power	11	17	9	5	17	16	14	11	0	17	17	8	11	4	5	13	17	13	15	16	7	18	2	9	18	12	2	0	4	6	13	1
Flight	9	16	8	6	16	14	15	16	8	10	14	12	9	4	6	12	16	7	5	16	16	15	3	11	11	10	4	8	4	8	13	2
Force Field	6	11	6	7	11	13	14	3	5	5	10	7	6	5	7	4	15	11	14	16	3	4	1	7	6	7	0	5	5	4	10	0
Form Change	12	14	0	7	14	14	16	13	11	16	16	8	12	12	7	13	18	13	15	16	130	3	9	17	13	3	11	12	6	13	2	
Gravity Control	10	18	7	6	18	17	5	6	11	12	16	0	10	8	6	5	18	9	15	16	6	18	3	8	13	11	1	11	8	5	13	2
Heightened Constitution	13	17	8	6	17	17	14	17	14	17	17	7	13	13	6	13	18	13	14	15	17	17	4	9	18	14	3	14	13	6	13	3
Heightened Defense	12	16	8	6	16	17	15	13	10	10	16	8	12	9	6	12	19	13	15	15	13	17	3	9	11	13	2	10	9	6	13	2
Heightened Dexterity	12	16	8	2	16	17	15	13	10	10	16	8	12	9	6	12	19	13	15	15	13	17	3	9	11	13	2	10	9	6	13	2
Heightened Senses	13	19	9	7	19	18	15	18	15	17	17	8	13	14	7	14	19	13	13	0	18	18	5	9	18	14	5	15	14	6	14	4
Heightened Speed	12	16	8	6	16	17	15	12	10	15	16	7	12	8	6	12	19	13	15	15	12	17	2	9	16	13	3	10	8	6	3	1
Ice Power	11	14	9	7	14	17	14	9	17	16	15	6	11	0	7	10	18	11	15	16	9	17	2	10	17	12	2	17	0	7	15	1
Invisibility	3	5	4	1	5	4	7	4	2	3	8	4	3	2	1	4	8	5	6	2	4	3	0	3	6	4	2	2	2	2	1	0
Invulnerability	3	5	3	3	5	6	7	1	2	2	5	3	3	2	3	2	7	5	7	8	1	7	0	3	3	3	0	2	2	2	5	0
Light Control	7	10	9	0	10	9	15	9	4	12	16	8	7	4	0	8	17	10	12	3	9	15	3	7	13	8	4	4	4	4	3	2
Lightning/Electricity Cntrl.	8	12	8	7	12	15	15	12	15	17	16	8	8	14	7	0	17	0	13	16	12	16	2	8	18	9	4	15	14	5	12	1
Magnetic Powers	11	14	8	7	14	17	14	9	13	16	17	0	11	12	7	4	16	0	15	16	9	17	1	9	17	12	0	13	12	6	14	0
Mind Control	12	12	9	6	12	17	0	15	6	16	0	8	128	6	11	15	12	12	0	15	16	2	6	17	13	2	6	8	3	13	1	
Mutation	12	14	0	7	14	14	16	13	11	16	16	8	12	12	7	13	8	13	15	16	130	3	9	17	13	3	11	12	6	13	2	
Non-Corporeality	0	0	0	7	0	0	17	2	2	17	0	0	0	0	7	1	17	0	17	0	2	0	1	0	3	1	0	2	0	0	2	0
Paralysis Ray	12	16	8	6	16	17	15	12	10	15	16	7	12	8	6	12	19	12	15	15	12	17	2	9	16	13	3	10	8	6	0	1
Phantasmal Forces	11	10	8	5	10	0	13	5	12	13	10	8	11	10	5	11	16	11	11	0	5	13	14	8	14	12	4	12	10	5	11	3
Power Weapon	12	20	9	7	20	18	15	10	15	17	17	8	126	7	10	18	13	15	16	10	18	5	9	18	13	3	15	6	6	14	4	
Robotic Body	10	15	9	6	1	15	15	15	8	138	4	106	6	16	17	9	15	18	15	16	4	1	14	11	1	8	6	8	0	3	0	
Size Change	15	22	9	7	22	3	10	20	20	19	10	20	15	15	7	15	20	9	10	16	20	14	7	6	20	16	1	20	19	3	4	6
Larger																																
Size Change	8	15	10	7	15	21	20	5	7	4	20	20	8	7	7	10	15	24	20	16	5	20	3	11	5	9	8	7	7	8	18	2
Smaller																																
Sonic Abilities	10	19	8	6	19	16	15	17	13	15	17	8	6	1	6	13	18	12	13	16	17	16	2	0	6	11	1	13	1	0	11	1
Special Vehicle	9	16	8	6	16	14	15	16	8	10	14	12	9	4	6	16	16	7	15	16	16	15	3	11	11	10	4	8	4	8	13	2
Special Weapon	8	20	9	7	20	18	15	17	15	17	16	8	8	14	7	14	19	13	15	16	17	18	3	9	18	9	4	15	14	6	14	2
Stretching Powers	11	16	9	7	16	15	15	12	14	12	10	8	11	14	7	14	17	13	15	16	12	18	4	8	13	12	1	14	14	5	14	3
Telekinesis	11	14	8	7	14	17	14	9	13	16	17	0	11	12	7	14	16	0	15	16	9	17	1	9	17	12	0	13	12	6	14	0
Teleportation	2	13	3	3	13	0	3	3	6	6	11	0	2	2	3	3	14	10	14	16	3	10	2	5	7	3	1	6	2	2	9	1
Temperature Control: Heat	11	17	9	5	17	16	14	11	0	17	17	8	11	4	5	13	17	13	15	16	7	18	2	9	18	12	2	0	4	6	13	1
Temperature Control: Cold	11	14	9	7	14	17	14	9	17	16	15	6	11	0	7	10	18	11	15	16	9	17	2	10	17	12	2	17	0	7	15	1
Time Travel	2	13	3	3	13	0	3	3	6	6	11	0	2	2	3	3	14	10	14	16	3	10	2	5	7	3	1	6	2	2	9	1
Vibratory Powers	10	19	8	6	19	16	15	17	13	15	17	8	6	1	6	13	18	12	13	16	17	16	2	0	6	11	1	13	1	0	0	1

### Combat Table Modifications for Miscellaneous Weapons

Weapon	Percentage Chance to Hit Modifier*	Damage Caused**
Knife or Dagger	+10%	1–6
Sword	+20%	1–10
Spear	+15%	1–8
Axe	+20%	1–12
Mace or Club	+20%	1–8
Pistol	(+25%) (+15%) (+5%)	1–8
Rifle	(+35%) (+25%) (+15%)	1–10
Thrown Rock, Brick, Etc.	(+5%) (–) (–5%)	1–4
Large Rock, Lamp Post, Etc.	(+10%) (+5%) (–)	1–12
Thrown Boulder, Car, Etc.	(+20%) (+10%) (–)	2–20

\* Basic attack mode is hand-to-hand attack.

\*\* Fists do 1–4 points of damage.

### Ranges for Thrown or Firing Weapons:

All ranges are given in inches for combat scale.

Weapon	Short Range	Medium Range	Long Range
Pistol	up to 24	24–48	48–72
Rifle	up to 48	48–72	72–96
Thrown Rock, Etc.	up to 12	12–18	18–30
Large Rock, Etc.	up to 8	8–10	10–14
Thrown Boulder, Etc.	up to 2	2–4	4–8

### Ranges for Super-Powers

Depending upon the character's dexterity score, he will have a better chance of hitting targets up to a certain distance from himself and a lesser chance of hitting them the farther they are from him beyond that distance. Use the table below to calculate these modifications. Thrown, pistol, rifle, etc. type devices should use the table for normal ranged weaponry (previous tables) but devices of other sorts may use this system. Ignore range modifications when using attacks with no range (those that require direct hand or weapon contact to have an effect.) Read the ranges given as up to 1 inch, over 1 inch up to 2 inches, over two inches and up to three inches, etc.

Attacker's		Range to Target																	
Dexterity	1"	2"	3"	6"	9"	12"	15"	18"	24"	30"	36"	42"	48"	54"	60"	70"	80"	90"	100+"
Clod	VS	S	S	M	M	L	L	L	VL	VL	VL	E	E	E	E	E	E	E	E
Clumsy	P	VS	S	S	M	M	M	L	L	L	VL	VL	VL	E	E	E	E	E	E
Average	P	VS	VS	S	S	S	M	M	L	L	L	VL	VL	VL	E	E	E	E	E
Clever	P	VS	VS	VS	S	S	S	M	M	M	L	L	L	VL	VL	VL	E	E	E
Dextrous	P	VS	VS	VS	VS	S	S	S	M	M	M	L	L	L	VL	VL	VL	E	E
Agile	P	P	VS	VS	VS	VS	S	S	S	M	M	M	L	L	L	VL	VL	VL	E
Nimble	P	P	VS	VS	VS	VS	VS	S	S	S	M	M	M	L	L	L	VL	VL	VL

P = Point Blank Range: +20% chance of hitting.

VS = Very Short Range: +10% chance of hitting.

S = Short Range: +5% chance of hitting.

M = Medium Range: No effect on chance of hitting.

L = Long Range: –10% chance of hitting.

VL = Very Long Range: –20% chance of hitting.

E = Extreme Range: –40% chance of hitting.

### Facing

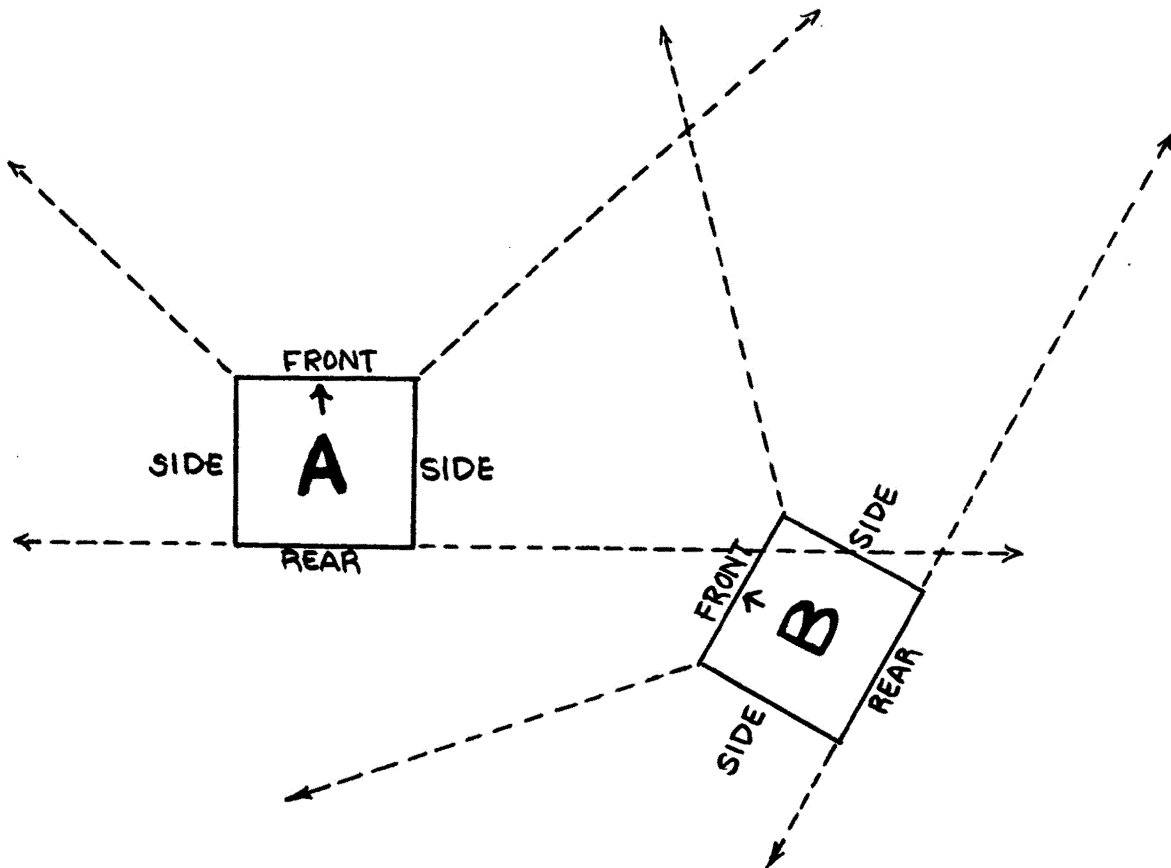
Each character's marker should be marked with an arrow to indicate his forward facing. His sides and rear are then determined as shown in the diagram on the following page.

If a character makes an attack at a target to his own side, he has a –10% chance of hitting that target. A character may not attack towards his own rear. Attacks on targets in front of the attacker are unmodified.

If an attacker is to the side of his target, he has a +20% chance of hitting that target. If he is to the rear of his target he receives a bonus of +40% to his chance of hitting the target.

Any attack upon a target lying prone is considered to be from the rear of the target, if the attacker is less than two inches from his target. If the attacker is above the prone target and two or more inches away, the attack is still treated as an attack from the rear. If the attacker is on the same level or below the prone figure and is two or more inches from the target, the attack is made at -20% chance to hit.

Any character on a line between two of another character's facings is considered to be in the best of the two facing (Percentage chance to hit) from the attacker's point of view. See diagram.



Note that in this diagram "A" and "B" are two or more inches apart and "B" is lying prone.

If 'A' fired a shot of any kind at 'B', he would have a -10% chance to hit because he is shooting from his own side facing. He would suffer a further -20% chance to hit because 'B' is prone. 'B' is not below 'A' and therefore 'A' suffers a total of -30 in his chances of hitting 'B' when he fires.

If 'B' fired on 'A', he would have a +40% chance to hit because he is behind 'A'. Note that even though 'B' is lying prone he still has his normal front, side, and rear facings for determining which directions are permissible for his own fire.

#### Lying Prone

A character may stand or lie prone according to the same rules used for changing facing directions, except that standing up or drop-prone out of turn costs the character four (4) points of Power Potential.

#### 3.22 Using the Combat Tables

Add up all the numbers given by cross referencing the attack type with the defenses the target has at his disposal at the moment. Five numbers are needed for the defensive options. Should the defense have less than five possible defenses, make up the balance of numbers for defense by filling in with the number shown in parenthesis after the attack mode at the top of the page and table. Total the five numbers (using either five for real defenses or filling in with the number from the attack mode) to determine the basic percentage chance the attacker has of scoring a hit with that mode of attack. If there were more than five defensive numbers for the attack, drop those numbers that are the highest to reduce the total to five and add up the remaining numbers to determine the basic percentage chance the attacker has of making a hit.

Calculate the bonuses for the attacker's experience level and the minuses for the target's experience level. Calculate any modifiers to the chance of hitting with devices (if applicable) or any plus factors for expertise, any normal weapons' modifications, etc. This gives the total percentage chance the attacker has of scoring a hit on his target. A die roll with percentile dice must be lower or equal to this modified number to score a hit and affect the target.

If a miss results, the number given in parenthesis after the attack mode used is also the percentage chance of the shot striking something other than the target or being totally ineffective. Should a die roll on percentile dice be lower or equal to this number, the shot has struck something or someone else in the area. The Gamemaster determines what has been hit accidentally.

### 3.3 HIT POINTS AND POWER POTENTIAL

Hit points are used to determine how much damage a character may sustain before he loses consciousness. When a character is reduced to zero hit points he loses consciousness. Each turn thereafter, roll percentile dice. If the results equal or are less than the character's constitution rating, he regains consciousness and one Hit Point. If a character is reduced to zero hit points, any additional damage he takes is removed from his Power Potential.

Power Points are used to determine how many times a character may use his powers without passing out from the strain, or how much he is able to exert himself. When a character has no more Power Points remaining, he becomes fatigued. Fatigue results in halving the character's movement rate and halving all damage he causes. If a character expends more Power Points than he has available, the excess points are subtracted from his hit points. The power expenditure which caused Fatigue is not affected by the fatigue it caused. If a character is reduced to zero in both Hit and Power Points, that character is dead.

In addition, for each hour of patrolling that a character performs during his normal sleeping period, one Power Point is subtracted due to the strain and exertion of extra patrolling. Power Points are renewed at a rate of two per hour of sleep. Hit points are returned to the character as explained in section 2.1.

### 3.4 CHARACTER LOCATION MARKERS

In combat each character is marked by a one inch by one inch square of cardboard. One side of this cardboard should be marked with an arrow to indicate the direction in which the character is facing. Non-player characters should also have markers and these should be numbered. Player markers should be marked with the character's name and optionally with his insignia (if he has such an insignia.) If miniature figures are available, the miniatures should be painted to fit the descriptions worked out for each character and these miniatures should be mounted on bases or stands the size of the afore mentioned movement markers.

## 4 ADVENTURES

### 4.1 ENCOUNTERS AND OCCURENCES

The chance of any vigilante or group of vigilantes becoming involved in a situation is determined on the tables below. However, Gamemasters are urged to avoid creating random situations. Whenever possible they should create encounters and occurrences themselves (for who knows better the capabilities of the players and what they can handle and are interested in doing than the Gamemaster?)

#### Chance of Occurrence per Day

Area Patrolled	Number of Hours Patrolled								
	Zero	1-2	3-4	5-6	7-8	9-10	11-12	13-14	Over 14
Open Country	1	1	2	5	8	10	12	15	20
Small Town	2	2	5	10	15	20	25	30	40
Large City	5	10	15	20	25	30	35	40	50

#### Modifications to the percentage chance of encountering:

Per level the character is over the first level = +1%.  
 Per four charisma points the character has = +1%.  
 If the character has Radio Reception = +5%.  
 If the character has any kind of increased mobility = +5%.  
 If the character has no super-powers = -10%.  
 If any other important factors exist = Gamemaster's discretion.

#### Random Occurrences List:

Roll once for the category on percentile dice, then again for the specific type of occurrence. The descriptions are purposefully open-ended to allow the Gamemaster as much freedom of choice as possible.

Initial Roll	Secondary	Encounter/Occurrence
01–05	01–15	SUPERNATURAL
	16–30	Encounter a supernatural villain (1-4) or Vigilante (5-6)
	31	Encounter a Supernatural Creature (vampire, zombie, etc.)
	32	Supernatural Time Travel
	33	Supernatural Dimensional Shift
	34	Supernatural Teleportation (to another planet)
	35	Supernatural Teleportation (to another geographic location)
	36–50	Supernatural Disaster
	51–60	Possessed by a Supernatural Entity
	61–65	Cursed: Lose 1–4 powers for 1–4 months
	66–71	Blessed: Gain a new power or increase existing powers for 1–4 months
	72–75	Supernatural Villains (1-2) or Vigilantes (3-6) Need Aid (1-4) or want you to join them (5-6)
	76–80	Discover a Magical Item
	81–85	Discover a Magical Pet or Companion
	86–90	Supernatural Villain Group Attacks
	91–96	Extra-Dimensional Being Attacks (60%) or Befriends (40%) you
	97–00	Supernatural Crime being committed
06–15		Gamemaster's Choice
		NATURAL DISASTER
	01–02	Earthquake
	03–06	Flood
	07–20	Tornado/Hurricane/Tidal Wave (depending upon the location)
	21–50	Fire
	51–66	Dangerous Animals Abroad
	67–80	Plague of a Strange or Deadly Disease
16–25	81–00	Gamemaster's Choice
		REVOLTIN' DEVELOPMENT
	01–15	Framed for a Crime
	16–25	Identity Discovered: 1-3=by relative/friend, 4-5=by press or police, 6= by another Vigilante or by a Villain
	26–55	Captured by a Villain
	56–60	Captured by a Foreign Government
	61–62	Someone Attempts to Impersonate You
	63–75	Someone of Your Faction Attacks
	76–80	Group from Opposite Faction asks you to join them
	81–90	Nonplayer Individual (1-2) or Group (3-6) changes Faction Unexpectedly
26–60	91–00	Gamemaster's Choice
		ORDINARY CRIME
	01–30	Mugging or Holdup
	31–40	Vandalism
	41–50	Robbery or Looting
	51–60	Drug Abuse
	61–70	Fighting or Assault
	71–75	Murder (1=Imminent, 2-5= In Progress, 6=Already Over)
	76–80	Kidnapping
	81–85	Child Abuse
	86–90	Shootout
	91–92	Suicide Attempt
	93–95	Arson
	96–00	Gamemaster's Choice
61–65		EXTRATERRESTRIAL
	01–15	Encounter an Extraterrestrial Villain (1-3) or Vigilante (4-6)
	16–25	Interstellar (1-5) or Interplanetary (6) Organization needs Aid
	26–44	Encounter an Extraterrestrial Creature
	45–54	Extraterrestrial Villain (1-2) or Vigilante (3-6) Group needs Aid (1-4) or Wants You to Join (5-6)
	55–59	Extraterrestrial Organization Attacks
	60	Interstellar War
	61–75	Interstellar Disaster
	76–85	Interplanetary (1-2) or Interstellar (3-6) Crime
	86–90	Interstellar Disaster
	91–00	Gamemaster's Choice
66–70		DEALINGS WITH SUPER-GROUPS OR SUPER-GANGS
	01–20	Hired Villain or Vigilante is sent after you
	21–40	Organization Wants You to Join (1-3) or to Give Aid (4-6)
	41–60	Two Organizations Are at War
	61–80	A Large Group of Villains declare War on a Large Group of Vigilantes
	81–00	Gamemaster's Choice

71-90		SCIENTIFIC
	01-25	Encounter an Accidental Scientific Villain (1-4) or Vigilante (5-6)
	26-35	Encounter a Scientifically Created Monster
	36-50	Scientific Organization Wants Aid (1-2), Wants You to Join (3-4), Wants You Destroyed (5-6)
	51-70	Group of Accidental Scientific Villains (1-2) or Vigilantes (3-6) Need Aid (1-4) or Want You to Join Them (5-6)
	71	Scientific Disaster
	72-99	Scientific Crime
	00	Gamemaster's Choice
91-95		MISCELLANEOUS HARASSMENT
	01-25	Press, Police, Etc.
	26-50	Angry Mob
	51-75	Admirers
	76-99	Super-Beings Trying to Join Your Group
	00	Gamemaster's Choice
96-98		SPECIAL: Roll twice again, ignore further rolls of 96-100 and combine the results.
99-00		GAMEMASTER'S CHOICE



## 4.2 GENERATING NONPLAYER CHARACTERS

### Part 1: Superbeings

Six Sided Die Roll	Add 4-Sided Die For Age	Six Sided Die Roll	Add 4-Sided Die For Age
1	12	4	24
2	16	5	28
3	20	6	32

In addition to adding the four sided die roll to the numbers above, to determine the age of a non-player character who is a super-being, for each four experience levels attained by the non-player character add one additional year to his age.

**SEX:** Roll a six sided die. A one through four indicates a male. A five or a six indicates a female character.

**STRENGTH:** Roll three six sided dice and total them for the basic rating. For each level the character is over the first, roll a four sided die and add one point to the category. No category may be raised over twenty in this method and any rating that goes over twenty should have the extra points dropped. Note that all heightened Basic Characteristics should be calculated before adding the points for experience levels.



INTELLIGENCE, CONSTITUTION and DEXTERITY: Use the same method as used for Strength.

CHARISMA: Roll three six-sided dice and add the die rolls for a basic rating. Add one point for each level over the first that the non-player character has attained. This method should not create a rating of over twenty.

#### Part 2: Pedestrians

AGE: Roll a twenty sided die and an eight sided die. Use the table below to obtain an age from one to eighty. The eight sided die roll is added to the result on the table for the twenty sided die roll to determine the age of the pedestrian.

20-Sided Die Roll	Add 8-Sided Die For Age	20-Sided Die Roll	Add 8-Sided Die For Age
1–3	0	14–15	40
4–6	8	16–17	48
7–9	16	18	56
10–11	24	19	64
12–13	32	20	72

SEX: Fifty percent of all pedestrians are male and fifty percent are female.

STRENGTH, INTELLIGENCE, CONSTITUTION, and DEXTERITY: Use the same system as used for Super-Beings.

CHARISMA: Use the same system as used for Super-Beings.

#### Part 3: All Characters

All Nonpowered Adventurers and Charismatic Super-Beings, as well as the bravest of the pedestrian types (police, nonpowered criminals, etc.) are liable to be armed with firing weaponry. Angry mobs and the like will often carry broken bottles, rocks, bricks, and similar items. The Gamemaster must arm non-player characters to fit the situation. As a rule, a super-powered character with any alternative will not carry a gun. Swords, bows & arrows, etc. are abundant among such characters.

As players advance in experience, so will the non-player characters. This is taken into account on the following table for determining the levels of non-player characters encountered. While it is designed for use with super-beings, the table can work for pedestrians as well. If a level one through nineteen character is rolled, the pedestrian is first level. If a twentieth through twenty-ninth level character is rolled, the pedestrian is second level, etc. Roll four six sided dice and consult the following table:

Level of the Highest Level Player—Character Yet Obtained																					
Die	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21+
4	20	20	20	20	20	20	20	20	20	20	1	2	3	4	5	6	7	8	9	10	11
5	18	18	18	18	18	18	18	18	18	1	2	3	4	5	6	7	8	9	10	11	12
6	16	16	16	16	16	16	16	16	1	2	3	4	5	6	7	8	9	10	11	12	13
7	14	14	14	14	14	14	14	1	2	3	4	5	6	7	8	9	10	11	12	13	14
8	12	12	12	12	12	12	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
9	10	10	10	10	10	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
10	8	8	8	8	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
11	6	6	6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
12	4	4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
13	2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
15	3	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
16	5	5	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
17	7	7	7	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
18	9	9	9	9	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
19	11	11	11	11	11	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
20	13	13	13	13	13	13	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
21	15	15	15	15	15	15	15	15	16	17	18	19	20	21	22	23	24	25	26	27	28
22	17	17	17	17	17	17	17	17	17	18	19	20	21	22	23	24	25	26	27	28	29
23	19	19	19	19	19	19	19	19	19	19	20	21	22	23	24	25	26	27	28	29	30+
24	21+	21+	21+	21+	21+	21+	21+	21+	21+	21+	21+	1	1-2	1-3	1-4	1-6	1-6	1-8	1-8	1-10	1-10

#### 4.31 Reaction Table

Whenever a player character interacts with a non-player character, the non-player character's reaction must be determined. This is used as an aid for the Gamemaster in determining how the non-player character will behave in the player's presence. Reactions are determined by a percentile die roll, modified by the player-character's charisma (see 2.1.)

Die Roll	Reaction	Next Reaction Modifier
01–10	Violent Hostility: Becomes angry, attacks, offers combat	–40
11–20	Hostile but Non-Violent: Deceptive, Treacherous, Refuses to cooperate	–20
21–30	Mild Hostility: Unhappy, Dissatisfied, etc.	–10
31–60	Neutral: Needs further persuasion	
61–70	Agreeable: Agrees, is friendly	+10
71–90	Enthusiastic: Agrees willingly, Offers assistance	+20
91–00	Very Enthusiastic: Begs to assist, Very friendly or affectionate	+40

The Next Reaction Modifier is applied to the next percentile die roll for reactions or loyalty, in addition to the normal modifier from the player's charisma rating. The Gamemaster may make any modifications of his own which he feels are necessary.

#### 4.32 Morale Table

All non-super villains and all super-being villains with Charisma ratings of less than 12 have a 75% chance of losing morale if they are either reduced to half of their normal hit points or less, or if half or more of their group members are defeated. Roll on an eight sided die and check the table below to see if morale is lost:

Die Roll	Action Undertaken
1	Automatically drops whatever he was doing and heads for the hills.
2–3	Tries to get away with whatever he has managed to do so far. He may take hostages, make threats, etc. to cover his escape, though he will still retreat if possible.
4–5	Gets two shots per turn without power loss but with a –25% chance of hitting, for one to six turns. He will flee if he wins, but otherwise will surrender unconditionally.
6	Surrenders unconditionally.
7	Surrenders only if certain conditions are met.
8	Kills himself. The players involved lose no charisma, but gain no experience. He is automatically successful in his attempt at suicide if he has the means available. If not, he will suicide attack (go 'kamikaze') the nearest opponent.

#### 4.33 Loyalty Table

Non-player employees roll a basic loyalty check when first hired on percentile dice. The die roll is modified by their employer's charisma rating and any previous reaction modifications. Employees of villains make morale checks only if their employer loses morale or if their employer passes his morale but the employee's loyalty score is under 60. Vigilantes need never check morale. New loyalty rolls are made whenever a dangerous situation is encountered (naturally, it is the Gamemaster's decision as to whether or not any given situation is dangerous enough to require such checks.)

Die Roll	Reaction	Next Reaction Modifier
01–05	Treacherous. Will desert at first opportunity.	–75
06–15	Disloyal. Will argue with his employer.	–20
16–30	Uncertain. Questions risky plans.	–10
31–45	Slightly Uncertain. Secretly afraid.	–5
46–55	Average Loyalty	
56–70	Above Average Loyalty. Proud to serve.	+5
71–85	Loyal. Will back up his employer willingly.	+10
86–95	Very Loyal. As loyal, but even more so.	+20
96–00	Enthusiast. Never checks loyalty again.	+75

The Next Reaction Modifier is applied to the next percentage die roll for Reaction or Loyalty, in addition to the normal modifier for the employer's charisma rating. The Gamemaster may make further modifications as he deems necessary.

#### 4.4 REWARDS

Rewards for capturing villains are generally given to the character who brings them in. If a Gamemaster suspects that a player is taking rewards from other players who rightfully deserve these rewards, he may take whatever steps he deems necessary to stop such unheroic activities. Charisma loss is often the most effective deterrent.

Non-super (those with no origin type) villains, or regular criminals, bring in the number of dollars equal to ten times their Charisma ratings times their experience levels. Villains who are super-beings bring in ten times that in rewards.

If a reward is offered and then refused or donated to a non-player institution, every one thousand dollars donated adds one point to the donating character's Charisma rating. In addition, every ten dollars refused or donated to such a charitable institution is worth one experience point. This may not seem like much, but it can add up...

#### 4.5 CAPTURED EQUIPMENT AND OTHER GOODIES

When a villain is captured or an alien starship is pillaged, or an enemy's hideout is stormed and taken, equipment in the form of power-devices, computers, radio gear, vehicles, etc. is liable to be lying around. There is a basic 5% chance that anything of this nature captured by a vigilante will be allocated back to him by the government (after 1–4 months waiting period, during which time it is used as evidence in any trials and is studied by government scientists.) Designed vigilantes have a +2% bonus. Sponsored characters do not receive the devices they capture as they would go to the employers of such characters. However, there is a 20% chance that the employer will give the device to a sponsored character, after an additional one to four months as the sponsor or employer would want to study the devices after the government had completed its studies. Homemade vigilantes have a +1% bonus per experience level they have attained. Any character with an intelligence rating over 16 has a +1% per intelligence point over 16. Any character with a Charisma rating of over 16 receives an additional bonus of +2%. Supernatural or Accidental Supernatural characters receive a further +15% with magical devices only. Aliens and Mutants have a –3% modifier. Government backed groups (see 4.6) have a +60% bonus, but only their leader rolls to see if they receive any such devices after the government has finished its investigations of the devices in question. Characters employed on a semi-permanent basis with the federal government get a +20% bonus.

Failure to ask permission from the government to retain any captured item is unlawful and results in immediate loss of four Charisma points. If the character is caught doing this, he must also pay a fine of 100 to 10,000 dollars, in addition to losing his government backing (see 4.6) if he had such backing.

#### 4.6 IMMUNITY FROM THE LAW

The percentage chance of any vigilante being granted immunity from the law in cases where he committed a less-than-legal act in order to apprehend a villain is determined by adding his Charisma to his Experience Level and multiplying the result by two. This is rolled first at the start of the game and then again, each time a new Experience Level is attained. Once immunity is received no further rolls are necessary. This gives a character the right to cause property damage, use force in obtaining information, etc. so long as the common good of society is always maintained. While a vigilante with immunity would not go to jail for say, wrecking a citizen's car by dropping it on a villain, he would still be legally expected to repay the owner of the car for the damage caused. Of course, in other countries or if operating under another identity, such immunity from prosecution does not apply. Designed vigilantes have a +30% chance of gaining such immunity. Sponsored vigilante characters have a +10% bonus. Nonpowered Adventurers who work for secret organizations have a +25% bonus. Any vigilante who is working or has worked part-time for the federal government adds an additional 5% bonus. All members in a government-backed (see below) group are automatically immune in this fashion.

If a vigilante abuses his immunity from the law (Gamemaster's discretion) he automatically loses one half of his Charisma and loses this immunity permanently, along with any government backing he may have. Only a large number of extremely valiant actions by this character (Gamemaster's discretion) can redeem him and allow his charisma, immunity and possible government backing to be restored.

If a vigilante with immunity is framed and put on trial, add an additional (I + Cr) to the court's reaction roll (see 5.1.)

#### Government Backing

Characters may apply for government backing once every six months. The percentage chance of the government agreeing to back any group of vigilantes is found by totalling the experience levels of all members of the group and dividing by two. The bonuses and any minuses for being government backed are as follows:

1. There is a 20% chance that the group will receive a permanent headquarters, fully equipped with advanced communications, defense systems, etc. The Gamemaster must design the headquarters as he sees fit.
2. The members may no longer accept rewards and gain nothing from refusing such rewards when offered. Each member does receive two hundred dollars per week per experience level as payment for his services to the government.
3. Characters with Sponsored origins must receive permission to work with the government. They have a 45% chance of gaining such permission.
4. The government provides one full-time scientist per experience level attained by the most experienced member of the vigilante group. The scientist(s) will work on anything the group directs them to work on, other than artificial super-powers (except in very special cases or circumstances — Gamemaster's discretion.)
5. Every character with government backing gains one point of Charisma.
6. There is a 60% chance per month that the group will be sent on a mission by the government. Feel free to locate the occurrence anywhere on the world (or off the Earth) as the government will provide any transportation needed. The members must go where they are ordered, on pain of losing government backing. Should members refuse to go on a mission there is an 85% chance that they will lose their government backing where this percentage chance is to be modified by the Gamemaster to reflect the reasons for such a refusal.

#### 4.7 REPLACING DEAD PLAYER-CHARACTERS

When a player-character is killed, especially if the character was the player's first character (i.e. himself) the Gamemaster should allow him to be revived so long as a reasonable excuse is available (such as cloning, a revivication powered character coming along, etc.)

When killed and revived, a character loses all of the experience and charisma points he had accumulated and, unless he makes a roll of less than his constitution score on percentile dice, he loses all of his former powers and rerolls a new origin type and appropriate set of powers. Depending upon the cause of death, the Gamemaster may wish to step in and assign the character new powers himself.

If no reasonable excuse for the character's revival is available, the player receives a new random character. This character is automatically first level and he must determine age, strength, etc. as for non-player super-beings, see section 4.2.) The new character's background is up to the imaginations of the Gamemaster and the player.

## 5 PENALTIES FOR CAPTURED VILLAINS

### 5.1 COURTS AND SENTENCING

Whenever a character goes before the court to plead his case, percentile dice are rolled for the reaction of the judge and jury. If the defendant is guilty, subtract his charisma from the die roll. If he is innocent, add one half of his charisma to the die roll. Attorneys may be hired. For every one thousand dollars paid in attorney legal fees, +1 is added to the die roll.

Die Roll	Court's Reaction
01–10	Life Sentence or Death (Gamemaster's Discretion)
11–30	Sentence of 1–100 Years (roll percentile dice)
31–50	Sentence of 2–40 Years (roll two twenty sided dice)
51–80	Fine of $(1-10) \times (1-100)$ dollars plus charisma times level
81–00	Found Not Guilty – Released

Trials take place three to sixty days after the arrest is made.

### 5.2 IN-PRISON ENCOUNTERS

This section is used for player-characters only (unless the Gamemaster wants to keep track of such encounters for every single villain he has created.) A ten sided die is rolled and the result is subtracted from the total of the character's charisma and experience level ratings. This will give a number which must be equalled or exceeded on a twenty sided die roll in order for an encounter to occur. This totally ignores encounters with prison guards and unimportant prisoners. Only important encounters are covered.

When an encounter does occur, the Gamemaster is to handle such an encounter as he sees fit. It may pose a threat to an innocent vigilante who was imprisoned or it might create an underworld contact for the vigilante to use in the future when he is out of prison.

### 5.3 ESCAPE FROM PRISON

A ten sided die is rolled and subtracted from the total of the character's charisma and experience ratings. If this was already determined for section 5.2, use the same number. This gives the character's percentage chance of escaping from prison per month. This merely allows for the possibility of getting past the prison walls. What will occur beyond those walls and how the escaping vigilante will prove his innocence and reenter society is determined by the Gamemaster.

## 6 RUNNING THE GAME

### 6.1 CREATING CHARACTERS

'Joe Shmoe,' your imaginary or fictional player, grabs the dice, a pencil and a character sheet. So, 'Now What?' he asks.

The Gamemaster must first evaluate his Basic Characteristics. To make it tough, we will assume that the Gamemaster and Joe have just met. Joe is rather skinny and scrawny, and careful questioning by the Gamemaster uncovers the fact that he has never been able to lift more than seventy pounds. The Gamemaster decides to give Joe a Strength rating of six.

Joe has been responding to the Gamemaster's questions in an impressively intelligent manner, which wins him a fourteen Intelligence. The Gamemaster cannot detect any strong clues about Joe's health so he gives him a straight average Constitution (10) Joe seems to display coordination and dexterity above the norm so he receives a Dexterity score of 13.

The Gamemaster finds Joe's personality to be appealing, but he also displays a large disregard for rules and regulations, which averages out his charm to earn him a Charisma rating of 11. Joe is just starting in the game so he will be a first level character. All first

level characters have one hit die, and player characters have an automatic result of four on this die. Because of his high intelligence and Dexterity scores, he adds +2 to the result and thus begins the game with six hit points. The total of all his basic characteristics except Charisma is 43, so he begins with a Power Potential of 43.

Now Joe rolls randomly to determine his Origin Type on an 8 sided die since types 9 and 10 are not available to him. He rolls a five and finds his Origin Type is Accidental Scientific. He receives one to three powers and rolls a three (good luck.) Rolling on the appropriate list of powers he receives Heightened Strength, Stretching Powers, and Armor (natural.) The Gamemaster, in this case feels that the Armor and Strength go together better than either of these two powers fit with Stretching Powers. He therefore trims Stretching Powers from Joe's list. Both of the remaining powers increase Joe's combat abilities.

The Armor affects only his defense. He rolls a total of sixteen for his Heightened Strength, raising his Strength rating to 22. This also increases Joe's Power Potential to 59, an increase of sixteen points. The new Strength rating gives Joe +5 Hit Points so that he can now absorb eleven points of damage. Joe is very happy and names his character 'Volcanic Man' and decides that he got his powers by falling into a live volcano and becoming coated with hardened lava. His uniform consists of a simple pair of orange boxing trunks. His appearance has been so radically changed that he cannot maintain two identities separately. He elects to use only his vigilante identity, not wanting to cause problems for friends and family. He looks different enough to be fairly safe in taking that way of life as it is unlikely that he will be recognized as the former Joe Shmoe.

Joe's chances of receiving immunity from the law are  $(11 \text{ Charisma} + 1 \text{ Level}) \times 2\%$  or a 24% chance of such immunity. He rolls percentile dice and fails to gain such immunity from the law.

#### Joe Shmoe's Character

Name: Volcanic Man	Age: 18	Sex: Male
Strength: 22 (five man)		Intelligence: 14 (smart)
Constitution: 10 (average)		Dexterity: 13 (clever)
Charisma: 11	Reactions to Vigilantes: —	Reactions to Villains: —
Hit Bonuses: +7	Direct Damage: +6	Other Damage: —
% to Hit with Devices: —		% to Detect Secret Entrances: 2%
% to Detect Traps: 10%		Healing Rate: 1 per day
Movement Rate: 32 inches		Experience: —
Level: 1	Hit Dice: 1	Hit Points: 11
% to Hit Modifier: —15%		Defensive Modifier: +10%
Origin Type: Accidental Scientific		Power Potential: 59
Powers: Armor (non-device, see combat table) and Heightened Strength (plus 16)		

Now the Gamemaster wishes to randomize a non-player character for Volcanic Man to test his abilities against. The highest level player character (in this case, Joe) is first level. Four six sided dice are rolled and the result obtained. In the appropriate column for the experience level of this character is third level. The character's age is randomized with a six sided die roll and a four sided die roll, adding +1 because the character is third level and the resulting age for this non-player character is 26.

A six sided die is rolled to determine the character's sex and a four is rolled, making the character a male.

The non-player character's origin is now rolled on a ten sided die and the result is a ten which indicates an Extraterrestrial character. This type gets from one to six powers and a six is rolled. The Gamemaster rolls dice on the appropriate tables for Extraterrestrials and comes up with Invulnerability, Heightened Senses, Polymorph Others, Flame Power, Adaptation Device, and Telekinesis. In this case the Gamemaster chooses to trim the Flame Power as he feels it fits with the others less than any other power.

Since none of this character's Basic Characteristics have been increased, the Gamemaster may now roll them up. He gets the following scores on his rolls for these characteristics:

Strength=12	Intelligence=10	Constitution=13
Dexterity=9		Charisma=7

The character is third level so two points are added to his charisma rating and two more are distributed randomly among the other Basic Characteristics. In this case the Strength and Dexterity ratings each get a +1 bonus. As a third level character he gets three

hit dice for a total of seven from this die roll. The seven is modified by his Basic Characteristics to 8 hit points. His Power Potential is forty six.

Now to detail the character's powers. His Adaptation Device is battery powered. The Heightened Sense is taste and the Gamemaster decides that this sense can detect poisons. Invulnerability affects only his defensive abilities. His Polymorph Others has a ten inch range (from his Intelligence score) and has a duration of 13 turns (based on his Strength.)

The character's Telekinesis can move an object weighing up to 39 ounces (Strength times Experience Level) up to thirty nine inches per turn (Constitution times Experience Level) at a range of thirty inches (Dexterity times Experience Level.) The Gamemaster names this character 'Survivor'. His character sheet reads as follows:

#### Non-Player Villain

Name: Survivor	Age: 25	Sex: Male
Strength: 13 (strong)		Intelligence: 10 (average)
Constitution: 13 (healthy)		Dexterity: 10 (average)
Charisma: 9	Reaction to Vigilantes: +5	Reaction to Villains: -5
Hit Bonuses: +1	Direct Damage: +1	Other Damage: -
% to Hit with Devices: -		% to Detect Secret Entrances: 1%
% to Detect Traps: 5%		Healing Rate: 1 per day
Movement Rate: 30 inches		Experience: 5000-9000
Level: 3	Hit Dice: 3	Hit Points: 8
To Hit Modifier: -5%		Defensive Modifier: -
Origin Type: Extraterrestrial		Power Potential: 46

Powers: Adaptation Device, Battery operated, holds 30 Power Points of energy.

Heightened Sense of Taste, can detect poisons in food.

Invulnerability, see combat table.

Polymorph Others, Range=10", duration=13 turns, PR=8 per attempt.

Telekinesis, Up to 39 ounces can be moved up to 39" per turn at a range of up to 30". PR=1 per turn used.

## 6.2 ORGANIZATIONS: BENEVOLENT AND OTHERWISE

When preparing for his campaign, the Gamemaster should make up at least two organizations, one for each faction (one for Vigilantes and one for Villains.)

Organizations are useful in many ways. They explain the origins of Designed and Sponsored character types. They represent the opposing sides or philosophies in nay conflict, aiding the players in deciding on their course of action. They provide work for the players. The Villain Organizations help by committing crimes for the players to stop and the Vigilante Organizations hire the players to perform tasks of various kinds. The Villain groups also have a tendency to cook up schemes to destroy players who oppose them. These schemes create a real challenge to the players as they must strive to foil such schemes. Vigilante groups can assist players in time of need. In any case, the Gamemaster must take care to neither help nor hinder the players to any great extent.

The Gamemaster should determine these important factors about any organizations he creates:

1. Is it a Vigilante or Villain oriented organization.
2. What is its main interest or area of specialization (if any.)
3. How much power in terms of cash, technology, super-powers, etc. does it have on hand.
4. How interested is it in the needs of outsiders or non-members. Will it help if called upon if a member of the same faction needs or assistance. What are the chances of getting such aid and what is the price.
5. Where is the organization located. Does the outside world know of this location.
6. Create character sheets for the major characters in the organizations where these statistics are likely to be needed.

After this is done, give the organization a name and make note of any other interesting or important facts concerning it. Such groups

are highly recommended and the Gamemaster should use as many different organizations as his campaign calls for.

The following are descriptions of two organizations taken from the authors' campaign:

#### **PSI (the Psychic/Scientific Institute)**

This organization is basically law abiding, resorting to some unofficial unlawful behavior in times of great need or peril. They specialize in psychic phenomena, mental powers and related topics. With a very low budget and a small staff, they have very little actual 'power', although they have huge amounts of data on hand and periodically may have control of a powerful psychic. They will usually assist vigilantes (but not Villains) whenever they can, but more often it is PSI which seeks out Vigilantes to get help for itself, the organization. The main research center is in Crystal Lake, Illinois, but they have many centers in other parts of the country as well. These other centers are really nothing more than small offices where data is gathered to be sent back to the main building and they are generally 'manned' by five or six secretarial types.

PSI's top man, Amos Jackson, was once a private detective and night-club magician. He is a tenth level Charismatically Involved character with Mental Powers (he can detect the presence and use of psychic powers of any kind.) He has dedicated his life to proving the existence of psychic phenomena, a task much simplified by the appearance of super-powers on Earth.

#### **Intercrime (The Criminal Elite)**

A newer, criminal group which specializes in the use of advanced weapons and espionage technology. Intercrime is probably the most advanced criminal organization to date. It has an army of highly-trained assassins, tie-ins with the most important computers in the world, and a seemingly unlimited supply of cash. Nobody gets help from Intercrime. If they need someone, they will get some kind of a hold on him, whatever kind of a hold they require to exact his cooperation.

Intercrime is not centrally located but it has a fully staffed headquarters in all major U'S' cities, each capable of independent operations or of controlling the other centers. The main headquarters is wherever the Leader is currently located. He moves around quite a bit, as would be expected.

The Leader of Intercrime is a basic unknown. His name is not known and he never appears except through his voice on the intercoms of whichever of the headquarters he is currently using as a base of operations.

### **6.3 EXAMPLES OF PLAY**

The government has contacted Volcanic Man (remember him?) and asked him to look into a disturbance in a small town a short distance away. It seems that a stranger showed up there several days ago and then suddenly disappeared again, along with a delivery truck and a variety of stolen pieces of merchandise, including food, clothes, and money.

The government has contacted Joe (Volcanic Man) in hopes of enlisting him for a short time. He agrees and they provide him with the necessary transportation. They drive him to a section of road where they predict a 72.6% chance of the stranger's appearance with the stolen van. Joe hides in the underbrush nearby and studies a description of the stolen vehicle.

Poor Survivor! He had the misfortune of landing (crash-landing) on this dismal and primitive planet where he has been forced to confront its dull and meagre inhabitants. He took those items necessary and essential to his own survival and set off in a commandeered ground vehicle, hoping to find a secluded area where he could hide and plan. Unknown to him, Volcanic Man is lying in wait for him.

Survivor fails to note Volcanic Man's presence (roll for % chance to detect traps) and Joe, being 'smart', recognizes the vehicle well in advance and steps out to meet it. Survivor stops 100 feet (twenty inches in scale) away from Volcanic Man and examines his bizarre attacker. Volcanic Man runs up (he moved second but Survivor did nothing in his movement turn) and makes a hand-to-hand attack against the car door, trying specifically to tear it from its hinges. He has a Strength of 22, but the Gamemaster feels that this is just barely sufficient for the job and announces that tearing the door from its hinges will take a full turn and all of the next turn as well. Joe says okay and keeps tearing at the door.

**THE NEXT TURN:** Joe goes first and announces his two actions. He will finish ripping the door from its hinges and he will then perform evasive action. He rolls to see if he gets his second action accomplished. He succeeds and spends five Power Points to do this. Survivor decides to try two actions as well. He will attempt to Polymorph the detached door into a glob of acid slime and then will retreat out of the van and to the other side of the vehicle.

He rolls for the second action and fails. He stays put this turn. The Gamemaster says it looks like Joe is going to get shot at and Joe, not knowing Survivor's intentions, states that he is using the torn off door as a shield. The Gamemaster counts this as a big bonus for Survivor's chances of hitting (+24%) and he calculates the chances of this shot hitting poor Joe.

The other modifiers are -5% for Survivor's Experience Level, +20% for point blank range., and +10% for Volcanic Man's Experience Level. The attack type is Polymorph Others and as the target isn't really Joe, but rather an object he is holding, the Gamemaster disregards Joe's armor and gives the vehicle door Special Vehicle defense because it is at least part of a vehicle. The basic percentage chance to hit is (18 +18 +18 +18 +15) or 87%, which is modified by the factors given above to 136% chance of hitting.

There is no need for a die roll as this is an automatic hit. Survivor expends eight Power Points, leaving Joe holding an armful of

acidic glop. Speaking of which, Joe now receives an acid (counting as Chemical Control) attack. This is an indirect way of attacking Joe so that Survivor's percentage chance to hit modifier is totally ignored. The attack is counted as non-ranged so there is no modifier for point blank range. The only modifier used is the +10% for Joe's own experience level.

The Gamemaster decides to allow Joe to attempt to recognize the situation as a potential trap and allows him to roll on his chances of detecting a trap to see if he will drop the vehicle door before any damage can be inflicted. Joe rolls and fails to detect this as a trap.

The percentage chance of the acid affecting Joe is based on Chemical Control attack against Armor defense, which gives a defensive factor of nine. The five numbers needed to generate the defensive total are all nines which gives a total defense of 45, modified by Joe's defensive modifier for his level of +10%. This gives a total 55% chance of Joe's taking damage from the slime, or of being hit by the attack with acid. The gamemaster rolls percentile dice and rolls a thirty-two, indicating a hit on Joe. Chemical Control does two to sixteen points of damage, but this is not truly a super-powered attack so the Gamemaster decides to limit the damage to only one to twelve points – a perfectly sensible decision. This roll determines that Volcanic Man (Joe) loses seven hit points from this attack.

**NEXT TURN:** Joe wins the roll for first move again. He saves against his Dexterity score of 13 by rolling under 13 on a twenty sided die and thus manages to drop the remaining acidic slime before it can do him any further harm. He then attempt to perform two actions. He will first jump onto the truck and then attempt to smash the windshield with his fists. He rolls to see whether or not he can accomplish the second action and he succeeds, using five Power Points to do this. He completes the jump onto the van with the Gamemaster secretly rolling against his Dexterity to see if he will slip or fall off. He does not fall and his hit on the windshield is taken to be automatic as he would be unable to fail to hit this target with his fists. The Gamemaster decides to roll percentile dice to see the extent of damage to the windshield. He rolls an 89 which indicates that the windshield is 89% demolished, or about as thoroughly demolished as possible from any blow. Survivor is then indirectly attacked by the flying glass splinters that result from Joe's smashing of the glass windshield.

This is treated as a Hand-to-Hand attack while the defenses are Adaptation and Invulnerability. Though Survivor also has Heightened Senses and this power is listed on the defense column of the Combat Table, the Gamemaster cannot see how this power could possibly be of any defensive value to Survivor in this situation. Telekinesis could have been helpful to Survivor and he has that power, but he did not specifically announce the use of this power being used defensively on his last turn. Had he done so, this power would have continued to defend him until the beginning of his next turn. Thus, Telekinesis cannot help his defense at this time. The basic chance of the attack hitting is  $(5 + 0 + 5 + 5 + 5)$  or 20% with no applicable modifiers of any kind since this is an indirect attack and does not concern any of Joe's built in modifiers. Percentile dice are rolled and the attack fails.

It is now Survivor's turn to act. He too will try two actions, both being shots with his Polymorph Others powers. He rolls to determine whether or not he can carry out two actions and succeeds. This costs him five Power Points. First he attempts to turn the entire truck/delivery van transparent. The Gamemaster uses Armor and Special Vehicle as the defenses for the inanimate truck and determines that the basic percentage chance of this attempt succeeding is  $(16+15+18+18+18)$  or 85%. The modifiers applied are +20% for point blank range and -5% for Survivor's level. This results in a 100% chance of a hit or success in making the truck transparent.

The truck becomes fully transparent, much to Volcanic Man's surprise. Survivor expends eight Power Points in accomplishing this. He then tries his second shot, which is at Volcanic Man. He tries to polymorph away Joe's defensive armor. The basic chance of this hitting Volcanic Man is  $(16+18+18+18+18)$  or 88%. The modifiers to this attack are +10% for Very Short Range, -5% for Survivor's Level, +10% for Volcanic Man's Level, and +40% for the facing of the two combatants since such facings extend downward and Survivor is currently slightly behind Volcanic Man. This results in an automatic hit with a 143% chance of a hit. Volcanic Man loses his armor while Survivor expends another eight Power Points for using his power.

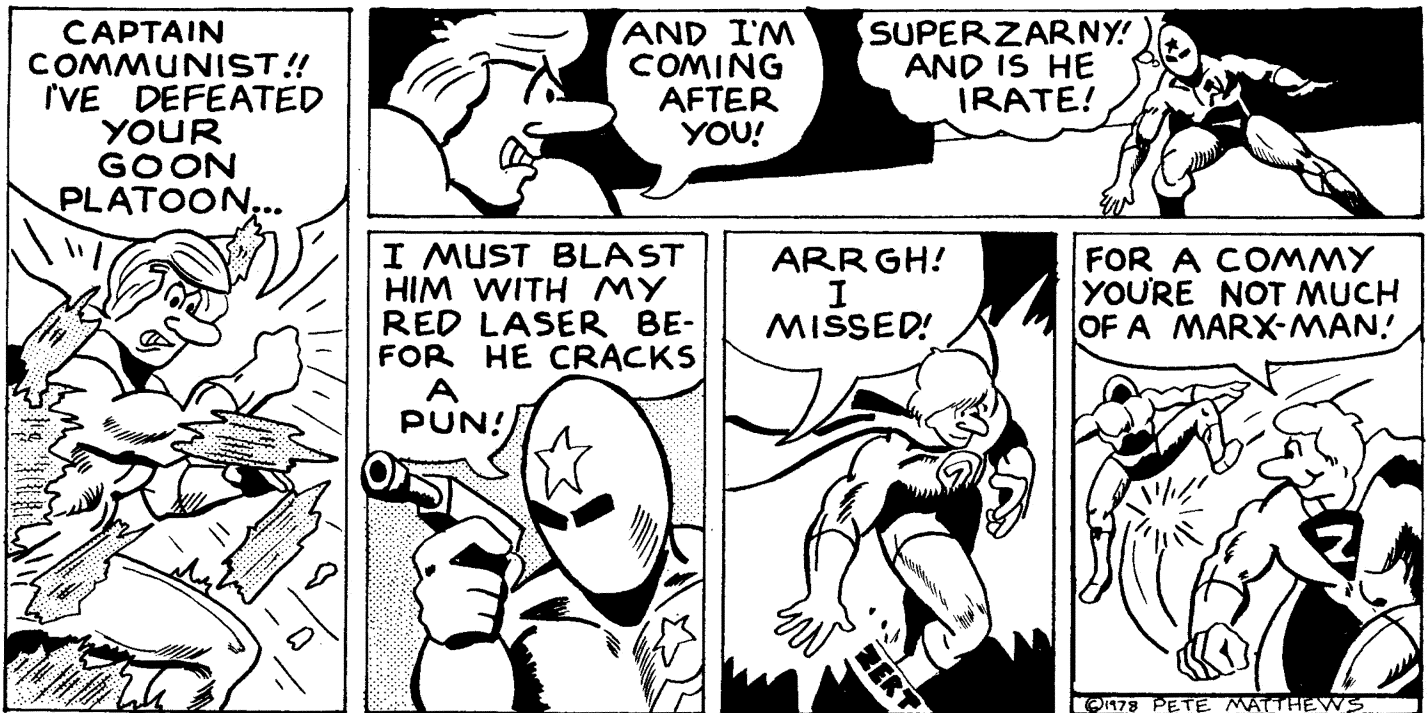
**NEXT TURN:** Volcanic Man again wins the first move. He moves and performs hand-to-hand combat. Jumping to the ground outside the ripped-off door, he launches himself at Survivor, brandishing his two powerful fists. His base percentage chance to hit is  $(5+0+5+5+5)$  or 20%. This is modified by a +20% for facings as Joe is attacking Survivor's side, and -15% for Joe's Experience Level. This leaves a 25% chance of a hit. Survivor has the option of changing his facing at the cost of two Power Points, and he elects to do so. This must be announced before the final percentage chance for a hit is calculated and announced, which was done. This takes the +20% modifier away from Volcanic Man's attack since he is no longer attacking from Survivor's side facing. The result is to drop the chances of a successful hit to 5%. The percentile dice are rolled and the attack misses. The Gamemaster rolls for a special miss result (5% chance as explained in section 3.22) but no such special miss occurs.

Survivor now moves but he must consider that he is down to only fifteen of his original Power Points, though he has yet to suffer any hit points in damage. His Adaptation device still holds twenty four Power Points. Rather than expending more of his limited power to try to Polymorph Others again, Survivor opts to try two actions, one offensive and one defensive. He knows that the use of Polymorph Others might well lead to an immediate victory but he hesitates to use up his Power Points and be forced to continue the rest of the day with no remaining power in such a hostile environment.

The alien first starts his defensive Telekinesis and then attempts to attack Volcanic Man with a hand-to-hand attack. He rolls for the second action and fails to achieve it. This means he has only started his defensive Telekinesis power, at a cost of one Power Point.

**NEXT TURN:** Survivor finally wins the first move of the turn. He hates it now because he has to immediately renew his defensive Telekinesis at the cost of one more Power Point. He decides he is too weak and decides to stop using the Telekinesis for his defense. He opts for a double hand-to-hand attack against Volcanic Man, knowing that Volcanic Man has already suffered quite a bit of





damage. Survivor rolls to attempt two actions and fails. He only gets to attempt a single hand-to-hand attack in this turn. His basic percentage chance to hit is (5+5+5+5+5) or 25%. This is modified by his own Experience Level (-5%) and by Volcanic Man's Experience Level (+10%), resulting in a 30% chance to hit with this attack. He rolls the percentile dice and misses, cursing loudly.

Volcanic Man now tries for two punches in a turn as well, and he succeeds at a cost of five more Power Points. He rolls twice, missing on the first hand-to-hand attack but succeeding on the second. His fists cause one to four points of damage. Volcanic Man rolls a two but he has a direct damage modifier of +7 which means he inflicts a total of nine points of damage on Survivor. Survivor was only able to sustain eight hits so he is reduced to zero hit points and he also loses an additional Power Point to this attack to reach the required nine points of damage. Survivor now slumps over, unconscious.

Volcanic Man announces he will search Survivor's body. Doing so, he finds the Adaptation Device and, not knowing what it is, he removes it and puts it to the side. As he searches around for a piece of rope with which to bind his unconscious captive, Survivor (who is not a native of this Earth) quietly dies of suffocation, heat, and excessive gravity (or whatever the Gamemaster wishes to have him die of.) Poor Survivor loses both his life and his nickname.

Volcanic Man returns with some rope, only to discover that there is no longer a captive who needs binding. As he sits quietly and awaits the police, the Polymorph on his body wears off (limited duration, remember?) and his armor grows back.

Joe has defeated a higher level villain. Did he capture the Villain or did he kill him? How many experience points will he receive? These questions will plague the Gamemaster and he must decide how to fairly treat Volcanic Man in conditions far beyond Joe's control. This is why there are no hard and fast rules for the Gamemaster. A Gamemaster must be imaginative, fair, and entertaining. If that seems like a lot to ask, read the next section.

#### 6.4 GAME BALANCE. THE GAMEMASTER, ETC.

The Gamemaster's job is not an easy one. His purpose in a role-playing game is to provide those factors that cannot be taken care of by simple die rolls and pages upon pages of rules, that is variety. It is the Gamemaster's imagination, and that alone, which makes a role-playing game enjoyable for the players. The Gamemaster's imagination must supply the multitude of minute details which no rule book alone can possibly provide, such as the personalities of all non-player characters, the actions that they may take in any given situation, even down to the color of the wall in a Villain's prison cell. Only the human mind is capable of imagining, and imagination is all that can account for these little details in a role-playing game.

The rules presented in this book are made to be broken, as are all rules. They are simply directions to one way to handle a role-playing game for comic book style super-heroes. This is by no means the only possible way. If the Gamemaster feels that he disagrees with any part of these rules or any points made, he should, by all means, experiment and adapt the rules to suit his tastes and needs. Just because the authors of these rules have decided upon exactly how they want things to work does not mean that it must work that way for everyone. For example, we decided from the start that all players would not be allowed to be Villains in the game. This is because, according to the Comics Code followed by the major comic book publishers, Villains in comics cannot be

portrayed as the type of person one would want to be or become. Fine, we decided that if our game was to be based on comics and comic book style characters, we should follow the Comics Code in this area. But, any Gamemaster who disagrees with this decision should feel free to adapt the rules to allow for player Villains.

One point is important in dealing with any changes in the rules presented here. That is the importance of maintaining play balance. Take care that the game does not become either too hostile or too friendly to the players. The Gamemaster, by definition, is responsible for the enjoyment the players gain. Anything which makes the game less enjoyable should be avoided and an unbalanced game is just the thing to avoid.

If you've purchased this book in hopes of being a Gamemaster with it, you are probably already an avid reader of comics. If not, we strongly recommend that you become such a reader as it is essential for the Gamemaster to be aware of how things work in a comic book style universe. We drew heavily from the pages of Marvel and DC comics in writing and designing this game, and continue to do so in Gamemastering our own campaigns. The use of comic books as references and sources of inspiration cannot be overly stressed or recommended.

By the way, we do not recommend attempting to recreate the worlds of Marvel or DC for your players, only that the Gamemaster should use such sources to help him create his own world. We have tried using the DC and Marvel worlds, and even though the game system worked fine for this the problem of the possible death of a major character always comes up. They do not allow their major heroes to die so that when something like this occurs you are off in your own version of their world anyway as in their world the hero is still alive and kicking. What we do recommend is that the Gamemaster start his game world as being exactly the same as the real world at the time the campaign starts. He should try to keep game time and real time as parallel as possible. This is extremely helpful when the other major reference source for Villains & Vigilantes is employed, the evening news on television. It helps to incorporate reality into your campaign as much as possible. Because the real world is such a good reference for this game, we also suggest that the Gamemaster stress the parallel nature of real and game time.

If you play once every weekend, have each game cover a period of one week. This guideline can be bent or slightly broken without much detriment to the campaign so long as it is generally or vaguely followed.

**Okay Guys! GO STOMP THEM BADDIES!!**



# VILLAINS & VIGILANTES

PLAYER \_\_\_\_\_

NAME \_\_\_\_\_

AGE & SEX \_\_\_\_\_

STRENGTH \_\_\_\_\_

INTELLIGENCE \_\_\_\_\_

CONSTITUTION \_\_\_\_\_

DEXTERITY \_\_\_\_\_

CHARISMA \_\_\_\_\_

HIT BONUSES \_\_\_\_\_

REACTION TO VIGILANTES \_\_\_\_\_

REACTION TO VILLAINS \_\_\_\_\_

DIRECT DAMAGE \_\_\_\_\_

OTHER DAMAGE \_\_\_\_\_

% TO HIT W/ DEVICES \_\_\_\_\_

% TO DETECT SECRET ENTRANCES \_\_\_\_\_

% TO DETECT TRAPS \_\_\_\_\_

HEALING RATE \_\_\_\_\_

MOVEMENT RATE \_\_\_\_\_

EXPERIENCE \_\_\_\_\_

LEVEL \_\_\_\_\_

HIT DICE \_\_\_\_\_

HIT POINTS \_\_\_\_\_

TO HIT MODIFIER \_\_\_\_\_

DEFENSIVE MODIFIER \_\_\_\_\_

OTHER \_\_\_\_\_

ORIGIN TYPE \_\_\_\_\_

POWER POTENTIAL \_\_\_\_\_

POWERS



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