



MONKEY HOUSE GAMES™

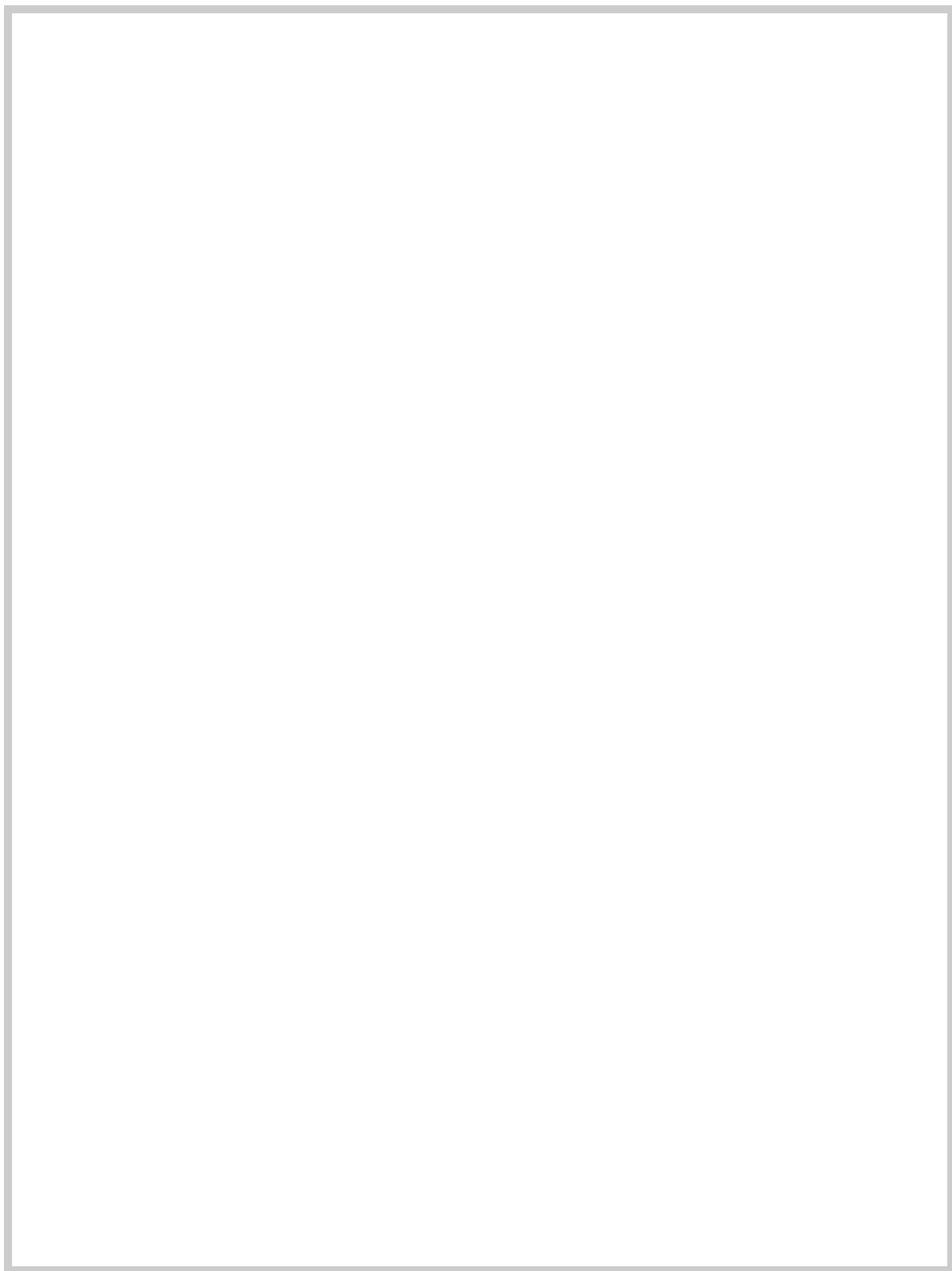
MIGHTY PROTECTORS®

SUPERHERO ROLE-PLAYING GAME



JEFF DEE & JACK
HERMAN'S CLASSIC
SUPERHERO RPG:
BIGGER & BETTER
THAN EVER!

JEFF
DEE
2017





MIGHTY PROTECTOR[®]S

Edition 3.0 – July 2017

Created by
Jeff Dee & Jack Herman



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DEDICATION

To our family and friends: For their love, support and encouragement.

To all the storytellers throughout history who had a hand in forging the "superhero", from the ancient heroic mythmakers to Siegel & Shuster: For your elemental fire.

To all the classic authors of fantasy, horror and science fiction, the writers of the Pulp Era, the artists of the early adventure comic strips, the comic book creators of the Golden, Silver, Bronze and Modern Age of Comics, and to the makers of all the fantasy, horror, science fiction and superhero radio shows, serials, books, cartoons, television shows and movies which followed: For giving us a lifetime's worth of thrills and inspiration.

To all the ground zero first generation role-playing game designers, authors and artists: For creating such a magnificent hobby, and for giving us the opportunity to contribute to it.

To all the players of our original Protectors campaign: For without you to save the day our world would be a sad and useless place, indeed.

To the players of our current playtest campaigns: For fighting bravely onward, even as the rules changed beneath your feet. That takes a special kind of dedication;

Street Justice

Black Gold (Brian Adams), Combine (Denis Loubet), Ms. Manitou (Gavin Smith), JagWire (Matt Sheffield), and Java (Talzhemir)

S.A.V.E.

Enigma (Bruce Adams), Brimstone (Zachary Adams), Brain Wave (Rory McClure), Winged Victory (Talzhemir), and Dynamo

To Brian Adams, for running possibly the longest RPG playtest in history, thus generating invaluable feedback on this edition's rules, and for additional editing.

To all the designers, authors and artists who have contributed to the adventures and support material on all the editions of our game: For your talent, skill, enthusiasm, imagination and creative energy.

To all our online supporters: For keeping the lanterns burning far longer than we dared dream possible.

To all the various far-flung members of our legal team: For being our own personal Mighty Protectors®.

To all those who contributed to our Legal Defense Fund and Kickstarter campaign: For you are the ones who have truly willed this project into existence, and we are humbly grateful to have been the avatars of your will.

And finally, to all the GMs and players who will now enter the Mighty Protectors® Multiverse: For the things we create can only be made complete by those who enjoy them.

Thank you,
-Jeff Dee and Jack Herman

EDITORIAL INTRODUCTION

The differences between Original V&V™ (1979) and Revised V&V™ (1982) were substantial, and Mighty Protectors® represents another giant leap. We've learned a lot over the 35 years since Revised, and we've worked hard to bring that experience to Mighty Protectors® while preserving the spirit of the previous editions. Feedback on our forums and from players in our convention events assures us that if you liked the previous editions, you'll probably love this one!

But enough from me. It's time to suit up, head out on patrol, and make the world a better place again. The Mighty Protectors® have arrived!

-Jeff Dee
Editor

Monkey House Games Website

News, Forums, Free Downloads, Errata, Convention Schedule, Links
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<https://www.facebook.com/mightyprotectors/>

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The Mighty Protectors® Hall of Friends!

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William Mize
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1.0 Mighty Protectors®

Mighty Protectors® is a role-playing game simulating the lives and adventures of comic-book style superheroes.

A role-playing game is a form of interactive storytelling, in which the players take on the roles of specific well-defined individuals (player-characters, or PCs) and maneuver them through a continuing series of adventures which make up a story. It's similar to "let's pretend" or "cops and robbers," but with rules and a referee, known as the Gamemaster or GM, and as many other players as the GM feels comfortable with.

The adventures which characters go through are set up by a separate, non-playing judge or "game master" (abbreviated GM). It's the Gamemaster's job to create the world wherein the players have their adventures. The GM presents situations to the other players, describing where the player-characters (PCs) are and what they can see (and even hear, feel, smell, and taste).

The GM also plays the roles of any other non-player characters (NPCs) friendly or otherwise that the PCs interact with. The Gamemaster prepares the story beforehand (either by writing it and stocking it with their own characters, or by selecting and reading from a prepared adventure). The GM describes the scenes and events of the story as they unfold, and tells the other players the results of their actions.

The GM also acts as the ultimate and impartial judge in any rules disputes. It's the GM's job to keep the story running smoothly, the rules working fairly, and the players entertained-- hopefully to everyone's mutual enjoyment.

The players take the roles of superheroes. Each player-character receives a set of statistics and abilities, then creates a costume and a name in order to fight crime and protect society. As the players gain experience, their abilities will increase, along with the difficulty of the tasks they will be called upon to perform.

RPGs don't typically have clearly defined winners and losers. Instead of competing with the other players, you are working with them as a team, to accomplish mutual goals. Individual characters may also have personal goals that they are trying to achieve, but overall, the goal of the game is to create entertaining stories together.

1.1 What Is a Superhero?

Superheroes are widely recognized as "comic-book characters in tights who use weird powers to fight crime". But how accurate is that?

Many recognized superheroes have appeared on film, in radio dramas, in literature, on stage, and even in role-playing games, instead of comics. And many comic books aren't about superheroes.

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

Most superheroes have powers, but some do not. For example, a certain caped nocturnal detective gets by on skills and fancy gadgets alone. Likewise, not every character with weird abilities becomes a superhero.

Most superheroes fight crime, but it's not strictly necessary. A character who wore tights and used weird abilities to save people from natural disasters would still be called a superhero, even if they never lifted a finger against any crooks. And not all crime-fighters are superheroes, either!

So, for the purposes of this game, a superhero is defined as:

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

A character can be larger than life by having weird or extraordinary abilities, or merely by being involved in grand adventures of heroic proportions. Characters such as action heroes and monsters are larger than life without being superheroes. But if a character isn't larger than life, then they aren't a superhero.

Superheroes regularly perform heroic acts. This may include anything from fighting crime to averting disasters. Just taking risks isn't enough. A dangerous act is only heroic if it's taken for the sake of the greater good (or to avert a terrible evil). If a character doesn't perform heroic deeds, then they're not a superhero.

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



Pharaoh of the Mighty Protectors® superhero team.

1.2 Other Equipment

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

The only thing needed for play that isn't available at a typical office supply outlet are the polyhedral dice used in this and many other role-playing games. **Mighty Protectors®** requires at least one of each of the following: a 4-sided die, a 6-sided die, an 8-sided die, a 10-sided die, a 12-sided die, and a 20-sided die.

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

1.2.1 Using the Dice

A few explanatory notes on the use of polyhedral dice are added here for new players.

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

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

Eight-, ten-, and twelve-sided dice all work the same way as traditional six-sided dice. A few old twenty-sided dice are numbered from 0-9 twice; to use these as d10s, read the 0 as a 10.

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

Mighty Protectors® also calls for d2s and d3s. These are special rolls using the d6. For a d2, roll a d6 - calling odd rolls a "one" and even rolls a "two". For a d3, roll a d6 and call 1-2 a "one", 3-4 a "two", and 5-6 a "three".

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

In some instances multiple dice are rolled and added together. For example, 3d10 indicates that three 10-sided dice should be rolled, then these numbers are added together to obtain the die-roll result. A roll of d6+d8 indicates that one 6-sided die and one 8-sided die are rolled, and the resulting numbers are added together.

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

1.3 Online Support

You can find errata, source material, conversion notes, characters, record sheets, counters, and other free downloads on the Monkey House Games web site:

www.monkeyhousegames.com

2.0 Characters

To play **Mighty Protectors®** you need a character. A **Mighty Protectors®** GM needs a whole lot of characters! This chapter shows you how to create them!

2.1 Character Generation

There are two types of characters. Player Characters are the alter-egos of the players. Non-player Characters are controlled by the GM, and include everyone else in the game besides the Player Characters. Each player creates their own character, while the GM creates any NPCs.

All characters have Basic Characteristics (BCs) and Abilities, which are both purchased with Character Points (CPs). The number of CPs a character receives depends on their Power Level (see 2.1.1).

The following is a procedure for generating characters randomly. Super-powered heroes and villains, as well as mundane civilians, can all be created using this same process. As each section is completed, record the necessary information on the character record sheet.

Random character generation determines the character's background details and distributes their CPs among their BCs and Abilities, but it doesn't preclude your creative input. Feel free to discard or re-roll Abilities, swap out what you rolled for something else, or shift Character Points (CPs) around - even reducing or discarding some Abilities or Basic Characteristic (BC) points to free up CPs that you can transfer into other Abilities or BCs.

The GM's judgment may be called upon at times to set costs for new Abilities or Modifiers, or to advise players when they make poor choices during character creation.

If you're not already familiar with the **Mighty Protectors®** rules, you may wish to see Chapters 3.0 to 5.0 for a full explanation of the underlying game mechanics before you begin creating your character.

Point Construction

If you already have an idea for the type of character you want to create, you can skip the random die rolls and simply pick whichever characteristics and Abilities fit your idea.

You're still limited to the same number of Character Points (CPs) and the same Ability Caps (see 2.1.16.5) as randomly generated characters. It's a good idea to follow along with the random generation tables anyway, even if you're choosing everything, to make sure you've thought about all of the important elements which go into making a good character and that you're assigning legal numbers of CPs.

Keep in mind that the point costs for BCs and Abilities don't guarantee effective characters. If you don't give your character at least one way to protect themselves, and at least one way to defeat opponents, then they won't be very useful in a fight. Conversely, if you put all the character's points into offense and defense, they'll be very effective in battle but useless for anything else. Even 'very effective' fighters have limits; in a world of superheroes, it's not possible to be perfectly effective against all types of defense, or completely immune to all possible modes of attack. The best advice is, try to have a few tricks up your sleeve, and you'll be as ready as you can be.

Playing Yourself

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

2.1.1 Power Level

The GM decides whether the PCs in their campaign start at Low, Standard, or High Power Level.

Low Power Level campaigns concern 'street-level' crime; gang violence, protection rackets, feuds for the control of neighborhoods, police and political corruption, serial murderers, ethnic tensions, weird crime, and so on. Low Power characters can possess fascinating abilities, but still tend to be vulnerable to groups of normal humans with typical firearms.

Standard Power Level campaigns focus on 'traditional' superhero tropes; super-powered villains and their specially equipped minions, teams of supervillains, criminal cartels, regional conflicts, extortion schemes threatening entire cities, giant monsters, local disasters, and the like. Standard Power characters exist on a level slightly above the mundane concerns of normal law-enforcement.

High Power Level campaigns involve higher concerns: major supervillains with super-powered minions, world war, alien invasions, threats to entire nations, alliances between major villains, powerful ancient cults, cosmic horrors, global disasters, interstellar conflicts and so on. High Power characters laugh at thugs with guns, and live above everyday human concerns.

These power levels blend together at the edges, of course. With sufficient experience, characters created at Low power eventually advance to match beginning Medium power characters, and so on. Challenges typical to higher power levels may begin to crop up before characters of a lower level are entirely ready to confront them.

2.1.2 Character Record Sheet

As you make your way through the character generation process, you should record the character's relevant details on their Character Record Sheet.

The following sections are presented in the order which makes the most sense for character generation, which is not always the

same as the order in which they appear on the Character Sheet. The Character sheet is arranged in a way which best suits the demands of play. Again, though, you're free to complete these steps in any order you please.

2.1.2.1 Player

Write the player's name here, for ease of identification. If the character is another character's Companion, write "So-and-so's Companion". If the character doesn't belong to any player, write "NPC Villain", "NPC Hero", etc. The character's secret identity and superhero code-name are addressed later, in sections 2.1.18 thru 2.1.20.

2.1.2.2 Side

Most intelligent characters are classified as either Good or Evil. Nonsentient (unintelligent) animals and creatures as well as some intelligent characters are considered Neutral.

Player characters are always heroes, and therefore on the side of Good.

2.1.2.3 Birthplace

Where (or when) does the character come from? The character's race, cultural background, and so on are all influenced by this.

Roll on the tables in this section, starting with the Place of Birth table, to determine the character's place of origin.

d100	Place of Birth
01-80	Local. The character is a native of the locale where they're first encountered. So if this character first turns up in Moscow, they're Russian and a Muscovite. Proceed to section 2.1.3.
81-96	Foreigner. The character is from another well-known region of the world on which they're first encountered. If that world is the Earth, roll on the Known Regions table. If they're encountered on some other world, the GM will have to determine what region of that world they came from.
97	Stranger. The character is from a lost or hidden region of the world on which they're first encountered. If that world is the Earth, roll on the Lost Regions table. If they're encountered on some other world, the GM will have to determine what lost or hidden region of that world they came from.
98	Anachronism. The character is from another time period in the history of the world on which they're first encountered. Re-roll to determine whether the character is a native of the region where they're encountered (re-rolling further results of 98), and if this world is the Earth, roll on the Time Periods table. If they're encountered on some other world, the GM must determine which time period they came from in that world's history.
99	Alien. The character is from another world in the Mighty Protectors® Multiverse. Roll on the Other Worlds table.
100	Extra-Dimensional. The character is from another dimension in the Mighty Protectors® Multiverse. Roll on the Other Dimensions table.

Known Regions of the Earth

Roll on the following table if you need to determine the national origin of a character who's from a well-known part of the Earth. If you roll the same region where the character is first encountered,

then the character comes from some other part of that same region. For example, if the character is encountered in London, England, and England is rolled for their place of origin, then they're from some part of England other than London.

d100	Known Regions
01	Ethiopia
02	Elsewhere in Eastern Africa
03	Malaya*
04	Elsewhere in Central Africa
05	Egypt
06	Elsewhere in Northern Africa
07	South Africa
08	Elsewhere in Southern Africa
09	Nigeria
10	Elsewhere in Western Africa
11-22	China
23-27	Japan
28	Elsewhere in Eastern Asia
29	Bangladesh
30-38	India
39	Pakistan
40-42	Elsewhere in South-Central Asia
43-44	Indonesia
45	Philippines
46	Viet Nam
47	Elsewhere in South-Eastern Asia
48	Turkey
49	Elsewhere in Western Asia
50	Belarus
51-52	Poland
53	Romania
54-59	Russian Federation
60-61	Ukraine
62	Elsewhere in Eastern Europe
63-64	Britain
65	Sweden
66	Elsewhere in Northern Europe
67	Greece
68-69	Italy
70-71	Spain
72	Elsewhere in Southern Europe
73-74	France
75-77	Germany
78	Netherlands
79	Elsewhere in Western Europe
80	Cuba
81	Elsewhere in the Caribbean
82	Mexico
83	Elsewhere in Central America
84-85	Brazil
86	Elsewhere in South America
87-96	United States
97	Canada
98	Elsewhere in North America
99	Australia
00	Elsewhere in Oceania

*This is a fictitious nation from the Mighty Protectors® Multiverse. Malaya is a dictatorship ruled by the supervillain Leo.

Lost Regions of the Earth

Roll on the following table if you need to determine the place of origin for a character who's from a lost or hidden region of the Earth. If you roll the same region where the character is first encountered, then the character comes from some other part of that region.

d100	Lost Regions
01-15	The Secret Land. A primordial jungle teeming with dinosaurs and other extinct species, located on a strange planetoid floating around Earth's oceans – accessible via a portal deep in the Amazon basin. Roll d100 for species: 01-34 = Cro-Magnon, 35-67 = Neanderthal, 68-00 = Saurid. Culture: Primitive.
16-30	Atlantis. An undersea realm in the north Atlantic. The ancient Atlanteans used sorcery to adapt themselves to dwell under water aeons ago, but have since reverted to barbarism. Species: Atlantean. Culture: Primitive.
31-40	Haven. This is a "shore leave" facility for veterans from the Core Wars. It's located in a vast underground dome beneath the American northwest. Roll d100 for species: 01-20 = Tech Construct, 21-80 = Alien, 81-00 = Human. Culture: High Tech.
41-55	Lemuria. A domed city beneath the south Pacific. Its inhabitants are descended from an ancient technologically advanced African civilization, who preserved their cities in domes when the island of Lemuria sank. Species: Human. Culture: High Tech.
56-75	Subtania. This is a world-spanning complex of interconnected caverns and tunnels. Subtania is host to a variety of races and cultures. Roll d100 for species: 01-33 = Silicoid, 34-66 = Troglodyte, 67-00 = Monster. Culture: Primitive.
76-80	The Enclave. This is a secret refuge in northern Minnesota for the Outcasts – monsters who dwell in secret alongside mankind. Species: Monster. Roll d100 for culture: 01-20 = Fantasy, 21-40 = Primitive, 41-50 = Mixed, 51-90 = Modern, 91-00 = High Tech.
81-00	Other. Make up your own Lost Region, selecting appropriate Race and Culture types for the character.



Great heroes may come from our world's ancient past...

Time Periods of the Earth

Roll on the following table if you need to determine the native time period of a character who's from another time in Earth's history. If you roll the same time period in which the character is first encountered, then the character comes from a different part of that time period.

You may also want to re-roll to determine whether the character is a native of the region where they were encountered (albeit from another time), and where they're from if they aren't native.

d100	Time Periods
01-05	Primordial. This covers the period of time between the Big Bang and the appearance of large, multi-cellular life forms on the Earth. Characters from this period aren't likely to be natives of the Earth. Roll d100 for species: 01-33 = Tech Construct (High Tech culture), 34-67 = Alien (High Tech culture), 68-00 = Monster (roll d100 for culture: 01-34 = High Tech, 35-67 = Mixed, 68-00 = Primitive)
06-10	Age of Dinosaurs. This covers the period from the emergence of life from the seas to the extinction of the dinosaurs after the impact of a large comet. Characters from this period might be members of an intelligent saurian species, or an early alien colony. Roll d100 for species: 01-25 = Tech Construct (High Tech culture), 26-50 = Alien (High Tech culture), 51-75 = Saurid (Primitive culture), 76-00 = Monster (roll d100 for culture: 01-34 = High Tech, 35-67 = Mixed, 68-00 = Primitive)
11-15	Stone Age. This covers the span of time from the rise of mammals as the dominant life-form on the Earth, to the arrival of the Sorcerer-Lords. Characters from this period are primitive cave-dwellers. Roll d100 for species: 01-33 = Neanderthal, 34-66 = Cro-Magnon, 67-00 = Human. Culture: Primitive.
16-20	Age of Legends. During this period, early Man was enslaved by Sorcerer-Kings from the planet Geos. This tyranny lasted for millennia, until humans stole the sorcerers' knowledge of magic and drove them back into the void of space – resulting in the sinking of Atlantis and Lemuria, and the emergence of the first historical city-states. Species: Human. Roll d100 for Culture: 01-33 = Primitive, 34-66 = Fantasy, 67-00 = Mixed.
21-25	Ancient. This time period extends from the rise of human-dominated civilization in the Tigris-Euphrates valley, to the dawn of the first large historical empires. Characters from this period may be ancient Egyptians, Sumerians, or members of some other ancient civilization. Species: Human. Roll d100 for Culture: 01-50 = Primitive, 51-00 = Fantasy.
26-30	Classical. This time period extends from the dawn of the Empire of Alexander the Great, to the fall of Rome. Characters from this historical period may be from any of the cultures which existed at that time. Species: Human. Roll d100 for culture: 01-50 = Primitive, 51-00 = Fantasy.
31-35	Dark Ages. This covers the time from the fall of Rome to the re-emergence of high culture after centuries of barbarism. Characters from the Dark Ages are likely to be citizens of a feudal kingdom. Species: Human. Roll d100 for culture: 01-50 = Primitive, 51-00 = Fantasy.
36-40	Renaissance. This time period covers the span from the return of civilization after the Dark Ages to the beginning of the widespread use of gunpowder and steam power. Characters from the Renaissance may come from any of the advanced cultures of Europe, or one of their conquered colonies. Species: Human. Roll d100 for culture: 01-20 = Fantasy, 21-00 = Modern.
41-45	Victorian. This time period covers the span from the beginning of the widespread use of gunpowder and steam power to the harnessing of electricity. Characters from the Victorian era might be citizens

	of any of several competing empires. Species: Human. Culture: Modern.
46-50	Industrial. This covers the period between the harnessing of electrical power and the first use of nuclear weapons. Characters from the Industrial era may be from any of the nations which existed at that time. Species: Human. Culture: Modern.
51-60	Modern. This period extends from the detonation of the first nuclear weapons to the establishment of the first permanent settlements off-planet. Characters from the Modern era may be from any of the areas listed on the Known Regions of the Earth table, above. Species: Human. Culture: Modern.
61-70	Near Future. This period runs from the establishment of the first permanent settlements off-planet, to the dawn of interstellar travel. Characters from the Near Future may be from any nation on Earth, or from an orbital, Lunar, Mars, or Asteroid colony. Roll d100 for species: 01-80 = Human, 81-00 = Tech Construct. Culture: High Tech.
71-85	Far Future. This period covers the time from the dawn of interstellar travel to the dim reaches of the far future, when humanity has been established as a vast intergalactic empire. Characters from the Far Future may be from any planet where humans of Earthly origin can be found. Roll d100 for species: 01-50 = Human, 51-70 = Alien, 71-00 = Tech Construct. Roll d100 for culture: 01-80 = High Tech, 81-95 = Modern, 96-00 = Primitive.
86-00	Extreme Future. This time period takes place after the decline and fall of humanity, when the human intergalactic empire is only dimly remembered by the species that came after mankind, if at all. Characters from the Extreme Future may be from isolated backwater planets where humans of Earthly origin can still be found. Roll d100 for species: 01-20 = Human, 21-70 = Alien, 71-00 = Tech Construct. Roll d100 for culture: 01-80 = High Tech, 81-95 = Modern, 96-00 = Primitive.

Other Worlds

Roll on the following table to find the homeworld of a character who's from another planet.

d100	Other Worlds
01-10	The Core. This is a region at the center of our galaxy - the scene of a vast interstellar conflict known as the Core Wars, which rages between the forces of the cosmic being known as Cosmos and the forces of the Void. It has gone on – and will continue - for an eternity. Roll d100 for species: 01-20 = Human, 21-70 = Alien, 71-00 = Tech Construct. Roll d100 for culture: 01-80 = High Tech, 81-95 = Modern, 96-00 = Primitive.
11-25	The Psynax Empire. The Psynax are a race of beings who are genetically capable of interbreeding with any other species. Their society is divided into rigid castes, based on inherited biological traits. Species: Psynax. Culture: High Tech.
26-40	The Technocracy. This is a totalitarian space empire, comprised of a variety of races. Roll a d100 for species: 01-20 = Human, 21-70 = Alien, 71-00 = Tech Construct. Culture: High Tech.
41-60	The Spherical Confederation. An alliance of inhabited systems in the region surrounding Earth's own solar system. The Sphere was formed in the aftermath of the combined Psynax/Technocracy invasion of the Earth in the early 1980s, which left several of these worlds devastated. The Sphere's primary purpose has been to quarantine the Earth to

	avert another invasion. Roll d100 for member world: 01-20 = Vandar (Species: Vandari, Culture: High Tech), 21-40 = Dakodar (Species: Dakodaran, Culture: High Tech), 41-60 = Farash (Species: Farashi, Culture: High Tech), 61-80 = Geos (Species: Geosian, Culture: Mixed), 81-00 = Perator (Species: Peratonian, Culture: High Tech).
61-70	Darkworld. An entire planet of "dark matter" which orbits the Sol system beyond Pluto. Species: Darkling. Culture: Mixed.
71-75	Factorum. An ancient manufacturing facility, pre-dating the Big Bang, as large as an entire star system and made of undetectable Dark Matter. Legends say that the Factorum is the birthplace of our universe's cosmic entities. Species: Mixed, Culture: Mixed.
76-80	Frankenstein Galaxy. An artificial galaxy assembled by the Propagators from material they've stolen from other galaxies. The Milky Way is next on their menu. Species: Tech Construct. Culture: High Tech.
81-85	Chronangeles. Ruled by the cosmic entity known as Chronos. Its engineers and mechanics, known as "Generations", observe the flow of the time stream throughout the Multiverse using machinery cobbled together from orphaned technology from lost civilizations. Generations are cloned from women of many races in Earth's dimension. They sometimes appear as mythical figures from the dimensions they visit. Chronos also provides Cosmos with clones of the greatest warriors in history to fight for him in the Core Wars. Species: Alien. Culture: Mixed.
86-90	Omnopolis. Ruled by Jillian, the daughter of the cosmic entity called Cosmos. A golden city as big as the entire surface of the Earth, bastion of the mighty heroes which Cosmos rules. Species: Human. Culture: Mixed.
91-00	Other. Create your own alien world, selecting appropriate Race and Culture types for the character. If the character is first encountered on a world other than the Earth, you may choose to make them an Earthling.

Other Dimensions

Roll on the following table to determine the home plane of a character who's from another dimension.

d100	Other Dimensions
01-05	The Interdimensional Library. Ruled by the cosmic entity known as Cognos. An entire universe devoted to collecting and storing information and fiction from throughout the Multiverse, as a backup in the event that the forces of Cosmos lose the Core War. Species: Human. Culture: Mixed.
06-25	Mythical Realm. Choose a heaven, hell, or other world from any historical myth logy (Norse, Greco-Roman, Judeo-Christian, Buddhist, etc.). Select an appropriate Species (Human, Magical Construct, or Monster) and Culture.
26-45	Alternate Earth. Choose or make up a parallel world where history has diverged from our own (the Dark Future of the superhero Zeta, ReichWorld where Nazi Germany won WWII, etc.). Select an appropriate Species and Culture.
46-60	Internet/Virtual Reality. This is an alternate universe which exists within electronic computer networks. Select an appropriate Species and Culture.
61-70	The Abomination Realm. A pocket dimension sanctuary for monsters, dimly remembered in human legend as a hell ruled by demons. The Abomination Realm is ruled by the infernal Asmodan. Its

inhabitants see Mankind as something to manipulate to their own ends, or conquer – or as cattle. Species: Monster. Culture: Mixed.

71-90 **Fictional World.** Choose any world from literature, film, etc. Select an appropriate Species and Culture.

91-00 **Other.** Create your own alien dimension, selecting appropriate Race and Culture types for the character. If the character is first encountered in a dimension other than Earth's, you may choose to make them come from Earth's dimension.



A grim survivor from an alternate reality.

2.1.3 Species

If the character's species hasn't already been determined on the previous tables, then roll on the following table:

d100	Species
01-80	Human
81-88	Tech Construct
89-92	Mystical Construct
93-98	Monster
99-00	Mixed

Many species have no special Abilities of their own, or they receive a combination of Abilities and Weaknesses that add up to 0. Some, however, get a package of Abilities worth (20) CPs. This reduces the starting values of each of their Core Abilities by (5) CPs. See 2.1.16.2, Ability Points.

Descriptions for the various known species are as follows:

Alien

The character is a member of a race which evolved on a planet other than the Earth. An alien character's Abilities and Weaknesses may be unique to them, or they may be inherent to their alien race.

Atlantean

Atlanteans are gilled, green-skinned humanoids with webbed fingers and toes. The ancient Atlanteans used sorcery to adapt themselves for life underwater eons ago, but have since reverted to barbarism. Atlanteans get (5) fewer CPs per Core Ability.

CPs	Atlantean Abilities
(8)	Adaptation: Drowning, High Pressure
(5)	Speed: 16"/64" Swimming
(7)	Heightened Strength: +7

Cro-Magnon

Nearly identical in appearance to modern humans, Cro-Magnon characters tend toward slightly heavier build with a heavy brow. They have no special Abilities.

Dakodaran

These beings are short, hive-dwelling humanoid rodents from the planet Dakodar in the Spherical Confederation. Dakodaran get (5) fewer CPs per Core Ability.

CPs	Dakodaran Abilities
(0)	Size Change (B): Smaller: 3', Permanent
(10)	Natural Weaponry: Claws & Fangs, +2 to hit, +4 sharp kinetic damage
(5)	Armor: 1/1/0/1
(5)	Heightened Agility: +5

Darkling

These beings made of dark matter, from a dark matter planet which orbits the Sol system beyond Pluto. Darkling characters get (5) fewer CPs per Core Ability.

CPs	Darkling Abilities
(10)	Adaptation: Asphyxiation, Radiation
(5)	Disintegration Field, d6 damage, No Range, PR = 1
(5)	Flight: 2" acceleration, 32" top speed
(0)	Heightened Sense: Vision is based on x-rays instead of visible light
(5)	Heightened Cool: +5
(-5)	Reduced Strength: Scrawny, -3 ST, -2 EN

Farashi

These crustacean aliens from the planet Farash in the Spherical Confederation are often outspoken critics of the Earth. Farashi characters get (5) fewer CPs per Core Ability.

CPs	Farashi Abilities
(15)	Armor: 3/2/2/2
(3)	Adaptation: Drowning
(7)	Heightened Strength: +7
(-5)	Reduced Agility: Clumsy, -5 AG

Geosian

To all appearances, Geos is an utterly typical world of European medieval fantasy. What it's doing 17.3 light years from Earth remains a mystery. Since being inducted into the Spherical Confederation, Geos has received an influx of advanced technology to supplement its native sorcery. Geosian characters can be humans, or else you may make up any traditional medieval fantasy race.



An adventurer from the planet Geos.

Human

Humans have no special Abilities.

Lemurian

These dark-skinned, telepathic humans have dwelt in a domed undersea city of super-science for many thousands of years. Lemurians get (5) fewer CPs per Core Ability.

CPs	Lemurian Abilities
(5)	Telepathy: Verbal (5)
(15)	Mind Control: Save @ -6, Sea Creatures Only

Mystical Construct

The character is a creature that has been given life by magical means. They may be a golem, a homunculus, a zombie, an animated rag-doll, etc. Abilities and Weaknesses received by Mystical Constructs are typically granted to them by their creator(s).

Mixed

The character's species incorporates biological components augmented with technological or magical prosthetics, or both. Abilities and Weaknesses received by characters of Mixed species are usually direct manifestations of their biological, mystical and technological elements.

Monster

'Monster' is a catch-all category for characters whose appearance or Abilities render them socially unacceptable. Every Monster character receives (-10) CPs in additional Weaknesses; either (-10) CPs of the Distinctive (Unattractive) Weakness, distributing the extra (10) CPs as they wish among their Abilities and Attributes, OR (-10) CPs of the Prejudice Weakness. Assign the (10) extra CPs to a disturbing 'monstrous' Ability (examples: Chemical Body (made out of some noxious substance), Death Touch, Emotion Control (fear), Shape-Shifting (into a monstrous form), Siphon (blood drain), Summoning (demons), Vehicle (hearse), etc. Monsters are feared and

shunned by most people in the Mighty Protectors® Multiverse, the way that Mutants are feared and shunned in some other superhero settings.

Neanderthal

Heavily built primitive hominids with heavy brows and jaw. Neanderthals can be found in Earth's stone age, and in the Secret Land.

CPs	Neanderthal Abilities
(5)	Heightened Strength: +5
(-5)	Lowered Intelligence: Dense, -3 IN, -2 CL

Peratonian

This humanoid alien race is descended from avian stock. They have reddish skin, sharp features, and dark feathered crests. Their bones are light but strong. Like the Vandari, the Peratonians are friendly toward the Earth. Several Peratonian adventurers have become Earthly superheroes, including the late Freedom Eagle. Peratonian characters get (5) fewer CPs per Core Ability.

CPs	Peratonian Abilities
(0)	Density Change: Decrease, x .5 Weight
(5)	Heightened Senses: Telescopic Vision, x16 magnification, +4 vs. range penalties
(5)	Heightened Strength: +5
(5)	Heightened Agility: +5
(5)	Heightened Cool: +5

Psynax

The Psynax are a race of technologically advanced beings who are genetically capable of interbreeding with any other species. Most Psynax fall within one of their genetically standardized castes, but others are completely unique. Psynax characters are allowed to take an extra Core Ability, but they must take an equal number of additional CPs from Weakness to pay for it.

Saurid

These are a race of intelligent dinosaurs, related to the velociraptor. Saurids get (5) fewer CPs per Core Ability.

CPs	Saurid Abilities
(10)	Armor: 2/1/2/1
(5)	Speed: 32" ground
(5)	Natural Weaponry: +2 to hit / +2 sharp kinetic damage claws

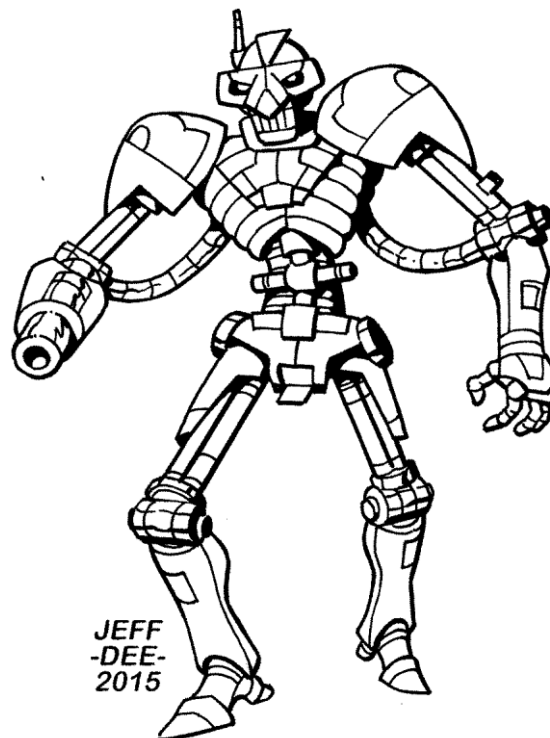
Silicoid

Silicoids are a race of subterranean beings made of living rock. Silicoids get (5) fewer CPs per Core Ability.

CPs	Silicoid Abilities
(10)	Adaptation: Asphyxiation, High Temperatures
(5)	Density Increase, x3 weight, Continual, Can't Hold Back
(10)	Heightened Strength: +10
(-5)	Reduced Agility: Clumsy, -5 AG

Tech Construct

The character is an artificial life-form created by science. They could be a robot, an android, a genetically engineered creature, etc. Abilities and Weaknesses possessed by Tech Constructs are typically deigned into them by their creator(s).



A robotic Tech Construct.

Troglodyte

Powerfully built, blind albino humanoids. Troglodytes are descended from ancient Neanderthals, who migrated into the lightless depths of the Earth aeons ago.

CPs	Troglodyte Abilities
(5)	Heightened Senses: Scent improved to a Full Sense
(5)	Knowledge: Sneaking +6
(5)	Natural Weaponry: +2 to hit with grappling
(5)	Heightened Strength: +5
(-5)	Lowered Intelligence: Dense, -3 IN, -2 CL
(-15)	Diminished Senses: Blind

Vandari

The Vandari are a humanoid race, with skin ranging from a pale lemon yellow to a deep burnt orange. Their hair is usually dark, falling out rather than turning grey as they age. Their eyes have large, dark pupils. They have no particular special Abilities: treat them as normal humans during character generation. The Vandari are well-disposed toward Earth, their world having once been liberated from Psynax occupation by the Protectors. Since that time, they've been governed by a council of elected paranormal heroes from their own world.

2.1.4 Culture

Besides simply fleshing out the character's background, a character's culture affects their ability to identify the function of mystical artifacts and advanced technology (see 3.1.2).

Unless otherwise indicated on the previous tables, every character's Culture is Modern.

Fantasy

In a fantasy culture, magic is commonplace enough to serve in the place of advanced technology.

Primitive

Primitive cultures are technologically backward, lacking advanced scientific knowledge but possessing some knowledge of magic.

Mixed

Mixed cultures possess some limited technology as well as a limited magical tradition.

Modern

The character comes from a culture that is similar to modern Earth. Modern cultures place some emphasis on technology, but little on magic.

High Tech

High Tech cultures possess a high degree of technological advancement, but have no use for the supernatural.

2.1.5 Age

A character's age has no direct effect on their game statistics. Normal humans won't usually be found superheroing before their teens or after their 60's, but there are exceptions. Non-human characters can be of any age, from a few hours to many aeons, depending on their race and character concept.

The age of a typical 'beginner' superhero (or villain) can be determined randomly by rolling $2d10+10$. If the character is supposed to have a few years of experience behind them, add 10 or more to this roll.



The teenaged superhero Bluejay!

Example: Ms. Moonlight is a new young superhero. A roll of $2d10$ yields 9, plus 10 equals 19. Ms. Moonlight is 19 years old. If she were supposed to be an experienced hero, she could be 29 or even older.

You may alternately roll for a random age that more accurately reflects the modern American population. Roll $2d12$, adding the two numbers together. Multiply the final total by 3, subtracting 1

from the multiplier for each 1 rolled and adding one to the multiplier for each 12 rolled.

Example: Martha rolls $2d12$, yielding a 3 and a 12 for a total of 15, multiplied by 4 (because one of the numbers she rolled was a 12) resulting in an age of 60.

2.1.6 Gender

Gender has no direct effect on a character's game statistics. Players are thus free to select any gender identity, expression, biological sex, and sexual attraction for their character. The following tables are provided for GMs to determine these details for NPCs, and for players who wish to leave these decisions open to chance:

d100	Gender Identity
01-48	Woman
49-96	Man
97-00	Nonbinary*

d100	Gender Expression
01-87	Same as gender identity
88-93	Different from gender identity
94-97	Androgynous (involves traits associated with multiple genders)
98-00	Gender Neutral (mostly devoid of gendered traits)

d100	Biological Sex
01-95	Cisgender (biological sex is aligned with gender identity)
96-99	Transgender (biological sex is different from gender identity)
00	Intersex

d100	Sexual Attraction
01-90	Straight (attracted to members of a different gender)
91-94	Gay/Lesbian (attracted to members of the same gender)
95-99	Bisexual/Pansexual (attracted to members of multiple genders)
00	Asexual (not sexually attracted to anyone)

*Nonbinary is a catch-all category for gender identities outside of the usual gender binary and cisnormativity. Such characters may identify as one or more of the following: genderless, genderqueer, gender fluid, two-spirit, etc.

Example: The GM is creating an NPC villain, and decides to generate their gender randomly. The first roll is 45: the NPC identifies as a woman. The second roll is a 19: she also expresses as a woman. The third roll is a 12: she's biologically female. The fourth roll is 51: she's straight.

2.1.7 Basic Characteristics

A character's Basic Characteristic (BC) scores represent their fundamental physical and mental capabilities, aside from any special skills, gear, and super Abilities. Every living character and creature has at least 1 point in each of the BCs.

Strength (ST)

Strength measures of the amount of physical force the character can exert. This mainly translates into their Carrying Capacity (how much weight they can hold off the ground and remain standing) and Base HTH Damage (the amount of injury they can inflict with their bare hands). ST also contributes to the character's total

Power (fatigue) and Move (ground movement rate), and has a large effect on the character's Hit Points ('Hits' - the amount of damage they can sustain before losing consciousness).

Endurance (EN)

Endurance is a measure of the character's overall health and fitness. This mainly translates into their Endurance save (their chance of successfully resisting a test of their Endurance) and their Healing Rate (how many Hits they regain per day of rest). EN also contributes to the character's total Power (fatigue) and Move (ground movement rate), and has the largest effect on the character's Hits (the amount of damage they can sustain before losing consciousness) of any of the BCs.

Agility (AG)

Agility represents the character's full-body and hand-eye coordination. This mainly translates into their Agility save (their chance of succeeding at a test of their Agility - including, importantly, their chance to hit a target with most types of attacks) and their Physical Defense (the difficulty of others hitting them with a physical attack). AG also contributes to the character's total Power (fatigue) and Move (ground movement rate), and has some effect on the character's Hits (the amount of damage they can sustain before losing consciousness).

Intelligence (IN)

Intelligence is a rating of the character's sensory awareness and reasoning ability. This mainly translates into their Intelligence save (their chance of succeeding at a test of their Intelligence - including perception checks and their chance to hit a target with mental attacks) and their Mental Defense (the difficulty of others hitting them with a mental attack). IN also contributes to the character's total Power (fatigue), and determines the character's free pool of Inventing Points (their ability to makeshift devices as the need arises).

Cool (CL)

Cool is a measure of the character's willpower and force of personality. This mainly translates into their Cool save (their chance of successfully resisting a test of their Cool) and their Initiative (their ability to react quickly in combat). CL also has a small effect on the character's Hits (the amount of damage they can sustain before losing consciousness).

2.1.7.1 Determining BC Scores

The total number of CPs in a character's Basic Characteristic (BC) scores depends on their Power Level. Each BC point is worth (1) CP (see 2.1.16.2). A new player character's Power Level is the same as the Power Level of the campaign they're being created for. NPCs can be built at any Power Level the GM wishes.

There are several different methods for assigning a new character's BCs.

Random Method:

The character receives a set of five pre-determined Basic Characteristic (BC) scores. The BC scores they receive depend on their campaign's Power Level.

These BC scores are assigned at random, in the following order:

Order Assigned	BC Scores by Campaign Power Level			
	Normal	Low	Standard	High
1st	14	16	18	20
2nd	12	14	16	18
3rd	10	12	14	16
4th	8	10	12	14
5th	6	8	10	12

Roll a d10 once for each of the five Basic Characteristic scores given for the campaign's power level on the table above, assigning each BC score to the CP cost of the BC indicated by the die roll on the table below.

d10 Roll	Basic Characteristic
1-2	Strength (ST)
3-4	Endurance (EN)
5-6	Agility (AG)
7-8	Intelligence (IN)
9-10	Cool (CL)

If a roll indicates a number which has already been assigned to a BC, use the next BC listed on the table. If Cool (CL) is rolled, but already been assigned, start back at the top with Strength (ST).

Example: Carl is generating random BC scores for a new Standard Power Level character. He rolls a 2, assigning his first BC Score (an 18) to his Strength. Then he rolls a 10, assigning his second BC score (a 16) to his Cool. A roll of 5 assigns a 14 to his Agility. Another roll of 5 skips Agility (since he already rolled that), and assigns a 12 to the next BC, which is Intelligence. His final BC score, a 10, is assigned to his Endurance since that's the only Basic Characteristic which hasn't got a score yet.



Aquarius of the Zodiac supervillain team.

Construction Method 1:

Assign the BC scores given for the character's Power Level on the first table under the Random Method as desired among the character's five BCs.

Example: Julie is creating a high-powered character. She assigns a 20 to the character's EN, 18 to AG, 16 to IN, 14 to CL, and 12 to ST.

Construction Method 2:

Assign the number of BC points indicated for the character's Power Level on the table below among the character's five BC scores, within the given range of minimum and maximum scores per BC:

Power Level	BC Points	Minimum	Maximum
Normal	50	3	15
Low	60	3	18
Standard	70	3	21
High	80	3	24

The maximums shown only pertain at this stage in character generation. Characters are free to exceed this maximum later in the character generation process, up to the absolute BC Cap at their Power Level (see 2.1.16.5).

Example: Arnold is creating a low-powered character. He assigns 60 points among the character's BCs as follows: 15 to ST, 11 to EN, 12 to AG, 6 to IN, and 16 to CL.

2.1.7.2 Basic Characteristic Table

BC Score	Carrying Capacity	Base HTH Damage	Save Numbers	Initiative	Hit Points				Healing Rate
	ST	ST	EN, AG, IN & CL	CL	ST	EN	AG	CL	EN
0	8	d2-1	6-	d2-1	-3	-5	-2	-1	.2
1	10	d2-1	7-	d2-1	-3	-5	-2	-1	.3
2	12	d2-1	7-	d2-1	-3	-5	-2	-1	.3
3-5	15	d2	8-	d2	-2	-3	-1	0	.5
6-8	30	d3	9-	d3	0	-1	0	1	.8
9-11	60	d4	10-	d4	1	1	1	1	1
12-14	120	d6	11-	d6	3	3	2	2	1.6
15-17	240	d6+1	11-	d6+1	5	6	3	2	2.2
18-20	480	d8+1	12-	d8+1	6	8	5	3	2.8
21-23	960	d10+1	12-	d10+1	8	10	6	3	3.4
24-26	1,920	2d6	13-	2d6	10	13	7	4	3.9
27-29	3,840	d6+d8	13-	d6+d8	12	15	8	5	4.5
30-32	7,680	2d8	14-	2d8	14	17	9	5	5.1
33-35	15,360	d8+d10	14-	d8+d10	16	20	10	6	5.7
36-38	30,720	2d10	15-	2d10	17	22	12	6	6.3
39-41	61,440	d10+d12	15-	d10+d12	19	25	13	7	6.9
42-44	122,880	2d12	16-	2d12	21	27	14	7	7.5
45-47	245,760	3d8	16-	3d8	23	29	15	8	8.1
48-50	491,520	2d8+d10	17-	2d8+d10	25	32	16	9	8.7
51-53	983,040	d8+2d10	17-	d8+2d10	27	34	17	9	9.2
54-56	1,966,080	3d10	18-	3d10	28	36	19	10	9.8
57-59	3,932,160	2d10+d12	18-	2d10+d12	30	39	20	10	10.4
60-62	7,864,320	d10+2d12	19-	d10+2d12	32	41	21	11	11
63-65	15,728,640	3d12	19-	3d12	34	43	22	12	11.6
66-68	31,457,280	3d12+1	20-	3d12+1	36	46	23	12	12.2
69-71	62,914,560	3d12+2	20-	3d12+2	38	48	25	13	12.8
72-74	125,829,120	4d10	21-	4d10	39	50	26	13	13.4
75-77	251,658,240	3d10+d12	21-	3d10+d12	41	53	27	14	14
78-80	503,316,480	2d10+2d12	22-	2d10+2d12	43	55	28	15	14.5
81-83	1,006,632,960	d10+3d12	22-	d10+3d12	45	58	29	15	15.1
84-86	2,013,265,920	4d12	23-	4d12	47	60	30	16	15.7
87-89	4,026,531,840	4d12+1	23-	4d12+1	48	62	32	16	16.3
90-92	8,053,063,680	5d10	24-	5d10	50	65	33	17	16.9
93-95	16,106,127,360	4d10+d12	24-	4d10+d12	52	67	34	17	17.5
96-98	32,212,254,720	3d10+2d12	25-	3d10+2d12	54	69	35	18	18.1

Carrying Capacity

This shows the amount of weight (in pounds) that the character can lift and carry without severe exertion. Carrying Capacity depends on the character's Strength (ST) score. A character can double their Carrying Capacity temporarily by Pushing (see 5.5).

Example: Gauntlet's ST is 15. He can carry up to 240 lbs. without much exertion, or up to 480 lbs. by Pushing.

Base HTH Damage

The die roll shown is the amount of blunt Kinetic damage which the character can inflict in a bare-handed attack. Base HTH (Hand to Hand) Damage depends on the character's Strength (ST) score. A character can temporarily add a bonus of +2 to their Base HTH Damage by Pushing (see 5.5).

Example: Gauntlet's ST is 15. His Base HTH Damage roll is d6+1, or d6+3 if he Pushes.

Save Numbers

This shows the character's Saving and Task Roll numbers (see 3.0) for their Endurance (EN), Agility (AG), Intelligence (IN) and Cool (CL). The '-' sign means 'or less', so a character with an EN save of '12-' must roll a 12 or less on a d20 to succeed at an Endurance save.

Example: Gauntlet has a 15 EN, 19 AG, 20 IN, and 21 CL, giving him save numbers of 11- for EN, 12- for AG, 12- for IN, and 12- for CL.

Initiative

The die roll shown is used when the character rolls for Initiative in combat (see 4.2). Initiative depends on the character's Cool (CL) score.

Example: Gauntlet's CL is 21. His Initiative roll is d10+1.

Hit Points

Hit points represent the maximum amount of injury a character's body can sustain before they become incapacitated.

Strength (ST), Endurance (EN), Agility (AG) and Cool (CL) each contribute toward a character's Hit Points ('Hits'). Find the number in the "Hit Points" column corresponding to each of those Basic Characteristics, and add them together to determine the character's Hits.

Example: a character with a score of 9 in every BC has a total of 4 Hits. If that character's Endurance rose to 12, they would then have 6 Hits.

Every character has at least 1 Hit Point, regardless of their BC scores.

Healing Rate

This is the number of Hit Points a character can recover naturally through rest (see 4.13). Healing Rate depends on the character's Endurance (EN) score.

2.1.8 Secondary Characteristics

These characteristics are all calculated from the character's other stats, and must be re-figured if the BCs they're based on change.

Power

Power points represent the amount of energy that a character can generate. Power is used to avoid injury, to fuel one's super powers, and to perform other strenuous activities.

A character's Power score equals the total of their final ST, EN, AG, and IN scores.

Defenses

Each character has a Physical Defense score equal to their AG save -10, and a Mental Defense score equal to their IN save -10.

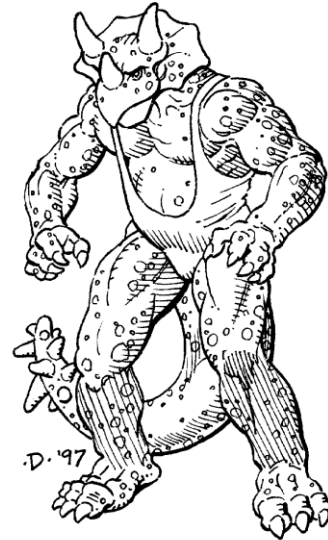
Move

A character's ground movement rate equals the average of their ST, EN, and AG scores, rounded to the nearest whole number.

Example: Crime Teacher has a 14 ST, 18 EN, and 33 AG. $(14+18+33)=65$. Dividing 65 by 3 equals 21.67, which rounds up to 22.

Inventing Points

Every character receives a number of Inventing Points equal to their IN score divided by 2, rounded up.



Wanted: the savage, spine-tailed TRICERATOPS!

2.1.9 Weight & Mass

Adult male characters roll 5d6. Adult female characters roll 5d4. Multiply the result by 10 to find the character's weight in pounds. For teenaged characters, subtract 1 or 2 dice. For heroically large characters, add 1 or 2 dice.

Alternately, you may choose any weight within the following ranges:

Body Type:	Lightest	Average	Heaviest
Smallest Male	30	105	180
Teen Male	40	140	240
Adult Male	50	175	300
Large Male	60	210	360
Heroic Male	70	245	420
Smallest Female	30	75	120
Teen Female	40	100	160
Adult Female	50	125	200
Large Female	60	150	240
Heroic Female	70	175	280

To find a character's Mass roll, divide their weight by 2 and find the closest match in the Carrying Capacity column on the BC table. Read across to the HTH Damage column: record the type of dice listed there as the character's Mass roll.

2.1.10 Background

Roll three times on the following table. Choose two of the results to keep. You may re-roll duplicates, or keep them. The results you keep indicate the character's general areas of background knowledge:

d100	Background (Career Examples)
1-5	Medicine (Surgeon, Nurse, Pharmacist, Physical Therapist, Paramedic, etc.)
6-9	Law (Lawyer, Law Student, Legal Assistant, Judge, Rights Advocate, etc.)
10-14	Engineering/Technology (Mechanical Engineer, Civil Engineer, Chemical Engineer, Architect, Electrical Engineer, etc.)
15-19	Security/Law Enforcement (Security Guard, Police Officer, Detective, Parole Officer, Jailor, etc.)
20	Fine Art (Painter, Songwriter, Sculptor, Composer, Poet, etc.)
21-23	Commercial Art (Illustrator, Photographer, Cartoonist, Portrait Artist, Graphic Designer, etc.)
24-26	Performing Art (Dancer, Singer, Pianist, Actor, Playwright, etc.)
27-31	Social Work/Charity (Life Coach, Mediator, Caregiver, Babysitter, Therapist, etc.)
32-36	Media/Communications (Journalist, Radio Operator, Publisher, Cameraman, Editor, etc.)
37-40	Sports (Football Player, Mascot, Tennis Player, Coach, Trainer, etc.)
41-44	Education/Academia (Scholar, Teacher, Student, Professor, Tutor, etc.)
45-49	Crime (Burglar, Smuggler, Mugger, Kidnapper, Assassin, etc.)
50-53	Military (Soldier, Officer, Mercenary, Guerilla, Wargamer, etc.)
54-58	Government (Politician, Pollster, Pundit, Lobbyist, Political Intern, etc.)
59-63	Agriculture (Farmer, Botanist, Gardener, Ecologist, Migrant Worker, etc.)
64-67	Research/Science (Physicist, Lab Assistant, Astronomer, Chemist, Research Assistant, etc.)
68-71	Religion/Mysticism (Priest, Sorcerer, Witch, Minister, Shaman, etc.)
72-75	Psychology (Therapist, Counselor, Gerontologist, Psychologist, Psychometrician, etc.)
76-80	Labor/Manufacturing (Factory Worker, Day Laborer, Mover, Bricklayer, Ditch Digger, etc.)
81-85	Business/Sales (Manager, Entrepreneur, Salesman, Shopkeeper, Clerk, etc.)
86-90	Accounting/Finance (Accountant, Investor, Banker, Bank Teller, Fundraiser, etc.)
91-95	Travel/Transportation (Taxi Driver, Pilot, Sailor, Trucker, Cyclist, etc.)
96-100	Hunting/Survival (Hunter, Gatherer, Tracker, Search & Rescue, Survivalist, etc.)

Several example careers are given for each background. For example, both Banker and Investor are Careers in the Accounting/Finance background. Select a specific Career for each of the two Backgrounds that you keep. You may also make up other Careers besides the examples listed, subject to GM approval.

Consider which Career options the Backgrounds you've chosen might realistically offer within the context of the character's birthplace, culture, basic characteristics, age, and so on. For example, a 13-year-old kid is more likely to be a Cyclist than a Trucker.

The Careers you choose are used by the GM when deciding whether the character has received appropriate training at a given Task (see 3.0.2.1).

Write the names of the Careers you select in Background section of the character's record sheet.

Alternately, you may combine two Backgrounds to create a new/specialized Career which encompasses them both. For example, a character with Business/Sales and Travel/Transportation might be a Travel Agent. Combining two Backgrounds into a single Career gives the character a bonus of +3 on Task checks where the GM rules that the Career applies; note this also on the character's record sheet.

If you kept two instances of the same Background, you may either select two different Careers within that Background (for example, Journalist and Cameraman under Media/Communications) or else choose only one Career in that Background but gain a bonus of +3 on related task checks, noting this on the character's sheet.

Example: Tim is creating a new Mighty Protectors® character. His character is a 21-year-old from Dallas, Texas. He weighs 150 pounds, and has high scores in ST and AG, but he has low scores in CL and IN. His backgrounds are Government/Bureaucracy and Law. After thinking about it for a bit, Tim decides that his character is a prison guard - well versed in the rules and regulations of prison life. Since he has only that one Career, he gets a bonus of +3 on task checks which fall within that career description.

2.1.11 Motivation

Every superhero has a heroic motivation which explains why they're so eager to fight crime. Roll d100 twice, selecting whichever motivation fits best and writing it down on the character's record sheet:

d100	Superhero Motivation
01-09	Penance. Your character did something in the past that they feel they have a need to make up for. It's best if what they did is somehow relevant to the focus of the campaign, but not vital. Any good you can do helps assuage the guilt that's gnawing at your soul...
10-18	Vengeance. They did something horrible, either to you or to a loved one. They have to pay, and you're determined to collect. The bad guys of the campaign don't necessarily need to be the specific ones responsible. In your mind, they're all alike.
19-27	Utopian. Your world-view drives you to confront the enemy. This may be a personal philosophy, or something you share with others (such as patriotism, or a religion). You may have been raised with these values, or developed them only recently. Your world-view may be based on moral or ethical convictions or be entirely fanciful, but you MUST try to live up to it, and be an example to others.
28-36	Thrill Seeker. Danger's your middle name, and you throw yourself into it with wild abandon. If you happen to do some good along the way, that's icing. The truth is, you're in it for the rush.
37-45	Duty Bound. You feel obligated to carry on a tradition, or feel that you have a special duty to fulfill. "My father was the ORIGINAL Dark Avenger; now the Dark Avenger lives again!" "With great power comes great responsibility". "So what if I lost my badge? I'm a COP, dammit!" "The Shadow Guard were formed to oppose the forces of darkness. I am the last."
46-54	Need To Know. Your character is motivated by a desire for knowledge. "Gosh! I've never seen a vampire before!" "They said I was mad, but I'll show

	them! I'll find proof!" "I must get closer... a reading of this creature's gamma output is crucial to my experiment." "I'm writing an article on Native American folklore. Can you tell me exactly where you last saw Bigfoot?"
55-63	For Hire. You've got the talent and guts to face the enemy, but you're not stupid. Question #1 is, what's in it for you? Not that you're without compassion... you've been known to accept lesser fees from particularly needy clients, and you'd never knowingly work for the other side!
64-72	Self-Defense. The enemy are after you. It's only a matter of time before they strike. But you refuse to surrender! Better to carry the fight to them, to give them something to remember, even if in the end the odds are hopeless! You never know who might be working with them...
73-81	Glory Hound. You love to bask in the adulation of the masses, and the best way you've found to earn that adulation is in combating the forces the masses most fear and despise.
82-90	Carnage. You love to blow stuff up. Mainly you target villains because, in general, no one will weep for them and give you grief. Secondary, of course, is the fact that they're worthless creeps that need blowing up. Hmm. Maybe there's a spark of decency somewhere inside you after all.
91-00	Justice. You are motivated solely by the belief that wrongdoers must face the full weight of the law.

Villains have motivations, too. Roll twice on the following table, selecting whichever Motivation fits best and writing it down on the character's record sheet.

d100	Supervillain Motivation
01-07	Insanity. The villain is insane. Roll again, twisting the result to make it very extreme and deeply irrational. For example, if you reroll and get "Carnage", then perhaps the villain wants to destroy the entire world.
08-13	Vengeance. Something was done to the villain that they think was unjustified. The villain wants to pay back the ones he thinks are responsible – or just take it out upon the world in general.
14-20	Dystopian. The villain's world-view drives them to support the establishment of an evil, oppressive government, religion, or other authoritarian institution.
21-27	Thrill Seeker. The villain is mainly driven by the thrill of accomplishing daring crimes.
28-33	Anarchist. The villain enjoys interfering with or tearing down authoritarian institutions.
34-40	Prejudice. The villain hates and despises some racial or ethnic group, and wishes to oppose or harm them in any way they can.
41-47	Mercenary / Servitor. The villain has no particular motivation of their own, but they're willing to perform criminal acts for money, and they've got a reputation for being good at what they do, leading other criminals to employ them.
48-53	Greedy / Egotist. The villain doesn't recognize the rights of others, and suffers from the delusion that they have a grand destiny and deserve to acquire vast personal wealth and power.
54-60	Publicity Seeker. The villain loves to be talked about, to have their picture in the paper, to collect newspaper clippings and watch TV coverage of their own crimes.

61-67	Belligerent / Carnage. The villain loves to fight and to destroy things, preferably ancient, famous, or venerated things.
68-73	Survival. The villain's activities stem more from needs they can't control than from any antisocial impulses.
74-80	Dupe. The villain has been forced or tricked into committing crimes. They may not even be aware that they're fighting on the side of evil.
81-87	Conquest. The villain is driven by a desire to control or dominate. No matter how much they conquer, it never feels like it's enough. Unlike the egotist, this villain is motivated by a goal they feel is important rather than by personal greed.
88-93	Twisted Honor. The villain is driven to perform criminal acts out of a warped or misguided sense of justice, honor or duty.
94-00	Opportunist. The villain is simply willing to violate laws when they think they can get away with it.

2.1.12 Wealth

All characters start with a d4 Wealth roll (representing an average annual income of about \$40,000).

2.1.13 Luck

All characters start with a 10- Luck save (representing an 'average' amount of luck), for free.

2.1.14 Origin Type

A character's Origin Type is a general description of the means by which they got their Abilities. Origin Types don't directly affect Ability selection. Instead, they guide the player or GM in choosing whether each of the character's Abilities is a super power, a skill, a technological device, a magical artifact, or a magical spell. Roll twice on the table below, re-rolling duplicates, and pick whichever result fits the best.

d100	Origin Type
01-20	Mutated or Evolved
21-40	Science Accident
41-45	Mystical Accident
46-65	Science Project
66-80	Mystical Project
81-90	Physical Training
91-00	Mystical Training

Mutated or Evolved

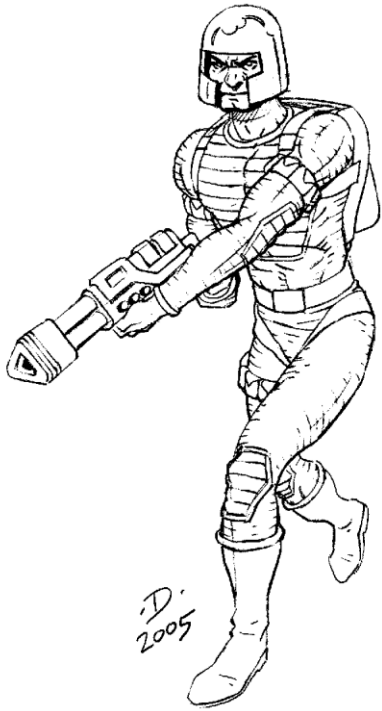
The character is either a spontaneous mutation, or the inheritor of super-ability genes from their parent(s) or ancestor(s). Any special gear they have was either inherited, purchased, or constructed by the character to augment their innate abilities.

Science Accident

The character got their Abilities or equipment as the result of a freak – albeit scientifically explicable – accident.

Mystical Accident

The character gained Abilities as a consequence of mystical forces gone awry, or discovered or received mystical secrets or artifacts through sheer luck.



Intercrime Power Infantry

Science Project

The character received their Abilities or gear through the intentional application of scientific principles, either on their own or through the efforts of outside experts.

Mystical Project

The character was granted mystical Abilities, training and/or artifacts by others with mystical expertise.

Physical Training

The character developed their own Abilities through hard, diligent work – either alone or as part of a larger group. Only relatively mundane Abilities can be acquired this way, and so any unusual Abilities they possess almost certainly take the form of gear, either issued to them by the group who trained them or put together by the character themselves to augment their training.

Mystical Training

The character mastered the mystical arts through study and practice – either on their own or within a larger group. Any gear they possess will almost certainly have been given to them by those who trained them, or enchanted by the character themselves.

2.1.15 Abilities & Weaknesses

Randomly select 2 Offensive Abilities, 2 Defensive Abilities, and 2 Miscellaneous Abilities by rolling twice on each of the following Ability tables. Some Abilities appear on more than one table if they offer a combination of offensive, defensive, and other Abilities. Re-roll if the same Ability is rolled more than once:

d100	Offensive Ability
01-02	Absorption
03-04	Chemical Abilities
05-08	Death Touch
09-12	Devitalization Ray
13-14	Disintegration
15-18	Emotion Control
19	Experience Levels
20-21	Flame Abilities
22-23	Force Field
24-25	Grapnel
26-27	Gravity Control
28-29	Heightened Agility
30-33	Heightened Attack
34-37	Heightened Expertise
38-41	Heightened Strength
42-43	Ice Abilities
44-45	Light Control
46-47	Lightning Control
48	Magnetism
49-52	Mind Control
53-56	Natural Weaponry
57-60	Paralysis Ray
61-64	Poison/Venom
65-69	Power Blast
70-71	Reflection
72-75	Repulsion Blast
76-77	Shaping
78-81	Siphon
82-83	Sonic Abilities
84-87	Special Weapon
88	Telekinesis
89-92	Transmutation
93-94	Vibration Abilities
95-98	Weakness Detection
99-00	Weather Control

d100	Defensive Ability
01-03	Absorption
04-08	Adaptation
09-14	Armor
15-17	Astral Projection
18-19	Chemical Abilities
20-24	Darkness Control
25-28	Density Change
29-30	Disintegration
31-35	Durability
36-37	Experience Levels
38	Flame Abilities
39-41	Force Field
42-43	Gravity Control
44-46	Heightened Agility
47-51	Heightened Defense
52-56	Heightened Endurance
57	Ice Abilities
58-62	Invisibility
63-67	Invulnerability
68-72	Life Support
73	Light Control
74	Lightning Control
75-76	Magnetism
77-81	Non-Corporeality
82-84	Reflection
85-89	Regeneration
90-94	Shield
95	Stretching Abilities
96-97	Telekinesis
98-00	Vibration Abilities

d100	Miscellaneous Ability
01-02	Animal/Plant Abilities
03-04	Arsenal
05	Astral Projection
06-07	Base
08-09	Communicators
10-11	Companion
12-13	Cosmic Awareness
14-15	Cybernetics
16-17	Dimensional Travel
18-19	Duplication
20-21	Energy
22-23	Experience Levels
24-26	Flight
27	Grapnel
28-29	Healing
30-31	Heightened Cool
32-33	Heightened Initiative
34-35	Heightened Intelligence
36-37	Heightened Senses
38-39	Illusions
40-41	Inventing
42-47	Knowledge
48-49	Luck
50-55	Mental Ability
56-57	Negation
58-63	Physical Ability
64-65	Revivication
66-67	Shape-Shifting
68	Shaping
69-70	Size Change
71-73	Speed
74-76	Stretching Abilities
77-78	Summoning
79-81	Super Speed
82-83	Telepathy
84-86	Teleportation
87-88	Transformation
89-91	Vehicle
92-93	Wealth
94	Weather Control
95-00	Willpower

Each character must also select two random Weaknesses. Roll twice on the table below. Re-roll if the same Weakness is rolled more than once:

d100	Weaknesses
01-05	Diminished Senses
06-10	Distinctive
11-15	Low Self-Control
16-20	Lowered Intelligence
21-25	Nemesis
26-30	Personal Problem
31-35	Phobia
36-40	Physical Disability
41-45	Poverty
46-50	Prejudice
51-55	Psychosis
56-60	Reduced Agility
61-65	Reduced Cool
66-70	Reduced Endurance
71-75	Reduced Strength
76-80	Special Requirement
81-85	Susceptibility
86-90	Uneducated
91-95	Unliving
96-00	Vulnerability

2.1.16 Final Touches

At this point, if you've been rolling randomly, you're finding yourself confronted with a list of traits which, at first glance, may not seem to make a whole lot of sense together. Now it's time to put together a superheroic (or villainous) 'theme' from all of these disparate pieces.

2.1.16.1 Character Concept

Look for a pattern, or even the suggestion of a pattern, in all of the random noise.

Example Part 1: Nina's character rolls a Standard power level hero who's local (Atlanta, GA, USA), a human, 25 years old, a cisgender straight woman with 12 ST, 10 EN, 18 AG, 16 IN, and 14 CL, weighing 100 lbs. – a photographer and journalist, a thrillseeker who got her Abilities as the result of some kind of science project. For Abilities, she rolls Devitalization Ray, Heightened Attack, Armor, Shield, Grapnel, and Energy. Her random Weaknesses are Poverty and Reduced Strength.

Pick four Core Abilities from the randomly generated set of six. These should be Abilities that seem to fit together under a single theme. Also keep in mind that the character needs to be effective; leaving them without any attack Abilities, or any defenses, may make them ineffective.

2.1.16.2 Ability CPs

Each character receives a certain number of CPs in each of their Core Abilities, in addition to the CPs they receive as their starting BC scores. The number of CPs each Core Ability gets depends on the campaign's Power Level:

Power Level	Core Ability CPs (no Abilities)	BC Points	Total CPs
Normal	50	50	50
Low	10	60	100
Standard	20	70	150
High	30	80	200

So, for example, in a High-powered campaign characters begin with (30) CPs in each of their Core Abilities, and the total beginning cost of all of their Basic Characteristics and Abilities, minus their Weaknesses, is 200.

Characters of certain species suffer a penalty on the number of CPs assigned to their Core Abilities (see 2.1.3).

2.1.16.3 Weaknesses

Now examine the character's first randomly-rolled Weakness. Weaknesses have negative CP values, which reduce the character's overall CP cost, freeing up CPs so that the character can spend them elsewhere. Weaknesses are described below (see section 2.3). Do the character's Weaknesses fit with their emerging theme? If so, choose a number of CPs for each Weakness that seems appropriate. You may then assign those CPs to one of the character's two non-Core Abilities, or distribute them among their other Core Abilities and BCs. Or, if a Weakness doesn't seem to fit, you may simply discard it.

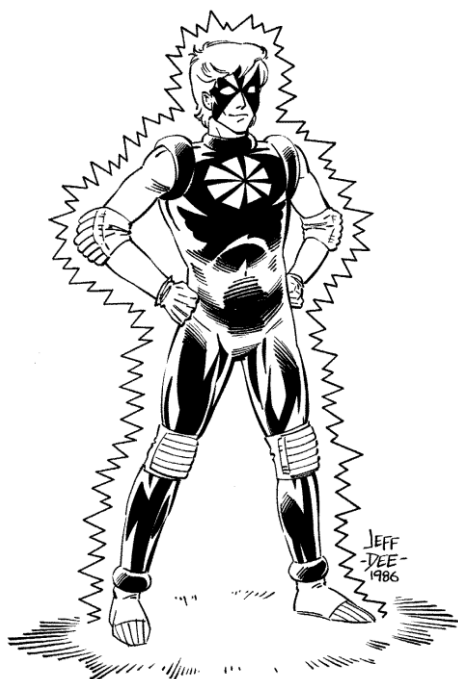
A character may take a maximum of (-20) CPs in Weaknesses. Weaknesses added by certain Species, Abilities and Modifiers (for example the Monster species, Animal/Plant Abilities, or the Weakness Modifier) don't count toward this limit, though the GM

should disallow any character from taking more than (-30) CPs in Weaknesses.

So, a character could take (-20) CPs in one Weakness, or (-15) in one and (-5) in another, or (-10) each in two Weaknesses, etc., but no more.

Any non-Core Abilities which have not yet been assigned CPs are now discarded.

Example Part 2: Nina begins to form a concept: her character was involved in a scientific investigation into the primitive superstition that photography steals souls. She keeps Devitalization Ray, Heightened Attack, Armor and Energy, receiving (20) CPs in each (and plans to make them all Gear), and also drops both Weaknesses.



Shatterman!

2.1.16.4 Ability CP Costs

An Ability's CPs determine exactly what it can do.

Some Ability listings, such as Chemical Abilities, are actually groups containing multiple sub-Abilities. This is indicated by a letter code (for example, A) Chemical Blast and B) Chemical Body). Sub-Abilities are treated as entirely separate Abilities for purposes of Ability Caps (see 2.1.16.5), and may be Modified (see 2.2.4) independently. You may put all of an Ability's CPs into a single Sub-Ability, or split them among multiple Sub-Abilities.

Elements of an Ability which do not have letter codes, such as the various types of Adaptation, may be taken all together as a single Ability, or separately as individual Abilities, etc. as the character wishes. You only ever need to pay CPs for whichever part(s) of an Ability that the character will be using.

After the final CP cost of a character Ability has been determined (including any Modifiers: see 2.1.16.7.1), any decimals are always rounded up.

2.1.16.5 BC and Ability Caps

The maximum basic and final cost of a character's Abilities or Sub-Abilities and BCs (after Modifiers: see 2.2.4), and the average damage that their Abilities may cause (the total of their minimum and maximum possible rolls, divided by 2) may not exceed certain limits. These limits are determined by the character's current experience/CP total, as indicated on the following table.

Note: Caps prevent Abilities from being too powerful, but there are other ways to game the rules which can also result in overly powerful Abilities. The GM should disallow any choices which seem abusive, even if they don't seem to violate the Caps.

Total CPs	BC Cap*	Ability Cap**	Damage Cap***
1-4	10	0	3
5-9	11	1	3
10-12	12	2	3
13-14	12	2	4
15-19	13	3	4
20-24	14	4	4
25-29	15	5	5
30-34	16	6	5
35-37	17	7	5
38-39	17	7	6
40-44	18	8	6
45-49	19	9	6
50-54	20	10	7
55-59	21	11	7
60-62	22	12	7
63-64	22	12	8
65-69	23	13	8
70-74	24	14	8
75-79	25	15	9
80-84	26	16	9
85-87	27	17	9
88-89	27	17	10
90-94	28	18	10
95-99	29	19	10
100-104	30	20	11
105-109	31	21	11
110-112	32	22	11
113-114	32	22	12
115-119	33	23	12
120-124	34	24	12
125-129	35	25	13
130-134	36	26	13
135-137	37	27	13
138-139	37	27	14
140-144	38	28	14
145-149	39	29	14
150-154	40	30	15
155-159	41	31	15
160-162	42	32	15
163-164	42	32	16
165-169	43	33	16
170-174	44	34	16
175-179	45	35	17
180-184	46	36	17
185-187	47	37	17
188-189	47	37	18
190-194	48	38	18
195-199	49	39	18
200-204	50	40	19
205-209	51	41	19
210-212	52	42	19

Total CPs	BC Cap*	Ability Cap**	Damage Cap***
213-214	52	42	20
215-219	53	43	20
220-224	54	44	20
225-229	55	45	21
230-234	56	46	21
235-237	57	47	21
238-239	57	47	22
240-244	58	48	22
245-249	59	49	22
250-254	60	50	23
255-259	61	51	23
260-262	62	52	23
263-264	62	52	24
265-269	63	53	24
270-274	64	54	24
275-279	65	55	25
280-284	66	56	25
285-287	67	57	25
288-289	67	57	26
290-294	68	58	26
295-299	69	59	26
300-304	70	60	27
305-309	71	61	27
310-312	72	62	27
313-314	72	62	28
315-319	73	63	28
320-324	74	64	28
325-329	75	65	29
330-334	76	66	29
335-337	77	67	29
338-339	77	67	30
340-344	78	68	30
345-349	79	69	30
350-354	80	70	31
355-359	81	71	31
360-362	82	72	31
363-364	82	72	32
365-369	83	73	32
370-374	84	74	32
375-379	85	75	33
380-384	86	76	33
385-387	87	77	33
388-389	87	77	34
390-394	88	78	34
395-399	89	79	34
400-404	90	80	35
405-409	91	81	35
410-412	92	82	35

* (Total CPs / 5) +10, rounded down

** (Total CPs / 5), rounded down

*** (Total CPs / 12.5) +3, rounded down

A character's BC, Ability, and damage caps rise as they earn CPs of experience, as indicated by the table.

These limits apply to both the final cost paid by the character for an Ability or BC, and the base cost of the Ability or BC.

Example: a beginning Low Powered character may neither buy (25) CPs worth of Flight, nor (20) CPs of Flight with Modifiers that raise its final cost above (20). They may, however, buy (20) CPs of Flight with a combination of Modifiers which keep its final cost within the (20)-point limit.

Ability caps apply to each separate, lettered sub-Ability within an Ability listing. For example, a beginning standard power level character with the Magnetism Ability has a cap of (30) on

Magnetism A) Magnetic Manipulation and on Magnetism B) Magnetic Field.

The GM has the authority to waive these caps, both for PCs and their own NPC characters, if they feel it's warranted – usually if the Ability or BC in question isn't relevant in combat, and needs to exceed the caps for the sake of convenience, or of realism.

2.1.16.6 Stacking Abilities

Different Abilities that affect the same thing 'stack', which is to say that their effects are cumulative. If a character gets a bonus of +1 to hit with all attacks from one Ability, and a bonus of +4 to hit with a particular attack from another Ability, they wind up with a total of +5 to hit with that particular attack. Likewise, protection against Energy damage from two or more Abilities is cumulative against all Energy attacks, Abilities which endow characters with bonuses to Basic Characteristics are cumulative, and so on. Ability stacking must be considered when determining BC, Ability, and Damage caps.

2.1.16.7 Advanced Customization

Experienced players and GMs may wish to customize their characters further. CPs may be shifted freely between a character's Abilities and BC scores. The character may even pick up entirely new Abilities, paying for them with CPs taken out of other Abilities or BC scores.

Example: AutoKnight has (20) CPs in Vehicle, (20) in Special Weapon, (20) in Heightened Expertise, (20) in Armor, (-10) CPs from a Compulsion to enforce mundane traffic laws, 18 ST, 22 EN, 16 AG, 10 IN, and 14 CL. He decides to optimize his BCs by shifting 1 point from AG to CL, making them both 15s. He further decides that he wants to emphasize his Vehicle Ability, and doesn't plan to get out and fight one-on-one very often. So he takes (5) CPs out of Armor and Special Weapon, dropping them each to (15) while increasing Vehicle to (30). And finally, he sets aside (5) CPs for a Heightened Senses helmet, taking them out of his Special Weapon. This leaves him with: (30) CPs in Vehicle, (10) in Special Weapon, (20) in Heightened Expertise, (15) in Armor, (5) in Heightened Senses, a (-10) Compulsion, 18 ST, 22 EN, 15 AG, 10 IN, and 15 CL.

Characters must pay a minimum of (1) CP for any Ability or BC, after all the cost adjustments for its Modifiers are applied. Species Abilities (see 2.1.3) are an exception; some species Abilities cost (0) CPs.

2.1.16.7.1 Ability Modifiers

Additional, general-purposes Modifiers suitable for a wide range of different Abilities are listed in the Modifiers section (see 2.2.4).

2.1.16.7.2 Creating New Abilities

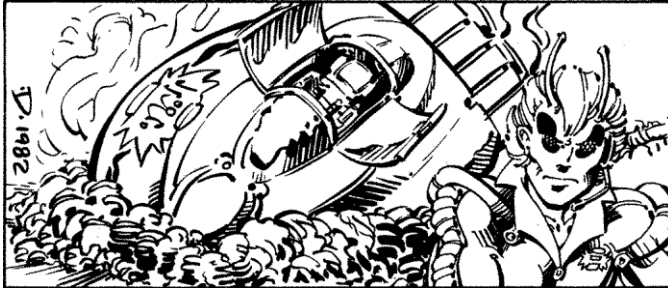
Characters aren't limited to the Abilities described in section 2.2; the GM may allow any Ability which they or the player can conceive. It falls to the GM to define the new Ability in game terms, and assign its point cost based on its game effects.

As a general guideline, (5) CPs represents a trivial Ability, (10) CPs represents a weak Ability, (15) CPs represents a minor Ability, (20) CPs for an Ability of average strength, (25) CPs for an above average Ability, (30) CPs for a high-powered Ability, etc.

2.1.17 Backstory

Like their character concept, a character's backstory emerges organically from their place of origin, species culture, age, BCs, careers, motivation, origin type, and Abilities.

Backstory includes details such as the character's family, friends, associates, and other personal details.



The origin story of an extraterrestrial villain known as The Survivor.

2.1.18 Name

Characters aren't just collections of Abilities and personal details. Picking a good name provides the glue that brings a character concept together.

Superhero characters are usually built around themes, or archetypes. The archetypes may be animals, natural phenomenon, or abstract concepts.

Often a character's Abilities are directly related to their archetype. A character with Super Speed and Natural Weaponry might be dubbed, "The Cheetah". Lightning / Electrical Field and Teleportation could add up to the name "Statik". And so on.

But a character's name isn't necessarily dictated by their Abilities. A "bat" theme can be used to evoke feelings of fear, for example, without the character having any "bat-like" Abilities at all.

A character might also be named after something they're a student or even enemy of: "Dr. Aikido", or "Demon-Hunter", for example.

You can also combine archetypes from seemingly unrelated Abilities, for example a character with both martial arts skills and electrical Abilities might be named "Lightning-Fist".

You can even mix archetypes which are directly conflicting. Bats evoke nocturnal imagery, but that doesn't mean you can't call a character Sun Bat. Perhaps the character has sonar and bat-like wings, but also glows and can fire beams of solar fire. The secret is: Use Your Imagination!

2.1.19 Costume

Traditionally, superheroes and villains wear brightly colored tights. In fact, the arrangement by which the government permits super-powered heroes to ply their trade (see 6.2) requires superheroes to have a distinctive appearance. If necessary, this involves wearing some kind of distinctive uniform which serves to identify them and establish that they're an "officer of the law". But the costumes don't have to be of any specific style. Cloaks, dusters, clouds of mist, and torn t-shirts with a name or distinctive logo

drawn on them in magic marker have all been accepted as "superhero costumes" by the authorities. As long as the character wears pretty much the same thing every time they go out in the field, they're within legal bounds.

At the start of their careers, all characters receive (free of charge) a costume which can conceal their identity and which is capable of withstanding the character's super Abilities when they're used. A character who uses flame would have a flame-proof costume, a character who stretches would have an elastic one, etc. Any Gear the character possesses may be built into the costume as well. Additional or replacement costumes may require time and/or a Wealth roll to acquire, at the GM's option.

Some characters can form their costume by using their super Abilities. And a protective piece of Gear might actually be the character's costume.

If there's an artist in your gaming group, or if you're an artist yourself, you may wish to spend some time working out the details of the character's appearance.

2.1.20 True I.D.

This is the character's "real" name - the one they had before they became a superhero or villain. Usually a superhero's identity is a carefully guarded secret, to prevent the forces of evil from using it to harass their family and friends, and sometimes to hide the hero's dark past. Villains may also hide their true identities.

Without a secret identity to fall back on, it's impossible to ever truly be 'off duty'. The character will probably lose whatever job they used to have, and so on.

Not every character has another identity. For example Hermes, the Greek god of messengers, may be Hermes in both his daily life and in his superhero career. Similarly, the 'codename' of a character who was created in a vat by alien scientists may be the only name they've ever known.

It's also possible to skip having a secret identity without endangering one's loved ones, if the character's appearance has changed so drastically that no one can recognize them. A character may take that route so long as there is a rational explanation for their change in appearance.

A character with a criminal record (see 2.1.21.4) no longer has their original secret identity, though they may not care or they may take on a new one. For all other characters, maintaining a secret identity is a matter of choice.

2.1.21 Legal Status

Superhero characters begin the game with a Superhero License (see), unless the GM wants them to play through the process of earning one, or their player wants to try to get by without one. Well-established heroes may have been granted a Security Clearance by the government. Supervillain characters are probably Wanted by the authorities unless they've just finished serving time in prison for their previous crime(s), or are just beginning their criminal careers. Supervillains who've been captured before will have a Criminal Record.

2.1.21.1 The Superhero License

Much of what superheroes do would be illegal in the real world. But in the **MIGHTY PROTECTORS® MULTIVERSE**, superheroics are appreciated enough that the government and the public don't want the law to obstruct it. The resulting superhero licensing program is described below (see section 6.2). This isn't a "registration" program. Its purpose is to facilitate cooperation between superheroes and the government, not to limit the freedom of those who have Abilities. Becoming licensed is optional, but players should be aware that in a typical campaign not being licensed will greatly diminish their character's effectiveness. It's okay to start without a license and play through the process of acquiring one, though.

2.1.21.2 Security Clearance

A character's security clearance score represents their rank in the government's security network; a low score indicates that the character is allowed access to low-security information and files while a higher score means that they have greater access. The absolute best security clearance possible is a score of 20, which is reserved for the President and their top aides. Any Security Clearance calculated at 1 or less is treated as a 1; this is the worst score that any character given a Security Clearance can have.

Characters can get a Security Clearance in several ways, usually by becoming employed in a government intelligence agency, government funded and/or controlled superhero group, by being asked to participate in a high-security mission, etc. Security Clearance scores can also be obtained through high-ranking security officials and through employment by private industries working on security projects (military hardware manufacturers, for example). A character's Security Clearance score is constantly reviewed by the government and adjusted when necessary (see the formula below). If the character stops needing a Security Clearance it remains at its last recorded level for a period of two years, after which it becomes inactive.

$$IN\ save + CL\ save + (Earned\ CPs/5) - 20$$

While the authorities make a concerted effort to calculate Security Clearance scores accurately, they will refrain from interfering with a character's secret identity during that process. Security Clearance scores thus reflect only what the character has shared with the government.

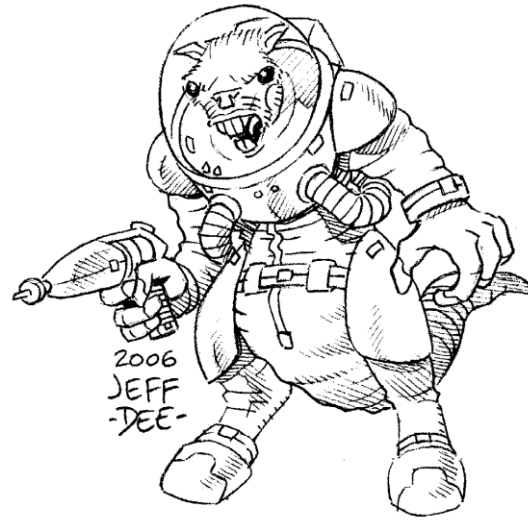
A character's Security Clearance may be suspended during investigations into their activities, or because of minor abuses of their security privileges, or in rare cases merely because they've made an enemy of someone with sufficient political clout. Security Clearance is cancelled if the character is convicted of a crime, or defects to an enemy government, or commits any other major abuse of their security status.

2.1.21.3 Wanted Status

Make a CL save for each new villain. If the save succeeds, the character is currently Wanted. If you choose to make a hero Wanted, simulate that with the Nemesis and/or Prejudice Weaknesses.

A character may be Wanted for any number of reasons, but basically it means that the authorities think the character may

have been involved in a crime or be able to provide information about one. The evidence may only be circumstantial, and the Wanted character may be totally ignorant and innocent, but nonetheless the authorities want them brought in – by a superhero if necessary.



This Dakodaran Pirate faces a death sentence in 13 systems!

2.1.21.4 Criminal Record

There is a 33% chance that any newly encountered supervillain already has a criminal record. A new supercriminal's record may only be in their civilian identity (i.e. their new 'super' identity may be unknown to the authorities), depending on their backstory and how long they've had their Abilities (GM's option).

If you choose to give a hero a Criminal Record, simulate that by giving the character the Public Identity or Personal Problem: Dark Past Weaknesses.

Having a criminal record doesn't necessarily mean that the character was guilty, but people tend to distrust convicted criminals nevertheless.

Note the results on the character's sheet. The descriptions and Abilities of convicted superhumans are thoroughly catalogued, as well as information on their other known identities, if any. This data is available to all law enforcement agencies and to licensed superheroes via the data files of the Department of Superhero Affairs, or DSA (though an IN-based task check may be needed to search and analyze it).

2.1.21.5 Other Legal Status Issues

Record anything else that's relevant to the hero or villain's status, like official government sanction, employment as a superhero/villain, membership status in a superhero/villain group, current prison sentence and prison location for incarcerated characters, etc., on the character's sheet under this heading.

2.2 Abilities

This section contains the descriptions of each Ability in alphabetical order, followed by descriptions of the various Ability Modifiers. Each description explains the basic concept of the

Ability, then details how it behaves in game terms, such as the amount of game time required to activate or utilize it (expressed in turns, action/phases, hours, or 'inches' of movement; see 4.1).

Unless otherwise stated, all Ability ranges, distances, area effect diameters, etc. are expressed in inches, where one inch equals five feet in game scale. Durations are expressed in rounds where one round equals ten seconds, or in phases where one phase equals about one second. Durations expressed in hours refer to hours of in-game time, not real time.

Some of the parameters of certain Abilities are determined by the Basic Characteristic scores (BCs) of characters with that Ability. An abbreviation is used to signify which BC to employ: ST = Strength, EN = Endurance, AG = Agility, IN = Intelligence, and CL = Cool.

Example: The range of the Devitalization Ray Ability is expressed as EN x 2. This means that the Ability's range equals the character's Endurance score, times two inches.

2.2.1 Power Requirement

The Ability descriptions also state the amount of Power (see 2.1.8) the character must expend when activating or utilizing the Ability. This is called the Ability's Power Requirement, or PR.

Some Ability descriptions include special notes for handling PR if that Ability is made into Gear, however.

You may apply the Gear Modifier (see section 2.2.4) to place an Ability into a piece of equipment. Parameters such as range, which are normally based on the character's BCs, may be based on the character's Gear BC stat instead when made into Gear.

An Ability's PR may also be converted to Charges, if desired, by applying the Charges Modifier. This is especially useful for simulating super-powered Gear with bullets, batteries, or fuel tanks as well as certain magical items with limited numbers of uses per day, but could also apply to personal, innate Abilities which don't drain the character's Power but may still only be used a few times per day.

2.2.2 Activating Abilities

'Activating' an Ability turns it on. An Ability may only be Used while it's Active.

'Using' an Ability means actually applying its effects. For example, making an attack constitutes one 'use' of a Power Blast. One 'use' of Size Change B) Smaller alters the character's size. Some Abilities (like Power Blasts) are used momentarily, and must be re-used each time they're needed. Other Abilities (like Size Change B) Smaller) remain in use until the character consciously decides to stop using them, or until the Ability is deactivated. Still other Abilities (like Armor) are always 'in use' except when the character holds them back.

Abilities can be Used automatically whenever they're needed, as long as they're Active, unless their description specifies that they take time to Use. A character can also consciously choose to hold back an Ability (see 4.14.6).

Every Ability is designated either Continual, Persistent, or Voluntary, depending on how it's activated.



Cheetah of the Mighty Protectors® superhero team

Continual Abilities

Continual Abilities are always active, and can never be deactivated (though they can be held back: see 4.14.6).

Persistent Abilities

Persistent Abilities can be activated and deactivated at will, but only while the character is conscious. Unless otherwise stated, it takes 1" of movement to activate a Persistent Ability but it can be deactivated instantly at no movement or action cost. Characters may not regain any Power through rest (see 4.13.3) while they have any Persistent Abilities active, unless those Persistent abilities have no PR cost and don't use any charges. For example, suppose a character with a modified, persistent Flame Aura (PR=1 per use) is posted as a sentry (with their Flame Aura active) outside the players' base. If that character has spent any Power points, those points won't come back while their persistent Flame Aura is active, even if they relax and don't do anything but sit there. They must shut off all of their persistent power or charge-using Abilities in order to rest. Persistent Abilities that are active when a character loses consciousness remain active.

Voluntary Abilities

Voluntary Abilities can be activated and deactivated at will while the character is conscious, but deactivate automatically if the character is knocked unconscious. Unless otherwise stated, it takes no time to activate or deactivate a Voluntary Ability. It may take time to "use" an active Voluntary Ability: many attack Abilities are Voluntary, for example, but all attacks take an action. Characters may not regain any Power through rest (see 4.13.3) while they have any Voluntary Abilities active. For example, suppose a character with Flight sets out flying from New York to London. If she has spent any Power points, those points won't come back as long as she's flying. She must stop flying in order to rest.

Deactivating & Withholding Abilities

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

Abilities function at the character's discretion. For example, a character with Armor vs. Kinetic Damage may hold back that armor's protection to allow a physician to administer an injection. This waiver of protection doesn't require the Armor Ability to be deactivated; if the character were simultaneously attacked by a Kinetic attack, their Armor would still protect them. Of course, if they were tricked into holding an Ability back they would have to deal with the consequences. Similarly, a character may voluntarily hold back the full force of an attack Ability if they're concerned about killing their target (see 4.14.6). An Ability can be withheld at no movement or action cost. A character can keep withholding an Ability for an extended period if they want. A character may only choose to hold back their Abilities while they're conscious.

2.2.3 Ability Descriptions

ABSORPTION

This Voluntary Ability allows the character to absorb certain damage types, rather than being harmed by them, and utilizing the absorbed force to one's own advantage.

There are two parts: Absorption Protection and Absorption Effect.

Absorption Protection

If the character has a saved action (see 4.2.1), they may use it to absorb the points dealt by attacks of certain damage types – voluntarily allowing themselves to be hit, but personally suffering only 1/4 damage (rounded down) from the absorbed attack. PR = 0 per use.

The number of damage sub-types the character is able to absorb depends on their CPs in Absorption Protection:

CPs	Absorption Protection Damage Sub-Types
(0)	none
(5)	1
(10)	2, or 1 full Damage Type
(15)	3
(20)	4, or 2 full Damage Types
(25)	5
(30)	6, or 3 full damage types

Full Damage types cover a broad range of different damage 'sub-types'. For example, Energy includes Heat as well as Electricity, Radiation, and Light. Halve the cost of an Absorption Protection sub-type if it only protects the character from a very specific damage source (for example, Bullets instead of Sharp Kinetic, Flames instead of Heat Energy, Lasers instead of Light Energy, etc.).

Absorption Effect

Absorption Effect is used to temporarily buy CPs of another Ability when the character is exposed to certain damage types. The Ability they gain must be specified when this Ability is taken. The

number of CPs Absorbed equals the attack's total damage roll, before deducting the character's protection.

If the character also has Absorption Protection, then they can Absorb the same types of damage that they're protected against. If not, then choose whether the character can Absorb 2 damage sub-types, or one full damage type.

Example: Straw Man can Absorb flame Energy damage at the cost of (2.5) CPs. He uses the Absorbed flame damage to buy CPs of Flame Aura. For every point of flame Energy damage he Absorbs, he temporarily gains 1 CP of Flame Aura.

Absorption Effect has a PR of 0, and takes no time to use.

The limit to how many points the character may Absorb depends on their CPs in Absorption Effect.

CPs	Absorption Effect Limit
(0)	0 (all absorbed points dissipate)
(2.5)	10
(5)	20
(7.5)	23
(10)	25
(12.5)	28
(15)	30
(17.5)	33
(20)	35
(22.5)	38
(25)	40
(27.5)	43
(30)	45
(32.5)	48
(35)	50
(37.5)	53
(40)	55
(42.5)	58
(45)	60
(47.5)	63
(50)	65

Once the character has reached their Absorption Effect limit, any further points they absorb are ignored. All absorbed points dissipate within 5 minutes.

A character with Absorption Protection but no Absorption Effect still takes only 1/4 damage from attacks they absorb, but they don't get any use out of the damage from those attacks. Absorption Effect is useless without Absorption Protection.

• Absorption Effect Modifier: More (or Fewer) Damage Types

If the character doesn't have Absorption Protection, you may adjust the number of damage types they can Absorb for the following cost adjustments:

CPs	Absorption Effect Damage Sub-Types
(-2.5)	1
(0)	2, or 1 full Damage Type
(+2.5)	3
(+5)	4, or 2 full Damage Types
(+7.5)	5
(+10)	6, or 3 full damage types

• Absorption Effect Modifier: Replenishment

If the Absorbed points go into an Ability that can be damaged or expended (such as Durability or Energy), the character may use Absorption to replenish those points.

Example: Putty-Man has 12 Hits, plus up to 30 more Hits from Absorbing to Durability. He may thus Absorb to a maximum of 42 Hits, and use Absorption to replenish his Hits up to that maximum of 42. Replenished points don't dissipate. This Modifier costs (+5) CPs.

• Absorption Effect Modifier: Split Points

Absorbed points don't all have to go to the same place. If you want, you may split them between two or more Abilities. You must specify how the absorbed points are split when you choose this Modifier: equally divided among several Abilities, divided by pre-established proportions, or N points to the first Ability, then N points to the second, etc. There is no cost adjustment for absorbing to multiple Abilities.

• Absorption Effect Modifier: Excess Absorption

Something bad happens if the character absorbs points past their limit. Choose among the following options, applying the listed cost adjustments:

Excess Absorption Effect	Cost
All points absorbed from that attack are lost	(-5)
The character takes 1 point of damage per excess absorbed point, and then all of the points absorbed from that attack are lost. The character may roll with this damage.	(-10)
An explosion occurs, dealing 1 point of damage per excess absorbed point to all targets within a diameter in inches equal to 1/5 of the number of absorbed points, centered on the character. All of the absorbed points from that attack are lost. The character may not roll with this damage, but others may.	(-15)

• Absorption Effect Modifier: Automatic Absorption

Absorption Effect may be added to other protection Abilities, such as Armor or Force Field, which then absorb points automatically instead of requiring a saved action. There is no cost adjustment, simply buy a different protection Ability instead of Absorption Protection.

ADAPTATION

This Continual Ability grants complete immunity to certain damage sub-types which can be encountered as naturally-occurring hazards. PR = 0 per round. Choose the effect(s) that the character is adapted to from the following list:

Adaptation Effects	CPs
Asphyxiation, i.e. Doesn't Breathe, Resistant to Gas (Other)	(5)
Blood Loss, i.e. Doesn't Bleed (Other)	(5)
Disease (Biochemical)	(5)
Drowning, i.e. Breathes Both Air & Water (Other)	(2.5)
Electromagnetics (Energy)	(5)
Gravity (Other)	(5)
High Pressure (Kinetic)	(5)
High Temperatures (Energy)	(5)
Low Pressure (Kinetic)	(5)
Low Temperatures (Entropy)	(5)

Poison (Biochemical)	(2.5)
Radiation (Energy)	(5)
Sleep Deprivation, i.e. Doesn't Sleep (Other)	(5)
Sonics (Kinetic)	(5)
Starvation, i.e. Doesn't Eat or Excrete (Other)	(2.5)
Time, i.e. Immortality, Doesn't Age (Other)	(2.5)
Venom (Biochemical)	(2.5)
Vibration (Kinetic)	(5)

The character takes no damage from the selected damage sub-types when they occur as ambient or natural effects. When encountered as active attacks, the character takes only ½ damage (round down), or gains a bonus of +5 vs. attacks which require a save. 'Other' damage types are an exception: Adaptation to any 'Other' damage type always provides 100% immunity to its effects.

A character must be Adapted to Asphyxiation, High Temperatures, Low Pressures, and Radiation at a total cost of (20) CPs in order to survive comfortably in outer space.

ANIMAL/PLANT ABILITIES

Choose one of the twelve types of animals or plants from the following table. You may roll a d12 to select an animal or plant type at random if you wish.

Apply the listed Basic Characteristic modifiers for the selected animal or plant type to the character's Basic Characteristics.

d12	Animal or Plant Type	ST	EN	AG
1	Plant/Fungus	+3	+3	-6
2	Insect	-	-	-
3	Mammal	-	-	-
4	Avian	-2	-2	+4
5	Reptile	+2	+2	-4
6	Amphibian	+2	+2	-4
7	Arachnid	-4	+2	+2
8	One-Celled	-4	+2	+2
9	Crustacean	+4	-	-4
10	Lower Class	-2	+2	-
11	Mollusk	+2	+2	-4
12	Fish	-	+4	-4

The character receives several species Abilities, and one species Weakness. The number of species Abilities received depends on the Power Level of the character's campaign:

Power Level	Number of Species Ability Rolls
Low	2
Standard	3
High	4

The character may opt to take more (or fewer) Species Ability rolls, at a CP cost adjustment of (+10) per extra Ability, and (-10) per fewer ability, within the bounds of their Ability cap.

Select the species Abilities randomly by rolling 2d6 for each one on the appropriate table below, or choose them if preferred.

The character receives (10) CPs in each species Ability. If the same Ability is rolled multiple times, re-roll it if the total number of CPs assigned to the ability would exceed the character's Ability cap.

2d6	Plant/Fungus Abilities*
2	Shaping, Requires Source (Plants)
3	Duplication
4	Size Change
5	Grapnel
6	Poison/Venom
7	Natural Weaponry
8	Physical Ability
9	Heightened Endurance
10	Armor
11	Regeneration
12	Speed

*The character may choose Shaping, Requires Source (Plants) as a species Ability in place of one of their random rolls.

2d6	Insect Abilities*
2	Heightened Endurance
3	Heightened Agility
4	Heightened Senses
5	Armor
6	Flight
7	Natural Weaponry
8	Poison/Venom
9	Size Change (Smaller)
10	Heightened Strength
11	Physical Ability
12	Summoning (Insects)

*The character may choose Heightened Strength as a species Ability in place of one of their random rolls.

2d6	Mammal Abilities*
2	Heightened Strength
3	Flight
4	Size Change
5	Heightened Agility
6	Heightened Senses
7	Natural Weaponry
8	Speed
9	Heightened Endurance
10	Physical Ability
11	Summoning (Mammals)
12	Heightened Strength

*The character may choose Heightened Endurance as a species Ability in place of one of their random rolls



Mouser, formerly of the Mighty Protectors® superhero team

2d6	Avian Abilities*
2	Summoning (Birds)
3	Speed
4	Size Change (Smaller)
5	Heightened Intelligence
6	Flight
7	Natural Weaponry
8	Heightened Agility
9	Heightened Senses
10	Physical Ability
11	Heightened Endurance
12	Heightened Cool

*The character may choose Flight as a species Ability in place of one of their random rolls.

2d6	Reptile Abilities*
2	Speed
3	Armor
4	Physical Ability
5	Heightened Strength
6	Heightened Endurance
7	Natural Weaponry
8	Poison/Venom
9	Size Change
10	Heightened Senses
11	Flight
12	Summoning (Reptiles)

*The character may choose Poison/Venom as a species Ability in place of one of their random rolls

2d6	Amphibian Abilities*
2	Heightened Senses
3	Heightened Agility
4	Poison/Venom
5	Physical Ability
6	Grapnel
7	Natural Weaponry
8	Adaptation: Drowning (2.5), Hi Pressure (5) and Energy: +5 Power (2.5)
9	Heightened Endurance
10	Speed
11	Heightened Strength
12	Adaptation: Breathes Air & Water (5), High Pressure (5)

*Character may take Adaptation: Drowning (2.5), Hi Pressure (5) and Energy: +5 Power (2.5) in place of one of one random roll.

2d6	Arachnid Abilities*
2	Heightened Strength
3	Physical Ability
4	Summoning (Arachnids)
5	Heightened Agility
6	Grapnel
7	Natural Weaponry
8	Poison/Venom
9	Size Change (Smaller)
10	Heightened Endurance
11	Armor
12	Heightened Senses

*The character may choose Heightened Strength as a species Ability in place of one of their random rolls.

2d6	One-Celled Organism Abilities*
2	Armor
3	Adaptation: Drowning (2.5), Hi Pressure (5) and Energy: +5 Power (2.5)
4	Size Change (Smaller)
5	Stretching Abilities
6	Regeneration
7	Duplication
8	Heightened Endurance

9	Physical Ability
10	Grapnel
11	Poison/Venom
12	Heightened Agility

*The character may choose Stretching Abilities as a species Ability in place of one of their random rolls.

2d6	Crustacean Abilities*
2	Heightened Agility
3	Size Change
4	Heightened Strength
5	Poison/Venom
6	Heightened Endurance
7	Natural Weaponry
8	Adaptation: Drowning (2.5), Hi Pressure (5) and Energy: +5 Power (2.5)
9	Physical Ability
10	Armor
11	Heightened Senses
12	Summoning (Crustaceans)

*The character may choose Armor as a species Ability in place of one of their random rolls.

2d6	Lower Class Organism Abilities*
2	Grapnel
3	Poison/Venom
4	Size Change (Smaller)
5	Physical Ability
6	Regeneration
7	Natural Weaponry
8	Stretching Abilities
9	Heightened Endurance
10	Heightened Agility
11	Adaptation: Drowning (2.5), Hi Pressure (5) and Energy: +5 Power (2.5)
12	Speed

*The character may choose Regeneration as a species Ability in place of one of their random rolls.

2d6	Mollusk Abilities*
2	Heightened Agility
3	Grapnel
4	Heightened Endurance
5	Armor
6	Adaptation: Drowning (Breathes Air & Water) (2.5), Hi Pressure (5) and Energy: +5 Power (2.5)
7	Natural Weaponry
8	Poison/Venom
9	Physical Ability
10	Size Change (Smaller)
11	Heightened Senses
12	Physical Ability

*The character may choose Armor as a species Ability in place of one of their random rolls.

2d6	Fish Abilities*
2	Summoning (Fish)
3	Poison/Venom
4	Size Change
5	Heightened Agility
6	Adaptation: Drowning (2.5), Hi Pressure (5) and Energy: +5 Power (2.5)
7	Natural Weaponry
8	Physical Ability
9	Speed
10	Heightened Endurance
11	Heightened Senses
12	Armor

*Character may take Adaptation: Drowning (5), High Pressure (5) as species Abilities in place of one of their random rolls.

Select two Weakness by rolling 2d6 twice on the Animal/Plant Weaknesses table. Re-roll duplicates. (-5) CPs must be taken of each Weakness. You may discard one Weakness by increasing the other Weakness to (-10) CPs, or discard them both at the cost of one species Ability:

2d6	Animal/Plant Weaknesses
2	Uneducated
3	Poverty
4	Lowered Intelligence
5	Special Requirement
6	Physical Disability
7	Distinctive
8	Psychosis
9	Phobia
10	Low Self-Control
11	Diminished Senses
12	Susceptibility

The CP value of Weaknesses received through this Ability increase the limit on the maximum number of Weakness points the character is allowed to take (see 2.1.16.3).

Final Animal/Plant Ability Notes

The Abilities and Weaknesses the character receives will suggest an idea of exactly which type of animal or plant the character has the Abilities of.

ARMOR

This Continual Ability provides protection against damage from (and improves the character's saves against) various damage types. PR = 0 per round. The amount of protection provided against different damage types may vary:

CPs	Total Armor	Default Armor Protection: Kinetic/Energy/Bio/Entropy
(2.5)	2	1/0/0/1
(5)	3	1/1/0/1
(7.5)	5	2/1/1/1
(10)	6	2/1/1/2
(12.5)	8	2/2/2/2
(15)	9	3/2/2/2
(17.5)	11	3/3/2/3
(20)	12	3/3/3/3
(22.5)	13	4/3/3/3
(25)	14	4/3/3/4
(27.5)	15	4/4/3/4
(30)	16	4/4/4/4
(32.5)	17	5/4/4/4
(35)	18	5/4/4/5
(37.5)	19	5/5/4/5
(40)	20	5/5/5/5
(42.5)	21	6/5/5/5
(45)	22	6/5/5/6
(47.5)	23	6/6/5/6
(50)	24	6/6/6/6

The character's Total Points must be distributed among Kinetic, Energy, Biochemical, Entropy and/or Psychic protection when this Ability is acquired. You may assign these points manually, or simply allocate the 4 Default Armor Protection numbers.

Example: Adamite has (20) CPs of Armor (12 Total Points). He could assign the numbers 3, 3, 3 and 3 among Kinetic, Energy, Biochemical, and Entropy protection, or else he could allocate 12 points among all five damage types.

- **Armor Modifier: Ablative**

The armor protection drops by 1 point each time it's struck by damage equal to or greater than its Total Armor (see above), but only if the damage type is something that it protects against. The reduction is applied to the armor's highest protection value, selected at random if there is a tie. There is a (-5) cost adjustment.

ARSENAL

This Voluntary Ability gives the character a group of Abilities from which they may choose a subset each time they go on patrol. This Ability can be used to simulate utility belts, memorization from spellbooks, etc. PR = 0 per use.

The number of CPs each Ability in the Arsenal can have depends on their CPs in the Arsenal Ability.

CPs	Arsenal Maximum CPs
(7.5)	2.5
(10)	5
(12.5)	7.5
(15)	10
(17.5)	12.5
(20)	15
(22.5)	17.5
(25)	20
(27.5)	22.5
(30)	25
(32.5)	27.5
(35)	30
(37.5)	32.5
(40)	35
(42.5)	37.5
(45)	40
(47.5)	42.5
(50)	45

By default, the character receives 4 Ability Slots and 6 different 'Options' - Abilities which they may choose among to fill those slots.

Example: Knight Owl has a (20) CP Arsenal. Her utility belt has 4 Slots, which she can fill from a set of 6 different Ability Options, each of which is worth up to (15) CPs.

Each slot in an Arsenal is essentially a "charge", (see the Charges Modifier, 2.2.4). A cost adjustment must therefore be applied to each Ability in the Arsenal, to turn it into a single Charge:

Original PR	Original Charges	Cost Adjustment
0	Unlimited	(-12.5)
1	24	(-10)
2	12	(-7.5)
3	8	(-5)
4	6	(-2.5)
5	4	(0)
8	3	(+2.5)
12	2	(+5)
16	1.5	(+7.5)
24	1	(+10)
32	.75	(+12.5)
48	.5	(+15)
64	.38	(+17.5)
96	.25	(+20)

The character gets 1 Charge of each Ability Option per Slot they place it in.



The superhero Bowhunter, with his quiver of special arrows.

Once an Ability is turned into a 1-charge Arsenal Option, you may go back and pay to give it multiple charges again.

Example: Mind Control has a PR of 8 per use. Mind Control therefore receives a cost adjustment of (+2.5) when it's made into an Arsenal Option.

'Using' an Arsenal (allowing the character to re-select the set of Abilities they may take on patrol) takes 5 minutes. This doesn't include any travel time which may be necessary for the character to return to their base, where these Abilities are stored.

Each time the character increases their CPs in Arsenal, they may re-design all of the Abilities already in their Arsenal.

Modifiers applied to the overall Arsenal Ability affect the character's ability to change up the options they've selected for their Arsenal's Slots. For example, an Arsenal with a PR of 1 per use costs the character one point of Power each time they re-select Abilities from their Arsenal.

- **Arsenal Modifier: Mobile**

Apply a cost adjustment of (+5) if the character is able to change their selection of Abilities in their Arsenal in the field, without having to return to their base. It still takes 5 minutes to 'use' the Arsenal.

- **Arsenal Modifier: More (or Fewer) Slots**

For a cost adjustment, the character's Arsenal may contain fewer than 4 Slots, or more than 4.

Cost Adjustment	Slots
(-5)	1
(-2.5)	2
(0)	4
(+2.5)	8
(+5)	24

- **Arsenal Modifier: More (or Fewer) Options**

For a cost adjustment, the character's Arsenal may contain fewer than 6 Options, or more than 6.

Cost Adjustment	Options
(-5)	2
(-2.5)	3
(0)	6
(+2.5)	12
(+5)	36

- **Arsenal Modifiers: Split Slots & Options**

You may 'split' slots and options in two, at the cost of reducing the CPs in each of those slots or options by 5. You may do this any number of times per slot and option, and on any number of slots or options, so long as each slot and option still has at least (2.5) CPs. A slot may hold any options that don't exceed its point limit (i.e., you may put a 5-point option in a 10-point slot, but you may not put a 10-point option in a 5-point slot). There is no cost adjustment.

Example: Gadfly has 4 Arsenal slots and 6 options, each of which is worth (15) CPs. He can split 1 slot into 2 slots worth (10) CPs each, and another slot into 4 slots worth (5) CPs each, leaving him with two 15-point slots. He may similarly split some of his six 15-point options into options worth (5) or (10) CPs apiece, in order to fill his Arsenal with Abilities that will 'fit' his smaller slots.

ASTRAL PROJECTION

This Persistent Ability enables a character's intangible 'essence' to leave their physical body. In effect, Astral Projection gives the character a form of Non-Corporeality (see below) with the limitation that you must leave your physical body behind. Astral characters can only become corporeal again by re-entering their physical body.

The physical body and the Astral body share the same Hits and Power, and have all of the same Abilities (even their personal Gear is Astrally duplicated). The character can't bring anything else with them when they become Astral.

An Astral body is also Invisible to normal light and audible sounds. The Astral character may become visible and audible at will, and they may only speak (or make any other kind of noise) when they're visible.

While they're Astral, the character's body falls into a coma and hovers at the brink of death. It's safe enough if it's not disturbed, but if the character's Astral form fails to return within a month, the physical body dies. If the body is attacked while the Astral form is away, it's treated as an unconscious and immobile target. Since the body and Astral form share Hits, the character can feel any damage taken by their physical body while they're Astral. The character must also return to their body to eat, etc. If their physical body is killed, the character dies.

The character has a 'Silver Cord' or other navigational aid which only they can see, that always shows them the route back to their body. If the character's astral body is knocked unconscious or incapacitated while astral, their astral body automatically travels

back toward their physical body along the Silver Cord at its top possible speed.

Falling to sleep and releasing the astral body takes 1 minute, but it only takes 1" of movement to re-enter the physical body at the end of an Astral journey.

PR = 5. The PR for this Ability includes any Power normally regained during sleep. The character's CPs in Astral Projection determine their Astral flight speed:

CPs	Astral Projection Flight Speed
(2.5)	24" (8 mph)
(5)	32" (11 mph)
(7.5)	48" (16 mph)
(10)	64" (21 mph)
(12.5)	96" (33 mph)
(15)	128" (44 mph)
(17.5)	192" (65 mph)
(20)	256" (87 mph)
(22.5)	384" (131 mph)
(25)	512" (174 mph)
(27.5)	768" (261 mph)
(30)	1024" (348 mph)
(32.5)	1536" (522 mph)
(35)	2048" (697 mph)
(37.5)	3072" (1045 mph)
(40)	4096" (1393 mph)
(42.5)	6144" (2090 mph)
(45)	8192" (2786 mph)
(47.5)	12288" (4197 mph)
(50)	16384" (5572 mph)

Refer to the description of Non-Corporeality for other details.

BASE

Bases are constructed using the Vehicle rules, but with a cost adjustment of (-15) because their ability to move is strictly limited.

A base may have movement systems, but if a base moves it may only do so along a pre-determined path (for example, a train on a scheduled route along a track, an orbiting satellite, etc.). Movement systems in bases which only affect things inside the base (such as a teleporter that can send people elsewhere) don't suffer this limitation.

CHEMICAL ABILITIES

The character gains the Abilities of the chemical element, compound, or mixture of their choice. There are two broad categories of Chemical Ability. Choose from among the following Abilities:

A) Chemical Blast

This Voluntary standard attack Ability gives the character the power to spray a corrosive chemical from their hands, mouth, etc. at a range of up to ST", dealing Biochemical damage to a single target. This takes an action, and has a PR of 2 per use. The amount of damage dealt by this chemical blast depends on the character's CPs in Chemical Blast:

CPs	Biochemical Damage Roll
(-10)	d3+1
(-7.5)	d6+1
(-5)	2d4
(-2.5)	d4+d6
(0)	2d6
(2.5)	d6+d8
(5)	2d8
(7.5)	d8+d10
(10)	2d10
(12.5)	d10+d12
(15)	2d12
(17.5)	3d8
(20)	2d8+d10
(22.5)	d8+2d10
(25)	3d10
(27.5)	2d10+d12
(30)	d10+2d12
(32.5)	3d12
(35)	3d12+1
(37.5)	3d12+2
(40)	4d10
(42.5)	3d10+d12
(45)	2d10+2d12
(47.5)	d10+3d12
(50)	4d12

Chemical blasts don't cause knockback. They can be used as a Counterblast against other biochemical attacks and against attacks involving physical projectiles (see 4.14.5).

B) Chemical Body

The character can cover themselves with a corrosive Ability Field (see 2.2.4). This Voluntary Ability takes one action to activate and PR = 2 per use (whether that use involves defense, an attack, or one round of passive damage).

CPs	Chemical Body Biochemical Damage Roll
(-10)	d3
(-5)	d4
(0)	d6
(5)	d6+1
(10)	d8+1
(15)	d10+1
(20)	2d6
(25)	d6+d8
(30)	2d8
(35)	d8+d10
(40)	2d10
(45)	d10+d12
(50)	2d12



Chem of the Crime Students is covered in a layer of acid.

COMMUNICATORS

For an initial cost of (5) CPs, the character has communications gear consisting of a pair of 'hands-free' audio communicators

with a range of 10 miles. One of these can be lent to another character, enabling the two to communicate (or ignore each other's attempts to communicate, and break off communications) at will, as long as they're in range and neither party is in an area where radio signals are blocked. This is a Persistent Ability. It takes no time to activate or use a Communicator. Communicators have a battery allowing up to 12 1-hour charges of continuous use. They are Gear (see 2.2.4) by default, usually consisting of either an all-in-one handset that clips to the character's belt or a loose headset. Communicators come with a small range of channels.

Characters with Communicators can attempt to avoid having their messages intercepted by communicating on obscure channels. This must be arranged in advance with other characters they wish to privately communicate with. Once this has been arranged, anyone else with compatible communications gear (i.e., audio to audio, overlapping ranges, etc.) must make an IN-based task check to identify and listen in to the selected channel.

Communicator Modifiers

Additional CPs can be used to give the Communicators special abilities, or CPs may be saved by giving the Communicators limitations.

- **Communicators Modifier: Beacon**

Each Communicator can be used to send out a signal to all of the other Communicators of the same set, telling characters with those Communicators the user's precise location. There is a cost adjustment of (+5) CPs.

- **Communicators Modifier: Decryption**

The Communicators can be used to analyze encrypted signals, allowing their users to make task checks to comprehend encrypted communications. This Modifier may be taken multiple times, yielding a bonus of +3 on decryption task checks for each (+2.5) CP cost adjustment.

- **Communicators Modifier: Encrypted**

It requires a skill check using specialized knowledge of cryptography in order for anyone listening in from a different set of communicators to comprehend the signals sent by these. Encryption can be taken multiple times, yielding a difficulty modifier of -3 for each additional (+2.5) CP cost adjustment.

- **Communicators Modifier: Extra Channels**

The Communicators have more channels to choose from. Anyone attempting to scan for signals sent by these communicators suffers a difficulty penalty of -3 per (+2.5) CP cost adjustment.

- **Communicators Modifier: GPS**

The Communicators always know their exact longitude and latitude when on the Earth, and can display or transmit that information on demand. There is a cost adjustment of (+2.5) CPs. For (+5) CPs, this Ability works on any planet.

- **Communicators Modifier: Interdimensional**

The Communicators are able to connect between different dimensions. There is a cost adjustment of (+5) CPs.

- **Communicators Modifier: Internet Access**

The Communicators are able to access the internet, browse the web and access web-based services. There is a cost adjustment of (+2.5) CPs.

- **Communicators Modifier: Adjusted Range**

The Communicators work at much greater (or shorter) distances. The new range depends on how many times this Special Feature is taken:

CPs	Communicator Range
(-12.5)	20 feet (4")
(-10)	60 feet (12")
(-7.5)	250 feet (50")
(-5)	1/4 mile
(-2.5)	1.5 miles
(+0)	10 miles
(+2.5)	80 miles
(+5)	700 miles
(+7.5)	7000 miles
(+10)	80,000 miles
(+12.5)	1 million miles
(+15)	12 million miles
(+17.5)	170 million miles
(+20)	2.5 trillion miles
(+22.5)	7 light years

- **Communicators Modifier: Miniaturized**

The communicators are small, and more easily planted as bugs. Anyone attempting to search for one of these communicators when it has been hidden suffers a difficulty penalty of -3 per (+2.5) CPs.

- **Communicators Modifier: No Audio**

The Communicators lack the ability to transmit audio signals. There is a (-5) cost adjustment.

- **Communicators Modifier: Not Gear**

The Communicators can't be broken, disarmed or taken away during combat. They may take the form of an implant, a mental ability, etc. There is a cost adjustment of (+5) CPs.

- **Communicators Modifier: One-Way**

If the communicators only function in one direction (each one in the set only transmitting or receiving), there is a cost adjustment of (-2.5). You must specify which of the communicators only transmit, and which ones only receive.

- **Communicators Modifier: Pre-Set Channels**

The Communicators may have one or more channels pre-set, in order to monitor things such as Police Band, local news, etc. There is no cost adjustment, but each pre-set channel reduces the number of channels available for private communications, granting others a +1 difficulty modifier when attempting to tune into your private communications.

- **Communicators Modifier: Recording**

The Communicators can record all of the transmissions that they've been tuned into. Recordings are stored indefinitely (even if the battery runs out), and can be played back or transmitted to compatible Communicators at will. There is a cost adjustment of (+2.5) CPs.

- **Communicators Modifier: Requires Cell Towers**

There is a (-5) cost adjustment if the communicators can't work in remote areas, in space or on other planets.

- **Communicators Modifier: Scanning**

The Communicators can scan for signals over a wide range of channels, allowing their users to make task checks to intercept signals from other sets of Communicators. There is a cost adjustment of (+2.5) CPs. This Special Feature may be taken multiple times, yielding a bonus of +3 on scanning task checks for each (+2.5) additional CPs.

- **Communicators Modifier: Single Communicator**

The character has only one communicator, and therefore can't 'loan out' a second one to people of their choosing. They are limited to communicating with others who already have their own communications gear. Problems may arise due to differences in radio channels, audio vs video, and so on. There is a cost adjustment of (-5).

- **Communicators Modifier: Sub-Space**

The range of a sub-space communicator is rated in light-years rather than miles (so it gets a 10 light year range automatically, and buying the Long Range special feature increases that to 80, 700, etc. light years). Sub-space communicators may only be used when in the vacuum of space, however. There is a cost adjustment of (+5) CPs.

- **Communicators Modifier: Texting**

The Communicators support silent transmission of text. This can be very useful when attempting to communicate while hiding. Text can only be intercepted by other Communicators that support Text. There is a cost adjustment of (+2.5) CPs.

- **Communicators Modifier: Tracking**

The Communicators can be used to 'home in' on any other Communicators, but only while those Communicators are transmitting, and only if the correct channel is known. The character must make an IN-based task check to pinpoint the other Communicator's location. A bonus of +3 applies to Tracking attempts for each extra (+2.5) CPs of Tracking that are taken.

- **Communicators Modifier: Unblockable**

Communicators with this Modifier are able to penetrate either physical barriers or energy fields (pick one) which normally block radio communications. There is a cost adjustment of (+5) CPs. For a total of (+10) CPs, they can penetrate both.

- **Communicators Modifier: Unlimited Battery**

The Communicators have unlimited battery life. There is a cost adjustment of (+5) CPs.

- **Communicators Modifier: Video**

The Communicators support transmission and reception of black & white video for (+2.5) CPs. For (+5) CPs, the video is in full color. Video can't be intercepted by Communicators that don't support Video.

COMPANION

The character has a companion: a familiar, a minion, a pet, employee, servant, or sidekick. The Companion is a Continual Ability, PR = 0 per hour.

Companions are constructed with Character Points like any other character. The number of CPs the Companion gets equals the main character's own total points, with a modifier depending on their CPs in this Ability:

CPs	Companion Points*
(-2.5)	-185
(0)	-105
(2.5)	-65
(5)	-45
(7.5)	-35
(10)	-30
(12.5)	-27.5
(15)	-25
(17.5)	-22.5
(20)	-20
(22.5)	-17.5
(25)	-15
(27.5)	-12.5
(30)	-10
(32.5)	-8.5
(35)	-7.5
(37.5)	-6.5
(40)	-5
(42.5)	-4.5
(45)	-4.5
(47.5)	-4
(50)	-3.5
(52.5)	-3.5
(55)	-3
(57.5)	-3
(60)	-2.5

*Add this to the main character's character point total to find the Companion's total points. The Companion may also take up to (20) additional CPs in Weaknesses.



Mammoth with his trusted minion, Harvey 'Heater' Jenkins.

Example: Doctor Killjoy is a Standard power level character, with 150 character points. Spending 5 CPs on their Companion Ability gives them a companion ('Spoilsport') with 150-40=110 CPs, plus up to (-20) CPs from Weaknesses.

The Companion's BC and Ability caps, average damage cap, Gear BCs, etc. are all determined from the number of CPs they're constructed from.

After the initial purchase, Companions improve by (+1) CP per experience point earned by the main character. The character may also spend their earned experience to buy more CPs of Companion, of course.

Companions are controlled by the main character's player, or by the GM if the main character is an NPC.

If a Companion is killed (or irretrievably lost), the character can replace them within a week to a month of in-game time.

COSMIC AWARENESS

This Voluntary Ability attunes a character's mind to the cosmos, allowing them to ask the GM yes/no questions about anything going on anywhere (and at any time) in the Multiverse.

Cosmic Awareness attempts take one action. PR = 12 per question, and the character must make a task check based on their CL:

CPs	CL Save Difficulty
(0)	-10
(2.5)	-9
(5)	-8
(7.5)	-7
(10)	-6
(12.5)	-5
(15)	-4
(17.5)	-3
(20)	-2
(22.5)	-1
(25)	0
(27.5)	+1
(30)	+2
(32.5)	+3
(35)	+4
(37.5)	+5
(40)	+6
(42.5)	+7
(45)	+8
(47.5)	+9
(50)	+10

The difficulty of a Cosmic Awareness check depends on how far away the answer lies, and how well hidden it is. The GM consults the following tables.

Where can the answer be found? Pick the lowest difficulty that applies.

Location	Difficulty
same building	+9
same neighborhood	+5
same town or city	+1
same state, territory, province, or ethnic region	-3
same country	-6
same planet	-8

same solar system	-9
same galaxy	-10
same dimension	-11
another dimension	-12

Example: if Dr. Cosmos wants to know whether The Matador is still alive, and The Matador is somewhere in the same city that Dr. Cosmos is, his base difficulty is +1.

How well hidden is the answer? Add the following modifier to the Location difficulty.

Obscurity	Description	Difficulty
Obvious	the answer is right out in the open at its location	+0
Hidden	the answer is hidden, either on purpose or accidentally	-4
	the answer can no longer be found anywhere in the Multiverse	-8
Future	answer doesn't yet exist	-12

Continuing our example, if The Matador has been imprisoned by the Four Fiends, then whether he's still alive or not is "hidden" (-4), bringing Dr. Cosmos' total difficulty to -3.

The character can also improve their chances by increasing the fumble threshold. This simulates going into a deeper trance, the character stretching their mind beyond any safe limits. Normally a fumble only occurs if they roll as indicated in the Task rules (see section 3.0). They may increase the risk of a fumble, so that it may occur if they roll 19+. This decreases the difficulty by two. If they accept the risk of a fumble on a roll of 18+, the difficulty is reduced by four - and so on.

Cosmic Awareness checks are always made secretly by the GM.

If the check is successful, the GM answers the character's question accurately. If the check is a simple failure, the GM gives the character a random answer: 'yes' if the die roll was even, 'no' if the die roll was odd. On a critical success, the GM gives the character a little more than just a 'yes' or 'no'. If the check is a fumble, the character must roll again.

If the second check is successful, the character gets a random answer (see above) and falls into a trance; they fall unconscious (see 4.8.4) and normal wake-up chances apply. If it's a simple failure the character gets no answer, falls into a trance, and loses another 12 Power. On a critical success, they fall into a trance but get an accurate yes/no answer. If the check is a fumble the character falls into a coma (the same as a trance, but their Hits are also reduced to 0) as well as losing Power, and they must roll again.

If the third check is a success, the character gets no answer and suffers from terrible nightmares for several weeks. If it's a failure the character gets no answer, suffers nightmares, and attracts the unwanted attention of some cosmic being related to the question that was asked. On a critical success, the character attracts the attention of a benevolent cosmic being, who gives them a correct answer. If the check is a fumble the character gets no answer, attracts the attention of an inimical cosmic being, and acquires (-5) CPs of a psychological Weakness related to the question that was asked.

• Cosmic Awareness Modifier: One-Word Answer

For a cost adjustment of (+5), the GM answers the question with the most appropriate single word they can think of, instead of being limited to just 'yes' and 'no'.

• Cosmic Awareness Modifier: One Sentence Answer

For a cost adjustment of (+10), the GM answers the question with a complete sentence, instead of being limited to just 'yes' and 'no'.

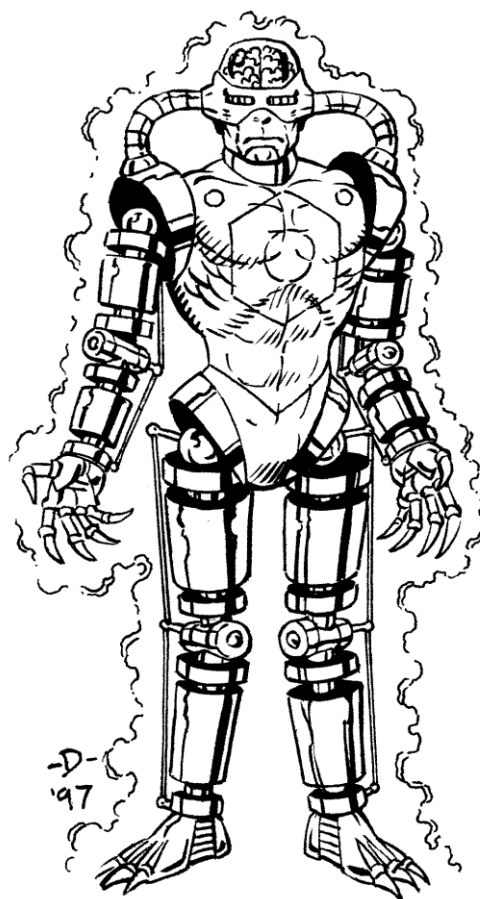
• Cosmic Awareness Modifier: Full Answer

For a cost adjustment of (+20), the GM answers the question in detail, instead of being limited to just 'yes' and 'no'. The character is also allowed one yes/no follow-up question.

CYBERNETICS

The character has mechanical replacement or supplemental body parts. Roll for 3 other Abilities (any combination of Attacks, Defenses, and Miscellaneous Abilities), and select 2 of them (discarding the third). Each of the selected Abilities get half of the CPs assigned at the character's Power Level: Low = (5) CPs per Ability, Standard = (10) CPs, and High = (15) CPs, and also gets the Gear (-5) Limitation.

Example: Robin is generating a Standard power level cyborg. She randomly rolls Lightning Control, Invulnerability, and Shaping. She decides to drop the Shaping, leaving the other two Abilities with (10) CPs plus a (-5) CP cost Gear Modifier.



The cybernetic villain known as Borg.

DARKNESS CONTROL

The character can dampen certain sensory stimuli within an area, at a range of up to AGx2". This Voluntary Ability reduces the affected senses of characters within the affected area (or attempting to sense things within it) by two levels: Analytical senses are reduced to Basic level, while Full and Basic level senses are reduced to nothing. The character is immune to the effects of their own Darkness.

Levels of Darkness and Glare cancel each other out, when they affect the same senses.

The character must choose which specific senses this Ability blocks. Refer to the Heightened Senses Ability for a list of types of senses and their descriptions. The PR to create an area of 'darkness', and the PR per round to maintain it, depends on the number of sensory stimuli which the character's Darkness Ability can block:

Senses	PR Cost
1	1
2	2
3	3
4	4
5	5
8	8
12	12
16	16
24	24

It takes an action to set up an area of Darkness. Once created, Darkness stays up until the character stops it (by no longer paying its PR cost), or moves out of range, or falls unconscious. The character doesn't have to spend another action unless they want to re-shape the Darkness.

The maximum diameter of the area the character can fill with Darkness depends on their CPs in Darkness.

CPs	Diameter
(5)	1"
(10)	3"
(15)	5"
(20)	9"
(25)	15"
(30)	23"
(35)	33"
(40)	45"
(45)	59"
(50)	75"

- Darkness Control Modifier: Basic Darkness**

For a cost adjustment of (-5), the character's Darkness only reduces the senses it affects by one rank. Analytical senses are reduced to Full, while Full senses are reduced to Basic and Basic senses are completely blocked.

- Darkness Control Modifier: Full Darkness**

For a cost adjustment of (+10), the character's Darkness reduces the senses it affects by three ranks. Affected senses of all levels are blocked completely.

DEATH TOUCH

The character can kill living things simply by touching them. Death Touch is a standard Physical Entropy attack. This Voluntary Ability operates at melee range. The amount of damage inflicted depends on the character's CPs in Death Touch. Entropy protection reduces the damage taken, but victims may not 'roll with' any of the damage that penetrates their protection. If the Death Touch damage that gets through reduces the victim's Hits to 0, they must make an EN save – and if this save fails, the victim dies instantly. Death Touch doesn't cause Knockback. PR=12 per use.

CPs	Entropy Damage Roll
(2.5)	d2-1
(5)	1
(7.5)	d2
(10)	d3
(12.5)	d4
(15)	d6
(17.5)	d6+1
(20)	d8+1
(22.5)	d10+1
(25)	2d6
(27.5)	d6+d8
(30)	2d8
(32.5)	d8+d10
(35)	2d10
(37.5)	d10+d12
(40)	2d12
(42.5)	3d8
(45)	2d8+d10
(47.5)	d8+2d10
(50)	3d10

DENSITY CHANGE

The character can change the atomic density of their physical body. Typically, the character chooses either Density Increase or Density Decrease when this Ability is taken, but optionally they may take some of each.

A) Density Increase

The character's body becomes denser, giving them physical protection while dense as well as an increase in ST, but with the side-effect of increasing their weight (and thus, their mass roll) at the same time. This increased weight is helpful in resisting Knockback, but can be disadvantageous in other ways.

Density Increase is a Persistent Ability, which takes an action to activate and has a PR of 2 per round.

The amount of physical protection and ST the character gains when they "dense up", as well as the weight multiplier, depends on their CPs in Density Increase:

CPs	Protection*	ST	Weight	Equivalent Material**
(0)	1/1/0/1	+0	x1	SR 0 / water
(2.5)	2/1/1/1	+2	x1	SR 1 / clay
(5)	2/1/1/2	+3	x2	SR 2 / rubber
(7.5)	2/2/2/2	+5	x3	SR 3 / quartz
(10)	3/2/2/2	+6	x4	SR 4 / bone
(12.5)	3/2/3/3	+7	x5	SR 5 / brick
(15)	3/3/3/3	+8	x6	SR 6 / brick
(17.5)	4/3/3/3	+9	x7	SR 7 / marble
(20)	4/3/4/3	+9	x8	SR 8 / lead
(22.5)	4/3/4/4	+10	x9	SR 9 / bronze

(25)	4/4/4/4	+10	x10	SR 10 / iron
(27.5)	5/4/4/4	+11	x11	SR 11 / steel
(30)	5/4/5/4	+11	x12	SR 12 / tungsten
(32.5)	5/4/5/5	+11	x13	SR 13 / titanium
(35)	5/5/5/5	+11	x14	SR 14 /
(37.5)	6/5/5/5	+12	x15	SR 15 / super alloy
(40)	6/5/6/5	+12	x16	SR 16 /
(42.5)	6/5/6/6	+12	x17	SR 17 /
(45)	6/6/6/6	+12	x18	SR 18 / diamond
(47.5)	7/6/6/6	+12	x19	SR 19 /
(50)	7/6/7/6	+12	x20	SR 20 / adamantium

*These Protection values apply to Kinetic, Energy, Biochemical, and Entropy damage, respectively.

**Refer to the Structural Rating table (see section 5.1) for additional examples. Note that a character whose density is equivalent to a particular material doesn't necessarily receive the Structural Rating of that material. They receive the Protection listed in the table above, as well as extra Hits by virtue of their increased ST.

• Density Increase Modifier: Adjustable Density

There is a (+5) CP cost adjustment if the character is able to assume any density level up to the amount purchased.

B) Density Decrease

The character's body becomes less dense, reducing their weight. This Persistent Ability costs (2.5) CPs if the character can simply reduce their own weight (to as little as one gram), or (5) CPs if they become completely weightless. It takes only movement to activate this Ability, and the PR is 0 per round.

C) Desolidification

If the character is able to reduce their density to the point of becoming intangible, they should take Non-Corporeality.

DEVITALIZATION RAY

Devitalization is a standard Voluntary attack Ability, dealing Entropy damage with a range of ENx2", PR = 3 per use.

This attack causes damage to a target's Power. Protection Abilities reduce the amount of Power damage taken, but rolling with a Devitalization attack obviously has no effect. Once a target's Power is gone, this attack can no longer affect them. Devitalization Rays don't cause Knockback.

The amount of Power damage inflicted by a character's Devitalization Ray depends on their CPs in it:

CPs	Devitalization Damage Roll
(-10)	2d6
(-7.5)	d6+d8
(-5)	2d8
(-2.5)	d8+d10
(0)	2d10
(2.5)	d10+d12
(5)	2d12
(7.5)	3d8
(10)	2d8+d10
(12.5)	d8+2d10
(15)	3d10
(17.5)	2d10+d12
(20)	d10+2d12
(22.5)	3d12

(25)	3d12+1
(27.5)	3d12+2
(30)	4d10
(32.5)	3d10+d12
(35)	2d10+2d12
(37.5)	d10+3d12
(40)	4d12
(42.5)	4d12+1
(45)	5d10
(47.5)	4d10+d12
(50)	3d10+2d12

DIMENSIONAL TRAVEL

This is the ability to travel between parallel dimensions, bringing as much cargo along as they can carry. The cargo capacity of Dimensional Travel Gear depends on its Gear BC. Dimensional Travel takes only 1" of movement to use. PR varies, depending on how many dimensions the character can visit, and what types (see below).

Point of Arrival

Where the character appears when they travel to another dimension - and where they return to - is a moving point under the GM's control, based on a rationale which must be chosen when the character is created. Wherever the character is 'most needed', for example, or wherever the GM decides that the needs of the story requires, or a safe location within line of sight of their goal, etc.

There are four basic varieties of Dimensional Travel (see below).

Local Rules

The natural or imposed laws of certain dimensions may restrict (or enhance) the use of the character's Abilities (including their Dimensional Travel Abilities). For example, those who travel to the Interdimensional Library are obliged to appear upon its Reception World (at the tail end of a very long line of visitors), even if their Dimensional Travel Ability would normally allow them to appear elsewhere, until they receive authorization from the Library's administration. Dimensions which don't support the use of super Abilities will trap any Dimensional Travelers who appear there. Similarly, characters who travel to dimensions where the physical laws dictate that all intelligent beings can fly will acquire that Ability for the duration of their stay.

Dimensional Navigation

It's possible for a character to become lost, and not know what dimension they're in relative to other dimensions that they're familiar with. Each day of exploration, a character who doesn't know what dimension they're in can attempt an IN-based dimensional navigation task check at a difficulty of -12 to figure it out.

The character may Push (see 5.5) to gain a +2 bonus on their dimensional navigation task check.

A) Single Dimension Travel

This type of Dimensional Travel only allows the character to travel to (and return to the primary campaign dimension from) one particular dimension. Hyper-Space for example, or Chronangeles, or Olympus, or an alternate dimension paralleling a particular time in history, or a particular alternate world (ReichWorld,

Wonderland, etc.). The dimension must be specified when this Ability is taken. Single Dimension Travel is a Voluntary Ability, and has a PR of 4 per use. This Ability costs (10) CPs.

B) Multiple Dimension Travel

This type of Dimensional Travel allows the character to travel to (and return to the primary campaign dimension from) any of a small set of specific dimensions, such as the worlds of Norse mythology (Asgard, Valhalla, Hel, and Midgard) or the worlds of author Edgar Rice Burroughs (Barsoom, Caspak, Pellucidar, etc.). The set of dimensions must be specified when this Ability is taken. Multiple Dimension Travel is a Voluntary Ability, and has a PR of 5 per use. This Ability costs (20) CPs.

C) Time Travel

This type of Dimensional Travel allows the character to travel to (and return to the primary campaign dimension from) any parallel dimensions that mimic specific time periods in the history of the primary campaign dimension. These destinations aren't the actual past or the real future, and so history can't be altered nor can the absolute future be foreseen by going there. This Ability costs (30) CPs.

This is a Voluntary Ability. There is a PR of 8 per Time Travel attempt. The intended destination must be specified, and then the character must make a Routine (+2) dimensional navigation task check. There is a difficulty modifier of -6 if the character has never been to that time period before. If the check fails, or if the character didn't know which dimension they were starting in, consult the table below.

Error Margin	Result
1 to 4	Plus or minus 2d12 hours
5 to 7	Plus or minus a d100 days
8 or 9	Plus or minus a d10 years
10	Plus or minus a d100 years
11	Plus or minus a d20 x a d100 years
12+	Wrong World!*

*The character is stranded somewhere that isn't a parallel of any specific time period in the history of the primary campaign dimension (though not anywhere that would instantly be fatal to an unprotected human). The GM can have fun creating this random world! Time Travel won't get the character back home again. Finding a way (requiring space or Dimensional Travel or both) will be quite an adventure in itself.



D) Alternate Dimension Travel

This type of Dimensional Travel enables the character to travel to and from any dimension that doesn't imitate a specific time period in the history of the primary campaign dimension.

The character may describe their intended destination in as much or as little detail as he desires. Any details the character leaves out are up to the GM. The character must then make a Routine (+2) dimensional navigation task check. There is a difficulty modifier of -6 if the character has never been to the target dimension before. If the check fails, or if the character didn't know which dimension they were starting in, or if the GM decrees that the dimension described doesn't exist, the character winds up lost

in a random dimension instead (though never anywhere that would instantly be fatal to an unprotected human).

This is a Voluntary Ability, with a PR of 12 per Alternate Dimension Travel attempt. This Ability costs (40) CPs.

The Astral Plane

The Astral Plane is a dimension which overlaps with our own. Characters who travel to the Astral Plane gain all of the benefits of the Astral Projection Ability (with an Astral Flight speed equal to their own Move or travel Ability, whichever is better), but their physical body travels with them. They don't need a Silver Cord, but they can only become corporeal again by leaving the Astral Plane.

- **Dimension Travel Modifiers: Destination Control**

The character can gain more control over where they arrive by applying one or more of the following options:

Alternate Point of Arrival Rules	Cost Adjustment
Fixed Points: A limited number of fixed points (either memorized or discovered). The character starts with 1 fixed point in each dimension they know of. The locations of these initial points must be specified immediately. The character may purchase additional fixed points (which they may place at any location they occupy at that time) at a cost of 1 CP apiece. Example: the base of the steps to the Throne of Olympus.	(0)
Same Coordinates: The character appears at the same geographic coordinates in the destination world that they departed from in the world they left. In space, the character appears at the same position relative to the local star and planet of interest. Since planet and solar system sizes may vary, using this Ability to 'teleport' by way of an intermediate dimension requires a Challenging (-2) dimensional navigation task check.	(+5)
Visited Places: This allows the character to travel to any place in the target dimension where they've already been.	(+10)
Anywhere: This allows the character to travel to any place in the target dimension that they want.	(+15)

- **Dimension Travel Modifier: Dimensional Navigator**

Characters gain a bonus of +3 on dimensional navigation task checks for each (+2.5) cost adjustment.

- **Dimensional Travel Modifier: Gateway**

Instead of their interdimensional cargo capacity being limited by their own carrying capacity, the character can create an immobile gate 5' wide x 5' tall (a 1" square). Creating a gate takes one action. There is no cost adjustment for this Modifier.

The gate actually consists of two separate 'gateways'. One must be created directly adjacent to the character, while the other is placed according to the rules governing the character's point of arrival (see above).

Both gateways are bi-directional, meaning you can enter a gate from either side and emerge from the corresponding side of the other gate. Senses don't penetrate Dimensional Gates, however.

Each gateway may be created at any angle: vertical like a normal door, horizontally like a trap door, or at any angle in between.

The diameter of the gateways can be increased by 1" per point of extra Power spent when they're opened. Both gateways are always the same size.

The gateway lasts until the end of the round in which it was opened, and then it closes instantly – unless some obstruction (a character or object) is placed within it. A dimensional portal won't close while it's obstructed.

Characters can freely move back and forth through a Dimensional gate until it closes.

If the gateway is generated by Gear, then add any extra Power required for larger gates to its PR per use.

- **Dimensional Gate Modifier: See-Through**

There is a cost adjustment of (+5) if senses can penetrate the Gate.

DISINTEGRATION

The character can vaporize solids and liquids. Disintegration is an "Other" damage type; it can only be blocked by Invulnerability to Disintegration. This type of attack doesn't cause Knockback.

A) Disintegration Ray

The character can Disintegrate at a distance. This Voluntary standard attack Ability has a ST" range, PR=2 per shot. Each point of Disintegration damage scored against inanimate objects destroys 1 hit point of material regardless of the structural rating of the target substance. For example, 5 points of Disintegration damage creates a hole 1 foot wide by 6 inches deep (see 5.1) regardless of the target's SR.

Curiously, living things struck with Disintegration energy don't vaporize - they merely 'disrupt', taking full damage from the attack, but not actually disintegrating until they're no longer living.

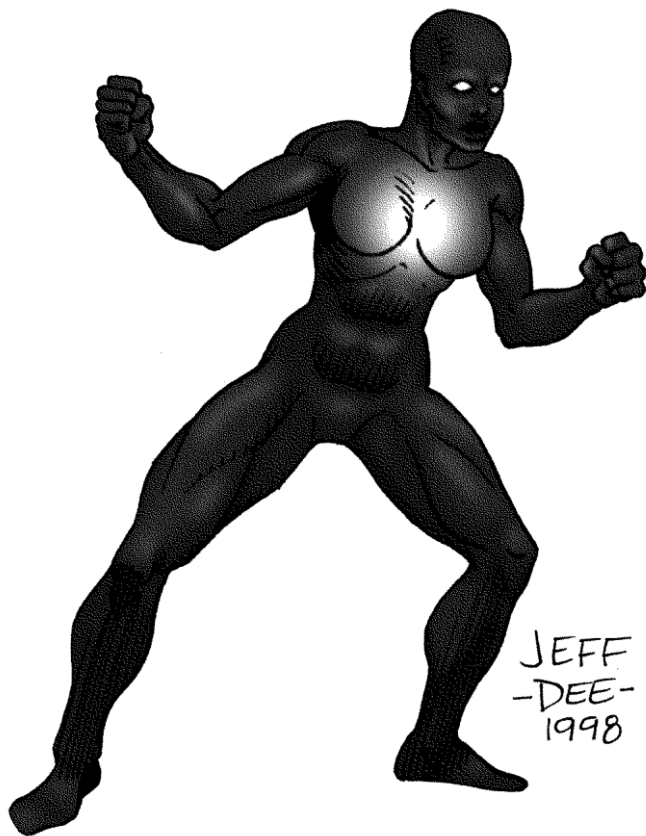
CPs	Disintegration Damage Roll
(-5)	d3
(-2.5)	d4
(0)	d6
(2.5)	d6+1
(5)	2d4
(7.5)	d4+d6
(10)	2d6
(12.5)	d6+d8
(15)	2d8
(17.5)	d8+d10
(20)	2d10
(22.5)	d10+d12
(25)	2d12
(27.5)	3d8
(30)	2d8+d10
(32.5)	d8+2d10
(35)	3d10
(37.5)	2d10+d12
(40)	d10+2d12
(42.5)	3d12
(45)	3d12+1
(47.5)	3d12+2
(50)	4d10

Disintegration can be used as a Counterblast against any attacks which involve physical projectiles (see 4.14.5).

B) Disintegration Field

The character can surround themselves with a Disintegration Ability Field (see the Ability Field Modifier in section 2.2.4). This is a Voluntary Ability. It takes an action to activate the Disintegration Field (but no time to deactivate it) and PR = 1 per use (whether it's used for defense, an attack, or one round of passive damage).

CPs	Disintegration Field Damage Roll
(-10)	d2
(-5)	d3
(0)	d4
(5)	d6
(10)	d6+1
(15)	d8+1
(20)	d10+1
(25)	2d6
(30)	d6+d8
(35)	2d8
(40)	d8+d10
(45)	2d10
(50)	d10+d12



The Darkling villainess Nemesis is a living Black Hole.

DUPLICATION

The character can split into multiple identical copies. Duplication is a Persistent Ability which takes an action to activate, and has a PR of 0 per round.

The number of copies the character can split into depends on their CPs in Duplication:

CPs	Duplicates
(20)	2
(30)	3
(40)	4
(50)	6
(60)	8
(70)	12
(80)	16
(90)	24
(100)	32

The character's BC and Ability caps, average damage cap, Gear BCs, etc. are all determined from the number of CPs the character has left after paying for their Duplication Ability and its Modifiers.

Duplicates appear 1" (5') away the original. They share the original's Initiative roll, and may move immediately, but they can't perform actions until the following turn.

All of the copies share a single mind, instantly knowing what each of the other Duplicates (and the original) know (as per Telepathy, Verbal & Indirect, but only with each other). Only the original earns experience points, and each duplicate gets the exact same benefit when they're spent.

Each of the duplicates inherits the same number of Hits, Power, Charges, etc. as the original had at the moment when they split.

The duplicates can 'merge' at will. When they merge, all of the duplicates but one disappear. The character must choose which duplicate remains. The remaining duplicate receives the highest number of Hits that any of the merged duplicates possessed, but their Power and charges equal the lowest number of charges and Power points that any of the duplicates possessed.

DURABILITY

The character has extra Hits. The number of extra Hits the character receives equals their CPs in this Ability. Durability is Continual.

EMOTION CONTROL

Emotion Control is a Mental Psychic save attack which enables the character to evoke various emotions in their victims (fear, love, hate, despair, etc). It takes a CL save at +3 to hit. Range = CL". This Voluntary Ability has a PR of 3 per attack.

If a hit is scored, the target must make an IN save. Add the target's Psychic protection to their target number, while subtracting the attacker's Emotion Control save modifier. If save fails, the attacker imposes a strong emotion upon the target, also specifying what the target feels that strong emotion *about*.

A recovery save is allowed each between-rounds phase (and each time the victim experiences an emotional reaction that is against their nature) at a further penalty of -10. Another save is allowed whenever a character uses an action to try to talk the victim out of it at a further penalty of -10 plus the other character's IN save.

Apply the Duration Modifier to increase the time delay between saves.

CPs	Emotion Control Save Modifier
(-5)	+4
(-2.5)	+3
(0)	+2
(2.5)	+1
(5)	0
(7.5)	-1
(10)	-2
(12.5)	-3
(15)	-4
(17.5)	-5

(20)	-6
(22.5)	-7
(25)	-8
(27.5)	-9
(30)	-10
(32.5)	-11
(35)	-12
(37.5)	-13
(40)	-14
(42.5)	-15
(45)	-16
(47.5)	-17
(50)	-18

- **Emotion Control Modifier: Pheromones**

Emotion Control defined as Pheromones is a Physical gas attack, rather than a Mental attack. There is no cost adjustment.

- **Emotion Control Modifier: Single Emotion**

Apply a cost adjustment of (-5) CPs if the character can only evoke a single emotion in their victims.

ENERGY

The character has extra Power points. They gain 2 points of Power for each CP they have in this Ability. Energy is a Continual Ability.

EXPERIENCE LEVELS

This Continual Ability improves the character's Defenses, their chance to hit with any attack, and their proficiency at all Task checks. The PR is 0 per round. The bonuses gained depend on the number of CPs invested:

CPs	Hit Bonus	Defense Bonus	Task Bonus
(5)	-	+1	+1
(10)	+1	+1	+1
(15)	+1	+2	+2
(20)	+2	+2	+2
(25)	+2	+3	+3
(30)	+3	+3	+3
(35)	+3	+4	+4
(40)	+4	+4	+4
(45)	+4	+5	+5
(50)	+5	+5	+5
(55)	+5	+6	+6
(60)	+6	+6	+6
(65)	+6	+7	+7
(70)	+7	+7	+7
(75)	+7	+8	+8
(80)	+8	+8	+8
(85)	+8	+9	+9
(90)	+9	+9	+9
(95)	+9	+10	+10

FLAME ABILITIES

There are two broad categories of Flame Ability:

A) Flame Blast

The character can shoot flames from their body, like a flame thrower. Specify where the flames come from (the character's hands, eyes, mouth, etc.). This Voluntary Ability enables the character to make a standard Energy damage attack, with a range of ST+EN". PR = 2 per use. The amount of damage dealt by the character's flame blast depends on its CPs:

CPs	Flame Blast Energy Damage Roll
(-10)	1
(-7.5)	d2
(-5)	d3
(-2.5)	d4
(0)	d6
(2.5)	d6+1
(5)	2d4
(7.5)	d4+d6
(10)	2d6
(12.5)	d6+d8
(15)	2d8
(17.5)	d8+d10
(20)	2d10
(22.5)	d10+d12
(25)	2d12
(27.5)	3d8
(30)	2d8+d10
(32.5)	d8+2d10
(35)	3d10
(37.5)	2d10+d12
(40)	d10+2d12
(42.5)	3d12
(45)	3d12+1
(47.5)	3d12+2
(50)	4d10

A Flame Blast can be used as a Counterblast against other attacks that use its same Energy Type (see 4.14.5).

B) Flame Aura

The character can surround themselves with a flaming Energy Ability Field (see the Ability Field Modifier in section 2.2.4). It takes an action to activate the Flame Aura (but no time to deactivate it) and PR = 1 per use (whether it's used for defense, an attack, or one round of passive damage). This is a Voluntary Ability.

CPs	Flame Aura Damage Roll
(-10)	d2
(-5)	d3
(0)	d4
(5)	d6
(10)	d6+1
(15)	d8+1
(20)	d10+1
(25)	2d6
(30)	d6+d8
(35)	2d8
(40)	d8+d10
(45)	2d10
(50)	d10+d12

C) Fiery Flight

Take the Flight Ability to enable the character to fly by means of flame.

Subtract (-5) CPs from the cost of the character's Flight if the character may only fly while their Flame Aura is active.

FLIGHT

The character can propel themselves through the atmosphere and vacuum with no visible means of support. The character's acceleration rate and top speed, in tabletop movement inches, depend on their CPs in this Ability as shown on the table below. Flight works at ¼ speed under water. There is a PR cost of 1 per hour for long-duration flight. This is a Voluntary Ability.

CPs	Flight Acceleration/Top Speed
(-5)	.5/8 (2.5 mph)
(-2.5)	.75/12 (3.8 mph)
(0)	1/16 (5 mph)
(2.5)	1.5/24 (8 mph)
(5)	2/32 (11 mph)
(7.5)	3/48 (16 mph)
(10)	4/64 (21 mph / mach .03)
(12.5)	6/96 (33 mph / mach .04)
(15)	8/128 (44 mph / mach .06)
(17.5)	12/192 (66 mph / mach .09)
(20)	16/256 (87 mph / mach .11)
(22.5)	24/384 (131 mph / mach .17)
(25)	32/512 (174 mph / mach .23)
(27.5)	48/768 (262 mph / mach .34)
(30)	64/1024 (348 mph / mach .46)
(32.5)	96/1536 (523 mph / mach .69)
(35)	128/2048 (697 mph / mach .92)
(37.5)	192/3072 (1045 mph / mach 1.37)
(40)	256/4096 (1393 mph / mach 1.83)
(42.5)	384/6144 (2090 mph / mach 2.75)
(45)	512/8192 (2786 mph / mach 3.66)
(47.5)	768/12288 (4179 mph / mach 5.49)
(50)	1024/16384 (5572 mph / mach 7.32)

Flyers may travel up to their acceleration rate when they first take off. They may multiply their current speed by up to 2 once per turn, until they reach their top flight speed. Pushing Flight (see 5.5) allows another doubling, up to twice the character's top listed flight speed. They can also decelerate to half of their current flight speed, turn after turn, slowing to a stop if their current speed is equal to their acceleration or less.

- **Flight Modifier: Fast Acceleration**

For a cost adjustment of (+2.5), you may increase your character's acceleration rate by 2 steps on the table. For example, a character with a top Flight Speed of 64 can normally accelerate by 4 per turn at a cost of (10) CPs. For (+2.5) cost, he can accelerate by 8. For a total cost adjustment of (+10), a character's acceleration can be made to match their Top Flight Speed.

- **Flight Modifier: Amphibious**

For a cost adjustment of (+5), the character's Flight works at full speed under water. Flight that only works under water has a cost adjustment of (-7.5).

- **Flight Modifier: Wings**

Characters with wings can't fly in a vacuum. This Modifier has a cost adjustment of (-5).

- **Flight Modifier: Gliding**

Roll the character's Mass at the start of each round when they're flying. The result indicates the number of inches by which they immediately descend. The character can only gain altitude by making a task check. If successful, they may climb 1" plus their margin of success (i.e., making the task check by 7 allows them to ascend up to 8"). The cost adjustment for this Modifier is (-5).

- **Flight Modifier: Hyper-Flight**

The character can fly faster than the speed of light in the vacuum of space. They must accelerate to their top normal Flight speed before they may engage Hyper-Flight. Shifting to Hyper-Flight takes an action. PR = 1 per hour of Hyper-Flight.

CPs	Hyper-Flight Speed
(+2.5)	Warp 3 (.003 LY/hour)
(+5)	Warp 5 (.015 LY/hour)
(+7.5)	Warp 8 (.058 LY/hour)
(+10)	Warp 10 (.11 LY/hour)
(+12.5)	Warp 13 (.25 LY/hour)
(+15)	Warp 15 (.38 LY/hour)
(+17.5)	Warp 18 (.67 LY/hour)
(+20)	Warp 20 (.91 LY/hour)
(+22.5)	Warp 23 (1.39 LY/hour)
(+25)	Warp 25 (1.78 LY/hour)
(+27.5)	Warp 28 (2.5 LY/hour)
(+30)	Warp 30 (3.08 LY/hour)
(+32.5)	Warp 33 (4.1 LY/hour)
(+35)	Warp 35 (4.89 LY/hour)
(+37.5)	Warp 38 (6.26 LY/hour)
(+40)	Warp 40 (7.3 LY/hour)
(+42.5)	Warp 43 (9.07 LY/hour)
(+45)	Warp 45 (10.39 LY/hour)
(+47.5)	Warp 48 (12.62 LY/hour)
(+50)	Warp 50 (14.26 LY/hour)

Example: The ability to fly at a Top Speed of 44 mph in atmosphere and Warp 15 in vacuum costs a total of 30 CPs.



Aeroflat is the flying leader of the Crime Students villain team.

FORCE FIELD

This is the ability to create tangible barriers of energy. Force Fields are translucent, but don't block visible light; they may appear as a thin fog, a mild glow, a slight visual distortion in the air, etc. This Ability includes both Force Walls and Force Bolts:

A) Personal Force Field

This Voluntary Ability allows the character to create a Force Field fitting the contours of their own body. The strength of the character's Personal Force Field depends on its CPs:

CPs	Force Field Protection Points*				Total
	Kinetic	Energy	Bio	Entropy	
(2.5)	3	3	2	2	10
(5)	3	3	3	3	12
(7.5)	4	4	3	3	14
(10)	4	4	4	4	16
(12.5)	5	5	4	4	18
(15)	5	5	5	5	20
(17.5)	6	6	5	5	22
(20)	6	6	6	6	24
(22.5)	7	7	6	6	26
(25)	7	7	7	7	28
(27.5)	8	8	7	7	30
(30)	8	8	8	8	32
(32.5)	9	9	8	8	34
(35)	9	9	9	9	36
(37.5)	10	10	9	9	38
(40)	10	10	10	10	40
(42.5)	11	11	10	10	42
(45)	11	11	11	11	44
(47.5)	12	12	11	11	46
(50)	12	12	12	12	48

*Exception: Force Fields provide no protection against Gravity attacks, but Gas attacks can't penetrate them at all.

It takes an action and PR = 16 to activate a force field.

The character must keep track of the number of damage points that have been deflected by their Force Field (including any points it added to saves which failed). Damage from attacks that are completely blocked doesn't count toward that total. When the amount of damage that it has deflected exceeds the character's remaining Power, the Force Field goes down and any damage in excess of the last few points of Force Field continues on to strike its target.

Example: Enforcer's Force Field has blocked 28 points of damage so far. Enforcer only has 33 points of Power left. When his Force Field is hit by another 12 damage, it stops 5 more points and then drops, allowing the remaining 7 points to get through.

The character may renew a Force Field (erasing all of the accumulated damage against it) or re-activate it if it has dropped, by re-spending its activation costs (an action and PR=16).

If the character has a saved action, they may use it to reinforce their Force Field at the same instant that it goes down, taking any damage left over onto the new Force Field.

Force Field Gear has a deflection threshold equal to its total protection x 1.5. So, a (15) CP Gear Force Field (worth 20 points of protection) drops after it sustains 30 points of damage.

• Force Field Modifier: Doesn't Block Non-Corporeal or Gas

By default, Force Fields block Non-Corporeal characters and Gas attacks. For a cost adjustment of (-5) CPs, the Force Field is permeable to Non-Corporeal characters and Gas.

• Force Field Modifier: Doesn't Block Teleportation

By default, Force Fields block Teleportation. For a cost adjustment of (-5) CPs, the Force Field is permeable to Teleportation.

• Personal Force Field Modifier: Force Bubble

To change a Personal Force Field into a Force Bubble, apply the Area Effect Modifier (either with the Perimeter option, or Range). This allows the character to create simple, immobile bubbles or walls of translucent force at a distance. Their Force Field may then be placed as a barrier, or around allies, or as an area attack to imprison an opponent, etc. Any target which is hit through a Force Wall receives protection from it.

Passing through a Force Wall requires a Basic HTH Damage roll that exceeds the barrier's Kinetic protection. This uses up all of the character's remaining movement, unless the roll is more than double the field's protection, in which case only half of the character's remaining Move is expended.

B) Force Bolt

The character can pummel targets with blunt kinetic force, inflicting damage based on their Strength at a range of EN", PR = 1 per attack. This is a Voluntary standard attack Ability.

CPs	Force Bolt Kinetic Damage Roll
(2.5)	Base HTH damage -1
(5)	Base HTH damage
(7.5)	Base HTH damage +1
(10)	Base HTH damage +2
(12.5)	Base HTH damage +3
(15)	Base HTH damage +4
(17.5)	Base HTH damage +5
(20)	Base HTH damage +6
(22.5)	Base HTH damage +7
(25)	Base HTH damage +8
(27.5)	Base HTH damage +9
(30)	Base HTH damage +10
(32.5)	Base HTH damage +11
(35)	Base HTH damage +12
(37.5)	Base HTH damage +13
(40)	Base HTH damage +14
(42.5)	Base HTH damage +15
(45)	Base HTH damage +16
(47.5)	Base HTH damage +17
(50)	Base HTH damage +18

GRAPNEL

The character can project 'lines' (ropes, webs, cables, glue, energy strands, etc.) out to a range of (ST+AG)". Grapnel requires a roll to hit the target if it's used as a Snare attack, immobilizing the target but leaving their limbs free (unless the attack was a called shot). Grapnel lines last for an hour, or until they're destroyed or manually removed. Grapnel is a Voluntary Ability, with a PR of 1 per use.

CPs	Break Point	Max	Carrying Capacity
(2.5)	1	2	37.5 lbs.
(5)	2	4	60 lbs.
(7.5)	3	6	150 lbs.
(10)	4	8	240 lbs.
(12.5)	5	10	600 lbs.
(15)	6	12	960 lbs.
(17.5)	7	14	2400 lbs.
(20)	8	16	3840 lbs.
(22.5)	9	18	9600 lbs.
(25)	10	20	15360 lbs.
(27.5)	11	22	38400 lbs.
(30)	12	24	61440 lbs.
(32.5)	13	26	153600 lbs.

(35)	14	28	245760 lbs.
(37.5)	15	30	614400 lbs.
(40)	16	32	983040 lbs.
(42.5)	17	34	2457600 lbs.
(45)	18	36	3932160 lbs.
(47.5)	19	38	9830400 lbs.
(50)	20	40	15728640 lbs.

'Pushing' a Grapnel adds 2 to its Breakpoint.

To escape, the victim must match or exceed the Grapnel's break point using their basic HTH damage roll, or a damage-dealing Ability Field. This takes an action, unless the damage roll exceeds the break point by 4 or more in which case it takes either the escapee's remaining movement, or their action (escapee's choice). Teleportation, Non-Corporeality, and other Abilities may also be used to escape at the GM's discretion. Others may also spend actions using their damage-dealing Abilities to try and break the victim free. Rolls to hit may be required, also at the GM's discretion.

When making a standard attack on a Grapnelled target, the attacker may hit the grapnel instead of the target if they fumble. Also keep in mind that area effect attacks can affect Grapnels.

Subsequent Grapnel hits add +2 to the Breakpoint, up to the new Grapnel's own Max (see table).

Grapnels can also be used as swing lines. The character must first attach their Grapnel to a sturdy physical object within range. This takes an action, but no roll to hit is required unless the target object is moving. The character may then swing to any other location within the Grapnel's range of the anchor point (as long as there are no physical objects in the way). This movement occurs during the character's movement phase. The grapnel's carrying capacity must be enough to accommodate the character's weight, plus the weight of any cargo they're carrying. Alternately, the character may use their Grapnel to bring a target object to them – so long as the object is movable, and doesn't weigh more than either the character's or their Grapnel's carrying capacity. If the target is immobile, the character may exert their Basic HTH damage (up to the limit of the Grapnel's own carrying capacity) as damage through the Grapnel, to either damage the object or try to break it free. This takes an action. Using a Grapnel to move or to reel in an object takes the character's entire movement phase.

• Grapnel Modifier: No Swinging

There is a cost adjustment of (-5) if the character can't use Grapnel to swing from place to place, or to pull on objects they've bound.

• Grapnel Modifier: Swinging Only

There is a cost adjustment of (-10) if the character can't use Grapnel to physically bind and immobilize targets.



GRAVITY CONTROL

These Abilities enable a character to modify the pull of gravity on objects or areas. There are three forms of Gravity Control: Gravity Decrease, Gravity Increase, and Personal Gravity Well.

A) Gravity Decrease

The character can reverse a target's weight, so that it 'falls' up. This is a unique Voluntary attack Ability, with a range of EN " and a PR of 2 per use.

This Ability is opposed by the target's Mass. If the roll to hit succeeds, roll the character's Gravity Decrease vs. the target's Mass roll. If the Gravity roll exceeds the Mass roll, then the target is affected.

The character may Push (see 5.5), adding the push bonus to their Gravity roll. Protection vs. Other (Gravity) damage adds to the target's roll. The target may also roll with the attack (see 4.8.3.1), adding the amount of Power spent to their Mass roll.

CPs	Gravity Decrease Roll
(-2.5)	d2-1
(0)	1
(2.5)	d2
(5)	d3
(7.5)	d4
(10)	d6
(12.5)	d6+1
(15)	d8+1
(17.5)	d10+1
(20)	2d6
(22.5)	d6+d8
(25)	2d8
(27.5)	d8+d10
(30)	2d10
(32.5)	d10+d12
(35)	2d12
(37.5)	3d8
(40)	2d8+d10
(42.5)	d8+2d10
(45)	3d10
(47.5)	2d10+d12
(50)	d10+2d12

The effects of Gravity Decrease last for one combat round.

Characters falling up may suffer falling damage (see 5.3) if they encounter an obstacle, such as a ceiling.

- **Gravity Decrease Modifier: Weight Reduction**

If the target's weight can only be reduced, not reversed, and not reduced to zero then apply a cost adjustment of (-10) CPs.

- **Gravity Decrease Modifier: Weightlessness**

If the target is only made weightless, apply a cost adjustment of (-5) CPs.

- **Gravity Decrease Modifier: Negative Weight x2**

Double the character's negative weight for each (+5) CP cost adjustment. This Modifier may be applied multiple times.

B) Gravity Increase

This unique Voluntary attack Ability enables the character to create a 'gravity well' where the pull of gravity is increased.

Range = ST". The target is a ½" diameter, single-target-sized *area* (not an individual object).

The multiplier to the effective weight of targets within the affected area depends on the character's CPs in Gravity Control:

CPs	Weight Multiplier (Gs)
(5)	1*
(7.5)	1.5
(10)	2
(12.5)	3
(15)	4
(17.5)	6
(20)	8
(22.5)	12

(25)	16
(27.5)	24
(30)	32
(32.5)	48
(35)	64
(37.5)	96
(40)	128
(42.5)	192
(45)	256
(47.5)	384
(50)	512

*This Ability Level causes only a slight gravity distortion, but it also renders characters who aren't normally affected by gravity to be affected for its duration.

Multiply the effective weight of target(s) within the gravity well by the amount shown. The target sustains Gravity (Other) damage every round equal to their new Mass roll minus their Base HTH Damage roll. Furthermore, their ability to move will be impeded if their new weight exceeds their Carrying Capacity (see 2.1.7.2). Characters who can't move because of extreme gravity are completely pinned.

The target's new Mass roll is also dealt as Kinetic damage, every round, to whatever surface they're on. Affected characters may thus fall through floors, or become embedded in a 'crater' in the ground.

Anything entering the affected area also becomes affected, while anything leaving the affected area is freed.

PR = 3 to attack, and PR = 3 per round to maintain the gravity well. If not maintained, gravity immediately returns to normal. The attacker must stay within range and in line of sight of the gravity well in order to maintain it.

'Pushing' increases the Weight Multiplier by x(Power spent +2) for 1 round.

Physical attacks on targets in the gravity well suffer a -6 gravity distortion penalty to hit.

- **Gravity Increase Modifier: Single Target**

If this Modifier is taken, the Ability affects a single specific target each time it's used. It doesn't create a 'gravity well', so things coming near an affected target aren't also affected, and the target can't move away. There is no cost adjustment. This Modifier can't be combined with an area effect.

C) Personal Gravity Well

The character can generate a 3" diameter area effect gravity distortion, centered on themselves, which deflects physical attacks. This results in a Physical Defense bonus of 1 per (2.5) CPs against any attacks which are aimed within it. It takes an action and a PR of 1 to activate the Personal Gravity Well, and a PR of 1 per round to maintain it.

HEALING

This is the Voluntary Ability to remove damage from a subject's Hits. Healing has a PR of 1 per use. Healing has no range; the character must physically touch the subject. A roll to hit is required if the subject resists being touched. Each use of Healing restores the number of Hits indicated by the character's Healing Ability

Level, below. Healing is an 'Other' damage type, so only Invulnerability to Healing can block it – though an uncooperative subject may indeed 'roll with' points of Healing if they don't wish to be healed. Healing may be 'pushed' to restore 2 extra Hits for +2 PR.

The rate at which the character can Heal depends on their CPs in this ability, as shown on the following table:

CPs	Hits Restored per Use	Time Required
(2.5)	1	1 Hour
(5)	1	15 Minutes
(7.5)	1	5 minutes
(10)	1	9 Rounds
(12.5)	1	3 Rounds
(15)	1	2 Rounds
(17.5)	1	1 Round
(20)	2	1 Round
(22.5)	3	1 Round
(25)	4	1 Round
(27.5)	5	1 Round
(30)	6	1 Round
(32.5)	7	1 Round
(35)	8	1 Round
(37.5)	9	1 Round
(40)	10	1 Round
(42.5)	11	1 Round
(45)	12	1 Round
(47.5)	13	1 Round
(50)	14	1 Round

- **Healing Modifier: Empathic**

Apply a cost adjustment of (-5) if the character pays the PR of this Ability with Hits instead of Power. Protection doesn't apply, nor may the character 'roll' with this damage.

- **Healing Modifier: Energy Recharge**

If the character restores Power points, rather than Hits, then double the listed rate (so instead of healing 2 Hits per action, the character would restore 4 Power per action). There is no cost adjustment.

HEIGHTENED AGILITY

The character gains a bonus of +1 to their Agility score per point of this Ability. PR = 0 per Hour.

Heightened Agility is a Continual Ability. It merely endows the character with whatever increased Agility score the character achieves (and all the advantages thereof).

HEIGHTENED ATTACK

Due to the character's increased combat ability, they receive a bonus to the amount of damage they score on certain successful attacks, such as their fists or other offensive Abilities. This happens automatically at a PR of 0 per round. Heightened Attack is a Voluntary Ability.

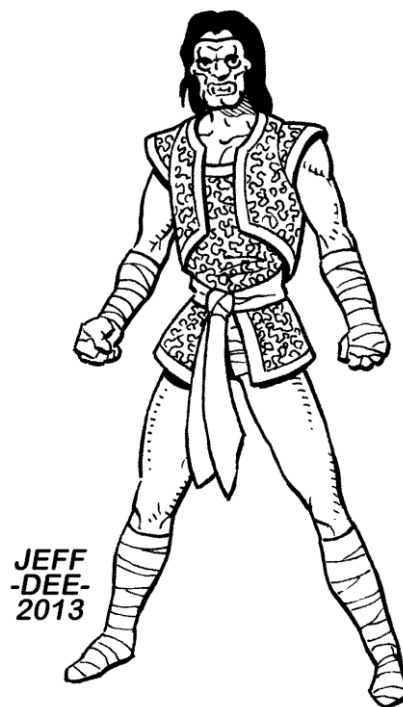
The character must specify whether the bonus applies to all attacks, or just one class of attacks, or a specialization in one specific attack when this Ability is taken. The damage bonus depends on the range of attack types affected, and the number of CPs the character has in the Ability.

On attacks that require saves instead of dealing damage, the bonus is deducted from the target's save chances.

'Classes' of attacks include things like Bows, Japanese Blades, Unarmed Combat, Pistols, Rifles, etc.

'Specializations' include things like Longbow, Katana, Punching, 44 Magnum Pistol, M-16 Rifle, etc.

CPs	All Attacks	One Class	Specialist
(2.5)	1	1	1
(5)	1	2	2
(7.5)	2	2	3
(10)	2	3	4
(12.5)	3	4	5
(15)	3	5	6
(17.5)	4	5	7
(20)	4	6	8
(22.5)	5	7	9
(25)	5	8	10
(27.5)	6	8	11
(30)	6	9	12
(32.5)	7	10	13
(35)	7	11	14
(37.5)	8	11	15
(40)	8	12	16
(42.5)	9	13	17
(45)	9	14	18
(47.5)	10	14	19
(50)	10	15	20



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HEIGHTENED COOL

The character gains a bonus of +1 to their Cool score per point of this Ability. PR = 0 per Hour.

Heightened Cool is a Continual Ability. It merely endows the character with whatever increased Cool score the character achieves (and all the advantages thereof).

HEIGHTENED DEFENSE

This is a Voluntary Ability. The character gains a defensive bonus against all attacks against them. The bonus is automatic and has a PR of 0 per round, but Heightened Defense only operates while the character is conscious and mobile.

The character gains a bonus of +1 to both their Physical and Mental defenses per (5) CPs of this Ability.

- **Heightened Defense Modifier: Only Physical or Only Mental**

Heightened Defense which only works against Physical or Mental attacks (but not both) only costs (2.5) CPs per +1.

HEIGHTENED ENDURANCE

The character gains a bonus of +1 to their Endurance score per point of this Ability. PR = 0 per Hour.

Heightened Endurance is a Continual Ability. It merely endows the character with whatever increased Endurance score the character achieves (and all the advantages thereof).

HEIGHTENED EXPERTISE

The character gains a bonus on their chances of hitting with various attacks, such as their fists and other offensive Abilities. There is no PR, and the bonus is received automatically whenever the character attacks. Heightened Expertise is a Voluntary Ability. PR = 0 per round.

The character must specify whether the bonus applies to all attacks, or just one class of attacks, or a specialization in one specific attack when this Ability is taken. The accuracy bonus depends on the range of attack types affected, and the number of CPs the character has in the Ability.

'Classes' of attacks include things like Bows, Japanese Blades, Unarmed Combat, Pistols, Rifles, etc.

'Specializations' include things like Longbow, Katana, Punching, 44 Magnum Pistol, M-16 Rifle, etc.

CPs	All Attacks	One Class	Specialist
(2.5)	1	1	1
(5)	1	2	2
(7.5)	2	2	3
(10)	2	3	4
(12.5)	3	4	5
(15)	3	5	6
(17.5)	4	5	7
(20)	4	6	8
(22.5)	5	7	9
(25)	5	8	10
(27.5)	6	8	11
(30)	6	9	12
(32.5)	7	10	13
(35)	7	11	14
(37.5)	8	11	15
(40)	8	12	16
(42.5)	9	13	17
(45)	9	14	18
(47.5)	10	14	19
(50)	10	15	20

HEIGHTENED INITIATIVE

The character receives a bonus of +1 to their Initiative rolls per (2.5) CPs of this Voluntary Ability. PR = 0 per round.

HEIGHTENED INTELLIGENCE

The character gains a bonus of +1 to their Intelligence score per point of this Ability. PR = 0 per Hour.

Heightened Intelligence is a Continual Ability. It merely endows the character with whatever increased Intelligence score the character achieves (and all the advantages thereof).

HEIGHTENED SENSES

The character has new or enhanced Continual sensory abilities.

Senses have no range as a default, but you can give them the Range enhancement (see below for more about sensory range). PR = 0 per hour. See sections 3.1.5 and 4.6 for the full perception rules.

If generating the character randomly, roll for two different senses on the following table and choose the one which best fits the character's concept.

Random Heightened Sense

d100	Sense
01-05	Danger
06-09	Flavors (Normal Taste, Basic)
10-14	Life Energy
15-19	Light, Infrared
20-24	Light, Ultraviolet
25-28	Light, Visible (Normal Vision, Full)
29-33	Magical Energy
34-38	Magnetism
39-43	Mental Waves
44-48	Mood Reading
49-52	Odors (Normal Scent, Basic)
53-57	Radar
58-62	Radiation
63-67	Radio Waves
68-71	Sounds, Audible (Normal Hearing, Basic)
72-76	Sounds, Subsonic
77-81	Sounds, Ultrasonic
82-85	Shapes (Normal Touch, Basic)
86-89	Time (Normal Time, Basic)
90-94	X-Rays
95-00	Other (make something up)

Random Sensory Level

Roll once on this table for new senses (but not for senses identified as 'normal' on the previous table):

d100	Starting Sensory Level	CP Cost*
01-50	Basic	(5)
51-83	Full	(10)
84-00	Analytical	(20)

*You may re-roll if the random Ability Level exceeds the character's available CPs, or else shift CPs from other Abilities to pay for this higher CP cost.

Random Sensory Modifiers

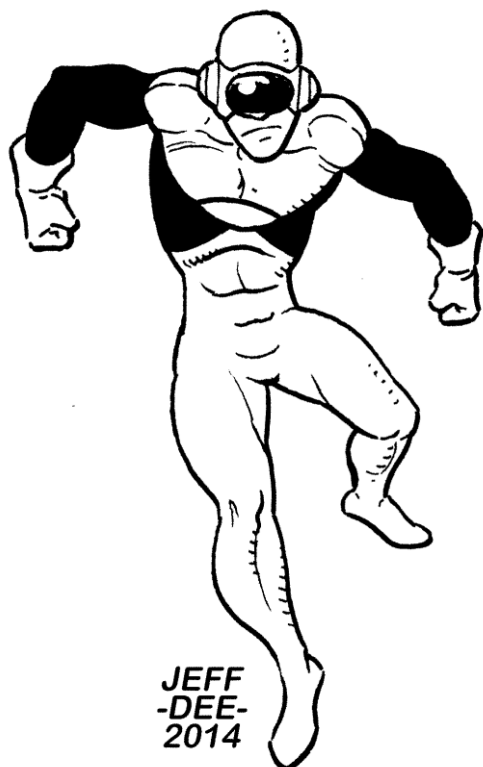
Roll on the following table as many times as necessary to reach the desired point cost:

d100	Sensory Modifier	Cost Adjustment
01-07	+1 Sensory Level (see previous table)	(+5)
08-15	Acute +3	(+5)
16-20	Penetrating*	(+10)
21-23	Precognitive*	(+15)
24-28	Retrocognitive*	(+15)
29-35	Telescopic +4**	(+5)
36-40	Global*	(+10)
41-43	Ranged*	(+5)
44-50	Amplified +1 level	(+5)
51-00	Repeat previous Modifier if allowed, else Ranged (if the stimulus Radiates and Sense isn't already Ranged), else re-roll	

*Re-roll is the sense has already got this Modifier

**Re-roll if the sense isn't Ranged

Example: Jill is generating a Standard Power Level character. By default, she has (20) CPs to spend on her character's Heightened Sense. She rolls a 68 on the Random Heightened Senses table and receives Sounds, Audible (the normal human sense of hearing). She therefore skips the Random Sensory Level table (because normal human hearing is rated Basic for free; see more on normal human senses below), and goes straight to the Random Sensory Modifiers table. Her first roll of is a 79, which must be re-rolled (because she hasn't rolled a previous Modifier to repeat, yet, and normal human hearing is already Ranged). Her second roll is a 45, making her character's hearing Amplified by 1 level at a cost adjustment of (+5) CPs. Her third roll is a 29, making her hearing Telescopic for +4 at a cost adjustment of (+5) more CPs. Her fourth roll is an 83, giving her character another dose of Telescopic for a total bonus of +8 at the cost adjustment of another (+5) CPs. Her final roll of 06 raises her hearing's Sensory Level from Basic to Full at a cost adjustment of (+5) CPs, reaching her total cost to its target of (20) CPs.



Opti-Man can see through any one material at a time.

Sensory Level

Senses are rated according to their level of detail. There are three distinct Sense levels: Basic, Full, and Analytical.

Basic Sense

A Basic Sense costs (5) CPs. Basic senses allow a character to sense rough generalities without a check, but they must make a perception check in order to make out details, or tell 2 similar things apart, or locate or distinguish between targets in combat.

For example, the normal human sense of touch is a Basic sense; you can always tell when you're touching something, but you're not automatically sure of what the thing is.

Basic senses can be used navigate without a perception check, but only within the limits of the information provided by the sense. For example, a character with a Basic sonar sense wouldn't have any trouble navigating through a forest of trees, but they would have to make a perception check to pick out the one tree they're looking for, or to notice that one of the sonar blips is a stone pillar and not a tree.

Full Sense

A Full sense costs (10) CPs. Full senses allow a character to sense obvious details without requiring a perception check. Full senses only require perception checks when attempting to perceive something that is hidden or obscured, or when attempting to distinguish between two or more similar things when the differences are subtle.

For example, the normal human sense of sight is a Full sense; you can always tell when you're looking at a person, unless they're hiding or standing in the shadows, and you can always tell two people apart by sight, unless they're twins or one of them is in disguise.

Full senses can be used to navigate accurately without requiring a perception check, so long as the objects they're navigating around aren't hidden or obscured. If they are, then a perception check is required.

Analytical Sense

An Analytical sense costs (20) CPs. Analytical Senses almost never require perception checks, unless confronted with things that are nearly identical or almost entirely obscured.

Analytical senses can automatically discern between very similar things, but they can't discern between nearly identical things without making a perception check.

For example, a character with an Analytical sense of touch would instantly recognize the texture of any material they encountered, but they couldn't distinguish between two molecularly precise copies of the same object unless they make a perception check.

Analytical senses can be use to navigate without a perception check, unless the objects they're navigating around are nearly identical or nearly imperceptible. If they are, then a perception check is required.

What Does It Detect?

You must also specify what sort of thing each sense is able to detect. The following is a list of the most common sense types. Each entry is accompanied by notes which help explain what it is, and what it may be good for.

Danger

Danger sense detects negative fluctuations in the karma field. Bad karma may be considered to 'radiate' for purposes of the Ranged Sense Modifier.

Emotion

Mood Reading detects Emotional Energy, which is given off by working brains. Emotional Energy may be considered to 'radiate' for purposes of the Ranged Sense Modifier. Mood Reading senses emotions, which (among other things) may be interpreted to determine whether a subject is lying.

Flavors

Flavors are a direct sensation of the chemical composition of solid or liquid matter. A vaporized substance might be carried through the air, but for most purposes flavors don't 'radiate'.

Light, Infrared

Infrared Light is radiant heat. Senses that detect infrared can discern between shapes and temperature levels, but aren't very useful for discerning between objects that are of similar temperatures. Infrared radiation may be considered to 'radiate' for purposes of the Ranged Sense Modifier.

Light, Ultraviolet

Ultraviolet Light is form of low-level radiation. Senses that detect ultraviolet radiation can discern between shapes and materials based on the intensity of their UV emission, or the way they reflect or absorb UV if they aren't UV sources themselves. Quite a few materials are "fluorescent", reflecting part of the UV light that strikes them as a visible light glow. Ultraviolet radiation may be considered to 'radiate' for purposes of the Ranged Sense Modifier.

Light, Visible

Visible Light is what normal human vision detects. It includes all wavelengths of light from red to violet. Senses that detect visible light can be used to discern between shapes, colors, and brightness levels but require a source of illumination to function. Visible Light may be considered to 'radiate' for purposes of the Ranged Sense Modifier.

Life

Life Energy is given off by all living things. Life Energy may be considered to 'radiate' for purposes of the Ranged Sense Modifier.

Magic

Magical Energy is given off by all magical and enchanted objects and beings, and may be considered to 'radiate' for purposes of the Ranged Sense Modifier.

Magnetism

Magnetism is electromagnetic force. Magnetism may be considered to 'radiate' for purposes of the Ranged Sense Modifier.

Mental Waves

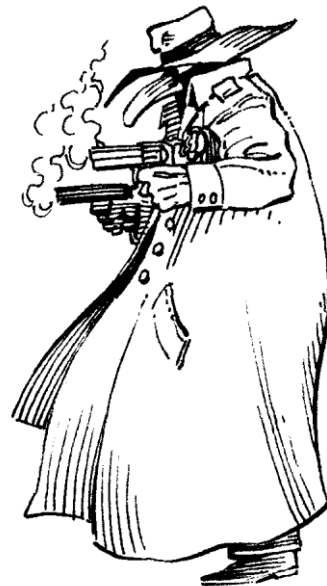
Mental Waves are given off by living beings, magically animated beings and thinking machines. Mental waves radiate.

Motion

Motion sense registers the passage of physical objects. Motion doesn't radiate. If purchased without the Ranged Sense Modifier, this sense measures the inertial force of the character's own motion, and can be used to determine how far the character has been moved, and in what direction. If purchased with range, this sense detects micro-changes in air density, and can be used like radar to track the positions of moving objects within the Ability's range.

Odors

Odors are similar to flavors, but consist of chemical compounds which escape from solid or liquid matter and are carried through an atmosphere. The odor of a substance may differ from its flavor if the chemicals which escape from it aren't the same as the chemicals which remain on its surface. Odors may be considered to 'radiate' for purposes of the Ranged Sense Modifier.



The Schnoz has a superhuman, precognitive sense of smell.

Radar

Radar is a specialized form of Radio Wave perception, which deals with detecting objects by their radio reflectivity instead of comprehending radio transmissions. While radio waves are 'radiant', radar isn't. The finite range of radar is the maximum distance at which characters can pick up the faint echo of their own radar signal.

Purchasing Radar sense automatically equips a character with the ability to emit radio pulses on a single channel. These pulses can be detected by any character with Radio sense who's tuned to that channel.

Radiation

Radiation is the release of particles by unstable, decaying isotopes. Radiation may be considered to 'radiate' for purposes of the Ranged Sense Modifier.

Radio Waves

Radio Waves are electromagnetic emanations at varying frequencies. Radio Waves may be considered to 'radiate' for purposes of the Ranged Sense Modifier.

Radio senses enable characters to perceive and comprehend transmissions on radio frequencies. You must specify either audio or video comprehension when a Radio sense is purchased.

The detail levels of Radio perception are treated slightly differently than they are for other senses. These differences are explained below.

Radio sense has a sensitivity level even lower than Basic, called Minimum.

Minimum Radio Sense allows a character to perceive and comprehend transmissions on only one radio frequency, for a cost of (2.5) CPs.

Basic Radio Sense enables a character to perceive and comprehend radio transmissions on all frequencies. The character can only listen to one frequency at a time, and must make a perception check to tune in a transmission on a different frequency. The character can attempt to "home in" on the source of a radio transmission on a frequency they're tuned in to by making a perception check.

Full Radio Sense also allows a character to hear radio transmissions on all frequencies, and they can still only listen to one frequency at a time, but the character doesn't have to make a perception check to tune in to a transmission on a different frequency unless it's being jammed or scrambled. Deciphering a scrambled transmission requires a cryptography task check. The character can attempt to "home in" on the source of a radio transmission on a frequency they're tuned in to by making a perception check.

Analytical Radio Sense allows a character to hear radio transmissions on all frequencies, and to listen in on all of those frequencies simultaneously. No task check is necessary to home in on the source of a transmission or to tune in to jammed or scrambled frequencies. Deciphering a scrambled transmission still requires a cryptography task check.

- **Radio Wave Sense Modifier: Audio & Video**

There is a cost adjustment of (+7.5) if the character can perceive both audio and video signals simultaneously.

Shapes

Shapes are the tangible forms and textures of physical objects and liquids. This sense type includes the ability to sense atmospheric pressure.

Sounds, Audible

Audible Sounds are what normal human hearing detects. They're vibrations carried through the air or through solid matter, so they can't be transmitted through a vacuum or through very dense material. Audible Sounds may be considered to 'radiate' (through atmosphere) for purposes of the Ranged Sense Modifier.

Sounds, Subsonic

Subsonic Sounds are just like audible sounds, but their wavelength is too low for normal human hearing to detect them. Subsonic Sounds may be considered to 'radiate' (through atmosphere) for purposes of the Ranged Sense Modifier.

Sounds, Ultrasonic

Ultrasonic Sounds are just like audible sounds, but their wavelength is too high for normal human hearing to detect them. Ultrasonic Sounds may be considered to 'radiate' (through atmosphere) for purposes of the Ranged Sense Modifier.

Time

Time is a non-spatial continuum that is measured in terms of events which succeed one another from past through present to future. That's the dictionary definition, anyway. Normal humans have a Basic sense of the passage of time.

X-Rays

X-Rays penetrate most physical objects, and can be used to discern between objects based on their difference in permeability to X-rays. Real x-ray photography requires a strong external X-ray source to emit rays through the target object and into the receiver, and results in monochrome images where X-ray permeable objects are nearly invisible. X-rays may be considered to 'radiate' for purposes of the Ranged Sense Modifier.

Traditional comic-book X-ray vision is actually Visible Light vision with the Penetrating Sense Modifier applied.

Default Senses

Characters begin with some ability in six normal human senses: vision, hearing, taste, scent, touch, and time.

A character's default ability in each normal human sense is detailed below. Some of the terms used to define these senses may be unfamiliar. These terms will be explained later on.

Characters don't have to pay for these basic senses. Their point values are listed only to enable players to modify them. For example, a Basic or Full sense can be upgraded by paying the CP cost difference.

Hearing

Normal human hearing is a Basic Sense (5) that's Global (+10) and detects audible sound at range (+5). Total cost: (20) CPs.

Scent

Normal human scent is a Basic Sense (5) that's Global (+10) and detects odors at range (+5). Total cost: (20) CPs.

Taste

Normal human taste is a Basic Sense (5) that detects flavors. It has no range. Total cost: (5) CPs.

Time Sense

Normal human time sense is a Basic Sense (5) that detects the passage of time. It has no range. Total cost: (5) CPs.

Touch

Normal human touch is a Basic Sense (5) that's Global (+10) and detects shapes and textures, as well as pain and temperatures (+5). It has no range. Total cost: (20) CPs.

Vision

Normal human vision is a Full Sense (10) that detects visible light at range (+5). Total cost: (15) CPs.

- **Heightened Sense Modifier: Acute Sense**

This Modifier gives the character a +3 task bonus on all checks involving the specified sense per (+2.5) CPs.

- **Heightened Sense Modifier: Amplified Sense**

This sense Modifier negates ranks of sensory dampening, for example from Darkness against Visible Light. For each (+5) CP cost adjustment, one rank of sensory loss is ignored.

- **Heightened Sense Modifier: Global Sense**

Senses normally only cover a 90-degree arc, facing directly ahead of the character. This Modifier expands that arc so that sensations can be detected in all directions.

The cost adjustment for a Global Sense is (+10) CPs. The sense will operate in every direction around the character, making it more difficult for opponents to surprise them.

For a cost adjustment of (+5), the sense operates in a 360 degree circle around the character, with a 90 degree arc up and down, but it doesn't cover anything approaching the character from above or below that angle.

- **Heightened Sense Modifier: Penetrating**

This allows a sense to ignore obstacles which normally block it. Some reasonably common barrier must be specified which still blocks the sense, however. For example, Penetrating added to normal vision and defined as comic-book "X-Ray Vision" enables a character to see through anything but lead. The cost adjustment is (+10) CPs.

- **Heightened Sense Modifier: Precognitive**

This Modifier allows one sense to receive impressions from the future, at a cost adjustment of (+15) CPs. Precognition takes an action each time you use it.

What the character perceives isn't the real, immutable future. They actually only sense whichever alternate time dimension most closely parallels their own.

The character states how far into the future they intend to sense. The GM then rolls their perception task check secretly, applying a difficulty modifier for the amount of time forward they're looking.

Time	Difficulty
1 round	-1
3 rounds	-2
5 Minutes	-3
1 Hour	-4
10 Hours	-5
3.5 Days	-6
1 Month	-7
1 Year	-8

10 Years	-9
100 Years	-10
1000 Years	-11
10,000 Years	-12

If the check succeeds, then they sense the exact moment in time that they were looking for. If not, the GM re-rolls their perception check, finding the margin of success on the table above to determine how far forward they *actually* sense. The character won't know exactly when the impressions received took place (unless the Precognitive sense can also detect Time), apart from guessing from any clues they pick up. If the second check matches the difficulty they were trying for on their first check, they see slightly before or slightly after the period they were aiming for. If the second check fails, they don't see into the future at all.

The character receives impressions as if they were at the location and the time being observed.

Example: The Schnoz has a precognitive sense of smell, and a smell perception check of 18-. He's trying to smell 5 minutes into the future – at a difficulty penalty of -3. He rolls a 19 on his perception check, and fails to smell the exact moment he's interested in. Rolling again, he gets a 12; a success margin of 3. That's still 5 minutes hence, so the GM rolls a 50/50 chance and decides that Schnoz senses a moment slightly after the one he wanted. The GM proceeds to describe what Schnoz smells at that time.

- **Heightened Senses Modifier: Protected Sense**

This sense Modifier negates ranks of sensory overload, for example from Light Control C) Glare against Visible Light. For each (+5) CP cost adjustment, one rank of sensory loss is ignored.

- **Heightened Senses Modifier: Ranged Senses**

Senses have no range as a default, but you can make them Ranged for a cost adjustment of (+5). Having range enables a sense to be used at a distance of up to 1N/2", OR it allows 1N+6 perception checks vs. range penalties at any range if the thing being sensed 'radiates'.

- **Heightened Sense Modifier: Retrocognitive**

This Modifier enables one sense to receive impressions from the past, at a adjustment of (+15) CPs. Retrocognition takes an action each time you use it.

The character states how far back in the past they intend to sense. The GM then rolls their perception task check secretly, applying a difficulty modifier for the amount of time back they're looking.

Time	Difficulty
1 round	-1
3 rounds	-2
5 Minutes	-3
1 Hour	-4
10 Hours	-5
3.5 Days	-6
1 Month	-7
1 Year	-8
10 Years	-9
100 Years	-10
1000 Years	-11
10,000 Years	-12

If the check succeeds, then they sense the exact moment in time that they were looking for. If not, the GM re-rolls their perception check, finding the margin of success on the table above to determine how far back they *actually* sense. The character won't know exactly when the impressions received took place, (unless the Retrocognitive sense can also detect Time), apart from guessing from any clues they pick up. If the second check matches the difficulty they were trying for on their first check, they see slightly before or slightly after the period they were aiming for. If the second check fails, they don't see into the past at all.

The character receives impressions as if they were at the location and the time being sensed.

Example: Inter-Sceptre has a retrocognitive sense of vision, and a sight perception check of 15-. She's trying to see what happened 10 hours in the past – at a difficulty penalty of -5. She rolls a 7 on her perception check, and succeeds. The GM proceeds to describe what Inter-Sceptre sees at that time.

• Heightened Sense Modifier: Telescopic Sense

This Modifier magnifies the specified sense, giving the character a +2 task bonus vs. range penalties on all checks involving that sense at a cost of (+2.5) CPs.

Cost Adjustment	Bonus	Magnification
(+2.5)	+2	x4
(+5)	+4	x16
(+7.5)	+6	x64
(+10)	+8	x256
(+12.5)	+10	x1024
(+15)	+12	x2048

• Heightened Sense Modifier: Tracking

This gives the sense a bonus of +3 on tracking task checks (see 3.1.6). There is a (+2.5) cost adjustment.

HEIGHTENED STRENGTH

The character gains a bonus of +1 to their Strength score per point of this Ability. PR = 0 per Hour.

Heightened Strength is a Continual Ability. It merely endows the character with whatever increased Strength score the character achieves (and all the advantages thereof).

ICE ABILITIES

The character can generate cold and ice. Choose among the following Abilities:

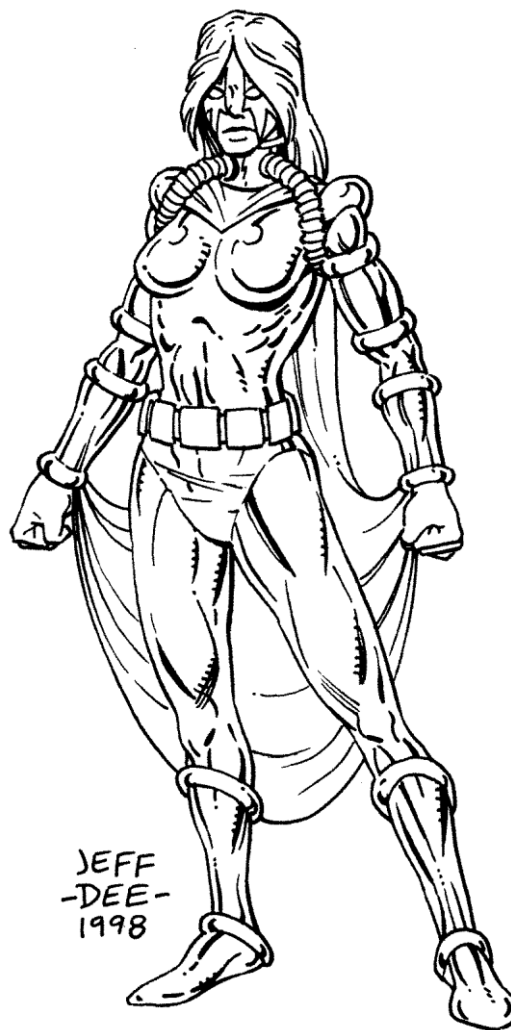
A) Ice Armor

The character can generate Ice Armor around their body, providing protection like the Armor Ability.

It takes 1" of Movement to activate, and PR = 1 per round to maintain Ice Armor. If not maintained, it immediately melts away. Ice Armor is a Voluntary Ability.

CPs	Ice Armor Points (Kin/Eng/Bio/Ent)
(-2.5)	0/0/0/1
(0)	1/0/0/1
(2.5)	1/0/1/2
(5)	2/0/1/2

(7.5)	2/1/2/2
(10)	2/1/2/3
(12.5)	3/1/2/4
(15)	3/1/2/5
(17.5)	3/1/3/5
(20)	4/1/3/5
(22.5)	4/2/3/5
(25)	4/2/3/6
(27.5)	5/2/3/6
(30)	5/2/3/7
(32.5)	5/2/4/7
(35)	6/2/4/7
(37.5)	6/2/4/8
(40)	6/2/4/9
(42.5)	6/2/5/9
(45)	7/2/5/9
(47.5)	7/3/5/9
(50)	7/3/5/10



The supervillainess Madame Frigia has extreme cold abilities.

B) Ice Blast

The character can project streams of cold, clinging ice. This is a Voluntary snare attack Ability, Range = (ST+EN)/2", PR = 1 per use.

An Ice Blast attack encircles the target in ice, immobilizing them but leaving their limbs free (unless the attack was a called shot). Victims must escape from the encasing ice as per the Grapple Ability. Ice blasts don't cause Knockback. Ice Blasts can be used

to Counterblast flame and heat-based attacks, as well as attacks consisting of small physical projectiles or 'freezable' liquids.

CPs	Ice Break Point	Max
(2.5)	d4	3
(5)	d6	6
(7.5)	2d4	9
(10)	d10+1	12
(12.5)	d6+d8	15
(15)	2d8	18
(17.5)	2d10	21
(20)	d10+d12	24
(22.5)	3d8	27
(25)	2d8+d10	30
(27.5)	3d10	33
(30)	2d10+d12	36
(32.5)	3d12	39
(35)	3d12+1	42
(37.5)	4d10	45
(40)	3d10+d12	48
(42.5)	d10+3d12	51
(45)	4d12	54
(47.5)	5d10	57
(50)	4d10+d12	60

'Pushing' an Ice Blast adds 2 to its Breakpoint.

Subsequent hits by Ice Blasts on targets already encased either replace the current breakpoint or add 2 to it, whichever is higher, up to the new Ice's Max (see table above).

Example: The Shrew is already encased in ice with a breakpoint of 5. If Blizzard hits the Shrew with an Ice Blast of 9, the Shrew must now overcome a breakpoint of 9. If the Shrew was encased in ice with a breakpoint of 8, Blizzard's new 9-point Ice Blast would raise the breakpoint the Shrew had to overcome to 10 – as long as Blizzard's Ice Blast has a Max of at least 10.

Protection against Ice Blasts

Protection (apart from Ability Fields and non-personal Force Fields) has no effect against it.

Non-personal force fields reduce an Ice Blast's break point by their Kinetic protection during the initial attack, but have no effect thereafter.

Damage-dealing Energy Ability Fields reduce the ice's break point immediately when it hits, and again every between-rounds phase. Other types of Ability Fields have no effect.

Ice Damage

The target takes 3 Entropy damage between-rounds for as long as they remain encased.

Melting Ice

Each round, the ice melts a little – reducing the break point by 1. This automatic melting can be avoided if the attacker stays within range and line of sight, and spends 1 point of Power per round to maintain the ice.

Avoiding Ice

When a character encased in ice is hit by an attack that causes Kinetic, Energy, or Biochemical damage the damage is deducted from the ice's breakpoint first. Any remaining damage is applied to the character normally.

An attacker may attempt to shoot around the target's encasing ice, so as to leave the ice intact and only harm the target, at a called shot penalty of -3. On a fumble, the attack hits the ice first.

• Ice Blast Modifier: Colder Ice

This Modifier adds +1 to the damage inflicted by the ice per round, at a cost adjustment of (+5). The maximum bonus allowed is +10 damage (representing a temperature of absolute zero).

C) Ice Shaping

Take the Shaping Ability to enable the character to create large masses of ice of various shapes.

Add (+5) CPs to the cost of the character's Shaping to give the created shapes an Energy Field which deals 3 Entropy (Cold) damage with no action cost and a PR of 0 per use.

ILLUSIONS

The character can create intangible semblances of whatever they desire, within an area centered on themselves. This is a Voluntary Ability. It takes the character's entire Movement phase to create and maintain an Illusion. The PR to create an Illusion, and per round to maintain it, depends on the number of sense(s) that the illusion affects:

Illusion Senses*	PR
1	1
2	2
3	3
4	4
5	5
8	8
12	12
16	16
24	24
32	32

*See Heightened Senses for a list of specific sense types with descriptions.

By default, illusions can trick 'Full' senses of the sense types covered. Characters with applicable Basic senses can only tell they're not real on a critically successful IN-based perception check. Characters with Full senses can tell they're not real on any successful perception check. Characters with 'Analytical' senses can tell they're not real automatically. Observers get one perception check for free when they first encounter the illusion. They get another check each time they spend an action examining it (see 3.1.5). If an observer makes their perception check, they can still sense the illusion but it no longer fools them or obstructs their perceptions.

Illusions can include simple or repetitive random motions or changes, including apparent 'reactions' when other characters 'interact' with it, and these occur automatically at no cost to the character other than the illusion's maintenance PR cost. More complex changes, such as adjustments to the illusion's simple or repetitive motions or reactions, take 1" of Movement to implement. The character must spend another action if they wish to make a major change to the illusion, such as modifying its general appearance or moving it to a new location.

An illusion remains in effect until the character stops it, moves out of range of it, stops paying its PR cost, or falls unconscious.

The area within which the character can create illusions depends on their CPs of Illusion:

CPs	Illusion Area of Effect
(0)	Self Only
(2.5)	1"
(5)	3"
(10)	5"
(12.5)	7"
(15)	9"
(17.5)	11"
(20)	15"
(22.5)	19"
(25)	23"
(27.5)	27"
(30)	33"
(32.5)	39"
(35)	45"
(37.5)	51"
(40)	59"
(42.5)	67"
(45)	75"
(47.5)	83"
(50)	93"

- **Illusions Modifier: Basic Illusions**

If the illusion is immediately seen through by Full or Analytical senses, and on a normal perception check by a Basic sense, apply a cost adjustment of (-5) CPs.

- **Illusions Modifier: Analytical Illusions**

If the illusion fools Analytical senses, so that Basic senses never see through them, Full senses require a critically successful check, and even characters with an Analytical sense must make an IN-based perception check to see through it, apply a cost adjustment of (+10).



The valiant Visionary!

INVENTING

The character has an extra stock of unspent Inventing Points. The character receives 1 Inventing Point per CP spent on this Voluntary Ability. PR = 0 per Hour. Inventing is Gear (see 2.2.4) by default.

See section 3.1.3 for the full rules on inventing.

- **Inventing Modifier: Mobile Facilities**

The character doesn't need to return to their base to access their inventing facilities. There is a cost adjustment of (+5) CPs.

- **Inventing Modifier: Major Facilities**

The character has major inventing facilities and resources at their base, or on their person if they also have Mobile Facilities. This Modifier yields a bonus of +3 on the character's inventing attempts. There is a cost adjustment of (+5) CPs. This Modifier may be taken multiple times.

INVISIBILITY

This Voluntary Ability makes a character completely undetectable by one or more senses. The number of senses affected depends on the number of CPs the character has in this Ability:

CPs	Blocked Senses
(10)	1
(20)	2
(30)	3
(40)	4
(50)	5

Choose the senses by which the character is undetectable from the list given under the Heightened Senses Ability.

Everything the character is wearing or carrying when they turn invisible becomes invisible to those senses also, but it becomes visible again if it's dropped.

It takes an action to become invisible, with a PR of 1 per round. It takes no time or Power to return to visibility.

Invisible opponents aren't noticed and can't be targeted by others until they've been detected. This requires the use of a sense that isn't blocked by the character's Invisibility - unless the character does something to reveal their presence. Note that Basic senses will still detect an otherwise Invisible character easily, unless they are also sneaking (see 3.1.5.1).

Undetected characters (invisible or not) get a Surprise bonus in combat (see 4.6).

Other circumstances may also allow others to determine an invisible character's general location, such as: wet footprints, visible objects being carried, etc.

- **Invisibility Modifier: Blur**

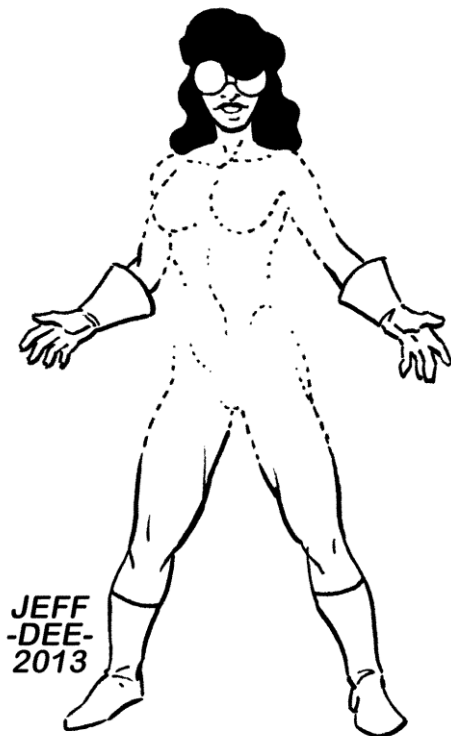
The CP cost of this Ability is only (5) per sense if it only makes the character 'blurry', reducing observers' ability to perceive them using the affected sense(s) by one level (Analytical becomes Full, Full becomes Basic, and Basic becomes None).

- **Invisibility Modifier: Camouflage**

If the character is only difficult to detect against a certain type of background (for example foliage, desert, snow, warm temperatures, music venues, etc.), then apply a cost adjustment of (-2.5) CPs per sense.

- **Invisibility Modifier: Chameleon**

If the character's Invisibility depends on blending in with their background, then they become visible momentarily whenever the background changes significantly and can't be Invisible against a rapidly-changing background. Apply a cost adjustment of (-2.5) CPs per sense.



Luminous Lass can make parts of herself invisible, or glowing.

INVULNERABILITY

This Continual Ability makes the character nearly immune to the effects of one or more Damage Types Sub-Types, or Specific Types, taking only 1/4 damage (rounded down) from attacks of those types. Apply the character's Invulnerability after Armor (or other normal forms of protection). Invulnerability also provides a bonus of +8 vs. attacks which require a save (for example, Mind Control). PR = 0 per round.

The number of damage types the character is immune to depends on their Invulnerability CPs. The character may assign their CPs as desired among any combination of full, sub-and specific damage forms. It costs (5) CPs to be invulnerable to a specific damage form, (10) CPs to be invulnerable to a damage sub-type, and (20) CPs to be invulnerable to a full damage type.

Invulnerability to a full damage type makes the character Invulnerable to a broad range of similar kinds of damage. For example, the full Energy damage type includes the sub-types of heat, electricity, radiation, light, etc.

Invulnerability to a damage sub-type only protects the character from one kind of damage out of a full damage type. For example, the character might choose only the electricity, radiation, or light sub-type out of the full Energy damage type. 'Other' damage forms (Disintegration, Gas, Gravity, Healing, Transmutation, etc.) each count as separate damage sub-types.

Invulnerability to a specific damage form only protects the character against a very specific form of damage within a sub-type. For example, only bullets out of the Sharp Kinetic sub-type, only Flames out of the Heat sub-type, only Lasers out of the Light sub-type, etc.

KNOWLEDGE

The character possesses more knowledge than a typical person. Choose from among the following options:

A) Careers & Tasks

This Voluntary Ability gives the character training in a new Career or in a particular non-combat task, or additional training in a non-combat task or Career that they've already learned.

Additional training in an existing Career or task yields a bonus on the chances of success at related Task Checks. The PR = 0 per hour, and the bonus is received automatically whenever the character attempts to perform a relevant task.

New Careers cost (5) CPs each. Examples include Surgeon, Lawyer, Mugger, Botanist, Lab Assistant, Shaman, Bricklayer, Banker, Taxi Driver, Survivalist, etc.

A bonus of +3 to a Career the character already has costs (5) CPs. This may be taken any number of times.

New specific task specializations cost (2.5) CPs each. Examples include Lip Reading, Driving, Mathematics, Acrobatics, Persuasion, etc.

A bonus of +3 at a specific task the character already has costs (2.5) CPs. This may be taken any number of times.

Sample Career areas are listed in section 2.1.10.

B) Cultural Background

Each character normally has only one Culture (see 2.1.4). For (5) CPs, the character may add an adjacent culture (within the following sequence: Fantasy, Primitive, Mixed, Modern, High Tech). For example, a character from a Modern culture could add Mixed or High Tech. Each additional (5) CPs allows a character to add another culture, for example a character originally from a Modern culture could add 'Primitive' once they'd added 'Mixed'. PR = 0 per Hour.

Multi-Cultural characters use the best difficulty modifier available among each of their cultures when attempting to comprehend magic or technology. For example, a character with both Fantasy and Primitive Culture would have a +6 modifier to comprehend magic, but only a -3 modifier to comprehend technology. See 3.1.2.

C) Languages

Characters can speak their native language fluently for free. They must spend CPs for the ability to speak other languages. PR = 0 per Hour.

CPs	Ability	Description
(1)	Broken	The character has only a limited ability to understand and speak the language. To simulate this at the gaming table, the character is prohibited from uttering or understanding words of more than one syllable in that language (excluding proper names). Multi-syllabic words in the language sound like gibberish to them, and if the character accidentally speaks or hears a multi-syllabic word then it isn't understood. The character can master a few multi-syllabic words with in-game practice without spending any CPs.
(2)	Accented	The character is fully fluent in the language, but retains a very noticeable accent.
(3)	Fluent	The character can speak the language with complete fluency and no accent, like a native.

D) Literacy

Literacy in a language is purchased separately from the ability to speak that language. Literacy costs 1 CP per language, which must be specified upon purchase. Literacy in one's native language is free to characters of Mixed, Modern, or High Tech cultures.

Reading ability is determined by the character's matching Language. For example, "broken" ability to speak the language means that the character would only have a very basic, clumsy reading ability and difficulty with large or obscure words. Inability to speak a language at all would mean that the character could only only translate written material slowly, taking about 1 round per line of text. PR = 0 per Hour.



Many heroes and their allies are knowledgeable in science.

LIFE SUPPORT

This Continual Ability provides immunity to natural atmospheric effects, temperature extremes, and radiation at no PR cost. Life Support is Gear (see 2.2.4) by default.

Life Support also provides some protection against Abilities which duplicate effects found in nature, such as natural chemicals, flames, lightning, gravity, and ice plus any other Abilities the GM deems appropriate on a case by case basis. This is an exception to the standard rule whereby protection applies against one or more of the standard Damage Types. Any amount of Life Support also provides breathable air while it's active.

Life Support activates automatically at no action or movement cost whenever it's needed. Its duration and the amount of protection it provides depend on the character's CPs in this Ability:

CPs	Environmental Immunity	Protection
(5)	8 one-round charges	2
(10)	8 three-round charges	2
(15)	8 five-minute charges	2
(20)	8 one-hour charges	2
(25)	8 ten-hour charges	3
(30)	8 ten-hour charges	4
(35)	24 ten-hour charges	4
(40)	24 ten-hour charges	5
(45)	24 three and one-half day charges	5
(50)	24 three and one-half day charges	6

You may apply a Modifier to change the number of charges provided by Life Support, but you may not give it 'unlimited' charges.

• Life Support Modifier: Not Gear

There is a cost adjustment of (+5) if the Life Support is an inherent Ability, and doesn't come from Gear.

LIGHT CONTROL

The character can create light of various wave-lengths, from a soft glow to a blinding glare. Choose among the following Abilities:

A) Laser

This Voluntary standard attack Ability enables the character to project intense beams of coherent light from their eyes, fingers, etc. (specify where it originates when taking this Ability). This is an Energy damage attack, with a range of AGx2". PR = 1 per use. The amount of damage dealt by the laser, and the difficulty for a victim to regain their sight if dazzled by it (see below), depends on the character's CPs in Laser:

CPs	Laser Energy Damage Roll	Dazzle EN Save
(-5)	d3	-1
(-2.5)	d4	-2
(0)	d6	-3
(2.5)	d6+1	-4
(5)	d8+1	-5
(7.5)	d10+1	-6
(10)	2d6	-7
(12.5)	d6+d8	-8
(15)	2d8	-9
(17.5)	d8+d10	-10
(20)	2d10	-11
(22.5)	d10+d12	-12
(25)	2d12	-13
(27.5)	3d8	-14
(30)	2d8+d10	-15
(32.5)	d8+2d10	-16
(35)	3d10	-17

(37.5)	2d10+d12	-18
(40)	d10+2d12	-19
(42.5)	3d12	-20
(45)	3d12+1	-21
(47.5)	3d12+2	-22
(50)	4d10	-23

Lasers can't be used to Counterblast and don't cause Knockback.

Lasers can be used to make a called shot (4.14.2) at -6 to hit, dealing no damage and ignoring protection (except that it's completely blocked by protective goggles). If it hits, the victim gets an EN save to resist being 'dazzled' (temporarily blinded) – with an additional recovery attempt each between-rounds phase.

B) Flash

This Voluntary save attack Ability allows the character to emit a blinding flash of light, affecting every sighted target within a diameter of 5" centered on themselves. This attack has no Damage Type, and can only be mitigated by the Protected Sense Modifier, applied to a visible light sense. Every target which doesn't escape the area must make an EN save or lose two levels of their Visible Light senses. Affected targets are allowed another save to recover every between-rounds phase, at a further penalty of -12, to recover. If their initial EN save is a fumble, however, then the target is permanently blinded. The PR for a blinding flash is 2 per attack.

CPs	Flash Save
(-5)	EN+7
(-2.5)	EN+6
(0)	EN+5
(2.5)	EN+4
(5)	EN+3
(7.5)	EN+2
(10)	EN+1
(12.5)	EN+0
(15)	EN-1
(17.5)	EN-2
(20)	EN-3
(22.5)	EN-4
(25)	EN-5
(27.5)	EN-6
(30)	EN-7
(32.5)	EN-8
(35)	EN-9
(37.5)	EN-10
(40)	EN-11
(42.5)	EN-12
(45)	EN-13
(47.5)	EN-14
(50)	EN-15

- Flash Modifier: Mild Flash**

For a cost adjustment of (-5) CPs, an affected target only loses one level of their visible light sense.

- Flash Modifier: Strong Flash**

For a cost adjustment of (+10) CPs, an affected target loses three levels of their visible light sense.

- Flash Modifier: Other Sense**

The character may choose to have their Flash attack affect a different sense than visible light. There is no cost adjustment.

C) Glare

This Voluntary Ability enables the character to create a sphere of extreme sensation (visible light, by default, but optionally any other sense or group of senses), centered on and moving with themselves, which overloads the affected senses of characters within the area (or attempting to sense things within it) by two levels: Analytical senses are reduced to Basic level, while Full and Basic level senses are reduced to nothing. The character is immune to the effects of their own Glare.

Levels of Glare and Darkness cancel each other out, when they affect the same senses.

The character must choose which specific senses this Ability blocks. Refer to the Heightened Senses Ability for a list of types of senses and their descriptions. The PR to create an area of Glare, and the PR per round to maintain it, depends on the number of sensory stimuli which the character's Glare Ability affects:

Senses	PR Cost
1	1
2	2
3	3
4	4
5	5
8	8
12	12
16	16
24	24

It only takes 1" of movement to activate Glare. Once created, Glare stays up until the character stops it (by no longer paying its PR cost), or falls unconscious.

The maximum diameter of the area the character can fill with Glare depends on their CPs in this Ability:

CPs	Diameter*
(-5)	1"
(0)	3"
(5)	5"
(10)	9"
(15)	15"
(20)	23"
(25)	33"
(30)	45"
(35)	59"

- Glare Modifier: Basic Glare**

For a cost adjustment of (-5), the character's Glare only reduces observers' sense(s) by only one rank. Full visible light perception is reduced to Basic, for example.

- Glare Modifier: Full Glare**

For a cost adjustment of (+10), the character's Glare reduces observers' sense(s) by three ranks, blocking them completely.

D) Glow

The character can project beams of light, illuminate areas, etc. up to a range & area determined by their CPs in Glow. It only takes

movement to activate Glow. There is a PR of 1 to activate this Voluntary Ability, and PR = 1 per hour to maintain.

CPs	Glow Diameter
(0)	1"
(2.5)	3"
(5)	5"
(7.5)	9"
(10)	15"
(12.5)	23"
(15)	33"
(17.5)	45"
(20)	59"
(22.5)	75"
(25)	93"
(27.5)	113"
(30)	135"
(32.5)	159"
(35)	185"
(37.5)	213"
(40)	243"
(42.5)	275"
(45)	309"
(47.5)	345"
(50)	383"

LIGHTNING CONTROL

The character can generate or manipulate powerful electrical impulses. Choose among the following Abilities:

A) Electrical Bolt

The character can project electrical bolts, allowing a standard Energy damage attack with a range of ENx2" and a PR of 4 per shot. This is a Voluntary Ability.

Electrical attacks receive a bonus of +2 damage against electrical and electronic targets.

CPs	Electrical Bolt Energy Damage Roll
(-5)	d6
(-2.5)	d6+1
(0)	d8+1
(2.5)	d10+1
(5)	2d6
(7.5)	d6+d8
(10)	2d8
(12.5)	d8+d10
(15)	2d10
(17.5)	d10+d12
(20)	2d12
(22.5)	3d8
(25)	2d8+d10
(27.5)	d8+2d10
(30)	3d10
(32.5)	2d10+d12
(35)	d10+2d12
(37.5)	3d12
(40)	3d12+1
(42.5)	3d12+2
(45)	4d10
(47.5)	3d10+d12
(50)	2d10+2d12

An Electrical Bolt can be used as a Counterblast against other Energy attacks.



Stormblade is able to call lightning down from thunderclouds.

B) Electrical Field

This Voluntary Ability enables the character to surround themselves with an electrical Energy Ability Field (see Ability Fields, 2.2.4). It takes an action to activate the Electrical Field (and no time to deactivate it) with a PR of 1 per use (whether that use is defense, an attack, or one round of passive damage).

CPs	Electrical Field Energy Damage Roll
(-5)	d3
(0)	d4
(5)	d6
(10)	d6+1
(15)	d8+1
(20)	d10+1
(25)	2d6
(30)	d6+d8
(35)	2d8
(40)	d8+d10
(45)	2d10
(50)	d10+d12

C) Gear Control

This Voluntary Ability enables the character to take control of electrical gear.

Gear Control is a Physical Energy save attack. The base chance to hit equals the character's IN save +3. Range = ENx2", PR = 4 per use. If the roll to hit succeeds, the attacker can issue commands to the target gear, and the gear must obey each command. The character must be able to communicate with the gear in order to initially use this Ability, and to issue commands. If the commands cease, the Gear continues to obey its last instructions until it breaks free of the Gear Control, even if the controller moves out of range or is defeated.

When it's hit, the targeted Gear gets a save to resist based on its Gear BC. Use its inherent EN save if it's a mechanical Unliving

character. Otherwise, find its weight in the ST Carry column of the Basic Characteristic table and read across to the Saves column to find its save. Add the target's Energy protection to its target number, while subtracting the attacker's Gear Control save modifier. If save succeeds, the gear isn't affected.

An additional save is allowed each between-rounds phase, as well as each time the gear is ordered to do something against its programming, at a further penalty of -10. Another save is allowed each time another character uses an action to try to put the gear back on track, with a further -10 penalty to the save plus the other character's relevant skill save.

CPs	Gear Control Save Modifier
(-5)	+1
(-2.5)	0
(0)	-1
(2.5)	-2
(5)	-3
(7.5)	-4
(10)	-5
(12.5)	-6
(15)	-7
(17.5)	-8
(20)	-9
(22.5)	-10
(25)	-11
(27.5)	-12
(30)	-13
(32.5)	-14
(35)	-15
(37.5)	-16
(40)	-17
(42.5)	-18
(45)	-19
(47.5)	-20
(50)	-21

- **Gear Control Modifier: 'Silent' Gear Control**

If the character doesn't have to communicate with the targeted gear, there is a (+5) CP cost adjustment.

- **Gear Control Modifier: Single Command**

If there is only one command that the character can give to Gear they control, there is a (-10) CP cost adjustment. Single commands don't require communication.

LUCK

This Continual Ability increases a character's Luck save. Luck functions automatically, taking no time to use, at a PR of 0 per hour. Luck is explained more fully in Chapter 3.1.4.

It costs (2.5) CPs for each +1 to the character's Luck save number.

MAGNETISM

The character can generate or manipulate waves of magnetic force.

A) Magnetic Manipulation

This is a Voluntary Ability. Magnetic Manipulation enables a character to exert 'magnetic strength' at a range in inches equal to their ST. The character can grab, manipulate, strike, or crush metallic objects at a distance.

Magnetic Manipulation can be used as a standard attack, to directly damage metallic targets, inflicting Kinetic damage, or it can be used as a remote grapple attack to crush an object being Magnetically held, again doing Kinetic damage.

Magnetic Manipulation can also be used to pick up and move metallic objects within its range. The speed at which an object can be moved equals the character's own base Move ability (the average of their ST, EN and AG scores). The character uses their own AG to manipulate objects at range. Magnetic Manipulation suffers the normal difficulty penalties due to range and other factors. PR = 1 per attack, per 'squeeze', and per attempt to resist the target trying to escape.

The amount of magnetic strength (measured in pounds of force) that a character can exert depends on their CPs in Magnetic Manipulation:

CPs	Magnetic Manipulation
(-5)	30 lbs / d3 damage
(-2.5)	60 lbs / d4 damage
(0)	120 lbs / d6 damage
(2.5)	240 lbs / d6+1 damage
(5)	480 lbs / d8+1 damage
(7.5)	960 lbs / d10+1 damage
(10)	1920 lbs / 2d6 damage
(12.5)	3840 lbs / d6+d8 damage
(15)	7680 lbs / 2d8 damage
(17.5)	15360 lbs / d8+d10 damage
(20)	30720 lbs / 2d10 damage
(22.5)	61440 lbs / d10+d12 damage
(25)	122880 lbs / 2d12 damage
(27.5)	245760 lbs / 3d8 damage
(30)	491520 lbs / 2d8+d10 damage
(32.5)	983040 lbs / d8+2d10 damage
(35)	1966080 lbs / 3d10 damage
(37.5)	3932160 lbs / 2d10+d12 damage
(40)	7864320 lbs / d10+2d12 damage
(42.5)	15728640 lbs / 3d12 damage
(45)	31457280 lbs / 3d12+1 damage
(47.5)	62914560 lbs / 3d12+2 damage
(50)	125829120 lbs / 4d10 damage

The character can magnetically 'hold' one object at a time, and still magnetically grab, move, strike, or crush something else. Once the character is magnetically 'holding' two objects, they can't affect a third. The character is able to exert their full magnetic capacity against every object they're affecting.

Magnetics can be used as a Counterblast against metallic weapons and projectiles.

- **Magnetics Modifier: Single Target**

If the character can only affect one target at a time, and can't attack another object magnetically if they're already holding one, there is a cost adjustment of (-5) CPs.

- **Magnetics Modifier: Multi-Magnetics**

Apply a cost adjustment of (+5) CPs if the character can magnetically affect up to eight targets at once.

B) Magnetic Field

If the character is able to deflect attacks magnetically, they should take Force Field: Personal Force Field. Apply a cost adjustment of (-10) CPs for the limitation that they can only deflect metallic weapons and projectiles.

MENTAL ABILITY

The character has a unique mental Ability, possibly utilizing psychic energy. Choose from among the following examples, or make up one of your own (subject to GM approval):

A) Mental Blast

This Voluntary standard attack Ability enables the character to make Mental attacks which inflict Psychic damage. The base chance to hit vs. the target's Mental Defense equals the character's IN save +3. The range = IN", and PR = 1 per use. Mental blasts can only affect targets which have IN scores, penetrating mindless material as if it weren't there, and dealing no Knockback. Mental Blasts may be used to Counterblast other Mental attacks.

CPs	Mental Blast Psychic Damage Roll
(-2.5)	d2-1
(0)	1
(2.5)	d2
(5)	d3
(7.5)	d4
(10)	d6
(12.5)	d6+1
(15)	2d4
(17.5)	d4+d6
(20)	2d6
(22.5)	d6+d8
(25)	2d8
(27.5)	d8+d10
(30)	2d10
(32.5)	d10+d12
(35)	2d12
(37.5)	3d8
(40)	2d8+d10
(42.5)	d8+2d10
(45)	3d10
(47.5)	2d10+d12
(50)	d10+2d12

B) Photographic Memory

Any character can remember basic, general things which they've been told, personally experienced, seen, read, etc. without having to make a task check. An IN-based task check is required only when a character attempts to remember minor, subtle or inobvious details. Tiny, obscure details are only remembered on a critically successful check.

Photographic Memory is a Continual Ability which takes no time to use, and has a PR of 0 per hour.

For a cost of (10) CPs, the character automatically remembers even minor, subtle, inobvious details without a task check – and remembers tiny, obscure details on any successful task check.

For a cost of (20) CPs, the character automatically remembers everything – even the tiniest, most insignificant details they've experienced, heard, read, etc.

C) Translation

This Voluntary Ability enables the character to speak and comprehend all of the spoken languages of a particular species, or of a particular planet. Translation takes no time, and has a PR of 0 per hour. See the Knowledge Ability for the rules on learning individual languages.

It costs (5) CPs for the ability to speak and understand languages at the Basic level (see Knowledge: Languages). Accented ability costs (10) CPs, and Fluent ability costs (15) CPs. Double the CP cost if the character can speak all of the languages of every species and planet.

• Translation Modifier: Literacy

For (+10) CPs, the character can read all written languages. Their level of fluency at written languages is the same as their spoken language ability. If the character can't speak all languages, but can only read them, then they can only translate them slowly at a rate of about one line per Combat round.



The hero Straw Man is a nearly indestructible, animated decoy.

MIND CONTROL

This is the ability to control the actions of other characters which have an IN score. Mind Control is a Mental Psychic save attack. IN save +3 to hit. Range = IN+CL". PR = 8 per use. This is a Voluntary Ability.

If a hit is scored, the target gets an IN save. Add the target's Psychic protection to their target number, while also applying the attacker's Mind Control save modifier. If the target is willing and able to 'roll' with the attack, then add those points to the target number as well. If the save succeeds, the target isn't affected.

The attacker can tell whether they've hit, but they can only tell whether the target made their save by observing their reaction. A victim who's hit but makes their save can try to pretend they've been controlled.

The character must be able to communicate with their victim to initially use this Ability, and to issue commands to their victims.

The victim may re-roll their save, in order to recover, each between-rounds phase as well as each time they're ordered to do something against their nature, at a further penalty of -10. An additional save is allowed each time another character uses an action to try to talk the victim back to their senses at a further difficulty modifier of -10, plus the other character's IN save.

The victim must obey the character's commands, without reservation, as long as they remain controlled. They'll continue to obey their last instructions until they break free of the Mind Control, even if the one who Mind Controlled them is defeated.

CPs	Mind Control Save Modifier
(-5)	+4
(-2.5)	+3
(0)	+2
(2.5)	+1
(5)	0
(7.5)	-1
(10)	-2
(12.5)	-3
(15)	-4
(17.5)	-5
(20)	-6
(22.5)	-7
(25)	-8
(27.5)	-9
(30)	-10
(32.5)	-11
(35)	-12
(37.5)	-13
(40)	-14
(42.5)	-15
(45)	-16
(47.5)	-17
(50)	-18

- **Mind Control Modifier: 'Silent' Mind Control**

Apply a cost adjustment of (+5) CPs if the character doesn't have to communicate with their target.

- **Mind Control Modifier: Single Command**

Apply a cost adjustment of (-5) CPs if the character only has one command that they can give their victims.



Motivator is an extremely powerful mind-controlling villainess.

NATURAL WEAPONRY

The character has enhanced melee combat ability. This may result from martial arts skill, or because they actually have claws, fangs, a spiked tail, etc. This is a standard Voluntary attack Ability. PR = 0 per use.

Natural Weaponry deals Kinetic damage, which must be defined as either 'blunt' (kick, tail slap, head butt, etc.) or 'sharp' (bite, claw, spines, etc.). Sharp weaponry deals more damage, but doesn't inflict Knockback.

Consult the tables below:

CPs	Natural Weaponry To Hit Bonus
(0)	+0
(2.5)	+1
(5)	+2
(7.5)	+3
(10)	+4
(12.5)	+5
(15)	+6
(17.5)	+7
(20)	+8
(22.5)	+9
(25)	+10
(27.5)	+11
(30)	+12
(32.5)	+13
(35)	+14
(37.5)	+15
(40)	+16
(42.5)	+17
(45)	+18
(47.5)	+19
(50)	+20

CPs	Natural Weaponry Kinetic Damage Bonus	
	Blunt Weapon	Sharp Weapon
(0)	+0	+2
(2.5)	+1	+3
(5)	+2	+4
(7.5)	+3	+5
(10)	+4	+6
(12.5)	+5	+7
(15)	+6	+8
(17.5)	+7	+9
(20)	+8	+10
(22.5)	+9	+11
(25)	+10	+12
(27.5)	+11	+13
(30)	+12	+14
(32.5)	+13	+15
(35)	+14	+16
(37.5)	+15	+17
(40)	+16	+18
(42.5)	+17	+19
(45)	+18	+20
(47.5)	+19	+21
(50)	+20	+22

NEGATION

This Voluntary Ability enables a character to reduce the duration of (and increase the saving roll difficulty of) effects of a particular damage type.

Negation takes an action and PR = 1 to use. It has a range of EN" and a ½" area effect. Consult the following table:

CPs	Time Reduction	Save Bonus
(2.5)	1 Phase (Move or Act)	+1
(5)	1 Round	+1
(7.5)	2 Rounds	+2
(10)	3 Rounds	+2
(12.5)	1 Minute	+3
(15)	5 Minutes	+3
(17.5)	20 Minutes	+4
(20)	1 Hour	+4
(22.5)	3 Hours	+5
(25)	10 Hours	+5
(27.5)	1.5 Days	+6
(30)	3.5 Days	+6
(32.5)	1.5 Weeks	+7
(35)	1 Month	+7
(37.5)	3 Months	+8
(40)	1 Year	+8
(42.5)	3 Years	+9
(45)	10 Years	+9
(47.5)	33 Years	+10
(50)	100 Years	+10

The Ability's Time Reduction is subtracted from the remaining Duration of the targeted effect. If the remaining duration is reduced to zero or less, then it's completely Negated.

When Negating an effect with a saving roll, simply add the save bonus to the saving roll of the character resisting the effect being Negated. Save bonuses are cumulative with repeated applications of this Ability.

When Negating an effect with both a duration and a saving roll, apply both the Time Reduction and the save bonus.

A character may not use Negation more than once per phase on a single target effect. A roll to hit is required against resistant targets and targets at range.

• Negation Modifier: Limited Damage Type

If the character can only Negate a specific damage sub-type (for example, only Heat instead of any type of Energy damage), there is a cost adjustment of (-5). If the character can only Negate a specific form of damage (for example, Flame instead of all heat-related Energy damage), the cost adjustment is (-10).

• Negation Modifier: Additional Damage Types

A character with this Ability can Negate additional damage types (for example, both Entropy and Kinetic damage) for a cost adjustment of (+10) CPs per additional damage type, or (+5) CPs for an additional damage sub-type, or (+2.5) CPs for a specific damage form.

NON-CORPOREALNESS

The character can become insubstantial and ghostlike, gaining complete immunity to all but Mental attacks, and to detection by hearing (unless they speak), motion sensors, smell, or infrared. This is a Voluntary Ability.

The character has no sense of touch while Non-Corporeal (except for objects which are Non-Corporeal in the right way, see below). They may not use any of their offensive Abilities upon or otherwise physically interact with corporeal targets while they're non-corporeal. They must re-solidify temporarily to attack corporeal targets.

Non-corporeal characters don't need to eat or breathe, and are therefore immune to gaseous attacks. They're able to walk along the 'surface tension' of solid objects at their Move rate, and are able to pass through physical matter as if it wasn't there, though Force Fields will contain them. They may turn other things they're carrying Non-Corporeal when they shift. Those things become solid again if they're released while the character remains Non-Corporeal. They may not be released while intersecting with other physical objects, however, nor may the character or anything they're carrying shift back while intersecting with any physical object.

The character must specify a limiting rationale for their Non-Corporeality. For example, a character who turns into a spirit might be restricted from entering consecrated ground. A character who becomes vapor won't be able to pass through airtight barriers. A character who's made of pure light can only pass through transparent and translucent barriers. A character whose atoms merely pass between those of solid objects may still need to breathe, requiring them to hold their breath when inside objects and negating the immunity which other Non-Corporeal characters have to gas attacks.

Non-Corporeal characters can affect each other if they both use the same rationale. For example, two 'ghosts' can touch (and punch) each other, but a 'ghost' can't punch a hologram.

Because Non-Corporeal characters look sort of normal, a perception check is needed for others to determine whether the

character is corporeal or not. This is important when others are trying to delay their attacks until the character solidifies again.

It takes 1" of movement to shift between physical and Non-Corporeal form. The PR each time the character becomes Intangible depends on the Ability's CPs:

CPs	Non-Corporealness PR
(0)	64
(2.5)	48
(5)	32
(7.5)	24
(10)	16
(12.5)	12
(15)	8
(17.5)	5
(20)	4
(22.5)	3
(25)	2
(27.5)	1
(30)	0

- **Non-Corporealness Modifier: Corporeal Ability**

The character may make another Ability usable on corporeal targets while they're non-corporeal for a (+20) cost adjustment.

- **Non-Corporealness Modifier: Permanent**

The character can't solidify. The cost for permanent Non-Corporealness is (20) CPs.

PARALYSIS RAY

This Voluntary save attack Ability renders its victims completely immobile. They remain conscious and aware of what's going on around them, but their muscles won't respond and they can't speak. Range = ENx2", PR = 3 per shot.

Paralysis Ray is an Entropy attack. If a hit is scored, the target must make an Endurance save. A difficulty modifier applies to the save, depending on the number of CPs the character has in this Ability. Add the target's Entropy armor protection to the target number for the save. If the target is willing and able to 'roll' with the attack, then add those points to the target number as well. If the save succeeds, then the target isn't paralyzed. If the save fails, the victim becomes paralyzed and rolls to save again at the end of each turn to recover, at a further penalty of -12. Apply the Duration Modifier to increase the time interval between saves.

CPs	Paralysis Save Modifier
(-5)	+6
(-2.5)	+5
(0)	+4
(2.5)	+3
(5)	+2
(7.5)	+1
(10)	0
(12.5)	-1
(15)	-2
(17.5)	-3
(20)	-4
(22.5)	-5
(25)	-6
(27.5)	-7
(30)	-8
(32.5)	-9
(35)	-10

(37.5)	-11
(40)	-12
(42.5)	-13
(45)	-14
(47.5)	-15
(50)	-16

- **Paralysis Modifier: Victim is Frozen**

The paralyzed victim's body becomes rigid, with a SR of 3 to resist bending. Any damage that exceeds this SR when they're 'bent' is applied to their Hit Points. There is no cost adjustment.

- **Paralysis Modifier: Victim is in Stasis**

The victim's body is frozen in time, rendering it completely inflexible and absolutely immune to all outside forces. Characters in stasis are effectively 'unconscious' and unable to communicate, even telepathically (since they experience no passage of time). There is a cost adjustment of (+10).

- **Paralysis Modifier: Victim is Unconscious**

The victim is rendered unconscious as well as immobile. There is a cost adjustment of (+5).

- **Paralysis Modifier: Victim Can Speak**

Victims remain capable of speaking. This may not be combined with the Unconscious Modifier. There is a (-5) cost adjustment.

PHYSICAL ABILITY

This endows the character with an unusual physical Ability. Choose from among the following examples, or make up one of your own (subject to GM approval):

A) Ambidexterity

A character with this Continual Ability can use other hands equally as well as their primary hand, without suffering the penalty for off-handed actions (see 3.0.2.3). This Ability costs (2.5) CPs, (+2.5) CPs to double the number of primary hands (which can be useful for characters with Extra Limbs). PR = 0 per hour.

B) Extra Limbs

This Voluntary Ability doubles the number of objects the character is able to hold onto at a time (from a starting default of 2), and adds +1 to the character's Mass roll for purposes of resisting Knockback if they're holding on. This Ability costs (5) CPs, and may be taken any number of times. PR = 0 per hour.

C) Inertia

This Continual Ability adds +1 to the character's Mass roll vs. Knockback. Inertia costs (2.5) CPs, and may be taken any number of times. PR = 0 per round.

D) Prehensile Feet

The character's feet are as deft at manipulating objects as human hands, enabling the character to hold onto four things at a time instead of two. This also adds +1 to the character's Mass roll for purposes of resisting Knockback, if they're holding on. This Voluntary Ability costs (5) CPs. PR = 0 per hour.

E) Protected Brain

For (10) CPs, the character is immune to the effects of Called Shots to their head. This could indicate either that the character's brain is hidden away deep within their body, or that they don't have a centralized nervous system. This is a Continual Ability. PR = 0 per round.

F) Super Leap

This Voluntary Ability multiplies the character's leaping distance (see 4.4.3). PR=0 per hour for continuous leaping (not including the PR cost of Pushing individual leaps). The leap distance multiplier depends on the character's CPs in this Ability:

CPs	Leaping Distance Multiplier
(2.5)	x2
(5)	x4
(7.5)	x8
(10)	x16
(12.5)	x32
(15)	x64
(17.5)	x128
(20)	x256
(22.5)	x512
(25)	x1024
(27.5)	x2048
(30)	x4096
(32.5)	x8192
(35)	x16384
(37.5)	x32768
(40)	x65536
(42.5)	x131072
(47.5)	x262144
(50)	x524288

G) Super Lungs

The character can inhale a 1" (5') cube of gas or liquid, and hold it for as long as they can hold their breath. This Voluntary Ability costs (5) CPs. Double the character's lung capacity per (+5) CPs. This Ability doesn't provide immunity from the harmful effects of gasses or liquids inhaled. PR = 0 per hour.

H) Super Stomach

The character can eat (or drink) a 1" (5') cube of solid (or liquid) matter per action. Max. SR = 1. +1 SR per (+5) CPs. Double the amount eaten per action per (+5) CPs. This Voluntary Ability doesn't provide immunity from the harmful effects of materials ingested. PR = 0 per hour.

I) Wall-Crawling

The character can walk or crawl along sheer vertical or inverted surfaces. The strength of the cling equals the character's own weight-based Mass roll (not their Base HTH damage roll, unless they're actively holding on to something). See Knockback (see 4.8.5). This Voluntary Ability costs (5) CPs. PR = 0 per hour.

• Wall-Crawling Modifier: ST-Based Cling

There is a (+5) cost adjustment if the strength of the cling equals the character's ST-based Base HTH Damage roll.

• Wall-Crawling Modifier: Increased Cling

Double the strength of the cling (x2 Weight or x2 Carrying Capacity) per (+2.5) cost adjustment.



The villainous sword-swinging wall-crawler, Spyder!

POISON/VENOM

This is the ability to use a damaging or paralytic poison (or venom) against one's opponents. There is a PR of 2 per use. Choose one of the following two Abilities:

A) Damaging Poison

This is a Voluntary attack Ability. If the attack hits, the target must make an EN save at a difficulty of -8 or begin to suffer Biochemical damage. The target may Roll to increase their EN save. Their protection against Biochemical damage (if any) applies against the Poison/Venom damage, which doesn't cause Knockback. The amount of Biochemical damage inflicted depends on the character's Poison/Venom CPs:

CPs	Poison/Venom Biochemical Damage
(5)	3
(10)	4
(15)	5
(20)	6
(25)	7
(30)	8
(35)	9
(40)	10
(45)	11
(50)	12

Once they've been affected the target saves again, once per round, with the same adjusted target number as they had for their initial save. The target suffers the Poison/Venom damage (minus their Biochemical protection) each time the save fails. Once a save succeeds, the Poison/Venom wears off.

• Damaging Poison Modifier: Harder Save

Subtract 1 from the target's EN save per (+2.5) cost adjustment.

• Damaging Poison Modifier: Easier Save

Add 1 to the target's EN save per (-2.5) cost adjustment.

B) Paralytic Poison

This is a Voluntary attack Ability. If it hits, the target must make an EN save or be paralyzed as per the Paralysis Ray Ability (see above). The target may Roll to increase their EN save, and their Protection against Biochemical damage is also added to the target number. The EN save receives a further difficulty modifier depending on the Poison/Venom CPs:

CPs	Initial Poison/Venom EN Save
(2.5)	+2
(5)	+1
(7.5)	0
(10)	-1
(12.5)	-2
(15)	-3
(17.5)	-4
(20)	-5
(22.5)	-6
(25)	-7
(27.5)	-8
(30)	-9
(32.5)	-10
(35)	-11
(37.5)	-12
(40)	-13
(42.5)	-14
(45)	-15
(47.5)	-16
(50)	-17

If paralyzed, the target saves again once per round with a further difficulty modifier of -12 on their chances of success. Once the save succeeds, they're no longer paralyzed.

• Poison/Venom Modifier: Ingested

An ingested poison is only effective if the target eats or drinks it. The target gets a Taste perception check vs. the 'attacker's' ability to disguise its presence (their IN save -10, with career background modifiers), to notice it before ingesting enough to do harm. There is no cost adjustment to make the poison Ingested.



Gauntlet, power-blasting leader of the Mighty Protectors® team

POWER BLAST

The character can project powerful bolts of force. This is a standard Energy damage attack, with a range of (ST+EN)/2". PR = 1 per use. This is a Voluntary Ability.

CPs	Power Blast Energy Damage Roll
(0)	d6
(2.5)	d6+1
(5)	2d4
(7.5)	d4+d6
(10)	2d6
(12.5)	d6+d8
(15)	2d8
(17.5)	d8+d10
(20)	2d10
(22.5)	d10+d12
(25)	2d12
(27.5)	3d8
(30)	2d8+d10
(32.5)	d8+2d10
(35)	3d10
(37.5)	2d10+d12
(40)	d10+2d12
(42.5)	3d12
(45)	3d12+1
(47.5)	3d12+2
(50)	4d10

Power Blast can be used as a Counterblast against other attacks that use the same Damage Type (see 4.14.5).

REFLECTION

This is the Voluntary Ability to reflect incoming attacks of certain damage types, rather than being harmed by them.

This Ability consists of two parts:

Reflection Protection

If the character has a saved action, they may use it to reflect attacks of certain damage sub-types - taking 1/4 damage (rounded down) from the reflected attack. PR=0 per use.

The number of damage types the character can Reflect depends on their Reflection Protection CPs. The character may assign their CPs as desired among any combination of full, sub-and specific damage forms. It costs (2.5) CPs to Reflect a specific damage form, (5) CPs to Reflect a damage sub-type, and (10) CPs to Reflect a full damage type.

Reflection of a full damage type enables the character to Reflect a broad range of similar kinds of damage. For example, the full Energy damage type includes the sub-types of heat, electricity, radiation, light, etc.

Reflection of a damage sub-type only enables the character to Reflect one kind of damage out of a full damage type. For example, the character might choose only the electricity, radiation, or light sub-type out of the full Energy damage type.

Reflection of a specific damage form only enables the character to Reflect a very specific form of damage within a sub-type. For example, only bullets out of the Sharp Kinetic sub-type, only Flames out of the Heat sub-type, only Lasers out of the Light sub-type, etc.

Reflection Effect

Reflected damage can immediately be used as an attack, either back upon the character who originated it or against any other target within the range of the reflected attack (from the reflecting character), and the reflecting character's line of sight. The base chance to hit is calculated as per the attack type, applying all of the character's relevant Abilities.

Example: Rebound is able to reflect blunt kinetic damage. For every point of blunt kinetic damage he reflects, he may direct 1 point of blunt kinetic damage upon another target.

The limit to how much the character may reflect depends on their Reflection Effect CPs:

CPs	Reflection Effect Limit
(-5)	8
(-2.5)	10
(0)	13
(2.5)	15
(5)	18
(7.5)	20
(10)	23
(12.5)	25
(15)	28
(17.5)	30
(20)	33
(22.5)	35
(25)	38
(27.5)	40
(30)	43
(32.5)	45
(35)	48
(37.5)	50
(40)	53
(42.5)	55
(45)	58
(47.5)	60
(50)	63

The character may only reflect damage up to their reflection limit. Any reflected damage in excess of their reflection limit can't be re-directed.

- Reflection Effect Modifier: Breaking Point**

If something else happens when the character reflects points past their limit, then choose among the following Modifiers, applying the listed cost adjustments:

Breaking Point Effect Modifier	Cost Adjustment
The character loses the use of Reflection until they can recover, which takes about 1 day.	(-5)
The character takes all of the incoming damage, and can't reflect it back. The character may roll with this damage.	(-10)
The character explodes, dealing 1 point of damage per reflected point to all targets within a diameter in inches equal to 1/5 of the number of reflected points, rounded up. The character may not re-direct the reflected damage, nor may they roll with it, but others may.	(-15)

REGENERATION

The character has the Continual Ability to heal hit point damage more rapidly than normal.

The character must specify a form of damage that they can only recover from at the normal healing rate: fire, silvered weapons, wooden stakes, etc.

Regeneration takes a turn to use; the character must 'rest' during that turn in order to Regenerate. PR = 0 per use.

CPs	Regeneration
(0)	1 per 3 hours
(2.5)	1 per hour
(5)	1 per 30 minutes
(7.5)	1 per 5 minutes
(10)	1 per 3 minutes
(12.5)	1 per 3 rounds
(15)	1 per 2 rounds
(17.5)	1 per round
(20)	2 per round
(22.5)	3 per round
(25)	4 per round
(27.5)	5 per round
(30)	6 per round
(32.5)	7 per round
(35)	8 per round
(37.5)	9 per round
(40)	10 per round
(42.5)	11 per round
(45)	12 per round
(47.5)	13 per round
(50)	14 per round

- Regeneration Modifier: Limited**

The character can't regenerate the damage caused by an entire damage sub-type (heat energy, sharp kinetic, etc.). They must heal such damage at their normal healing rate. This Modifier has a (-2.5) CP cost adjustment. If the character can't regenerate from an entire damage type, the cost adjustment is (-5) CPs.

- Regeneration Modifier: Unlimited**

The character can regenerate any kind of damage. This Modifier has a (+5) cost adjustment.

- Regeneration Modifier: Constant**

The character heals even when they're not resting. This Modifier has a (+10) cost adjustment.

- Regeneration Modifier: Heal From Death**

The character can recover Hits even if they've been killed. If the character has sustained damage in excess of their Hits, those points of "Overkill" damage must be healed first. The character must specify one way in which they can be permanently slain (decapitation, for example). This Modifier has a (+5) cost adjustment, or (+10) if there is no way to permanently slay the character.

- Regeneration Modifier: Power Regeneration**

The character can regenerate Power points, rather than Hits. Double the listed rate, but only Power is regenerated. There is no cost adjustment.



The illusion-weaving master villainess, Mirage!

REPULSION BLAST

Repulsion Blast is a standard Kinetic knockback attack (see 4.8.5), with a range of $STx2''$, PR = 1 per use. This could represent a blast of water, brute telekinetic force, a gravitic anomaly, etc. This is a Voluntary Ability.

This attack's 'damage' only causes Knockback. Protection Abilities reduce the knockback taken, as does the target's Mass roll, and the target may further reduce the amount of knockback by rolling with the attack. Repulsion doesn't cause Hit damage directly, but of course the target may suffer damage indirectly by being knocked back into things (as well as potentially causing damage to those things).

The amount of knockback damage inflicted by a Repulsion Blast depends on the number of CPs the character has in this Ability:

CPs	Repulsion Blast Kinetic 'Damage' Roll
(-5)	2d4
(-2.5)	d6+d4
(0)	2d6
(2.5)	d6+d8
(5)	2d8
(7.5)	d8+d10
(10)	2d10
(12.5)	d10+d12
(15)	2d12
(17.5)	3d8

(20)	2d8+d10
(22.5)	d8+2d10
(25)	3d10
(27.5)	2d10+d12
(30)	d10+2d12
(32.5)	3d12
(35)	3d12+1
(37.5)	3d12+2
(40)	4d10
(42.5)	3d10+d12
(45)	2d10+2d12
(47.5)	d10+3d12
(50)	4d12

Repulsion can be used to Counterblast attacks by physical weapons and projectiles.

REVIVICATION

The character can raise entities which were once alive, but have died, from the dead. This is a Voluntary Ability. Range = touch, and it takes 1 minute and a PR of 24 to use. Revived characters receive one day's healing worth of Hits, and Power equal to their own ENx2. Revivication may only be attempted once per corpse.

CPs	Revivication Task Check Target Number
(2.5)	3
(5)	5
(7.5)	8
(10)	10
(12.5)	13
(15)	15
(17.5)	18
(20)	20
(22.5)	23
(25)	25
(27.5)	28
(30)	30
(32.5)	33
(35)	35
(37.5)	38
(40)	40
(42.5)	43
(45)	45
(47.5)	48
(50)	50

The longer the subject has been dead, the greater the difficulty of reviving them. Apply the closest difficulty modifier from the following table. If the body has been preserved, base the difficulty on the relative amount of decomposition.

How Long Dead	Difficulty
Turns	+10
Minutes	+5
Hours	0
Days	-5
Weeks	-10
Months	-15
Years	-20
Decades	-25
Centuries	-30
Millennia	-35

SHAPE-SHIFTING

The character can change their shape. This takes an action, and PR = 0 per hour. This is a Persistent Ability.

There are three basic categories of shapes: people, non-sentient creatures, and inanimate objects. It costs (5) CPs for the ability to assume a single shape within one of those categories, for example a blue-skinned man, a wolf, or an obelisk. For (10) CPs, the character can assume any shape within a specified sub-class of a category, for example any female human, any mammal, or any container. For (15) CPs, the character can assume any shape within a category, for example any person, any creature, or any inanimate object. Pay separately for the ability to assume shapes within different categories.

The shapes the character can assume don't seem completely realistic to Full or Analytical senses, nor may the character attempt to match the appearance of any specific individual.

Taking on a particular shape confers only the most simplistic physical characteristics derived from its form (for example, the ability to float on water when in the shape of a boat, or to fall slowly when in the shape of a parachute). The character may also slightly increase or decrease in size (up to x1.5 profile, or down to ¼ profile, see Size Change).

To give the character Abilities which only function while they're in a certain shape, either use the Arsenal or Transformation Ability, or take the Linked Modifier.

- **Shape-Shifting Modifier: Enhanced Realism**

Apply a cost adjustment of (+5) if the character's shapes appear realistic to Full senses, or (+10) if they can withstand the scrutiny of Analytical senses.

- **Shape-Shifting Modifier: Impersonation**

There is a cost adjustment of (+5) if the character can assume shapes which duplicate the appearance of a specific individual or thing. The character can only match a specific appearance to the degree with which they're familiar with the original.

SHAPING

This Voluntary Ability enables a character to create and maintain solid constructs of inert matter or kinetic energy at a range of up to AG", within their line of sight.

Shaping takes an action to use. The amount of matter or solid energy that a character can create per point of Power they spend depends on their Shaping CPs. This PR may not be removed, though it may be increased or converted to Charges:

CPs	Shaping
(-10)	2 lbs
(-7.5)	3 lbs
(-5)	3.5 lbs
(-2.5)	5 lbs
(0)	8 lbs
(2.5)	12 lbs
(5)	18 lbs
(7.5)	26 lbs
(10)	40 lbs
(12.5)	60 lbs

(15)	89 lbs
(17.5)	134 lbs
(20)	200 lbs
(22.5)	300 lbs
(25)	447 lbs
(27.5)	669 lbs
(30)	1,000 lbs
(32.5)	1,495 lbs
(35)	2,236 lbs
(37.5)	3,344 lbs
(40)	5,000 lbs
(42.5)	7,477 lbs
(45)	11,180 lbs
(47.5)	16,718 lbs
(50)	25,000 lbs

The character may create and maintain as many different shapes, and as much weight in shapes, as the limit of their Power can afford. There is a PR of 0 per round to maintain each shape.

The Structural Rating (SR) of the shapes the character creates must be specified when this Ability is taken. Shapes which have higher SR are smaller (because they're denser), but they're also physically tougher. See section 5.1 for a table of the Structural Ratings of various materials.

A shape's size in cubic feet equals its weight, divided by 50, divided by 1 greater than its structural rating.

Example: A steel wall (SR 11) weighing 1000 lbs. is $1000/50/(11+1) = 1.67$ cubic feet in size. If this wall fills a corridor 5' wide by 8' tall, then it's $1.67/(5 \times 8) = .04175$ feet thick (about ½"). Likewise, it takes 50 cubic feet to completely fill a ½" (2.5') Vehicle system space to ceiling height (8 feet), and 200 cubic feet to similarly fill a 1" (5') movement space.

The character can mold a newly-created shape into any inanimate form. They must succeed at an AG-based task check to make a shape especially complex, strange, aesthetically pleasing, etc. If the task check fails, the shape is still created but it doesn't have exactly the desired characteristics.

A single shape can be made up of several interconnecting parts which can move relative to one another. For example, a character might create a giant scissors with two moving, connected parts. The entire scissors would only count as a single shape.

A character can lift and carry any shape they create, regardless of its weight, and regardless of their Carrying Capacity. It only takes 1" of movement to operate an existing, carried creation if it's constructed out of simple moving parts.

Shaping can't be used in any way which would require a roll to hit an actively defensive target. This doesn't prevent it from being used as an Area attack (4.7.5) against an un-moving spot of ground, even though targets in that area would have to make rolls to leap clear, nor does it prevent it from being used to encase a completely defenseless target, like an unconscious person. You can't 'blast' a target with a shape, but you could drop it on an area or use it as an improvised weapon (see 4.14.7). You can't Grapple a target with Shaping, but you could seal up the door of the room they're in, or create a shape over a wide area to trap a target inside.

Unless otherwise specified, shapes deal Blunt Kinetic damage (and Knockback). If the character defines a particular shape as 'Sharp' when they create it, then it deals +2 extra damage but no Knockback. Alternately, a character's shapes could be defined as some form of Energy, Biochemical material, or Entropic substance or force when this Ability is taken – in which case their shapes deal that Damage Type (and Knockback) when they hit.

Shapes remain in existence until they're intentionally dispersed, or the character loses consciousness, or the shape is completely destroyed. A shape is destroyed when it loses all of its Hits.

A shape's Hits are determined by cross-indexing its total weight in the Carrying Capacity column of the BC Table with the EN Hits columns and multiplying by 2. For example, a 2700 lb. shape has $(13 \times 2) = 26$ Hits. Each Shape has a minimum of 1 Hit, regardless of its weight. A Shape that is reduced to 0 Hits by damage is destroyed.

It takes an action and half its Power cost (rounded up) to completely change the form of an existing shape. When an existing shape is re-shaped, any damage it has suffered is repaired. Shapes which have been completely destroyed can't be repaired, though they may be entirely re-created. A shape may be modified and reduced in size (without repairing its Hits) at no Power cost, or modified and increased in size (repairing its Hits) by paying the Power cost of its new size.

- **Shaping Modifier: Animation**

This Modifier allows a character to animate the shapes they create. This Modifier has a cost adjustment of (+5). Animating a shape only takes 1" of the character's movement. Animated shapes can make melee attacks, with a damage roll equal to their Mass roll (see 2.1.9). It takes an action to give an animated Shape an action, and Shapes use their creator's chance to hit in combat.

Shapes can move anywhere that's within the range of their creator's Shaping Ability, if they're animated. Their creator can't ride on them, or be carried by them, unless the shape has its own movement ability (see below).

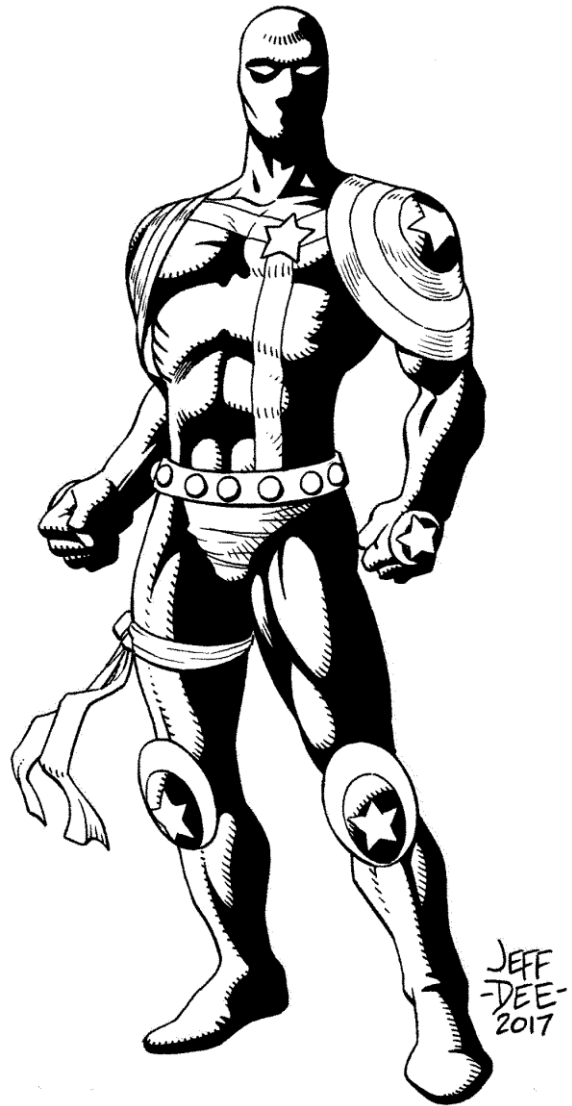
- **Shaping Modifier: Requires Source**

If this Modifier is taken, the character must have an external source of matter or energy to shape. For example, a character who has fire shaping would need to have access to a large open flame to shape. The amount that can be shaped is limited to the character's Shaping Ability, or the amount of energy available, whichever is less. This Modifier has a cost adjustment of (-5), or (-10) if the source material or energy is rare.

If the character has an Ability that generates the correct matter or energy type, then this Modifier yields no cost adjustment.

- **Shaping Modifier: Shape Abilities**

The character can buy Abilities for their shapes at a cost adjustment of (-5) on that Ability. For example, a character who creates bird shapes might want to give their Shapes the Flight Ability.



Black America of the Protectors superhero team wields two small bucklers on the backs of his hands, with which he parries attacks.

SHIELD

This Voluntary Ability enables a character to protect themselves from attacks by blocking them. Shields can also be used to perform standard melee attacks (see 4.14.10).

Shields are Gear by default, and can't get any cost adjustment by adding on that Modifier, nor may it be 'bought off'.

The character may use their shield for Defense against any Physical (not Mental) attack that they can see coming. This gives the character a bonus of +4 to their Defense against that attack. PR=0 per use.

However, if the attack 'misses' then that means it impacted the shield – and thus a damage roll must be made to determine whether the shield breaks. The shield receives a bonus to its Breakpoint depending on the character's Shield CPs. See the Gear Modifier in 4.14.2.7 to find the shield's default breakpoint. Against attacks which don't deal damage, a 'miss' still requires the character to save against the attack, but adding the shield's Breakpoint modifier (from the table below) to the target number.

CPs	Shield Breakpoint
(-5)	+0
(-2.5)	+1
(0)	+2
(2.5)	+3
(5)	+4
(7.5)	+5
(10)	+6
(12.5)	+7
(15)	+8
(17.5)	+9
(20)	+10
(22.5)	+11
(25)	+12
(27.5)	+13
(30)	+14
(32.5)	+15
(35)	+16
(37.5)	+17
(40)	+18
(42.5)	+19
(45)	+20
(47.5)	+21
(50)	+22

- **Shield Modifier: Parry Bonus**

Increase the shield's defense bonus against physical attacks by 1 point for each (2.5) CPs added to the cost of the Shield.

- **Shield Modifier: Innate**

If the Shield is part of the character's physical body, or if it's an effect generated by the character's body, then it can't be disarmed or taken away. There is a (+2.5) cost adjustment for this Modifier.

SIPHON

This is the Voluntary Ability to drain a target's CPs in certain Abilities, and to utilize those siphoned points to one's own advantage.

Siphon is a variant of the standard attack, with a Touch range, dealing Entropy-based damage. It takes an action and PR = 0 to use. Siphon attacks don't cause Knockback.

The character must choose one of the following Siphon types when this Ability is taken:

Siphon Type	Effect Per Damage Point
Abilities: Specify whether the character can siphon traditional super Abilities, technological Abilities, mystical Abilities, or information (Ht. Expertise, Experience Levels, Knowledge, Inventing, etc.) and memories (for 5 CPs each) when this Ability is taken. The attacker chooses which specific Ability to siphon, from the victim's appropriate Abilities (if any) each time Siphon is used. The siphoned Abilities come with the same Modifiers that the target has on them.	1 CP
Attributes: Specify which BC can be siphoned when this Ability is taken.	1 BC point
Hits	1 Hit
Power	2 Power Points

The number of CPs the character can Siphon per attack depends on their Siphon CPs:

CPs	Siphon Attack Entropy 'Damage' Roll
(-5)	d2-1
(-2.5)	d2
(0)	d3
(2.5)	d4
(5)	d6
(7.5)	d6+1
(10)	2d4
(12.5)	d4+d6
(15)	2d6
(17.5)	d6+8
(20)	2d8
(22.5)	d8+d10
(25)	2d10
(27.5)	d10+d12
(30)	2d12
(32.5)	3d8
(35)	2d8+d10
(37.5)	d8+2d10
(40)	3d10
(42.5)	2d10+d12
(45)	d10+2d12
(47.5)	3d12
(50)	3d12+1

For example, Decanter is able to Siphon 2d6 CPs worth of Mystical Abilities. For every point he inflicts with his Siphon Ability, he temporarily gains (and the target loses) (1) CP of a Mystical Ability of his choice (assuming the target has any such Abilities) per point which penetrates the target's Protection, and which the victim doesn't 'roll' with. If he was 'empty', and siphoned (4) CPs of his victim's mystical Ice Blast, he would gain the use of the Ice Blast at (2.5) CPs (because he'd need to Siphon (5) CPs of it to gain it at the 5-point level), and his victim would lose (4) CPs of their Ice Blast and no longer be able to use it at full force. If he then siphoned (8) more CPs, it would add to the (4) he'd already siphoned giving him (12) CPs of Ice Blast.

The limit to how much the character may siphon is the same as their current Ability Cap (see 2.1.16.5). Once the character has reached their Ability Cap, they no longer get to keep any further points they Siphon.

Siphoned points dissipate one hour after they're taken.

Siphoned points are recovered at the victim's healing rate (except for Power, which is recovered at their resting rate). They can also be restored using the Healing Ability.

- **Siphon Modifier: Suppress**

Apply a cost adjustment of (-10) if the character gains no personal benefit from those Siphoned points (they merely deprive their opponent of those points, until they're recovered).

- **Siphon Modifier: Mimicry**

If this Modifier is taken, the character's Siphon doesn't actually reduce the target's points in the 'attacked' Ability. It merely generates points of that Ability for the character. There is a (-10) cost adjustment.

- **Siphon Effect Modifier: Replenishment**

If the Siphoned points go into an Ability that can be damaged or expended (such as Hits or Power), the character may use Siphon to replenish those points – up to, but not exceeding, their original maximum. Siphoned points used to Replenish don't dissipate. This Modifier has a (+5) cost adjustment.

- **Siphon Effect Modifier: Split Points**

Siphoned points don't all have come from (or to go to) the same place. The character may split them between two or more Abilities. They must specify how the siphoned points are split when they choose this Modifier: equally divided among several Abilities (round up), divided by pre-established proportions (again rounded up), or N points to the first Ability, then N points to the second, etc. There is no cost adjustment for splitting Siphoning between multiple things.

- **Siphon Effect Modifier: Overload**

Something bad could happen when the character siphons points past their limit. Choose among the following Modifiers, applying the listed cost adjustment:

Overload Effect Modifier	Cost Adjustment
All of the points siphoned so far are lost	(-5)
The character takes 1 point of damage per siphoned point, and then the siphoned points are lost. The character may roll with this damage.	(-10)
The character explodes, dealing 1 point of damage per siphoned point to all targets within a diameter in inches equal to 1/5 of the number of siphoned points, rounded up to the nearest odd number. The siphoned are lost. The character may NOT roll with this damage, but others may.	(-15)

SIZE CHANGE

Choose whether the character is larger or smaller than average.

A) Size Change: Larger

The character is larger than average human size. This is a Continual Ability. PR = 0 per hour.

Larger characters sometimes encounter complications because of their increased size. In particular, large characters are easier to hit at a distance, and suffer penalties when trying to hit smaller opponents at a distance because of their increased Profile.

The degree of change depends on this Ability's CPs:

CPs	Height	Profile	Weight	ST	EN
(0)	6'	x1	x1	-	-
(2.5)	7'	x1.2	x1.5	+2	+1
(5)	8'	x1.3	x2	+3	+3
(7.5)	9'	x1.5	x3.2	+5	+4
(10)	10'	x1.6	x4	+6	+6
(12.5)	11'	x1.9	x6.4	+8	+7
(15)	12'	x2	x8	+9	+9
(17.5)	14'	x2.3	x12	+11	+10
(20)	15'	x2.5	x16	+12	+12
(22.5)	17'	x2.9	x24	+14	+13
(25)	19'	x3.2	x32	+15	+15
(27.5)	22'	x3.6	x48	+17	+16

(30)	24'	x4	x64	+18	+18
(32.5)	27'	x4.5	x96	+20	+19
(35)	30'	x5	x128	+21	+21
(37.5)	34'	x5.7	x196	+23	+22
(40)	38'	x6.4	x256	+24	+24
(42.5)	43'	x7.2	x392	+26	+25
(45)	48'	x8	x512	+27	+27
(47.5)	55'	x9.1	x784	+29	+28
(50)	61'	x10.1	x1024	+30	+30

Apply the given modifiers to the character's height, profile, weight, ST, and EN while enlarged. Re-calculate the character's Move, Power, Hits, etc. to reflect their adjusted scores.

- **Size Change Larger Modifier: Multiple Sizes**

Enabling the character to stop at any of the different sizes between (0) CPs and their maximum size carries a cost adjustment of (+5). This Modifier requires the Activation Required Modifier.

- **Size Change Larger Modifier: Massive**

Optionally, the character can become more massive (i.e. fatter or more muscular) rather than tall – by ignoring the height increase normally associated with Size Change: Larger. The character's profile still changes, due to increased width. Up to (20) CPs of Size Change: Larger can be taken in this manner - at which point the character is nearly spherical. Any additional Size Change: Larger Ability levels MUST include height. There is no cost adjustment for using this Modifier.

- **Size Change Larger Modifier: Big & Tall**

A character may be described as 'big' or 'tall', applying any Height and Weight modifiers less than those listed for (10) CPs, at no CP cost. Characters who are merely 'big' or 'tall' don't receive the Size Change: Larger modifiers to their ST or EN.



Doctor Micron is a surgeon to the superhero community.

B) Size Change: Smaller

The character can switch between normal human size and a smaller size. This is a Persistent Ability, PR=0 per hour. Smaller characters sometimes encounter complications because of their decreased size. Changing size takes the character's entire movement phase. The degree of change depends on this Ability's CPs:

CPs	Height	Profile	Weight	ST	EN
(0)	6' (person)	x1	x1	-	-
(2.5)	4 1/2' (short person)	/1.5	x.67	-1	-
(5)	3' (little person)	/2	x.125	-1	-1
(7.5)	2' (baby)	/4	x.0156	-2	-1
(10)	1' (doll)	/6	x.005	-2	-2
(12.5)	2/3' (7 1/2")	/15	x.0003	-3	-2
(15)	3" (action figure)	/24	x.00007	-3	-3
(17.5)	1.8"	/72	0	-4	-3
(20)	.6" (15mm miniature)	/120	0	-4	-4
(22.5)	1/3" (fly)	/420	0	-5	-4
(25)	1/10" (flea)	/720	0	-5	-5
(27.5)	1/18"	/2880	0	-6	-5
(30)	1/64" (363 microns)	/5040	0	-6	-6
(32.5)	204 microns	/22680	0	-7	-6
(35)	45 microns	/40320	0	-7	-7
(37.5)	25 microns	/201600	0	-8	-7
(40)	5 microns	/362880	0	-8	-8
(42.5)	2.8 microns	/1995840	0	-9	-8
(45)	.5 microns (500 nm)	/3628800	0	-9	-9
(47.5)	275 nm	/21772800	0	-10	-9
(50)	50 nm	/39916800	0	-10	-10

Apply the given modifiers to the character's height, profile, weight, ST, and EN and multiply their movement rates by their Profile while small. Attribute scores can't fall below 0: once ST or EN become 0, any additional ST or EN penalty must be deducted from the other. When BOTH ST and EN are 0, any additional ST or EN penalty must be deducted from the character's IN. Recalculate the character's Hits, Power, etc. to reflect their adjusted scores.

- **Size Change Smaller Modifier: Multiple Sizes**

Enabling the character to stop at any of the different sizes between Normal and their minimum size carries a cost adjustment of (+5).

- **Size Change Smaller Modifier: Short & Thin**

A character may be described as 'thin' or 'short', applying any Height and Weight modifiers less than those listed for Ability level (10) CPs, at no cost. Characters who are merely 'short' or 'thin' don't receive the Size Change: Smaller modifiers to their ST or EN, or the benefits of having a reduced Profile.

- **Size Change Smaller Modifier: Non-Proportional Movement**

For a cost adjustment of (+2.5) per movement mode, the character's profile does not reduce their movement rate using that movement mode.

SONIC ABILITIES

The character has the ability to generate sound waves. Choose among the following Abilities:

A) Sonic Blast

The character can release a standard Sonic (Blunt Kinetic damage) attack with a range of STx2" at a PR cost of 1 per use. This is a Voluntary Ability.

Sonic attacks may be tuned to shatter targets. Subtract the target's kinetic armor from the Sonic attack's chances of hitting, but if the attack hits then its damage ignores the target's Kinetic armor.

CPs	Sonic Blast Kinetic Damage Roll
(-5)	d2-1
(-2.5)	d2
(0)	d3
(2.5)	d4
(5)	d6
(7.5)	d6+1
(10)	d8+1
(12.5)	d10+1
(15)	2d6
(17.5)	d6+d8
(20)	2d8
(22.5)	d8+d10
(25)	2d10
(27.5)	d10+d12
(30)	2d12
(32.5)	3d8
(35)	2d8+d10
(37.5)	d8+2d10
(40)	3d10
(42.5)	2d10+d12
(45)	d10+2d12
(47.5)	3d12
(50)	3d12+1

A Sonic Blast can be used as a Counterblast against physical projectiles, as well as other Sonic attacks (see see 4.14.5).

B) Sound Creation

If the character wishes their Sonic Abilities to include the creation of sound effects, they may assign CPs to the Illusions Ability, specializing in sound.

C) Sonic Boom

This Voluntary Ability allows the character to emit a deafening burst of sound, affecting every target with the ability to perceive audible sounds within a diameter of 5" centered on themselves. This save attack has no Damage Type, and can only be mitigated by the Protected Sense Modifier, applied to an audible sound sense. Every target which doesn't escape the area must make an EN save or lose one level of their audible sound senses. Affected targets are allowed another save to recover every between-rounds phase, at a further penalty of -14, to recover. If their initial EN save is a fumble, however, then the target is permanently deafened. The PR for a sonic boom is 2 per attack.

CPs	Sonic Boom Save
(-5)	EN+6
(-2.5)	EN+5
(0)	EN+4
(2.5)	EN+3
(5)	EN+2
(7.5)	EN+1
(10)	EN+0
(12.5)	EN-1
(15)	EN-2
(17.5)	EN-3
(20)	EN-4
(22.5)	EN-5
(25)	EN-6
(27.5)	EN-7
(30)	EN-8
(32.5)	EN-9
(35)	EN-10
(37.5)	EN-11
(40)	EN-12
(42.5)	EN-13

(45)	EN-14
(47.5)	EN-15
(50)	EN-16

- **Sonic Boom Modifier: Louder Boom**

For a cost adjustment of (+5) CPs, an affected target loses two levels of their audible sound senses. For (+15) CPs, they lose 3 audible sound sense levels.

- **Sonic Boom Modifier: Other Sense**

The character may choose to make this Ability affect some sense other than audible sound. There is no cost adjustment.

SPECIAL WEAPON

The character possesses a unique weapon. Choose whether the Special Weapon is designed for melee or missile combat. Special Weapons are Voluntary Abilities, with a PR of 0 per use.

A) Special Melee Weapon

This is a Voluntary Ability. By default, melee weapons have only touch/melee range, are Gear, and make a standard attack inflicting Kinetic damage equal to the character's Base HTH damage plus a damage bonus when they hit.

Special Melee Weapons inflict either 'blunt' (club, hammer, staff, etc.) or 'sharp' (sword, spear, axe, etc.) Kinetic damage. Sharp weapons deal more damage, but they don't inflict Knockback.

Special Melee Weapon Kinetic Damage		
CPs	Blunt Weapon	Sharp Weapon
(-7.5)	-d2	+0
(-5)	-d2-1	+d2-1
(-2.5)	+0	+d2
(0)	+d2-1	+d3
(2.5)	+d2	+d4
(5)	+d3	+d6
(7.5)	+d4	+d6+1
(10)	+d6	+d8+1
(12.5)	+d6+1	+d10+1
(15)	+d8+1	+2d6
(17.5)	+d10+1	+d6+d8
(20)	+2d6	+2d8
(22.5)	+d6+d8	+d8+d10
(25)	+2d8	+2d10
(27.5)	+d8+d10	+d10+d12
(30)	+2d10	+2d12
(32.5)	+d10+d12	+3d8
(35)	+2d12	+2d8+d10
(37.5)	+3d8	+d8+2d10
(40)	+2d8+d10	+3d10
(42.5)	+d8+2d10	+2d10+d12
(45)	+3d10	+d10+2d12
(47.5)	+2d10+d12	+3d12
(50)	+d10+2d12	+3d12+1

- **Special Melee Weapon Modifier: Long Reach**

For a cost adjustment of (+2.5), the melee weapon can strike opponents up to 3" away.

- **Special Melee Weapon Modifier: Throwable**

There is a (+0) cost adjustment if the special melee weapon can be thrown accurately. Range = STx2". Throwing the weapon prevents the character from using it again until it's retrieved.

Alternately, the character can carry 3 of the weapons but then the range is only ST/2".

B) Special Missile Weapon

This is a Voluntary Ability. By default, missile weapons have a range of AGx2", make a standard attack, are Gear, and have 12 charges (or a PR cost of 2 per use).

Special Missile Weapons inflict either 'blunt' (hammer, rock, boomerang, etc.) or 'sharp' (spear, bullet, arrow, etc.) Kinetic damage. Sharp weapons deal more damage, but they don't inflict Knockback.

Special Missile Weapon Kinetic Damage		
CPs	Blunt Weapon	Sharp Weapon
(-5)	d2	d4
(-2.5)	d3	d6
(0)	d4	d6+1
(2.5)	d6	d8+1
(5)	d6+1	d10+1
(7.5)	d8+1	2d6
(10)	d10+1	d6+d8
(12.5)	2d6	2d8
(15)	d6+d8	d8+d10
(17.5)	2d8	2d10
(20)	d8+d10	d10+d12
(22.5)	2d10	2d12
(25)	d10+d12	3d8
(27.5)	2d12	2d8+d10
(30)	3d8	d8+2d10
(32.5)	2d8+d10	3d10
(35)	d8+2d10	2d10+d12
(37.5)	3d10	d10+2d12
(40)	2d10+d12	3d12
(42.5)	d10+2d12	3d12+1
(45)	3d12	3d12+2
(47.5)	3d12+1	4d10
(50)	3d12+2	3d10+d12

- **Special Missile Weapon Modifier: Muscle-Powered**

To build a special Missile weapon which deals damage based on the wielder's base HTH Damage (instead of having its own damage roll), construct it as a Special Melee Weapon with the Range Modifier (and probably Charges).

- **Special Weapon Modifier: Accuracy**

There is a (+2.5) cost adjustment to give a Special Weapon +1 accuracy, or a (-2.5) cost adjustment to give it -1 accuracy.

- **Special Weapon Modifier: Not Gear**

There is a cost adjustment of (+5) if the weapon isn't Gear. This could be done to simulate martial arts, built-in cyber-weapons, 'virtual' weapons that have no physical substance, enchanted weapons that never leave their owner's hand, etc.

- **Special Weapon Modifier: Restricted Use**

There is no cost adjustment if the weapon can only be wielded by someone with a sufficiently high ST score, or someone of a certain bloodline, or only by its normal user, or under any other special circumstances specified by the character when this Ability is taken.

C) Standard Weapon

Here is a selection of common, pre-constructed weapon types with their final CP costs. Characters may simply select their Special Weapon from this list if they wish.

Melee Weapon	Hit	Kinetic Damage	Rng	CPs
Axe	-2	+2d6 sharp	touch	(10)
Big Axe*	-1	+2d8 sharp	touch	(15)
Blade	+0	+d8+1 sharp	touch	(10)
Chain*	+3	+d2 blunt	3"	(10)
Club or Staff	+2	+d3 blunt	touch	(10)
Javelin	+1	+d4 sharp	STx2"	(5)
Long Blade*	+1	+2d6 sharp	touch	(15)
Large Club*	+2	+d6+1 blunt	touch	(15)
Nunchaku	+1	+d4 blunt	touch	(10)
Short Axe	-2	+1d8+1 sharp	touch	(5)
Short Blade	+0	+d6 sharp	touch	(5)
Small Club	+2	+d2-1 blunt	touch	(5)
Spear*	+2	+d8+1 sharp	3"	(15)

*2-handed

Missile Wpn	Rng	Hit	Kinetic Damage	CPs
Auto Rifle	AGx2	+0	d6+1 sharp	(15)
2-handed, 24 charges, Autofire x3				
Blast Pistol	AGx2	+0	d10+1 energy	(10)
12 charges				
Blast Rifle	AGx2	+0	2d8 energy	(15)
2-handed, 12 charges				
Boomerang	STx1	+1	+d4 blunt	(3)
Range x2 w/o return				
Bow	AGx2	+1	+d3 sharp	(8)
2-handed, 12 charges				
Heavy Bow	AGx2	+1	+d6 sharp	(13)
2-handed, 12 charges				
Pistol	AGx2	+0	d10+1 sharp	(5)
12 charges				
Rifle	AGx2	+1	d6+d8 sharp	(10)
2-handed, 12 charges				
Short Bow	AGx2	+1	+d2-1 sharp	(3)
2-handed, 12 charges				
Shotgun	AGx1	+0	d8+d10 blunt	(8)
2 Charges, 3" Area				
Shuriken	ST/2	+3	+1 sharp	(13)
12 Charges				



Intercrime's assassin agents use a variety of martial arts weapons.

SPEED

This Voluntary Ability replaces the character's calculated Move (see 2.1.8) with an increased ground movement rate. Their acceleration rate and top speed, in tabletop movement inches, depend on their CPs in this Ability as shown on the table below:

CPs	Acceleration*/Top Speed
(-10)	2/8 (2.5 mph)
(-7.5)	3/12 (3.8 mph)
(-5)	4/16 (5 mph)
(-2.5)	6/24 (8 mph)
(0)	8/32 (11 mph)
(2.5)	12/48 (16 mph)
(5)	16/64 (21 mph / Mach .03)
(7.5)	24/96 (33 mph / Mach .04)
(10)	32/128 (44 mph / Mach .06)
(12.5)	48/192 (66 mph / Mach .09)
(15)	64/256 (87 mph / Mach .11)
(17.5)	96/384 (131 mph / Mach .17)
(20)	128/512 (174 mph / Mach .23)
(22.5)	192/768 (262 mph / Mach .34)
(25)	256/1024 (348 mph / Mach .46)
(27.5)	384/1536 (523 mph / Mach .69)
(30)	512/2048 (697 mph / Mach .92)
(32.5)	768/3072 (1045 mph / Mach 1.37)
(35)	1024/4096 (1393 mph / Mach 1.83)
(37.5)	1536/6144 (2090 mph / Mach 2.75)
(40)	2048/8192 (2786 mph / Mach 3.66)
(42.5)	3072/12288 (4179 mph / Mach 5.49)
(45)	4096/16384 (5572 mph / Mach 7.32)
(47.5)	6144/24576 (8358 mph / Mach 10.98)
(50)	8192/32768 (11144 mph / Mach 14.64)

*Use the character's own calculated Move as their Acceleration if it's higher than the Acceleration provided by the Speed Ability.

Characters with Speed may travel up to their Acceleration rate when they first start moving. They may multiply their current rate of travel by up to 2 each turn, until they reach their top speed. Pushing Speed enables the character to multiply their current rate by up to 4, and doubles their top speed. They may likewise decelerate to half of their current speed, turn after turn, slowing to a stop in one turn once their current speed is equal to their Acceleration or less. There is a PR cost of 1 per hour for long-duration Speed. Speed works at ¼ rate under water.

• Speed Modifier: Amphibious

For a cost adjustment of (+5), the character's Speed also works at full speed under water.

• Speed Modifier: Water Running

Characters with Speed can't automatically run across the surface of liquids. This Modifier allows that, and has a cost adjustment of (+2.5).

• Speed Modifier: Fast Acceleration

For a cost adjustment of (+2.5), increase the character's Acceleration rate by 2 steps on the table. For example, a character with a Top Speed of 64 can normally Accelerate by 16 per action at a cost of (5) CPs. For (+2.5) cost, he can Accelerate by 32.

• Speed Modifier: Fast Swimming

Speed may be applied to swimming instead of ground movement for no cost adjustment.

STRETCHING ABILITIES

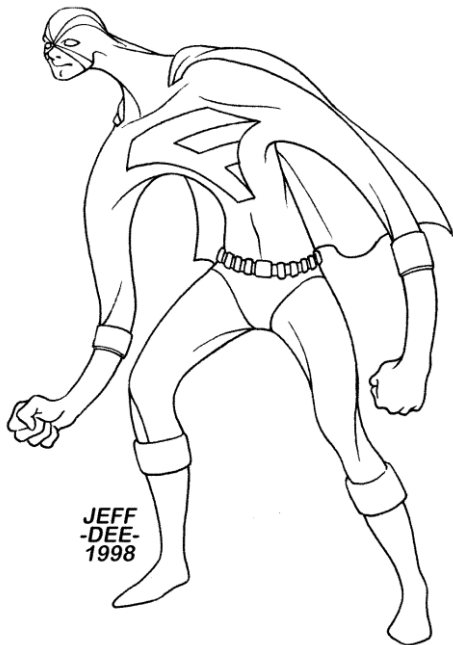
These Abilities enable a character to contort their body in various unnatural ways. All stretching takes place during the movement portion of a character's turn.

A) Elongation

This Persistent Ability enables a character to stretch their physical body lengthwise. Elongated body parts can bend in any direction, regardless of their normal joints. For example, a character with this Ability could extend an arm and wrap it snakelike around a lamp post. Elongation allows a character to make unarmed melee attacks out to the distance allowed by their CPs in this Ability. The character may also add their Elongation to their ground movement rate per turn. PR=0 per hour.

The distance the character can stretch depends on their Elongation CPs. Consult the following table.

CPs	Elongation
(2.5)	2"
(5)	3"
(7.5)	5"
(10)	6"
(12.5)	9"
(15)	12"
(17.5)	18"
(20)	24"
(22.5)	36"
(25)	48"
(27.5)	72"
(30)	96"
(32.5)	144"
(35)	192"
(37.5)	288"
(40)	384"
(42.5)	576"
(45)	768"
(47.5)	1152"
(50)	1536"



Flexo-Man: voted 'Most Elastic' of all former Protectors members.

B) Flattening

For a cost of (5) CPs, this Persistent Ability enables a character to flatten their body like a sheet over a maximum square area equal to their height in game inches (1" for a typical adult human), plus up to 1/2 of their Elongation (if any), rounded up. For example, a character with 9" of Elongation could flatten to fill up to a 6" x 6" square area. The character doesn't have to flatten to the ground; they can remain upright, and can bend and contort like a sheet of cloth. This Ability is useful for hiding under rugs, slipping through door frames, presenting a narrow profile to attackers, and so on. PR=0 per hour.

Characters with Flattening but no Elongation must retain roughly their normal outline while flattened.

C) Inflation

For a cost of (5) CPs, this Persistent Ability enables a character to puff up their body like a balloon, filling a maximum cubic volume equal to their normal height in game inches (1" for a typical adult human) plus up to 1/4 of their Elongation (if any), rounded up. For example, a character with 18" of Elongation could expand to fill up to a 6" x 6" cubic volume. Inflated characters are pliant like a balloon, and may squeeze to fit confined spaces. If our example character inflated in a 2" wide x 2" tall corridor, he could fill up to 54" of that corridor's length. PR=0 per hour.

Characters with Inflation but no Elongation or Flattening must retain roughly their normal shape while inflated.

D) Oozing

For a cost of (5) CPs, this Persistent Ability allows a character's body to flow like a liquid, enabling them to pass through openings that are too small to allow a solid being of their size. Oozing doesn't protect a character from taking damage, nor may they remain in liquid form after they emerge from the opening they passed through. PR=0 per hour.

E) Plasticity

The character's pliable body softens the impact of physical attacks, providing Kinetic armor protection with no PR, action, or movement cost. PR=0 per round. This is a Continual Ability.

CPs	Kinetic Protection
(2.5)	2
(5)	3
(7.5)	5
(10)	6
(12.5)	8
(15)	9
(17.5)	11
(20)	12
(22.5)	13
(25)	14
(27.5)	15
(30)	16
(32.5)	17
(35)	18
(37.5)	19
(40)	20
(42.5)	21
(45)	22
(47.5)	23
(50)	24

F) Shape Changing

If the character wishes their Stretching to include the ability to take on various shapes, they may assign CPs to the Shape-Shifting Ability.

SUMMONING

This is the Persistent Ability to summon a character or creature from one's surroundings, or from a distant place or dimension, or out of thin air. It takes 5 minutes to perform a summoning. Once the Summoning has been performed, the Summoned entity appears adjacent to the character. Summoned entities are fully conscious and aware when they first appear, but they don't roll for initiative until the following round. The same being(s) are summoned each time this Ability is used. PR = 2 to perform the Summoning, and PR = 2 per hour to maintain it.

Summoned entities are constructed with Character Points like any other character. The number of CPs the Summoned entity gets depends on the main character's own total points, and their CPs in this Ability:

CPs	Summoned Points*
(-10)	-65
(-7.5)	-45
(-5)	-35
(-2.5)	-30
(0)	-27.5
(2.5)	-25
(5)	-22.5
(7.5)	-20
(10)	-17.5
(12.5)	-15
(15)	-12.5
(17.5)	-10
(20)	-8.5
(22.5)	-7.5
(25)	-6.5
(27.5)	-5
(30)	-4.5
(32.5)	-4.5
(35)	-4
(37.5)	-3.5
(40)	-3.5
(42.5)	-3
(45)	-3
(47.5)	-2.5

*Add the main character's character point total to this modifier to find the Summoned entity's total points. They may also take up to (20) additional CPs in Weaknesses.

Example: Runecaster is a Standard power level character, with a starting point value of 150 CPs. Spending 25 CPs on their Summoning Ability enables them to Summon an entity ('Azigor') with $150 - 6.5 = 143.5$ CPs.

The Summoned entity's BC and Ability caps, average damage cap, Gear BCs, etc. are all determined from the number of CPs they're constructed from.

After the initial purchase, Summoned entities improve by (+1) CP per experience point earned by the main character. The character may also spend their earned experience to buy more CPs of Summoning, of course.

Summoned entities are controlled by the main character's player, or by the GM if the main character is an NPC. The Summoner may also dismiss the Summoned entity at any time, at a cost of only 1" of movement.

If a Summoned entity is killed (or irretrievably lost), the character can replace them within a week to a month of in-game time.

Only one entity or group (if the Multitudes Modifier is applied) may be Summoned at a time. The same entity or group is Summoned each time.

Summoned entities are assumed to be 'resting' between Summonings, recovering their Power and Hits accordingly. They may also rest while Summoned, at the character's discretion.

If slain, a Summoned entity is replaced either between missions or after a delay of many days (similar to the rate at which broken gear gets replaced).

• Summoning Modifier: Alternate Expiration

Instead of having to pay this Ability's normal PR cost, the character may choose a different set of conditions under which the summoned entity departs. There is no cost adjustment. Choose one of the following options, or make up another (pending GM approval):

Dawn, Dusk Etc.: The entity departs at a certain time of day (example: at sunrise).

Time Limit: The entity departs after 10 hours.

Task Oriented: The entity departs when a task specified when it was summoned is complete. The task must be reasonably within the entity's capabilities, else the entity won't agree. If no agreement can be reached within 1 minute of negotiation, the entity departs.

Random Departure: The entity rolls a d20 at the end of each hour after it was summoned. If it rolls a 20, it breaks free and departs.

• Summoning Modifier: Conditional Summoning Time

If this Modifier is taken, entities can be Summoned at the cost of only 1 action if they're within 20" of the summoner, 3 rounds if the entities are available locally but not within 20", 5 minutes if the entities are native to the character's current planet but not common locally, or 1 hour if the entities aren't typically found on the character's current planet. The 'home region' of a fantasy creature is any region which has ever been occupied by a culture whose people believe such creatures ever lived among them. There is no cost adjustment.

SUPER SPEED

This Voluntary Ability accelerates a character's metabolism, enabling them to take more than one turn each combat round.

If all you want is for your character to run swiftly, you can increase your ground movement rate using the Speed Ability.

The number of extra turns the character gets depends on their CPs Super Speed:

CPs	Super Speed	PR
(10)	+1 turn	2
(20)	+2 turns	4
(30)	+3 turns	5
(40)	+4 turns	8
(50)	+5 turns	12

Characters with Super Speed roll Initiative 1 extra time per round per 'extra turn' of Super Speed. Add the rolls together, noting the total after each roll. These are the character's Initiatives. The

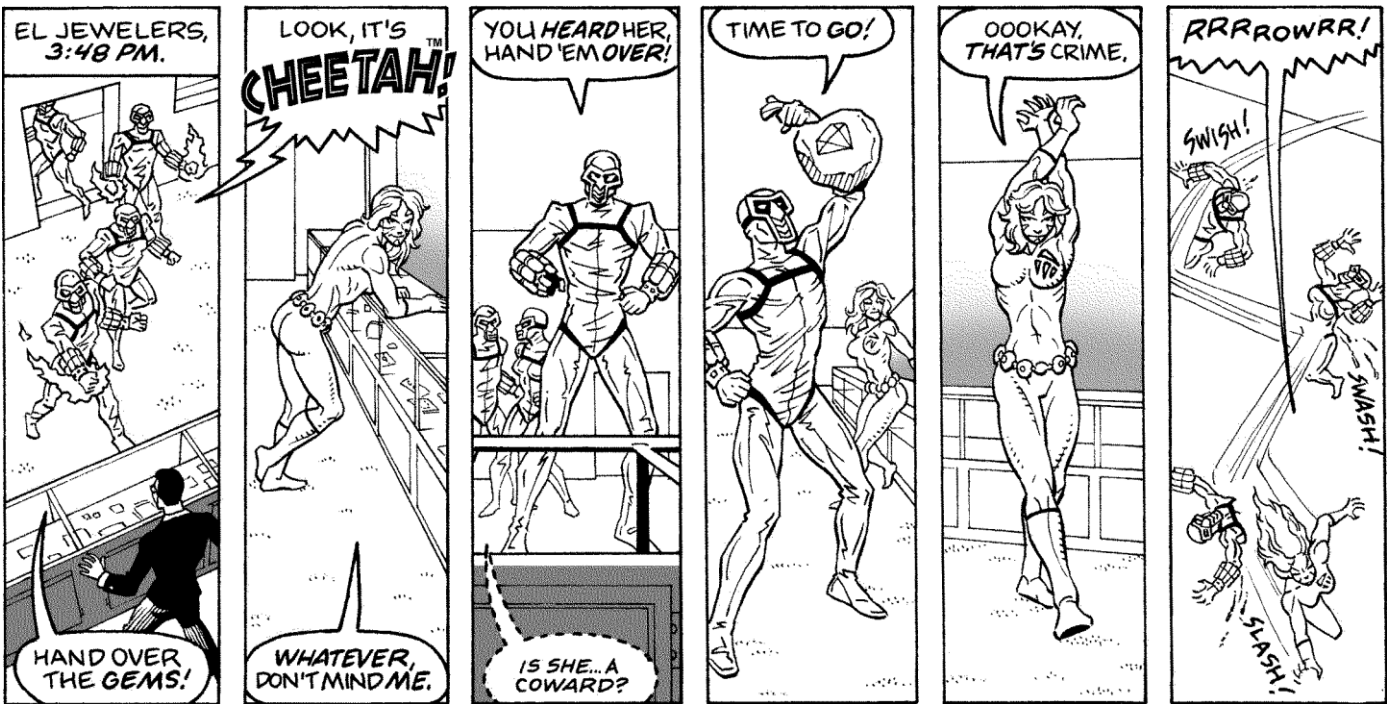
character can perform a full separate turn of activity on each of their Initiatives.

Example: Turbocharger has a 16 CL (d6+1 Initiative), and gets 3 turns per round due to (20) CPs of Super Speed. He rolls 5, 6, and 2 for his initiatives. He will therefore have turns on Phases 5, 11, and 13.

The extra turns can be saved normally (see 4.2.1), but only one turn can be taken on any given Phase. All but one saved turn is lost if they're not used by the end of the round.

The use of Super Speed must be declared while rolling Initiative for a new round. If the character wishes to use their Super Speed, they must pay their PR at that time. If they don't activate their Super Speed, they pay no PR but they don't get any additional turns on that round.

The character's Acceleration per turn isn't affected by Super Speed, but their top speed is multiplied by the total number of turns they get per round.



TELEKINESIS

This is the Ability to move objects without touching them. Choose from among the following Abilities:

A) Kinetic Manipulation

This Voluntary Ability enables a character to exert 'telekinetic strength' at up to AG" range. This is, in effect, the ability to grab, manipulate, strike, or crush physical objects at a distance.

Kinetic Manipulation can be used as a standard attack to directly damage a target, inflicting blunt Kinetic damage. It can also be used as a remote grapple attack to crush an object being Telekinetically held, again doing blunt Kinetic damage.

Kinetic Manipulation can also be used to pick up and move objects within its range. The speed at which an object can be moved equals the character's own base Move ability (the average of their ST, EN, and AG). The character uses their own AG to manipulate objects at range. Kinetic Manipulation suffers the normal difficulty penalties due to range and other factors. PR = 1 per attack, per 'squeeze', and per attempt to resist a 'grappled' target trying to escape.

The amount of telekinetic strength (measured in pounds of force) that a character can exert depends on their Kinetic Manipulation CPs:

CPs	Kinetic Manipulation
(-5)	15 lbs / d2 damage
(-2.5)	19 lbs / d2 damage
(0)	30 lbs / d3 damage
(2.5)	75 lbs / d4 damage
(5)	120 lbs / d6 damage
(7.5)	300 lbs / d6+1 damage
(10)	480 lbs / d8+1 damage
(12.5)	1200 lbs / d10+1 damage
(15)	1920 lbs / 2d6 damage
(17.5)	4800 lbs / d6+d8 damage
(20)	7680 lbs / 2d8 damage
(22.5)	19200 lbs / d8+d10 damage
(25)	30720 lbs / 2d10 damage
(27.5)	76800 lbs / d10+d12 damage
(30)	122880 lbs / 2d12 damage
(32.5)	307200 lbs / 3d8 damage
(35)	491520 lbs / 2d8+d10 damage
(37.5)	1228800 lbs / d8+2d10 damage
(40)	1966080 lbs / 3d10 damage
(42.5)	49152000 lbs / 2d10+d12 damage
(45)	7864320 lbs / d10+2d12 damage
(47.5)	19660800 lbs / 3d12 damage
(50)	31457280 lbs / 3d12+1 damage

The character can telekinetically 'hold' one object at a time, and still telekinetically grab, move, strike, or crush something else. Once the character is telekinetically 'holding' two objects, they can't affect a third. The character is able to exert their full telekinetic capacity against every object they're affecting.

Kinetic Manipulation can be used as a Counterblast against physical weapons and projectiles.

- **Kinetic Manipulation Modifier: Single Target**

If the character can only affect one target at a time, apply a (-5) cost adjustment.

- **Kinetic Manipulation Modifier: Multi-Kinesis**

Double the number of targets which the character can telekinetically affect at the same time for a cost adjustment of (+2.5).

- **Kinetic Manipulation Modifier: Fast Manipulation**

Double the rate at which the character can move objects telekinetically for a cost adjustment of (+5).

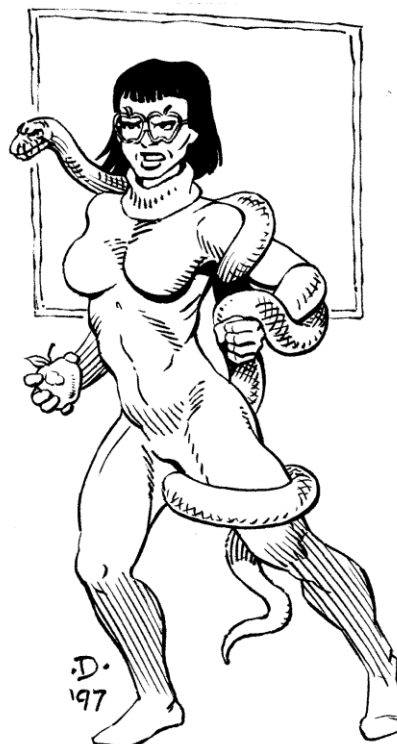
B) Kinetic Field

If the character is able to deflect attacks telekinetically, they should take Force Field: Personal Force Field.

TELEPATHY

This is a Voluntary mental Ability which enables a character to directly communicate with other minds.

Establishing telepathic contact has no set range limit; it only requires that the character can directly perceive the subject, unless the telepath has certain special telepathic Modifiers (see below). Establishing telepathic contact with an actively resistant target requires an IN-based Mental attack roll to hit vs. their Mental Defense. Each attempt to establish telepathic contact takes an action.



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Once contact has been established, the subject may make a CL save (opposed by the telepath's IN), taking an action, to break contact.

There is a PR of 1 per hour per individual being contacted.

For an initial cost of (5) CPs, the character may transmit either verbally or visually (pick one). Verbal telepathic transmissions can't be understood unless the recipient understands the language used by the telepath. A telepath who transmits images doesn't have to speak the recipient's language, but the recipient must make an IN save to successfully interpret the meaning of the imagery. For a cost adjustment of (+5) CPs, the character may transmit both verbal and visual telepathic messages.

- **Telepathy Modifier: Use Senses**

This enables the telepath to see, hear, feel, taste, etc. whatever the character they're telepathically connected to does. This also enables the subject to send messages to the telepath, but only by saying them out loud, writing them down, etc. There is a cost adjustment of (+7.5) CPs.

- **Telepathy Modifier: Mutual**

The telepathic connection is two-way, enabling the target to transmit back. This doesn't work with the Use Senses Modifier. There is a cost adjustment of (+7.5) CPs.

- **Telepathy Modifier: Positional**

Telepaths normally need to directly perceive their subject in order to initiate telepathic communication. This Modifier enables the telepath to initiate telepathic contact with anyone at a specified location (for example, "on the other side of this wall", or "that person I see on the security camera screen"), at any range. There is a cost adjustment of (+7.5) CPs.

• **Telepathy Modifier: Telepathic Links**

Telepaths normally need line of sight to their subject in order to initiate telepathic communication. This Modifier allows the telepath to forge telepathic links with willing individuals. A telepathic link enables the telepath to re-establish telepathic contact with anyone they've linked to, at any range, without needing to know where that person is. Forging a telepathic link requires face to face contact. The other person may voluntarily cancel the link at any time. There is a cost adjustment of (+7.5) CPs.

• **Telepathy Modifier: Receiver**

This Modifier enables others to establish telepathic contact with this character. Those others don't need, themselves, to be telepaths - and the characteristics of the connection they may establish depends on the character's own Telepathy Ability and its Modifiers. There is a cost adjustment of (+7.5) CPs, except there is no cost adjustment if the character is ONLY a telepathic receiver.

• **Telepathy Modifier: Mind Probe**

This Modifier enables the character to gain access to a subject's deep/shielded thoughts and memories. It requires a hit (resolved as a Mental Psychic attack, rolled secretly: on a fumble, the target can feed false answers to the prober). Range = touch. This is a save attack. The subject gets an IN save vs. Psychic (so add their Psychic protection to their save target). Choose a PR when this Modifier is taken: the target's save is adjusted by -1 per point of PR. If the save fails, the subject must answer one question, and then gets another save. If the subject's (current PR+CL) exceeds the character's current (PRx2+CL), the attempt automatically fails. This Ability always works if the target consents. Each Mind Probe attempt takes a d4+1 minutes, regardless of the number of questions asked. There is a cost adjustment of (+7.5) CPs.

• **Telepathy Modifier: Tracking**

This enables the character to telepathically track a target's location. No communication takes place, and the tracking is only one-way. There is a cost adjustment of (+7.5) CPs.

• **Telepathy Modifier: Switchboard**

This Modifier enables those who are in telepathic contact with the character to also communicate with each other, if the character wishes it. There is a cost adjustment of (+7.5) CPs.

• **Telepathy Modifier: Psychic Bond**

If the character can only telepathically communicate with one other specific individual, there is a (-10) CP cost adjustment. Double the number of individuals for a further (+2.5) CP cost adjustment.

TELEPORTATION

This is a Voluntary Ability. The character is able to instantaneously transfer their body from place to place at a PR of 1 per use. This takes place on the character's Movement phase, costing 1" of movement. The character may only Teleport once per turn.

The character's teleportation range depends upon their Ability's CPs:

CPs	Base Teleportation Range*
(2.5)	1 inch
(5)	2 inches
(7.5)	3 inches
(10)	4 inches
(12.5)	8 inches
(15)	12 inches
(17.5)	31 inches
(20)	50 inches
(22.5)	250 inches
(25)	1.5 miles
(27.5)	10 miles
(30)	80 miles
(32.5)	700 miles
(35)	7000 miles
(37.5)	80,000 miles
(40)	1 million miles
(42.5)	12 million miles (.002 light years)
(45)	170 million miles (.029 light years)**
(47.5)	2.5 trillion miles (.4375 light years)
(50)	7 light years
(52.5)	117 light years
(55)	2100 light years

*'Inches' on this table refer to inches on the tabletop (at a scale of 5 feet to the inch). All other measurements on this table refer to real-life distances.

**This is approximately 10 light years per hour, provided that the character can afford the PR.

The character can precisely teleport to any destination within range that they can directly sense. They may teleport 'blind' to other destinations within range, but this requires an IN save with range penalties, and uses the scatter rules (see 4.7.5.1) if the save fails. They can also memorize locations at the cost of 1 CP each, and teleport to memorized locations 'blind' (as long as they're within range) with no risk of error.

Teleportation can penetrate any type of barrier, except for a Force Field.

The character can only teleport themselves and as much cargo as their carrying capacity allows. Opponents who've grappled the character, and objects to which the character is physically attached, also count as cargo.

• **Teleportation Modifier: Gates**

Instead of having their teleportation cargo limited by their own carrying capacity, the character has the ability to create an immobile gate 5' x 5' in area (a 1" square). Creating a gate takes an action. There's no cost adjustment for this Modifier.

The gate actually consists of two separate 'doorways'. One must be created directly adjacent to the character, while the other is placed at the teleport's destination (see above).

Both doorways are bi-directional, meaning they can be entered from either side. The traveler instantly emerges from the corresponding side of the other door. Senses can't penetrate Teleportation Gates.

Teleportation doorways may be created at any angle: vertical like a normal door, horizontally like a trap door, or at any angle in between.

The dimensions of the gate can be increased by 1" per +1 PR spent when it is opened. Both doorways are always the same size.

The gate lasts until the end of the turn in which it was opened, and then it closes instantly – unless some obstruction (a character or other solid object) is placed within it, or its creator stays adjacent to it (at either end) to hold it open. A teleportation gate won't close while it's obstructed.

Characters and objects can freely move back and forth through a teleport gate until it closes.

If the gate uses Charges, decide on its dimensions when this Ability is taken, and add Teleportation's default PR of 1 before converting the PR to Charges.

- **Teleportation Gate Modifier: See-Through**

There is a cost adjustment of (+5) if senses can penetrate the Gate.

- **Teleportation Modifier: Penetrates Force Fields**

There is a cost adjustment of (+5) CPs to enable Teleportation to pass through force fields.

- **Teleportation Modifier: Teleport Beam**

For a cost adjustment of (+5) CPs, the character can also teleport targets to and from themselves. The range to the target can be up to the character's Base Teleportation Range. This is a unique, non-standard attack. An AG-based roll to hit is needed to affect resisting targets. The cost adjustment is (-5) CPs if the character can only teleport others to and from themselves.



Sable: a student of the Crime Academy!

TRANSFORMATION

The character can change into another (usually weaker) form. This takes 3 rounds (30 seconds), and PR=0 to change between forms. This is a Persistent Ability.

The number of points the second form is constructed from equals the main character's total points divided by 6, rounded down, plus 4 CPs per (1) CP spent.

Example: Skeletoid the Living Skeleton is a 100 CP character. For (10) CPs, he can have a secondary form worth $(100 / 6) + (10 \times 4)$

$= 16 + 40 = 56$ points. He uses his second form as his civilian identity, Calvin Graves.

To have more than 2 forms, simply take this Ability multiple times. Only the character's main form pays for this Ability. All of the other forms get the ability to change back for free.

When the character changes forms, reduce their new form's Hits by the percentage of their previous form's Hits which had been lost, if any, rounding up. Do the same with the new form's Power and Charges, rounding down.

Example: Skeletoid is changing back into Calvin Graves. As Calvin, he has a maximum of 7 Hits and 44 Power. As Skeletoid, he had 17 Hits left out of 21 (80.952%) and 42 Power left out of 63 (66.666%). When he Transforms back into Calvin, he winds up with $7 \times .80952 = 5.666$ (rounded up to 6) Hits and $44 \times .66666 = 29.333$ (rounded down to 29) Power.

TRANSMUTATION

This is a Voluntary save attack Ability. The character can alter living, biological targets in some way. The PR cost = 8 per use, and the range = 1N x 2". Transmutation is an 'Other' damage type; only dedicated Invulnerability vs. Transmutation works against it. If it hits, the target must make an EN-based save. A difficulty modifier applies to the save, depending on the Transmutation Ability level. If the save succeeds, the target isn't transmuted. If the save fails, the victim rolls to save again at the end of each turn to recover, at a further penalty of -4.

The character must specify what the exact effect of their Transmutation is when they take this Ability. The degree to which the target can be changed and the difficulty of the target's saving roll to resist depend on the character's CPs in this Ability. Select from the following lists:

Transmutation Effect

CPs	Transmutation Effect
(5)	Cosmetic: The target is barely affected, other than superficial cosmetic changes (for example, a target's color and the shape of their ears could be changed), and they may be given (or lose) up to (5) CPs worth of Abilities or Weaknesses.
(10)	Moderate: As Cosmetic, plus the target may undergo simple physical changes (for example their size, posture and proportions could be altered), and they may be given (or lose) up to (10) CPs worth of Abilities or Weaknesses.
(20)	Comprehensive: As Moderate, plus the target may undergo significant structural changes (for example they could gain or lose limbs or other functional body parts, such as gills or wings), and they may be given (or lose) up to (20) CPs worth of Abilities or Weaknesses.
(30)	Complete: The target's physical form may be completely changed (for example, they could be turned to an immobile stone monolith), and they may be given (or lose) up to (30) CPs worth of Abilities or Weaknesses.
(40)	Extreme: As Complete, but the target's behavior also changes in some way that's advantageous to the character (for example, a man could be changed into an octopus who obeys the character), and they may be given (or lose) up to (40) CPs worth of Abilities or Weaknesses.

Transmutation Save Difficulty

Cost Adjustment	Save to Resist & Recover
(-30)	EN+5
(-27.5)	EN+4
(-25)	EN+3
(-22.5)	EN+2
(-20)	EN+1
(-17.5)	EN+0
(-15)	EN-1
(-12.5)	EN-2
(-10)	EN-3
(-7.5)	EN-4
(-5)	EN-5
(-2.5)	EN-6
(0)	EN-7
(+2.5)	EN-8
(+5)	EN-9
(+7.5)	EN-10
(+10)	EN-11

• Transmutation Modifier: Alternate Transmutations

If the character can transmute targets in more than one way, there is a cost adjustment of (+5) CPs per additional way. Each extra type of transformation may have a lesser or equal effect to the one actually purchased, specified when this Modifier is taken.

• Transmutation Modifier: Alternate Targets

This Ability could affect some other range of targets, instead of living, biological creatures. There is a cost adjustment of (-5) if the new range of targets is limited (for example, only humans). There is a cost adjustment of (-10) if the range of targets is extremely limited (for example only intelligent machines). If the range of targets is wide (for example any creature - living, biological, or not), there is a cost adjustment of (+5). If the range of targets is extremely wide (for example any physical object) there is a cost adjustment of (+10).

If the target of a Transmutation attack isn't a character, it uses its physical weight to resist and recover from being changed. Find the closest match for its weight in the Carry (Pounds) column on the basic characteristics table (see 2.1.7.2). Read across to the Saves column to find its base saving roll.

• Transmutation Modifier: Damage Type

There is a cost savings if the Transmutation attack has a Damage Type. Apply a cost adjustment of (-5) if the damage type is Psychic, or (-10) if the damage type is Kinetic, Energy, Bio, or Entropy.



VEHICLE

The character owns a specially-designed transportation vessel, which can travel around freely and may also be equipped with additional Abilities. The specific Abilities of each Vehicle depend on the systems that are installed within it. Systems are allocated in ½" x ½" 'system spaces'. This is a Continual Ability. As you work your way through the Vehicle construction process, write down the details on a Vehicle Record Sheet.

Note that if you don't install a travel Ability in a Vehicle, then it won't be able to move. If that's what you want, then you should make it a Base instead.

The initial CP cost of the Vehicle depends on its size in system spaces:

CPs	Vehicle System Spaces	Weight / Mass	Profile	ST/EN	Hits
(0)	2	360 lbs / d6	1.41	15/15	13
(2.5)	3	540 lbs / d6+1	1.705	16/17	15
(5)	4	720 lbs / d6+1	2	18/18	16
(7.5)	6	1,080 lbs / d8+1	2.415	19/20	18
(10)	8	1,440 lbs / d8+1	2.83	21/21	20
(12.5)	12	2,160 lbs / d10+1	3.415	22/23	23
(15)	16	2,880 lbs / d10+1	4	24/24	25
(17.5)	24	4,320 lbs / 2d6	4.83	25/26	27
(20)	32	5,760 lbs / 2d6	5.66	27/27	29
(22.5)	48	8,640 lbs / d6+d8	6.83	28/29	31
(25)	64	11,520 lbs / d6+d8	8	30/30	33
(27.5)	96	17,280 lbs / 2d8	9.655	31/32	36
(30)	128	23,040 lbs / 2d8	11.31	33/33	38
(32.5)	192	34,560 lbs / d8+d10	13.655	34/35	40
(35)	256	46,080 lbs / d8+d10	16	36/36	41
(37.5)	384	69,120 lbs / 2d10	19.315	37/38	44
(40)	512	92,160 lbs / 2d10	22.63	39/39	46
(42.5)	768	138,240 lbs / d10+d12	27.315	40/41	48
(45)	1024	184,320 lbs / d10+d12	32	42/42	50
(47.5)	1536	276,480 lbs / 2d12	38.625	43/44	52
(50)	2048	368,640 lbs / 2d12	45.25	45/45	54
(52.5)	3072	552,960 lbs / 3d8	54.625	46/47	57
(55)	4096	737,280 lbs / 3d8	64	48/48	59
(57.5)	6144	1,105,920 lbs / 2d8+d10	77.255	49/50	61
(60)	8192	1,474,560 lbs / 2d8+d10	90.51	51/51	63
(62.5)	12288	2,211,840 lbs / d8+2d10	109.255	52/53	65
(65)	16384	2,949,120 lbs / d8+2d10	128	54/54	66
(67.5)	24576	4,423,680 lbs / 3d10	154.51	55/56	69
(70)	32768	5,898,240 lbs / 3d10	181.02	57/57	71
(72.5)	49152	8,847,360 lbs / 2d10+d12	218.51	58/59	73
(75)	65536	11,796,480 lbs / 2d10+d12	256	60/60	75
(77.5)	98304	17,694,720 lbs / d10+2d12	309.017	61/62	77
(80)	131072	23,592,960 lbs / d10+2d12	362.034	63/63	79
(82.5)	196608	35,389,440 lbs / 3d12	437.017	64/65	82
(85)	262144	47,185,920 lbs / 3d12	512	66/66	84
(87.5)	393216	70,778,880 lbs / 3d12+1	618.04	67/68	86
(90)	524288	94,371,840 lbs / 3d12+1	724.08	69/69	88
(92.5)	786432	141,557,760 lbs / 3d12+2	874.04	70/71	90
(95)	1048576	188,743,680 lbs / 3d12+2	1024	72/72	91
(97.5)	1572864	283,115,520 lbs / 4d10	1236.075	73/74	94
(100)	2097152	377,487,360 lbs / 4d10	1448.15	75/75	96
(102.5)	3145728	566,231,040 lbs / 3d10+d12	1748.075	76/77	98
(105)	4194304	754,974,720 lbs / 3d10+d12	2048	78/78	100
(107.5)	6291456	1,132,462,080 lbs / 2d10+2d12	2472.155	79/80	103
(110)	8388608	1,509,949,440 lbs / 2d10+2d12	2896.31	81/81	105
(112.5)	12582912	2,264,924,160 lbs / d10+3d12	3496.155	82/83	107
(115)	16777216	3,019,898,880 lbs / d10+3d12	4096	84/84	109
(117.5)	25165824	4,529,848,320 lbs / 4d12	4944.31	85/86	111
(120)	33554432	6,039,797,760 lbs / 4d12	5792.62	87/87	112
(122.5)	50331648	9,059,696,640 lbs / 4d12+1	6992.31	88/89	115
(125)	67108864	12,079,595,520 lbs / 4d12+1	8192	90/90	117
(127.5)	100663296	18,119,393,280 lbs / 5d10	9888.62	91/92	119
(130)	134217728	24,159,191,040 lbs / 5d10	11585.24	93/93	121
(132.5)	201326592	36,238,786,560 lbs / 4d10+d12	14188.96	94/95	123
(135)	268435456	48,318,382,080 lbs / 4d10+d12	16384	96/96	125
(137.5)	402653184	72,477,573,120 lbs / 3d10+2d12	20066.22	97/98	127
(140)	536870912	96,636,764,160 lbs / 3d10+2d12	23170.475	99/99	129

System Spaces

This is the total number of system spaces in the Vehicle. There are 4 system spaces per 5' movement space. The character may arrange the Vehicle's map and system spaces - its 'floor plan' - however they like.

Weight/Mass

This is how much the Vehicle weighs, and its Mass roll.

Profile

This is used to adjust range penalties on attacks against the Vehicle (see 4.7.3.1).

ST/EN

These are the Vehicle's default ST and EN scores, used in calculating its carrying capacity, base HTH damage, EN save, etc. A Vehicle's BC scores may not exceed its character's BC cap.

Hits

This is the number of damage points it takes to incapacitate the Vehicle (analogous to a character's Hits).

Vehicle Appearance

The character may give their Vehicle any reasonable appearance which fits its size and configuration. There is no cost adjustment for making the Vehicle appear 'normal' or nondescript, or for giving it a distinctive appearance.

Vehicle Armor

Vehicles have a default Structural Rating (see 5.1) of 3. Additional Vehicle Armor should be purchased as an Integral System (see Vehicle System Modifiers, below).

Vehicle armor protects the Vehicle, its systems, and its passengers. Interior Vehicle walls are 4" thick, while a Vehicle's exterior hull is 8" thick.

To smash a hole through the hull of a Vehicle, use the Structural Rating penetration rules (see section 5.1). The character must target a section of hull that has open space behind it in order to make an open hole, otherwise they're attacking the system behind that wall section.

Vehicle BCs

A Vehicle's Strength and Endurance BC scores are determined by its point cost (see above). Vehicles also have 9 Agility, 0 Intelligence, and 9 Cool by default. These can be improved by various Systems (see below).

Power

A Vehicle's Power equals the total of its ST, EN, AG and IN scores.

Vehicle Handling

A Vehicle's Handling is a modifier to its pilot's AG-based saves and Defense scores relating to Vehicle operations. A Vehicle's Handling equals its AG save - 10.

Vehicle Defense

A Vehicle has a Defense equal to its pilot or driver's AG save - 10 plus any bonuses they may have from their career background, plus the Vehicle's handling modifier. Robotically-controlled Vehicles have a Defense equal to their AG save -10, and ignore the Handling modifier.

Vehicle Turning Rate

By default, all Vehicles have a Turning Rate of 3. This means that the Vehicle's current movement rate is divided into 3 increments, and it may execute one 60° turn during each of those 3 movement increments (or two 60° turns per increment if the Vehicle is travelling at its slowest movement rate).

Example: Bluejay's motorcycle is moving at a rate of 48" during this round, and has a Turning Rate of 3. It may therefore move in

three (48 / 3) = 16" increments, and it may execute one turn of up to 60 degrees during each of those increments (or two 60° turns per segment if 48" is its slowest movement rate).

Vehicle Systems

The character may give other Abilities to their Vehicle, using system spaces to pay for them. The number of CPs generated by a system depends on its size in system spaces:

System Spaces	Profile	Hits	System CPs
1	1	8	(5)
2	1.41	13	(10)
3	1.705	15	(12.5)
4	2	16	(15)
6	2.415	18	(17.5)
8	2.83	20	(20)
12	3.415	23	(22.5)
16	4	25	(25)
24	4.83	27	(27.5)
32	5.66	29	(30)
48	6.83	31	(32.5)
64	8	33	(35)
96	9.655	36	(37.5)
128	11.31	38	(40)
192	13.655	40	(42.5)
256	16	41	(45)
384	19.315	44	(47.5)
512	22.63	46	(50)
768	27.315	48	(52.5)
1024	32	50	(55)
1536	38.625	52	(57.5)
2048	45.25	54	(60)
3072	54.625	57	(62.5)
4096	64	59	(65)
6144	77.255	61	(67.5)
8192	90.51	63	(70)
12288	109.255	65	(72.5)
16384	128	66	(75)
24576	154.51	69	(77.5)
32768	181.02	71	(80)
49152	218.51	73	(82.5)
65536	256	75	(85)
98304	309.017	77	(87.5)
131072	362.034	79	(90)
196608	437.017	82	(92.5)
262144	512	84	(95)
393216	618.04	86	(97.5)
524288	724.08	88	(100)

Example: Dr. Micron's Micro-Ship has 128 system spaces devoted to a Size Change B) Smaller system, yielding 40 CPs of that Ability.

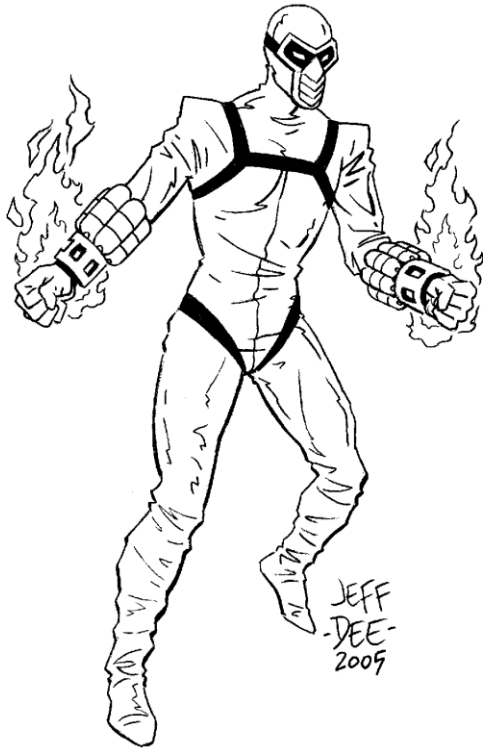
A Vehicle's System CP values may not exceed the character's Ability caps.

Automation

Automation increases a Vehicle's Agility score, and therefore its AG save and Handling modifier. Each CP worth of Automation gives the Vehicle (+1) CP of AG. A Vehicle's BC scores may not exceed its owner's BC cap.

Bunks

Bunks are sleeping accommodations, which are necessary for comfortable trips of longer than 18-hour duration. Two system spaces are required for each double-occupancy passenger bunk. Single-occupancy bunks are nicer, but they still take up 2 system spaces.



The Firebrands are a minor gang of rocket-powered crooks.

Control Seats

Every Vehicle requires a Control Seat (unless it has a Robot Brain, see below). A Control Seat occupies one system space. Additional Control Seats may be installed as 'co-pilot' or 'secondary command' stations. The Vehicle can be controlled from any of its Control Seats. If desired, the character may establish a hierarchy of authority so that backup Control Seats can't override commands from higher-priority Control Seats.

Doorways

Doors may be placed in any wall section. Doors have twice the Vehicle's armor protection, but are only 1" thick. Security systems such as key locks, coded keypads, and so on may be added for free if the character so desires, and they may specify which characters have access.

Empty Space

System spaces may be left empty to allow characters to move around within the Vehicle. Empty space may be designated for corridors, storage, staterooms, or for any other passenger or crew-related purpose.

Garage/Hangar

Vehicle hangar bays and base garages must be Open Systems (see below), and come with a sub-Vehicle at no additional cost. The sub-Vehicle is ¼ the size of the bay itself.

Example: a 1-car garage might be an Open System, occupying 32 system spaces and containing an 8 system space car.

The character may double the size of a sub-Vehicle at a cost adjustment of (+5) CPs to the main Vehicle's cost. This can be done up to twice, and which point the sub-Vehicle fits snugly into the hangar or garage's exact dimensions.

Hands

Installing a hand in a system space enables a Vehicle to grip a physical object, using the Vehicle's ST. Making a hand larger gives it more Hits, but has no effect on its grip strength.

Limbs

One or more system spaces designated as a 'limb' may be used to extend the distance that another system, attached to its end, can reach. Larger limbs can reach further and have more Hits, but have no other advantages. A limb's ability to bend must be specified when it's installed (one or more joints, a flexible tentacle, etc.).

Minor Systems

Very minor, mundane Vehicle systems like headlights, cigarette lighters, AM/FM radios, glove compartments, etc. don't cost any CPs or take up system spaces. As long as they're very minor, and make sense, they come with the Vehicle for free. Advanced or super-powered versions of such things (for example, headlights that can deliver a blinding flash, or sub-space radios) must be built as systems, however (see below).

Miscellaneous

The character may also install standard character Abilities (see 2.2.3) in the Vehicle, paying its CP cost out of the points generated by its system spaces.

Performance

Performance increases a Vehicle's Cool score, and therefore its CL save and Initiative roll. Each CP worth of Performance gives the Vehicle (+1) CP of CL. A Vehicle's BC scores may not exceed its owner's BC cap.

Robot Brain

Robot Brains are Systems that enable a Vehicle to operate independently. A Robot Brain may be installed as a backup to the Control Seat, where it can function as an 'auto-pilot', or installed without a Driver's Seat making the Vehicle a true, independently-functioning robot.

Each CP worth of Robot Brain gives the Vehicle (+1) CP of IN. A Vehicle's BC scores may not exceed its owner's BC cap.

Seating

A Vehicle may have any number of Passenger Seats. Passenger's Seats occupy one system space each.

Spare Parts

Parts are required in order to repair a Vehicle in the field (see Repairing Vehicles, below). Each system space holds 10 Hits worth of parts. Parts can be re-stocked by returning to base, or visiting any sufficiently large stockpile of appropriate parts.

Walls

Walls may be placed on any system space edge (except between the spaces of a system), and across empty system spaces.

Walls are protected by the Vehicle's armor (see above). Interior walls are 4" thick, while the Vehicle's external hull is 8" thick.

Vehicle Passenger Limit

In an emergency, a Vehicle's normal passenger capacity equals its total number of seats and bunks. Vehicles can uncomfortably accommodate 50% more passengers (round up) in an emergency.

Vehicle Power Systems

Each Vehicle has its own supply of Power points, to maintain its minor systems (interior lights, powered sliding doors, cigarette lighters and so on) and also to provide Power for use by any of its systems which have a Power Requirement (PR).

Vehicles receive points of Power equal to the total of their ST, EN, AG and IN scores. If additional Power is needed, install Energy system spaces. Power from Energy systems adds to the Vehicle's total Power.

Each time a Vehicle system expends Power, it's deducted from the Vehicle's total Power. All of the Vehicle's minor systems, taken together, also have a PR of 1 per hour.

Running Out of Power

When a Vehicle's Power supply reaches zero, all of its systems (even those which use Charges, rather than Power) stop working.

Refueling

A Vehicle's Power is restored by re-fueling (wherever a suitable energy source is available), or else by installing a Regeneration system that restores Power. Refueling takes whatever amount of time the GM deems necessary; larger Vehicles tend to take more time to fully re-fuel.

Vehicle Explosions

One system (it could even be a system which has no PR, or which uses Charges instead of Power) must be designated as the Vehicle's Central Power System.

When a Vehicle's Central Power System takes enough Hit damage to become incapacitated, or the Vehicle's overall Hits are reduced below 0, an explosion occurs. The Energy damage caused by the explosion equals a d8, plus 1d8 per (5) CPs of the Vehicle's overall cost (+1d4 if the cost isn't an exact multiple of 5). A Central Power System which has already exploded won't explode again until after it has been repaired.

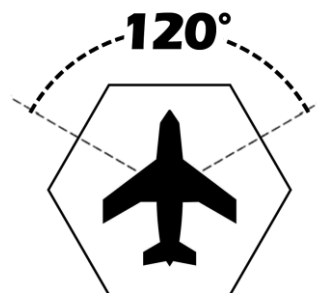
Central Power System explosions are centered on the middle of that system. The diameter of the explosion equals the Vehicle's profile, rounded up to the next odd number. Treat such explosions as area effect attacks, applying the explosion damage to the system itself, the Vehicle overall, and any other system(s) within the area of effect (as well as characters and other objects within the area, of course).

For an intruder to determine which system serves as the Vehicle's Central Power System requires an IN-based engineering task check, at a -3 difficulty penalty (or +3 for characters who have access to the Vehicle's plans).

Example: A car costing (15) CPs, with a profile of 4, explodes for $(1 + (15 / 5)) = 4d8$ damage over a 5" diameter area.

Vehicle System Arcs

By default, Vehicle systems for which directionality is relevant have a 120-degree arc (horizontally and vertically). The character must specify whether such a system faces Forward, Back, or diagonally Fwd/Right, Fwd/Left, Back/Right, or Back/Left).



Repairing Vehicles

Vehicles can't recover Hit points on their own unless they have Regeneration, or something similar. Repair attempts require Parts (see above), and can affect either the Vehicle's overall hit points or the hit points of one of its systems. Each attempt takes an hour and requires a task check. A successful check repairs 1 Vehicle hit point plus the roll's margin of success. Each Hit point that's repaired is deducted from the Vehicle's supply of spare parts. A critical success repairs 5 bonus hits for free. A fumble inflicts a d8+1 points of damage.

Second and further repair attempts on the same day aren't cumulative. They only count if the mechanic scores a higher margin of success than on the day's previous attempts.

Example: Gangbuster's motorcycle has taken 7 points of damage to its Speed system, disabling it. It carries 10 points worth of spare parts. Gangbuster makes a task check to repair the system, and achieves a 3-point margin of success. This repairs 4 Hits, restoring the system to functionality, at a cost of 4 points of spare parts.

Vehicle Modifiers

• High Tech / Precision Engineering

For each (+5) adjustment to the total cost of the Vehicle, add (+5) CPs to each of its systems without affecting their size or Hits.

• Low Tech / Poor Design

For each (-5) adjustment to the total cost of the Vehicle, subtract (-5) CPs from each of its systems without affecting their size or Hits.

• Maneuverability Decrease

The character may decrease the Vehicle's maneuverability for a cost adjustment of (-5) per -1 to its Turning Rate (minimum Turn Rate = 1).

• Maneuverability Increase

The character may increase the Vehicle's maneuverability for a cost adjustment of (+5) per +1 to its Turning Rate.

• Won't Explode

For a cost adjustment of (+5), the Vehicle's Central Power System won't explode.

Vehicle System Modifiers

- **Bulky**

The system is heavily built, increasing its Hit Points at a slight reduction in efficiency. For each (+2.5) cost adjustment, increase the system's Hit Points by 4.3 (rounding up).

Example: Tank Gunner's M551 Sheridan Tank's Speed system is 16 system spaces in size, giving it 25 Hits. Four doses of 'bulky' at a cost adjustment of $(2.5 \times 4) = (10)$ CPs gives it $(4.3 \times 4) = 17.2$ (rounds up to 18) extra Hits, for a new total of $(25 + 18) = 43$ Hits.

- **Delicate**

The system is lightly built, reducing its Hit Points at a slight increase in efficiency. For each (-2.5) cost adjustment, decrease the system's Hit Points by 4.3 (rounding up). A system's Hits may not be reduced below 1.

- **Gear**

Vehicle Systems which have the Gear Modifier are takeable and usable by passengers (or by anyone who gains access) instead of operating as part of the Vehicle. They are also breakable according to the normal rules for Gear. The system spaces assigned to such a system are essentially storage space for the Gear, with whatever access doors the character wishes to assign.

- **Independent Power Supply**

The system operates independent of the Vehicle's Central Power. If it uses Power, it receives 10 Power points of its own (you may add Power generating systems to give it more). If it uses Charges, they determine how long it functions. It's unaffected if the Vehicle's Central Power runs dry. However, it explodes if its Hits fall to zero. The explosion's effects are based on the system's point value and profile, rather than the Vehicle's. There is no cost adjustment.

- **Integral System**

This system's spaces don't appear on the Vehicle's deck plans, and can't be attacked, but they are still deducted from the Vehicle's available system spaces and still count toward the Vehicle's overall weight, profile, etc. Halve the number of CPs generated by an Integral System.

- **No Arc**

A directional system can be limited so that it has no arc of effect, but only works along a straight line in the direction it faces. There is a (-10) cost adjustment.

- **Open System**

If characters are able to pass freely through a System, then it yields only $\frac{1}{4}$ of the normal number of System Spaces. For example, a starship might have a 64-space garden, which it uses for Life Support. It would generate only 16 system spaces of the Life Support Ability, but occupants of the ship would be able to walk around inside it.

- **Wide Arc**

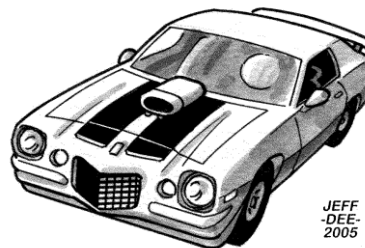
A directional system can be enhanced so that it has a wider than 120-degree arc of effect. For a (+5) cost adjustment, the system has a 240-degree arc. For a (+10) cost adjustment, the system has a 360-degree arc.

- **Won't Explode**

A system with an Independent Power Supply can be made immune to explosion. There is a cost adjustment of (+5).

Attacking Vehicles and Vehicle Systems

Because they're so large, range penalties on attacks against them may be reduced. See Range (see 4.7.3.1).



One of Auto Knight's specially customized patrol cars.

VIBRATION ABILITIES

This is the ability to emit powerful patterns of vibration.

A) Vibratory Blast

The character emits a Vibratory (Sharp Kinetic damage) standard attack with a range of AGx2 at a PR cost of 5 per use. Vibratory attacks don't cause Knockback. This is a Voluntary Ability.

Vibratory attacks may also be used to disable mechanical targets. For each 1-point penalty the attacker takes against their Vibratory attack's chances of hitting a mechanical target, they add 1 to the damage scored against that target, if they hit.

CPs	Vibratory Blast Kinetic Damage
(-5)	d8+1
(-2.5)	d10+1
(0)	2d6
(2.5)	d6+d8
(5)	2d8
(7.5)	d8+d10
(10)	2d10
(12.5)	d10+d12
(15)	2d12
(17.5)	3d8
(20)	2d8+d10
(22.5)	d8+2d10
(25)	3d10
(27.5)	2d10+d12
(30)	d10+2d12
(32.5)	3d12
(35)	3d12+1
(37.5)	3d12+2
(40)	4d10
(42.5)	3d10+d12
(45)	2d10+2d12
(47.5)	d10+3d12
(50)	4d12

A Vibratory Attack can be used as a Counterblast against physical projectiles, as well as other Vibratory attacks (see 4.14.5).

B) Vibratory Defense

If the character is able to vibrate so fast that their molecules can penetrate solid matter, they should take Non-Corporeality.



Galena, a crystalline villainess of the Silicoids.

WEAKNESS DETECTION

The character is able to gain an advantage over opponents by analyzing their weaknesses. This Voluntary Ability takes an action, which the character must spend within a 1" range of a subject who they can perceive with a Full or Analytical sense. PR=0 per use. The character then learns one of the opponent's Weaknesses (if any), and also gains a bonus to hit with any attack they make on that opponent thereafter. Additional 'scans' of the same opponent reveal more Weaknesses if the subject possesses any, but won't give the character any additional bonuses to hit.

The accuracy bonus gained by the character depends on their CPs in this Ability. For each (2.5) CPs of Weakness Detection, they gain a bonus of +1 to hit the targets they've scanned.

• Weakness Detection Modifier: Structural Weakness

When this Ability is taken, the character may swap points of hit bonus for points of damage bonus. There is no cost adjustment.

WEALTH

The character has greater financial resources than the average citizen. The rules for using Wealth are found in section 8.4.2. This is a Continual Ability, PR=0 per hour.

The character's Wealth roll and approximate yearly income depend on their CPs in Wealth.

CPs	Approximate Annual Income	Wealth Roll
(2.5)	\$80,000	d6
(5)	\$160,000	d6+1
(7.5)	\$320,000	d8+1
(10)	\$640,000	d10+1
(12.5)	\$1,280,000	2d6
(15)	\$2,560,000	d6+d8
(17.5)	\$5,120,000	2d8
(20)	\$10,240,000	d8+d10
(22.5)	\$20,480,000	2d10
(25)	\$40,960,000	d10+d12
(27.5)	\$81,920,000	2d12
(30)	\$163,840,000	3d8
(32.5)	\$327,680,000	2d8+d10
(35)	\$655,360,000	d8+2d10
(37.5)	\$1,310,720,000	3d10
(40)	\$2,621,440,000	2d10+d12
(42.5)	\$5,242,880,000	d10+2d12
(45)	\$10,485,760,000	3d12
(47.5)	\$20,971,520,000	3d12+1
(50)	\$41,943,040,000	3d12+2

WEATHER CONTROL

The character has the ability to manipulate air currents, air pressure, and water vapor. This enables them to change weather patterns to suit their purposes, and then bend the weather to their will. There are two sub-Abilities.

A) Change Weather

This Voluntary Ability enables a character to modify the current local weather conditions.

An IN save is required to change the weather. The character receives a difficulty modifier to this save depending on their Change Weather CPs:

CPs	Change Weather IN Save
(-5)	+5
(-2.5)	+6
(0)	+7
(2.5)	+8
(5)	+9
(7.5)	+10
(10)	+11
(12.5)	+12
(15)	+13
(17.5)	+14
(20)	+15
(22.5)	+16
(25)	+17
(27.5)	+18
(30)	+19
(32.5)	+20
(35)	+21
(37.5)	+22
(40)	+23
(42.5)	+24
(45)	+25
(47.5)	+26
(50)	+27

The character's chance of changing the weather suffers a penalty of -2 per increment of change being attempted, according to the following scale:

Clear
Cloudy
Snow
Rain
Thunderstorm
Tornado
Hurricane
Blizzard

This is a Task Check (see 3.0), so a 20 misses and may be a fumble.

There is a PR of 5 per attempt, which takes an action. Unlike a typical roll to hit, you may 'push' this roll by +2 to 'hit' for an additional +2 PR.

Example: ThunderSleet has an IN save of 12, and a bonus of +9 from his Change Weather Ability level. It's currently raining, but he wants to turn it into a blizzard. That's a difference of 4 steps, for a total penalty of -8. His chance of success is a 13 or less on a d20, with a PR of 5. He may 'push' to raise his chance of success to a 15, for a total PR of 7.

6 rounds after the weather is changed, it returns to its original state automatically. Each time any character Commands the weather (see below), 6 rounds are added to its duration.

The character can create slight manipulations of the current weather conditions for movement only, with no PR. The GM may require an AG save at +3 to perform complex weather tricks, such as directing the chill winds of a blizzard to cool a mug of hot cocoa.

B) Command Weather

This Voluntary Ability enables a character to control weather effects derived from the current weather conditions. The character receives 1 CP of Command Weather Ability per point invested in it.

Every weather type on the scale (except 'Clear') gives the character access to a different weather Ability. Consult the following table:

Weather Type	Weather Ability
Cloudy	Darkness Control, Visible Light & Odors
Snow	Shaping (snow), Inflicts 2 Entropy dmg / round to anything it touches for (+5) CPs
Rain	Shaping, water. Can't mold or lift it – it's just water, (-10) CPs
Thunderstorm	Lightning Control: A) Electrical Bolt
Tornado	Vibration: A) Vibratory Blast
Hurricane	Sonic Abilities: split the available CPs as desired between A) Sonic Blast and C) Sonic Boom
Blizzard	Ice Abilities: split the available CPs as desired between A) Ice Armor and B) Ice Blast

Characters with Weather Control B) Command Weather may further personalize their Weather Abilities when this Ability is taken, adding any Modifiers they wish so long as their total CP cost adjustment balances out to (0).

Each turn the weather is left uncontrolled, check for an incidental effect (between rounds at the end of any round when the weather wasn't controlled, as if an attack of that type had missed). Uncontrolled weather effects can occur anywhere in the affected area; they're not limited to the character's range with the related Weather Control Ability.

• Weather Control Modifier: Limited Weather Types

Apply a cost adjustment of (-2.5) for each weather type (from the weather scale) that the character can't summon up, or Command.

Example: ThunderSleet can't change the weather to Tornado or Hurricane, or control those weather types when they're present, and so receives a cost adjustment of (-5) CPs.

WILLPOWER

The character has the ability to control their own bodily or mental functions through sheer force of will. The extent of the ability received may be set by the GM. Here are a few suggestions:

A) Fortitude

The character can 'Roll with' double the usual amount of damage (see 4.8.3). For example, a character with 67 Power and Fortitude can roll with up to 12 points of damage. This Voluntary Ability costs (15) CPs.

B) Pain Resistance

The character isn't knocked out by losing more than ½ of their remaining Hits to an attack. They're only knocked out when their Hits drop to 0. This Voluntary Ability costs (10) CPs.

C) Self-Control

This is a Continual Ability. The character's extreme self-control allows them to Push for more than the usual bonus, depending on their CPs in this Ability.

CPs	Willpower Bonus	PR Cost
(0)	+2	2
(5)	+3	3
(10)	+4	4
(15)	+5	5
(20)	+6	6
(25)	+7	7
(30)	+8	8
(35)	+9	9
(40)	+10	10
(45)	+11	11
(50)	+12	12

D) Total Pain Resistance

The character can't be knocked out by damage even when their Hits drop to 0 (though they can still be Grappled, Grapnelled, Paralyzed, etc). They're still slain like anyone else when their Hits and Power are both 0. This Voluntary Ability costs (30) CPs.

2.2.4 Ability Modifiers

If you want to take a variant of an existing Ability, ask your GM to give you a new cost for it. The following section contains some guidelines for the GM to use when adjusting Ability costs. The final cost of an Ability may not be reduced below 1. Modifiers which reduce an Ability's CP cost may only be applied if they meaningfully limit that Ability. For example, you may not apply the Linked Modifier to Abilities which are already used together in the first place (for example, a Special Weapon and Heightened Expertise that applies to it).

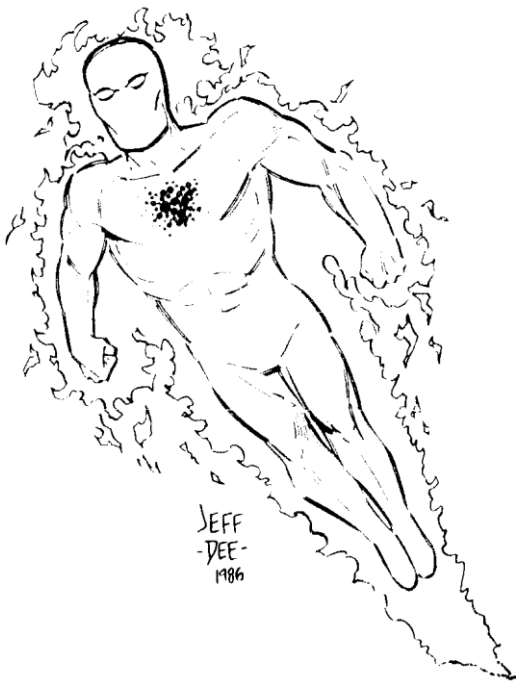
Ability Field

An Ability Field is a layer of energy around the character's body, which acts as both a Contact Attack on the character's regular HTH attack (see the Contact Attack Ability Modifier, below), and a form of protection. If hit by a ranged attack that involves a physical projectile, roll the damage for your Ability Field and subtract it from the damage inflicted by the attack. If the ranged attack's damage is reduced to zero or less, its projectile is destroyed before it ever touches you. If hit by a melee weapon attack, your Ability Field's damage roll is applied against the weapon. If the melee weapon is destroyed, you take no damage. If hit by an unarmed attack, roll your Ability Field's damage roll and apply it to it to your attacker before you take any damage.

Your attacker may apply their defenses against that damage. If your attacker gets knocked out by your Ability Field, their melee attack is aborted and you take no damage.

Double the base CP cost of an attack Ability to enable it to be used as an Ability Field. It takes an action to activate an Ability Field, and the Ability's PR cost must be paid each time it's used. The character may still use the Ability at range, if the base Ability has range, unless you buy its range off using the Range Ability Modifier (see below).

Characters with Ability Fields can withhold its effects on parts of their bodies, allowing them to carry people or objects without their Ability Field affecting them. There is a (-5) cost adjustment if the Ability Field can't be partially held back.



Manstar of the Crushers supervillain group.

Ability Loss

The Ability can only be used under specific limited circumstances. Suggestions include:

Requires Speech

The Ability can't be used if the character is gagged, or unable to speak for any other reason. There is a cost adjustment of (-2.5).

Requires Free Movement

The Ability can't be used if the character is tied up, or unable to move freely for any other reason. There is a cost adjustment of (-2.5).

Requires Nighttime

The Ability can only be used at night, or under interior lighting approximating nighttime conditions. There is a cost adjustment of (-5).

Requires Daylight

The Ability can only be used during the day, or under interior lighting approximating daytime conditions. There is a cost adjustment of (-5).

Accidental Activation

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

CPs	Frequency	Luck Save / Episode to Resist
(-0)	Rare	+11
(-2.5)	Uncommon	+7
(-5)	Common	+3
(-7.5)	Very Common	-1

CPs	Difficulty	CL Save to Recover
(-0)	Easy	+1
(-2.5)	Difficult	-3
(-5)	Very Difficult	-7
(-7.5)	Impossible	-11

Resist/Recover checks are made vs. the character's Luck save on a d20, and allowed immediately on exposure to the stimulus, immediately on removal of the stimulus, and once per round thereafter.

While an Ability is Accidentally Active, treat it as if it had the "Can't Hold Back" Modifier.

- **Accidental Activation Modifier: Low Risk**

Apply a (+2.5) cost adjustment if the Accidental Activation of the Ability isn't dangerous to the character or to those around him.

- **Accidental Activation Modifier: Active Resistance**

Apply a (+2.5) cost adjustment if the Resist/Recover check is a Basic Characteristic save (with possible skill background modifiers) rather than a save vs. Luck.

- **Accidental Activation Modifier: Accidental Use**

If the Ability must also be used when it's Accidentally Activated (for example, a Power Blast that must be fired whether the character wants to use it or not), double the total cost adjustment for this Modifier. Checks during Accidental Use (for example, rolls to hit with a Power Blast that has gone off by accident) are made vs. a base target number of 10-, and targets (if any) are selected randomly.

The character must pay any PR, Charges, actions, or other costs associated with the Ability each time it's Accidentally Used.

Activation Required

This Modifier makes a Continual Ability into a Persistent Ability (requiring 1" of movement to activate and preventing the character from resting while the Ability is active), or a Persistent Ability into a Voluntary Ability (causing the Ability to shut down automatically if the character is knocked out) for a (-5) cost adjustment. For a total cost adjustment of (-10), you can change a Continual Ability into a Voluntary Ability.

Area Effect

This Modifier causes an Ability to affect all targets within a wide area, rather than just a single target (see Area Effects, 4.7.5). The cost adjustment depends on how large an area the Ability affects.

Move down 1 step on the Diameter table for a (+2.5) cost adjustment. Move up one step for a (-2.5) cost adjustment.

Diameter
½" or Single Target
1"
3"
5"
7"
9"
11"
15"
19"
23"
27"
33"
39"
45"
51"
59"
67"
75"
83"
93"

Protection Abilities with an Area Effect restrict movement into or within the affected area. Any character attempting to move into or through an Area Effect Protection must exceed its Protection on their Base HTH or another applicable damage roll. If the roll fails, the character's movement ends at that spot.

- Area Effect Modifier: Adjustable**

For a cost adjustment of (+5), the character may choose to affect a smaller area (or just a single target) each time the Ability is used, if they prefer: this must be specified before rolling to hit.

- Area Effect Modifier: Moves with Self**

If the area effect has no range, the character can carry it along with them as they move, or 'drop' it at a location and move away. There is a cost adjustment of (+5).

- Area Effect Modifier: Tendrils**

The Area Effect Modifier creates "tendrils" instead of filling the entire area. Tendrils can snake through any movement spaces within the Ability's area of effect, completely filling each 1" x 1" (5' x 5') movement space they pass through. The character can still fill in areas by causing the tendrils to double-back or overlap. The ability to create area effect tendrils has a cost adjustment of (+5).

- Area Effect Modifier: Shapes**

An area effect ability can be defined as forming recognizable "shapes" instead of filling an entire sphere of effect. Area effect shapes can be patterned after creatures, walls, text, or anything else the character desires. Multiple shapes can be created simultaneously, and the shapes don't need to be interconnected. A task check is required, at whatever difficulty the GM thinks is appropriate for the complexity of the shape being attempted.

Any shapes that are created must fall within the Ability's diameter of effect. The ability to create shapes has a cost adjustment of (+7.5), and includes the ability to create tendrils (see above).

- Area Effect Modifier: Offset**

An offset area of effect is placed with its edge on its point of creation, rather than its center. Offset area effects have a cost adjustment of (+2.5).

- Area Effect Modifier: Perimeter**

Perimeter area effects only have edges - they're empty inside. Halve the cost adjustment for Area Effect.

- Area Effect Modifier: Selective**

Selectivity (the ability to freely choose who or what is affected within the area effect) has a cost adjustment of (+12.5).

- Area Effect Modifier: Vaporous**

This Modifier changes an area effect into a tangible vapor, such as smoke or fog. This is useful for simulating smoke grenades, stink bombs, and so on. Vaporous area effects can't be maintained, moved, re-sized, re-shaped, or turned off by the character, but neither do they go away if the character loses consciousness or goes out of range. Vapor hangs around wherever it was created for about 6 rounds (less if there's a breeze, longer if the air is still), and then it dissipates. There is no cost adjustment.

Armor Piercing

This Modifier enables an attack Ability to ignore a certain number of points of protection against its damage type (minimum 0 protection).

Example: an attack which has 3 points of Armor Piercing, and deals 8 points of damage against 5 points of protection, inflicts 8-(5-3)=6 points of damage.

CPs	Protection Ignored
(+2.5)	2
(+5)	3
(+7.5)	5
(+10)	6
(+12.5)	8
(+15)	9
(+17.5)	11
(+20)	12
(+22.5)	14
(+25)	15
(+27.5)	17
(+30)	18
(+32.5)	20
(+35)	21
(+37.5)	23
(+40)	24
(+42.5)	26
(+45)	27
(+47.5)	29
(+50)	30

Armor Piercing also immunizes the affected damage points from the damage reduction effect of Invulnerability. If the target has both Armor and Invulnerability, apply Armor Piercing to Armor first – and then apply any unused points of Armor Piercing to any remaining damage against the target's Invulnerability.

Autofire

This Modifier causes an attack Ability to “go off” multiple times each time it’s used, without suffering any multiple attack penalty to its accuracy. The targets must all be adjacent. The roll to hit is still made separately for each attack, and the character must still pay the PR or Charges for each attack made.

CPs	Rate of Fire
(+7.5)	2
(+15)	3
(+22.5)	4
(+30)	5
(+37.5)	6
(+45)	7

Backlash

This Modifier may be applied to any protection Ability, or to any Ability that generates an effect that can be attacked (such as a Grapple or Shaping). The character takes 1/2 of any damage inflicted on the manifestation of their Ability personally. The cost adjustment is (-7.5).



Fire-Arm is an Intercrime sub-commander with a demonic arm.

Body Part

The Ability is generated by an obvious body part, and can be disabled by disabling that body part (requiring a called shot with a -3 penalty to hit, and allowing the target to make an EN+7 save at a penalty of -1 per Hit taken or else lose the use of that body part (and its Ability) until it’s healed or repaired. Even if the save succeeds, the character must make a further CL save at a penalty of -1 per Hit taken or else the Ability shuts off until the character can re-activate it. There is a cost adjustment of (-5).

Bonus Effects

If you want to make up a new effect for one of the standard Abilities, apply an additional CP cost based on the usefulness of that new effect. As a general guideline, 5 CPs represents a trivial effect, 10 CPs represents a minor effect, 20 CPs for an Ability that’s equal in usefulness to a standard Power Level Ability, 25+ CPs for an effect that’s more useful than a standard Power Level Ability, etc. You can also reduce the CP cost of an Ability by removing some of the effects that it normally has.

Breakdown

This Modifier gives an Ability a chance of breaking down each time it’s used. The cost adjustment depends on how likely it is for the Ability to break down.

CPs	Luck Save:
(-2.5)	+10
(-5)	+8
(-7.5)	+6
(-10)	+4
(-12.5)	+2
(-15)	0

When the character attempts to use the Ability they must make a Luck save, applying the difficulty modifier given above. If the save fails, the Ability breaks down. An Ability that has broken down can be recovered between battles, by performing maintenance or taking a short rest.

Breaks Down on Activation

If the Ability only has to make a Breakdown check each time it’s activated, apply a further -5 difficulty modifier to the Luck save. There is no additional cost adjustment.

Can’t Hold Back

A character is normally free to hold back the effect of any Ability - even a Continual one - when they use it. This Modifier prohibits the character from holding back the full potential of the affected Ability while it’s active.

For example, Protection Abilities that Can’t Hold Back may not be withheld to allow friendly Abilities to penetrate. You can’t ‘pull your punch’ with an attack Ability that has this Modifier. If you have a movement Ability with this Modifier, you will always have to use your maximum acceleration and deceleration rate. If you have multiple levels of any Ability, this Modifier requires you to use all of those levels each time you activate the Ability.

The cost adjustment depends on the amount of inconvenience the character suffers from this Modifier. As a general rule, there is a maximum (-2.5) cost adjustment when this Modifier is applied to a Voluntary Ability, a maximum cost adjustment of (-5) on a Persistent Ability, and a maximum cost adjustment of (-7.5) on a Continual Ability. If the Ability is contained in Gear that can be removed, Voluntary and Persistent Abilities have a maximum cost adjustment of (-2.5), and Continual Abilities have a maximum cost adjustment of (-5). There is no cost savings if there is no inconvenience from the Ability being used at full force.

Carrier Attack

This Modifier enables one attack to deliver another, causing the carried attack to hit automatically with no multiple action penalty if the carrier attack hits. The carried attack has no effect unless the carrier attack deals at least 1 Hit of damage (or if the target fails its save against it). The carried attack loses its original range, and matches the carrier attack’s range, at no additional cost adjustment.

The target’s protection Abilities, rolling with damage, etc. all operate independently vs. the carrier attack and the carried attack. Carried attacks ignore all protections except Invulnerability and Adaptation if the carrier attack hits.

Apply a cost adjustment of (+7.5) to both the main attack and the carried attack. The carried attack can no longer be used independently of its carrier; add a further cost adjustment of (+2.5) to the carried attack if it can be used independently.

Charges

Some Abilities have Charges instead of PR, limiting the number of times they can be used (or activated, depending on the Ability) before having to be 'recharged'.

Each use (or activation) of the Ability uses up 1 charge. An Ability may no longer be used when its charges are gone. Charges can either be recovered over a full night of rest, or by returning to an applicable power source or ammunition supply (their base or lair, or anywhere else that is available), depending on the Ability's rationale. The character and GM should decide what is required to recharge or reload the Ability.

Charges Instead of PR:

You can give an Ability which has a certain Power Requirement (PR) Charges, instead, by switching between the PR column and the Charges column on the table below, at no cost adjustment.

Example: an Ability with a PR of 8 can be made to have a 3 Charges instead.

PR	Charges
0	unlimited
1	24
2	12
3	8
4	6
5	4
8	3
12	2
16	1 plus 50%*
24	1
32	75%*
48	50%*
64	38%*
96	25%*
128	19%
192	13%

*Percentages indicate a single charge with a random, less than 100% chance of working. When the charge is used, roll d100 to determine whether the Ability functions. This uses up the charge, whether the roll is successful or not.

Reduced Charges

You may reduce an Ability's number of charges by moving down one step on the PR & Charges table, at a cost adjustment of (-2.5) per step. For example, to change an Ability which has 24 Charges so that it only has 4 charges involves a total cost adjustment of (-10). For a further (-2.5) cost adjustment you could give it 3 Charges, and so on.

Increased Charges

You may increase an Ability's number of charges by moving up one step on the PR & Charges table, at a cost adjustment of (+2.5) per step. For example, to change an Ability which has 3 Charges so that it has 12 Charges involves a total cost adjustment of (+10). For a further (+2.5) cost adjustment, you could give it 24 Charges, and so on.

Activation Charges

To modify an Ability so that it only uses up charges when it's initially activated, divide the number of available charges by two (rounding down). There is no cost adjustment.

Success Charges

There is a cost adjustment of (+5) to modify an Ability so that its charges are only expended when the Ability is used successfully.

Recoverable Charges

If each charge can be re-used (cancelling any ongoing effects) if the character moves within touch range of its previous point of effect and spends an action retrieving it, then apply a cost adjustment of (+5).

Shared Charges

You can make more than one Ability operate off of the same set of charges.

Add up the Charges for each Ability. All of the Abilities in the group then draw their Charges from this one shared pool. Each Ability takes a cost adjustment of (+2.5).

Example: a gun with shared charges from a Power Blast with 24 Charges, a Paralysis Ray with 8 Charges, and a Disintegration Ray with 8 Charges has a total of 40 Charges, with each Ability getting a cost adjustment of (+2.5) for a total cost additional cost of (+7.5).

Multiply the combined charges by .7 (rounding up) for a further (-2.5) cost adjustment on each Ability, or multiply it by 1.5 (rounding down) for a further (+2.5) cost adjustment.

Field Reloading

Charges that can be reloaded more quickly, in the field, are more expensive.

Cost Adjustment	Reload Time
(+2.5)	15 Minutes
(+5)	3 rounds
(+7.5)	1 turn
(+10)	1 action
(+10)	Full Movement

Components

There is a cost adjustment of (-10) CPs if the character must make a Wealth roll of 3 or higher to buy the materials necessary to reload. Apply a further cost adjustment of (-2.5) CPs per +1 to the Wealth roll target number, or (+2.5) CPs per -1. Only one attempt is allowed per day.

Concentration

This Modifier makes it possible for opponents to interfere with the activation of an Ability by breaking the character's concentration. Any attack on the character which causes Hit damage or a failed saving roll while they're activating the Ability causes a break in concentration, and prevents the Ability from being successfully activated at that time. The cost adjustment is (-2.5).

Concentration can't be applied to Continual Abilities.

Concentration Per Use

If the character has to concentrate each time the Ability is used, the cost adjustment is (-5). A break in concentration while attempting to use the Ability causes that use to fail, and deactivates the Ability.

Concentration to Maintain

If the character has to continue to concentrate throughout the entire time the Ability is being kept active, the cost adjustment is (-7.5). Any break in concentration while the Ability is active causes it to deactivate.

Total Concentration

If the level of concentration needed is so great that the character is unable to spare attention for the world around them, resulting in an inability to Dodge while concentrating, double the Concentration cost adjustment.

Conductive

This Modifier causes the effect of an attack Ability to be transmitted to everything that is in physical contact with the target. A separate damage roll or saving roll is made for each character or object affected. Protection on the primary target doesn't prevent damage from being conducted to secondary targets. Conductivity has a cost adjustment of (+7.5).

Contact Attack

This Modifier piggybacks one attack onto another, causing it to hit automatically with no multiple action penalty if the main attack hits. The contact attack has no effect unless the main attack hits the target (whether it deals damage, or the target makes its save or not). The contact attack loses its original range, and matches the main attack's range, at no additional cost adjustment.

The target's protection Abilities, rolling with damage, etc. all operate independently vs. the main attack and the contact attack. Contact attacks are subject to the target's applicable protection Abilities.

Apply a cost adjustment of (+15) to the contact attack. The contact attack can no longer be used independently of the main attack; add a further cost adjustment of (+2.5) to the contact attack if it can be used independently.



Infra-Red, the self-appointed leader of the Crime Students.

Different Range BC

For a cost adjustment of (+2.5) CPs, an Ability may be changed to use a different BC for its range calculation, rather than the one listed in its description.

Different Damage Type

This changes an attack Ability's damage type. There may be an additional charge, depending on whether the new damage type is more (or less) expensive. Consult the table below:

Original Damage Type	New Damage Type		
	Kinetic, Energy, Bio or Entropy	Psychic	Other*
Kinetic, Energy, Bio or Entropy	-	(+5)	(+10)
Psychic	(-5)	-	
Other*	(-10)	(-5)	-

*Disintegration, Gas, Healing, Transmutation, etc.

Example 1: Doctor Smoke's player wants his Devitalization Ray to be Gas rather than the default of Entropy. The cost adjustment is (+10), because that's how much more a Gas attack costs compared to Entropy.

Example 2: Slime Mold's player wants their Power Blast to be Biochemical rather than the default of Energy. There is no cost adjustment, because Energy and Bio both have the same cost.

Duration

This Modifier changes the amount of time that an Ability's effects last, each time it's activated or used. The cost adjustment depends on how much longer the Ability continues to operate or repeat its effect (or the delay between the victim's saving rolls to recover).

Move down 1 step on the Duration table for a (+2.5) cost adjustment. Move up one step for a (-2.5) cost adjustment.

Duration
1 Round/Instant
2 Rounds
3 Rounds
1 Minute
5 Minutes
20 Minutes
1 Hour
3 Hours
10 Hours
1.5 Days
3.5 Days
1.5 Weeks
1 Month
3 Months
1 Year
3 Years
10 Years
33 Years
100 Years
333 Years
1000 Years
3,333 Years
10,000 Years
33,333 Years
100,000 Years
333,333 Years
1,000,000 Years

On a non-attack Ability, Duration simply affects the amount of time that the Ability operates before needing to be renewed. For example, Flight normally has a PR cost of 1 per hour. For a (-5) cost adjustment, the character would have to pay 1 point of Power every 5 minutes.

If the Ability is an attack, its effect repeats its effect on each subsequent Phase 0 until its duration expires. For example, a Flame Blast could be given a 3-round duration. Any target hit by that attack would continue burning for 3 rounds after the initial hit. If it's a save attack, Duration increases the amount of time that passes between recovery saves. The first save is still made immediately, however.

Attack Abilities with Duration must be assigned some reasonable means by which the victim can recover before the full duration is expired. For example, a Flame attack with Duration sets its target on fire. Dunking the victim in water will negate the flames before the normal duration expires.

When a single target is affected by an Ability with Duration more than once, the Ability's Duration is cumulative but its damage isn't. For example, the Bayou Beast has been hit twice by a flame blast which does a d8+1 damage and has a 3-round duration. Bayou Beast will burn for up to 6 rounds, and a d8+1 damage roll will be made each round.

No Escape

A durational offensive combat Ability offers the victim no reasonable means of early escape, there is a cost adjustment of (+15).

Extended Effect

Normally, an Ability with Duration takes effect once per combat round. If it only takes effect every so often, apply a cost adjustment of (-5) CPs per step in the interval between effects. For example, a damaging attack that only goes off once per 10 hours (-20) for a month (+30) has a total cost adjustment of (+10).

Permanent

Effects that last 1 century or more may be considered permanent for all practical purposes. There is no further cost adjustment.

Focused

A damage-causing Ability can be made to deal a flat amount of damage instead of a random roll. The flat damage amount is equal to the average roll, rounded down. For example, a Power Blast which deals a d8+1 Energy damage can be modified to deal 5 damage every time instead. There is no cost adjustment.

Gear

An Ability that is defined as 'Gear' – a technological device, magic item, etc. – is slightly less expensive (-5 cost adjustment) but it can't be Pushed (see 5.5) and it can be damaged in combat. Depending on the concept, it might also be subject to being taken away or disarmed in combat (for example, you might Disarm somebody of Gear that they carry, but not of Gear that's worn). See sections 4.14.2.5 to 4.14.2.7.



Man-Gun is a vigilante with a gun in place of his right hand.

Gear may have other slight advantages or limitations based on its concept, at no further cost adjustment. For example, a character might reasonably require freedom of movement to draw their sword, or pass their sword to another character to wield, without having to apply the Ability Loss: Requires Free Movement or Usable By Others Modifiers. This is a GM call.

Furthermore, you should decide whether specialized training (see 3.0.2.1) is required to operate each piece of Gear, or whether just anyone may try to operate it, and whether it's restricted to just its owner (and possibly certain other individuals under specified circumstances). Authorized users are assumed to possess any specialized training that's required.

Repairing broken gear takes an action and a Very Difficult (-6) task check. Broken gear is repaired automatically if the character returns to their home base for at least an hour.

Gear which can't be lost, taken, or damaged through normal combat doesn't receive a cost adjustment. It can still be lost, taken or damaged but only under very unusual story conditions, rather than as a result of die rolls. For example, a character with a Mystical Project origin might say that one of their Abilities comes from mystical tattoos on their skin. Those tattoos couldn't get lost, or taken, or damaged under normal circumstances - but any of those things COULD still happen under sufficiently unusual circumstances.

Gear Basic Characteristic Scores

Some Ability traits, for example 'range', are typically calculated from the character's Basic Characteristic scores. That doesn't generally make sense for separate Gear that a character uses. So instead of using the character's BC scores, Gear Ability traits have the following Gear Basic Characteristic (GBC) scores, depending on the total number of CPs from which the character is built:

Character's Total CPs	Gear Basic Characteristic (GBC)*
1-14	6
15-29	7
30-44	8
45-59	9
60-74	10
75-89	11
90-104	12
105-119	13
120-134	14
135-149	15
150-164	16
165-179	17
180-194	18
195-209	19
210-224	20
225-239	21
240-254	22
255-269	23
270-284	24
285-299	25
300-314	26
315-329	27
330-344	28
345-359	29
360-374	30
375-389	31
390-404	32
405-419	33
420-434	34
435-449	35
450-464	36
465-479	37
480-494	38
495-509	39

*(Total CPs / 15) +6, rounded down

When creating 'generic' gear, which needs to operate the same way in the hands of characters of different Power Levels, give it a Gear BC of 12.

BC Channeling

The character may choose to have their Gear channel their own Basic Characteristic scores, rather than using their Power Level's default BC scores. There is a further cost adjustment of (+2.5).

Augmentation

If only some of an Ability is provided by the Gear, and the rest of the Ability still works if the Gear is lost, then reduce the Gear's Break, Take, and Disarm numbers (see sections 4.14.2.5 to 4.14.2.7) by 1 point. Augmentation Gear can't provide its own BC score. This doesn't apply to Gear on Abilities that can only ever 'augment' (such as Heightened attributes). There is no further cost adjustment.

Gear Power Supply

Typically, gear has Charges rather than a Power Requirement (PR), though this is optional. You can modify any Ability to use Charges instead of having a PR. See below.

Multi-Function Gear

This is an option if you install more than one Ability in the same piece of Gear. Each of the Abilities in the Gear then receives only a (-2.5) cost adjustment, but an attack which breaks the Gear will then only disable one of the Abilities inside it, selected at random. An attacker suffers a further -3 penalty to hit if they wish to target

a specific Ability within a piece of multi-function Gear. Attacks which Disarm or Take the Gear always affect all of the Abilities inside of it at once, of course.

Abilities which are Gear by default (for example, Special Weapon or Life Support) get a cost adjustment of (+2.5) if made part of Multi-Function Gear, instead of (-2.5).

Two-Handed Gear

The character can't spare a hand to carry anything else while using this Gear. There is a cost adjustment of (-2.5),

Hardened

Hardening allows Protection Abilities to resist Armor Piercing, and any other effects which penetrate a target's protection. Each point of Hardening negates 1 point of protection reduction from such effects.

For example, an attack with 8 points of Armor Piercing striking Armor with 6 points of Hardened reduces that Armor's protection by 2 points.

There is a cost adjustment of (+2.5) per 3 points of Hardened.

Immunity

This Modifier enables a character to ignore the negative effects of their own Ability when they are exposed to it. For example, Immunity can enable a character to see through the effects of their own Darkness. Immunity is also useful for countering Reflection defenses, or allowing a character to use an Area Effect attack at close range without affecting themselves. Immunity has a cost adjustment of (+2.5).

Indirect

This Modifier enables an attack Ability to originate from someplace other than at the character's position. This can be useful for gaining surprise, or for attacking opponents who are behind cover.

If the Ability doesn't originate from the character, but always aims away from them, the cost adjustment is (+5). For example, a Power Blast with this Modifier could originate anywhere relative to the character's actual location, but would always travel away from the character in a straight line. If the Ability must always originate from the same position relative to the character (two meters above their head, say, or one meter to their right) then the cost adjustment is only (+2.5).

If the Ability doesn't originate from the character, and may aim in any direction, the cost adjustment is (+12.5). A Power Blast with this Modifier could originate anywhere relative to the character's actual location, and could travel in any direction from that point. If the Ability must always originate from the same position relative to the character, then the cost adjustment is only (+5).

The total effective range to a target equals the distance from the character to their Ability's point of origin plus the distance from the point of origin to the target. A character with an Indirect attack may theoretically attack an opponent they can't see; see 4.6 for difficulty modifiers to hit targets that can't be seen.

Knockback

An Ability that doesn't normally cause knockback can be made to cause knockback for a cost adjustment of (+5).

Knockback Only

This makes an attack Ability inflict ONLY knockback, and no actual damage. The cost adjustment is (-10). You can take an additional (-10) cost adjustment if no damage is taken (or caused) by the target's impact with obstacles while being Knocked Back by this Ability.

Linked

This links a group of two or more Abilities and/or Weaknesses together, so that they're all available (or unavailable) at the same time.

It takes 1" of movement and PR=0 to activate (and deactivate) all of the Abilities in the group at once. Any PR or charges on each of the Abilities must still be paid individually. The character may refrain from activating a linked Ability (but not a linked Weakness) by not paying its activation cost, but they may not activate any one of the Abilities or Weaknesses on its own.

Continual and Persistent Abilities can't be held back while the group is active.

The cost adjustment is (-2.5) on each Ability in the group, and (+2.5) on each Weakness in the group.

Modifiers which affect how easily the character can turn the whole group on and off may be applied to all of the Abilities and Weaknesses in the group.

Miscellaneous

Players and GMs may propose new any new Modifiers they can think of. The GM must assign a positive (or negative) cost adjustment depending on how much the Modifier helps (or hinders) it. Consult the table below:

CPs	Miscellaneous Modifier Description
(+/-2.5)	Trivial. The Ability is hardly modified at all.
(+/-5)	Minor. The Ability is only modified occasionally, or only modified in ways which don't matter much.
(+/-7.5)	Moderate. The Ability is modified in ways which only affect it at some very convenient (or inconvenient) times, or in ways that are a constant minor advantage (or annoyance).
(+/-10)	Serious. The Ability is modified in ways that seriously enhance (or hamper) its effectiveness.
(+/-12.5)	Major.
(+/-15)	Severe. The Ability is modified in ways which affect it very often, or when it matters the most.
(+/-17.5)	Very Severe. The Ability is very severely enhanced or restricted.
(+/-20)	Extreme. The Ability is modified so heavily that it's nearly unstoppable (or useless).

Multi-Ability

This makes a set of two or more Abilities mutually exclusive, so that only one of them can be active or used in the same turn. Each Ability in the set gets a (-10) cost adjustment. The final, total CP cost of all the abilities in the set must be more than any individual

ability in the set cost before its Multi-Ability cost adjustment was applied.

Alternately, you may restrict a set of three or more Abilities so that no more than two of them can be active or used at a time, by applying a (-5) cost adjustment to each Ability in the set. Or, you may restrict a set of four or more Abilities so that no more than three of them can be active or used at a time, by applying a (-2.5) cost adjustment to each Ability in that set.

Multitudes

You may double the number of instances of an Ability for a cost adjustment. Usually this is used to give a character extra copies of a piece of Gear, extra Companions or Summonings, or extra identical Vehicles, but it could also be applied to Abilities which emanate from a body part (doubling the number of instances of that part). Multitudes of primarily non-combat Abilities cost (+5) per x2. Multitudes of primarily combat-related Abilities cost (+20) per x2. Backups of 'mixed' combat and non-combat Abilities cost (+10) per x2. The cost adjustment may be halved for Multitudes which are just 'backups', and not usable simultaneously. Non-combat Backups can be 'loaned' to other characters.

No Knockback

An Ability that normally causes knockback can be made not to cause knockback for a cost adjustment of (-5).

Non-Corporeal Effect

This Modifier enables an attack Ability to affect non-corporeal targets. There is a (+5) cost adjustment.

Not On Self

This Modifier prevents an Ability from producing any beneficial effects on its user. Abilities that normally only benefit their user (for example, Regeneration) get a cost adjustment of (-10). Abilities that are equally useful on oneself or others (for example, Telekinesis) get a cost adjustment of (-5).

Abilities that aren't normally used on oneself beneficially get a cost adjustment of (-2.5), but only if there was some way for the Ability to be used on oneself advantageously.

Obvious

By default, using an Ability generates a bright flash of light, a loud sound, a distinctive smell, etc. or requires an obvious, visible gesture or an audible command when used (pick two effects that require different default senses – see the Heightened Senses Ability), automatically alerting everyone in the immediate vicinity (within 20" or so, about 100 feet) unless they lack both of the necessary senses.

If the Ability is especially obvious, so that it's noticed for some distance (as far as 160" away, about 800 feet), there is a cost adjustment of (-5).

Additional Senses

Apply a cost adjustment of (-2.5) for each additional default sense that can detect the Ability when it's used.

Overload

For a cost adjustment of (+5), this Modifier allows a character to double the point value of an Ability (including the added cost of giving it Overload), for one use of that Ability, at the cost of burning out that Ability until the character has a chance to return to base or rest for the night. Overload may not be added to an Ability that has less than 4 charges (or a PR of 8 or more), or activated on an Ability that has less than 4 charges left.

If desired, the Ability's overloaded point value may be spent on a different effect which operates only when it's Overloaded. For example, a Special Weapon that costs (15) CPs (including the Overload CP cost adjustment) could be changed into a Power Blast with an area effect and no range that's worth (30) CPs when it's Overloaded. This must be declared (and the new effect constructed) when the Ability is purchased.



Intercrime Garrison troops have light armor and disintegrators.

Partial Coverage

Partial coverage means that a protection Ability doesn't cover the character's entire body. This allows opponents to make a called shot to strike the character through a gap in it, thus ignoring its protection. There is a cost adjustment of (-5) for heavy partial coverage, with a called shot penalty of -6, or a cost adjustment of (-10) for light partial coverage with a called shot penalty of only -3. Light coverage only provides ¼ protection (round up) against area effects, while heavy coverage provides ½ protection (round up). See sections 4.7.5.3 and 4.14.2.4.

Spot Coverage

If the armor only protects a specific body part, double its protection. There is no cost adjustment.

Poor Penetration

This Modifier makes an attack Ability especially weak against any form of protection. For a cost adjustment of (-5), double the effect of all protection against the attack's damage type. For a cost adjustment of (-10), the attack Ability is completely blocked by any amount of protection against its damage type.

Power Requirement

Many Abilities have a Power Requirement (PR), which indicates the number of points of Power it costs the character to 'use' (or sometimes only 'activate') it. Once a character runs out of Power, any further PR must be deducted from their Hits.

Power instead of Charges

If an Ability is described as having a certain number of Charges, you can give it a PR instead by switching between the Charges column and the PR column on the table below. For example, an Ability with 4 charges can be made to have a PR of 5 instead. There is no cost adjustment.

Charges	PR
unlimited	0
24	1
12	2
8	3
6	4
4	5
3	8
2	12
1 plus 50%*	16
1	24
75%*	32
50%*	48
38%*	64
25%*	96
19%	128
13%	192

*Percentages indicate a single charge with a random, less than 100% chance of working. When the charge is used, roll d100 to determine whether the Ability functions. This uses up the charge, whether the roll is successful or not.

Reduced PR

You may reduce an Ability's PR by moving up one step on the Charges & PR table, at a cost adjustment of (+2.5) per step. For example, to change an Ability which has a PR of 8 so that it only has a PR of 2 involves a total cost adjustment of (+10). For a further (+2.5) cost adjustment you could give it a PR of 1, and so on.

Increased PR

You may increase an Ability's PR by moving down one step on the Charges & PR table, at a cost adjustment of (-2.5) per step. For example, to change an Ability which has a PR of 2 so that it has a PR of 8 involves a total cost adjustment of (-10). For a further (-2.5) cost adjustment you could give it a PR of 12, and so on.

Activation Power

To modify an Ability so that it only costs Power when it's initially activated, double its PR. There is no cost adjustment.

Success Power

There is a cost adjustment of (+5) to modify an Ability so that its PR is only expended when the Ability is used successfully.

Range

Move down 1 step on the Range table for a (-2.5) cost adjustment. Move up 1 step for a (+2.5) cost adjustment.

Range
Line of Sight
Voice
BCx16"
BCx8"
BCx4"
BCx2", or BC+BC"
BCx1", or (BC+BC)/2"
BC/2"
BC/4"
1"*
Touch/Melee*

*A ranged attack reduced to 1" range remains a ranged attack, and doesn't require physically touching the target (not exposing the attacker to any Ability Field the target may have). A ranged attack Ability reduced to Melee range becomes a melee attack. It doesn't combine with the character's unarmed attack unless the Carried Attack or Contact Attack Modifier is also applied.

See also Different Range BC, above.

Reduced at Range

For a cost adjustment of (-2.5), an attack Ability suffers a damage penalty equal to one-quarter of the range to its target (rounded down) when it's used at range.

Requires a Save

If the Ability requires the character to make a BC save at +6 to work each time it's used, there is a (-5) cost adjustment. If it only requires a save to initially activate it, the cost adjustment is only (-2.5). You must specify which of the 5 BCs this save will be made against. The GM may apply difficulty modifiers to these saves depending on the situation.

Easier Save

Add an additional +3 difficulty modifier to the save for a (+2.5) cost adjustment.

Harder Save

Subtract a -3 difficulty modifier to the save for a (-2.5) cost adjustment.

Reversible

An Ability that can also produce the opposite effect (for example, an Electrical Bolt that can be used to inflict or heal Electrical Energy damage) has a cost adjustment of (+10).

Save vs. Different BC

An Ability which requires its targets to make a saving roll against one of their Basic Characteristics can be made to operate against a different BC for no cost adjustment.

Stays Active

This Modifier makes a Voluntary Ability into a Persistent Ability (so that it stays active once it's activated, even if the character is knocked out) or a Persistent Ability into a Continual Ability (so that it never needs to be activated and doesn't prevent the character

from resting) for a cost adjustment of (+5). A Voluntary Ability can thus be turned into a Continual Ability at a total cost adjustment of (+10). This Modifier has no effect on the duration of effects produced by an Ability.

Time Requirement

Making an Ability take a different amount of time to use can affect its cost. The cost adjustment is (-2.5) per step 'down' (takes longer to use), or (+2.5) per step 'up' (takes less time to use) on the following table. The time requirement of an attack Ability may not be reduced to less than 1 Action phase:

Time Requirement:
No Time
1" Movement
1 Phase (Movement or Action)
1 full Round
2 Rounds
3 Rounds
1 Minute
5 Minutes
20 Minutes
1 Hour
3 Hours
10 Hours
1.5 Days
3.5 Days
1.5 Weeks
1 Month
3 Months
1 Year
3 Years
10 Years
33 Years
100 Years



Knight Owl of the Protectors superhero team is a Peratonian.

Uncontrollable

If this Modifier is taken, the character can't consciously control the Ability. It activates and is used at the whim of the GM, as influenced by the character's Luck save. The cost adjustment is (-20). If the Ability has any movement, action, or Energy cost, it must still be paid by the character when the Ability goes off.

Unobvious

By default, using an Ability generates bright lights, loud sounds, distinctive smells, gestures etc. (pick two effects that can be detected by default senses – see Heightened Senses) when used, automatically alerting everyone in the immediate vicinity unless they lack the necessary sense.

If the Ability operates without any obvious sensory cue, there is a cost adjustment of (+5).

Fewer Senses

Apply a cost adjustment of (+2.5) if only one default sense can detect the Ability when it's used.

Usable by Others

The character can grant this Ability to others. The recipient(s) are responsible for the Ability's PR and movement or action cost while they've got it, its range is based on their BC scores, etc. It takes an action and PR = 24 to grant the Ability to another, and they must touch the recipient to give them the Ability. A roll to hit is required if the recipient doesn't want to receive the Ability. The recipient retains the Ability for 10 hours. Granting the Ability to the same recipient again re-sets the amount of time they get to keep it, but it doesn't increase the Ability's strength, nor will the Ability "stack" with Abilities the recipient already has. The cost adjustment is (+5), or (0) if the Ability can *only* be used by others.

Usable on Others

This enables the character to use an Ability that normally only affects them (such as Regeneration) on others. It only takes physical contact to make the Ability affect the other person; the effect of the Ability ends instantly when contact is broken. There is no additional PR, movement or action cost beyond what is normally required to use the Ability, though an action and a roll to hit (or grab) is needed if the other character wishes to avoid contact. Only one other person can be affected at a time, unless the character has extra limbs or takes the Area Effect Modifier specifically for the purpose of affecting more people at once. The cost adjustment is (+10), or (0) if the Ability can *only* be used on others.

Weakness

This Ability Modifier gives a character additional Weaknesses. These Weaknesses affect the character whenever the Ability is active, even if it's not being used. The Weakness doesn't apply if the character has lost the Ability completely (for example, if it's totally Siphoned, or if it's a piece of Gear that the character doesn't have with them, etc.). The cost adjustment is (-5) per (5) CPs of Weakness.

Won't Negate Knockback

Protection Abilities with this Modifier don't reduce the Knockback inflicted by an attack (see 4.8.5). The cost adjustment is (-2.5).

2.3 WEAKNESSES

Not all Weaknesses are worth the same number of CPs. This section details all of the Weaknesses on the Weakness table (see 2.1.15), along with their CP costs. Players can suggest new ones, and GMs may allow them if they wish, and assign them a CP value. The GM should only allow characters to take Weaknesses which meaningfully interfere with their ability to function, or which require them to take CPs of other Abilities in order to compensate.

Diminished Senses

The character's default senses (see Heightened Senses in section 2.2) are limited in some way. The idea is to give the character an interesting defect, but **not** to make them useless. Based on the character's other Abilities, their player and the GM should work out a mutually agreeable sensory limitation which will affect the character, but not make it impossible for them to function. They could be blind, color-blind, or simply have a low tolerance for bright lights; or they could be deaf, or unable to sense pain, etc. Choose from among the following standard Diminished Senses, or work with the GM to create a new one:

Blind

The character lacks the ability to see in the normal visible light spectrum. This is worth (-15) CPs.

Can't Feel Pain

The character can't feel pain, and must make an IN save to notice whenever they take damage from a surprise attack. This is worth (-5) CPs.

Dayblind

The character's sense of vision is reduced to Basic level while they're exposed to full sunlight or bright artificial light. This Weakness is worth (-2.5) CPs.

Deaf

The character is unable to hear sounds within the normal audible sound range. The character is assumed to know sign language, or to have some other way to understand others (that works as long as the other person has the right skill or sense to interpret it). This is worth (-20) CPs.

Farsighted

The character has only Basic sight perception within a range of 5". This is worth (-2.5) CPs.

Imperceptive

The character is just generally obtuse when it comes to noticing and interpreting sensory input. This is worth (-10) CPs per -3 on all of the character's perception checks. If only one of the character's senses are Imperceptive, the cost adjustment is (-5) CPs per -3.

Nearsighted

The character has only Basic sight perception beyond a range of 4". This is worth (-2.5) CPs.

No Visual Depth Perception

The character suffers a penalty of -2 on all sight perception checks and rolls to hit using sight perception at any distance beyond 1". This Weakness is worth (-5) CPs.

Partially Color-Blind

The character can't distinguish between one pair of colors - for example, they may not be able to tell the difference between red and green. This is worth (-2.5) CPs.

Totally Color-Blind

The character can only see visible light in shades of black and white. This Weakness is worth (-5) CPs.

Distinctive

The character is unusual-looking. Distinctiveness can be due to any obvious characteristics, such as unusual skin color, hairstyle, clothing, behavior, odor, etc.

Noticeability

The character finds it difficult to be disguised as a typical pedestrian.

If the character is so visually distinctive that it's Difficult (-4 task check) to disguise them as a typical person, then this Weakness is worth (-5) CPs.

If it's simply Impossible (-10 task check) to disguise the character as a typical person, then this is worth (-10) CPs.

Unattractive

The character is repulsive. This results in a CL save penalty in any situation where the character's looks are a factor (during seduction attempts, when coming up on someone by surprise, from small children, etc.).

Unattractiveness is worth (-5) CPs per -2 reaction penalty.

if the character's unattractiveness isn't constant (for example, if it only applies while they're in their superhero guise) then the CP value is (-5) per -4 save penalty.

Low Self-Control

The character is unable to control some aspect of their own Abilities or behavior. Examples are:

Can't Hold Back

The character can't hold back damage when they make any type of attack, resulting in a greater chance of causing accidental death. This Weakness is worth (-10) CPs.

Compulsion

The character sometimes engages in irrational behavior despite the consequences. For example, the character might be a coward, or a hopeless romantic, or have a short temper, or never back down from a fight. This might be due to an actual emotional problem such as volatility, or because of an oath the character has sworn to uphold.

You must specify what it is that sets the character off, and how strong their reaction is.

If the stimulus is rare (coming up only once every 5 episodes or so), it's worth (-2.5) CPs. If it's uncommon (about once per 2 1/2 episodes), it's worth (-5) CPs. If it's very common (encountered almost every episode), it's worth (-10) CPs.

If this is only a character hook, and the character can always overcome their compulsion with an effort, it's worth another (-2.5) CPs. If the character can only control the compulsion by making a CL save, it's worth another (-5) CPs. If the character's CL save is made at a penalty of -4, it's worth another (-10) CPs.

Once the character has succumbed to their compulsion, they may attempt a CL save to recover once per round. The recovery save is made at the same difficulty as their initial save, at an additional difficulty of -4 if the stimulus is still present.

Fumble-Prone

The character fumbles more often than usual (see 3.0.1). Each -1 to the character's fumble threshold is worth (-5) CPs. For example, if the character must check for a fumble on any roll of 18-20 then this Weakness is worth (-10) CPs.

Lowered Intelligence

The character's Intelligence score is lower than normal. This may be accompanied by a reduction to another, related Basic Characteristic.

Each term on the table below describes a different type of Lowered Intelligence: 'Dumb' is Lowered Intelligence alone, 'Impaired' is lowered Intelligence combined with a reduction in Endurance, etc.

Roll a d10 to select a term on the table below. Re-roll if the term conflicts with a character's Heightened Basic Characteristic (for example, if the character has Heightened Agility, 'Bumbling' won't make sense).

Once you've selected a term, decide how much of it the character has. 'None' is a valid option. Don't reduce any of the character's Basic Characteristics below zero. For example, a character who starts with 9 Intelligence could have (-15) CPs of Impaired (-9 IN, -6 EN), but not (-20) CPs.

d10: CPs:	1-2 Dumb	3-4 Deficient	5-6 Impaired	7-8 Bumbling	9-10 Dense
(-5)	-5 IN	-3 IN, -2 ST	-3 IN, -2 EN	-3 IN, -2 AG	-3 IN, -2 CL
(-10)	-10 IN	-6 IN, -4 ST	-6 IN, -4 EN	-6 IN, -4 AG	-6 IN, -4 CL
(-15)	-15 IN	-9 IN, -6 ST	-9 IN, -6 EN	-9 IN, -6 AG	-9 IN, -6 CL
(-20)	-20 IN	-12 IN, -8 ST	-12 IN, -8 EN	-12 IN, -8 AG	-12 IN, -8 CL

Non-Sentient

Non-sentient characters can't speak, operate machinery, or perform any other actions that humans can master but animals can't. The character's IN score is unchanged, but Non-Sentient characters only use their IN for perception checks and tests of their 'animal cunning'. The cost adjustment is (-10).

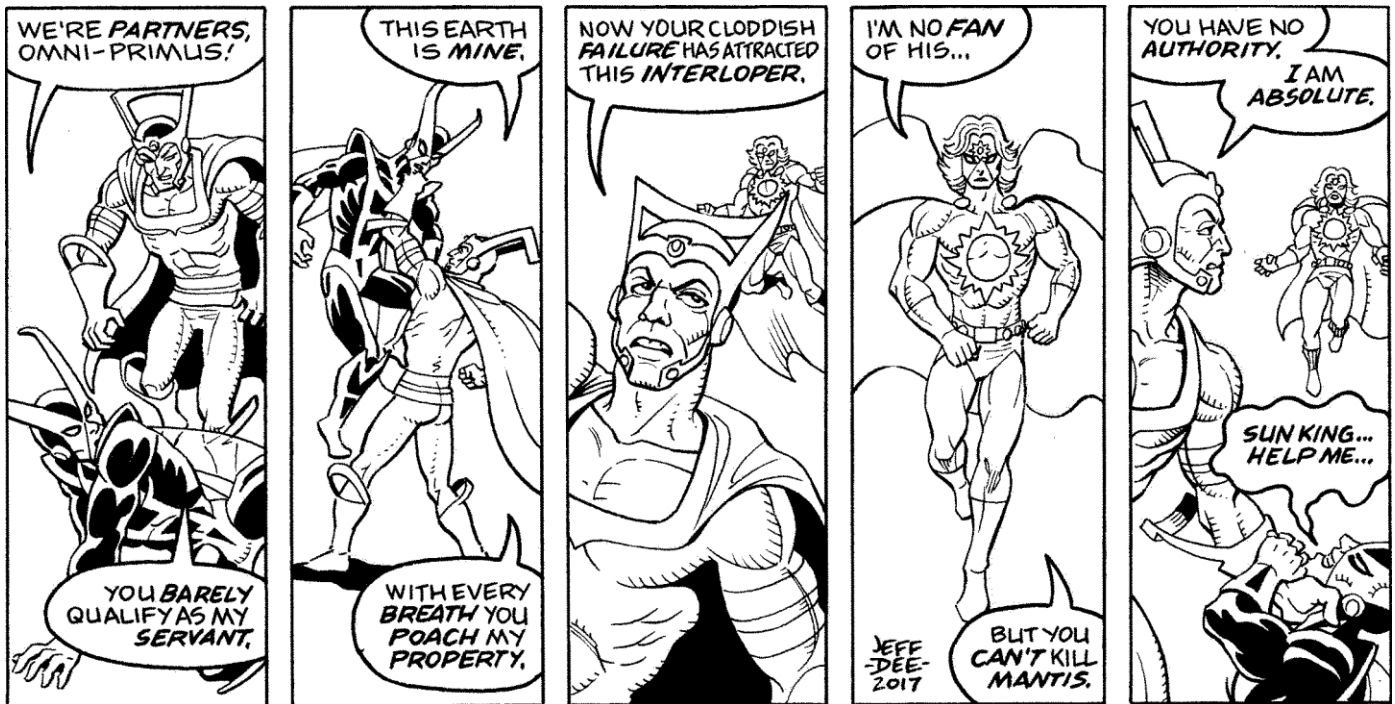
Nemesis

The character is hounded by a personal enemy or rival who wishes them ill. A nemesis could be a recurring supervillain, a rival superhero, a crusading newspaper publisher, etc. The CP value of this Weakness depends on the point value of the nemesis, modified by the frequency of their interference.

If the nemesis is less powerful (20 to 40 CPs weaker) than the character, it's worth (-2.5) CPs. If the nemesis is about equal in power to the character (within 20 CPs), it's worth (-5) CPs. If the nemesis is more powerful than the character (20 to 40 CPs stronger), it's worth (-10) CPs.

If the nemesis appears only rarely (showing up only once every 10 episodes or so), it's worth another (-2.5) CPs. If it's uncommon (about once per 5 episodes), it's worth another (-5) CPs. If it's common (encountered about once every 2.5 episodes), it's worth another (-10) CPs.

Killing an enemy (or permanently eliminating it in some other way) either causes a new enemy to appear (angered by the slaying of the first, perhaps), or gives the character some other, equal CP value Weakness.



Personal Problem

A distraction from the character's past, their personal life, or their professional life occasionally interferes. Examples include:

Agent, Pupil or Employee

The character has a boss or master, or works for some organization that can order them around and which doesn't always share their personal goals. Purchase any special assistance the character gets from their master or organization separately. This Weakness is worth (-5) CPs if the character rarely gets bossed around (about once per 5 episodes), (-10) CPs if it happens about once per 2 ½ episodes, or (-15) CPs if it happens almost every episode.

Dark Past

The character has a deep dark secret which will cause them difficulties if it's revealed. This Weakness is worth (-5) CPs. If the character's secret does get exposed, then this Weakness turns into the equivalent of (-10) CPs of Prejudice or some other appropriate Weaknesses – but still only gives the character (-5) CPs.

Dependent

The character has to take care of a defenseless maiden aunt, a kid brother, etc. If the dependent is frequently in serious trouble, then this Weakness is worth (-10) CPs. If the dependent is only in trouble occasionally, or is frequently in only a little bit of trouble, it's only worth (-5) CPs.

Public Identity

The character doesn't have a secret identity. As a result, their family and personal life are all a matter of public record, and in danger of interference or attack by supercriminals. This Weakness is worth (-10) CPs.

A character who doesn't have a family or an off-duty personal life to protect, like a time traveler or an alien from another planet, can't take this Weakness.

Unusual Age

The character is treated as a social inferior by others because they're perceived as either "too old" or "too young" to be an effective hero. This Weakness is worth (-5) CPs.

Phobia

The character is deathly afraid of something, such as heights, closed spaces, darkness, etc.

When exposed to the thing they fear, the character must make a Cool save just to keep from running away from it. Even if the save succeeds, the character will be incapable of confronting it directly.

If the object of the character's fear is relatively rare (showing up about once every 5 episodes), this Weakness is worth (-5) CPs. If it's reasonably common (about once every 2 ½ episodes), this is worth (-10) CPs. If it's very common (showing up almost every episode), it's worth (-15) CPs.

Physical Disability

The character has physical limitations not present in most humans. The CP value depends on how crippling the limitation is. Examples include:

Big

The character is unusually 'bulky' and/or 'tall', resulting in an enlarged Profile – making the character easier to hit from a distance, and suffering range penalties when attacking smaller opponents. The Profile modifier may be interpreted as additional width, height, or a combination thereof. The Weight modifier is optional.

CPs	Profile	Weight
(-5)	x2	x8
(-10)	x4	x64
(-15)	x8	x512
(-20)	x16	x4096

Epileptic

The character must make an EN save at a difficulty of -4 whenever they're exposed to bright flashing lights. If the save fails, the character suffers an epileptic seizure. Save again once per round at a difficulty of -8 to recover. This Weakness is worth (-15) CPs.

One-Handed

The character has only one hand, and can't operate Gear that requires two. This Weakness is worth (-10) CPs if the character has lost their "good" hand, resulting in a penalty of -2 on all saves involving manual dexterity. If they've lost their off-hand they suffer no save penalty and it's only worth (-5) CPs.

Mute

The character can't communicate by speech. They're assumed to know sign language or have some other means of communicating, that works as long as the other person has the right skill or sense to interpret it. This Weakness is worth (-5) CPs.

Slow

The character can't travel at normal ground movement speeds.

For (-5) CPs, multiply the character's ground Move by 2/3, rounded up. They limp, or else they're just slow.

For (-10) CPs, multiply the character's ground Move by 1/3, rounded up. They crawl, or else they're just extremely slow.

For (-15) CPs, the character's ground Move is 0. They can't walk at all. They can still crawl at 1/10 of their original ground movement rate (rounded up), or else they may operate a wheelchair at 1/4 of their original ground movement rate (round up).

Poverty

The character has a lower than average monetary income. The CP value of this Weakness depends on how low the character's Wealth roll is. This Weakness may not be taken by a character with the Wealth Ability.

CPs	Approximate Yearly Income	Wealth roll
(-2.5)	\$20,000	d3
(-5)	\$10,000	d2
(-7.5)	\$2,500	d1
(-10)	\$0	d2-1

Prejudice

Most people dislike the character, for reasons which may or may not be justified. As a result, the character's actual CL save is ignored when making character interaction task checks. Instead, the base chance is 10- and a prejudice penalty is applied. This Weakness is worth (-5) CPs per -3 points of penalty. If only some people are prejudiced against the character, halve the CP value (and identify the relevant group).

Heroes subject to prejudice may be looked upon by society as dangerous elements, perhaps even as criminals. Villains subject to prejudice are outcasts within their own profession, considered dangerous competition or (even worse) government agents by other villains. Organized crime doesn't take kindly to such people muscling in on their territory. Villainous allies will consider them mere pawns fit only to be used and then double-crossed, or perhaps double agents who are liable to talk to the authorities if they haven't already.

Keeping a low profile, or acting anonymously if necessary, can help the character avoid the worst negative effects of the prejudice against them. This will restrict heroes, to a large degree, from receiving assistance from other heroes or the government. Villains will be forced to operate without flunkies or backing from criminal organizations.

Everyone the character encounters may make a Difficult IN save (3.0.2.2) to see through their prejudice, with a failure denying any further attempts by that character until he is presented with better reasons than he had previously.

Psychosis

The character suffers from an unreasoning delusion, such as a belief that a certain group or shadowy organization is out to get them, that a certain worthless type of item is incredibly valuable, etc.

Whenever a situation comes up where the delusion applies, the character must make a Cool save just to keep from immediately acting on it. Even if the save succeeds, the character will still take their delusion seriously and work it into their long-term plans.

If the character's delusion concerns something relatively rare (occurring about once every 5 episodes), this Weakness is worth

(-5) CPs. If it's reasonably common (about once every 2 ½ episodes), this is worth (-10) CPs. If it's very common (occurring almost every episode), it's worth (-15) CPs.

Reduced Agility

The character's Agility score is lower than normal. This may be accompanied by a reduction to another, related Basic Characteristic.

Each term on the table below describes a different type of Reduced Agility: 'Clumsy' is Reduced Agility alone, 'Shaky' is Reduced Agility combined with a reduction in Endurance, etc.

Roll a d10 to select a term on the table below. Re-roll if the term conflicts with a character's Heightened Basic Characteristic (for example, if the character has Heightened Strength, 'Gawky' won't make sense).

Once you've selected a term, decide how much of it the character has. 'None' is a valid option. Don't reduce any of the character's Basic Characteristics below zero. For example, a character who starts with 9 Agility could have (-15) CPs of Shaky (-9 AG, -6 EN), but not (-20) CPs.

d10: CPs:	1-2 Clumsy	3-4 Gawky	5-6 Shaky	7-8 Inept	9-10 Sluggish
(-5)	-5 AG	-3 AG, -2 ST	-3 AG, -2 EN	-3 AG, -2 IN	-3 AG, -2 CL
(-10)	-10 AG	-6 AG, -4 ST	-6 AG, -4 EN	-6 AG, -4 IN	-6 AG, -4 CL
(-15)	-15 AG	-9 AG, -6 ST	-9 AG, -6 EN	-9 AG, -6 IN	-9 AG, -6 CL
(-20)	-20 AG	-12 AG, -8 ST	-12 AG, -8 EN	-12 AG, -8 IN	-12 AG, -8 CL

Reduced Cool

The character's Cool score is lower than normal. This may be accompanied by a reduction to another, related Basic Characteristic.

Each term on the table below describes a different type of Reduced Cool: 'Unpleasant' is Reduced Cool alone, 'Disgusting' is Reduced Cool combined with a reduction in Endurance, etc.

Roll a d10 to select a term on the table below. Re-roll if the term conflicts with a character's Heightened Basic Characteristic (for example, if the character has Heightened Strength, 'Sniveling' won't make sense).

Once you've selected a term, decide how much of it the character has. 'None' is a valid option. Don't reduce any of the character's Basic Characteristics below zero. For example, a character who starts with 9 Cool could have (-15) CPs of Disgusting (-9 CL, -6 EN), but not (-20) CPs.

d10: CPs:	1-2 Unpleasant	3-4 Sniveling	5-6 Disgusting	7-8 Oafish	9-10 Inane
(-5)	-5 CL	-3 CL, -2 ST	-3 CL, -2 EN	-3 CL, -2 AG	-3 CL, -2 IN
(-10)	-10 CL	-6 CL, -4 ST	-6 CL, -4 EN	-6 CL, -4 AG	-6 CL, -4 IN
(-15)	-15 CL	-9 CL, -6 ST	-9 CL, -6 EN	-9 CL, -6 AG	-9 CL, -6 IN
(-20)	-20 CL	-12 CL, -8 ST	-12 CL, -8 EN	-12 CL, -8 AG	-12 CL, -8 IN



The Twisted Man is a member of the Refuseniks supervillain team.

Reduced Endurance

The character's Endurance score is lower than normal. This may be accompanied by a reduction to another, related Basic Characteristic.

Each term on the table below describes a different type of Reduced Endurance: 'Unhealthy' is Reduced Endurance alone, 'Lethargic' is Reduced Endurance combined with a reduction in Agility, etc.

Roll a d10 to select a term on the table below. Re-roll if the term conflicts with a character's Heightened Basic Characteristic (for example, if the character has Heightened Strength, 'Emaciated' won't make sense).

Once you've selected a term, decide how much of it the character has. 'None' is a valid option. Don't reduce any of the character's Basic Characteristics below zero. For example, a character who starts with 9 Endurance could have (-15) CPs of Decrepit (-9 EN, -6 IN), but not (-20) CPs.

d10: CPs:	1-2 Unhealthy	3-4 Emaciated	5-6 Decrepit	7-8 Lethargic	9-10 Sickly
(-5)	-5 EN	-3 EN, -2 ST	-3 EN, -2 IN	-3 EN, -2 AG	-3 EN, -2 CL
(-10)	-10 EN	-6 EN, -4 ST	-6 EN, -4 IN	-6 EN, -4 AG	-6 EN, -4 CL
(-15)	-15 EN	-9 EN, -6 ST	-9 EN, -6 IN	-9 EN, -6 AG	-9 EN, -6 CL
(-20)	-20 EN	-12 EN, -8 ST	-12 EN, -8 IN	-12 EN, -8 AG	-12 EN, -8 CL

Reduced Strength

The character's Strength score is lower than normal. This may be accompanied by a reduction to another, related Basic Characteristic.

Each term on the table below describes a different type of Reduced Strength: 'Weak' is Reduced Strength alone, 'Rickety' is Reduced Strength combined with a reduction in Endurance, etc.

Roll a d10 to select a term on the table below. Re-roll if the term conflicts with a character's Heightened Basic Characteristic (for example, if the character has Heightened Cool, 'Weasely' won't make sense).

Once you've selected a term, decide how much of it the character has. 'None' is a valid option. Don't reduce any of the character's Basic Characteristics below zero. For example, a character who starts with 9 Strength could have (-15) CPs of Rickety (-9 ST, -6 EN), but not (-20) CPs.

d10:	1-2	3-4	5-6	7-8	9-10
CPs:	Weak	Scrawny	Rickety	Wastrel	Weasely
(-5)	-5 ST	-3 ST, -2 IN	-3 ST, -2 EN	-3 ST, -2 AG	-3 ST, -2 CL
(-10)	-10 ST	-6 ST, -4 IN	-6 ST, -4 EN	-6 ST, -4 AG	-6 ST, -4 CL
(-15)	-15 ST	-9 ST, -6 IN	-9 ST, -6 EN	-9 ST, -6 AG	-9 ST, -6 CL
(-20)	-20 ST	-12 ST, -8 IN	-12 ST, -8 EN	-12 ST, -8 AG	-12 ST, -8 CL

Special Requirement

The character needs something that isn't normally necessary for survival; an alternate diet, an alternate atmosphere, energy source, medication or a life support device, etc. The CP value depends on how difficult it is for the character to fulfill their Special Requirement, how often they need it, and what happens to them if they don't have it. Examples include:

CPs	Rarity
(-2.5)	Common
(-5)	Uncommon
(-7.5)	Rare

CPs	Frequency Needed
(-2.5)	about once per week
(-5)	about once every 3 days
(-7.5)	almost constantly

Discomfort

The character suffers a -3 penalty on all saves and rolls to hit until their Special Requirement is met. There is no further CP adjustment.

Asphyxiation

The character is unable to breathe until their Special Requirement is met. There is an additional (-5) CP adjustment.

Fatigue

The character can't regain any Hits, Power, or Charges in any of their Abilities that aren't Gear until their Special Requirement is met. There is no further CP adjustment.

Harm

The character takes 1 damage per round while their Special Requirement isn't met. There is no further cost adjustment. Increase the cost adjustment by (-5) CPs per +1 point of damage taken per round.

Susceptibility

The character takes damage once per round when exposed to something that doesn't affect normal humans.

The CP value of this Weakness depends on how often the character encounters enough of the thing under the necessary conditions to harm them, and the amount of damage the character takes.

CPs	Rarity
(-2.5)	Rare (about once every 5 days)
(-5)	Uncommon (about once every 2 ½ days)
(-7.5)	Common (about once per day)

CPs	Damage Taken per Round
(-2.5)	3 points
(-5)	6 points
(-7.5)	9 points

Uneducated

The character starts with only one Career (with no bonus) for (-5) CPs, or else they start with no Careers at all for (-10) CPs.

Unliving

The character isn't a living creature. They may be a robot, an android, an animated statue, a zombie, etc. They may have limited self-repair capabilities, and/or a chance of losing the use of some of their Abilities when they take damage.

For each 50% reduction in self-repair capability, the character gains (-5) CPs. A character with 50% self-repair capability only heals when their Hits are below half of their full value (round up). A character with 0% self-repair capability can't heal at all. The character can still be healed or repaired by others.

A 1 in 20 chance of the character losing the use of one of their personal Abilities per Hit of damage they take [rolled on a d20 vs. the number of Hits sustained] is worth (-5) CPs.

Zombie

Instead of losing Abilities, the Unliving character can lose body parts. There is no cost adjustment, unless the character has BOTH a chance of losing Abilities AND a chance of losing body parts, in which case the cost adjustment is (-5). Opponents may also make Called Shots to these body parts deliberately. This Weakness isn't recommended for traditional superheroes. Use the table below to determine which body part is lost:

d6	Body Part & Game Effect
1	Head: The character loses all of their remaining Hits.
2-3	Arm: After losing one arm the character can no longer perform actions requiring two arms, or two hands. After losing two arms, the character can no longer perform any actions requiring hands or arms.
4	Leg: Reduce Ground Move by 50% per leg lost
5-6	Guts: No additional effect besides the normal Hit damage

Vulnerability

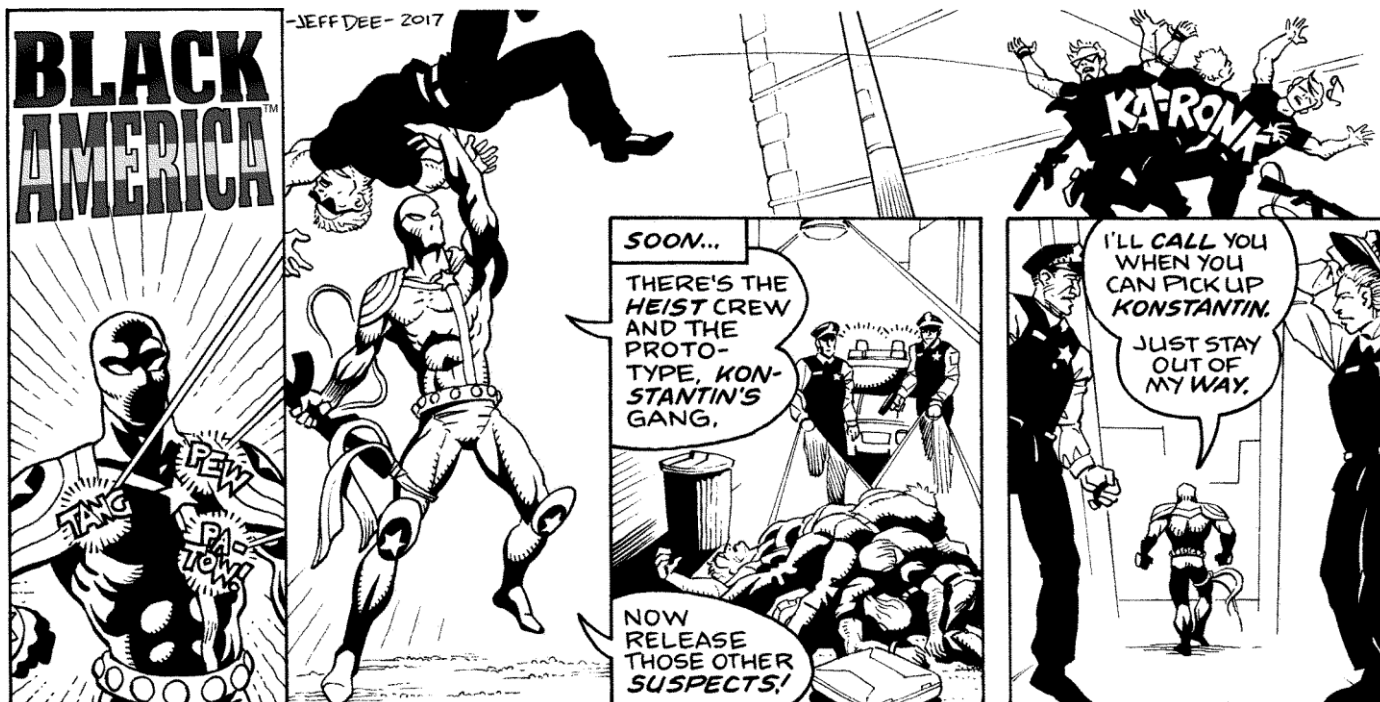
The character is more easily harmed by certain damage types than usual.

Attract Damage Type(s)

The character's Defense against a certain Damage Type is reduced. This Weakness is worth (-5) CPs per -2 Defense against the specified Damage Type. If only a specific damage form is attracted to the character (for example, electrical Energy) then this Weakness is only worth (-2.5) CPs per -2 Defense.

Vulnerable to Damage Type(s)

The character takes extra damage from a certain Damage Type. This Weakness is worth (-5) CPs per +2 damage taken (or -2 save modifier, in the case of attacks which force a Saving Roll rather than dealing damage) from the specified Damage Type. If the character only takes extra damage from a specific damage form (for example, cold Entropy) then this Weakness is only worth (-2.5) CPs per +2 damage.



3.0 Saving & Task Rolls

A saving roll is a die roll to determine whether an Ability is effective against a character or whether the character succeeds at some task. Task-oriented saving rolls are also called task checks.

Saving rolls are attempted by rolling a d20 against the save number associated with the character's Endurance (EN), Agility (AG), Intelligence (IN), Cool (CL) or Luck. Task checks are typically made against the character's AG, IN, or CL save, unless otherwise specified. The character succeeds at the saving roll if the d20 roll come up equal to or less than the save number for the characteristic being tested.

Example: Bluejay has an IN of 15, giving him an IN save of 11. When Bluejay is called upon to make an IN save, he must roll 11 or less on a d20 to succeed.

A saving roll may fail automatically if the GM rules that it requires conscious action on the character's part, and the character is either unconscious or unable to act.

Strength doesn't have a save number. Tests of physical strength are made by rolling the character's Basic HTH damage, attempting to match or beat an opposing die roll or a set difficulty number.

3.0.1 Critical Successes & Fumbles

A saving roll of 1 always succeeds. Make another roll against the same save number. If it also succeeds, a critical success occurs.

A saving roll of 20 always fails. Make another roll against the same save number. If the second roll also fails, then a fumble occurs.

Example: Circe is using Transmutation on a bank guard who's in melee with her minions. After difficulty modifiers, her task roll to hit is 14-. She rolls a 20, misses, and must roll again. Her second roll is a 17, another miss, indicating that her attack fumbled (see 4.7.6).

3.0.2 Save Modifiers

'Average', unmodified save numbers represent a challenge of 'average' difficulty, with the character under a moderate amount of time pressure, and facing a moderate amount of complexity, distraction or stress.

If it's a task check, the base save number also assumes that the character knows how to perform the task at hand, either because they have the necessary background or because it's common knowledge (i.e. almost everybody knows how to do it).

This section shows how to modify a save number to reflect different types and degrees of difficulty.

3.0.2.1 Background

When a character attempts a task which doesn't require training (because almost everybody knows how to do it), but the GM rules that the character's career background includes training at such tasks, then they receive a +3 bonus to their save number.

Example: driving a car, when the character is also a race car driver.

When a character attempts a task which requires training, and the GM rules that the character's career background doesn't include training at such tasks, then they suffer a -3 penalty to their save number.

Example: code-breaking, when the character has no training in cryptography.

When the GM is uncertain whether the character's background applies in a given situation, they may apply a portion of the normal bonus or penalty.

Example: car driving, when the character is an auto mechanic.

Tasks which require specialized training only succeed on a roll of 1 if the character lacks that training. The GM may allow such tasks to be performed at the normal -3 penalty instead if the character is following detailed instructions.

Characters with specialized careers (see 2.1.10), or who have the Knowledge Ability, may gain an additional bonus on related task checks.

Character's Career Background	Common Knowledge	Task Type	
		Training Required	Specialized Training
Character Has Appropriate Background	+3	0	0
Character Lacks Appropriate Background	0	-3	-3*

*If the character has access to detailed instructions. Otherwise, the task only succeeds on a roll of 1.

3.0.2.2 Difficulty

A difficulty modifier may be applied to a save number to adjust the difficulty of saving rolls and task checks. The following table presents some suggested difficulties:

Circumstances	Difficulty
Automatic	+10
Simple	+8
Very Easy	+6
Easy	+4
Routine	+2
Average	0
Challenging	-2
Difficult	-4
Very Difficult	-6
Extremely Difficult	-8
Impossible	-10

Example: Shooting Star is attempting to solve a puzzle code-lock on the hatch into an ancient, derelict starship. The GM rules that

the puzzle is 'very difficult', so Shooting Star's IN-based save suffers a penalty of -6 to its target number.

3.0.2.3 Off-Handed Tasks

Characters suffer a penalty of -3 on any manual task which they perform solely using their off-hand.

3.0.2.4 Opposition

When a save or task is opposed by another character, the GM may impose a penalty based on the opposing character's save in their most applicable characteristic. The difficulty modifier is found by subtracting 10 from the target's opposing BC save, and subtracting the remainder from the chances of success.

Example: Darla (with a 13 CL save) is trying to charm Albert (who has a 12 Cool save). Darla's chance of success is $13 - (12 - 10) = 11$ or less.

Characters can only oppose someone else's save when they're conscious and able to react.

Both characters also get the benefit of any applicable background careers, or may be penalized for lacking the necessary career background.

Example: Elaine (an art dealer with a 12 IN save) is evaluating a fake Rembrandt painted by Doug (an auto mechanic with an 11 AG save but no background in art at all). The GM rules that detecting a fake painting doesn't require training, but making one does. Thus Elaine, who doesn't need training but has it, gains a bonus of +3 while Doug who needs training but doesn't have it suffers a penalty of -3. Elaine's final chance of success is $12 + 3 - (11 - 10 - 3) = 17$ or less.

3.0.2.5 Range

Tasks performed on a 'target' that's far away suffer a difficulty penalty depending on how far that distance is. See the table at 4.7.3.

3.0.2.6 Restraint

Physical tasks performed while snared, grappled, etc. (or while grappling somebody else) suffer a penalty of -3, or -9 while fully restrained (if the GM allows the attempt at all).

3.0.2.7 Time

Saving rolls are usually instantaneous, while tasks take a certain amount of time. The default time requirement may be stated in the rules, or selected by the GM. The standard task time increments are listed on the following table:

Task Time Increments
1 round/Instant
3 rounds
5 Minutes
1 Hour
10 Hours
3.5 Days
1 Month
1 Year
10 Years
100 Years

The character may rush a task by accepting a difficulty modifier of -3 per step 'up' on the time increment table. Likewise, the character may take extra time to earn a bonus of +3 per step 'down' on the time table.

Example: Dr. Micron's patient will be dead in an hour, but the only treatment option normally takes a month. He decides to accelerate the process, reducing the treatment time from 1 month to 1 hour – three steps 'up' on the table, for a total difficulty modifier of -9.

3.1.1 Influence Tasks

Characters may attempt to intimidate or cajole NPCs (but not other PCs) into performing desired actions. This takes an action and requires a CL-based task check, opposed by the opponent's CL. Further difficulty modifiers may apply, depending on the circumstances and what the character is attempting to get the NPC to do:



Circumstances	Difficulty
NPC has a major advantage	-9
NPC has a minor advantage	-3
Neither side has the advantage	0
The character has a minor advantage	+3
The character has a major advantage	+9

Character's Demand	Difficulty
The NPC must pause (-3 Initiative)	0
The NPC must answer a minor question	-3
The NPC must leave the area	-6
The NPC must answer a major question	-9
The NPC must surrender	-12

Other	Difficulty
PC and NPC are on the same side	+6

If the roll succeeds, the opponent does as they're bid. If it fails, all further attempts to influence that character during the current encounter suffer an additional, cumulative penalty of -3.

3.1.2 Identifying Magic & Tech

When a character encounters a piece of high tech or mystical gear which they've never seen before, they may attempt an IN-based task check. If the roll succeeds, the character figures out the gear's basic purpose and how to activate it. This doesn't enable the character to use the gear skillfully, it just means they 'get' what it does.

No roll is needed if the device's function is explained to the character, or observed by them, nor do they ever need to roll again once they've figured a thing out.

The save number may be modified to reflect the character's Culture (see 2.1.4). Characters from high-tech cultures are better at understanding high tech, while characters from fantasy cultures are better at understanding mystical things. Consult the following table:

Culture	Device Type		
	Mystical	Folk/Low Tech	Technological
Fantasy	+6	0	-6
Primitive	+3	0	-3
Mixed	0	0	0
Modern	-3	0	+3
High Tech	-6	0	+6

The save number may also be modified to reflect the character's career background, if it's relevant to the understanding of a piece of gear.

Example: Carnivore, an intelligent Saurid from the Secret Land, needs to make a phone call – but our technology confuses and frightens him. Due to his Primitive cultural background, he must make an IN save at a penalty of -3 to figure out which gadget in the room is the telephone, and how to make his call.



Flexo-Man tests an applicant's strength in this image from the Protectors' archives.

3.1.3 Inventing Tasks

Characters with a supply of Inventing Points (IPs) can use them to create temporary Abilities, or to temporarily enhance their existing Abilities.

The character may attempt to invent anything they could acquire by spending experience points (see 8.4).

Begin by defining the desired Ability in general terms. Then construct that Ability (selecting from the Ability list, and applying

the appropriate Modifiers), within the limits of the number of IPs available to the character.

The character must succeed at an IN-based Task Check, defined by the GM. For example, creating magical spells depends on the Sorcerer career background, or something similar. Inventing attempts take 1 hour; apply the task Time modifier (see 3.0.2.7) if the character rushes the attempt or takes extra time. If the check succeeds, then the character acquires the invented Ability (with all of the Modifiers that were designed into it). Critical successes and fumbles have no effect on the invented Ability.

The invention's point cost is temporarily deducted from the character's IPs, regardless of whether the check succeeds. If the check fails, then the character recovers the Inventing Points after a good night's sleep. If the check succeeds, then the character recovers the Inventing Points when – or if – they decide to dismantle their invention.

3.1.3.1 Inventing Facilities

Every character is assumed to have basic inventing facilities and resources suitable to their background career at their base of operations, for free. The GM may award a bonus of +3 or more on an inventing attempt if the character has access to extensive (and appropriate) facilities (a major research laboratory, a wizard's workroom, etc.), or a penalty of -3 if the character doesn't have access to any facilities at all.

3.1.4 Luck Checks

A character's Luck save (see 2.1.13) is used by the GM to help determine how well the character is favored by random chance. The GM should make Luck saves for characters as an aid in deciding what happens to them, when nothing is planned and no other Abilities apply.

Example: A super-strong character has been pursued into the middle of a sandy desert by their arch-enemy. Assuming the GM has no preconceptions of what the character might find there, the character looks around for boulders that they might use as weapons. A Luck save is made; a failed save can be interpreted to mean that there are no boulders nearby, while a success could inspire the GM to say that there's a handy little rock pile nearby. On a critical success, the GM might even go so far as to have the character find several boulders just at the limit of their carrying capacity, perfect for use as weapons.

Luck can also be checked whenever the GM thinks up a particularly nifty or unpleasant thing which might happen to any character, and is unsure whether to follow through.

Luck saves can't be used to rewrite the GM's planned adventure. They can only override the normal rules when the GM feels it's appropriate. Mainly, Luck saves are a handy tool for the GM in situations where things might go either way.

3.1.5 Perception Tasks

Characters aren't required to roll to perceive things which are obvious to their senses.

Task checks to notice small, hidden, or distant details or objects are made using the character's IN save, which may be adjusted

through various save modifiers (the AG of a sneaking or hiding subject, for example: see 3.0.2.4), range penalties (see 4.7.3), or various Abilities.

The amount of detail a character perceives depends on the sense level used (Basic, Full or Analytical – see the Heightened Senses Ability for details). A critically successful perception check detects details at one higher sense level (or awards the character with additional details and insights, at the GMs discretion, if the sense is already Analytical).

Each character is allowed one free save per turn to perceive things within range of their senses, using the best sense available to them. A character may call for an additional perception check at the cost of an action, if they want to try again on that turn.

Example: "I run around the corner and look - do I see the Bayou Beast?" The GM rolls and responds, "You don't see him". If the player says "He's got to be there - I look again" then they get another roll, but that takes their action.

3.1.5.1 Stealth

A character (or Vehicle pilot, or driver) can move stealthily by declaring their intention to 'sneak', and moving at ½ of their normal movement rate (or, for a Vehicle, ½ of its initial acceleration rate).

While a character is sneaking, potential observers' Basic sense perception checks only detect them on a critical success.

3.1.5.2 Hiding and Searching

A character who's hiding behind cover, or an object that a character has hidden, opposes searching task checks by others trying to find them using the character's IN save, with further difficulty modifiers for range and other relevant factors. Apply a further difficulty penalty of -3 if the subject is hidden behind light cover, or -6 for heavy cover.

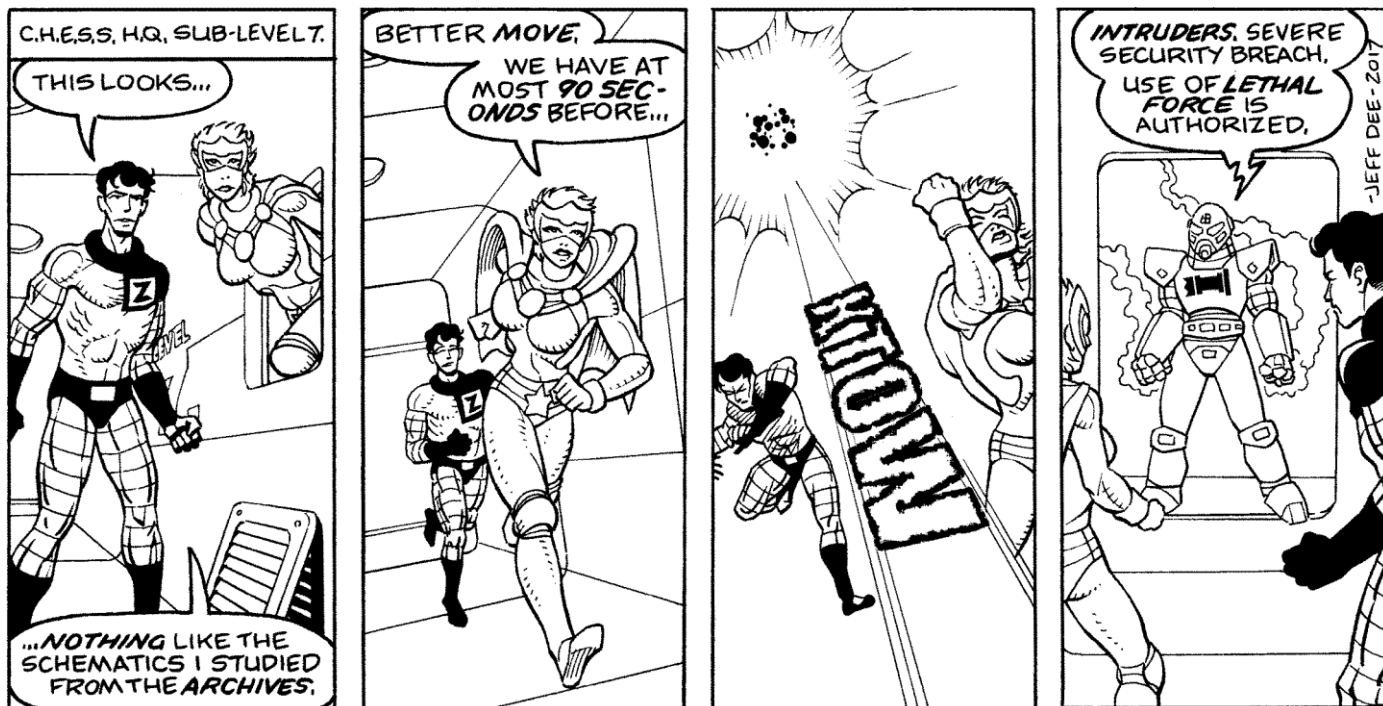
If the character possesses a sense that can penetrate the cover, then use the rules for stealth rather than hiding.

3.1.6 Tracking Tasks

Tracking attempts begin by picking up the target's trail. Make a perception task check, with a modifier of +6 if the sense used is Analytical or -6 if the sense is only Basic. The GM may apply further situational modifiers (it's easier to track someone through snow, but harder to track across bare stone and after a lot of time has passed, for example). Each tracking attempt takes a minute.

If the first attempt fails, the character may try a second time. A second failure causes the character to lose the trail.

If the attempt succeeds, the character can follow the trail to its next 'cold spot'. A cold spot is a place where the trail takes an unobvious turn, or a potentially confusing event took place, or where the character being tracked made a successful task check to hide their trail, or the trail has gone cold for any other reason. At each cold spot, the character must re-acquire the trail as described above. Continue this process as many times as are needed, or until the character loses the trail by failing two tracking task checks in a row.



4.0 Combat System

Rolling to hit involves the basic procedures outlined in the Task system (see 3.0), with additional rules for the specific demands of combat.

4.1 Combat Scale

Combat is resolved using counters or miniature figures on a scale map to track the locations of characters and other details. One inch (or grid square, or hexagon) on the map represents five real-life feet. One combat round represents ten seconds of real time.

Normal-sized characters with a profile of about 1 are represented on the tabletop by 1" square counters, or miniature figures with a base 1" square. The counters (or bases) of larger or smaller characters have a measurement in inches equal to their profile (see 4.7.3.1).

4.1.1 Vehicle Combat Scale

Vehicle battles are best played out on a hex grid, at a scale equal to the slowest 1st turn of acceleration possessed by any of the Vehicles involved, divided by its turn rate.

Example: If the slowest Vehicle's initial acceleration is 16, and it has a turn rate of 3, then the scale should be $(16/3)=5.333$, rounded to 5" per hex.

If you prefer to use a square grid, add 1 to each Vehicle's turn rate but multiply their movement rate by .75 when travelling diagonally, and turn them in 45° (rather than 60°) increments.

4.2 Initiative

Every character involved in a fight rolls for initiative at the start of every combat round, noting the result. The dice rolled to determine a particular character's initiative depend on their CL

score (see 2.1.7.2), but this may be modified by the effects of various Abilities.

The GM finds the highest initiative number rolled, and counts down from there. When a character's initiative number is called, they may take their turn. Ties for initiative are won by the character with the highest AG; dice off if AG is also tied.

4.2.1 Saving Turns

Instead of taking their turn when their initiative number is called, a character may 'save' it. A saved turn may be taken at any later point, even if it interrupts another character's turn in the middle. If two characters try to take their saved turns simultaneously, the one with the turn saved longest goes first.

A character may only save 1 turn at a time. If a turn is saved past the end of a combat round, it replaces their turn on that new round (or their first turn on the new round, if they have multiple turns due to Super Speed).

4.2.2 Vehicle Initiative

A Vehicle moves and acts on its driver or pilot's movement phase, fires its weapons on its gunners' action phases, etc.

4.2.3 Between-Rounds

At the end of each round, there's a 'between-rounds' phase, during which certain bookkeeping tasks take place.

4.3 Turns

A character's turn consists of a movement phase and an action phase. These can be taken in either order, but they may not be split or mixed or individually saved. A phase can be taken at any time during the initiative number, however.

Example: Jaguarundi is taking his turn on phase 3. He uses his movement phase, but having no opponents in melee range he doesn't use his action phase. Later, still on phase 3, a Troglodyte moves into range. Jaguarundi may then use his action phase to attack the Troglodyte. Whether he can attack it before it attacks him depends on the normal rules for the order of initiative.

4.3.1 Vehicle Turns

A crew-piloted Vehicle operates on the initiatives of its crew. Crewmembers roll their personal Initiative, or the Vehicle's initiative, whichever is better.

Robotically piloted Vehicles act and move on their own initiative, based on the Vehicle's CL.

4.4 Movement

A character's Move (or swim, fly, etc.) is the distance they may travel (in tabletop inches) in one movement phase. Movement can't be stockpiled for use in later phases. The GM may charge a character inches of movement for other time-consuming activities, such as opening doors. The GM may also charge more than 1 inch of movement per inch of travel through difficult terrain. Any combination of actual movement and other tasks may be performed, in any order, up to the limits of one's movement rate.

If a character engages in multiple types of movement during the same turn (for example, ground Movement and Flight), divide the maximum amount of each movement type they may use in that turn by the number of different types of movement used. For example, a character who can Move 12 and Fly 32 can move up to 6" and Fly up to 16" if they do both during the same turn. The same principle applies to characters who are carried by Vehicles or by other characters: a character who can Move 12 and is riding on a Jeep moving 28 can leap out of the Jeep after moving a maximum of 14 inches in it, and still Move 6" on their own.

4.4.1 Climbing

Climbing requires AG-based task checks.

Difficulty modifiers and how often the character must check depend on the nature of the surface being climbed (availability of handholds and footholds, slipperiness, etc.).

On a fumbled check, the character falls. On a regular failure, the character can find no way to continue. On a regular success, the character may proceed at a rate of 1/8 of their ground move rate (rounded up). On a critical success, the character may climb twice that far.

4.4.2 Encumbrance, Gravity and Movement

A character may 'stagger' at 1/2 speed under burdens up to twice their carrying capacity, but they can only carry such burdens by pushing their carrying capacity (see 5.5).

A character may crawl at 1/4 speed under burdens up to 4 times their carrying capacity, but they will be prone (see 4.4.5), and must also push their carrying capacity.

4.4.3 Leaping

A character can leap their carrying capacity (see 2.1.7.2) divided by their weight in 1" movement spaces horizontally, from a standing start. Pushing (see 5.5) doubles leaping distance.

Example: an average character (60 pound carrying capacity, weighing 175 lbs.) can leap $60 / 175 = .34$ ", or just under 2 feet.

A character can leap half as far vertically, reaching their maximum altitude at 1/2 of their leaping distance if horizontal and vertical leaps are combined.

All leaping occurs during the character's movement phase, unless they leap higher than 355", in which case the second half (the 'descending' part) of the leap doesn't occur until Phase 0.

Make an AG-based athletics task check at +6, applying range modifiers, to determine whether the character lands exactly where they meant to. Scatter rules apply if the check fails.

4.4.4 Passive Damage

A character may cause damage to unmoving, defenseless targets at no action cost, simply by moving into them. The damage dealt equals 1/4 of the moving character's Base HTH damage roll, rounded up, plus the full effect of any Ability Fields they may have. The character may only damage each separate target, 1" wall section, etc. in this manner once per turn. All of the normal rules on inflicting standard damage apply to the 1/4 Base HTH damage, and the appropriate rules regarding any Ability Fields apply to those as well. See also Ramming (see 4.14.9).

4.4.5 Prone

A character may voluntarily fall prone during their movement phase. Characters may also be forced to a prone position in various ways. Flying characters suffer similar penalties from becoming 'disoriented'.

Prone characters may crawl at 1/4 of their normal movement rate (rounded up), without standing up. Prone characters also suffer a -3 penalty on their rolls to hit targets less than 2" away, and on any other task checks the GM deems appropriate.

It normally takes a full turn for a character who's prone to stand up again. Any character may attempt an AG-based acrobatics task check to rise from prone at the cost of either their movement phase or their action phase (character's choice). On a critically successful check, it takes no time at all for the character to stand up.

A character may assist someone else who weighs no more than their Carrying Capacity to rise from prone, succeeding automatically at the cost of their own action. If the prone character is too heavy, this gives them a bonus of +3 on their next check to stand up, instead.

4.4.6 Swimming

Characters can swim at 1/4 of their ground movement rate, rounded up.

Characters who can't swim must make an AG save every turn just to tread water.

4.4.7 Vehicle Movement

Moving a Vehicle takes its driver or pilot's entire movement phase. Robotically piloted Vehicles move on their own movement phase.

Vehicles move at their current Speed or Flight system rate, in a number of straight-line segments equal to their turning rate. A Vehicle may make one 60° turn (or two 60° turns if the Vehicle is travelling at its slowest movement rate) during each segment.

Round to the nearest whole number when calculating the distance a Vehicle moves during a segment (rounding up on .5). A Vehicle may still turn during a segment even if its movement has been rounded down to 0.

Example: Tank Gunner's M551 Sheridan tank is moving at a speed of 64", and has a turning rate of 3. It therefore moves in 3 (64"/3) = 21.33" (rounded down to 21") segments. It may make one 60-degree turn during each of those movement segments.

4.4.8 Zones of Control

Each active character has a 'zone of control' within 1" of their position. Characters who are unconscious, grappled, prone, or who are otherwise preoccupied don't have zones of control.

If a character attempts to pass through an opponent's zone of control, the opponent may try to block them. The character must then make a task check vs. 10 plus their own physical defense, minus the opponent's physical defense. If the check is successful, the character may proceed. If not, their movement ends for that turn.

4.5 Actions

An action is a task that is too complex or too critical to be treated as simple movement. Hiding, attacking, arguing, and searching are all examples of actions. Actions often require a roll to determine their degree of success.

A character may perform one action per action phase without penalty, or may attempt a multiple action.

The GM may call for characters to make rolls to assist him in resolving situations. These rolls are often free, taking no movement or actions to perform.

4.5.1 Multiple Actions

A character may attempt to perform multiple actions during the same phase, with a penalty. The task checks for each of the simultaneous actions suffer a penalty of -3 for each extra action.

Example: a character making three attacks on the same phase makes each of the 3 rolls to hit at a penalty of -6.

If an action that doesn't normally require a check is part of a multiple action, give that action a base chance of 20- and then apply the multiple action penalty.

4.5.2 Extended Actions

Tasks taking longer than 1 full Movement or action phase to complete are generally considered to require both; the character is preoccupied and unable to perform any movement or any

other actions while involved in such a task. Section 3.0.2.7 lists difficulty modifiers for voluntarily taking extra time.

4.6 Acquiring Targets

In order to attack a target, a character must be able to perceive it. At a minimum, this requires an appropriate sense with a set range that's sufficient to reach the target, or a ranged sense which can detect something that radiates from the target, and that sense can't be completely blocked by a wall or other barrier which it can't penetrate.

Stealth (see 3.1.5.1), as well as Abilities like Darkness, Invisibility, naturally occurring darkness or other sensory obstructions, etc. may reduce or eliminate a character's ability to perceive a target with certain senses. Characters who've lost the use of a sense (due to Darkness, blindness, etc.) must use whichever senses they have left.

The following table shows how well senses of different levels can acquire and identify targets, depending on the outcome of the character's perception check:

Sense Used	Critical Fumble	Fail	Succeed	Critical Success
None	-	-	-	?
Basic	-	?	-3	ID
Full	-3	ID	+	++
Analytical	ID	+	++	++

- The character perceives nothing, and therefore can't attack the target and suffers a defense penalty of -3 or -6 depending on the situation (see 4.7.2).

? The character senses that someone or something is around, but they can't locate, identify, or target it and suffers a penalty of -3 to defend against it. A character may still attack a target they've failed to identify, of course (at -6 penalty to hit), and take the risk that it might be something they shouldn't attack.

-3 The character crudely perceives someone or something, can identify it and knows where it is, and may target it at a penalty of -3 to hit. They still suffer a -3 penalty to defend against it, however.

ID The character clearly senses, identifies, and may target the person or thing. They may also defend against it without any perception penalty.

+

The character clearly senses, identifies, and may target the person or thing – and also notices the presence and locations of the target's gear or internal Vehicle systems. They may defend against it without any perception penalty.

++

The character clearly senses, identifies, notices the presence and locations of the gear or internal Vehicle systems and may target the person or thing – and can also make out subtle details such as the target's exact dimensions, distance, albedo, velocity, and so on. They may defend against it without any perception penalty.

The character must re-roll to acquire any target which has moved, started sneaking, become invisible, etc. since their last attempt to target it.



4.6.1 Sensory Interference

Low-light conditions (vs. light-based senses), background noise (vs. sound-based senses), etc. may temporarily reduce a character's affected senses by one level (the equivalent of 'dim light' vs. light-based senses), two levels (equivalent to 'darkness'), or 3 levels (equivalent to 'total darkness') when making checks on the table above.

4.7 Rolling to Hit

Attacking takes an action. Roll a task check using the BC required by the character's weapon (AG for Physical attacks, IN for Mental attacks). Every character gains a bonus of +3 on their chances of hitting with all of their own attacks. Apply all appropriate difficulty modifiers, including the modifiers described in the following sections. If the roll to hit succeeds, the attack hits the target.

4.7.1 Defenses

The target's physical defense is subtracted from an attacker's chance of hitting them with physical attacks. Their mental defense is subtracted from an attacker's chances of hitting them with mental attacks.

4.7.2 Surprised & Immobile Targets

Targets who make no effort to defend themselves (because they're inanimate, asleep, unconscious, paralyzed, simply oblivious, or because they want to be hit) don't get to apply their Defenses against attacks. The attacker also gets a bonus of +3 to hit if the target is mobile but unaware, prone, or off balance, or +6 if the target is completely immobile (snared, grappled, etc.).

4.7.3 Range Difficulty

Ranged attacks (and any other task checks where range is a factor) may suffer additional difficulty due to distance. A difficulty modifier for range is applied:

Total Effective Range In Inches	Difficulty to Hit
up to 4	0
5 to 9	-1
10 to 19	-2
20 to 39	-3
40 to 79	-4
80 to 159	-5
160 to 319	-6
320 to 639	-7
640 to 1279	-8
1280 to 2559	-9
2560 to 5119	-10
5120 to 10239	-11
10240	-12
x2	-1 more

4.7.3.1 Profile

The 'profiles' of an attacker and their target (for example, a Vehicle or a character with Size Change: Larger) can affect the to-hit penalty from range. Multiply the actual range by the attacker's profile, then divide it by the target's profile and use the difficulty modifier for the adjusted range.

Example: Gauntlet (profile 1) is firing a Power Blast at Cybernaut (profile 3.2), who's 24" away. The range penalty for 24" is normally -3. Adjusting for the participants' profiles, however, the range is calculated as follows: $24 \times 1 / 3.2 = 7.5$ ". The range penalty is therefore only -1.

4.7.3.2 Vehicle Range Difficulty

Remember to multiply the range between Vehicles by the scale of the grid (see 4.1.1).



Maxima is the strongest member of the Mighty Protectors® team.

4.7.4 Cover

If there's a partial obstruction between the attacker and the defender, and the roll to hit was successful, then roll a d20 on the following table to see if the obstruction gets in the way of the attack.

Cover	Obstructed
Light Cover	1-6
Heavy Cover	1-14

If the cover obstructs the attack, roll the attack's damage vs. the cover's Structural rating (see 5.1) to see if the attack penetrates the obstruction. If it does, then the target takes the number of points that penetrate.

An attacker may declare a Called Shot at an exposed part of the target's body to avoid the effects of cover, or simply accept a -3 penalty vs. light cover, or a -6 penalty vs heavy cover.

4.7.5 Area Attacks

Area effect attacks are aimed at a movement space, rather than a specific target like a person or Vehicle. The attacker rolls to hit the location, which counts as a defenseless immobile target (see 4.7.2). Range, cover, and other standard save difficulty modifiers also apply. If the roll to hit is successful, the area is centered on the desired space. If not, the point of impact "scatters" in a random direction.

4.7.5.1 Scatter

A roll must be made to determine where a thrown object, leaping character, or area effect attack lands if it misses its intended target.

Divide the distance to the attack by 20", and multiply it by the failure margin of the attack roll. Round up to the nearest whole number. The projectile, character, or area effect lands that many inches from the targeted space, in a random direction.

If the target number was 20 or higher, but missed because the roll to hit was a 20, then the shot misses by exactly one space.

Example: Plastique misses a target 10" away by a margin of 3 on his roll to hit. His attack lands $10/20 \times 3 = 1.5$ (rounded up to 2) inches away from the targeted space.

4.7.5.2 Escaping an Area Effect

Conscious, mobile characters and Vehicles within the area effect's final location may attempt to 'leap' clear and avoid the attack's effects.

Make a task check, rolling a d20 vs. the character's Defense, plus 9, minus 3 per inch of movement to the closest safe space. Add +6 to the target number if the character is willing to 'dive' to a Prone position (see 4.4.5). If the save fails, the character winds up halfway to the closest edge of the area, and is still affected by the attack.

An area attack only affects each separate target within it once, regardless of its size. Roll damage separately against each character, each Vehicle system, each Vehicle's overall hits, and

each piece of gear worn or carried by each character who doesn't escape the area.

4.7.5.3 Armor & Shields vs. Area Effects

Light armor coverage provides only $\frac{1}{4}$ of its protection (round up) against area effects, while heavy armor coverage provides only $\frac{1}{2}$ of its protection (round up).

Shields can only protect a character against area effects if the character chooses not to leap clear. Make a task check vs. a target number of 9, plus the character's Defense (including their shield's defense bonus). If the check succeeds, the shield takes the brunt of the area effect. On a failed check, it doesn't.

4.7.6 Combat Criticals & Fumbles

If a Critical Success or Fumble occur during an attack, roll on the following table to determine the results. If the result is inappropriate, switch to the Critical listed in the Default column:

d20	Default	Critical Success Result
1-2	12	Gear Shot: If the target has any breakable Gear, one piece of Gear (selected at random) is hit. Compare the damage result to the gear's Breakpoint to see if it breaks. If the Gear doesn't break, then the character still suffers the full effect of the attack.
3-4	19	Free Action: The attacker gets another action after this one is resolved, without suffering any additional Multiple Action penalties.
5-6	15	Leg Shot: The attack strikes the target in a randomly selected leg. See Called Shots (see 4.14.2).
7	15	Avoid Light Armor: If the target has Armor (or any similar protective Ability), and that Ability offers only Light Partial Coverage, this attack strikes the target in an unprotected spot. This result also avoids Light Cover.
8	15	Avoid Armor: If the target has Armor (or any similar protective Ability), and that Ability offers only Partial Coverage (Light OR Heavy), the attack strikes the target in an unprotected spot. This result also avoids Light or Heavy Cover.
9	15	Muscle Strain: The target strains themselves. Roll the target's Base HTH damage, divide by 2, and round up. Their protection applies against this damage, and they may roll with it.
10-11	15	Arm Shot: The attack strikes the target in a randomly selected arm. See Called Shots (see 4.14.2).
12-13	15	Precise Hit: The amount of damage the target can roll with from this attack is halved (rounded down).
14-15	-	Solid Hit: Add 3 to the damage roll (or add 3 to a Grapnel's breakpoint, etc.). If the attack is a non-damage based Ability which requires a save, subtract 3 from the target's saving roll target number.
16-17	15	Off Balance: The defender suffers a penalty of -3 on defense until they regain their balance on their next turn.

18 15 **Head Shot:** The attack strikes the target in the head. See Called Shots (see 4.14.2).

19-20 - **Other:** The GM may create a critical result appropriate to the situation, or else roll twice again and combine the results.

(see 2.1.7.2), and Kick attacks dealing blunt Kinetic damage equal to their Base HTH damage roll +2, at a penalty of -2 to hit.

4.8.1 Damage Types

An attack's damage type determines what sort of protection works against it. All standard attacks inflict one of these Damage Types:

Damage Type	Examples
Kinetic	Unarmed, Magnetism, Vibratory Abilities, Sonic Abilities
Energy	Flame Ability, Light Control, Lightning Control
Biochemical	Chemical Ability, Poison/Venom
Entropy	Ice Ability, Paralysis Ray, Death Touch, Devitalization Ray
Psychic	Emotion Control, Mind Control, Telepathy: Mind Probe. Psychic attacks can only affect targets that can think.
Other	Unique Abilities which require special-case types of protection. For example, the only defense against Disintegration damage is the correct form of Invulnerability. Characters may resist Gas attacks by holding their breath, or by having the correct type of Adaptation. And so on.

4.8.2 Protection

Protection Abilities reduce the amount of damage that's inflicted by a standard attack. Different protection Abilities reduce the amount of damage inflicted by attacks of different damage types by different amounts.

Example: A character who has 3 points of protection against Kinetic damage subtracts 3 from the amount of damage they take whenever they're hit by Kinetic attacks.

Protection is cumulative, so add up the character's total protection against each Damage Type from each of their Abilities that grants protection against it. For example, a character who has one Ability that gives them 3 protection vs. Energy and another Ability that gives them 5 points of protection vs. Energy has a total of 8 protection vs. Energy.

Invulnerability, Absorption, Adaptation, etc. provide a special type of protection which divides (rather than subtracting from) the amount of damage the character takes from the damage types it affects. Apply Force Field protection first, then worn and natural Armor, and then apply Invulnerability, Absorption, etc. to any damage that remains.

If the target has no applicable protection, then they take full damage.

4.8.3 Rolling with Damage

If a character is conscious and aware of an incoming attack (i.e., not asleep, unconscious, incapacitated, paralyzed, taken by surprise, etc.), then after applying their protection they may 'roll with the punch'. This doesn't require freedom of movement; the character only has to be 'ready for it'.

'Rolling' with an attack diverts some or all of the damage from that attack to the character's Power instead of their Hits.

*No protection Abilities apply, nor may the attacker roll with the damage.

4.8 Standard Attacks

Most attacks inflict damage. Each standard attack has its own damage roll, depending on the character's ST score and weapon, or the specific Ability used and its base CP cost.

Example: Shatterman's (10) CP Vibratory Blast does 2d10 damage. When it hits, he rolls two ten-sided dice and adds the results together to determine the damage the blast inflicts.

All characters can make unarmed Punch attacks, dealing blunt Kinetic damage (see below) equal to their Base HTH damage roll

The most damage from each attack (or accident) that a character may divert to Power instead of Hit Points equals one-tenth of their current Power, rounded down.

Vehicles can't roll with damage.

Example: Red Hildegarde was hit by Dr. Yeti, and 7 points of damage have penetrated her armor. She has 68 Power left, so she can roll with 6 points of damage (reducing her Power to 62). The remaining point of damage comes out of her Hit points.

4.8.3.1 Rolling vs. Save Attacks

Characters may also 'roll' with save attacks (see 4.9). Instead of diverting hit point damage, this adds points to the character's saving roll target number.

Example: The Hauntress has been hit by Matador's psychic Mind Control attack. She has an IN save of 11-, and the strength of Matador's Ability gives her a penalty of -4. Hauntress has 26 Power, enabling her to add +2 to her IN save number at a cost of 2 points of Power. Her final save to resist the attack is 11-4+2=9 or less.

4.8.4 Injury, Incapacitation & Death

A character or creature which sustains over half of its remaining Hits in damage from an attack (or accident) falls unconscious.

Example: Laserfire has 9 Hits left because of previous injuries. If he takes 5 or more Hits of damage from the next attack that hits him, he'll fall unconscious.

Similarly, inanimate objects (such as Vehicles and Vehicle systems) which sustain more than half of their remaining Hits from an attack or accident cease to function.

A character or Vehicle that has been reduced to 0 hit points is completely incapacitated. A Vehicle or system that has been reduced to 0 hits is demolished. Any additional damage sustained by an incapacitated character is deducted from their Power score.

4.8.4.1 Wakeup Rolls

An unconscious character rolls a d20 between-rounds to recover. If they roll their remaining Hits or less, they wake up. A character that wakes up may Act and/or Move on their next turn (though they'll probably be Prone (see 4.4.5). Incapacitated characters can't wake up until they recover at least 1 Hit, at which point they're merely unconscious.

4.8.4.1.1 Waking Others

The task check to awaken an unconscious character (or re-boot a disabled Vehicle or system) is made at a penalty of -7, plus the patient's remaining Hit Points.

4.8.4.2 Bleeding & Mortality

Incapacitated characters lose one Power point per minute from blood loss. Bleeding can be stopped by a successful Medical task check. Vehicles and systems don't bleed.

When a character's Hit AND Power points drop to zero, the character is dead.

Example: Rebound is incapacitated (0 Hits remaining), and he has 23 Power left. If he doesn't receive medical attention within the next 23 minutes, Rebound will die.

4.8.5 Knockback

Most standard attacks cause Knockback, except for Kinetic damage attacks defined as 'Sharp', unless otherwise stated in their description.

The amount of Knockback caused by an attack equals the number of Hit Points of damage the character sustained in that phase, plus any damage that rolled over into their Power once their Hits were reduced to zero, minus their Mass roll (see 2.1.9).

Example: Battle-Man punched Shutterbug twice in this phase, inflicting a total of 12 Hit points of damage (after deducting for Shutterbug's protection Abilities, and rolling with damage), eliminating his remaining 9 Hits, with 3 points left over that were deducted from his Power. Shutterbug has 1d4 Mass, and a 2 is rolled, so Shutterbug is knocked back (12-2) = 10 inches.

A character who's hanging on to something (or knocked into something they're braced against, including the floor) and still conscious after an attack may use their Base HTH Damage roll to resist Knockback instead of their Mass, if desired, and if their Base HTH dice are better than their Mass dice. Likewise, a character who's being held in place by any other type of force uses the die roll representing the strength of that hold to oppose Knockback, instead of their own Mass dice, if it's larger.

If the knockback's direction is 'down', into the floor or other surface that the target is standing on, then the target may deduct a roll of their Base HTH damage from the amount of knockback in addition to their Mass – provided that the target is still conscious after the attack.

The character is pushed 1" per point of knockback, in a straight line directly away from the attacker.



Firefly's solar wind blast can cause devastating Knockback.

4.8.5.1 Vehicle Knockback

In Vehicle combat, knockback dealt to a Vehicle is suffered by its crew and the passengers inside of it, while knockback against the Vehicle itself can be ignored. Knockback against Vehicles is dealt as usual during man-to-man scale combat, in addition to the Vehicle's crew and passengers.

4.8.5.2 Gravity & Knockback

When a target is knocked back parallel to the ground, 1" of knockback results in 1" of travel. When a target is knocked straight up, the target travels only ½" for each point of knockback. If knocked straight down, a target travels 2" per point of knockback. This affects only the actual distance traveled, and has no effect on the amount of damage dealt if or when the target runs into something.

For instance, a target knocked back 7" parallel to the ground won't hit the ground until all 7" of KB has been expended (except for the intervention of terrain features such as hills, etc. which the target may hit if they stick up high enough). If knocked straight up with 7" of force, the target would travel 3 1/2" straight up immediately, and would then begin to fall back to earth as explained in the rules on Falling (see 5.3).

4.8.5.3 Aimed Knockback

If a target's knockback carries it into another man-sized or smaller (or mobile) target, a check must be made to see if the two collide. No check is needed to impact a large, immobile object such as a wall.

If the attacker still has an action left after the attack (i.e., they must have declared a multiple attack, and have at least one attack left), they may use it to aim the knockback, making the chance of collision use their own chance to hit with all applicable difficulty modifiers. Otherwise the target number to hit is 10, minus the collision target's physical defense and other difficulty modifiers, but not including any of the attacker's Abilities.

4.8.5.4 Damage from Knockback

When a knocked-back target hits something, they sustain Blunt Kinetic damage equal to the remaining inches of knockback - up to, but not exceeding, the obstacle's SR (or its Protection, if the obstacle is a character or Vehicle). The target's protection applies, and they may 'roll' with the impact damage if they're still conscious.

The obstacle also suffers blunt kinetic damage, equal to the remaining inches of knockback. The obstacle's own Protection (or Structural Rating, if it's an inanimate object) applies, and it may 'roll' with the damage if it's animate and conscious.

If the obstacle is a simple inanimate object, such as a wall, see the Structural Rating rules (section 5.1) to determine the size of the hole the target's impact creates in that obstacle.

If the obstacle is a character or Vehicle, it may suffer its own knockback because of this damage.

After the impact damage has been dealt, the target's remaining knockback is reduced by the obstacle's SR (or its Protection, if the obstacle was a character or Vehicle).

If the target is still experiencing a positive amount of knockback, and the impact made a hole in an inanimate obstacle that's at least as deep as the obstacle's thickness and wide enough to allow the target to pass through it, or caused a vehicular or character obstacle to be knocked back itself, then the remaining knockback carries the target onward in the same direction it was going.

If the target's remaining knockback becomes a negative value, or if it's a positive value but it didn't make a hole large enough to pass through an inanimate obstacle or knock back a vehicular or character obstacle, then it 'bounces' off the obstacle for that many inches of 'secondary knockback'.

The target may suffer additional impacts if it's carried into more obstacles before its knockback is expended.

Example: Hierophant has 14" of knockback remaining when he impacts a SR 6 granite cliff-face. He suffers 6 points of blunt kinetic damage. His armor stops 2 points, and he rolls with 1 more point, so he takes 3 damage. The impact makes a hole .6" deep, and of course the cliffside is much thicker than that. Hierophant still has 14-6=8" of knockback, and the hole isn't deep enough to let him through, so he bounces back 8".

4.8.5.5 Knockdown

A character who's knocked back must make an AG save to avoid falling prone (or to avoid becoming disoriented if they're in the air, etc.: see 4.4.5). There is a penalty of -1 on this save per inch that the knockback actually moved the character.

4.9 Save Attacks

Unlike standard attacks, 'save' attacks don't inflict damage. Instead, they force the target to make a saving roll (see 3.0). Each save attack Ability description specifies the BC the target must save against, and a difficulty modifier which depends on its base CP cost.

Save attacks have damage types (see 4.8.1), just like standard attacks. Protection against a save attack is subtracted from the target's save difficulty.

The target of a save attack may 'roll with it' (see 4.8.3.1), but instead of reducing hit point damage it reduces the target's save difficulty.

Example: Tigress has been caught in Boogeyman's Flash attack. It requires an EN save at a bonus of +5. Tigress' EN save is 11-. The Flash attack has no damage type, nor does Tigress have any special protection on her sense of sight. She has 29 power, however, and so she 'rolls with' the attack, gaining a +2 on her save at a cost of 2 points of Power. Her final save target number is 11+5+2=18-.

The target suffers some penalty (paralysis, blindness, being mind-controlled, etc. – or even damage) if the saving roll fails. The penalty persists until the target makes a recovery roll, vs. the same target number as their initial save but with an additional difficulty modifier.

Example: Tigress failed her save against Boogeyman's Flash attack. She gets another save each between-rounds phase to

recover, with the same target number as her original save (18 or less) but with a further penalty of -14. $18-14=4$, so she must roll a 4 or less to recover.

4.10 Snare Attacks

Like save attacks, 'snare' attacks don't inflict damage. Snare attacks physically immobilize the target so that they can't move around (or even restrain their limbs on a called shot).

Unlike save attacks, the target isn't allowed a save to resist being affected. Instead, each snare attack has a 'break point', depending on its base CPs. Escaping a snare requires the target to match or exceed its break point, using their Base HTH damage roll or a damage-dealing Ability Field.

Repeated application of a save raises its breakpoint, making it harder to escape.

If the damage roll exceeds the break point by 4 or more, then the attempt only takes either the target's remaining movement or their action (target's choice). Otherwise, it uses up the target's entire action.

Teleportation, Non-Corporeality, and other Abilities may also be used to escape a snare, at the GM's discretion.

Other characters may make standard attacks to try and break the target free. Rolls to hit may be required, also at the GM's discretion.



The Terroids are a hostile alien race from a distant, unknown star.

4.11 Grapple Attacks

Like a snare attack, a grapple attack binds the target – denying them freedom of movement. Unlike a snare attack, the strength of a grapple is represented by a die roll (the attacker's Base HTH Damage), rather than a fixed 'breakpoint' number.

The attacker gets the target in a hold, immobilizing them but leaving their limbs free, unless it was a called shot.

After a grappler has a target in a hold, they may "squeeze" to deal their Base HTH Damage roll to the target (or use any other attack Ability the GM will allow). This takes an action, and doesn't require a roll to hit. 'Squeezing' doesn't inflict Knockback, even if the Ability used normally does.

Both parties suffer a 'restraint' penalty (see 3.0.2.6) while engaged in the grapple.

When two characters are involved in a grapple the one with the higher ST may still move (but only if they're strong enough to carry their opponent, and their legs aren't restrained).

A character who's held may still attempt to escape, break free, counter-grapple, or take any other action their un-pinned limbs allow.

4.11.1 Grapple Lock

At a difficulty penalty of -3, a grapple attacker can put their target in a lock which fully restrains them (see 3.0.2.6), from which they can't counter-grapple but may only attempt to Escape (at a further difficulty penalty of -3) or break free (at a Base HTH Damage penalty of -2).

4.11.2 Escape

To escape, the target must make a roll to hit, with a base chance equal to their AG save +3, at a penalty equal to the grappler's chance to hit -10. A successful roll escapes the hold. This takes an action.

4.11.3 Break Free

Attempting to break free of a grapple takes an action. The grappled target makes a Base HTH Damage roll. The grappler then makes their Base HTH Damage roll to maintain the grapple. If the target's roll is higher than that of the grappler, they escape the grapple. Otherwise they remain grappled.

Either character may 'push' (see 5.5), gaining +2 to their Base HTH Damage roll result, but if either character pushes and then loses the roll then they take 1 Hit point of damage.

Example: Aeroflat has a Base HTH Damage roll of a d6, and has grappled Bluejay who has a Base HTH Damage roll of a d4. Bluejay attempts to break free, and pushes. He rolls a 3 on his Base HTH Damage roll, which becomes a 5 after the pushing bonus. Aeroflat decides to try to maintain the hold, and also pushes. Aeroflat rolls 2 on his Base HTH Damage roll, resulting in a 4, which becomes a 6 after the pushing bonus. Bluejay breaks free, and Aeroflat takes 1 hit point of damage for his failed push.

To throw off multiple opponents at once, a character must roll higher than any of the grapplers holding them.

4.11.4 Counter-Grapple

The victim of a grapple may attempt to 'counter-grapple', so that they have the character who grappled them in a grapple as well.

To counter-grapple, the character rolls to hit their grappler with a base chance equal to their AG save (+3 if the character has a wrestling background). This takes an action. The character may attempt to achieve a Lock on a Counter-Grapple attempt at a difficulty penalty of -3.

4.11.5 Throws

A Throw maneuver requires a saved action, and may only be attempted by a character who's interrupting an opponent who's making a melee attack against them. The character must make a roll to Grapple their would-be attacker. If successful, they may throw their opponent a distance in inches (measured from their own location) equal to their own Base HTH Damage roll, minus a roll of their opponent's Mass (minimum 1"). The thrown opponent is effectively knocked back that distance (see 4.8.5).

Example: Blastar (d6+1 Base HTH Damage; he rolls a 5) is throwing Bandit (d4 Mass; he rolls a 2). Bandit is thrown 5-2= 3".

4.11.6 Remote Grappling

Abilities like telekinesis, stretching, and magnetism enable a character to grapple targets remotely. Remotely grappled characters can't counter-grapple unless they also have an Ability of that kind, and sufficient range to reach their opponent.

4.12 Morale

NPCs who are losing in combat may flee. The GM should make a CL save for each NPC whenever things are looking very bad for them. Modify the difficulty of the save depending on the character's level of fanaticism, desperation, exactly how bad things look, their leader's CL, etc. If the save fails, the NPC flees. See also Influence Tasks (see 3.1.1).

4.13 Healing

Characters heal their Healing Rate in points per day of rest. A "day of rest" means a full day without any strenuous activity. Power points are healed first, until they've all been recovered, and then the character begins to recover Hit points. A decimal in a character's Healing Rate represents a chance of healing an additional point of damage each day. Roll a d10 to determine whether the additional healing occurs. For example, a character with a Healing Rate of 2.2 heals 2 points per day, with an additional 2 in 10 chance of healing a 3rd point.

4.13.1 Medical Attention

Medical task checks may be made to attempt to heal a patient at a faster rate. Each patient may only receive the benefits of one successful medical task check per day, in addition to normal healing.

A successful Medical task check stops the patient's bleeding (see 4.8.4.2), and restores points equal to the patient's Healing Rate. A critical success heals double the normal amount. A fumble inflicts d8+1 damage.

4.13.2 Fatigue

When a character runs out of Power (see 2.1.8) they become fatigued, and immediately suffer the following penalties:

- The character's acceleration and movement rates (except from Gear, Vehicles, etc.) are reduced by one-half (rounded up).
- The character's BC-based saving roll chances are reduced by 2 (but not their Luck).
- The character's Carrying Capacity is cut by one-half (rounded up).
- The character's damage rolls are reduced by 2, and saves against their attacks are increased by 2 (except from Gear, etc.).

Once a character's Power is gone, any further Power expenditures are paid from their Hit points.

If a character runs out of Power part-way through an action (or move), fatigue doesn't set in until after it's completed.

Spending over half of one's remaining Hits to pay a Power cost causes unconsciousness, the same as if those Hits were caused by damage.

4.13.3 Resting

A character recovers one lost point of Power for each minute they rest, up to their maximum Power score, unless they are incapacitated (in which case Power is lost due to bleeding at the same rate, instead: see 4.8.4.2). No strenuous activity may be undertaken while resting. A character who's unconscious counts as being at rest.

Two points of Power are lost per hour that a character remains active past their normal bedtime. Power lost due to lack of sleep can only be regained by sleeping, at a rate of 2 points of Power per hour of sleep in excess of eight hours per night.

4.14 Combat Maneuvers

Certain unique fighting situations require special modifications to the basic combat rules.

4.14.1 Aiming

A character armed with a missile weapon, who's prone (see 4.4.5) or braced against something sturdy may spend their entire movement phase (see 4.4) to gain a +2 bonus to hit. This bonus is cumulative until it's used, but the character must wait twice as long for each additional +2 (i.e. 3 full movement phases for a +4, 7 full movement phases for a +6, etc.). The target must be specified when the aiming process begins, and the character loses their accumulated aiming bonus if they lose sight of their intended target before making the attack.

4.14.2 Called Shots

Attackers can attempt 'called shots' to achieve special results.

4.14.2.1 Head Shot

There is an accuracy penalty of -6 to hit a target in the head with a standard attack. After determining the number of Hits which get past the target's protection, rolling with damage, etc), DOUBLE the number of Hits taken. Knockback (see 4.8.5) is not doubled.

Example: Condor has taken a blow to the head. After applying his protection, and rolling with the damage, 4 points of damage remain. Condor therefore suffers a loss of $4 \times 2 = 8$ Hit points.

Helmets can be avoided on a head shot, but this increases the called shot penalty to -9.

The GM must determine the effects of a head shot by a save, snare, or grapple attack.

4.14.2.2 Leg Shot

There is a Called Shot penalty of -3 to hit a target in a leg with a standard attack. After determining the number of Hits which penetrate (after deducting for protection, rolling with damage, etc), the target must make an EN+7 save at a penalty of -1 per Hit taken, or else lose the use of that leg until it's healed or repaired. Even if the save succeeds, the character must make a further AG save at a penalty of -1 per Hit taken or else fall prone. Divide ground acceleration and movement rates by 2 for characters with only 1 good leg, and by 4 with characters with no good legs.

Example: Doctor Aikido has taken an arrow to the knee, suffering a loss of 6 Hit points after deducting his protection and rolling with the damage. He has an EN save of 11-. $11 + 7 - 6 = 12$, so he must make a saving roll of 12 or less to avoid losing the use of that leg. His AG save is 14-. $14 - 6 = 8$, so he must also make a saving roll of 8 or less to avoid falling prone.

The GM must determine the effects of a leg shot by a save, snare, or grapple attack.

4.14.2.3 Arm Shot

There is a Called Shot penalty of -3 to hit a target in an arm with a standard attack. After determining the number of Hits which penetrate (after deducting for protection, rolling with damage, etc), the target must make an EN+7 save at a penalty of -1 per Hit taken or else lose the use of that arm until it's healed or repaired. Even if the save succeeds, the character must make a further AG save at a penalty of -1 per Hit taken or else drop whatever they're carrying with that arm. Divide carrying capacity by 2 for characters with only 1 good arm. Characters with no good arms can't really carry anything.

Example: Hotshot has been hit in his left arm, suffering 2 Hit points after deducting his protection and rolling with the damage. He has an EN save of 11-. $11 + 7 - 2 = 16$, so he must make a saving roll of 16 or less to avoid losing the use of that arm. His AG save is also 11-. $11 - 2 = 9$, so he must also make a saving roll of 9 or less to avoid dropping something he's holding with that arm.

The GM must determine the effects of an arm shot by a save, snare, or grapple attack.

4.14.2.4 Avoid Armor

There is a Called Shot penalty of -3 to avoid Light partial armor coverage, or a penalty of -6 to avoid Heavy partial armor coverage. Armor which doesn't have the Partial Coverage Modifier can't be avoided.



Gremlin performs a called shot on Bruiser's armored head.

4.14.2.5 Disable Gear

An attack on a piece of Gear may disable it. A perception check must be made to locate a piece of gear before it can be targeted.

Make a called shot at -3 to hit the Gear with a standard attack. If the attack hits, roll its damage and compare it to the Gear's 'break' point (see 4.14.2.7).

Disintegration Rays (and other attacks that deal damage but have no Damage Type) are better at disabling Gear. Subtract 3 from the breakpoint of Gear when it's hit by such an attack.

Protection Abilities provided by a piece of Gear have no effect on its break point.

Note that an attack which does knockback may knock a piece of Gear loose (i.e. Disarm, see below) even if it doesn't do enough damage to break it.

4.14.2.5.1 Save Attacks vs. Gear

When necessary, Gear rolls vs. save attacks using its Gear Basic Characteristic (see the Gear Modifier, 2.2.4).

4.14.2.6 Disarm Gear

An attack on a piece of Gear may knock it loose from its wearer. A perception check must be made to locate a piece of gear before it can be targeted.

Only attacks which inflict knockback may be used to disarm. Make a called shot at -3 to hit the Gear. If the attack hits, roll its damage and compare it to the Gear's 'disarm' point (see 4.14.2.7).

Note that if the attack does enough damage to break the Gear, it will break it as well as knocking it loose.

4.14.2.7 Taking Gear

A grapple attack (and in certain cases, a snare) that's made as a called shot against a piece of Gear may be used to pry the item away. A perception check must be made to locate a piece of gear before it can be targeted. Only a carried or loosely worn piece of gear or other object can be pulled away from a target in this manner.

Make a called shot at -3 to 'grab' the gear. If the attack hits, and the gear is in the target's hands, then the attacker may roll their Base HTH damage (or the damage roll for the grapple attack they used) vs. the target's Base HTH damage roll. The attacker's damage roll must be twice as high as the target's in order to wrest the gear from their grip. No actual damage is inflicted in either case.

If the gear or other item is worn instead of carried (for example, a full suit instead of a tiara or necklace) then the attacker's damage roll must match or exceed the gear's disarm target number in order for you to tear it away:

Target Character's Total CPs	Break	Take	Disarm
1-24	5	6	3
25-49	6	7	4
50-74	7	8	5
75-99	8	9	6
100-124	9	10	7
125-149	10	11	8
150-174	11	12	9
175-199	12	13	10
200-224	13	14	11
225-249	14	15	12
250-274	15	16	13
275-299	16	17	14
300-324	17	18	15
325-349	18	19	16
350-374	19	20	17
375-399	20	21	18
400-424	21	22	19
425-449	22	23	20
450-474	23	24	21
475-499	24	25	22
500	25	26	23

Note that even if the attacker's disarm roll fails, they still have a grip on the object and may keep trying to tear it away on subsequent turns.

4.14.2.8 Vehicle System Shot

A perception check is needed to locate and target a Vehicle system, or a particular crewman or passenger on board a Vehicle, before it may be targeted (see 4.6).

The targeted system or occupant's profile is used to determine the range penalty to hit it, rather than the Vehicle's entire profile.

4.14.2.9 Avoid Snare

When making a standard attack on a snared target, the attacker must make a called shot to avoid the snare or else their attack hits the snare instead of the target.

4.14.3 Combat Stances

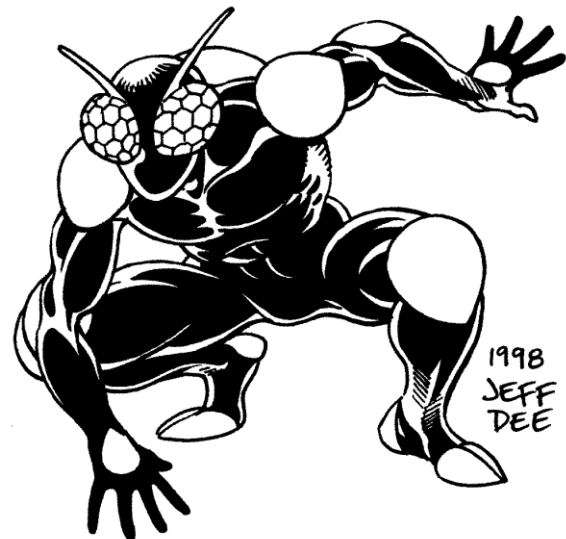
Characters can adopt a more defensive stance in combat. Combat stances must be declared at the start of a character's turn, and remain in effect until the character takes their next turn. The combat stance of a Vehicle is decided by its driver or pilot.

4.14.3.1 Defensive Fighting Stance

A character may fight cautiously, with an emphasis on self-defense. In exchange for a -3 penalty to hit, the character gains a bonus of +3 on their Defense values.

4.14.3.2 Full Defense Stance

Characters on Full Defense receive a bonus of +6 to their Defense values, but Move at 1/2 speed. It takes an action to adopt a Full Defense stance.



The stealthy, acrobatic super-reporter, Shutterbug!

4.14.4 Coordinated Attacks

Groups of characters may attempt to combine their attacks by attacking simultaneously. All of the participants must attack on the same phase. Each attacker suffers a -3 penalty to hit.

Each of the participants who hits rolls damage. Protection is applied separately vs. the damage from each hit, but the target may only roll vs. damage once, divided among all of the simultaneous attacks (rounded down).

Example: Infra-Red and Diamondstar are coordinating their attacks on an interloper in the Crime Academy. They've both hit, despite the -3 coordination penalty. 5 points of Infra-Red's damage gets past the target's protection, as do 8 points of Diamondstar's damage. The target has 52 Power, so they can roll with (5/2) rounded down = 2 points of damage vs. each of the coordinated attacks, so he takes 6 Hits from Diamondback's attack and 3 Hits from Infra-Red.

4.14.5 Counterblasts

Some attack Abilities can be used defensively against attacks of particular damage types.

To perform a counterblast, the defending character must declare their intention to counterblast after the attack against them hits. Counterblasting uses up the character's next action (either one they're Saving, or the next action they're supposed to get). A character may not get ahead of themselves by more than one action at a time. When a counterblast is declared, the defender also rolls to hit. If the defender's counterblast hits, then both characters roll damage. If one of the characters rolls twice as much damage as the other (or higher), then their attack hits and the other is blocked. If neither attack deals twice as much damage as the other, then both are completely blocked.

Example: F.I.S.T. hit Laserfire with his 2d12 Energy damage Power Blast. Laserfire chooses to use his own 2d8 damage Energy Power Blast to perform a counterblast. Laserfire rolls to hit F.I.S.T., and succeeds. F.I.S.T. rolls 13 damage, and Laserfire rolls 7 damage. The shots cancel each other out. If F.I.S.T. had rolled 1 point higher, then Laserfire would have been hit with F.I.S.T.'s full 14 damage.

Once either side's attack gets through, any protection their opponent may have still applies, and they may still roll with the damage that gets through.

If a counterblast results in both attacks being blocked, then both participants are free to continue counterblasting on future phases without rolling to hit again (though they must still pay the PR cost or charges for their attacks once per round, of course). If either participant takes any action other than firing back at their opponent before the impasse is broken, then that opponent immediately hits and deals damage at no cost whatsoever.

Example: Continuing from the example above, Laserfire has another action before F.I.S.T. gets to go again. If Laserfire keeps firing at F.I.S.T., then F.I.S.T. may counterblast at the cost of his own next action. If Laserfire DOESN'T keep firing at F.I.S.T., then F.I.S.T.'s Power Blast immediately hits Laserfire for 2d12 Energy damage.

If any person or object comes into the path of the two attacks it's immediately hit by both attacks, breaking the standoff.

4.14.6 Holding Back

An attacker may wish to 'pull their punch', holding back from using the full force of their attack. The attacker simply specifies a number of points they will deduct from their damage roll (or add to the target's save number) before they roll to hit.

4.14.7 Improvised Weapons

It takes an action to rip up a chunk of ground, flooring, wall, etc. (using the SR rules: see 5.1), but it only takes 1" move to pick up an unsecured object such as a car.

Improvised weapons may be used in melee, or thrown for a maximum distance equal to half of the character's carrying capacity divided by the weapon's weight in pounds.

There's a -3 penalty to hit with an improvised weapon because it's not properly balanced.

The damage of an improvised weapon equals the object's Mass roll plus the character's Base HTH damage roll. The damage dealt is either blunt or sharp kinetic, depending on the object's shape.

If the object has a large Profile or is more than 1" in length, then the GM may assign it a matching Range or Area Effect.

When used to attack, an impromptu weapon takes damage equal to the basic HTH Damage portion of the damage that is rolled.

4.14.8 Intercepting Attacks

A character who has a saved action may attempt to intercept an attack that was aimed at somebody else. They must be able to interrupt the attacker, after the attack and its target are declared but before the attacker rolls to hit. If the intercepting character isn't already directly on the path of the attack they wish to intercept, they must move into that position. This occurs on their Movement phase. They must then make a roll on their appropriate (Physical or Mental) Defense+26 or less on a d20, minus the attacker's chance of hitting, in order to successfully intercept the attack. If successful, the attack strikes the character instead of its intended target.

4.14.9 Ramming

Ramming a moving target takes an action. Treat this as a standard attack. Completely immobile targets can be rammed simply by moving into them, which ends the attacker's movement phase. See also Passive Damage (see 4.4.4).

Rams deal damage equal to the best 2 out of 3 rolls of the melee range Ability used, the attacker's Mass roll, and their Velocity roll (see 5.6).

Example: A character hits a wall while running at a speed of 76" per round, giving them a Velocity damage roll of d8+1. The character rolls that and gets a (3+1) = 4. They also have a d6 Mass, which they roll and get a 2, and their 'attack' on the wall is basically their Strength, and they have a 2d6 Base HTH damage, which they roll and get a 6. The best two of those three rolls are the 4 and the 6, so the total damage dealt is (4+6) = 10.

The character performing the ram takes the same damage as the target.

4.14.10 Shield Bash

A character with a shield may use it as a standard attack. Shields have a bonus to hit equal to ½ of their defense bonus (round down), and deal damage equal to the attacker's base HTH damage roll. If the attack hits, the target must make an AG save (minus the number of damage points that penetrated) or else fall prone.

4.14.11 Two Weapon Combat

Characters may carry two 1-handed weapons, one in either hand. The two weapons may both be used to attack, at a penalty of -1 to hit with each. Attacks beyond this incur the normal multiple action penalties. A weapon in the "off hand" (i.e., the weapon in the left hand if the character is right-handed) suffers an additional -2 penalty to hit.



Giant monsters in battle above the streets of Topeka, Kansas!

5.0 Physics

5.1 Structural Rating

Structural Rating (SR) is protection that an object gets by virtue of the material it's made out of. See 4.8.2. The average SR of various materials is shown on the following table:

SR List by Material Name		SR List by SR Rating	
adamantium	20	water	0
aluminum	8	flesh	0
ballistic cloth	8	cloth	1
bamboo	2	paper	1
bone	4	leather	1
brick	5	clay	1
bronze	9	earth	1
bulletproof glass	11	bamboo	2
clay	1	soft wood	2
cloth	1	electronics	2
concrete	6	rubber	2
diamond	18	ice	3
earth	1	hard wood	3
electronics	2	quartz	3
flesh	0	plastic	3
glass	4	glass	4
gold	7	bone	4
granite	6	brick	5
hard wood	3	concrete	6
ice	3	granite	6
iron	10	machinery	7
lead	8	gold	7
leather	1	marble	7
machinery	7	aluminum	8
marble	7	lead	8
paper	1	ballistic cloth	8
plastic	3	silver	9
platinum	10	bronze	9
quartz	3	iron	10
rubber	2	platinum	10
silver	9	steel	11
soft wood	2	bulletproof glass	11
steel	11	tungsten	12
super alloy	15	titanium	13
titanium	13	super alloy	15
tungsten	12	diamond	18
water	0	adamantium	20

The GM may adjust the SR of an object up or down by up to 3 points to represent the flimsiness or solidity of its construction.

An attack that inflicts hit point damage to an object makes a hemispherical hole. The width and depth of the hole (and the profile of the largest character or creature who can move

through that hole upright at full speed) depends on the number of hit points inflicted on the object, as shown on the table below.

When the same spot is damaged multiple times, the size of the hole is determined by the total amount of hit point damage that has been inflicted there.

A character may crawl at $\frac{1}{2}$ normal speed through a hole as small as half its profile in width, or barely squirm (moving at $\frac{1}{4}$ of one's normal movement rate) through a hole as little as $\frac{1}{4}$ of its profile in width. A character that is snake-like in shape counts as $\frac{1}{2}$ the size of its actual profile for this calculation, while a character with Stretching Abilities D) Oozing counts as $\frac{1}{4}$ the size of its profile (and it may seep at $\frac{1}{8}$ speed through holes as small as $\frac{1}{8}$ of their actual profile).

Vehicles can navigate holes that equal or exceed their own profile, requiring a piloting task check with a modifier of +3 per step by which the hole exceeds its profile on the table below.

Hits	Width	Depth	Profile
1	.01 inch / 363 microns	1/10080"	1/5040"
2	.1 inches / flea	1/1440"	1/720"
3	.6 inches / 15mm	1/240"	1/120"
4	3 inches / action figure	1/48"	1/24"
5	1 foot / doll	1/12"	1/6"
6	3 feet / little person	.25"	$\frac{1}{2}$ "
7	5 feet	.5" (2.5 feet)	1"
8	6.5 feet	0.6"	1.3"
9	8 feet	0.8"	1.6"
10	10 feet	1" (5 feet)	2"
11	12.5 feet	1.2"	2.5"
12	16 feet	1.6"	3.2"
13	20 feet	2" (10 feet)	4"
14	25 feet	2.5"	5"
15	32 feet	3.2"	6.4"
16	40 feet	4" (20 feet)	8"
17	50.5 feet	5"	10.1"
18	63.5 feet	6.3"	12.7"
19	80 feet	8" (40 feet)	16"
20	101 feet	10.1"	20.2"

Example: A CrimeTech enforcer fires his needle rifle into the heavy 1-foot thick brick wall of a bank (reinforced brick, SR=7). He rolls 10 damage. His rifle has 3 points of armor piercing, which reduces the wall's effective SR to $(7 - 3) = 4$. The damage roll of 10, minus the wall's 4 remaining SR, indicates that 6 damage points are dealt. This creates a hole 3 feet wide by $1\frac{1}{2}$ feet deep, successfully breaching the 1-foot thick wall. He may now slither through that hole at $\frac{1}{4}$ speed.

The table above can also be used to determine the size of a chunk of floor, wall, etc. a character can rip out in an action.

If a character pushes a melee attack (see 5.5), and fails to penetrate a target object's structural rating, the character takes the damage themselves. They may roll with it. If they were using a breakable melee weapon on the object, compare the damage to the weapon's breakpoint to see if it breaks.

A solid object's weight equals its cubic feet (width in feet times thickness in feet times depth in feet) times (SR+1) times 50 lbs.

Example: A 5' by 3' by 7' block of granite (SR 6) weighs $5 \times 3 \times 7 \times (6 + 1) \times 50 = 36,750$ lbs.

5.2 Environmental Effects

The following table shows the amount of damage dealt by various harsh environmental conditions.

Environment	Damage per Round
Hard Vacuum	6 Misc (Vacuum) per round
Asphyxiation	5 Misc (Gas) per round without preparation, 3 with, -2 with practice
Chlorine Gas	1 Misc (Gas) per round per 50ppm. Any exposure requires an EN save at -1 per point of damage to avoid losing a turn due to coughing/vomiting.
Phosgene Gas	1 Misc (Gas) and 1 Biochem per round per 50 ppm. Any exposure resulting in damage requires a Very Easy (+6) EN save after 6, 12, 24, and 48 hours to avoid developing skin lesions (from Biochem damage only). A fumbled save results in heart failure (from Gas damage).
High Pressure Atmosphere	Oxygen in normal air becomes toxic at approximately 100 PSI (approximately 7 atmospheres), resulting in asphyxiation. Each 1 Misc protection (in the form of pressurized breathing gear and/or a special oxygen/nitrogen air mixture) reduces effective PSI by 25.
Low Ambient Temperature	1 Entropy per round per 40 degrees Fahrenheit below 75. Double damage in wet conditions. Normal clothing provides 1 protection vs. Cold, winter clothing is 2, arctic clothing is 3.
High Ambient Temperature	1 Energy per round per degree over 200 Fahrenheit in 0% humidity, +1 degree per 1% humidity
Hard Radiation	1 Entropy Devitalization per round per 100 mSV. Sustaining more than 1/10 of one's Power score (round up) in radiation damage causes radiation sickness, requiring medical treatment
Low Body Temperature	1 Entropy per round per 3 degrees Fahrenheit below 100
High Body Temperature	1 Energy per round per 1 degree Fahrenheit over 100

5.3 Falling

Characters and objects fall at a rate of up to 355" per round.

The amount of damage taken on impact equals the number of inches fallen (up to terminal velocity, 355" per round) multiplied by the character's mass in lbs. Look up the result in the Carrying Capacity column of the BC table (see 2.1.7.2), and read across to the die roll shown in the Base HTH Damage column. Roll the indicated dice to find the amount of Kinetic damage taken by the falling character.

If the amount of falling damage reduces the character's hits to zero, they may be instantly killed (GM's option).

If a fallen character is still conscious, they may make an AG save at a penalty of -1 per damage point taken to stay on their feet.

5.3.1 Catching Falling Characters

Catching someone or something that's falling takes an action and requires an AG save, applying all of the applicable difficulty modifiers. If the save succeeds, both characters take the falling

damage, but it is reduced by a roll of the catcher's Base HTH Damage. Matching speeds with the falling target reduces the relative falling speed, and hence reduces the damage taken.

5.4 Fire

Fire causes Energy damage. Each fire should be assigned a damage roll to represent its strength. A torch is worth about a d4 damage, while a blazing bonfire is worth about d6+d8. Protection applies against this damage.

5.4.1 Catching Fire

Flammable targets may continue to burn after being damaged by flame (as indicated by a Luck save). If an object catches fire, the GM assigns a damage roll to its flames. The target suffers that much more damage at the end of every round. Flame Blast attacks only continue to burn if the Duration Modifier has been applied.

5.4.2 Flaming Barriers

A character that passes into or through a fire takes half of the damage roll of the fire (rounded up). That damage is taken once for every game inch of fire that the character moves through. Any character standing in fire at the end of a turn suffers a full damage roll of the fire, minus any damage they already took from moving into or through it.

5.5 Pushing

Characters can momentarily boost their own innate physical capabilities and super-Abilities (but not Task rolls, or Abilities that are Gear-based) by spending 2 points of Power. Pushing can be used to simulate berserk rage, sprinting, adrenaline, and so on. The types of things a character may Push include:

- Movement (x2 Acceleration, and x2 Top Speed)
- Standard Attack Damage (+2 damage)
- Save Attack Target Number (-2 to the Target Number)
- Snare Attack Breakpoint (+2 to the Breakpoint)
- Strength (+2 Base HTH Damage and x2 Carrying Capacity)

Pushing must be declared and paid for before rolling to hit, or before rolling for the ability's effect if no roll to hit is needed.

Vehicles, Unliving robots, etc. *may* Push their own Abilities; characters just can't Push an Ability like a gun that really isn't part of them.

5.6 Velocity Damage

The Velocity damage roll is determined by taking the moving object or character's speed on impact (in movement inches per turn), multiplying it by the character's number of turns per round (if they have Super Speed), multiplying that by 10, and then finding the highest number in the Carry (Pounds) column on the BC Table (see 2.1.7.2) that doesn't exceed that total. Read across to the Base HTH Damage column to find the Velocity damage roll.

Example: A character hits a wall while running at a speed of 76" per round. The highest number in the Carry (Pounds) column on the BC Table that doesn't go over 760 is 480. Reading across to

the Base HTH Damage column, we find that the character's Velocity damage roll on impact is $d8+1$.

5.7 Example of Play

This section presents a short example of how a **MIGHTY PROTECTORS®** game might progress, with particular emphasis on how combat is resolved. The stats for the characters involved are found at the end of this section.

The Setup:

Christine's character American Woman has been flying around the city for the past two hours, on patrol for crime. The rest of her team is recuperating after their last big battle, so she's on her own! Her Flight Ability costs her 1 point of Power per hour, so she's got 59 Power left.

GM: You hear police sirens in the distance.

Christine: I fly in that direction. What's going on?

GM: You catch up with three squad cars, speeding toward downtown.

Christine: I swoop in, alongside the front passenger door of the trailing car. "Hey officer, what's the emergency?"

GM: The policeman rolls down his window. "Hey, A.W.! We've got a report of armed men at the Natural History Museum. Doesn't sound like your regular crooks. We could sure use your help!"

Christine: "Are they in the botanical wing, by any chance?"

GM: "No, they're at the main entrance. Why?"

Christine: "Oh, nothing. I'm on my way!" I accelerate toward the museum.

GM: You're there in just a few minutes. Are you coming in flying? Sneaking on the ground? Powers active?

Christine: Hmm. Armed men, he said. I should've asked how many. And I don't know how they're deployed. Probably expecting trouble. Okay. Forget stealth; I'll come in flying, 6 inches up, turning on Glare just as I arrive."

Turning on Glare costs her 1 point of Power. She has 58 left.

GM: Approaching the museum's main entrance across the parking lot, you see five men on the steps. You recognize them; they're the Avant Guards, the minions of the supervillain Od. They see you approaching, a giant ball of bright light. Roll for initiative!

American Woman rolls a $d10+1$ and gets an 11. Harwol of the Avant Guards rolls a $d6+1$ and gets a 4. The GM decides to just roll once for the rest of the Avant Guards (since they all get a $d4$), and rolls a 2.

Christine: Which one looks like the leader?

GM: The one in the back of the group.

Christine: I fly up 'til I'm just in range, 28 inches, and shoot a laser at him.

American Woman has a base chance of 14 or less to hit (on a $d20$). She suffers a penalty of -3 for range, and -3 more for Harwol's physical defense. But Harwol can't see her clearly within her Glare, and hasn't got any other Full senses to spot her with, so he loses another 3 points of defense. She needs to roll 12 or less to hit, but rolls a 14 and misses! The attack costs her 1 point of Power, and she pays 1 more to maintain her Glare, so she has 56 Power left.

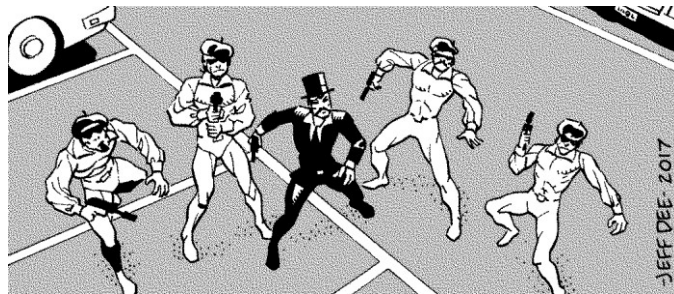
Harwol holds his turn 'til phase 2, going at the same time as his men. Then they all run forward 10", so now they're 18" from American Woman. They want to shoot, but first they all make perception checks to locate her inside her Glare. All of them succeed, except for Kane.

All of the Avant Guards get their base chance to hit (see below), -2 for range, -1 for American Woman's physical defense, and -3 for her Glare (-6 for Kane). They all roll... and they all miss!

It's a new round. American Woman rolls a 6 initiative, as does Harwol, and the other Avant Guards get a 3. Harwol wins the tie. He moves up another 10" (not wanting to get too far ahead of his men), putting him within 8" range of American Woman, and fires!

Harwol has a base 15- to hit, -1 for range, -1 for her defense, -3 for Glare (she hasn't moved, his previous check still applies). His modified chance to hit is 10 or less. He rolls, and hits!

Harwol's bullet does a $d10+1 = 8$ damage. American Woman can roll with 5 damage points (leaving her with 51 Power), so she takes 3 points of damage (leaving her with 20 Hits). It's sharp kinetic damage, so there's no chance of knockback.



Christine: Ooh, I don't like that guy. I fly over, hovering 4 inches above him, and zap a laser at him. I'll push it.

That costs American woman 3 points of Power (1 for the Laser attack, plus 2 more for pushing), and 1 more to maintain her Glare, leaving her with 47 Power. She has a base 14 or less to hit, -3 for Harwol's defense, +3 from her Glare giving her a target number of 14 or less. She rolls an 8, and hits!

Her Laser does $2d8 (+2 \text{ for the push}) = 13$ damage. Harwol's vest stops 2 points, and his 60 Power lets him roll with another 6 (leaving him with 54). He winds up taking 5 Hits of damage, and that's over half of the 8 Hits he's got, so he drops unconscious! Lasers don't cause knockback either.

GM: The rest of the Avant Guards move up on phase 3, gathering in a circle around their fallen officer, and fire.

The enemies have to make new perception checks to detect

American Woman, because she moved. Only Romero and Crowley succeed.

They all have a base 13 to hit, -1 for American Woman's defense, -3 for her Glare (or -6 for Lovecraft & Kane). The GM makes the rolls; Romero and Kane hit.

Romero's bullet does a $d10+1=11$ damage. American Woman can roll with 4 (leaving her with 43 Power), and she takes 7 Hit points (leaving her with 13 Hits). Kane's bullet does a $d10+1=7$ damage. American Woman can roll with 4 (leaving her with 39 Power), and she takes 3 (leaving her with 10 Hits).

Another new round begins. American Woman rolls a 3 for initiative, and the Avant Guards roll a 2.

Christine: Okay. This isn't looking good. Gotta drop these guys faster. I'm doing a double attack. You said a couple of them seemed to have a better idea where I am? I'll blast those two. Pushing both times.

American Woman has a 14 to hit, -3 for the double attack, -1 for her targets' physical defense, +3 more because of her Glare, giving her a 13 target number. She rolls and hits Romero for a total of 13 damage. His vest stops 2, he rolls with 5 damage, and takes 6 hit points. He drops!

Then she rolls a 1 to hit Crowley. She rolls again to see if it's a critical hit, gets a 4, and so it is! She rolls an 18 on the Critical Hit table, indicating a head shot. Her damage roll is 14, and the GM rules that Crowley's vest doesn't protect his head. He can still roll with 4 points of damage, but 10 get through – and the head shot doubles that to 20! Crowley drops, hard. American Woman pays 1 Power for each shot, plus 2 per shot for pushing, plus 1 to keep her Glare going. She has 32 Power remaining.

The GM has Lovecraft and Kane make CL checks for morale, applying a penalty of -4 (for a Difficult task, see 3.0.2.2) because of what they just saw. Lovecraft fails his check, breaks and runs! Kane succeeds, and stays in the fight.

American Woman hasn't moved, but Kane is allowed another perception check to zero in on her. He succeeds! He has a 13 to hit, -1 for her defense, -3 for her Glare, leaving him with a 9 to hit, and he hits! His gun does 8 damage. American Woman rolls with 3 points (she has 29 left), and takes 5 Hits (she has 5 left). That's almost enough to knock her out, but she's still up!

New round. American Woman rolls an 11 in initiative, and Kane rolls a 1. American Woman's getting tired, and she's taken serious damage. But there's only one opponent left...

Christine: I fly around the last guy – maybe he'll lose track of me. I don't think I can afford to keep pushing, but I attack him twice.

Kane tries to make his perception check, and fails. American Woman has a base 14 to hit, -1 for Kane's physical defense, -3 for making two attacks, but +3 because of Kane's reduced defense due to her Glare. She needs a 13 or less to hit.

Her first attack hits on a 5, doing 5 damage. Kane's vest stops 2 points, he rolls with 3, and takes 0 hits.

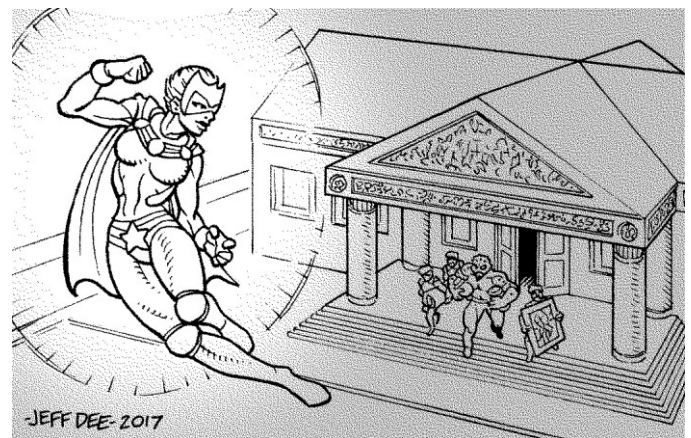
Her second attack also hits on a 5, but it does 13 damage. Kane's vest stops 2 points, he rolls with 4, and takes the remaining 7 in Hits. Down he goes! She spends 1 point of Power for each attack, plus 1 to keep her Glare going, leaving her with 26 Power.

Now that the fighting is over, the GM drops the action out of initiative.

GM: The museum doors burst open, and there's OD – accompanied by the rest of his Avant Guards, loaded down with stolen artifacts! Od spots you across the parking lot, narrowing his mutated brow at you and snarling.

Christine: Huh. I've got no backup, and I'm in no shape to take a supervillain and a bunch more of his thugs. I'll grab that first unconscious guy, and fly off with him. I can't stop Od right now, but if I can get this guy to talk, hopefully I can track Od down after I've recovered. Back to base!

GM: Alright. You pick up your captive and fly off. Od and his crew can't follow you. You live to fight another day!



AMERICAN WOMAN

Side: Good
Species: Human
Age: 21
Weight: 115 lbs.
Background: Physics Student, Fund-Raiser
Motivation: Duty-Bound
Origin Type: Sci Accident
Legal Status: Licensed

True I.D.: Christine Penney
Birthplace: U.S.A.
Culture: Modern
Sex: Straight Cis Female
Mass: d3
Wealth: d4
Luck: 10-

Abilities:

CPs: 150

LIGHT CONTROL:

A) Laser: 28" range, PR=1/use, 2d8 Energy damage, called shot @-6 to dazzle unless target makes EN save @-9

B) Flash: PR=2, EN sv @+1, no dmg type, 5" area on self

C) Glare: 5" area on self, -2 sight levels, PR=1/round

D) Glow: create light in 5" area on self, PR=1/hour

ADAPTATION: Asphyxiation, Low Pressure, Low Temp

FLIGHT: 48"/768"/262 mph/mach .34, Gear

PHOBIA: plants and plant Abilities

ST 12 (d6), EN 27 (13-), AG 12 (11-), IN 10 (10-), CL 21 (12-)

Punch: 14- to hit, d6 blunt Kinetic damage

Laser: 14- to hit, 2d8 Energy damage

Flash: 5" area on self, EN save @+1 vs. Flash

Defenses: Physical 1, Mental 0

Protection: takes ½ damage from low pressure & temp

Initiative: d10+1 Move: 17 Fly: 48/768

Power: 61 Hits: 23 Healing: 4.5 Inventing Points: 5

Gear: Break 11, Take 12, Disarm 9, BC 16

Name	Mass	Base HTH	EN Save	AG Save	IN Save	CL Save	To Hit	Defenses		Init	Pwr	Hits	Move	CPs
Harwol	d3	d6+1	8-	11-	13-	11-	15-	3	5	d6+1	60	8	12	98
Miller	d6	d6+1	10-	10-	12-	10-	14-	2	4	d4	56	8	11	94
Boswell	d6	d6	12-	10-	10-	10-	14-	1	1	d4	49	13	13	82
Steranko	d4	d6	11-	11-	10-	11-	15-	2	1	d6+1	53	15	14	86
Carpenter	d4	d6	12-	11-	10-	11-	15-	2	1	d6	52	15	14	85
Vandenburg	d6	d6	11-	11-	10-	11-	14-	2	1	d6	52	13	14	80
Lovecraft	d4	d6	10-	10-	12-	10-	13-	1	3	d4	50	6	10	78
Kane	d6	d6	10-	10-	11-	10-	13-	1	2	d4	48	6	10	76
Romero	d4	d6	10-	10-	11-	10-	13-	0	1	d4	47	6	11	70
Crowley	d4	d4	10-	10-	12-	10-	13-	0	2	d4	49	4	10	72

Avant Guard Equipment

Every member of the Avant Guard carries the following:

Sword Cane (5): Sword, +0 to hit, +d6 sharp kinetic damage, 1" range (5), Multi-Function Gear (-2.5), Cane, +2 to hit, +d2-1 blunt kinetic damage, 1" range (5), Multi-Function Gear (-2.5)

Silenced Pistol (8): 20" range, +0 to hit, d10+1 sharp kinetic damage, 12 Charges (5), Stealthy vs. Hearing (+2.5)

Bulletproof Vest (5): Armor, 6/2/2/0 (20), Gear (-5), Partial Coverage, Light (-10)

Poisoned Ring (5): Poison/Venom B) Paralytic Poison, contact attack on punch, EN save at -1 (20), 3 Charges (-10), Gear (-5)

Communicator (5): 3 mile range (5)(-2.5), Single (-5), Color Video (5), Recording (2.5)

5.7.1 Non-Combat Play

Non-combat play consists of discussion between the players and the GM (either as referee or playing the parts of non-player characters). Die rolls for such activities as searching, character interactions, inventing and so on may be required, but except in the midst of combat, rolls for Initiative and so on are unnecessary.

6.0 Being a Superhero

6.1 Acting the Part

Perhaps the most unique approach to creating a **MIGHTY PROTECTORS®** character is that a player could play a character who's essentially themselves. What distinguishes this type of player-character from any other, even more than their Abilities, is their own personality. Their personal emotional strengths and limitations, their spunkiness, their fears, their cunning and sense of humor; all of these play as important a part in the game as any of the numbers on their character sheet. Nearly everything the player does serves to define their character more clearly, which in turn defines the player. And, of course, players who play themselves should have little trouble getting into character. One's personality also might change when dressed in a flashy costume or imbued with super-powerful energies.

If your character is patterned after your real-life self, you literally continue to define your character while living your life. When you play again, all the real-life experiences you've had become part of your **MIGHTY PROTECTORS®** character. It works the other way 'round, too...

You may not have super-strength or be able to fly in real life, but the courage, righteousness and nobility your character displays (yes, and the cowardice, self-centeredness or stupidity) will be as real as your own personality. In other words, the way you behave in the game reflects the way you could behave in real life. If you are your character, you're still your character when the game's over, when you get an 'F' on your homework, or when you're late for work the third time in one week. That's the real reward of playing yourself.

For some people, the game is all about the experience points, or simply how powerful their character's Abilities are. Those things are fun, but they're only game mechanics to help simulate superheroic adventures. They're just numbers written on a piece of paper. You can't really spend your character's Wealth, and you can't hold an experience point in your hand. People to whom each game session is simply another opportunity to improve their character are missing the point. Play for fun. That's the true motive behind any game.

A character's personality could also be patterned after a known character from the comics or another media. Even superheroes have role models! This is especially useful for characters which are randomly generated rather than being the player's own alter-ego. Comics are a good reference source to find stereotypical superhero personalities. The usefulness of comics to **MIGHTY PROTECTORS®** players for learning the ropes can't be overly stressed. Comics are the mythology of the 21st century. Groups of players form the pantheons of that mythology. As a player, you write your own part in these contemporary legends. And any greatness that emerges can be taken home with you. Be a superhero!

6.1.1 The Superhero Code

This section describes typical superhero morality and behavior. It's by no means a set of rules on how superheroes must behave; rather it details the ideals toward which all heroes strive.

Most superheroes are patriotic to some extent. Though they may not agree with current policies or support current political figures, they do support their own nation (or the nation in which they now reside, or both). If they actively opposed it, they'd be villains instead. The degree to which this patriotism is taken varies from hero to hero.

Superheroes generally support the intent of, though not necessarily the letter of, the laws of their land. They're allowed to skirt around minor laws if necessary in performing their duties, but never maliciously or in such a way that is unnecessarily

detrimental to civilians. They don't consider anyone to be expendable for the common good, though if placed into such a position they will accept the lesser of two evils... and then beat the villain responsible senseless with that much more satisfaction!

Superheroes strive toward, though they may not consistently display, the highest moral values. They believe in justice, mercy, individual liberty, and loyalty towards one's friends. They object to pollution, corruption, and poverty. They don't lie. They're not sadistic or cruel, though they enjoy poetic justice when it occurs. They don't crave power or glory, but they can enjoy what they receive. If they curse, they're still never vulgar or crude. They don't consider themselves judge, jury, or executioner. Though aware of their own limitations, they believe that Good will triumph - so they frequently take on more than they can handle - and WIN! They'll give their own lives to save others if necessary.

Yet they're still only 'human', even those who are gods or aliens, robots or monsters. Despite their abilities and moral virtue, they still have as many foibles and quirks as anyone. But they try to stand for something more. That's what being a superhero is all about.

6.2 Superhero Licensing

This section describes the regulations regarding costumed crime-fighting in the USA, in the Prime Plane of the Mighty Protectors® Multiverse. Things may operate differently in other nations, on other planets, and in different dimensions.

6.2.1 Historical Context

At the beginning of the masked crimefighting 'movement', back in the 1920s, there were no special legal provisions. Masked crimefighters operated entirely outside the law - even those who managed to form close working relationships with the authorities. But Prohibition had given rise to a wave of paranormal crime that exceeded the capacity of established law enforcement agencies, and so help - even help of questionable legality - from well-meaning vigilantes was welcomed. By the end of that era, 'superheroes' had won a special place in the hearts of the public, and this enabled them to continue operating in a legal grey area for quite some time. But legal challenges did arise, with ever-increasing frequency as the decades passed.

Finally, in the 1950s, Joseph McCarthy called for the unmasking of all "anonymous vigilantes" as part of his crusade against Communism. Some heroes unmasked voluntarily - and quickly became targets of retaliation by the supercriminal underworld. Some heroes retired in protest. The rest continued as usual, only to have run-ins with the law themselves, and watching any villains they still managed to capture released on technicalities. Crime - particularly super-powered crime - was out of control.

Something had to be done, and it took America's first superhero to do it. Psimon (who began as a masked stage psychic in Boston in the late 1800s, and who fought beside Freedom Eagle in WWI) gave an impassioned speech before Congress. He spoke of the special needs of those who risk their lives to use their unique gifts to help America, and of the unique challenges they face which require them to operate independently and anonymously. Then he unmasked himself, revealing that he is black. The impact of this speech - and Psimon's voluntary unmasking - during a time when racial tensions were reaching their peak was enormous.

As a result, Congress passed the Superheroism Accommodation Act - a licensing procedure much less severe than McCarthy's proposal, negotiated between the heroes and the government. Superheroes are now part of a legally sanctioned, yet largely self-regulating community of officially recognized crime fighters; sort of like a combination of private detective and bounty hunter, but allowed to use their hero ID instead of revealing their true identity.

There has been constant criticism from certain political circles for decades over how the government deals with superheroes. Some complain that the government treats superheroes "the way Park Rangers treat wild animals - they catch them, tag them and release them back out into the wild". But despite much sound and fury directed against the current system, decades of polling shows the American people are quite comfortable with it.



6.2.2 The Superhero License

To be officially recognized as a superhero, and receive all the advantages and benefits of that status, one must be granted a superhero license. Licensed superheroes are shielded, to some degree, from civil liability for actions committed in the line of duty.

The superhero license isn't a draconian measure to keep superheroes in line. It's merely proof that a particular hero has opted into the government's program of legalized superheroics.

What the government basically said is this: The stuff that masked crime fighters traditionally get away with raises serious logistical problems for us. For example, if somebody walks up to us wearing a costume, how can we know whether they're really that particular superhero, or an imposter?

So in exchange for being awarded the traditional rights and privileges of a costumed crime fighter, we need superheroes to accommodate our needs a little. All we ask is that, once we've officially recognized someone as a masked crime fighter that we can trust, they carry an I.D. card and submit to a non-invasive licensing procedure, so we can at least recognize them in their costumed identity.

In exchange, we have adjusted certain laws so that superheroes can function. They are to use these privileges to fight crime. If they abuse these privileges, we can revoke their licenses. In severe cases, we'll expect the rest of the licensed superhero community to hunt them down like any other supercriminal. This entire deal is contingent on superheroes, as a community, holding up their end of the bargain. If they don't, then we'll be back to having to treat them all as extremely dangerous vigilantes. And nobody wants that.

Of course, it's up to us to decide what it takes to gain our trust. We'll trust them if they take (and pass) classes that teach the things we think they need to know. We'll also trust them if they have the sponsorship of someone else who we already trust.

6.2.3 Superhero License Application

Anyone may apply for a superhero license. While there is no requirement to reveal one's civilian identity, contact information, abilities, background, or any other personal details, space is provided on the form so that such information may be revealed voluntarily. Personal information revealed by the applicant is held in strictest confidence.

Application forms (form 1959) are available at major federal law enforcement offices, or can be printed off the internet.

Most applications are rejected out of hand unless accompanied by recommendations from established heroes or certifications from law-enforcement agencies.

Getting a Recommendation

One may approach a local hero or hero team for sponsorship. If interested, they'll nursemaid the applicant through a few missions. Their job is to watch how the prospective hero behaves and keep them out of trouble. Sponsors won't usually ask for any personal information, other than a means of contact. If satisfied with the applicant's performance, the sponsor will write a recommendation. Recommendations are typically given on the basis of competence rather than power. Personality and motivation are also scrutinized. One must demonstrate the ability to fight crime safely and responsibly. This recommendation may then be included in the license application. The sponsor's reputation will also be a factor.

Getting Certification

One may sign up for superhero classes at a local law-enforcement agency. Most major metropolitan police departments and major offices of federal law enforcement agencies hold seminars on the laws governing costumed crime fighting, how to work with the relevant government agencies, basic police procedures, forensics, and other topics specifically for entry-level crime fighters. These courses can take weeks or months to complete, and often focus more on classroom studies than actual field work. Students are required to reveal their identities when registering, though that information is withheld from the general public. Most applicants take the classes in costume to hide their identities from their fellow applicants. Once again, competence and attitude are measured more than the strength of one's abilities. Diplomas from each completed course may then be included in the license application. While this is a slower and less exciting approach than seeking sponsorship, it's also less dangerous, and acceptance is almost guaranteed if one does well in the classes. This is a good way to go if one intends to pursue a salaried position as a government sponsored crime fighter.

Getting Accepted

The issuance of a license, once applied for, is at the discretion of the Department of Superhero Affairs (DSA) based on its assessment of the applicant's attitude and competence (as far as those factors can be determined).

As stated above, most applications are rejected out of hand unless accompanied by recommendations from established heroes or certifications from law-enforcement agencies.

The decision to accept the application may also be affected by the voluntary disclosure of the applicant's civilian identity, contact information, abilities, background, and any other personal information.

Abuse of the privileges accorded by a superhero license may be grounds for revocation of said license by the DSA at its discretion.

6.2.4 Licensed Superheroes

While anyone can put on a costume and try to fight crime, licensed superheroes receive special rights and privileges which make it easier to operate as a superhero without risking inadvertent violation of the law.

A superhero license grants the following privileges:

- The establishment of one's costumed identity as a separate legal entity, with all the rights and responsibilities thereof, and more. Impersonating a superhero is as severe a crime as impersonating any other law officer. One's super identity may then get a driver's license, open a bank account, testify in court, and even apply for a job! Carefully written regulations curb abuses of one's dual identity. For example, if thrown in jail in their civilian identity, a superhero can't simply slip on their costume and demand to be released. The obvious loopholes have all been closed.
- It's illegal to unmask a licensed superhero without their consent. It's considered poor manners to unmask an apparent hero even if they don't have a license. It isn't illegal to share information relating to a superhero's secret identity, but the DSA (Department of Superhero Affairs) works to counteract such "rumors", and to provide heroes with new civilian identities if their old one is compromised. The only blanket exception applies to paramedics, nurses or doctors acting to save an unconscious superhero's life. Under extreme cases the District Attorney can request an OPU (Order for Public Unmasking) but will generally need an indictment from a Grand Jury indicating a high probability that a superhero broke the law. If this happens the Deputy Attorney General of the Justice Department (currently Hamilton Burger III) has been known to file a federal injunction blocking such activity, pending an investigation from the DSA as well as most likely other agencies and superheroes. Cases can be appealed all the way to the Supreme Court. If unmasked unjustly, the DSA can create a new identity for superhero not dissimilar to someone in the Witness Relocation Program.
- Superheroes must respect all the basic laws of the land. If certain laws are technically violated in the performance of one's crimefighting duties, however, then superheroes are generally immune from prosecution the same way an officer of the law would be in certain situations while performing their duties, or as would a "good Samaritan" or someone acting in self-defense. If a police officer orders a hero not to violate a particular law, or attempts to arrest a hero for breaking a law, the hero must either comply or lose their license and become a wanted criminal. In practice this is very rare, except in cases of excessive force or if the officer is compelled to act by a private citizen.

As a general rule, superheroes can get away with most misdemeanors and minor violations as long as the acts were committed in the legitimate pursuit of criminals. Felonies by heroes trigger an inquiry, and unless found to have been accidental or unavoidable to prevent even worse acts by the criminal, the hero may be held accountable for the crime. Incarcerated heroes are allowed to continue to conceal their identities until convicted, at which point they lose their license and are unmasked.

- Access to the data banks of the DSA ((Department of Superhero Affairs). These contain information gathered on all known paranormals – licensed and unlicensed superheroes and civilians with abilities as well as villains. It draws from all American criminal records, records from Interpol and other countries which share such information with the United States through international treaty. It also includes access to the SAPPDD. Also known as the Sequential Art Periodic Publication Digitized Database, the largest comic book collection in the world, housed at FBI's Paranormal Behavioral Science Division headquarters in Fort Smith, Arkansas.
- Licensed superheroes may receive reward monies for apprehending paranormal criminals. Some organizations hire superheroes for regular salaries, and in such cases it's standard practice for any award money to go to the organization (instead of to the superhero) to cover operational expenses.

The Superhero License in Practice

If the police come upon a costumed character breaking into a building, they ask to see ID. If the character is a licensed superhero, they produce the license. The cops smile, relax, and ask for an autograph. If not, then they call for backup.

Collateral Damage

If a hero intentionally causes up to \$250 in damage, that's "criminal mischief", a class A misdemeanor. If a hero causes damage in excess of \$250 *by accident*, that's "reckless endangerment", a class B misdemeanor. But as long as these acts were committed in the legitimate pursuit of criminals, any penalties will almost certainly be waived.

If a hero intentionally causes damage in excess of \$250, that's "criminal mischief" in the 3rd degree, a class E felony. If a hero intentionally causes damage in excess of \$1500, that's "criminal mischief" in the 2nd degree, a class D felony. This kind of behavior will trigger an inquiry, and unless it's found to have been accidental or unavoidable to prevent even worse acts by the hero's opponent, they may be held accountable for the crime.

This only addresses the criminal charges, of course, not civil charges raised by the property owner. However, much the same principles apply in civil cases: the civil charge will almost certainly be thrown out if the hero was not held accountable for a criminal charge.

So who pays, if the property owner can't sue the hero for it? The property owner does. Superhero Insurance is available, and it's usually purchased by property owners the same way you'd purchase tornado or accident insurance. It's standard in most

auto and property insurance policies these days - many states even make it mandatory. It's a lot cheaper per person that way, spread out across all of the potential victims of collateral damage by superheroes, than it would be if only the superheroes were buying it for themselves.

The DSA does track reports of collateral damage, of course. But it's not so much the *amount* of damage a hero causes, as much as indications that the hero has an excessive appetite for it, that can cause that hero's license to be revoked.

6.2.5 Local Variations

While the federal government can establish a set of rules, it is generally up to local communities to interpret and enforce them. The severity and strictness of how these rules are implemented and precisely how they interact with the larger federal bureaucracy will differ from place to place. Due to the flexibility of community standards, things will run a little bit differently from place to place.

There are some areas where the conflicts between superheroes and villains make it almost a 24-hour-a-day war zone. In places like that, if some bulletproof bruiser smashes their way into the local bank and another masked fellow wants to fly in and stop them, the cops will be happy to just let the hero do their thing and wave bye-bye as they haul away the bad guy after it's all over, without bothering to ask to see a license. Licensed or not, they will simply be grateful for the help.

No doubt there are some places that are completely peaceful except for that one dreadful incident years ago which virtually flattened the place. They don't much like superheroes there, and the local cops will give them a ticket if they so much as step on the grass and try to arrest them if their license has a smudge on it.

Some cities and towns like to cultivate a large superhero population, to increase public safety and tourism, or both. Some city social planners discourage superheroes, fearing a corresponding increase in supervillain activity. Some communities prefer heroes with certain types of abilities or 'themes', while discouraging others.

Places that have less restrictive firearm carry laws are more likely to allow heroes to let loose with their superhuman abilities without checking their license.

Likewise, being an outspoken opponent of a powerful local political figure can get a hero "carded" much more often than if they spent a little time making campaign appearances for that same political figure.

Whatever the local attitude toward superheroes, 'local' heroes are treated better by local law enforcement than newcomers or outsiders.

6.2.6 Unlicensed Crime Fighting

Taking to the streets without a license means operating with no special legal support for one's crime fighting activities. This likely results in the immediate violation of several misdemeanors, and the rogue hero's crimes will likely be compounded over time. Worse yet, criminals they've apprehended may go free without the hero's court testimony – and they won't be able to appear in

court without unmasking, and risking arrest themselves. If they're apprehended they can still apply for a license, but their unsanctioned activities will likely count against their chances of acceptance. If they manage to develop a good reputation despite these hurdles, they may still be able to ask a licensed superhero, officer of the law, or other government representative or agency that they've worked with to write them a recommendation. Society is remarkably forgiving of unlicensed crime fighting, as long as it's successful. But if the rogue hero declines to apply, or applies and is rejected, they'll nevertheless be held accountable for any crimes committed while operating without a license, and likely face unmasking and a jail sentence.

6.3 Superhero Teams

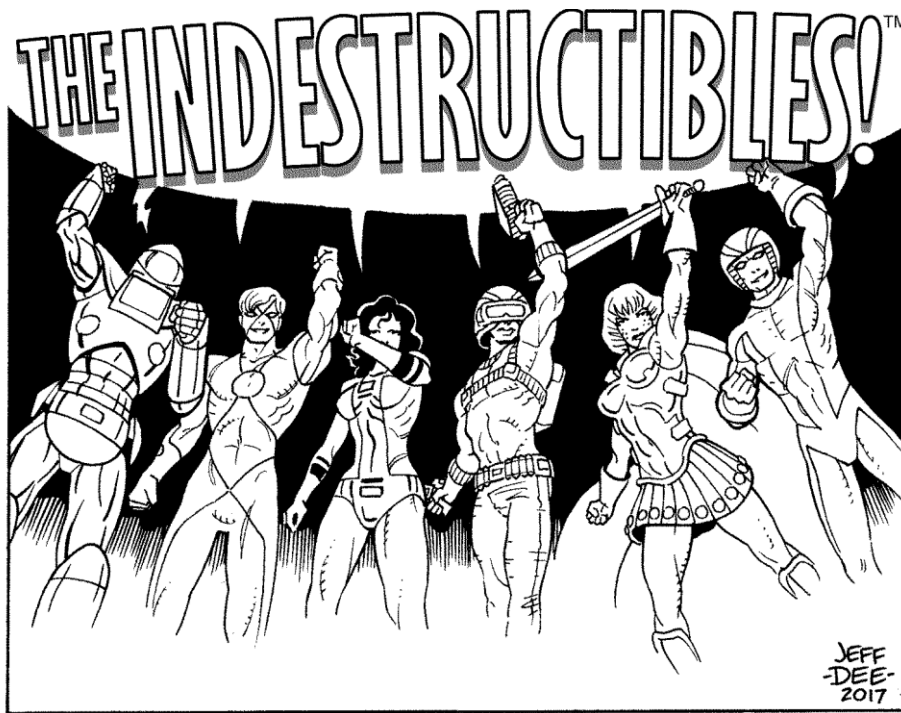
While the PCs will undoubtedly work together to fight crime, they won't be a 'team' until they've agreed on a team name and/or some rules for their group.

Some teams just sort of 'happen' – a group of heroes attract the attention of the media, who suddenly ask, "what do you call yourselves"? Other groups come to this decision on their own, or are gathered together and forged into a team by a non-player

character or organization – who may wish to dictate the name. The Protectors team offers a franchise; there are the Rhode Island Protectors, the Tucson Protectors, the East Side Protectors, the Gulf Coast Protectors, the Vandari Protectors, and so on. The original team (in the northwest suburbs of Chicago) are now known as the Mighty Protectors®.

Rarely, a team can get by without a name – but they'll still have at least a few team rules: a leader and a way to select them, a process by which new members are inducted and other team decisions are made, maybe even a patrol schedule, a media liaison, secret passwords, - whatever's needed. Teams in the Protectors franchise must abide by a few simple (but strict) guidelines, while a team that's actually an official military unit would be bound by military law and discipline.

Team members may contribute some of their earned points to a 'team fund'. Points in the fund are then used to purchase team resources such as Bases, Vehicles, Communicators, or anything else the team's members desire (within the bounds of the team's operational rules). If the team has outside funding, their benefactors may also contribute points to the group's fund.



7.0 The Mighty Protectors® Multiverse

Like any role-playing game, **MIGHTY PROTECTORS®** requires a setting wherein the players have their adventures. The official setting presented here – the Mighty Protectors® Multiverse – is centered around a world very much like our present-day Earth, with the addition of super-powered individuals. This allows the GM to utilize already existing maps of real cities and countries, news items from real life, real people as non-player characters (governors, mayors, reporters, celebrities, etc.) and so on. The Mighty Protectors® Multiverse has a slightly different history, of course, contains a number of mysterious lands and beings, and

has slightly different geographic and political details. For the most part it has the same level of technology as the real world, but far more advanced devices and sciences are possessed by certain organizations and individuals – and, of course, there are aliens and magic, and alternate dimensions, and so on.

The Mighty Protectors® Multiverse is the setting for the authors' own V&V™ campaign, which we've been developing since before the original edition of Villains and Vigilantes was published back in 1979, through the 1982 Revised Edition, V&V™ 2.1, our 'other' superhero RPG Living Legends, and all of the adventures, products, articles and materials we've created or published through Monkey House Games.

When you run your own Mighty Protectors® campaign, it will take place in one of the infinite alternate realities within the MPM (because, for obvious reasons, events that occur in your own campaign won't necessarily show up in 'official' published MPM materials). So, you can feel free to incorporate as much or as little of the setting as described here into your own game-world - adding, changing, or deleting any of the details you wish.

7.1 Guide to the Multiverse

Abomination Realm

The Abomination Realm is a pocket dimension used as a sanctuary for monsters. In ages long past, all monsters knew where it was and how to get there. Sometime in the Middle Ages, a sympathetic faction of the monsters shared their sanctuary with persecuted humans. But revealing the secret ultimately led to human society declaring war against the Abomination Realm. Humanity was eventually expelled and many humans (including virtually all who knew the secret of how to find it) were killed or captured and never seen again. Those few humans who managed to escape saw horrors which tortured their minds. Human memory of the war has faded to legends of a Hell inhabited by demons. The denizens of the Abomination Realm have referred to themselves as "Hellians" ever since.

After the war, the monsters who wished to share the realm with humanity were banished and labeled "Outcasts". In present times, they are rumored to have a new place of their own somewhere in the wilds of upstate Minnesota, known only as the Enclave. Their leader, an ancient creature named Mother Enyo, is an isolationist who wishes only for her people to co-exist peacefully with Man - by staying hidden.

The Abomination Realm is now ruled by the infernal Asmodan. Its inhabitants, as well as some of their allies who remain on Earth full-time, see Mankind as something to manipulate to their own ends - or as mere cattle. Many (among them Mother Enyo's sister, the Gorgon named Stheno) dream of conquering Earth for their own.

Airstrike

The US Air Force's super-powered unit, Airstrike has both pilots with extraordinary (extending into superhuman) skill and those who can fly without aircraft. It handles everything from airline hijackings and mid-air rescues to chasing UFOs. The Intercontinental Ballistic Man is (thankfully) an infrequently called-upon reserve member. Brigadier Ace is the commander, accompanied by Chinook, Jet and Scattershot.

The Argento Crime Family

One aspect of the American Mafia not under the direct or passive control of Intercrime is the Argento Crime Family. They control much of the organized crime throughout the Midwest from their palatial estate in the Upper Peninsula of Michigan. They have a history going back to the Whiskey Rebellion, they fought the Purple Gang, and they are believed to have been involved with the disappearance of Jimmy Hoffa. But they have a secret behind their power.

One of their holdings in St. Ignatius, MI is a tourist trap called The Amazing Place, where people can experience strange but minor

shifts in gravity. At the center of that location is a meteorite that has been there since pre-Columbian times. It is made from Element 500. By exposure to it, various Argento Family members have acquired super-powers. Thus enhanced, they have carved a significant niche in the criminal ecosystem for their family.

Atlantis

Approximately a hundred thousand years ago this once mighty continent in the middle of the Atlantic Ocean, home to an advanced civilization, sank beneath the ocean during the revolt liberating mankind from the alien Sorcerer-Kings of Geos. Using magic stolen from the Sorcerers, the ancient Atlanteans transformed themselves into green-skinned, gilled, water-breathing humanoids with webbed fingers and toes. For many thousands of years the Atlanteans lived apart from the rest of humanity. About ten thousand years ago, their civilization collapsed from civil war and much of their knowledge was lost. Atlantean raiders now roam the shipping-lanes of the surface-worlders, and also poach Lemuria's undersea resources.

Despite millennia of barbarism, and centuries worth of incidental violent exchanges with the surface world, a small Atlantean kingdom has recently formed seeking to unify all Atlanteans in rulership under a bloodline which can allegedly be traced back to a royal line going back to before the continent sank. This new kingdom has signed a limited treaty with the United States. It protects various species of sapient whales, dolphins, octopi and sharks and establishes mutual protection against sea-monsters.

Axiom

Little is publicly known about the world's most powerful superhero. First appearing in 1952, he is the last surviving member of the original American Dream Team. He is now affiliated with the Super Society. He was an original member of the Code Authority, although he was often an unwelcome voice of moderation, and his resignation in 1971 led to a mass exodus from that group. He is believed to be the strongest being on Earth, and also the most impervious to harm. He is rumored to possess every known super-power. While he is still occasionally seen in action, he has technically been in retirement at his secret base in the Antarctic since 1992.



Earth's mightiest superhero, Axiom!

BEASTs

This Special Forces unit jointly reports to NASA and the Strategic Air Command. The members of the Bluebook Extra-Atmospheric Study Team (BEAST) have gone through Special Forces training like the Navy SEALs and Delta Force and then have gone through Astronaut training. Most have degrees in science, engineering or medicine.

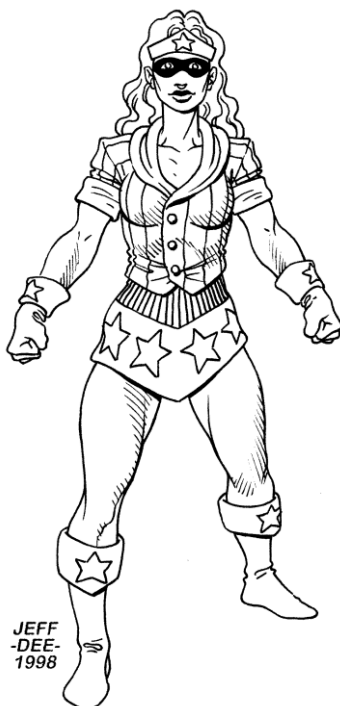
This group was formed to act as first responders to any alien invasion. Its secondary mission is to acquire advanced alien technology by any means necessary. The BEASTs fly custom combat shuttlecraft and employ advanced weaponry ranging from high tech small arms, to a full ABC-range arsenal of WMDs.

The Black Mage

In 2006, a German magician named Baldrich Hirsch changed his name to Morto Void, murdered his sorcerous mentor and assumed the mantle of Black Mage. The next thirteen days were spent locked in magical combat facing challenger after challenger for the title. All were destroyed.

Despite his remarkable gift for spell-casting, Morto isn't sane enough to be considered truly evil. He enjoys self-mutilation, loud music, sex, drugs and magical combat. The only agenda he advances is to "have a good time" and the pursuit of this agenda usually runs all over the rights and personal safety of others.

He has held title of Black Mage a long time. It is usually heavily fought over and changes hands every few months or years. Morto seems neither disciplined nor dedicated enough at practicing sorcery to have retained his title for this long. There are rumors that he has access to some mysterious magical power source, and that is what has enabled him to maintain his position. Some say that other supernatural entities are also secretly propping up his reign as the Black Mage for some unknown purpose.



Americana: new patriotic heroine in Freedom Eagle's absence.

CHESS

Secretly fostered by JFK and teenage chess prodigy Bobby Fisher, the organization known as the Complex High Energy Selective Surveillance grew from a small but active department of the Secret Service into the premiere intelligence gathering and law enforcement agency in the United States. CHESS exists to assess the threat level of undocumented and unexplained super-powered activity, and when necessary to provide support to any superheroic response to such threats.

CHESS is organized into ranks code-named after the pieces on a chessboard, led by the King, with the Queen overseeing daily operations. Bishops are uniquely-trained field operatives, Rooks are technical experts, and Knights are armored shock troopers mounted upon flying motorcycles. See also the Endgame Initiative, Haven, and OPERANDI.

Dr. Carl Silverhead

Dr. Silverhead is the world's most accomplished astrophysicist. He has served on the National Security Council as Extraterrestrial Security Advisor to five presidents. Dr. Silverhead currently advises the United Nations on extraterrestrial affairs. Secretly, he has also constructed a starship which operates entirely by the power of his mind. See also Star Corps.

Chronangeles

This is a large planet entirely covered by a city. The city is a massive chronological observation platform, where the operatives of Chronos can monitor the timestream and also observe any divergent timelines they wish. While the cosmic entity Chronos rules Chronangeles, it is governed by his daughter, Millennia. She is served by female humanoid clones called "generations". To the casual visitor, the place is a disorienting, near-limitless hall of mirrors reflecting random moments in history, including moments from the observers' own lives.

The Code Authority

Created in response to Senator Joe McCarthy's attack on superheroes in Congress, the Code Authority is the superhero community's effort to police itself. While perhaps originally well-intentioned, it's been abandoned over time by the overwhelming majority of superheroes, who find it too dictatorial and restrictive. As of 2010, no known superheroes would admit to being members of the Code Authority. Nevertheless, the Code Authority does still have a few followers. Its supporters believe that it's poised to make a comeback. See also Axiom.

Cognos

It is believed that Cognos is the last son of the Milky Way's first sapient race, which seeded intelligent life throughout the galaxy. The only other surviving pure-blood member is his daughter, Alexandria. Cognos stands approximately 20 feet tall, and usually appears seated behind his Celestial Workstation, surrounded by a cloud of crackling black orbs. From there he can watch and influence everything that transpires on (or travel to) every civilized world in the Multiverse. He is the founder and builder of the Interdimensional Library, which is operated and maintained by his daughter. Chronos is also in charge of intelligence gathering for the Core War.

Cosmos

Cosmos is the overseer of the cosmic systems which govern the operation of all dimensions in the Multiverse. Only one being designated as "Cosmos" may exist at a time. This Cosmos is the seventh such being to exist since the beginning of the Multiverse. Cosmos serves as the main field general commanding our dimension's troops in the Core War. Cosmos' actual form is a vast energy field; looking at him directly overwhelms the mind and senses of most sapient beings. To spare the minds of those he must interact with, he may present himself as a giant face in the sky made up of celestial objects such as stars, comets, and planets. His adopted daughter, a fellow cosmic being named Jillian, usually appears as his emissary. She also rules Omnipolis, the world where he prefers to coalesce his essence.

Chronos

Chronos is the living manifestation of the Ultra-Being, a sapient life-form who exists in all of the infinitely diverse time-streams in the Multiverse which run parallel to our own. He reproduces by cloning, and thus he created his own daughter, Millennia. She has cloned an entire race of herself, called "generations", which populates the city-world of Chronangeles where she serves as Mayor. From here Chronos serves as the master strategist of the galactic army in the Core War, watching each battle unfold a near-infinite number of times in advance until he can determine the best strategy. He also controls the power of Unsynced Time, delegating it to the Heralds of Fate as needed. Cronos appears as a vague, shimmering, silvery bipedal figure with the only the vaguest suggestion of a face, constantly shifting closer and farther away. His twisted, jagged-edged shadow seems to stretch off into infinity, in defiance of any existing light source.

The Council of Elders

This Council is the single most powerful organization of sorcerers in human history. In layman's terms, the Council of Elders is the Federal Reserve Board of magic. White, Gray and Black magical factions all have representation. They are painfully neutral when it comes to matters of good and evil. Historically, the Council does not act out of personal interests. They take the long view on every issue. They do directly involve themselves when the flow of magic may be seriously diminished.

More often than not, those who interfere with the flow of magic change their own behavior if they hear that the Council is even considering action. When a situation has reached the point where the Council becomes involved, then their intervention is swift and merciless. When they intervene in a conflict, they typically arrange for all parties involved to be summarily destroyed. The message this sends is clear: "Tend to your affairs with care and discretion, or the Council will settle them for you."

The Council operates out of its own pocket dimension from which only a finite number of gateways lead to Earth Prime. This dimension is protected by thousands of years' worth of counter-magical defenses, and is virtually unassailable. Members of the Council have included such renowned magi as Merlin, Cornelius Agrippa, Dr. John Dee, Benjamin Franklin, and Professor Spinetinger. See also Infinite Circle and Lifelight Freehold.

The Core War

The ongoing conflict commonly referred to as the Core War has been fought at the center of this dimension's Milky Way galaxy for longer than humanity has existed. Three cosmic entities (representing Time, Space and Consciousness) are fighting to defend our galaxy against an entity known as The Void.

These entities (Chronos, Cosmos, and Cognos) recruit the dead soldiers, gods and heroes of the Multiverse - forming them into the mightiest army ever created. To their tremendous credit, they've kept the galaxy from being overrun - so far. But they've never been able to push back into the Void's realm, against its overwhelming forces. See also Haven, Infernia, Megagrad, Omnipolis.

The Crescent Family

The Crescent Family is one of the oldest, wealthiest and most politically powerful family dynasties. A little-known secret is that they are also the most magically powerful family in the world, and that is their real source of strength.

The Crescent Family's money props up banks all over the world, and there is no industry in which they do not have a substantial interest. They lavish billions in philanthropy. They wield control over political parties in every industrialized country on Earth. Their word has put Presidents and Kings into power, and taken them out again. The Crescent Family also controls the most powerful criminal organization in Europe (the Crimson Hand) and its influence extends around the globe. From the servants in their household to the workers of their factories, all have sworn allegiance to the Crescent Family. It stands as strong as any sovereign nation.

But with as much power as the Crescent Family wields there is another power that is greater. Many centuries ago the ancestors of the Crescent Family swore an oath of servitude that has bound their bloodline to this power, an unimaginably malignant otherworldly force of evil. The sign of the Crescent - the crest of the Crescent family - has long thought to be a representation of the Moon. But this is incorrect. Their family crest represents a portal that is only partially open. Over the course of many generations the Crescent Family has slowly altered its crest with the width of this portal gradually expanding over the centuries.

The current patriarch of the family is Mathias Crescent, age 97. He has three sons, Christian (77), Pierre (63) and Joseph (56). All three sons are married, and between them they have fourteen offspring ranging in age from 31 to 7. All of these family members are powerful sorcerers. The Crescent Family has been extremely careful over the years to never directly cross the Council of Elders and the Infinite Circle, but it has no fear whatsoever of the Lifelight Freehold.

CrimeTech

Intercrime's only serious competitor is a brash young upstart organization called CrimeTech. They've managed to resist Intercrime's efforts to assimilate them for several years, developing most of their products internally and earning a reputation as a source of edgier and more creative illegal technology. Lately, CrimeTech has begun consulting - offering their technical expertise to criminals carrying out heists in exchange for a hefty

percentage. Direct armed conflicts between Intercrime and CrimeTech are uncommon, usually occurring when both groups attempt to swindle or steal from the same legitimate research facility.

The Crusaders

Headquartered in Indianapolis, the Crusaders are one of the premiere superhero teams of the Midwest, and one of the most

popular. They are known for their willingness to help train newcomers, many of which have gone on to become major heroes their own right. Recently, the Crusaders have retired as an active group and converted their operation into the Citadel Academy - a superhero training school. The Crusaders have fought multiple battles over their decades-long grudge with the Crushers. The leader of the Crusaders is Manta-Man, with team members Blizzard, Dreamweaver, Enforcer, Evergreen, Laserfire and Shocker.



The Crushers

The Crushers are a loosely affiliated band of supervillains who seemingly have nothing in common other than their mutual hatred of the Crusaders. There has been much speculation as to the origins of the Crusaders/Crushers feud, but the actual reasons are known only to the participants. Since the Crusaders' recent realignment, the Crushers first declared victory and then threatened to open their own 'school'. None of these claims have been taken very seriously. Rumor has it, the Crushers are now in search of another superteam to bedevil. Led by the lunatic android Mocker, the traditional members are Bull, F.I.S.T., Hauntress, Hornet, Mace, Manstar, Marionette, the Mercury Mercenary, the Shrew, Stormlord, and Temper. In the past, guest villains have hung out with the team temporarily. The latest of these is Crime Teacher.

upon a wearable cybernetic link, which enables them to organize and strike in large numbers - overwhelming their often larger and stronger opponents. They have a powerful hoarding instinct, focused around enhancing the collective good rather than satisfying their personal greed. They prefer to live in large hive-like structures but when necessary they occupy smaller multi-family nests. As members of the Spherical Confederation, the Dakodarians are mostly concerned with trade issues though they tend to side with the Farashi against Earth.

Darkworld

Darkworld (named 'Nemesis' by Earth's early astronomers) is a nearly undetectable planetoid in the Oort Cloud beyond Pluto, made entirely of dark matter. The native inhabitants of Darkworld, the Darklings, have been watching our world for millennia and monitoring humanity's broadcasts since they began.

Dakodar

The planet Dakodar orbits the star Fomalhaut, 22 light years from Earth. The Dakodaran natives have been toughened by the brutal climate extremes of their home planet, evolving into small but tough rodents with bodies covered in a thick leathery hide. They tend to hunt wild game alone to demonstrate their bravery, but when encountering an invading threat they attack in packs. Dakodarians also share information with each other with speed and efficiency. At close range they communicate in their own high-pitched language, much of which is beyond the range of human hearing. When separated by greater distances they rely

At the center of their world is a massive machine capable of changing the course of asteroids and comets by manipulating gravity waves. They once used this machinery in an attempt to wipe out the Saurid race on primordial Earth, causing the destruction of Earth's dinosaurs but succeeding only in driving the Saurids into hiding. Darklings still fight with mundane melee weapons, but they also pilot giant, strange-looking robots and have both field artillery and handheld weapons utilizing gravity beams. The Darkling corporate government is isolationist nowadays, but is often approached as a potential ally by enemies of Mankind.

The Devil Dogs

The Marine Corps is the only branch of the US Armed Forces to have its own thaumaturgy unit. US forces captured a vast Nazi treasure of occult artifacts and knowledge after World War II, and that acquisition formed the basis of this unit. The Devil Dogs' commander is one of the world's toughest combat sorcerers, Major Arcana. His subordinate officers are Ravenbeak and Ballista.

Earth Prime

The Earth of the dimension in which the Mighty Protectors® Multiverse superhero role-playing game campaign takes place is known as Earth Prime.

Element 500

Element 500 falls to Earth as meteorites from outer space. It is the rarest element known to humanity. It can appear in either metallic or crystalline form and in a variety of colors. All available equipment indicates that it gives off a high level of radiation. Although if it is radioactive, it appears to have none of the adverse effects that highly radioactive materials have on living things. Over the course of decades of study since 1940, Element 500 has been subjected to innumerable scientific experiments and tests. The results of those experiments have been different every single time. There has been reports of Element 500 having strange effects on individuals with super-powers, but those reports cannot be substantiated and the reported results have cannot be duplicated under laboratory conditions. According to alleged extraterrestrial scientific sources, the element fits at number 500 on the Galactic periodic table. Some scientists on Earth refer to this element as Fluxutium.

The Endgame Initiative

This is a rogue group within CHESS, who believe that the government must be prepared to field its own force of super-powered agents to replace superheroes when they inevitably fail, or disappear, or become the enemy. The most extreme members of the group actively work to undermine superheroes, figure out how to neutralize their abilities, and weaken the public's trust in them.

The Enigmata

The Enigmata is "the Mark of Mystery" borne by those who have been bitten by the Mystery Beast and survived. Those unfortunate enough to have such a fate befall them find themselves members of a uniquely diabolical group whether they wish to be or not.

The ranks of the Enigmata have spread all over the world and they dedicate their existence to searching for signs of the elusive creature. The Enigmata are nearly as unfathomable as the Mystery Beast itself. The oldest surviving member of the Enigmata is a supernatural being known only as the Screaming Man. Other high-ranking Enigmata are Deathgrin and Dr. Caduceus. All of them had been powerful potential forces for good before receiving the bite. Now they all bear "the Mark of Mystery" and are unspeakably evil. The "mark of mystery" is invisible, except when the Mystery Beast or another member of the Enigmata is near, or whenever a terrible tragedy or disaster (such as a train wreck, plane crash, etc.) is imminent, or during a full moon or other astronomically significant event.

Factorum

Renowned in galactic legend, the Factorum is an automated solar-system sized factory made of dark matter, using trillion-year-old pre-Big Bang technology. It roams our galaxy undetected, manufacturing cosmic entities (such as Chronos and Cosmos, though not all cosmic beings come from the Factorum). It has been sought by extraterrestrial fortune-hunters for millennia. One theory posits that the Factorum is the prize the Void wishes to claim in the Core War.

Farash

The Farashi are a sapient crustacean species who fought their way up from the bottom of a terrifying eco-system of superpredators by developing tough exoskeletons and clever brains. One of the first civilizations in our galactic neighborhood to develop faster than light travel, they are a principal member of the Spherical Confederation. They are powerful fighters, but not numerous enough for large-scale warfare. They have a cautious and suspicious nature, but are loyal to their allies. Unfortunately, they are currently the main opponents to Earth's entry into the Sphere. Farash orbits the star L 97-12, at a distance of 18.9 light years from Earth.

Federal Bureau of Investigation, Paranormal Behavioral Science Unit

Using the same techniques and procedures developed to capture serial killers, the FBI opened the Paranormal Behavioral Science Unit in 1999 in an effort to create profiles of supervillains and criminals who utilize paranormal abilities or advanced technology. By studying a supervillain's powers, type of origin, method of operation, territory - even such minor details, as voice, phraseology, chosen name and costume design, the Paranormal Behavioral Sciences Unit can develop a highly accurate profile that is very useful in revealing a villain's secret identity.

Since its inception the Paranormal Behavioral Science Unit has played a pivotal role in the capture of hundreds of supercriminals. It is also catalogs psychological test results for all supercriminals who have been in custody. Originally there was political resistance to the creation of the Paranormal Behavioral Sciences Unit, much of which came from high-profile superheroes who expressed concerns that the government could also employ these techniques to uncover superheroes' secret identities. Even if the Government properly handled this information, they questioned whether they could keep it secure. This debate was resolved when then acting Attorney General Hamilton Burger III placed language in the PBSU directive, forbidding them from investigating any superhero not currently accused of a crime. Any data they do gather must be forwarded to the US Bureau of Superhero Affairs.

The PBSU consults with other law enforcement agencies that gather supercriminal methods, obsessions, and taunting riddle/puzzle clues left behind at supercrime scenes. Unfortunately, there is currently a 6 to 8 week waiting period on clue analysis due to their backlog. The PBSU also administers the Sequential Art Periodic Publication Digitized Database, the largest comic book collection in the world, housed at the PBSU headquarters located in Fort Smith, Arkansas. See Superhero Comics.

The Fiasco Family

Federico Fiasco was the eccentric king of the modern art world. But America's premiere art critic, Cleveland Makeready, believed Fiasco was a fraud. During a PBS broadcast from Fiasco's last exhibition, Makeready burst in – declaring, "Your art, sir, is a crime!" But Fiasco had pre-arranged the entire incident, even Makeready's accusation, through psychological manipulation. His response was, "You are wrong. My crime is an art!" And then he shot Makeready dead on live TV.

Since then, Fiasco and his "family" (a vast number of relatives, and a seemingly unlimited number of self-declared loyal followers) have initiated a never-ending reign of terror across the US and the world. To them, crime is performance art: sometimes involving brazen dares to authorities and superheroes to stop them, other times leaving so little evidence that their crime isn't even discovered until after they're long gone. Their crimes are sometimes ugly, sometimes beautiful, sometimes deadly, sometimes harmless, sometimes grandiose in their epic scale, and sometimes comically small misdemeanors. Rumors have begun to emerge of secret contacts between the Fiasco Family and the Night Masters, but the nature of that contact is still unknown. The second most famous Fiasco Family member is the supercriminal, Od.

The Four Horsemen of the Apocalypse

The Banes of Cognos, and the cosmic enemies of all sapient life, are Death, War, Famine and Plague. Each Horseman commands seven super-powered underlings who carry out their bidding. Death has the Seven Deadly Synths. War has the Seven Hatemonger Generals. Famine has the Seven Voracious Hungers. Plague has the Seven Incurable Infections.



The Four Horsemen vs. the Indestructibles

Some say the Horsemen are allowed to roam free throughout Earth Prime's universe because of a secret pact with Cosmos, and that the Horsemen are helping him to fight the Core War by producing billions of dead soldiers which he can then recruit.

The Frankenstein Galaxy

This is a recent potential ally of the Void in the Core War. The Frankenstein Galaxy was assembled, by a civilization known as the Propagators, from cosmic debris cast off by other galaxies. They have their eyes on Earth's spiral arm of the Milky Way. The Propagators are god-like beings who don't deign to come here themselves, but they have sent scouts and intelligent robot drones to analyze our galaxy and assess the best way to absorb us.

The Freedom Brigade

The US Army's super-powered military unit was designated 'the Freedom Brigade' by President Dwight Eisenhower, in commemoration of the 10th anniversary of the end of World War II. It's named after one of the unit's original members, the Freedom Eagle. The current commanding officer of the Freedom Brigade is Colonel Liberty. His top subordinates are Arbalest and Grizzly.

The Freedom Eagle

A living embodiment of the American ideal, Freedom Eagle is a Peratonian explorer who'd been living on Earth for nearly 800 years, first in Chile and later in North America, before the arrival of Columbus. He first defended the Native Americans against the European settlers, but later reconciled with the fledgling American democracy (in exchange for many concessions), and fought for the US in two World Wars. He was first partnered with Psimon, and acquired his famous costume and code-name, during the Great War. His superheroic career continued until his tragic unsolved assassination, carried out in front of the Gerald R. Ford Museum in Grand Rapids, Michigan. Legends and conspiracy theories have always surrounded the circumstances of his death, including persistent rumors that he has somehow returned. See also The Freedom Brigade.

Geos

The planet Geos developed humanoid life (along with 'elves', 'dwarves', 'goblins', and other 'fantasy' races and creatures) long before humans evolved on Earth. A relatively high proportion of Geosians (especially among its non-human races) possess a natural talent for magic. As a result, Geosians have grown dependent upon magic while remaining technologically medieval. Geos is believed to be the source of Earthly stories of fairies and fantasy creatures. Geos orbits the star Delta Pavonis, at a distance of 18.7 light years from Earth.

In ancient times Geos was ruled by an elite group of Sorcerer-Kings. Approximately a hundred thousand years ago the Sorcerer-Kings left Geos, via mighty magical portals, to conquer other worlds. Today, Geos is dominated by a single large human empire plus a few scattered and independent nations. The Emperor is widely regarded as a tyrant, and efforts by freedom-fighters to dethrone him are ongoing. Nevertheless, the Emperor's magic-backed military forces were powerful enough to earn the planet membership in the Spherical Confederation. Geos has become the pivotal 5th vote in the Parliament of the Sphere, and as such it is alternately cajoled and strong-armed by the other Parliament members in an effort to win its support.

The Gray Mage

Since 2014, the title of Gray Mage remained vacant after its previous holder, the Spire, was swept away in a magical storm and never seen again after battling some magical beasts from another dimension. The current acting Gray Mage (since 2017) is called the Gravedigger. He is a former superhero from America who retired several years ago after accidentally causing the deaths of 21 people. He didn't volunteer for the job, he was appointed to the position.

The role of the Gray Mage is much more complex than that of either the White or Black Mages. This job requires more magical ability due to the breadth of its jurisdiction. Much of it involves mitigating ancient magical grievances, and fighting off challengers for the title. So far the Gravedigger has been trying to settle the affairs of the Spire (running across all sorts of messy and unwanted intrigue in the process), judging his challengers, and in his spare time discreetly searching for a replacement who will be acceptable to the Council, so that he himself may abdicate.

Haven

From time to time, soldiers from the Core War armies of Cognos, Cosmos, and Chronos are given a break at a secret rest and recreational facility on Earth. That place is Haven, hidden beneath the northern Midwestern United States. The troops tend to party hard. The administrators of the facility have their hands full, keeping the revelers in line while shooing away curious Earthlings. Sometimes they call upon local superheroes for assistance. CHES and a secret committee of the US government are aware of Haven's existence. It is one of their most carefully guarded secrets.

The Heralds of Fate

All events and decisions echo throughout the Multiverse, influencing 'nearby' dimensions and even spawning entirely new

temporally-divergent dimensions. Thus Alexandria, Millennia and Jillian (the daughters of Cognos, Chronos and Cosmos) created the three Heralds of Fate, to help steer the progress of the Multiverse. These Heralds are known as the Man in White, the Man in Gray and the Man in Black.

When positive, creative events occur, and when decisions are being made which could lead to positive consequences in the future, the Man In White appears (in whatever guise he may choose), to observe, to offer guidance or (very rarely) to intercede.

When negative, destructive events occur, and when decisions are being made which could lead to severe negative consequences (or when only bleak and hopeless outcomes are possible), the Man In Black appears (in whatever guise he may choose), to observe, to guide, or occasionally to intercede - so that something good may be salvaged from the situation.

The junior partner of the group, the Man In Gray, almost always appears in the form of a nondescript human male in an inexpensive gray suit. He has the most difficult job of any of the Heralds. It is his task to intercede in situations which may send the Multiverse spiraling into either stagnant order, or senseless chaos. He appears primarily to witness and guide, but he is therefore unable to remain removed or aloof. He must intervene more often than do his colleagues, but he has less direct power than they do. His intervention usually comes in the form of brokering a deal between often opposed or disinterested parties, the terms of which help to restore balance.

The Heralds also wield the power of Unsynchronized Time under the authority of Chronos. While the Heralds wield powers bordering on the cosmic, they are neither immortal nor invincible. They can theoretically be fooled, defied, denied, defeated or even destroyed.



Hour 13

This is a terror cult which believes that man deserves to be subjugated by an extraterrestrial civilization. Hour 13 repeatedly hacks and hijacks the SETI program using their equipment to transmit messages to extraterrestrials, rather than merely listening. These messages are specifically designed to encourage extraterrestrials to invade and overthrow Earth. While to date no extraterrestrial civilization has taken them up on their offer, it has led to an increase of extraterrestrial criminals running the Sphere's blockade and coming to Earth. Hour 13 provides sanctuary for them. They also secretly transmit messages into Haven encouraging war-weary troops to go AWOL.

The Indestructibles

The Indestructibles are the premiere superhero team of Grand Rapids, Michigan. Their headquarters occupies the upstairs, downstairs and back rooms of a building fronted by the Collecto-Expo comic book shop. Since the economic collapse of the 2000's caused a reduction in the funding and membership of Detroit's City Knights, the Indestructibles are now the most prominent superhero team in Michigan. Consequently, its range of operations has significantly increased and its resources are severely strained. The team is funded by Armorman Junior's inheritance from his father, the original Armorman, which is nearly used up. When circumstances require it, they farm out assignments to Shatterman and Condor (former members of the team, until they quit over what Shatterman describes as "creative differences"). Armorman Jr is the leader of the Indestructibles, with current teammates Blastar, Gunsmith, Red Hildegard, Space Racer, and Skylark.

Infernia

This miserably inhospitable hunk of rock is the forward base for the Void, the headquarters of their commanding field officers, and a prison camp for soldiers they've captured in the Core War. No native of our universe has ever seen its surface, and escaped. Located in the exact center of our Milky Way galaxy, Infernia is protected by a negative energy field so powerful that Earth's astronomers have mistaken it for a black hole.

The Infinite Circle

This organization, also known as the Infinitely Expanding Circle, is devoted to the advancement of White Magic. The Infinite Circle has only existed for about three thousand years, which makes them a mere pup in the eyes of the Council of Elders. The Circle was formed after a few centuries of magical conflict wiped out many other White Magic societies, and their survivors banded together. They have been the predominant magical force for good in the world ever since.

No evil magician, no matter how powerful, dares to take the Infinite Circle lightly. They are wily judges of talent and effective recruiters, with thorough training programs second only to those of the Council of Elders. However, the Infinite Circle has seen many of its members die in magical conflict. For example, over a thousand members of the Infinite Circle gave their lives during the course of the Crusades alone.

Branches of the Infinite Circle exist in every major city in the world. The leaders of this society are called the Inner Circle and their identities are unknown to all but the upper echelon of the group.

Intercrime

Intercrime is the most successful criminal organization in the world. Based in the United States, they have branches in many other countries. They've long since assimilated many lesser syndicates, like the American Mafia - without those syndicates' knowledge! Intercrime only exerts a subtle influence over these satellite syndicates, to preserve its anonymity. Intercrime has a reputation for utter ruthlessness, and the loyalty of its agents is legendary.

Lately Intercrime has been creating new supernatural products, unlike anything available from their rival CrimeTech. Word from top-level sources on the street is that since they began expanding into the supernatural, their mysterious leader (known as "The Suit") may have "died", but still runs the organization nevertheless. It is unknown whether this is the truth, a mere rumor, or a deception.

The Intercontinental Ballistic Man

After the invention of the Hydrogen Bomb and the development of intercontinental ballistic missiles, the R.A.D. Corporation proposed the idea of a rocket-propelled bomb guided by a cautious, computer-generated, conscience-driven personality, programmed specifically to wield the responsibility of decision-making in situations that could potentially trigger the destruction of the human race. That concept was approved by the U.S. government, and implemented in 1959 with the creation of the Intercontinental Ballistic Man. ICBM was maintained by rocket scientist/computer programmer/psychotherapist Dr. Rachel VonTurjung. The Soviets soon responded by creating Comrade Megaton. For the next thirty years, the globe was effectively their thermonuclear chessboard. But while Megaton was playing to win, ICBM was playing to provoke a draw. Eventually, Megaton was destroyed when he detonated himself in a space battle with ICBM. While the threat of nuclear war remains, ICBM is now primarily a reserve member of the superteam Airstrike. His current duties have more to do with preparing against space-based threats against Earth. See also OPERANDI.

The Interdimensional Library

This massive world, created by Cognos and curated by his daughter Alexandria, exists to store all of the knowledge of all the sapient beings throughout our universe. It also stores works from alternate dimensions representing importantly divergent timelines. It is defended by the Library Police, an elite cadre of time- and dimension-travelling enforcers who retrieve lost and stolen items. The library has branch offices (usually in secret, undisclosed locations) on the homeworlds of all sapient life forms in this universe which have some type of written language.

The Justice-Defenders

Created in the 1960s as a direct response to the social upheaval of the time, the Justice Defenders began by starting their own self-styled 'superhero commune' in northern California. The Justice Defenders were the first to reject the Code Authority, and the team has a long, well-established history of being unafraid to step into various social and political issues. They have a solid reputation for sticking up for the powerless and for advocating personal freedom. The Justice Defenders' community has been directly connected with the tech booms of the 70's and 90's, and is financially self-sufficient. The Justice Defenders' current leader is Centurion, with his companions Battle Hawk, Cougar, Shooting Star and Tenth Man.

Lemuria

This is an ancient, sunken microcontinent in the western Indian Ocean, originally settled by humans from a psychically-advanced prehistoric civilization in southeastern Africa (near modern-day Malaia). At the climax of the conflict with the Sorcerer-Kings of Geos, the Sorcerers (threatened by the Lemurian's mental abilities) sank the land of Lemuria to the bottom of the ocean. With the timely aid of Dyzan, a renegade Saurid scientist from the Secret Land, a dome was placed over the capital city and the populace were saved. Eventually, with the aid of advanced technology, the undersea city of Lemuria was able to recover and develop into a thriving civilization. Lemurians long ago learned to project their consciousness into sea creatures, developing large undersea farms and resource collection efforts which eventually expanded from the waters off Madagascar all the way to New Zealand. These days Lemuria is beset by food and resource raids from Atlantis, and the locally evolving sea life is becoming resistant to Lemurian control. In response, Lemurian resource collection is delving deeper than ever before - and stirring up enormous sea monsters which live at the bottom of the ocean trenches. These monsters have now become a threat to the surface world as well. After millennia of seclusion, the lords of Lemuria face imminent starvation at home - and anger from their distant surface-dwelling cousins, which the Atlanteans are keen to exploit.



Some say Garganticus was awoken by Lemurian activities.

The Lifelight Freehold

This organization was formed several hundred years ago by a dissident splinter faction of the Infinite Circle. They felt that the Infinite Circle were insufficiently aggressive in dealing with those who would do evil in the world. When a schism occurred within the Infinite Circle, the Lifelight Freehold struck out on its own and became a separate organization.

While the Lifelight Freehold is a tiny fraction of the size of the Infinite Circle they have managed to make their presence felt almost as much as the larger society through their sheer aggressiveness. To be a member of the Lifelight Freehold, one must be a zealot. They have been called magical berserkers in the battle against evil and their zealotry has almost brought the wrath of the Council of Elders down upon them on several occasions.

Since the late 1960's the Lifelight Freehold has been in a state of recovery. A number of enemy societies allied themselves against the Freehold back in the early 1960s and they attempted to wipe it out completely in a devastating campaign of sorcerous assassinations. These efforts were very nearly successful. By the time the Infinite Circle intervened, of the Freehold's four hundred active members, fewer than three dozen were still alive.

Although they have been much quieter in recent decades, the Freehold has never completely gone away and continues to

grow stronger. The current base of operations for the Lifelight Freehold is in Portland, Oregon. A handful of smaller branches are scattered around the world. The head of the society is a mysterious sorceress known only as Viridia. See also Council of Elders, The Infinite Circle.

Malaia

This is a tiny but strategically significant nation in southeastern Africa. It's coastal waters are home to the largest and most vicious assortment of pirates in existence. Its coastal province is virtually lawless, ruled by militarized bandits. Yet this area still functions as a vast open air marketplace for inexpensive high-tech weapons and equipment, utilized by criminal and paramilitary groups around the world. This market earns the Malaian government an estimated three-hundred million dollars a day.

The most infamous leader in Malaian history is President Doctor Leopold Linus III. Also known as the international supercriminal Leo, he was one of the world's most heinous dictators. Leo planned that he and his son Felis Linus would rule Malaia together. But when Leo's military was weakened in a skirmish with the Protectors, Felis staged a coup and seized power from his father.

Initially, the world celebrated the end of Leo's reign. But Felis quickly demonstrated that he could be just as merciless. International support was soon withdrawn, and Felis was ousted again by his father. Felis spent the next seven years in Malaia's worst prison. There Felis met Magan Ahmed Daar, the Malaian ruler who Leo had originally overthrown. Magan Daar wanted to turn Malaia into an industrialized and technologically advanced nation for the benefit of everyone. Felis engineered an escape and brought Magan with him. Utilizing Magan's popularity, Felis regained control of the country while Leo was off engaging in a criminal enterprise with the Zodiac. This time he promised the UN that he had changed. His brutality was now strictly reserved for his father's loyalists and informers. Magan serves as Felis' top advisor. Leo has returned to the region since this latest coup, and is rumored to be somewhere in the jungles just beyond Malaia's border, sponsoring terrorism and gathering troops for his next attempt to seize power. See also Lemuria.

The Manhattan Progeny

This is the major superhero team in New York, made up of the sons and daughters of the Super Society and the Justice Defenders. The co-leaders of the team are Thunderboy and Luminary.

Masque of the Unforgiven

This is an ancient society that has generated magical energy by spreading fear and hatred. To that end they have taken it upon themselves to fan the flames of fear and hatred in the human race as much as possible. Through the blind pursuit of this single method they have become one of the most powerful supernatural organizations in the world. They collect magical energy in "storehouses" of various kinds around the world.

Originally, the Masque was involved with the Spanish Inquisition (where it gained much of its core supernatural knowledge through the torture of witches). The group was at the height of its powers in the period between the French Revolution and World War II. The Masque of the Unforgiven played a vital role in supernaturally re-arming Germany after the First World War.

Ultimately, most of the Masque's members were killed off during WWII. Since then, its surviving members have been international fugitives. But the Masque of the Unforgiven still exists. It has spent the intervening decades sheltered by third world governments eager to benefit from their knowledge.

The Masque gets its name from its ritual of membership, an elaborate masquerade ball which concludes with the new adepts having metal masks (usually in the shape of gothic animals) nailed onto their faces. The Masque's members then learn to disguise themselves through supernatural means.

Remarkably, the organization has only grown stronger from its status as a group of reviled war criminals. More recently they have taken to committing acts of supernatural terrorism. They have no political or social agenda to advance other than amassing power by creating blind fear and hatred in as much of human society as possible. Worldwide manhunts for the Masque over seven decades have turned up nothing.

MEDUSA

The "Military Espionage Department, United States of America" exists only as a cryptic footnote somewhere in the federal Black Budget, but it rivals CHESS in its scope of influence. It was formed in 1970 by an executive order, specifically to carry out tasks that CHESS rejects. Their newly appointed director is former Manning Electronics executive J.B. Curtis.

MEDUSA is always under deep cover. It is organized into an unstated number of non-standardized "tactical teams", which are virtually independent from anything remotely related to government oversight. They have been in direct conflict with CHESS, occasionally even exchanging gunfire with them.

MEDUSA also engages in research and development. Current Director Curtis intends to carry out the imperative from the current administration to utilize MEDUSA's technology to generate revenue in order to offset its massive budget.

Megagrad

The staging area for the galactic army before deployment to the front lines of the Core War is a massive planet that houses a trillion troops on standby, sourced from the dead heroes and gods of thousands of civilizations throughout the Multiverse (including dimensions like Valhalla). Megagrad is also the location of a prison housing traitors, war criminals and captured deserters. The native lifeforms of Megagrad consist of assorted species of giant monsters. A galactic army program is studying the possibility of utilizing these monsters in the Core War. Chronos, Cognos and Cosmos remain hesitant to unleash such things, even in the defense of our Multiverse.

The Mystery Beast

The Mystery Beast is a creature believed to have been unleashed from the Abomination Realm during its war on mankind, whose venom contains the essence of pure doom. Those who are bitten by the beast and not consumed outright, usually die quickly - often in terrible ways. Reports of spontaneous combustions and other types of mysterious deaths and disappearances have been attributed to the Mystery Beast.

It has been said that the Beast is drawn to attack those with the potential to do good. It has a thirst that can only be sated by innocent blood. It has been theorized that the Beast itself is not necessarily evil, but rather that it may be an inevitable, even necessary, part of the natural order of things - some manner of trial that good must endure. Yet all who survive the bite of the Mystery Beast inevitably become evil. Those who survive the bite gain unpredictable abilities. It is even rumored they may have an "immunity to death". Over centuries, innumerable attempts have been made to track and kill the Mystery Beast. All have failed. None who have sought the Beast wanting to be bitten ever survived their encounter.

Around 1100 AD, when the lore of the Beast was first being collected, there existed two groups. One group, the Huntsmen, a group of the world's most skilled warriors and trackers (as well as numerous mages and several supernatural beings) dedicated itself to slaying the Mystery Beast. The other group, who follow the Beast and collect those who have survived its bite into their ranks, called itself the "Enigmata". Some time back in the Middle Ages the Enigmata and the Huntsmen crossed paths. The Huntsmen are believed to have all been killed. The Enigmata live on to this day.

The Nicotines

The Nicotines are a multi-generational street gang, which began as a group of juvenile delinquents in Chicago in the late 1940s. After gaining a small, brief measure of notoriety in the art and rock music worlds of the 1960s, they eventually caught on as "hired hands" for various infamous and successful supercriminals. They essentially trail-blazed the "business model" that many street gangs follow even today.

The Night Masters

The Night Masters are an occult secret society of artists and aristocrats. Notoriety and a lust for power are membership requirements, as well as tracing one's lineage to a former member. Their highest ranks are held by revered artists and lesser European royalty. The Night Masters use wealth and influence to manipulate the masses, in order to achieve their own evil goals.

The group is divided into two sects, each responsible for a different aspect of the cult's operations. The Artisans use art to ingratiate themselves to the public, and to record the cult's secrets. They also practice Artomancy: the ritual binding of demons through the use of artwork. The Luminaries act as leaders, administering the cult's nefarious schemes.

During the Crusades the Night Masters cult was exposed - their members executed, books burned, and artwork defaced. The cult dwindled and went deeper into hiding, but it did not die. Greatly diminished, but still dangerous, the Night Masters maintain subtle footholds in the corporate world, international politics, and certain major religions. See also the Fiasco Family.

Omnopolis

Ruled by Jillian, daughter of Cosmos, Omnopolis is the site of the Grand Observatory, which can view anywhere in the Multiverse (except for areas controlled by the Void, such as Infernia at the core of our Milky Way galaxy). To operate and maintain the Grand Observatory, Cosmos has made an arrangement with Cognos for Omnopolis to house refugees from virtually every

civilization in this universe. These refugees and their descendants coexist peacefully in megalopolis-sized neighborhoods. Omnipolis is watched over by the strongest, bravest and best trained troops in the galactic army.

OPERANDI

CHESS' most mysterious opponent is an international espionage organization so well camouflaged that its existence hasn't even been definitively proven, despite numerous suspected encounters over many years. Codenamed 'OPERANDI' in CHESS' files, its true name is unknown. It is believed to have been in existence, in one form or another, since the age of Babylon. Its operatives may have infiltrated every major government throughout history, demonstrating abilities ranging from invisibility to face-shifting, instilling fear, controlling minds, and causing insanity. The first suspected appearance of OPERANDI was an attack against the Intercontinental Ballistic Man project in the 1958. It has been theorized that OPERANDI may be an extraterrestrial organization, or perhaps merely a human group with access to extraterrestrial technology.

The O.Z.A.

The Orderum Zigguratium Alignmentum is a supernatural society operated solely for greed. Their ranks are full of underachieving and morally impaired mages. They are grifters, looters, and grave robbers - out to fill their pockets with trinkets. Sometimes they do pull off an impressive accomplishment, but usually because they accidentally employ massive overkill. The magic they have accumulated is often beyond their limited understanding.

They don't really pose any threat to the universe; mainly they just drain magical items and sites of their power. This organization was founded in America during the late 1800s. Although that is merely an eye blink by the standards of the other magical societies, the Order has managed to amass an extensive collection of magical items. They are not the best informed of sorcerers, and may not always know exactly what they possess, or its true value. The Council of Elders currently considers the O.Z.A. unworthy of serious attention, and only keeps them under irregular surveillance.

Perator

Perator is a planet swarming with flying predators, orbiting the star Sigma Draconis (18.5 light years from Earth). The Peratonians are descended from avian-like ancestors, who descended from the skies and evolved into ground-dwellers after discovering fire and embarking upon millennia of steady technological advancement. Avian imagery remains central to their culture.

The Peratonians developed space travel several thousand years ago. One of the first worlds they discovered was Earth, which still holds much fascination for them, culturally speaking. Perator is one of the major voices supporting Earth in the Spherical Confederation.

Over the years many Peratonians have come to Earth, first as explorers (and occasionally stranded castaways) and many have become superheroes. Freedom Eagle is the most prominent among them.



The Protectors

Begun decades ago by a group of teenage superheroes, the Protectors have developed into the premiere hero team of the Midwest. They are among the world's major superhero teams, well-known for their hard work ethic and their rejection of the distractions of politics or celebrity. Their central headquarters is the

remodeled Dole Mansion in Crystal Lake, Illinois. They also have warehouses for vehicles and other equipment on the south side of Chicago. The Protectors regularly engage in joint patrols of the Great Lakes area with members of the Indestructibles and the Crusaders. The Protectors were once federally funded, but now a blind trust manages the Protectors Foundation and also does philanthropic work. Recently the Foundation began offering

franchises to other fledgling superhero teams (the Rocky Mountain Protectors, the Protectors of Tampa, the Hill Country Protectors, etc.). The rotating leadership position of the original team (now dubbed the the Mighty Protectors®) is currently held by Gauntlet. The other members are Black America, Cheetah, Knight Owl, Maxima, the Pharaoh, and Stormblade.

Psimon

Psimon (born Amos Jackson in Boston, 1879) was America's first traditional 'masked superhero'. He possessed one of the most powerful telepathic minds ever measured. At first he became a noted stage psychic. His crime-fighting career began when he was enlisted to aid in a murder investigation by the police, who made him wear a hood to hide his identity. From there he went into business as a hooded detective under the pseudonym "Simon the Psychic". At the start of World War I his services were requested by the Army. He was deployed on numerous intelligence gathering special operations, and eventually wound up fighting alongside the Freedom Eagle. In the 1950's, Eugene McCarthy called for the unmasking of all "anonymous vigilantes" under the excuse of his crusade against Communism. This threw the legal status of superheroes into doubt, decimating the superhero community and sending super-powered crime out of control. Psimon gave an impassioned speech before Congress in favor of superheroes, which he ended by voluntarily unmasked himself, revealing that he is black. The impact of this speech - and Psimon's voluntary unmasking, during a time when racial tensions were reaching their peak - was enormous. Ultimately Congress passed a licensing program, negotiated between the heroes and the government, the Superheroism Accommodation Act. Psimon's physical body ceased to function several years ago, but his astral form continues to 'live' at the mansion of the Super Society, which he co-founded.

The Psynax Empire

The Psynax are an aggressive, scientifically advanced alien civilization that have the ability to absorb genetic material from the blood of any genetically-based life-form through their skin. In this way, the Psynax race acquires advantageous traits from every species they encounter. They have a vast and elaborate caste system, organized around the genetic abilities possessed by each caste. The Psynax find manufactured technology vulgar, and so virtually everything they wear, use, carry or ride - from their clothing to their weapons, gear and spacecraft - are also living things. They control a vast and elaborate system of enslaved sapient beings, who are treated as property and discarded when they are used up. Because of the wide range of unique abilities displayed by Earth's superheroes, the Psynax Imperial Family is greatly interested in acquiring Earthlings for breeding purposes.

Quadrant Sigma

When special situations arise, Colonel Liberty of the Freedom Brigade, Major Arcana of the Devil Dogs, Commander Dreadnaut of Trident, and Brigadier Ace of Airstrike (the super-powered units of each of America's Armed Forces) are sent on top secret, high level missions as their own superteam under this name.

The Saturn Five

The toughest motorcycle gang in the entire solar system, the Saturn Five hang out at a clubhouse hidden within the rings of Saturn. Their members, Titus, Ray, Cletus, Dion, and Stinky Pete,

ride spacefaring motorcycles which use high-energy gravitational rings in place of wheels. All of them are hardened veterans of the Core War, and escapees from Haven. They mostly spend their time playing three dimensional billiards and hanging out with the club girls. In the days before the Spherical Confederation's embargo, they raided passing interstellar commerce ships. Nowadays they're merely muscle, hired by distant aliens when they need to exert a bit of influence within our star system, or to help them run the Sphere's blockade. While their motorcycles are pretty fast (topping out at just over lightspeed at 693 million miles an hour), their bikes don't have the range to make the jump to another star system.

The Secret Land

A rotating, artificial planetoid which "floats" in Earth's oceans. It has been moving on a wandering path since before mankind evolved, surrounded by an energy field which contains its atmosphere, prevents its detection, and adjusts the water and weather patterns around it to camouflage its presence.

Three ancient teleport gateways were built to access the Secret Land. The sole remaining working gateway is in South America. There is a broken one somewhere in China, and the location of the third is unknown. The South American gateway works so well that most who pass through it don't even realize they've gone anywhere, leading to a widespread misconception that the Secret Land exists somewhere on the South American continent.

The planetoid is 4.3 miles wide, and it protrudes 2.18 miles above the water. Its surface area is roughly the size of the island of Manhattan, and it has an atmosphere a little more than nine tenths of a mile thick. The Secret Land is home to dinosaurs, Saurids, savage proto-humans, the ruins of ancient civilizations, and alien technology so advanced that it is indistinguishable from magic. Its origins are unknown.

The Sorcerer-Kings

Approximately 100 thousand years ago, the Sorcerer-Kings of Geos created mighty portals and left to conquer other worlds. They quickly discovered Earth, and enslaved early humans in order to drain them of their psychic energy. Over a period of ten thousand years, several different human civilizations emerged to serve the Sorcerer-Kings. But as humans began to learn the Sorcerer-Kings' secrets, they rose up and drove them back off of Earth. The present whereabouts of the Sorcerer-Kings is a matter of some speculation.

The Spherical Confederation (aka the Sphere)

Sometimes referred to simply as the Sphere, this is an alliance of spacefaring civilizations (Farash, Perator, Vandar, Geos, and Dakodar) in the region surrounding Earth's own solar system. It was formed in the aftermath of a combined Psynax/Technocracy invasion of Earth in the early 1980s, which left several of these worlds devastated in its wake. That war was blamed on the increasingly provocative activities of Earth's superheroes, and so the Sphere's original primary purpose was to quarantine Earth in hopes of averting another invasion. It has since prospered from trade among its members, and each member race has contributed ships to its space forces (though they usually have little to do, other than combat piracy).

Decades later, an ongoing debate rages within the Parliament of the Sphere over whether the blockade should be maintained, or lifted, or indeed whether Earth should finally be inducted as a member. The Farashi, backed by the Dakodarians, insist that the activities of Earth's superheroes remain an ongoing threat of destabilization, greatly increasing the chances of another interstellar war. The Farashi and Vandari counter that offering Earth membership in the Sphere is the best way to moderate the activities of its heroes, citing numerous failures of the blockade to contain them. The Emperor of Geos is caught in the middle of this debate, but tends to lean toward the Farashi side in exchange for their gifts of weapons, armor, and ships.

Star Corps

Star Corps is a privately funded interstellar space program, operated in cooperation with the United Nations and the expert advice of Dr. Carl Silverhead. It is watched with suspicion by Earth-hostile members of the Spherical Confederation. Star Corps currently possesses only a handful of ships and a limited number of trained (albeit low-powered) superheroes for crew. Star Corps has only launched a few missions. One of their ships recently disappeared without a trace in the vicinity of Alpha Centauri.

Subternia

A vast subterranean civilization that exists beneath all of Earth's landmasses and oceans. It is largely populated by Troglydites, the blind but strong and nimble descendants of ancient Neanderthals who fled below ground in fear upon the arrival of the Sorcerer-Kings of Geos, and never returned. The Silicoids, a race of sapient mineral lifeforms, are also subjects of the Kingdom of Subternia. Saurids, lost refugees from the brilliant primordial race which some believe built the Secret Land, also dwell here. The ruler and guardian of Subternia is a mutated human woman named Aquarena. Her kingdom has vast riches to protect: crystals which project light and energy, plants, molds and algae with medicinal and other qualities, remnants of lost civilizations, and a thousand other secrets. Yet humans from the surface world are constantly intruding in the upper regions of her kingdom, leading to frequent hostilities.

Sui Generis Attache

The SGA is a team of super-powered envoys. The members of this team each work as a special status diplomatic attaché for the US State Department. The United States reserves the right to potentially deploy them anywhere in the world regardless of whatever diplomatic arrangements may exist with any nation. Their responsibilities include everything from the protection of embassies and embassy staff, to safeguarding diplomatic activities from undue super-powered influence (such as psychic attack or mind control), to facilitating diplomatic negotiations with super-powered entities, to high priority intelligence gathering in regions beset by war, anarchy or revolution.

Essentially, the SGA is a superhero team which fights for world peace, instead of fighting crime. It's technically attached to the Department of State Air Wing (which spearheads international cooperation against terrorists and drug dealers), but they answer to whichever diplomat is in charge of the embassy they are currently assigned to, or directly to the Secretary of State. Historically the SGA has been allowed a broad autonomy, and its

members operate with full diplomatic immunity. The current leader of the SGA is Peacemonger.

The Super Society

The Super Society has been the major superhero team of the Eastern United States for the last seven decades. Their headquarters is in Boston and they also have an estate in Connecticut, and a large house in Washington DC. They also make regular appearances in New York. Formed out of a series of social events dedicated to the memory of the fallen heroes of World War II, the Super Society began as an informal supper club for costumed heroes, industrialists, journalists and the social elite. By the early fifties, the heroic attendees began fighting crime together as a team while raising money for charitable causes from their fellow club members. Their philosophy has been to encourage the best from the upper classes in order to help the nation and the world. Although sometimes criticized for refraining from publicly involving themselves enough in various political causes, the Society primarily exerts its influence from behind closed doors. It deservedly enjoys its sterling reputation for standing up for what's right. The current leader of the Secret Society is Thin Man, with teammates Alabaster, Earth Angel, Gazelle, Illusioneer and Magnate. See also Psimon.

The Technocracy

The Technocracy is a fully mechanized interstellar civilization. Its new citizens are grown in vats, assigned a serial number, and outfitted with cybernetic implants linked to their collective computer network. The Technocracy's main objective is to amass technological data. They've been known to mindwipe entire civilizations, driving them back into a primitive state, if they will not surrender all of their technical secrets. They may exterminate races they consider a threat, or worse, incapable of useful technological development, by converting their physical bodies into digital information. The Technocracy's ships, weapons and equipments are continuously being upgraded as they absorb more information from other civilizations.



Condor!

Trident

This is the US Navy's super-powered unit. Thanks to negotiations conducted by the Sui Generis Attaché, Trident participates in classified war games training with units of the Atlantean military. Commander Dreadnaut is Trident's leader. His lieutenants are Blockade, Submersible and Hellburner.

The Unhuman League

These supervillains are among the major opponents of the The Mighty Protectors®. The Unhuman League are a very dangerous collection of supercriminals who, for one reason or another, have renounced their own humanity and no longer consider themselves part of the human race. There is no definitive leader, but the highest profile members are Spyder, Galobula and Dragoman.

Unit One

Unit One is an online presence featuring news and reporting from a loosely affiliated network of super-powered journalists, crimefighters and investigators. They focus on transmitting the sort of information ignored by the major media, and reporting directly from high-danger areas such as superhero battles and war zones. Their contributors include Anchorman, Osgood the Newt and Shutterbug.

Unsynced Time

Selected heroes, villains and gods may be Unsynced in time to prevent them from aging or dying as a result of anything other than combat. Once an Unsynced individual dies in combat, they are claimed by Valhalla where they are conscripted to serve in the Core War.

The Heralds of Fate known as the Man in White, the Man in Black and the Man in Gray oversee the implementation of Unsynced Time utilizing the power granted to them by Chronos. The Man in White oversees the Heroes, the Man in Black oversees the Villains and the Man in Gray oversees the regular people who surround them. They are not obligated to inform their charges that they've been Unsynced, and so they very rarely do.

Those who have been Unsynced live for decades longer than normal without experiencing the effects of aging and without anyone around them appearing to notice this. For example, an Unsynced person might remain in high school for decades, appearing to be the same age as when they started, without anyone considering it unusual.

Unsyncing also 'spills over' onto the Unsynced person's close associates (for as long as they remain alive), giving them the same benefits, but without necessarily causing them to suffer the same fate after death.

Valhalla

Warriors (heroes, villains, and gods) who die bravely in battle go on to dwell in Wotan's hall of Valhalla. However, Wotan and Thunar and most of the other Norse gods are off fighting in the Core War - and the dimension of Valhalla has been re-purposed to serve as the Core War's conscription center. It is currently under the temporary management of Quetzalcoatl and Horus the Avenger, who confront this constant logistical nightmare with an increasingly contentious partnership.

Vandar

The planet Vandar orbits the star DM-11 3759, 18 light years away from Earth. The Vandari are a technologically advanced humanoid race, renowned for the staggering beauty of their culture. Their music, art and literature is widely regarded as the finest in the known universe. Their skin ranges from pale lemon yellow to a deep burnt orange. Their hair is usually dark, falling out rather than turning grey as they age. Their eyes have large, dark pupils.

Vandari civilization was nearly destroyed by the Psynax, who planned to somehow acquire their culture through genetic appropriation, and then exterminate them, but the Vandari were liberated by the Protectors superhero team. Since that time they've been governed by a council of elected paranormal heroes from their own world. The Vandari are now members of the Spherical Confederation, and along with the Peratonians they strongly advocate for Earth's induction into the Sphere.

Vigil: The U.S. Department of Superhero Affairs

Superheroes are part of a legally sanctioned, yet largely self-regulating community of officially recognized crime fighters. They function sort of like a combination of private detective and bounty hunter, but are allowed to use their hero ID instead of revealing their true identity.

To be officially recognized as a superhero you must be granted a superhero license. Licensed superheroes are shielded, to some degree, from civil liability for actions committed in the line of duty. Issuing superhero licenses is at the discretion of a federal agency called Vigil - The U.S. Department of Superhero Affairs. It operates alongside the US Department of Justice, and is directly overseen by the Assistant Attorney General, who currently is Hamilton Burger III.

Vigil is also the name of the head of the agency. He is a superhero with the ability to directly interface with computerized equipment and systems. He maintains and protects all of the data related to superheroes and their identities. Vigil also maintains the DSA's catalog of data compiled on all known supercriminals. Licensed superheroes have free access to this database, known informally as 'the crime computer'.

The Void

These aliens have been engaging our Multiverse in a war of conquest for millions of years. Their entry point is the core of this dimension's Milky Way galaxy, which they completely control. Thousands of extraterrestrial civilizations across our galaxy have fallen to them. Even after all this time, very little is known about them - though many myths have emerged. They are believed to come from somewhere outside of our entire Multiverse. They can appear in any of a multitude of different manifestations. These forms range from completely invisible, to simulacrum looking like their enemies' worst nightmares (or their loved ones), to indescribable amorphous forms which cause insanity or death upon sight. Although their troops are savage and animalistic, their commanders are supreme masters of strategy. Their spies have infiltrated many worlds, where they work their way into positions of power and influence.

The White Mage

This title is currently held by a Jordanian woman, Magus Iamar Binte Asad Um Adara. Her name is from the Arabic meaning the Mage Iamar (the Moon), daughter of Asad (the lion) and mother of Adara (the virtuous). Outside of the Middle East she is known as simply Magus Luna. Her reign as White Mage has been very controversial. Magus Luna, the daughter of the retired Middle Eastern superhero Great Al Asad, was also the lover of the former White Mage, a Frenchman named William Guignard.

Iamar gave birth to Guignard's child out of wedlock. On the day their daughter was born Guignard was murdered by his enemy, Ashenmouth, one of the world's most dangerous combat wizards. After recovering from the delivery she called out Ashenmouth, defeated him in supernatural combat, stripped him of his magical powers and banished him to another dimension.

When the battle was finished she formally claimed the title held by the father of her child. This caused much grumbling in certain magical channels but no one has wanted to challenge her for it and none could be proven more worthy of it. In time many of Guignard's old enemies reemerged in an attempt to revenge themselves upon the new White Mage. Magus Luna defeated all of them, thus solidifying her claim to her title.

Zodiak

The most reckless and dangerous crime crew in this section of our galaxy is a team called Zodiak. The leader of the Zodiak is Libra, a blind but cosmically-aware Earth woman. Libra wields a set of scales which function as the control panel of her teleportation craft, that also looks like a large set of scales. There are always 12 member of Zodiak, one for each of Earth's traditional western astrological signs. While the specific roster of the group periodically changes, it always seems to include several supercriminals from Earth. Leo (see Malaia) and the crossbow-handed Crossfire are regular members.



The Protectors team closes in on Libra, the leader of Zodiak, in this image from the Protectors' archives. (L to R): Magnate, Mouser, Giant, Osgood the Newt, Libra, Gauntlet and Nomad (non-member ally).

8.0 Gamemaster Section

8.1 Creating Your Own Setting

The GM may, of course, modify or replace the setting presented here if they so wish.

Wherever you set your campaign, be sure to lay enough groundwork before the first session of play to make yourself comfortable with the setting, such as local landmarks (police headquarters, banks, research facilities, parks, rivers, prisons, clubs, stores, etc.) and important non-player characters (policemen, politicians, scientists, scholars, criminals, government agents, etc.).

Of course, you can't think of everything right from the start, but do enough preparatory work so that you can extrapolate a logical answer, within the framework of your game-world, if the players ask you about things you hadn't thought of. As the game progresses you will see your setting expand and evolve in response to your players' activities and your need to formulate new plot ideas.

The personal lives of the characters are an important facet of a **MIGHTY PROTECTORS®** game, but one which is too often ignored. Most superheroes spend their free time doing pretty mundane things, yet events from their day-to-day lives can be goldmines of plot ideas. Work with the player to develop the cast of characters who inhabit their daily life, working out their personalities and roles, and character record sheets for those which require that much detail. Once these characters are available, you may start working them into game events: this is covered in section 4.4.

Another aspect of a **MIGHTY PROTECTORS®** campaign is the question of the player superhero group's 'theme'. While there's no reason why the players can't simply roll up their characters independently and come out with a mixed group of individuals having nothing in common with one another, they have the option of planning in advance and trying to forge a group with a single dominant theme, such as a group of all mutants, all aliens, all magical origins, all with the same exact origin (i.e., they received their abilities simultaneously), all patterned after deities, etc. This is simply a matter the players' preference.

In conclusion, the players will have to work within whatever framework you set up. In the interest of maximum player enjoyment, find out what they're interested in doing. A **MIGHTY PROTECTORS®** campaign can be slanted toward science fiction, fantasy, detective work, etc. Develop a campaign which appeals to the interests of your players.

8.1.1 Organizations

Organizations deserve special attention; most superhero stories eventually involve them at one time or another. Organizations include things like governmental departments, private corporations, and any other groups with sufficient resources or influence to operate on the superhero/villain level. Real organizations like the CIA, FBI, Mafia, etc., can be used, and with a little imagination your favorite (or least favorite) mundane group can be transformed into a front for just about anything.

Organizations are used in **MIGHTY PROTECTORS®** as in the comics: to generate plot ideas, to challenge the players, and to provide a source of new allies and enemies.

When creating or detailing an organization, factors which may be considered are:

1. Whose side is it on? Are they heroes, villains, or a special case?
2. What's their main area of interest, or specialization? Is it an industry, a research foundation, a religion, a criminal enterprise, political lobbying group, or what?
3. What are its resources in terms of cash, skilled personnel, advanced technology, magical artifacts, and super-powered operatives?
4. What are its motivations, and its goals? Who is it willing to help, and what does it require as compensation?
5. Where is the organization located, and what kind of facility does it have there? Does it have more than one 'branch office'? And are these installations secret from the public?
6. Create character sheets for each of the major personalities whose statistics will be important in your game, and 'generic' sheets for its guards, thugs, agents etc.

Presented here by way of example is the official setting for this game: the **MIGHTY PROTECTORS® MULTIVERSE!**

8.1.2 Generating NPCs

Game masters can create Non-Player Characters (NPCs) as needed, following the same procedure that's used to create PCs. The only difference is that NPCs can have as many Total CPs as the GM wishes. This enables the GM to make each NPC as weak or as powerful as needed.

8.2 Designing Adventures

The goal of a role-playing game is for the player-characters to work their way through a series of events set up by the GM, to the mutual enjoyment of all. Each game session is like an episode of an ongoing story, which is outlined by the GM before the start of play. The GM digs into their reservoir of background information, NPCs (non-player characters), ongoing plotlines, current news events, etc. and shuffles them into a plot.

Suppose Dr. so-and-so has been in hiding for the last few weeks after being trounced by the players. What does he want to do next? Will he take revenge, or try another crime despite the players' existence, or what? Deciding what an NPC would do is relatively easy, if you take the time to think like them. But events can be based on the activities of the players as well.

For example, if Dr. so-and-so is hiding out somewhere, the players may want to go hunt them down. It's therefore important for the GM to encourage the players to say what they want to do, and work out adventures based on that. With all the material a GM has to work with, it only takes a little work or imagination to come up with fun and interesting adventure outlines. Variety is important, too: don't use the same villains over and over, keep introducing new ones. Come up with different crimes for the

villains to attempt. Don't drag the same storyline on for months on end, and don't use the same few types of opponents or plots too often.

Of course, all of these guidelines can be broken if your players only enjoy a particular sort of story. Maximum player enjoyment is always a good GM's primary goal.

MIGHTY PROTECTORS® isn't designed to simulate reality; it simulates the superhero genre. It's the GM's job to oversee all of the events in the game, but the players can also benefit from a minimal familiarity with the genre as well. Certain of its assumptions and rules make sense only within the context of that genre, and may seem totally unrealistic, otherwise. So a familiarity with the superhero genre is important, first on the level of preparing the GM and players to think in those terms, and secondly, GMs need to use every source they can think of to get ideas - and superhero TV shows, films and comics are the best place from which to swipe ideas for a superhero RPG like this one.

It's best when the adventures come from the GM's and players' own imaginations, but everyone gets a mental block now and then. If the GM can't come up with a plot for an adventure, the following table of random plot ideas may be used.

You can even get a more complex plot, by rolling (or choosing) several times and simply combining the results. The suggestions given here have been purposely left open-ended to encourage their creative interpretation.

8.2.1 Random Adventure Seeds

Step 1. What's going on?

d100	Crisis
01-04	Dimensional Rift
05-08	Curse/Sorcery
09-16	Natural Disaster (roll again on the Natural Disaster table)
17-24	Revoltin' Development (roll again on the Revoltin' Development table)
25-36	Robbery
37-44	Vandalism/Arson/Sabotage
45-52	Contraband
53-60	Assault/Violence/Assassination/Murder
61-68	Kidnapping
69-72	Suicide
73-80	Invasion/Rebellion
81-84	Blackmail/Corruption
85-92	Scientific or Technological Accident
93-96	Supernatural Accident
97-00	Time Rift

Step 2. What's the status?

d100	Status
01-15	Cold Case (it happened quite some time ago)
16-40	Recent (it happened not long in the past)
41-45	Current (it's happening now)
46-60	Imminent (it's just about to happen)
61-90	Future (it's in the planning/preparation stages, and will happen in the near future)
91-00	Far Future (it's the early planning/preparation stage of a major scheme or event which won't culminate for several months, or even years)

d100	Natural Disaster Sub-Table
01-10	Earthquake/Sinkhole
11-20	Flood/Tidal Wave
21-30	Severe Weather
31-40	Wildfire
41-50	Wild Animals
51-60	Plague
61-70	Volcano
71-80	Asteroid/Meteor
81-90	Sunspots/Solar Flare/Super Nova
91-00	Rogue Planet

d100	Revoltin' Development Sub-Table
01-10	Framed
11-20	Secret ID Exposed
21-30	Impersonated
31-40	Team Applicant(s)
41-50	NPC Hero Goes Bad
51-60	NPC Villain Goes Good
61-70	Press Harassment
71-80	Government Interference
81-90	Public Opposition
91-00	Pushy Admirers

Step 3. How do the PCs find out about it?

d100	Introduction
01-05	Aquaintance (friend, relative, co-worker, bartender, etc.)
06-10	Anonymous Tip (note, letter, premonition)
11-35	Authorities (police, CIA, CHES, etc.)
36-55	Independent Investigator (scientist, detective, NPC superhero, etc.)
56-65	Encountered while on patrol
66-70	Encountered while off duty
71-75	News Media (radio, tv, internet, etc.)
76-95	Told by the victim or potential victim
96-00	Discovered through the PC's own investigation

Step 4. Final Details

Roll to determine the Perpetrator, Victim, and Location if needed to complete the adventure seed.

d100	Perpetrator
01-06	Monster(s)
07-15	Criminal(s)
16-39	Super Villain(s)
40-42	Corrupt Heroe(s)
43-55	Corrupt Organization PLUS
56-61	Corrupt Government
62-67	Enemy Alien(s)
68-70	Corrupt Scientist(s)
71-73	Enemy Extradimensional(s)
74-76	Enemy Time Traveller(s)
77-82	PC(s) Evil Twin(s)
83-85	Corrupt Acquaintance
86-88	Corrupt Investigator
89-91	Corrupt Politician
92-94	Corrupt Billionaire
95-00	Arch Enemy

d100	Victim
01-05	PC(s)
06-10	Criminal(s)
11-15	Supervillain(s)
16-20	Monster(s)
21-25	Superhero(s)
26-30	Businessperson(s)
31-35	Military Personnel
36-40	Alien(s)

41-45	Scientist(s)
46-50	Extradiimensional(s)
51-55	Someone from another time
56-60	PC(s) Acquaintance(s)
61-65	Independent Investigator(s)
66-70	Media Figure(s)
71-75	Entertainer(s)
76-80	General Public/Nobody in particular
81-85	Politician(s)
86-90	Wealthy Person(s)
91-95	Fated Person (descendant, ancestor, etc.)
96-00	Other

41-45	Offices
46-50	Prison
51-55	Government Building
56-60	Alien Planet
61-65	Other Dimension
66-70	Laboratory
71-75	Another Time
76-80	Residence
81-85	Theater
86-90	Military Base
91-95	Deep Space
96-00	Newsroom

d100	Location
01-05	PC(s) Headquarters
06-10	Perpetrator(s) Headquarters
11-15	Victim(s) Headquarters
16-20	Wilderness
21-25	Streets
26-30	Store
31-35	Bank
36-40	Hospital

Notes On Random Events:

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8.3 Game Balance

The gamemaster's responsibility in a role-playing game is to provide what can't be contrived through die rolls or pages of rules; that is, creativity. The GM's imagination makes a role-playing game enjoyable for the players. It must supply a multitude of minute details, such as the personalities of non-player characters, and the descriptions of anything the players can see, down to the color of the walls of a villain's prison cell.

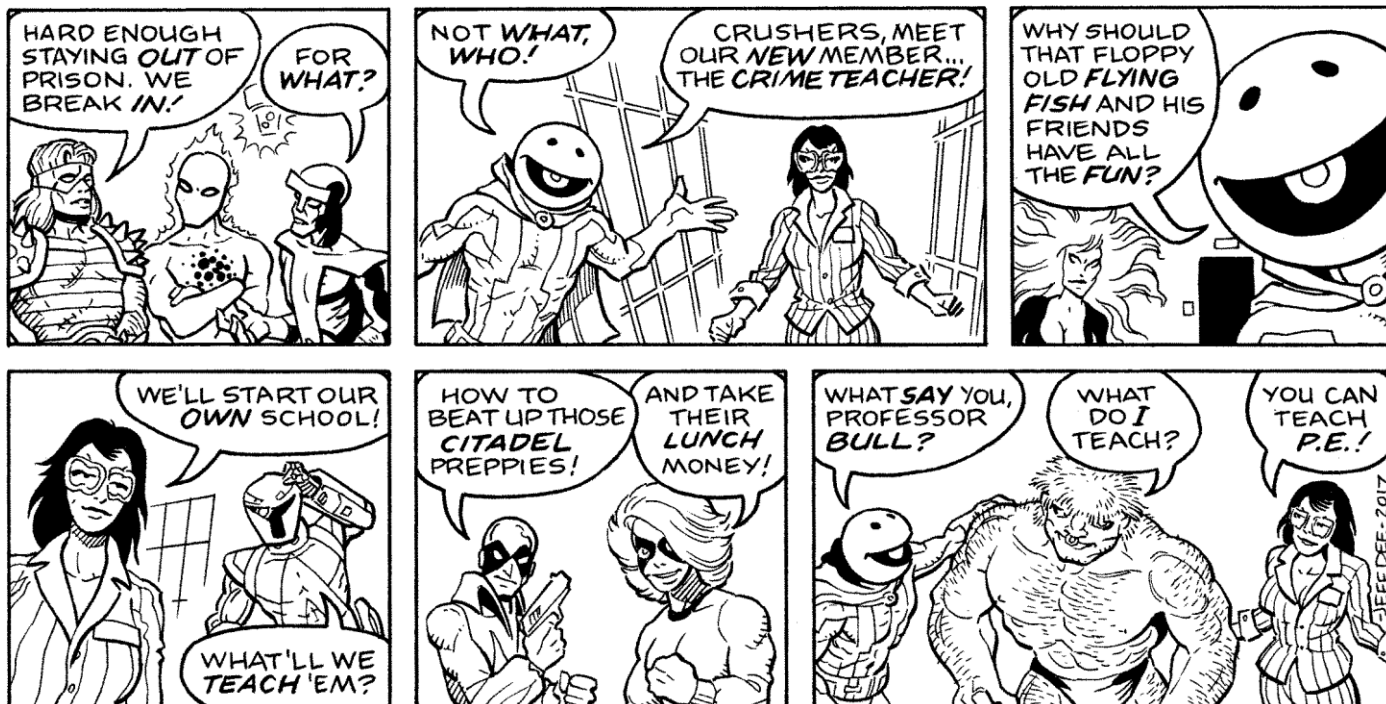
Adventures are all about taking risks in order to achieve great successes. For players to be comfortable taking risks, they need to feel that they have a pretty solid grasp of the odds. The rules of the game provide the players and the GM with a stable, consistent model of the game-world's 'physics', giving everyone an understanding of the odds, and a terminology to discuss them.

The GM's creativity would be sorely tested if they had no rules to fall back on – and yet the game would bog down if the GM always stopped to apply rules to every single action and event. A good GM relies on rules to provide stability and predictability that players need during dangerous situations like combat, but can relax and let the mechanics slide (though staying within the realm of what the rules would probably say, if they were being applied) when the circumstances aren't so critical.

Whether the GM follows these rules as written or not, it's important to maintain balance. The game mustn't become either too hostile or too friendly to the players. A game where the players breeze through events with no chance of failure can be as boring as one where they face odds they never overcome. Keep things somewhere between those two extremes, for each individual player as well as for the group in general. Player enjoyment is far more important than any individual rule in this book.

As a rule of thumb, a character with (20) more CPs is roughly twice as powerful, and a character with (20) fewer CPs is roughly half as powerful. So, four characters with (110) CPs are a roughly equal match for a single character with (150) CPs (though, any side that simply outnumbers the other gains an additional advantage from that. Keep in mind, also, that the characters' specific Abilities are important too: a single low-CP Non-Corporeal character may be able to beat a group of higher-CP characters, if they're all unable to affect Non-Corporeal.

And remember that an 'equal match' can result in a long battle where both sides wipe each other out until only one person is standing. As GM, you probably won't want every fight to be that climactic. It's usually better to give your players a series of easier fights, and save the really equal matches for the climax of the plot. And be careful about sending your players up against enemies who clearly outclass them! If you do, your players will probably wind up needing to flee, surrender, or just be very clever – else things will go very badly for them.



8.4 Experience

Additional CPs are awarded per game session, representing 'experience' gained by the PCs from their adventures.

From an average game session, during which the player-characters face and defeat obstacles or enemies which are just about their match, each character should receive 2 CPs. The GM may award 1 CP if the episode was very short, or if a player role-plays badly, or if their character was not particularly challenged, or if they failed to overcome something which they should have triumphed against. The GM may award more CPs if the episode was very long, or if a player role-played extraordinarily well. Success (which may mean mere survival) against opposition which is beyond their expected abilities could earn 4, or even 5 CPs per character; but the situation must be truly earth-shattering for 4 CPs to be earned, and the fate of the universe itself must hang in the balance before 5 CPs are awarded!

As you can see, the GM's handling of the challenges presented to the players in the game, can drastically affect the rate at which CPs are earned. GMs are advised to present players with mostly "average" level scenarios (meaning, equal to the current ability level of the player group), diverging from this only as necessity and good storytelling dictate.

CP awards may be spent to purchase more Basic Characteristic points or Abilities. The GM needs to keep apprised of the way

that their players spend their CPs. Players shouldn't be allowed to spontaneously develop new Abilities or make other drastic changes to their characters without a supporting rationalization and further support from events in the game. For example, a character trapped in a prison cell wouldn't normally be allowed to suddenly acquire a weapon, no matter how many CPs they'd saved. However, if the character has the appropriate skill background, and the player rationalizes where their character can find the parts needed to 'makeshift' a weapon, and the GM agrees and feels that the development is dramatically appropriate, then the GM should allow it. GMs should also discourage players from straying from their character's concept. Players often wish to acquire defenses against certain attack types immediately after encountering them for the first time. Try to help the player find a way to develop a defense that works within their initial character conception. It's always better for the game when players develop their characters into better versions of themselves. At the same time, some initial character concepts may turn out to be flawed. Help players in that predicament to spend their CPs to flesh out their character and make it more viable.

New or improved Abilities aren't allowed to exceed the character's Ability caps (see 2.1.16.5). Those caps rise as the character earns CPs, however.

Characters can advance by spending their earned CPs on several different types of improvements.

Training

Characters may always spend CPs on the Experience Levels Ability. They can also develop new 'skill-like' Abilities (Heightened Expertise, Knowledge, etc.), but creating a brand-new technique may require a task check (GM's option).

Ability Enhancements

Characters can always improve their existing Abilities, or develop new applications of their existing Abilities (for example, a character with Flame Blast could also develop Fiery Flight, or fire-based Shaping), subject to GM approval.

New Abilities

Completely new super Abilities (magical spells, cyber implants, induced mutations, etc.) must be Invented (see 3.1.3), or else they may arise as a natural outgrowth of an in-game event (for example, exposure to strange energies), if the GM approves. The Arsenal Ability is an exception; characters with an Arsenal are expected to occasionally add new Abilities to it, and may do so without heavy GM oversight

Gear

If a character wishes to acquire a new piece of Gear, or improve one of their existing pieces of Gear, the GM may require a Background Career task check (factoring in the character's Culture, and whether the Gear is Low Tech, High Tech, or Mystical), and/or a Wealth roll. It all depends on whether the character is building or buying the Gear.

Alternately, new gear may be built for a character by someone else, if such an individual is available and cooperative, but the character still pays for it with their own CPs, even if it was technically invented by somebody else.

Wealth

Players can simulate various forms of income (see below) by spending their earned CPs on the Wealth Ability.

Rewards

Superheroes are, for the most part, respected and even idolized for their both their abilities and selfless defense of humanity. The media regularly carries glowing accounts of their exploits, and some people become as devoted fans of their favorite heroes as they are for their favorite sports teams.

But fan clubs and positive press coverage can't finance a superhero's operations. Rewards are the public's only tangible means of expressing their appreciation for the work of superheroes.

Rewards are put up by insurance companies, public interest groups, wealthy individuals, or a combination of the three. The government assists by making all reward monies paid for criminals who are captured and convicted tax deductible.

To put up a reward, one simply sends the amount offered to the government, stating who it's from (or whether it's anonymous), and which wanted supervillain they're placing it on. Rewards can be retracted at any time up until the villain is captured, and they're immediately refunded if the criminal is slain or if the hero

in question is unable to accept rewards for some reason or another.

Reward money can only be collected by the licensed hero who personally presents the captured villain to the authorities. A high-ranking government representative (police commissioner, intelligence agent, etc.) must be present who, after verifying the capture and confirming the total reward offered, is empowered to write a check to the hero for the appropriate amount from the government.

Superheroes employed by others (private individuals, corporations, governments, etc.) typically sign an agreement surrendering some or all of the reward money they earn to their employer.

Gifts

Grateful individuals may also offer personal gifts to superheroes. This is allowed, even if the hero can't accept rewards, so long as the giver's generosity isn't abused and the gift's cash value is under \$250. For this reason, gifts usually are mere tokens of appreciation like autographed pictures, honorary memberships, and the like.

Booty and Trophies

Superheroes aren't treasure-hunters and don't typically loot the dens of defeated criminals for useful gadgets. All of a captured villain's illegal possessions (advanced or restricted weaponry, stolen property, controlled substances, and anything considered a threat to national security) are seized by the authorities as evidence. A hero who pockets a neat-looking item without first obtaining permission would be a thief - and a villain will generally go free if any crucial piece of evidence turns up missing during their trial.

After the trial, certain items (drugs, counterfeit identification and currency, etc.) are destroyed. Stolen items are returned to their rightful owners, if they can be located. False identification may be reproduced for the heroes' files. Classified documents and technology are assigned Security Clearance codes and sent off to specialists for analysis. A hero whose Security Clearance score is high enough may examine captured high-security documents and technology; if they display the appropriate skill areas and intelligence, they may even be asked to join the research/analysis team. If the character is an acknowledged expert in the field as well, the project is liable to be completely turned over to them... though the item remains government property and the hero is expected to work in their best interest. What's left, which isn't much (miscellaneous unreturnable merchandise and unrestricted technology), is held for about one year (it varies from state to state, country to country) and auctioned off. Heroes who were involved in the particular case can intercept related items destined for auction by visiting the properties room officer and getting a positive reaction check. If all else fails, they always can take their chances at the auction.

The rest of a villain's property remains theirs even if they're convicted, though they won't be taking it with them to prison.

As you can see, a superhero who wants to line their memorabilia room or arsenal with captured gear is liable to wind up with a pretty meager collection.

Merchandizing

Heroes can make money in addition to rewards, salary, and gifts or by doing promotional stunts, selling rights to produce posters, toys, or biographies, or engaging in other mundane business transactions which make money for the character based on their fame alone.

8.4.2 MONETARY SYSTEM

Characters make Wealth rolls when attempting major purchases. The GM sets a target number and the character must make a Wealth save at least that high in order to afford that purchase.

8.4.2.1 WEALTH ROLLS

Wealth rolls are a simplified method of determining whether a character can afford a major purchase. The 'cost' of the purchase is reflected by the target number assigned to the roll. If the character rolls the target number or higher on their Wealth Roll, then they can afford the purchase. If not, they can't.

Normally, only one major purchase attempt is allowed per week of in-game time. A failed attempt doesn't use up this roll, but it does mean that the character can't afford the thing they rolled for at that time. The GM may allow the character additional attempts if they're able to "shop around".

It isn't necessary to roll for any purchase where the target number is less than half of the character's maximum Wealth roll (for example, a target number of 7 or less if the character's Wealth roll is 2d8). Such purchases are automatic. If multiple 'automatic' purchases are made in the same week, and the total of their target numbers exceeds $\frac{1}{2}$ of the character's maximum Wealth roll, then the character's weekly purchase roll is used up. Truly minor purchases don't count.

Characters may save up for purchases that would normally be beyond their means. Each week that a character's Wealth roll isn't used up, the savings adds to the character's next Wealth roll:

Unused Wealth Rolls	Savings Effect
2	+1
4	+2
8	+3
etc.	etc.

Once the character makes a purchase using their savings-increased Wealth roll, the savings are expended and the character must begin saving again from scratch.

Characters may also buy things on credit. Credit lowers the target number of the purchase, but repeated payments must be made monthly to pay off the purchase. If the character fails to make a payment for any reason, the purchase is repossessed. Making a credit payment counts as a purchase in the week when it's made.

Target Number Reduction	Number of Monthly Payments Needed
-1	2
-2	4
-3	8
etc.	x2

Wealth may never be used to purchase gear that will be used more than once by the character's superhero identity (Special

Weapons, Vehicles, Bases, etc.) - it may only be used to pay for incidental expendable purchases, or for items to be possessed solely by the character's pedestrian identity.

Incidental Expenses Price Lists

Transportation	Target Number
bus/subway fare	0*
cab fare	1
train fare	1*
car/truck rental	2
limo/bus rental	3
local airfare	2*
interstate airfare	3*
international airfare	4*

Dining	Target Number
fast food	1*
restaurant	2*
delivery	2*
fancy restaurant	3*

Entertainment	Target Number
video rental	1
movie	1*
live theater/concert	2*
nightclub	1*
host a party (2 people)	0*

Lodging (per night)	Target Number
Fleabag	1*
Motel	2*
hotel	3*
resort	4*

Lodging (Monthly)	Target Number
Small Apartment	3
Apartment	4
Large/Luxury Apartment	6

Clothing (full sets)	Target Number
casual	1
fancy	3
elegant	5
survival	2+
disguise	1+

Communications	Target Number
pay phone (local)	0
pay phone (long)	1+
classified ad	1
full-page ad	3
telegram	1
postage stamp	0
overnight letter	1
package (small)	1
package (medium)	2
package (large)	3
overnight package	+1
newspaper	0
magazine	1
book	1+
fax transmission	1
radio commercial	4
television commercial	5

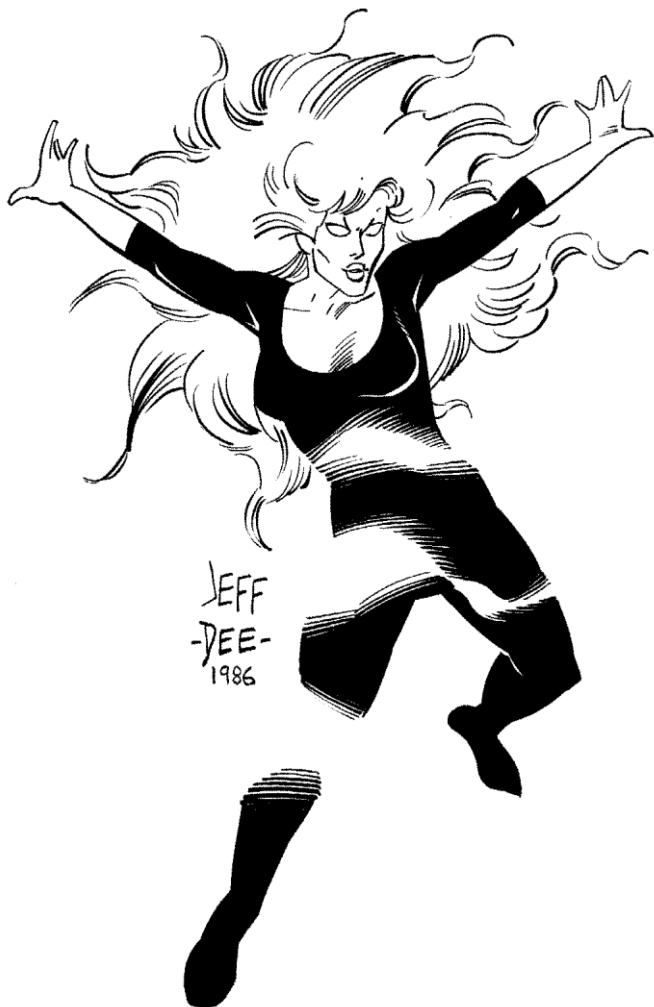
Medical Care	Target Number
routine checkup	2
emergency care	4+

Donations	Target Number
dime fer a cup o' java	0
charity dinner	3*

*Target number given is for 1 person; x2 people per +1 to the target number.

Any other costs may be estimated from these examples. In general, doubling the cost of a purchase adds +1 to its target number.

It isn't necessary to check for basic upkeep costs. Income and Rewards are presumed to pay for basic upkeep and maintain current Wealth. CPs spent on Wealth represent saving, investing, and so on.



The Shrew died and came back as the Hauntress. Or did she?

8.5 Replacing Slain Characters

Combat fatalities are rare in **MIGHTY PROTECTORS®**. As in the comics, characters should usually only die occasionally, for dramatic effect.

However, characters occasionally die, as a result of combat or by GM fiat. When game events dictate that a character must die (i.e., being murdered in their sleep, or stuck in vacuum unprotected, or whatever) the GM may rule that the character has died, regardless of their Hits or Power. Even in these cases, the

victim may be allowed a final Luck save to miraculously survive... and the GM must then come up with an explanation for it.

But in the superhero genre, dead people don't always stay dead. They regenerate, they're resurrected, they're reincarnated, their death becomes the origin for their new set of Abilities, they're cloned or replaced, or something else happens to bring them back. The GM can therefore bring any character back from the dead whenever they want. Again, being able to explain it is important.

Player-characters, being the stars of the campaign, should be especially hard to kill. If they can't be miraculously rescued, the GM should find a way to allow them to come back, unless the player prefers to have their character stay dead. A restored player-character may or may not retain the same Abilities, at the GMs option. Consider whether they handled their old Abilities well, whether they were too powerful before or not powerful enough, and whether they even want to keep their old Abilities. If their old Abilities remain, they may still be altered; if they get new ones, then the cause of their death or resurrection may provide inspiration on what their new Abilities are like.

A player whose character is slain and doesn't come back must generate a new character and they also receive as many experience points as are necessary to match the point total of the lowest-point surviving PC.

8.6 Converting V&V™ 2.1 Characters

To convert pre-existing V&V™ 2.1 characters, simply re-construct them using the Mighty Protectors® rules, matching their 2.1 abilities as closely as possible, using 142 CPs plus 8 CPs per 2.1 experience level that they had.

This will strengthen characters who were relatively low-powered in 2.1, and weaken characters who were relatively high-powered in 2.1 That's desirable for the conversion process, because the Mighty Protectors® rules are somewhat pickier about game balance. GMs who wish to restore some of the old variability may award up to (10) additional CPs to player characters who were above-average power compared to their teammates in 2.1, while penalizing less powerful 2.1 characters by up to (-10) CPs. These awards and penalties may be doubled if necessary for NPCs, but we don't recommend that for player characters.

The following conversion guidelines may be helpful:

Experience Levels

Each experience level past the 1st under the 2.1 rules equals (5) CPs of the Mighty Protector® Experience Levels Ability.

Strength

To find a 2.1 character's Mighty Protectors® Strength score, take their V&V™ 2.1 Carrying Capacity, divide it by 2, find the closest match on the table, and give them the associated Strength score.

So, for example, a V&V™ 2.1 character with a carrying capacity of 5000 pounds would have a Mighty Protectors® Strength of between 24 and 26, for 2d6 basic HTH damage.

Endurance

Use a 2.1 character's Endurance score as their Mighty Protectors® Endurance score.

Agility

Use a 2.1 character's Agility score as their Mighty Protectors® Agility score. You may wish to give the character a little Heightened Attack if their Agility score is very high (since high Agility does not confer a damage bonus in Mighty Protectors®).

Intelligence

Use a 2.1 character's Intelligence score as their Mighty Protectors® Intelligence score. You may wish to give the character a little Heightened Attack if their Intelligence score is very high (since high Intelligence does not confer a damage bonus in Mighty Protectors®).

Cool

Use a 2.1 character's Charisma score as their Mighty Protectors® Cool score. You may wish to give the character a little Heightened Initiative if their Cool is much lower than their Agility (since initiative is based on Cool in Mighty Protectors®, rather than Agility).

Movement Rates

Divide a character's movement rates under the 2.1 rules by 3 to find their equivalent in Mighty Protectors®. This is due to the fact that the MP turn is 10 seconds instead of 15, and characters move more slowly than in V&V 2.1 unless 'pushing'.

Fine Tuning

If you don't have enough CPs to match all of the character's 2.1 powers and BCs, you'll have to reduce as many of those things as necessary, 'shaving' a few CPs here and there, until the character becomes affordable.

If you wind up with unspent CPs, after duplicating the character's 2.1 powers, you may spread the extra points around to 'tweak' their BCs and even their powers. This is perfectly acceptable, because MP characters are allowed to advance by improving any of those things – not just by gaining 'experience levels'.

You may also 'shift' CPs between the character's BCs, in order to take advantage of the break-points on the BC table. Characters who were originally constructed for MP will certainly do that, so there's no reason why converted characters shouldn't have the same option.

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PLAYER:

Case No.	Case Name	Case Type	Case Status	Case Date	Case Time	Case Location	Case Description	Case Notes	Case Comments
1	John Doe	Medical	Open	2023-01-01	10:00	Room 101	John Doe, 45 years old, male, presented with chest pain and shortness of breath. Vital signs: BP 120/80, HR 90, RR 20, SpO2 98%.	ECG showed sinus tachycardia. Chest X-ray showed clear lung fields.	Admitted to the medical ward for further observation.
2	Jane Smith	Medical	Closed	2023-01-02	14:30	Room 202	Jane Smith, 60 years old, female, presented with abdominal pain and nausea. Vital signs: BP 110/70, HR 80, RR 18, SpO2 96%.	ECG showed normal sinus rhythm. Abdominal ultrasound showed no abnormalities.	Discharged on oral painkillers and anti-nausea medication.
3	Michael Brown	Medical	Open	2023-01-03	08:15	Room 303	Michael Brown, 30 years old, male, presented with fever, cough, and fatigue. Vital signs: BP 100/60, HR 100, RR 22, SpO2 95%.	ECG showed sinus tachycardia. Chest X-ray showed infiltrates in the right lung.	Admitted to the medical ward for further observation.
4	Sarah Johnson	Medical	Closed	2023-01-04	16:45	Room 404	Sarah Johnson, 55 years old, female, presented with dizziness and lightheadedness. Vital signs: BP 90/60, HR 70, RR 16, SpO2 97%.	ECG showed normal sinus rhythm. Blood tests showed normal electrolyte levels.	Discharged on oral fluids and rest.
5	David Wilson	Medical	Open	2023-01-05	11:20	Room 505	David Wilson, 70 years old, male, presented with confusion and memory loss. Vital signs: BP 130/90, HR 85, RR 19, SpO2 98%.	ECG showed normal sinus rhythm. Blood tests showed normal electrolyte levels.	Admitted to the medical ward for further observation.
6	Emily Davis	Medical	Closed	2023-01-06	09:30	Room 606	Emily Davis, 25 years old, female, presented with headache and blurred vision. Vital signs: BP 140/90, HR 95, RR 21, SpO2 99%.	ECG showed sinus tachycardia. Blood tests showed normal electrolyte levels.	Discharged on oral painkillers and anti-nausea medication.
7	Robert Miller	Medical	Open	2023-01-07	13:10	Room 707	Robert Miller, 65 years old, male, presented with chest pain and shortness of breath. Vital signs: BP 120/80, HR 90, RR 20, SpO2 98%.	ECG showed sinus tachycardia. Chest X-ray showed clear lung fields.	Admitted to the medical ward for further observation.
8	Lisa Anderson	Medical	Closed	2023-01-08	15:40	Room 808	Lisa Anderson, 40 years old, female, presented with abdominal pain and nausea. Vital signs: BP 110/70, HR 80, RR 18, SpO2 96%.	ECG showed normal sinus rhythm. Abdominal ultrasound showed no abnormalities.	Discharged on oral painkillers and anti-nausea medication.
9	James Taylor	Medical	Open	2023-01-09	07:50	Room 909	James Taylor, 50 years old, male, presented with fever, cough, and fatigue. Vital signs: BP 100/60, HR 100, RR 22, SpO2 95%.	ECG showed sinus tachycardia. Chest X-ray showed infiltrates in the right lung.	Admitted to the medical ward for further observation.
10	Amanda White	Medical	Closed	2023-01-10	12:00	Room 1010	Amanda White, 35 years old, female, presented with dizziness and lightheadedness. Vital signs: BP 90/60, HR 70, RR 16, SpO2 97%.	ECG showed normal sinus rhythm. Blood tests showed normal electrolyte levels.	Discharged on oral fluids and rest.

LEGAL STATUS:

ABILITIES

IPs:

[illegible]

SCORE

CL			
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[illegible]

MOVE: _____

HIT PTS (): HEALING:

CAPS: **BCs:** **Ability:** **Dmg:** **GEAR:** **Break:** **Take:** **Disarm:** **GBC:**

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CAMPAIGN: _____

GROUP NAME: _____ **MEMBERS:** _____

LEGAL STATUS: _____ LOCATION: _____

DUES PAID: MEMBER NAME: RANK/STATUS:

[illegible]

GROUP INSIGNIA

GROUP RULES & NOTES:

[illegible]

TOTAL GROUP BUDGET

COST:

GROUP ABILITIES:

[illegible]

TOTAL GROUP ABILITY COST

GROUP BUDGET REMAINING:

COMBAT RECORD SHEET

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