

WILD TALENTS

Superhero Roleplaying in a World Gone Mad

©2002 Dennis Detwiler, Greg Stolze and Kenneth Hite
with Christopher Shy

“A regiment bursts into flames, and the soldiers are torches. Horses snort smoke from the combustion of their entrails. Reinforcements are smashed under cliffs that are teleported from the Rocky Mountains. The snatch of Niagara Falls—it pours upon the battlefield. The little poltergeist girls reach for their wads of chewing gum.”

-Charles Fort, *WILD TALENTS*

The Dawn of the Super-Age

In 1936 the Nazi Super-Man *Der Flieger* floated into the Berlin Stadium and lit the torch of the XI Olympiad, igniting with it, the dawn of the “Super-Age.” At first, the world labored under the delusion that the Flying-Man was the product of Nazi Eugenics, but when others who could do the impossible began to appear around the world, it became apparent the powers of these “Talents” were not physical at all. These men and women could *change reality with the power of the mind alone*.

During the war, two hundred and fifty thousand Talents fought and died on all sides, but their power was limited—they could only change reality in consistent and very specific ways. Most died before they realized the limit of their abilities, while some survived and fought on, relying on their Talents only when absolutely necessary. The great equalizer was the fact that Talents could sense, and counteract the abilities of their kind.

Not surprisingly, the war was a bloodbath for the Talents. They were sent in first, and they died first, to save the people they loved.

With victory in Europe and the Pacific, and the vindication of the ideals of the Allies, a new age of peace and prosperity seemed ready to flood across the world. But no one suspected that the Talents were just the first, fledgling steps of the human mind finally let loose from the prison of “reality.” There was something more in store for the world.

The age of Wild Talents had arrived.

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***What is *WILD TALENTS*?**

WILD TALENTS is a divergent future for the world of *GODLIKE*—in it, after World War II, Talents become even more powerful than their predecessors, able to change reality with their powers while remaining immune to the interference of other Talents. These new Talents are far more dangerous and powerful than those who fought in the war, consequently, their effect on world history is that much greater. That’s where you come in...

With this book, you will construct your own divergent timeline for the *GODLIKE* universe, or build a super-heroic world of your own creation—from scratch. Kenneth Hite (*Suppressed Transmissions*, *GURPS Cabal*, *Nephilim*,) alternate historian extraordinaire has assembled a guide to building, maintaining and running your own individual *GODLIKE* world tailored to fit your own tastes. With it, *you* construct the future of your own super-heroic universe, populated with characters, events and plots of your own devising.

Everything you need to play is in this one book—like *GODLIKE*, *WILD TALENTS* is a game unto itself, completely independent of any other books in the line. While it’s not necessary to own the *GODLIKE* core rulebook, it does give a clear timeline covering the beginning of the “Super-Age” (though a condensed history is included in this book as well,) and can give a great amount of detail and ideas to any *WILD TALENTS* campaign. Alternatively, if you want to start from scratch, *WILD TALENTS* has been designed to help you formulate the basic ideas you’ll need to come up with a fun campaign background for your own world of superheroes.

WILD TALENTS does not mark the end of the “official” future of the *GODLIKE* universe. Two other games are in the works, which will update the *GODLIKE* timeline into the 1980’s. *GHOSTS: Superhero Roleplaying in a World on the Brink 1946-1975* posits a future filled with parahuman spies fighting to keep the Cold War, cold, and *TEENAGERS+: Superhero Roleplaying*

at the Toliver School for the Ethical Use of Parahuman Abilities 1980-1984, places the characters in a high school made especially for Talent teenagers. The two, *WILD TALENTS* and *Ghosts and Teenagers+* are completely separate. If you want to build your own world populated by superheroes, *WILD TALENTS* is for you, but if you want to play in an established campaign background for *GODLIKE* after WWII, try *Ghosts* or *Teenagers+*.

There's a lot more to come folks.

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“Can *WILD TALENTS* be Used for My Own Superhero game?”

Yes! *WILD TALENTS* has been extensively researched and play-tested to allow you to create and run nearly any comic-book character... Aliens, Cyborgs, Mystics, Mutants, Godlings and nearly every other sort of superhero type is covered (in detail) all in this one book—along with the rules necessary to cover nearly any eventuality...

Using the svelte engine of the *GODLIKE* system, *WILD TALENTS* allows you to resolve super-human combat instantly and realistically, without pages and pages of paperwork!

What You Need to Play *WILD TALENTS*

Little is needed to play *WILD TALENTS* besides the main rulebook. The most important requirement is an adequate supply of ten-sided dice. While you *can* play *WILD TALENTS* with as little as one ten-sided die, (and a good memory!) it's recommended that at least 20 ten-sided dice be used. This will allow (in most situations) several players to roll at once to determine the outcome of random events.

A supply of scratch paper and pencils is also important, for keeping notes, drawing maps or drawing pictures on.

Players will need a photocopy of the *WILD TALENTS* character sheet provided in the back of the book (on page xx,) where they will maintain the Statistics, powers and possessions of their individual characters. The GM will need any information, maps or Statistics he has prepared for the adventure at hand, as well.

Besides these things, all the players need to bring to the table are their imaginations.

Oh, and one more thing, while you don't *need* to do this, you can check out the *GODLIKE* website at www.godlikerpg.com for a whole slew of characters, new rules and an active discussion list about the game!

A Word of Thanks

I'd like to thank all the people who've made *GODLIKE* a success—those gamers out there who spent time (and money) on my ideas. I'd also like to thank the ever-patient Greg Stolze, the erudite Kenneth Hite, and the blinding talent of Christopher Shy, for all their hard work on this book. If you like what you find here, support them! Check out Ken's weekly column on Pyramid Online Magazine (www.sjgames.com/pyramid) and Chris Shy's marvelous website (www.studioronin.com).

Again, thanks everybody!

Glossary of Terms

The following terms appear frequently in the *WILD TALENTS* rulebook. Their definitions are provided below for your convenience.

Archetype: An Archetype is a general idea of a character's nature. In game terms, it is a conglomeration of super-powers, which defines the character, and is bought at a reduced cost. For example, an extraterrestrial from Zeta Reticuli would have the Archetype: Alien. While an android would have the Archetype: Artificial.

Area: Weapons with the Area quality do extra damage when they hit, and specifically do damage to everyone within a particular area. The Area dice are added to the dice pool only after the attack succeeds. A grenade, mortar or artillery shell has an Area rating.

Heavy Armor: A number from 1-10 that reduces the damage rolled against a target. This number reflects the amount of damage an object or person can absorb before being injured. A tank, suit of super-armor or a concrete bunker all have Heavy Armor. Mystical, Alien and superhuman created objects can have Heavy Armor ratings higher than 10.

Body: This Statistic measures how big, strong and tough the character is. 1 indicates a sickly man, 2 is the human average and 5 would be a professional bodybuilder. 5 is the maximum score for a normal human.

Base Will: A secondary Statistic that is determined by adding a PCs Cool and Command Statistics together. Base Will is the measure of the character's willpower, and determines how much Will the character starts with. Base Will cannot be lost or gained, except by normal advancement. Base Will should not be confused with Will. Will is an up to the moment measure of the PC's self-belief that changes as he's rewarded or penalized for successes or failures within the game.

Brains: This Statistic measures how smart the character is. 1 indicates a dimwit, 2 is the human average and 5 would be the smartest human to ever live. 5 is the maximum score for a normal human.

Combat Round: An arbitrary unit of time used to divide combat into individual actions. It is generally enough time to take a swing at someone, shoot a gun or dodge an attack.

Command: This Statistic measures the force of the characters charisma, charm and authority. 1 indicates a social idiot, 2 is the human average and the President would have a Command of 5. 5 is the maximum score for a normal human.

Cool: This Statistic measures the character's ability to handle and not crack under pressure. 1 indicates a panicky individual, 2 is the human average and 5 would be a trained combat veteran. 5 is the maximum score for a normal human.

Coordination: This Statistic measures the character's ability to control and maneuver their body. 1 indicates a klutz, 2 is the human average and 5 would be a professional gymnast. 5 is the maximum score for a normal human.

Dice Pool: The number of ten-sided dice rolled to determine the success or failure of an action. The number of dice rolled is determined by the governing Statistic, Skill, Talent, Hyperstat or Hyperskill as decided by the GM. There are never more than 10 dice in any dice pool at any given time. A dice pool of 6 die would be listed in the following manner: "6d."

Difficulty: A number rating (1-10) as determined by the GM that is the minimum height (see Tall Set) of the number in a match to succeed at a task. To succeed at a difficult task, not only must a match be made, but a match of a minimum Difficulty rating number must be made in the dice's height. Otherwise, the task does not succeed.

Dynamic Contests: A contest of Statistics, Skills, Talents, Hyperstats or Hyperskills between two PC's or the PC and an NPC or some other active element in the game. The GM determines the governing Statistic, and both the attacker and the defender roll the appropriate dice pools. Whoever rolls higher (see height) wins the contest, while whomever rolls wider (see width) finishes first. Running a race against others or playing chess-are all dynamic contests.

Extra: An Extra is a special advantage possessed by a super-power, which expands its usefulness and increases its cost during character creation.

Flaw: A Flaw is a limitation possessed by a super-power, which restricts its usefulness and decreases its cost during character creation.

Game Moderator (GM): The Game Moderator is responsible for the upkeep of the story, the resolution of events within the game that are uncertain, and an up to the moment description of just what is happening to the PCs within the adventure. The GM is the narrator and shaper of the story that the PCs act in.

Gobbling or Gobble Dice: A way to use dice in combat while defending. They Gobble dice from an opposing attack set, effectively negating it. Gobble dice are rolled normally and matches are looked for. The height (see height) of the match indicates the highest number the Gobble Die can affect in the opposing set, while the width (see width) indicates the number of dice the Gobble Dice can eat out of the opposing set.

Hard Die: A Hard Die is a die in a dice pool that is always counted as a 10. It is never rolled. 2 Hard Die would be listed in Statistics in the following manner: "2hd."

Hyperskills: Hyperskills are Skills that have been altered by super-human powers that allow them to have ratings higher than the human maximum Skill rating of 5. A character with a Pistol Skill of 9 would be said to have a Hyperskill in Pistol.

Hyperstats: Hyperstats are Statistics that have been altered by super-human powers that allow them to have ratings higher than the human maximum of 5. A character with a Body of 8 would be said to have a Hyperstat in Body.

Matches: Matches are dice within a rolled dice pool whose numbers match each other. For example if you rolled 8 dice and got 8, 10, 10, 6, 2, 3, 3, 3, 10, you would have two matches-3 tens (3x10) and 3 threes (3x3). A match in a dice pool indicates some level of success.

Non-Player Character (NPC): NPCs are characters played and maintained by the GM. They represent those characters not being played by the Players. Anyone who is not a PC, is by default, an NPC, and is the responsibility of the GM.

Penetration: Penetration weapons are designed to go through Heavy Armor. If a weapon with the Penetration quality hits a target with Heavy Armor, the Heavy Armor is reduced by the Penetration quality number of the weapon and the width of the result permanently. A LAW Rocket, armor piercing bullet or a micron-wide monowire blade are examples of Penetrating weapons.

Player Character (PC): A PC is a character created and controlled by a player. The player is responsible for the actions, personality and beliefs of the PC in the game.

Sense: This Statistic measures the character's ability to process information through his or her five senses. 1 indicates someone completely oblivious to their surroundings, 2 is the human average and 5 would be the equivalent of Sherlock Holmes. 5 is the maximum score for a normal human.

Skills: Skills are learned abilities that are rated, just like Statistics, with a number from 1 to 5 designating how good the PC is at that particular Skill. Each Skill is governed by the Statistic that suits it (i.e. Biology is a Brains Skill, Dodge is a Coordination Skill). When using a Skill a PC adds the Skill rating to its governing Statistic to determine the number of dice in his dice pool. For example, Bob has Coordination of 4 and a Pistol Skill of 4, when rolling against his Pistol Skill to try and shoot someone Bob rolls 8d.

Slow: A weapon that is Slow is just what it sounds like. If you want to fire it, you have to spend a number of rounds equal to its Slow rating to prepare it. Many heavy weapons such as cannons, "Bazookas" or mortars are Slow weapons. Some weapons are just Slow when you have to reload them...

Spray: Spray weapons are those that fire multiple times, or that have some other factor that makes it easy to aim at many targets. They were built to make extra attacks. Consequently, any multiple attacks made with a spray weapon take no extra action dice pool penalties and the spray rating is added to the dice pool when attacking. Submachine guns and machine guns are examples of Spray weapons.

Squishy Rolls: A squishy roll is an optional rule that allows a Player to alter die rolls up or down any level in height as long as its width remains equivalent to the original roll. For example 5 eights could be changed to 4 nines or 3 tens.

Static Contests: A contest of Statistics, Skills, Talents, Hyperstats or Hyperskills between a PC and something to be overcome in the adventure which is not a PC or NPC or an active element in the story. The GM determines the governing Statistic, and the PC then rolls the appropriate dice pool. Height determines degree of success, and width, how long it takes to complete. Knocking down a door, overcoming an illness or landing a plane are all static contests.

Statistics: Statistics are the six basic characteristics that all PC's begin with. They are Body, Coordination, Brains, Cool, Sense and Command. A normal human has Statistics that range from 1-5. This number represents the number of ten-sided dice rolled when testing that particular Statistic in a contest. Only super-humans can have Statistics over 5.

Talent: A Talent is a superpower that allows the PC or NPC to perform impossible actions such as flying or turning metal to ice. It is used here as a generic term for "super-power".

Tall Set: A tall set is a number of die in a dice pool that match, and are 6 or higher. Any dice pool that has a match of 6 or higher is considered a tall set. Height determines how significant a success was had in any action. A tall set is listed in Statistics in the following manner: "2x9," which indicates that 2 nines were rolled.

Wide Set: A wide set is a number of die in a dice pool of 3 or more that match. Any dice pool that has 3 or more matches is considered a wide set. Width determines how quickly, if at all, an action is accomplished. A wide match is listed in Statistics in the following manner: "4x5," which indicates that 4 fives were rolled.

Wiggle Die: A Wiggle Die is a die in a dice pool that can be made to be any number between 1-10, as chosen by the PC to make matching sets after the rest of the dice in the appropriate dice pool are rolled. Like Hard Dice, Wiggle Dice are used to model Talent powers. 2 Wiggle Die would be listed in Statistics in the following manner: "2wd."

The Cardinal Rule(s)

The game mechanics in *WILD TALENTS* are there to use when two requirements have been fulfilled. First, the outcome of an attempted character action is in doubt. Second, the action has to matter to the plot of the game.

If an action is trivially easy, there's no point in rolling for it. A game in which every action – lacing your boots, making coffee, reading the paper – has to be rolled for would be ludicrously tedious. Similarly, if you try something impossible (“I’m going to shoot down the sun!”) there’s no point in rolling because no matter how well you roll, it still isn’t going to happen.

On the other hand, there are all kinds of actions that are in doubt which just don’t matter to the overall game at all. Maybe you want to show up one of your fellow PCs by winning a game of chess. Sure, you could both roll a couple times to see who plays better – but unless you’re doing it as an excuse for in-character bonding, or to get used to the mechanics, what’s the point? You’re just going to leave the other players drumming their fingers while you posture at the chess table.

In short, don’t roll unless the GM asks you to roll. Sometimes he may not allow you to roll for something you thought you should be able to do, but just play along and trust his judgment. After all, he knows what’s coming next and you don’t.

Every attempt to do something is represented by a number of ten-sided dice. The more dice you roll, the better your chances of success. If you only roll one die, there is no chance of success. If you somehow rolled eleven dice or more, there would be no chance of failure. However, you can never roll more than ten dice. That’s important, so I’m going to say it again:

Under no circumstances do you roll more than ten dice.

The number of dice you roll is known as a dice pool. (If you’ve played *Vampire: The Masquerade* or *Legend of the Five Rings*, you’re already familiar with the concept). You usually find the number of dice in your pool by adding together a Statistic and a Skill.

Statistics represent your inborn or developed general abilities – things like how strong you are, how well you remember things, and how well you keep your head in a crisis.

Skills are particular applications of your Statistics– things you’ve learned how to do in the course of your life, like shoot a rifle or crack a code. Besides Stats and Skills, there are three other types of scores specific to superhumans: Hyperstats (superhuman level Stats), Hyperskills (superhuman level Skills) and Miracles (superhuman powers which allow you to do the impossible, like breathing fire or teleporting). There’s more on those later. Since all dice pools pretty much work the same, for now, let’s focus on Stats and Skills...

Suppose, then, that Hawk is trying to punch a bank-robber in the face. The Stat governing face punching is Body, and Hawk’s Body is 2. The Skill of face punching is Brawl, and Hawk’s Brawl Skill is also 2. He has four dice in his dice pool.

When you roll, you want to rack up matches. You get a match when two or more dice turn up the same number. So, if Hawk’s player comes up with 2,2,9,8, he lands a punch on his opponent. If he rolls 1,2,4,5, he misses.

There are some tweaks and details that make the system a little more complicated, but mostly, you just roll a number of dice equal to a Stat plus a Skill and look for matches. Getting more matches and higher numbers is generally better.

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A Note for Novices

WILD TALENTS uses ten-sided dice to determine success or failure. A ten-sided die is abbreviated “d10.” If you’re rolling five of them, it’s abbreviated 5d.

Most d10s are numbered 0,1,2,3,4,5,6,7,8,9. Other games use that 0 as an actual zero, but for *WILD TALENTS*, it’s a ten. (Or you can just buy dice that have the number 10 printed on them). Yeah, it’s kind of a hassle, but that’s just the way many d10s are made.

Round Down, Okay?

On a similar note, many powers, dice mechanics and abilities tell you to divide points or dice totals, which sometimes leaves you with numbers like 1.5, 2.6 and such... When determining the new total you *always round down*. I’ve seen some nasty in-game fights brew over this simple fact, so, now you’re forewarned, and no one can say “Well it doesn’t say anything about it in the book...”

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La Belle Curve

The larger your dice pool, the better your chances are of getting a match. To make this explicit, here's a rough guide to your chances of getting a match (or multiple matches) depending on how many dice you roll.

Bell Curve Table	
Size of Dice Pool	Rough Odds of Getting One or More Matches
1	0%
2	10%
3	28%
4	50%
5	70%
6	85%
7	93%
8	98%
9	99.6%
10	99.9%

That's a chunky graph there. A seven-die pool is quite reliable, and raising a pool from 8 to 10 isn't going to give nearly the payoff that raising it from 3 to 5 is. Just thought you'd like to know.

Of course, these are just your chances of getting any success. If you need to get something done fast (speed is reflected by the number of dice that match in your set) a pair of ones might not do it. Similarly, difficult tasks (those that exclude certain low successes) are substantially harder.

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Dice Types

WILD TALENT's dice system uses one basic die type and two dice tricks (but only one kind of die, the d10, for both). Each of these dice tricks is significantly different in its abilities. The basic d10 is used to resolve most actions, while the other two dice types are used (usually) to resolve superhuman activities.

Superhuman powers work like everything else in the game: You roll a set number of dice and look for matches. However, given that possessing a super-power means that you have the ability to make the impossible happen, there are two dice tricks used to model powers. They're called *Hard Dice* and *Wiggle Dice*.

Hard Dice: A Hard Die is a die in a dice pool that is always a 10. You don't roll it. It's just automatically a ten. If you have a dice pool with two or more Hard Dice, you always succeed (and succeed dramatically) at simple tasks using that Skill or Stat (unless of course, you are opposed by someone who has more 10s in their dice pool). Like every other die, Hard Dice count towards the ten-die maximum.

Wiggle Dice: A Wiggle Die is like a wild card in poker. You can assign any number to this die *after* you've rolled the other dice in the pool. This is even better than a Hard Die, because any simple roll with a Wiggle Die succeeds, and if you have two Wiggle Dice, you can choose any height for that success. Like every other die, Wiggle Dice count towards the ten-die maximum.

Example: Suppose you have 4 regular dice and one Wiggle Die in your pool. You roll 1,6,8,10. Normally that would be a failure. But you can take your Wiggle Die and make it a ten as well, giving you a pair of tens. On the other hand, if you later roll 1,4,4,8, you have a choice. You can either make the Wiggle Die an eight (giving you a higher match if you want a better success) or make it a four (giving you a quicker action with a trio instead of just a pair).

Stats

There are six stats, which measure all of a character's general capabilities. For humans they're rated from 1 to 5. One is dismal, while five is the human maximum (of course, superhumans and alien species can have stats higher than five). The normal human average is 2, with 3 being

exceptional. There are two kinds of stats: those governing Physical Capabilities — Body, Coordination, and Sense — and Mental Capabilities — Brains, Command, and Cool.

Body

This is a measure of how big, strong and tough you are. A character with a high Body can lift more, take more punishment, and run faster than someone with a low Body. Note that the bonuses listed on the Body Stat Table *are not cumulative*.

Body Stat Table		
Rank	Tested Lift	Bonus
1	100-210 lbs.	–
2	210-250 lbs.	–
3	250-370 lbs.	+1 wound box to Torso; +1 Shock to hand-to-hand attacks.
4	370-500 lbs.	+1 wound box to Torso and each Arm; +1 Shock to hand-to-hand attacks.
5	500-800 lbs.	+1 wound box to Torso and each limb (Human Limit); +2 Shock to hand-to-hand attacks.
6	800 lbs. – 1 ton	+1 wound box to Torso and each limb; hand-to-hand attack does Killing damage.
7	1–2 tons	+1 wound box to Torso and each limb; hand-to-hand attack does Killing damage. +1 Killing in hand-to-hand attacks.
8	2–4 tons	+1 wound box to Torso and each limb; +2 Killing to hand-to-hand attacks.
9	4–6 tons	+1 wound box to Torso and each limb; +3 Killing to hand-to-hand attacks.
10	6–10 tons	+1 wound box to Torso and each limb; +4 Killing to hand-to-hand attacks.

Tested Lift is weight in a range where, if you try to lift it, you might fail, so lifting that much weight requires a successful Body roll. Lifting a heavier weight is generally impossible. Any weight in a lesser category can be lifted without a roll under non-combat situations. For example, someone with Body 6 has to roll a match to pick up something that weighs 900 pounds, but he can lift 600 pounds automatically and has no chance of lifting two tons.

If you want to throw something 6 yards or so horizontally, you can do so if it's two categories lower than your Body rank. (For example, if you've got Body 7, you can pick up something that weighs 700 pounds and throw it 6 yards). Every level you drop increases the throw distance by 6 yards. (Thus, our Body 7 superhuman could throw a 220-pound man a good 24 yards). If you're throwing it straight up, halve the distance – the 220-pound man is only going 12 yards vertically.

If you need to know how fast a character can run, assume that it's 10 yards plus twice their Body per round. This may be adjusted upward if conditions are good (wind's at their back, they're running unencumbered on a level road) or downward if they're bad (running over rubble, carrying a load, starting from a dead stop, or if they're injured). If a character has an injured leg, it's 5 yards plus Body. If both legs are injured, it's just their Body score.

Body Recap Table			
Body Score	Running	Broad Jump	Running Leap
1	12 yards per round	1 yard	2.5 yards
2	14 yards per round	2 yards	4 yards
3	16 yards per round	3 yards	5 yards
4	18 yards per round	3 yards	5.5 yards
5	20 yards per round	4 yards	7 yards
6	22 yards per round	5 yards	9 yards
7	24 yards per round	6 yards	12 yards
8	26 yards per round	8 yards	16 yards
9	28 yards per round	18 yards	36 yards
10	30 yards per round	30 yards	90 yards

Coordination

This is a rough gauge of how well you control and maneuver your body. Someone with good Coordination is going to be a better shot, a better dart player and a better driver than someone whose Coordination is poor.

Sense

We experience the world through the mediation of our five senses — sight, hearing, taste, touch and smell. Someone with a high Sense score has keen hearing, clear vision and has a better shot at noticing that funny burnt-almond odor right before eating the poisoned date. Someone with little Sense is nearsighted, hard of hearing and generally oblivious to his surroundings.

Brains

Brains measures your natural intellect. Someone with a high Brains Stat has a better memory, quicker math skills and a better grasp of abstract concepts than someone without.

For every point of Brains above 2, you get an extra Will point with which to buy skills (see *Building a Superhuman Character in WILD TALENTS* on page xx for more details). However, you can only spend these points on Brains skills.

Command

People with high Command scores are natural leaders. Call it what you will — charisma, personal magnetism or leadership — people who have it dominate conversations, sway opinions and get listened to in a crisis.

Command is not necessarily a measure of physical good looks (though if you want to have a good looking character, a high Command is one way to represent that). It's more a sense of confidence and personal intensity. Even if she's not sure of herself, a woman with high Command always *seems* sure of herself.

Command combines with Cool to form a character's starting Base Will.

Cool

Some people panic in a crisis. Some freeze, some choke...and some just cope with it and do what needs to be done. It's not a matter of intelligence or willpower: Some people have it, some don't. In any event, Cool is the ability to remain un-cracked under pressure, deal with unpleasant realities (like combat, for example), and get the job done.

Cool combines with Command to form a character's starting Will.

Hyperstats

Hyperstats are regular Statistics, such as Body, Coordination or Brains, exaggerated to previously unachievable, superhuman levels. They're modeled by buying either Hard Dice, Wiggle Dice or more regular dice to add to your Stat.

To determine the total level of your Hyperstat, add the dice of your Hyperstat to the dice of the Statistic of the same name. If for some reason your Hyperstat fails, you lose those extra dice.

Example: Tom Thumb has a Hyperstat in Body of 2hd. His regular Body is 2d. When he uses his Body dice pool it's 2d+2hd. If his power fails, he only rolls his regular Body of 2d...

Since almost all characters must have a regular Stat that the Hyperstat is built upon, you can only use so many Hyperstat Dice, after all, your normal Stat has to go somewhere. So this is the rule: base Stats must be rolled along with Hyperstat dice — you cannot “chuck them out” in lieu of better dice.

Example: Marcus has Hypebody 10hd, and a regular Body Stat of 4d. When he rolls his Body score, his Stat is counted as 4d+6hd (since 10 is the maximum in any pool, the last 4hd are out). Why did Marcus bother to buy those extra 4hd in Body? I don't know, ask Marcus...

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Stat Examples

Stat Level	Ability Level	Example
1	Pathetic	(Body) Becomes easily exhausted
2	Average	(Coordination) Can play a decent game of darts
3	Above average	(Sense) Possesses perfect pitch
4	Superior	(Brains) Can formulate differential equations
5	Exceptional	(Cool) Can withstand torture for months
6	Super-Human	(Command) Can convince nearly anyone of anything

7	Extraordinary	(Body) Capable of lifting an economy car
8	Astonishing	(Coordination) Capable of dodging bullets
9	Unparalleled	(Sense) Can read by touch alone
10	Supreme	(Brains) Can predict the future through thought alone

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Will: The Brief Version

The Will Trait is covered in depth in at the end of the powers section, starting on **page xx**. But, in brief, it's a measure of the peculiar strength of personality that fuels superhuman powers. Whether it comes from the drive to avenge your parent's wrongful death, or the power of an alien device fueling your super-human body, Will simply reflects how far your character can go before giving in to defeat.

Your character has a Base Will rating (equal to his Cool+Command stats) which reflects his usual level of determination, but Will Points (which start equal to Base Will) can rise and fall as the character gains (or loses) confidence in himself and his powers. If you have a lot of Will, your powers are more reliable. If your Will is low, your abilities may fail you when you need them most.

Normal people don't have fluctuating Will points, only a Base Will statistic.

Skills

Where your Stats measure your innate abilities, Skills represent the payoff of a learning effort. Someone may have a great deal of innate coordination, but if he's never been behind the wheel of a car, he's probably not a safe driver. Pure talent only takes you so far: Hard work and study is also needed for success in most endeavors.

A Skill of 2 is considered average — added with an average governing Stat, this places most average dice pools at 4d.

Quantifying Skills

Skills are simple concepts, and (most) should be easily described in one sentence. For example, the Skill "Radar Operation" could be described as "The ability to operate radar equipment." Does "Radar Operation" allow its user to repair radar sets as well as operate them? That's up to the GM to decide. His say is final. However, most likely, if it's not contained in the description, the Skill doesn't cover it.

Maximum Skill Levels

Normal humans are limited to 5 as a maximum rating in any Skill. So the maximum a human can have in any Stat+Skill is 10d (of course this would represent someone who dedicated his entire life in study of a particular Skill).

Superhumans are a little different. They can have Skills higher than 5, but they must be bought as Hyperskills, superhuman levels in otherwise mundane skills.

What if I Don't Have the Right Skill?

Not every character is going to have every Skill. Sometimes a character may try to do something he's never done before. Your GM may allow a roll or not, depending on the circumstances and common sense. If your character doesn't have the Brawl Skill, there's nothing to stop him from taking a swing at someone. In that case, you can just roll Body. After all, hitting is not a very sophisticated action.

On the other hand, if your character doesn't have a given Language Skill, your GM would be well within his rights not to let you roll. It doesn't matter how smart you are, if you don't *parle Français*, you're not going to get it.

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Do-It-Yourself Skills

It's possible that your character concept involves a Skill that's not listed here because it's highly specialized or esoteric. If that's the case, you can just ask your GM to let you write it in under an

appropriate Stat. If, for instance, your character is a rodeo clown he presumably has a “Horseback Riding” Skill, probably under Coordination.

This is not a license to try to create broad, over-arching skills that let you do everything. (“Yeah, and I should be able to roll my ‘Police Chief’ Skill for Driving, Pistol, Computer Use and Criminology.”) Your GM knows best and if he says no, deal with it.
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Body Skills

Athletics-You can pick up any sport and do a passable job at it, even if you’ve never played it before.

Brawling-You are a bruiser, and know how to attack with your hands, feet and head.

Endurance-You can pace yourself, hold your breath, run, or resist the ill effects of environment longer than most people.

Health-You eat well, have a strong metabolism, and are resistant to disease.

Punch-Pulling – On a successful roll, you reduce the damage from your hand-to-hand attack from Killing to Shock. **Note:** Your Punch-Pulling Skill is rolled in place of your Brawling Skill, and it cannot be higher than your Brawling Skill.

Run-You are well versed at running, and can sprint for short distances, or run for long distances without tiring.

Swim-You are a strong swimmer, and can float on your back in the water.

Throw-You can throw hand held objects farther than most people your size.

Coordination Skills

Acrobatics- You are a skilled gymnast and can complete flips, rolls and handsprings.

Bow- You know how to fire and maintain bows.

Dodge- You are adept at getting out of the way of attacks and danger.

Driving (Type)- You can drive a particular type of vehicle, such as a bicycle or car.

Escape Artist- You are skilled at escaping ropes, handcuffs and other restraint devices.

Forgery- You can forge documents. **Note:** Your Forgery Skill cannot be higher than your Forgery Expert Skill.

Machinegun (MG)- You can fire, repair, clean and maintain machineguns.

Martial Arts- See [page xx](#) for an in-depth description of Martial Arts.

Pilot (Type)-You can pilot a particular type of airborne vehicle, such as a plane or blimp.

Pick Pocket-You are skilled at sleight of hand and are capable of stealing jewelry, wallets and other personal effects off people without their knowledge.

Pistol-You can fire, repair, clean and maintain pistols.

Rifle- You can fire, repair, clean and maintain rifles.

Sailing (Type)-You can pilot a particular type of sea-borne vehicle, such as a sailboat, destroyer or kayak.

Stealth- You are light on your feet and know how to remain out of sight.

Submachine gun (SMG)- You can fire, repair, clean and maintain submachine guns.

Sense Skills

Hearing-Your hearing is keener than the average person.

Sight-Your eyesight is keener than the average person.

Smell-Your sense of smell is keener than the average person.

Taste- Your sense of taste is keener than the average person.

Touch-Your sense of touch is keener than the average person.

Brains Skills

Computer Use- You are skilled in the use of computers.

Computer Technology- You can repair and program computers.

Criminology- You can, given a certain amount of study, profile and track criminals by the evidence they leave behind.

Cryptography-You have a working knowledge of codes, ciphers and encryption techniques.

Education-You were a bookworm in school and know all manner of basic facts about math, science, grammar and social studies.

Electronics- You can repair, use or build electronics without electrocuting yourself.

First Aid-With the proper equipment, you can treat wounds in the field -- as long as they don’t require surgery.

Forgery Expert- You can spot counterfeit documents.

Hacking- You are skilled at breaking through electronic defenses on computers. Your Hacking Skill can never be higher than your Computer Technology Skill.

Language (Type)- You can speak, read and write a particular language type.

Mechanics (Type)- You can repair, use or build machinery of a particular type.

Medicine- You can treat illness and wounds through surgery if you have access to the proper equipment. *Note:* Your Medicine Skill cannot ever be higher than your First Aid Skill. If you don't know First Aid, you can't learn Medicine.

Navigation (Land)- You can navigate using a map and compass or by dead reckoning on the ground.

Navigation (Sea/Air)- You can navigate by map, timing and instrumentation, or by astrology.

Survival (Type)- You are aware of the dangers and pitfalls of a certain type of environment, and can live there for extended periods.

Tactics- You are versed in the arts of war, and know how to use terrain, manpower and equipment to its maximum effect on the battlefield.

Command Skills

Inspire- You can cause people to feel optimistic, despite any fears they might harbor.

Intimidation- You can cause a person to fear you through physical or psychological threats.

Leadership- You can effectively direct those under your command, even under fire.

Perform (Type)- You have an entertaining Skill and the confidence to perform it in front of large groups.

Seduction- You're skilled at attracting a member of a targeted sex.

Cool Skills

Bluff- You can bullshit your way through most situations, though any falsehood you tell will not be believed for very long.

Lie- You can contrive convincing falsehoods that are often believed until evidence to the contrary is discovered.

Mental Stability- You are not easily shocked, and have a psyche which can function even in stressful or grotesque situations.

Resist- You are more resistant to psychological and physical forms of coercion (such as torture, telepathic attack or brainwashing) than the average man.

Hyperskills

Hyperskills are normal skills increased to inhuman levels of accuracy or speed. Having superhuman levels of a given Skill does not expand what you can do with the Skill. It just expands how well you can use it. Hyperskills are modeled either by buying Hard Dice, Wiggle Dice or more Regular Dice to add to your normal dice pool (or all at once).

To determine the total level of your Hyperskill, add the dice of your Hyperskill to the dice of the determining Statistic of that Skill.

Example: The Razor Arrow has a Bow Hyperskill of +2wd. When firing a bow, her dice pool is her Coordination of 5, plus her regular Bow Skill of 2d, plus her Hyperskill of 2wd, for a total of 7d+2wd. If her Hyperskill fails, her Bow Skill dice pool drops to 7d.

Skills are built upon their governing Stat, and Hyperskills are built upon the Skill, so you can only use so many Hyperskill dice, after all, your normal Stat and Skill have to go somewhere, and 10d is the maximum in any pool. So this is the rule: the base Stat (or Hyperstat)+Skill must be rolled along with the Hyperskill—you cannot “chuck them out” in lieu of better dice.

Example: Ula has a Hyperskill in Brawling at 10wd. His normal Body is 4d and his normal Brawling skill is 3d. When he rolls his Body+Brawling Hyperskill, his dice pool is counted as 5d+5wd (since 10 is the maximum in any pool, the last 5wd are out). Why did Ula bother to buy those extra 4wd in the Brawling Hyperskill? I don't know, ask Ula...

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Skill Examples

Skill Dice	Ability Level	Example
1	Pathetic	(Swimming) Will most likely drown
2	Average	(Throw) Can throw a football thirty yards
3	Above average	(Hearing) Can detect a bug on the phone line
4	Superior	(Chess) Nationally ranked Chess Champion
5	Exceptional	(Bluff) Can bluff his way into a Military Facility
6	Super-Human	(Intimidate) Can bully the heavyweight boxing champion
7	Extraordinary	(Jump) Can leap from limb to limb forty feet up in a tree
8	Astonishing	(Catch) Can catch arrows in mid-air
9	Unparalleled	(Sight) Can see in near-complete darkness
10	Supreme	(Education) Can teach any subject from memory

Note: The above Skill Examples are just flat examples of a Skill level — not a Skill with an associated Stat.

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Resolution

You know what Skills are, what Stats are, what a dice pool is. You've got the fundamentals. Here's how you put them together and interpret the results of a given roll.

The goal of a roll is to get *matching sets* — that is, you want two or more of the dice to turn up the same number. If that happens, you succeed. That's the bare bones of the system. However, there are a few nuances to success. Specifically, each matching set has *height* and *width*.

A tall (that is high) set is one that has very high numbers — a pair of 8's or a pair of 10's is a tall set. A wide set is one where a lot of the dice turned up the same number — a set of four 2's is very wide, as is a set of four 9's.

There's shorthand for results, and it's written as (width x height). It looks like math, but all that means is that if you rolled eight ten-sided dice (8d, remember?) and got three tens, the result would be written 3x10.

Here are some examples.

- You roll 5d and they come up 1,3,5,9,9. The result is 2x9. This is a tall result, but not a wide one.
- You roll 8d and get 1,5,6,7,8,8,8,0. The result is 3x8. This result is both tall and wide.
- You roll 7d and it turns up 1,1,1,1,2,6,8. The result is 4x1. This is a very wide result, but it's short.
- You roll 5d and get 1,1,2,6,7. The result is 2x1. This is a narrow and short result — in fact, it's the minimum success possible.

Width and height both have implications to your success. (Exactly what they mean depends on what you're trying to do). If you're competing against another person who is consciously trying to confound or surpass you, that's a *dynamic contest*. If you're struggling against an inanimate object or situation, it's a *static contest* because the situation isn't actively changing in response to your actions.

Running a race, getting into a knife fight, playing chess, interrogating someone for information or lying to someone who interrogates you — these are all dynamic contests. In a dynamic contest, you're rolling against someone else's roll.

Climbing a wall, fighting off an infection, fixing a jeep, flying a plane — these are all static contests. In these situations, you're just rolling in a vacuum and trying to get a match.

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Squishy Rolls or Gritty Rolls

The standard system for *WILD TALENTS* assumes that what you roll is what you roll, period. (The exception is Wiggle Dice, but they're a special case). Rolls are gritty — each die is its particular self and it doesn't change. It is possible, however, to adjust this rules-set and change the results rather dramatically. You do this by making outcomes squishy.

If a roll is squishy, it means that you can raise an outcome's height by lowering its width, and vice versa. For example, if you had a squishy 4x4, you could make it a 3x5 or a 2x6 — as long as

the total of the width and height are the same, it's kosher. You could also make that same 4x4 into a 5x3, a 6x2 or a 7x1.

In static contests, squishy rolls give the player the option of taking longer at a task to do it better or, conversely, of sacrificing quality when time is of the essence. In dynamic contests, it allows players to sacrifice timing for effect, and vice versa. (This can have a particularly important effect in combat) You squish the dice immediately after rolling them, *not during the resolution phase of combat*.

In no event can the width of a roll be squished beneath 2. If that happens, the roll is no longer a success. It also cannot be squished above 10. Finally, once you start to squish a roll, the other dice in the pool are thrown out.

Example: Hawk rolls 1,3,8,8,9,9. His result is 2x9. He can make that a 3x8 or a 4x7 if he wants — but if he squishes it down to 3x8, he cannot then add it to the naturally rolled 8s in his pool. If he could do that, then he could take that 4x8 and turn it into 2x10. Once you do that, you might as well just add all the dice together and give it to the highest total.

Squishy rolls change the tone of the game, because they put much more control over the degree and type of success into the hands of the players. The game tilts a little more to the "heroic action" side of the scale and away from the "violent realism" end. It becomes more like *Spiderman* and less like *Watchmen*. But if this is what you're looking for, no problem right?

For a four-color comic flavored game, allow every character to squish rolls at will.

For a somewhat cinematic game in which the characters are special and larger than life, allow PCs and superhumans to squish rolls, but don't let anyone else do it.

For a somewhat realistic game, allow squishing, but only by a single step upward or downward - 3x3 could become 2x4 or 4x2, but not 5x1.

For a very realistic game don't allow any squishing at all. This is also the simplest option.
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Static Contests

In a static contest, height determines your degree of success, while width determines how quickly you get it done.

Some static contests are simple, and the question of time doesn't enter into it. If you're fighting off an illness with a Body + Health roll, for example, there really isn't a question of quickness: You either get sick or you don't. In that case, you can simply ignore the width of the roll. If you get even a single pair, you stay healthy.

Time

For more complicated contests, where time is a factor, your GM may simply decide what "sounds about right" for the time a task takes as determined by the width of the roll. If you want a general guideline, however, it works like this:

First, the GM decides what the time scale is, be it days, hours, minutes or combat rounds. (A combat round is a very abstract term, but, generally, it's a couple seconds — about as much time as it takes you to take a shot or make a good attempt at diving for cover) For example, fixing a car is probably going to take hours. Decoding and interpreting a lengthy and complicated criminal plan is going to take days. Stripping and repairing a motion sensor is going to take minutes, while running across a courtyard takes rounds.

Once the scale is determined, you make the relevant roll — Brains+Mechanics to fix the car, Body+Running to bolt across the courtyard, Brains+Criminology to figure out a master criminal's next target. If the roll is a success, the width is subtracted from 5 to find out how many units of time it takes to complete the task. For example, if the Brains+Mechanics result was 2x3, it takes three hours to fix the car — five minus the width (2) equals three. If the Body+Running result was 3x7, it takes two rounds to get across the courtyard (5-3=2). If the Brains+Criminology outcome was 4x2, it only takes one day to figure out the criminal's plan.

No matter how wide you roll, however, a task always takes one unit of time. If you somehow manage to get a result six wide or wider, the job still takes one day / hour / minute or round.

Difficulty

The height element of the roll determines how well you perform the task. As with time, sometimes this doesn't matter. For instance, if you're trying to knock a door down, there are

really only two possible outcomes: Either it breaks or it doesn't. It probably doesn't matter that you broke it down with grace, elegance and aplomb.

However, with some tasks it's nice to have gradients of success. If you're landing a plane in a storm and you get a really short roll on your Coordination+Pilot Skill, your GM may decide that the plane is slightly damaged from the rough landing. Alternately, the height of your Cool+Seduction roll may determine whether you look suave and devastating, or whether you have to really make a fool of yourself to make an impression.

Finally, your GM may set minimum heights for certain tasks. If a door is really, really thick, for example, he may decide that a Body+Brawl match that isn't 5 or higher is insufficient to get through. If an aroma is somewhat subtle, she may decide that your match has to be at least a 2 on your Sense+Smell roll. If a task has this kind of minimum required height, that's called its Difficulty. Fittingly, only particularly hard tasks should have a Difficulty. A Difficulty rating of 2 is for something that's just a bit trickier than usual. A Difficulty of 4 is fairly complicated, while a Difficulty of 7 or 8 is very difficult indeed (unless the character is going to have more than one try at it). A Difficulty of 10 is almost impossible.

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Taking Your Time

You can, if not under threat of attack, choose to take your time at a problematic task to reduce its Difficulty (as long as it's not physical). Every unit of time spent concentrating or working on the problem reduces the Difficulty of the roll by one. Physical tasks with a Difficulty rating, like breaking down a door or jumping from a swaying dock to a moving boat, *may not* be bought down in this manner. After all, sitting around and staring at a door isn't going to make it any easier to bust down.

Example: Tricia is working on breaking a computer code with a Difficulty of 8. She has Brains+Hacking at 6d, and the GM determines the time scale for cracking the code is measured in days. She spends eight days considering the problem, reducing the Difficulty to 0, and rolls her 6d getting a 2x4. So it takes her $5-2+8=11$ days to crack the code.

Of course, if the information contained in the code reveals plans to blow-up the White House in two days time, Tricia will be 9 days too late to stop it...

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Skills and Difficulty

Difficulty is applied to skilled actions normally, but there is one exception — when a character attempts to do something which would usually require a Skill, but hopes to succeed on a Stat alone. For example, if you had a 7d in Coordination and you wanted to swing around on some parallel bars to impress someone, you should be able to, right? I mean, you are superhumanly agile? Well, the answer is: sometimes... Of course you should be able to swing around on the bars in a fashion that is impressive, but would you be able to complete a carefully controlled gymnastics routine? Probably not, unless you had some time to practice — and that's all a Skill is, really.

No matter how naturally adept you are at something, Skills are very important. To reflect this, unskilled actions have a Difficulty rating assigned to them, which reflects the Skill level usually necessary to attempt such an action. The Skill level of the action determines the initial Difficulty — for example, if you wanted to jump a car over a 20' chasm with only a high Coordination but no Driving skill, that would be something only a driver with a Skill of 5 could possibly attempt — so your initial Difficulty would be 5. Got it? Use the listings under *Skill Examples* on [page xx](#) to set the Difficulty.

Example: Sidhe has a Coordination of 6d, but no Pistol Skill. The chips are down and Sidhe is forced to use a pistol to shoot a crook. Even though his Coordination is superhuman, he must beat a Difficulty of 2 to succeed with the pistol shot — since shooting someone is a pretty average maneuver. If Sidhe was attempting to shoot two people, that would be an above average attempt, and would have a Difficulty of 3.

Dynamic Contests

The essential difference between a static contest and a dynamic contest is simply this: In a static contest, you just roll and if you get a matching set that beats the Difficulty (if any) you succeed. In

a dynamic contest, you aren't just rolling in a vacuum. You're rolling against the other fellow's roll. Nonetheless, dynamic contests don't have to be terribly complicated. Simply put, the highest set wins, and the widest set finishes first.

Now, which is more important depends on the nature of the contest. If it's a foot race, width (that is, speed) matters. A racer who won with 4x2 and outran someone who rolled 2x10 might be gasping and spitting up at the end, while the loser has the breath to politely congratulate the winner on his victory. With similar results in a car race, the winner with the wide but short result may have damaged his car, while the loser played it slow and steady and did not (aphorisms aside) win the race.

On the other hand, if time is no object the victor may simply be the contestant with the highest roll. In a chess match, for instance, someone who rolls 2x10 beats the fellow who rolled 4x4. The 4x4 player moved more decisively, but not as wisely.

If none of the competitors rolls a match of any sort, it's up to the GM to decide what that means. It could mean that neither one of them completed the task. They may have to roll again to keep going — if it's something difficult like a race up a slippery mud hill in the rain. On the other hand, if it's a simple task, he may just award the victory to whoever got the single highest result on a die.

Finally, it's possible for dynamic contests to end in a tie. If this happens, again, the GM decides the most appropriate way to resolve it. Maybe he just asks for a re-roll. Maybe the contest is deemed a tie. Or maybe the task is incomplete and the two have to continue competing.

Example: Cochoran wants information about the Screaming Skulls' next move, and is interrogating one of his henchman. Cochoran has Command+Intimidation at 6d and the thug tries to deceive him with Cool+Lie of 6d. Cochoran rolls a 2x9 and the thug rolls 2x4. Since his roll was taller, Cochoran bullies the thug into spilling the beans...

Example: Mass Master wants to convince the police chief to move the witness from the hotel to the police station before the hitman strikes, while Sgt. Murdoch tries to convince the chief to keep the witness where he is. Time is running out. Both of them are talking at once, and both of them roll Command+Leadership.

Mass Master's dice pool is 6d, while Murdoch's is 5d. Mass Master gets a 3x5. Murdoch gets a 2x7. While Murdoch's argument is better, Mass Master gets her point across faster. Maybe the chief is in such a hurry that he'll prefer Mass Master's slick case to Murdoch's well-reasoned argument.

Cooperation

Cooperating on static contests is pretty simple. All the characters involved just combine their dice pools, up to a maximum of 10 dice. You can also do this in dynamic contests if timing doesn't matter.

If the contest is dynamic and time matters, it gets a little more complicated, but not much. The people working together roll separately. If only one gets a set and the other has that number in his pool, he can add it. If both get sets, they use the tallest roll but the lowest width (because the faster guy has to wait for the slower one to catch up and help him).

Multiple Actions and Multiple Sets

Astute readers may have noticed that in some examples, the dice pools yield multiple sets. For example, if I roll 5d and get 1,1,1,0,0, then I actually have two sets — 3x1 and 2x10. Which one is the right one to use?

The answer is that I can use whichever I prefer, but I can't use both. If my character is running a race, I'm going to pick 3x1. If it's something where quality is more important than speed, I'll pick the tens.

The only exception to this is when a player wants to do two things at the same time. Suppose I want to drive a car past someone and shoot him from the driver's side window? Or suppose I want to climb an exposed wall while staying out of sight?

These are difficult and unlikely stunts: Be aware that they're almost impossible to do if your character doesn't have (1) a really big dice pool or (2) superhuman powers that make it easier. With that in mind, here's how you do two things at once.

You figure out the dice pools for both tasks. If I'm driving and shooting, the two pools are Coordination+Drive and Coordination+Pistol. I'll be rolling the smaller of the two pools.

Furthermore, I roll one die less than I normally would (because, after all, my attention is divided). Then, if I get two sets, I can assign one set to each task.

Example: Hawk is fighting off a thug while attempting to disarm a bomb. His Body+Brawling dice pool is 7d while his Brains+Electronics dice pool is 8d. The pool is Brawling is the lower one so he rolls that — with a 1 die penalty. He rolls 6d, hoping to somehow get 2 matches. As it is, he only gets a 2, 7, 7, 8 and a 9, for a single 2x7 match. He assigns the match to Brawling, to stave off the thug's attack. The GM decides Hawk saw the thug's crowbar coming at him and blocked it, but dropped his tools. The bomb continues its countdown...

If Hawk had been blessed with absurdly high dice pools — say, 9 dice in each — he would have had a much better chance. Rolling 8 dice (with the 1 die penalty, remember) he could get 4,6,6,6,7,9,0,0 — giving him two sets. With 3x6 he disarms the bomb in two rounds, and with the 2x10, he knocks the thug unconscious with a vicious jab.

If your character gets an exceptionally wide single success — meaning four dice or more turn up the same — he can split that into two successes. In Hawk's case, if he'd gotten a 5x1 result, he could have made it into a 3x1 and a 2x1 to succeed (barely) at both tasks.

It's possible to try to do three things at once as well. The same mechanics apply: Figure out the lowest die pool, use that, and take a penalty. But the penalty isn't just one die, it's one die per extra task. The standard "doing two things at once" penalty is a single die because I'm trying to do one extra thing. If I try to do three things at once, that's two extra actions. My die pool is reduced by two dice. If I was crazy enough to try to do four things at once, there is no possible way I can succeed — even if my dice pools for all the tasks were 10 (the maximum possible), the three die penalty would make it impossible to get four sets (unless you have a score higher than 10d).

If you're allowing players to squish results (see page xx), it's necessary to put another restriction on multiple tasks: The results of these rolls cannot be squished, at all.

Finally, it's impossible to do static tasks at the same time if they're done on different time scales — for example, fixing a jeep (done on the scale of hours) and field stripping a rifle (done on the scale of minutes). You can't combine them, because the most time you could need to strip the rifle (five minutes) is insignificant compared to the least time it'll take you to fix the jeep (one hour).

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Which Die Do I Lose and Which Dice Pool Do I Roll?

Sometimes when penalties are applied for multiple actions or other outré activities, it's not at all clear which dice are dropped from the pool, or even which pool is to be rolled. If you are trying a multiple action — say Dodging and shooting — and you have 3hd in one and 2d+1wd in the other, which die is dropped, and which dice pool is rolled? Good question.

The answer is dice are always dropped in this order: Hard Dice first, then regular dice *and then* Wiggle Dice (they're expensive for a reason!) If the smaller pool still has special dice, they may be used normally. But here's the catch: you can only use the Hard and Wiggle Dice from your pool for the Skill or Stat from which they came. If any special dice are left over after you have a successful set in its native pool, you may assign them to the other task as well.

Example: Telemachus has 9d in Coordination+Dodge and 7d+2wd Coordination+Pistol, and he wants to use both in one round. He loses 1d from his 7d+2wd, rolls 6d, and assigns the 2wd normally, as long as he uses them for the Pistol and not the Dodge. If he had 3wd, he could assign 2wd to the Pistol, and used the last Wiggle Die on his Dodge as well.

Example: Jailbird has Body+Brawling of 5+3hd and a Command+Intimidation of 9d. She wants to smash a table and threaten a guard at the same time. She drops a Hard Die from her Body+Brawl, uses the 2hd to smash the table, and rolls the remaining 5d for a match in Intimidation.

Example: Gordon has 6d+3wd in Coordination+Stealth, and 9d in Body+Running, and wants to do both at once. He drops a single die from his Coordination+Stealth, assigns the 2 Wiggle Die to his Stealth set as a 2x10, rolls his 5d for a 2x3 and assigns the last Wiggle Die as a 3. In the end, his two sets look like this: a 2x10 for Stealth (which used 2 of the Wiggle Dice) and a 3x3 for the Running (which used one of the Wiggle Die).

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Combat

Combat is complicated and dangerous. Therefore, there are a few refinements to the rules that come into play specifically when people are trying very hard to hurt one another.

One issue to get out of the way is the question of time. Violence happens very, very quickly. If you've ever been in a wrestling match, you know that five minutes feels like eternity. Gunfights, being that much quicker and deadlier, are proportionately faster.

To simulate this in a way that gives you a chance to make some decisions, combat in *WILD TALENTS* is broken up into combat rounds. There is no given measurement for how long a combat round lasts: It's an abstraction. It's "however long it takes the slowest person in the fight to try one thing." Once everyone involved has tried something, the round is over and it's time to do something else.

Combat Round Breakdown

Each combat round is broken down into three phases: declaration, roll and resolution. In order, here's what those mean.

1) Declare

Each person in the fight describes his character's action. The person with the lowest Sense score has to say what he's doing first. This is because people with higher Sense scores are more aware of what's going on in the fight and are better able to respond to what's going on around them. (I personally recommend that the players sit around the table in order, from lowest Sense to highest, so that they can just go around in order with the GM interrupting when NPCs are acting) If two people have the same Sense score, the NPC declares first. If two PCs have the same Sense score, use the Sight Skill as a tiebreaker. Or just roll for it.

When you're declaring what you want to do in combat, make it short and specific. This doesn't mean you can't make it dramatic. "I smash the guy in the face" is the same action as "I'm glad you emptied your gun at me, 'cause now it'll be warm when you eat it!" but one is a little more engaging. If you're doing something special — dodging, doing two things at once, making a called shot, helping someone else with what they're doing — say so now.

2) Roll

Everyone rolls the appropriate dice pool— usually a Miracle, Hyperstat or Hyperskill, Coordination+Dodge or Body+Brawl. If you're squishing a dice result ([see page xx](#)) or picking a Martial Arts maneuver ([see page xx](#)), do it now.

3) Resolve

The widest result gets resolved first. If two sets are equally wide, the tallest goes first (if two rolls are *exactly* the same, it remains up to the GM to decide what happens).

When an attack hits, it immediately does damage, but superhumans who wish to "buy off" damage ([see page xx](#)) can do so now. Anyone suffering damage — either Shock or Killing — in combat loses a die out of his highest set! (Why? Because being stabbed or shot is very, very distracting) If someone's highest set is only a pair, that action is effectively foiled by the loss of a single die (unless, of course, he's got a second set as a backup).

If you're making a dodge roll, it only works on attacks that happen after your Dodge. That is, attacks that are narrower, or attacks that are equally narrow but not higher. After all, if the attack is wider (or equally wide and higher), it happened before you had a chance to react.

Attacks do damage, depending on several factors. Dodges avoid damage. Since both of these are important, they get their own headings. But by and large, that's all there is to a combat round. Everyone says what they're doing, they roll, the widest sets go first, and then the whole thing starts over.

Damage

So far, the system is fairly simple. You roll a bunch of dice and look for matches. If you get matches, that's good. More matches and higher numbers are better.

The damage system adds a little sophistication to this, but not too much. Damage in *WILD TALENTS* is pretty specific. When you are hit, you'll know exactly where and how much it stings.

Types of Damage

There is a world of difference between being punched in the gut and being stabbed there. A punch aches, it bruises, but unless you are severely pummeled for a long time, it's unlikely that you're going to suffer any severe harm. Being stabbed (or worse, shot) is entirely different. Your internal organs are being re-arranged and exposed to all kinds of germs, viruses and pollutants. Damage that penetrates the skin is serious.

Therefore, in *WILD TALENTS* there are two types of damage: Shock damage and Killing damage. Shock damage shakes you up and can be very dangerous in the short term, but you can shake it off fairly easily. Killing damage is just what it sounds like: damage that can end your life.

On your character sheet, you'll see a silhouette of a human form with a bunch of boxes on its arms, legs, torso and head. Each box represents a hit point. If you get hit in the arm for two points of damage, you mark off two boxes. If those two points of damage are Shock, you just put a single diagonal line through the boxes. If they're Killing damage, you put two lines in an X. It's important to know what kind of damage you've taken, because Killing damage is so much slower to heal and much more dangerous.

When your head fills with Shock damage, you pass out. When your torso fills with Shock damage, your Body and Coordination are both effectively reduced by 4 for the purposes of making rolls. (This effect cannot drop either Stat below 1) When a limb is filled with Shock damage, you can't use it until it recovers.

Example: The Brick has Body 8 and Brawl 2. Normally he rolls 10d when he's trying to hit someone. When his torso is filled with Shock damage, his Body becomes 4 for the purposes of rolling dice. He doesn't lose his extra wound boxes, he still does Killing damage if he hits, and he can still lift a ton without a roll. However, if he tries to hit someone or lift something in his Tested Lift range, he only rolls 6d.

It is possible for Shock damage to become Killing damage. Once all the boxes in any hit location are filled up (either with all Shock damage, or with a mixture), any further Shock damage becomes Killing damage.

Example: The Justifier and Zero have been beating on one another. The Justifier has managed to fill up all five boxes on Zero's left arm with Shock damage. Zero can't use his left arm for the rest of this fight. The Justifier rolls another Body+Brawl and gets a result of 2x6 — two more points of Shock to the right arm. But because that arm is so bruised and weakened, those two points become Killing damage. If she hits that arm again, those points become Killing damage as well.

Once an outside hit location (that is, any hit location that is not the torso) is filled up with Killing damage, any further damage to that location goes right into the torso, which is when things get really dangerous.

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Die Hard

Game Masters who want to extend the shelf lives of characters a bit, without going all the way to the excesses of squishing rolls (see page xx), can have characters increase the number of damage boxes per hit location. So, instead of 2 Shock points equaling 1 Killing point of damage, it becomes a 3 to 1 ratio (or even 4 to 1). This change will keep your characters kicking a bit longer.

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Damage Location

Given the choice between having someone stomp on my foot and having them stomp on my face, I'll pick the foot every time. The location of an injury matters. Because it matters, that poor little damage silhouette on the character sheet has numbers on each of its limbs. The number rolled on a successful attack indicates where that attack hit. Thus, if you roll a higher number, you're much closer to killing your opponent. The hit results are as follows (the numbers next to them represent how many hit boxes are located in each location on the damage silhouette):

Damage Location Table	
Roll	Hit Location
1	Left leg (5)
2	Right leg (5)
3-4	Left arm (5)
5-6	Right arm (5)
7-9	Torso (10)
10	Head (4)

Once all the boxes in either a character's head or torso are filled up with Killing damage, that character is dead. It doesn't matter if he still has a bunch in his arms and legs -- they're no good without guts and brains. Once all the boxes in the head are filled with Shock damage, the character is unconscious.

If all the boxes on a character's limb are filled with Killing damage, two things happen:

- 1) That limb is seriously damaged and will never, ever be as good again. Depending on how merciless your GM is feeling (and on where the damage came from), the limb might be all the way off. On the other hand, it might just lose a wound box permanently and be a little stiff when the rain is coming.
- 2) Much more important -- any more damage that goes to that hit location moves straight into the torso. If you want to be bloody-minded about it, you can think of your arms and legs as armor that protect your lungs, heart and spinal cord.

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Using Hard Dice and Wiggle Dice in the Game

Since these two dice types are exceptions to the regular dice rules, they deserve a careful examination. Let's have a look at Hard Dice first.

Hard Dice are always a 10, so naturally if you have 2hd in anything, you always achieve a dramatic success. But what happens when you use Hard Dice in combat? Since it's always a 10, do you always hit the target in the head? Can you make called shots with Hard Dice?

The answer is that multiple Hard Dice always hit (unless they're dodged or blocked). If you can see the target (even a hit location which is not the head), you can hit the target. However, when you hit it, the attack is counted as an attack towards the head *for the sake of damage only*. The GM might say you hit the target in the arm, or the leg or the torso, and describe the hit in that way, but the damage is still counted towards the head. So the answer is no, you cannot choose to make a called shot with Hard Dice, because even if you do, the attack is counted as a hit to the head for damage purposes. When attacking an object, consider it an attack against the weakest part of the object (that means the attack acts as if it's hitting the hit location with the lowest Heavy Armor rating, while inflicting damage on the head — despite any armor it might have). Hard Dice lack finesse, but they're deadly.

There is one way around the Hard Dice hit location conundrum however. If your Hard Dice are in an attack dice pool along with other regular dice, you can discard the Hard Dice and try to hit with the regular dice as per a normal attack.

When using Hard Dice in non-combat situations, they become much more basic. With 2hd in any Skill, you are able to *at least* match the ability of anyone with the same Skill (but not necessarily the speed).

Wiggle Dice are much more versatile. With 2 Wiggle Dice, you can hit any hit location you choose (you must see the location you want to hit, however). Also, Wiggle Dice are much more "friendly" towards regular dice in the same dice pool. Since you can choose what a Wiggle die becomes after the roll, you can match it to whatever matches you already have in your regular set. Hard Dice are much harder to use in normal dice sets, since unless a regular die in that pool comes up a 10, it's useless. Wiggle Dice are very useful as well when it comes to multiple actions. If you split your dice pool that has 2 Wiggle Dice and 3 regular dice, even with the 1d penalty you can always succeed at those two actions.

The utility of Wiggle Dice increases in non-combat situations. In a dynamic contest, they become very useful because you declare what you want the Wiggle Die to be *after* all the dice are rolled. So you can look at what your opponent rolled and beat it, by any amount if you have 2wd or more in your set (unless it's a set of 10, then you could just match it). Since Wiggle Dice are

much more friendly towards regular dice, you can usually choose to have a tall or wide set (sometimes both). With Hard Dice, it's usually only a tall set. In combat, the difference between a match of 2 dice and a match of 3 dice is huge. Wiggle Dice have the advantage over Hard Dice, as width and not height determines initiative.

Hard Dice are blunt, Wiggle Dice are skillful.
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Getting Better

Damage is nasty stuff, so you're naturally wondering how you can get rid of it. If it's Shock damage, it's pretty easy. At the end of a fight, half the Shock damage taken during that particular combat just evaporates (round down).

You can also heal Shock damage with long-term rest and relaxation. Every game day after a good night's rest you can make a Body+Health roll. If it succeeds, you shake off a number of Shock damage points equal to the width of the roll.

Example: After getting knocked down an elevator shaft, the Wreck has two points of Shock damage on every limb — each arm and leg, his head and torso. After he gets up and shakes the rubble off, he recovers one point in each hit location.

The next day he rolls his 10d Body+Health and gets a 3x5 — successfully shaking off 3 points of Shock damage, returning his head, torso and one arm to normal. It's good to be a superhuman!

Example: The Wreck takes a shot to the head from an overhanded manhole cover, flung by an enraged android. He suffers 3 Killing and 3 Shock to the head (usually enough to kill even the most resilient human, but luckily, the Wreck has 7 hit location boxes in his head!)

After the Wreck deals with the pesky android, he gains back 1 Shock point to his head. The next day he rolls his Body+Health pool and fails to get a match, so he walks around with a sore head for the day. The next morning he rolls his Body+Health again and gets a 2x2, successfully shaking off the remaining Shock damage.

For normal humans, Killing damage takes considerably longer to heal. It can only be healed by long recuperation or by medical attention. "Medical attention" means an operation in a hospital, not your buddy putting on a splint and making a Brains+First Aid roll.

Every time a character gets an operation or real medical treatment, the doctor rolls Brains+Medicine. The width of the roll determines the length of the operation, as usual. The height of the roll determines how many points of Killing damage are converted to Shock damage within a given limb.

Example: The intrepid reporter Scotty has three points of Killing damage in his broken left leg and five points of Killing damage from shrapnel in his torso from his tangle with the End Gang. The doctor decides the shrapnel is more dangerous and decides to go after that. He has 6d in his Brains+Medicine die pool, and his outcome is 2x5. So, after a three-hour operation, all the damage in the torso is now Shock damage. However, the leg is still badly hurt, because it hasn't really been treated.

One point of Killing damage is turned into 1 point of Shock damage per week of complete rest.

Superhumans, on the other hand, have the capacity to even heal Killing damage. The way it's done is simple, first, all Shock damage must be healed (if you are suffering from even a point of Shock damage, you cannot attempt to heal Killing damage), then on a successful Body+Health roll with a width of 3 or a height of 5 or more, a point of Killing is healed. (If you roll both a width of 3+ and a Height of 5+, you gain back 2 Killing points).

Example: The Wreck is still suffering from 3 Killing points of damage to his head. He rolls his Body+Health and gets a 3x3, so he successfully heals 1 point of Killing damage, leaving him with 2 Killing left in his head, and a slight headache. Not bad for someone who took a manhole cover to the face.

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Shaking it Off...

In the world of four-color heroes, superhumans have the habit of shaking off attacks that would reduce a normal human to a stain on the rug. To reflect this, if the GM wishes, superhumans can “shake off” damage by spending Will points at a 1 Will point to 1 point of Killing damage ratio (you can buy off Shock as well, but only 2 at a time — if you blow a Will point to buy off a single Shock point, you can, but it’s a losing proposition). How you “explain away” this damage is up to you — whether you side-step the machine gun blast with your inhuman speed or just wade through it really doesn’t matter, what does matter is this — you spend the Will points and you are unaffected by the attack (that is, you don’t suffer any damage and do not lose dice out of any successes you might have). This does not reflect some sort of super-healing, but the very nature of the superhero — the ability to wade through danger unharmed... Once you *take* the damage however, it may not be bought off — you have to heal normally to get rid of it.

Unconsciousness is a different matter. Superhumans knocked unconscious in combat can come-to the next round if they spend half their Will and make a successful Body+Endurance roll. If they fail, they lose the Will points and remain unconscious. It’s an expensive transaction, but if the fate of the world is riding on the next few seconds, it’s worth it...
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Dying

Any time a character’s head or torso is completely filled with Killing damage, that character is dead. No Medicine or First Aid rolls can avert this. Once that final box is filled in, that’s it.

Gunfire

The nasty thing about having someone shoot at you is that, once the bullet’s in flight, there’s not much you can do about it. Bullets are fast: People are slow. Consequently, the first clue many people get that they’re being shot at is the sensation of high-velocity lead plowing a furrow through their flesh.

To represent this unpleasant reality, shooting a gun in *WILD TALENTS* is a static contest. The guy you’re shooting at has no way to interfere with your attack (unless he sees you and starts toward cover before you fire). Simply make that Coordination+Rifle (or Pistol) roll and, if you get a match, you hit your target.

If you’ve already read the Damage section, you know that the height of your roll determines the location of the hit. Roll a set of ones and you hit the other fellow in the leg. Roll tens and you put it in his head. The width of the roll determines how many boxes get checked off and the timing of your action.

By and large, that’s how it works. However, in order to keep every fight from stagnating into endless repetitions of “I shoot him. I shoot him. I shoot him,” we’re providing some tactical options that change your chances and results a little bit. These actions must be decided during the declaration phase of combat. You can’t roll and then decide you want to make a called shot.

Aiming

This is a very common action: By taking your time and sighting carefully, you improve your chances of hitting. To represent this in the mechanics, for every combat round you spend squinting down the barrel at the target, you can add one die to your pool. You cannot take any other action while aiming, and you cannot add more than two dice in this fashion.

Called Shots

The default roll assumes a shot at the center of mass, that is, the torso. However, what happens if you want to shoot someone in the leg?

This is known as a called shot. Because it’s trickier than an ordinary shot, you have to take one die out of your pool before you roll. Then take one of the dice that remains and set it to the number you want. If you’re aiming for his right arm, set it to a five or a six. If you’re headhunting, set it to ten.

Example: Fugue can only see the face of the sniper as he fires at the presidential candidate, so he aims his Power-Blast at the assassin’s head. Normally his Power-Blast dice pool would be 6d, but because he’s making a called shot, it’s reduced to 5d. He then sets one die aside on “10,” the hit locations he’s hoping to hit. He rolls the remaining 4d and gets a 10, 7, 7, and a 1.

The rolled 10 joins up with his called shot 10, making a 2x10 hit! Fugue's power-blast hits the assassin in the head!

Example: The Justifier wants to stop a criminal from escaping by wounding him in the leg as he flees the crime scene. The Justifier's Coordination+Pistol is 5d, so she drops a die, sets another die to 2 (the right leg) and rolls the remaining 3d. She gets all 7's, accidentally putting the bullet in the criminal's torso instead. On the plus side, the crook does stop running.

Note that the *number* you picked has to come up, not just the *location*. Suppose, for example, you have a 3d pool and you're making a called shot to the arm. You discard one die, set the other die to 3 (a location on the left arm) and roll the final die. Even if the die you roll comes up 4 (which is still on the left arm) it's not a hit. It only hits if you get another 3.

This is why it doesn't make much sense to do a called shot to the torso: Your chances of hitting the torso are better with the extra die in your pool than they are with the called shot. The exception to this is if you're trying to shoot a particular target on someone's torso — like the fuel tank on a flamethrower, or the mystic amulet that's driving her crazy. In that case, do a called shot for hit location 9. If you roll a match for it, you hit that small target (in addition to doing damage to the torso).

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A Word on Cover

Sometimes you'll be shooting at someone who is hiding, protected or otherwise harder to hit. The full rules for cover are on [page xx](#) under the heading "Cover", but here's a basic breakdown of how it works: If someone is in a ditch or standing behind a waist high wall, shots that would have hit the concealed area hit the cover instead. If someone is shooting at you from a foxhole with only their head and arms showing, your shots at them miss unless the hit location is the head or one of their arms. It's much like making any other static roll with a Difficulty rating, only in this case particular numbers are excluded.

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Multiple Shots

Sometimes you want to fire more than one shot at someone (or at more than one person). This is simply handled by the multiple action rules ([see Multiple Actions on page xx](#)). You drop a die out of your Coordination+Pistol or Rifle roll and hope to get two sets.

You cannot combine this trick with aiming or with a called shot. If you spend a turn aiming and decide to take a multiple shot the next turn, the extra die from aiming does not apply.

Range

The default gunshot or ranged weapons roll assumes medium range, and because the system is fairly grainy "medium range" covers a lot, and it differs from weapon to weapon.

- At close range add another die to your pool.
- At medium range your dice pool is unaffected.
- At long range reduce your dice pool by one.
- At anything farther than long range, you have to make a Sense+Sight roll to even have a chance of hitting, and then make an ordinary long range roll.

Sniper

Any time you shoot at someone who doesn't know he's being fired on, you can add one die to your die pool in addition to any aiming bonuses you take. It's one of the big bonuses of shooting at someone who isn't screaming, dodging, running around or firing back.

Hand-to-Hand

Rolling around in the mud with someone who wants you dead is a lot more confusing than calmly drilling him from a hundred yards out with a well-placed gunshot. Hand-to-hand combat is, in its own way, much more intimidating than gunplay.

Mechanically, fighting hand-to-hand (armed or not) is a dynamic contest, with the vague goal being "Get the upper hand in this fight." All the fighters who have declared involvement

roll dice. As with all combat, the widest set is resolved first. That person's attack goes off flawlessly. If he does damage his opponent loses a die out of his highest set. The next widest roll goes next, and so forth. This does mean that someone who rolled low can still injure an opponent who rolled higher -- as long as his set is wide enough to still be a set after losing a die, or as long as he didn't get hit. This is a bit different from the usual dynamic contest, but that's why hand-to-hand gets a section of its own.

The dynamics don't change if the person you're attacking is doing something other than fighting hand-to-hand. If he's got a gun and you're unarmed, his action is probably going to be a gunshot at you while you try to grab the gun away. In this case, you'd better hope your attack is wide enough to spoil his shot.

As with firearms, the width of the roll determines how many levels of damage hand-to-hand attacks inflict, while the height determines location.

Example: Mr. Misfit and the Juggler are ganging up on Stone. Misfit lobs an economy car-sized fist at Stone rolling his Body+Brawl of 10d, while the Juggler kicks at Stone at the same time with his Body+Brawling of 8d. Stone is returning the favor aiming a shot at the Misfit with a Body+Brawl of 10d.

Misfit rolls a 3x8, Juggler a 3x5 and Stone a 4x9! It goes down like this: Stone wallops Mr. Misfit with a hit to the chest (causing Misfit to lose 1 point of width), Juggler kicks stone in the right arm, *then* Misfit hits Stone in the torso.

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Hyperbody in Hand-to-Hand Combat

Characters with Hyperbody (that is a Body Stat of 6 or more) are able to cause a devastating amount of damage in hand-to-hand combat, but this exceptional physical strength does not necessarily make them especially swift in combat. To reflect this, the width of a hand-to-hand attack roll (for initiative purposes) by someone with Hyperbody is limited at maximum to his Coordination score. However the width of the damage of a successful hit does not change.

Example: The Brick has a Hyperbody+Brawling of 10d, and he swings at his arch-nemesis, scoring a 5x9! Since the Brick's Coordination is 3, though, his attack is timed as if it was only a 3 width, not a 5. If he hits, he still does damage as though his width was 5.

If you want your Hyperbody character to be just as swift in combat as he is strong, please see the *Killing Machine* Extra on [page xx](#).
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Called Shots

A called shot — that is, trying to hit one specific part of the body — is handled just as it is with firearms. Throw one die away from your dice pool, set another one to the hit location you're hoping for, and roll the remaining dice. Thus, if your dice pool is 4d, you only actually roll two dice — one gets lost in the aiming and one gets set to your chosen location.

Knockouts

To knock someone out, just use called shots (see above) to the head. Once his head fills with Shock damage, the target's unconscious. But be careful, if the head fills with Killing damage, that's it, the target is dead.

Multiple Attacks

Attacking more than one person is done just like any multiple action ([see Multiple Actions on page xx](#)). Reduce your Body+Brawl pool by 1 and hope you get two sets.

Strangling

Smothering, choking and drowning are all pretty much the same thing: Someone can't breathe until he passes out and (often) dies. The cause of death is lack of oxygen. If your character tries to choke someone with his bare hands, do it as a called shot to the head. If you succeed, you only do a single point of Shock damage. However, you continue doing one level of Shock damage to the head per round, automatically, until one of the following things happens:

- You declare that you're doing something else.
- You take damage from any source.
- The guy you're choking escapes by beating your Body+Brawl roll.

Unlike most Shock damage, *all* damage from choking comes back at the end of the fight (if you survive, of course).

That's choking. Strangling is actually different: If something closes off the blood vessels to the brain, unconsciousness and death come on much quicker. It's possible (with training) to strangle someone with your bare hands or you can get the same effect by using a scarf, a rope or any other handy garrote.

Thus, if someone tries to strangle with a cord, it works just like a choke, only it does two ranks of Shock damage per round. Characters with the Martial Arts Skill can strangle with their bare hands.

Pinning

The standard hand-to-hand attack is a punch, kick, stab or slash. Many fights start out with a standing exchange of blows, but end with both people on the ground wrestling.

If you want to take someone down, say you're doing it in your declaration phase. If you succeed, you only do a single point of Shock damage to the indicated location, but the person you've knocked down loses a successful die out of his highest match even if he has some sort of armor that protects from Shock damage. (After all, it's hard to deliver a strong punch when you're being knocked on your keister) Furthermore, if you successfully take someone down, that person is pinned until he escapes.

People who are pinned cannot dodge or take cover and cannot attack anyone except the person who pinned them. Furthermore, any hand-to-hand attacks made on a pinned person are made with an extra die in the pool because of their reduced mobility.

A person who is pinned remains pinned until one of three things happens.

- You declare that you're doing something else.
- You get killed or are knocked out.
- The guy you're pinning beats you with a Body+Brawl roll.

While you're pinning someone, you can start choking him with any successful Body+Brawl -- not the called shot required when standing.

Disarming

If someone's coming at you with a weapon, you're probably going to want to take the weapon away from him. Good luck. Make a called shot to the arm holding the weapon. If you succeed, you do no damage but you get the weapon away from him.

If the weapon has an edge or a point, take a point of Killing damage to whichever limb you're using to disarm. If that seems harsh, remember that there's nothing to grab it by but the pointy bits. For a more skilled approach to disarming see **Martial Arts** on page xx.

Aiming

You cannot aim while making a hand-to-hand attack unless you are surprising a target and you make a called shot. If you do this, you make the regular called shot without any penalty.

Example: Marcus wants to strike a guard in the head. He can only do this if he's sneaking up behind the guard. He has a Body+Brawl dice pool of 6d, places a die at 10 and rolls a 3, 4, 1, 2 and 10 with the remaining five. Thus, he strikes the guard in the head for 2 points of Shock damage. If the guard and Marcus had been in hand-to-hand combat, however, he would not have had the leisure to aim, and would have had to make a standard called shot with a 1d penalty.

Dodging

Most people don't like being hit, stabbed or strangled. They therefore dodge when others try to harm them. Here's how "getting the hell out of the way" works in *WILD TALENTS*.

There are basically two ways to get clear, though both are handled with a Coordination+Dodge roll. One is when you're trying to dive for cover in general, to protect yourself from long distance attacks. This is explained below, under "Cover." The other way is when you're trying to avoid a perceptible hand-to-hand attack -- something like a kick or a tackle or a blow from a club.

During the declaration phase of combat, you indicate that you want to block, duck, dive for cover or otherwise shield yourself from a perceived source of injury. Roll Coordination+Dodge. Width and then height determine who goes first, as always. If an attack roll is wider than your dodge roll, you can't dodge it. If both the attack and dodge are *exactly* the same width and height, it remains up to the GM to decide what happens.

Any matching dice in your pool become "Gobble Dice." Each Gobble Die can take a die whose result is equal or lesser out of an attacking set. You can dodge any number of attacks — no multiple actions penalty applies to the roll, no matter how many separate attacks are aimed at you. (This mechanic is also used for defensive applications of certain super-powers).

Example: Adam and Mark are engaged in a knife fight, and Adam knows his buddy Steve is breaking down a door to come in and help him. He figures he just needs to keep Mark from gutting him until Steve arrives, and then they can double team. Accordingly, he decides he's going to Dodge while Mark attacks.

Their first combat round, Mark rolls his 6d Body+Brawl, while Adam rolls his 6d Coordination+Dodge. Mark's result is 2x5 - normally a hit. Adam, however, rolls 2x6. Using one of his Gobble Dice, he reduces Mark's result to 1x5 - a failure.

Next round, Steve bursts through the door but can't attack, and Adam is still dodging. This time Mark's result is 2x9 and Adam gets 2x3. Since their results are equal in width, the taller set goes first -- Mark shanks Adam. Ouch.

Now it's Mark's turn to make a 7d Coordination+Dodge roll against Adam and Steve, both of whom have 5d Body+Brawl pools. Adam gets a 3x2 and Steve gets a 2x4, both of which should be solid hits - but Mark rolls well and gets a 3x4 (since his roll is as wide and taller than Adam's 3x2, his dodge goes first). With those three Gobble Dice, he can take one out of Steve's set (ruining it) and two out of Adam's set (ruining that). If he'd only had a pair instead of a set, he would have still been able to ruin Steve's set, but Adam would have hit. But Adam's hit would only be two wide instead of three wide, which is still an improvement.

Martial Arts

The Martial Arts Skill in *WILD TALENTS* is much more versatile than a simple Coordination Skill. You don't roll it — you roll your usual Body+Brawl pool, but on a success, you can use your Martial Arts rating to change your attack or dodge in certain ways. Martial Arts *cannot* be purchased as a Hyperskill, since, technically, you never roll it. Characters with the Martial Arts Skill can do *one* of the following each turn:

- Make called shots in hand-to-hand combat at no penalty.
- Increase the width of their success for **TIMING ONLY** by their Martial Arts rating.
- Add Shock damage equal to their Martial Arts rating to a successful attack (this remains Shock even if you have a Hyperbody Stat).
- Raise the width of their success for all purposes by half their Martial Arts rating, rounding down.
- Raise the height of their roll by half their Martial Arts rating, rounding down.

Note: Keep in mind, to use any of these effects the character must succeed in the initial roll -- without this initial success, these options are not available. It's perfectly possible to have someone with low Brawl and high Martial Arts. That indicates someone with a lot of theoretical practice and training, but little down 'n' dirty experience. Such people rarely hit, but when they do — ouch!

Example: The Boomerang has Martial Arts 5. He attacks a henchman with his Body+Brawling Skill of 7d and rolls 3x10. He can choose between: increasing his timing width by 5 (his MA rating); adding 5 shock points of damage to his attack; raising the width for success and damage by 2; or raising the height of his roll by 2 (though in this case, his height is already 10, the maximum).

Cover

Instead of ducking an attack, you may choose to dive for cover behind something that's tough enough to stop a bullet -- something like a wall, a tank or a car engine. These objects have Heavy Armor qualities (see *Heavy Armor* on page xx). This is usually the only option for dodging gunfire or explosives, unless you have a super-power that allows you to see a bullet as it's coming at you, and the speed necessary to dodge it. Normal folks just leap for cover and hope for the best.

If you take this option, it doesn't do you any good against hand-to-hand attacks, since a fist fighter is already in your face and able to take a swing at you. However, if you get behind cover before someone shoots at you, it can make up for an awful lot of kicks to your shins.

Here's how it works. During the declaration phase, you say you're taking cover -- making sure that the GM understands what you're hiding behind and so forth. Then you roll your Coordination+Dodge. The order of action goes off normally. The height of your roll interacts with the quality of your cover to determine how much of you is hidden. As a general rule, the GM can judge this on his own, but some guidelines follow.

Taking Cover Table			
Roll	Cover is tiny	Cover is okay	Cover is great
1-3	Hide one limb	Hide three limbs	Hide five limbs
4-7	Hide two limbs	Hide four limbs	Completely hidden
8-10	Hide three limbs	Hide five limbs	Completely hidden

(GMs -- You really don't need to bother with consulting this chart in the heat of combat. It's just to give you the idea that a good roll isn't going to save you if all you have to hide behind is a skinny sapling, while even a poor roll is good if you're diving into a bank vault)

If you successfully take cover, you can position a number of limbs so that they can't get shot. The number depends on how well you rolled and how good the cover is. If (for example) your cover is good -- like the corner of a building -- and you roll 3x2 on your Coordination+Dodge roll, you can hide three of your limbs. If you choose to hide your head, torso and left leg, any gunshot that would hit those areas (that is, any set that came up x10, x7-9 or x1) does nothing. However, gunshots that came up x2-6 hit a leg or arm. (The contortions needed to protect the torso while leaving both arms and a leg exposed are left as an exercise for the player and GM)

The lovely thing about cover is that it protects you for the rest of the combat, until one of three things happens.

- You break cover.
- Someone else attacks you from a different direction (and even then, the cover still protects you from the original direction).
- The cover itself is destroyed or removed.

If you spend another round hiding (that is, you declare that you're trying to get further protected) you can make another Coordination+Dodge roll. If this roll is better than your first one, you can take that result and hide more limbs. If the roll isn't as good, you can keep the original one.

Once you're covered, you can act (at a distance) from that cover. If you want to shoot, you will have to reveal at least one arm and your head. Same if you want to throw something, unless you're using the cover fire rules (see *Gunfire* on page xx).

For more on cover, see *Heavy Armor* on page xx.

Armor

There are basically two kinds of armor. There's light armor -- that is, armor light enough that you can pick it up and carry it with you -- and there's heavy armor. Heavy armor acts like cover, though many vehicles with heavy armor can move under their own power.

Light armor works in two stages. First, all Shock damage taken from an attack is reduced to a single point. Second, a number of points of Killing damage equal to the rating of the armor are turned into Shock damage.

Example: Captain Murdoch takes a 3x10 pistol shot to the head. Normally that would be lights out for Murdoch -- 3 levels of Killing and 3 levels of Shock. But he's wearing a steel

helmet rated at Light Armor 2. First off, those three levels of Shock are reduced to 1. (It would be the same if he'd taken 2 Shock to the head, or 5, or 10) Next, two of those three Killing levels are turned into Shock as well. In total, he takes 1 Killing and 3 Shock -- enough to knock him out, but he'll come around pretty quick.

Penetrating weapons (see *Penetration* on page xx) automatically breach light armor if they hit.

Heavy Armor

Heavy Armor is stuff like thick steel plate. It works very simply: every point of Heavy Armor reduces the damage (both Killing and Shock) of a successful attack by that amount.

Example: The Vault has Heavy Armor 5, and is shot in the face with a rifle for 6 Killing and 6 Shock points of damage — due to his Heavy Armor however, only 1 point of Killing and 1 point of Shock get through. Kind of almost makes you feel sorry for the guy with the rifle huh?

Sample Armor Ratings Table	
Armor Type	Armor Rating
Riot Helmet	4 LAR (Head)
Kevlar Vest	5 LAR (Torso)
Plate Armor	7 LAR (All Hit Locations)
1" Wood Wall	1 LAR
6" Wood Wall	1 HAR
.25" of Aluminum	1 HAR
Sandbag	1 HAR
1" Concrete Wall	2 HAR
.25" of Titanium	3 HAR
Bullet Proof Glass	5 HAR
3" of Steel Plate	8 HAR
15' of dirt	50 HAR
Reinforced Bunker	70 HAR
M-1 Tank	10 to 8 HAR
12' of Concrete	288 HAR
Roswell Saucer Debris	75 HAR
Neutron Star	1000 HAR

Penetrating weapons counteract Heavy Armor. They reduce Heavy Armor ratings permanently, and are described on page xx.

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Exotic, Alien or Supernatural Materials

Certain very rare substances created by nature, Alien cultures, superhuman Gadgeteers, or mystical forces can exceed the normal earthly 1-10 Heavy Armor limit (of course, Earthly substances can be piled on top of each other to create a layered effect, giving them totals over 10).

Exotic, Alien or Supernatural materials can be *much more* resistant to damage than conventional substances. Treat them just like normal Heavy Armor, except their values can exceed 10. Otherwise, they operate normally. For more on these types of substances, please see the power *Heavy Armor* on page xx.

XXX END BOXED TEXT XXX

Murder

All these attack rules make the reasonable assumption that the other fellow doesn't want to get hit and is doing his best to avoid it. There are some times, however, that an individual can't avoid what's coming.

If your GM is doing his job, your PCs should never have to face a situation where they're going to get killed and there's nothing they can do about it. (After all, as the main characters it makes for a bad game if they become helpless and die) This doesn't mean your characters have ludicrous plot immunity. If you make a forward charge on the evil Overlord's sanctum sanctorum with your Boy Scout knife, don't expect the GM to put on kid gloves. Similarly, if you

pull some blockhead maneuver that delivers you directly into the power of your nemesis, don't be surprised if he drills you in the skull with a pistol instead of saying "Ach, Captain Torpedo. Only you vill understand ze brilliance of my plan..."

On the other hand, there are going to be situations in which your character has others at his mercy. Could be you're friends with a superhuman who can paralyze people. It could be that someone surrendered to you, but you have no safe way to keep him imprisoned. It could be that you got in a lucky shot and knocked the guy out with one punch. He's helpless. Do you want to kill him?

If the answer is "yes," don't bother with any combat rolls. An armed man firing into a motionless body at point blank range does not have a measurable chance of failure. Same thing for a guy with a knife, or even a heavy pair of boots.

Weapons

Every attack uses a weapon. Different weapons do different amounts of damage, as well as different types of damage. (That's the difference between being hit with a sap and being stabbed with a sword). The categories of weapon are pretty broad: Each weapon lists the type of damage done (Shock, Killing or a mix of both) and how much.

The damage location is always based on the height of the roll.

The damage amount is always based on the width of the roll. Usually it's "width+X" where X is some number. If you're striking with a club, for example, it does width+2 damage, and the damage is Shock. If you roll 3x5, it does 5 wound points (3 = the width, +2 for the bonus) to your target's right arm.

Following is a list of the standard weapons that do normal damage.

Standard Weapons Table

Attack	Damage
Fists and Feet	Width in Shock (or Killing if the attacker's Body is equal to or greater than 6)
Short Truncheon,	
Bottle, Brass Knuckles	Width+1 in Shock
Club	Width+2 in Shock
Piano Wire	As strangling (see p. xx), but damage is Killing
Small Knife	Width in Shock + 1 Killing
Trench Knife, Shovel	Width in Killing
Axe, Spear, Saber	Width+1 in Killing
Compound Bow	Width+2 in Killing
Grenade	Width+1 in Killing and Shock +Area dice. All targets in 10 yards take 2 Shock to all hit locations.
Anti-Tank Rocket	Width+1 in Killing and Shock +Area dice. All targets in 10 yards take 2 Shock to all hit locations.
Pistol	Width in Killing and Shock
Laser Pistol	Width+2 in Killing
Plasma Pistol	Width+1 in Killing and Shock
Stun Gun	Width+1 in Shock to every hit location
Carbine	Width +1 in Killing, width in Shock
Shotgun (Shot)	Width+1 in Killing and Shock+Spray dice (slug) Width+4 in Killing and Shock
Submachine gun	Width in Killing and Shock+Spray Dice
Long Rifle	Width +2 in Killing and Shock
Laser Rifle	Width+3 in Killing
Plasma Rifle	Width+2 in Killing and Shock
Assault Rifle	Width+2 in Killing and Shock+Spray Dice
Machinegun	Width+2 in Killing and in Shock+Spray Dice

XXXBEGIN BOXED TEXTXXX

Hyperbody and Hand-to-hand Weapons

Individuals with a Hyperbody score in excess of 6+ have a hell of a time using a normal hand-to-hand weapon in combat — for one, they're a bit too strong to swing anything less than solid steel without shattering it. Anything made of wood (or which has a handle made of wood) instantly shatters when used by a Hyperbody of 6+ as a weapon.

Hyperbody's with a score of 8+ cannot even use steel weapons without bending them out of shape or shattering them.

To determine the damage when a Hyperbody uses such a weapon, simply tack a single point of Killing onto the normal Hyperbody attack. Bent or shattered weapons cannot be used to attack. So for most Hyperbody's a single swing with a conventional weapon is all they get...
XXXEND BOXED TEXTXXX

Weapon Qualities

Some weapons have particular abilities that make them more effective against particular targets. For instance, a hand grenade explodes, making it more dangerous to multiple targets. A machinegun sprays out a stream of lead that can hit an individual many times in a single second. A LAW Rocket is designed to penetrate armor and remove cover.

Rather than provide separate rules for each and every weapon ever created, special weapon abilities are abstracted into five qualities. A weapon's rating in its quality determines how effective it is at its designated task. Many weapons have more than one quality, of course.

Area

Most weapons with the Area quality do extra damage when they hit, and specifically do damage to everyone within a particular area. This is represented by rolling for locations and assigning extra damage. For instance, if a weapon has the quality "Area 3," three extra dice are rolled once the weapon hits (but only if the weapon hits). Everyone within 10 yards of the impact zone takes a point of Killing damage to each location rolled on those three dice. The person at ground zero -- that is, the target for the attack -- takes damage as rolled on top of the hits from the Area dice.

In addition, everyone in the area of effect takes two points of Shock damage to every hit location.

Exceptionally huge Area weapons (such as nuclear, alien or mystical weaponry) sometimes inflict their Area rating in Hard Dice — decimating anything living in their radius. Such weapons often affect much larger impact zones than smaller more conventional weaponry — the details of such weaponry is left to the GM to decide.

It should be noted that cover and armor protect normally against Area weapons.

Example: The Justifier heaves a grenade (Area 3) into the middle of a gang's hideout. She rolls a 3x6, hitting her main target — the gang's leader. The grenade detonates, causing 4 points of Killing and Shock to the target's right arm, blowing it off. Three Area dice are then thrown (scoring a 10, 2 and a 1), and everyone within 10 yards takes a point of Killing to their head (10), right leg (2) and left leg (1). In addition, all targets within 10 yards take 2 Shock points of damage to every hit location. In short, the entire gang is severely injured.

Burn

The Burn quality differs from other weapon qualities in that it has no number rating associated with it. Instead, targets hit by the Burn attack are also on fire.

When a Burn weapon strikes, it does its normal damage — which is often quite low, usually a single level of Killing damage. However, in addition to that damage, every limb except the head takes a level of Shock damage, and all those limbs are also on fire. (If the weapon's attack roll came up 10s, the head is also on fire). People who are set on fire have to make Cool+Mental Stability rolls to avoid panicking.

Charging a Burn weapon is also very intimidating. GMs may require a Cool+Mental Stability roll to do so.

Burning limbs take one point of Shock damage every turn until the fire is out. Most fire-based military weapons use a sticky fuel that is particularly difficult to extinguish. Typically, only full immersion or lack of oxygen will do it. For more information on fire effects, [see page xx](#).

Weapons with both Burn and Area qualities have a different sort of Area effect. Normally, Area attacks do a great deal of Shock damage and also inflict Killing damage on the rolled locations. Area burns are less instantly traumatic: Affected targets only take one point of Shock damage to each rolled location. They take no Killing damage (unless the affected limb was already full of Shock) and they receive no damage at all to areas that don't get rolled. However, those areas that do come up on the Area dice are on fire.

Example: The Human Lighter's Coordination+Flamethrower pool is 5d and his weapon has Area 2. Four soldiers are charging at him, and he aims for the one in the middle. Rolling 2,3,4,5 and 10, he fails. His GM considers rolling Cool+Mental Stability for the charging soldiers, but decides it would interrupt the flow of the game. However, they do hesitate long enough to give the Human Lighter another chance next round.

This time the Human Lighter hits the middle soldier with a pair of eights. That soldier takes a level of Killing damage to his torso, and all his hit locations are on fire except his head. The Human Lighter now gets to roll his two Area dice. They both come up 3's, indicating a hit to the arm. The other three soldiers now have one arm on fire apiece. Now they all have to make Cool+Mental Stability rolls. Only one of them makes it. That soldier is able to think clearly enough to run back towards a ditch, while the other three panic and fruitlessly scream or swat at the flames.

Spray

Spray weapons are those that fire multiple times, or that have some other factor that makes it easy to aim at many targets (like a shotgun firing shot). They were built to make extra attacks. Consequently, any multiple attacks ([see page xx](#)) made with a spray weapon take no extra action dice pool penalties. Instead, a number of dice equal to the weapon's spray rating are added to the pool. The extra dice are not added if a single attack is made (that is, you opt to fire one bullet) but they are added if you make multiple attacks against a single target. The sole exception is the shotgun, which fires multiple projectiles all at once ([see page xx](#) for more details).

Example: Holden normally has 4 dice in his Coordination+Rifle pool. Firing a submachine gun with Spray 3, he adds 3 dice, giving him a 7d pool. The weapon does Width in Killing and in Shock. As three mooks charge him, he decides to try to mow all of them down. He rolls seven dice, getting 2,2,2,6,7,8,8. He assigns the 3x2 to the first attacker. This does 3 Killing and 3 Shock to that attacker's right leg, destroying it completely. He then assigns the two 8's to the next attacker, doing 2 Killing and 2 Shock to that man's torso.

If you are performing multiple actions (say, firing a Spray weapon and diving for cover) Spray weapons give another advantage — you still roll the lower of the two sets, but you don't lose a die.

Spray Definitions Table

Rounds Per Minute	Spray Number
300 rpm	1
400 rpm	2
500 rpm	2
600 rpm	3
700 rpm	3
800 rpm	4
900 rpm	4
1000 rpm	5
1200 rpm	5
1500 rpm	6

Slow

If you want to fire a weapon that is Slow, you have to spend a number of actions equal to its Slow rating to prepare it. Thus, it can only be fired once in a number of rounds equal to its Slow rating plus one.

If the weapon is already prepared, you can fire it on the first action, but after that, it's going to take time to reload (or cool down, or whatever). For instance, a Tear Gas Gun is Slow 1. It can only be fired once every two actions. If your Tear Gas Gun is already loaded, you can fire it on the first turn of a fight, but after that, it's going to take you an action of loading before you can fire it again.

Penetration

Penetration weapons are designed to go through Heavy Armor ([see page xx](#)). If a weapon with the Penetration quality hits a target with Heavy Armor, the Heavy Armor is reduced by the Penetration rating of the weapon.

If a weapon has both Area and Penetration qualities, the Area damage is not applied like Penetration damage. Instead, the Area effect is applied after the Penetration. If the Penetration didn't get through a particular batch of Heavy Armor, the people protected by that Armor aren't hit. People outside the armored enclosure, however, are still hit with the Area damage. So are people inside if the Penetration does get through.

Example: Bruiser shoulders a LAW rocket and fires it at the Destroyer robot smashing up downtown. Bruiser rolls his Coordination+Anti-Tank Rocket of 7d and gets a 2x8, a hit to the Robot's torso! The LAW has a Penetration of 8 and the robot has a Heavy Armor rating of 6, so the LAW round punches through the chest plate (whose Heavy Armor eats up 6 points from the Penetration) and impacts on the inside of the Robot's back, expending its last 2 points of Penetration.

The round explodes in the robot's chest, causing 8d Area damage. The Destroyer robot keels over in the street, smoke pouring from its chest.

Area/Penetration Chart		
Explosive Type	Area	Penetration
Stick of Dynamite	2	0
Pineapple Grenade MK2	3	2
LAW Rocket Round	8	8
35 cm Shell	10	10
Low Yield Neutron Weapon	10hd	200
10 Megaton Nuclear Blast	40hd	350

Special Weapons

Machinegun

A machinegun is a weapon of mass destruction designed to stop troops from rushing forward by blanketing them with bullets. Most machineguns fill the air with a 500 to 1000 rounds per minute, cutting down almost everything in their line of fire.

Machineguns are usually fixed weapons, heavy and awkward (though there are some man-portable models like the M-60). For most, unless it's mounted on a vehicle, it's not mobile.

Machineguns are Spray weapons ([see Spray on page xx](#) to see exactly what that means). Most machine guns do Width+2 points of Killing and Shock damage for each successful hit.

The number of machinegun rounds used each attack is equal to the dice pool rolled. This goes both ways: If a machinegun is low on ammo, it reduces the dice pool. This can even reduce the dice pool beneath the Stat+Skill rating, because these weapons are usually not designed for single-shot accuracy.

Example: The Justifier lets loose a barrage from her M-60 at the Silver Scarab. The M-60 has a Spray rating of 5, and the Justifier's Coordination+MG is 5d, so she attacks with a total of 10d. She rolls a3x4, 2x5 and a 2x7, hitting the Scarab in the left arm (the 3x4), the right arm (the 2x5) and the torso (the 2x7).

Submachine Gun

A submachine gun is a smaller and more portable version of the machinegun. When fired fully automatic it is not very accurate.

SMGs have Spray ratings, as described on [page xx](#). Each successful hit does Width points of Killing and Shock to the hit location.

When on full automatic, the weapon fires a number of bullets equal to the number of dice in the attacker's pool. Note that some submachine guns cannot be fired at less than fully automatic fire. If your SMG is low on ammunition, it may reduce the weapon's Spray rating. (For instance, if you only have five rounds left, you can't use the Spray rating to increase your dice pool above five) Unlike the heavier machineguns, SMGs don't suffer as much when single rounds are fired. If you're firing a single shot, just roll Coordination+Rifle or Submachine gun. If you're firing

multiple rounds, but don't have enough for the full Spray+Stat+Skill pool, the maximum limit on your die pool is either your Stat+Skill pool or the number of rounds left in the weapon -- whichever is higher.

Example: Christof's Coordination+SMG pool is 3d. He has a SMG with Spray 3. If the gun is full of bullets, he rolls 6d (Coordination+SMG+Spray). If his SMG is down to four rounds, his dice pool is down to 4d -- still better than his usual die pool, but he's not getting the full Spray benefit. If there are only two rounds, he still rolls 3d -- the baseline amount he gets from his Stat and Skill.

Shotgun

A shotgun is a weapon designed to fling thousands of pellets at a target in a spray, enabling either the firer to hit more than one target at one time, or to hit a target easily without aiming. Most shotguns can either fire buckshot — thousands of pellets at once — or slugs, a single *huge* bullet.

Shotguns firing shot inflict width+1 in Killing and Spray dice damage. The major advantage to firing shot is that you gain a Spray bonus when doing so, dependant on how many individual pellets are fired. At medium and long range, shotgun attacks with shot are -2d to hit.

Shotguns firing slugs cause a huge amount of damage and are devastating at close range, but have no Spray bonus. A shotgun firing a slug causes width+4 in Killing damage to the affected hit location. Normal range and multiple actions apply to a shotgun firing slugs.

Example: A thug opens up on the Flicker with a shotgun. The thug has a Coordination+Shotgun pool of 6d, and the shotgun has a Spray rating of 5. He's at short-range, so he gains an additional +1d to his attack for a total of 10d. The Flicker attempts to dodge with a 7d dodge pool. The thug rolls 2x7, 2x6 and 2x2 and the Flicker rolls a 2x1, failing his dodge. The Flicker is hit for 3 points of Killing and Shock to the torso (the 2x7), 3 points of Killing and Shock to the left arm (the 2x6), and 3 points of Killing and Shock to the left leg (the 2x2).

Throwing Rocks and Debris

Throwing a rock or debris at someone requires a Body+Throw roll and it does width in Shock damage. No big deal. However, when somebody strong enough to lift a tank throws a cinderblock at you, it suddenly becomes a lot more of a problem. To avoid a mess of calculation based on the weight of the object and its distance, *WILD TALENTS* uses a quick fix: The damage from a big missile equals either the width of the roll or half the thrower's Body (rounded down) in Shock damage to the hit location rolled. Furthermore, if the thrower has Body 6+, such throw attacks do Killing and Shock instead of just Shock damage.

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Getting Hit by Someone who can Lift a Truck...

...is not fun. Characters with a Hyperstat in Body can cause catastrophic damage with even a "tap" to the chin of an opponent. What happens when a super-strong opponent hits someone who can take such abuse without being instantly killed? The answer is knockback.

Knockback is the wonderful art of sending your opponent flying through the air, sometimes dozens of yards with a single punch, kick or power-blast. It works like this: If you're struck by someone with a Hyperstat in Body, or with an attack power of 6d or more, you're knocked back. This happens even if your Armor reduced the damage of the attack to 0 width — after all the energy has to go somewhere!

Knockback is treated exactly the same as if your opponent were throwing you (see **Body** on page xx). Basically, if your weight is two categories less than his tested lift, he can knock you back 6 yards or so. Every category lower than two increases the distance of the knockback by 6 yards.

Example: Mr. Muscles hits the Bronze Man with his Hyperbody of 9d and rolls a 3x10. The Bronze Man weighs 700 lbs, which is 4 categories lower than Mr. Muscles tested lift. That means the Bronze Man is knocked back 18 yards by Mr. Muscles' punch.

If there's something to arrest your untoward flight through the air (like say, a skyscraper, innocent bystander, or economy car), you take damage as if you had fallen that distance (see

Falling on **page xx**) and that object was the ground. Both you and the target you collide with suffer this damage. If you have a higher Armor rating than the object you collide with, you still take the damage, and continue right through it.

If you are knocked more than 6 yards, during that round, you can attempt to make a Coordination roll to find your feet before you hit (along with any relevant Skill like Acrobatics). If you make this roll, you land on your feet and take the knockback damage to your legs only. If you have Heavy Armor, it reduces this damage normally.

Example: The Bronze Man, who has Heavy Armor 1, is thrown back 9 yards by Mr. Muscles punch, where he hits the stone wall of a department store, which has a Light Armor rating of 7. But he still has 9 yards to go! The Bronze Man has been flung 9 yards into rock — the equivalent of falling 9 yards onto hard stone. He tries to roll his Coordination of 3d to land on his feet but fails with a 1, 3, and a 9.

A 9 yard uncontrolled fall onto stone inflicts 4 points of Killing damage to every hit location on the Bronze Man's body — fortunately, the Bronze Man has Heavy Armor 1, so 1 Killing point of damage is discarded and he suffers 3 Killing to each hit location.

Coming to a skidding halt inside the ruins of the department store, the Bronze Man gets up, shakes himself off, and crawls back through the gaping hole in the wall to continue the fight.

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Other Sources of Harm

In *WILD TALENTS*, if the bad guys don't get you, the frostbite, car wrecks or other untoward events probably will. Various terrible things that can happen to your character are covered in detail below.

Electrocution

Electrical hazards have a dice pool representing how dangerous they are, rated on a scale of 1-10. This goes from a nine-volt battery (1 die) to a thunderbolt (10 dice). When a PC is zapped, just roll the electric pool as a static contest. If a match comes up, the PC takes Shock damage equal to the width of the roll. However, the hit location is not determined by the height of the roll, but rather by the circumstances. If the PC is poking at wires with a stick, the Shock starts in his arm. If he's hit by lightning, it either starts in his head or in the highest point of his body. (If he's lucky, he had a hand raised)

Electric damage doesn't stay in one place, though. Specifically, it starts wherever it made contact, and then goes to the ground through the shortest route. So, if you grab both ends of a live wire with one hand, you only take damage in that one arm. But if you grab an end in each hand, the jolt travels from one hand, up the arm, through the torso, and out the other arm, doing the same damage to all three locations. If you only grab one end, the juice goes down the arm, through the torso, and out the closest leg. If you are hit by lightning, it goes straight down your head, through your torso and out one or both legs. (This is why lightning victims sometimes have their shoes blown off)

That's what happens with a one-time shock, like a bolt of lightning or sticking your finger in a light socket to blow the circuit breaker. It does damage, you go "Ouch!" and that's it. But what if it's a steady current? That's a bit nastier. In that case, you have to make a static Body roll to let go. If the roll fails, your muscles have locked shut on the current source and you get juiced again -- meaning, the GM rolls the electric dice pool again. This is repeated until (1) you make your Body roll, (2) someone knocks you free or (3) you die and there's no point rolling damage any more.

What's more, if you're soaking wet, the electric pool has one of its dice turned into a Wiggle Die (see **Wiggle Dice** on **page xx** for details).

Example: Jane is running through the rain when she gets hit by lightning. The GM figures it was a 7d bolt, so he rolls 6d and keeps one as a Wiggle Die because Jane is drenched. He rolls 2, 4, 5, 3, 2 and 3. He's got two pair, and it doesn't really matter which he picks: He can add the Wiggle Die to get a result 3 wide. Jane takes 3 points of Shock to her head, 3 to her torso and three to one leg.

Example: Renard gets thrown into a mass of high voltage wires in the middle of an electrical plant. It's a 10d hazard. The first round the GM rolls and gets 1, 2, 4, 4, 6, 6, 7, 8, 9, and 10 -- not a bad roll for ten dice, the best pair is a measly 2x6. However, because he's completely entangled, the GM decides he takes the damage to every location except his head. Renard rolls his 3 Body to try to let go and doesn't get a match. Next round, he's stuck twitching in the wires and the GM rolls again. This time it's 1, 2, 3, 3, 5, 6, 7, 7, 7 and 10 - three levels of Shock to every location. Lucky for him, one of his buddies knocks him out of the wires with a broom, so he gets by with just five Shock to every location except his head.

Falling

Any time you fall more than 2 yards, there's a chance of injury. The type of damage depends on what you hit. The degree of damage depends on your height. The location of the damage depends on how well you control your fall.

You take only Shock damage if you land on something forgiving — soft ground, water, or an awning. You also take Shock damage if something breaks your fall on the way down. (People have survived falling out of airplanes by crashing through pine branches and landing on snow). If you fall more than 7 yards or land on hard-packed earth, rocks, metal or cement, you take Killing damage instead of Shock.

For every 2 yards fallen, you take a point of damage to each relevant area.

While falling, you may make one Coordination roll. If you have a Skill that relates specifically to falling, absorbing impact, or controlling your body in midair, you may add that Skill. (Relevant skills would be Martial Arts, Acrobatics, Parachuting, Diving and the like) If that roll succeeds, you land well and take damage only to your legs. If that roll fails, you land badly and take damage to every hit location.

Example: Scotty jumps out a second-story window, trying to leap into an open window across the alley. He misses and falls 5 yards to the cobblestones below. He rolls his Coordination (3d) and gets 1,7 and 9 — no match. He falls badly, taking damage to every location. Since he landed on stone, it's Killing damage. But since it's a short fall — under 6 yards— it's only one point to each location. He's badly bruised, but he can get up and run away.

Example: Stone throws the Juggler off a building into the canal 20 yards below. The Juggler has studied Acrobatics and knows how to take a fall properly. He rolls his Coordination+Acrobatics and gets a pair of 2s. He lands well, taking damage only to his legs. Landing in water is only Shock damage. Still, 20 yards is a long fall — the Juggler takes six points of Shock to each leg.

The exception to these rules is, of course, using a parachute. Parachutes are only effective on falls of 400 yards or farther. With a successful Coordination+Parachute roll, a paratrooper only takes a point of Shock to each leg, no matter how far he fell. Even if the roll fails, the fall is treated as if it was a 6 yard fall.

Drowning

Drowning is what happens when you run out of air underwater or in some other airless environment. A character can hold his breath for a number of minutes equal to his Body divided by 2 (rounded down). After that grace period, the character must roll Body+Endurance each round to keep from inhaling water.

Each combat round after the first roll, the character loses a die from his Body+Endurance dice pool. When his dice pool drops to 1 or he can't make a match, he inhales water and starts dying.

Each round of drowning inflicts 1 Killing point of damage to the torso and 1 point of Shock to the head. When the head is filled with Shock damage, the subject is unconscious, and when the head fills with Killing damage, the subject is dead.

Cold

In most cases, extended exposure without any access to a heated environment is lethal. Wetness only compounds the problem.

You have a grace period equal to your Body in days if you're in reasonable (but cold) shelter. The Body grace period drops to hours if you're well dressed but out in the open. If you're not

wearing cold-weather gear and in you're in subzero temperatures, the Body grace period drops to minutes.

After the grace period runs out, you start taking Shock damage to your arms and legs -- one point per limb every five minutes. When your arms and legs are filled with Shock damage, you start taking Shock damage to your torso and head as well, the same amount at the same rate. Your arms and legs continue to fill with damage, but it's now (of course) Killing damage.

If the temperatures are extremely cold -- forty below or worse -- you take this damage every minute instead of every five minutes. This accelerated rate is also used if you've gotten soaked and don't have a chance to dry yourself before your clothes can freeze.

That's not all: For every night you spend in a subzero environment without the chance to heat up, you lose half your Will.

Example: The Justifier has been abandoned in Antarctica by her arch-nemesis Zero. Our hero has a Body of 3, so she can spend three days in freezing conditions with cover, or three hours without considering all the nastiness of damage from the extreme cold. When that time is up, however, the Justifier begins to freeze, and fast.

Every five minutes, she takes a point of Shock damage to each arm and leg. She has about a half an hour to get some warmth before her legs are filled with Shock. If she can't do it, she starts taking Killing damage to her limbs from frostbite -- one point of it every five minutes. Meanwhile, her torso and head begin to freeze. She has twenty minutes before she passes out (five minutes times the four damage boxes in her head). After that, it's another twenty minutes before she's dead.

Fire

If a limb catches on fire, that limb takes a point of Shock damage every round. Once a limb has filled up with Killing damage, the flame spreads to the torso. If it matters, once the torso fills with flame-induced Killing damage, the fire spreads to every other hit location.

Fire incites panic, and burning people have to make a Cool+Mental Stability roll in order to avoid panic. If you fail, you fruitlessly swat the flames, spreading them to other hit locations at the rate of one every round until you succeed at a Cool+Mental Stability roll.

If you're on fire and you make your Cool+Mental Stability roll, you're almost certainly going to make dousing it your top priority. If there's a sufficient quantity of water nearby, you don't need to roll. During the declare phase, you simply state that you're putting out the fire. If it's imperative to know the timing, make a Coordination+Dodge roll and treat it like you're diving for cover. (If the water is at the bottom of a ditch, you might well get some cover in the process)

If there's no water, you can also extinguish flames by rolling on the ground. This is less certain than using water: Make a Coordination+Dodge roll. If it fails, the flames remain. If it succeeds, the fire goes out.

Regardless of which technique you use, the fire on all hit locations is doused in a single action. It doesn't matter if one arm is on fire, or your whole body: Dropping and rolling puts it all out -- if you make the appropriate roll.

If your head catches on fire, you're in real trouble. Not only are you in danger of dying in eight turns, even if you survive, you're effectively blind for the next five minutes.

Flamethrowers use particularly sticky fuel, which makes their flames harder to douse. Often, if you are hit by a flamethrower, simply dumping water on it won't work. Neither will rolling on the ground, unless it's extremely muddy. Only submersion or a complete lack of oxygen can put out sticky fuel (treat this as a Difficulty rating of 4, for the purposes of extinguishing the flames).

Car Wrecks and Other Crashes

How fast were you going when you hit? This is the most important factor in determining the effect of a crash. Other things matter as well of course. Were you secured into your seat? Did you know you were going to crash and have time to brace yourself before you hit?

Wrecks are a dynamic contest between your Body +Endurance and a Difficulty number. Overcome the Difficulty number, and you survive the crash, more or less.

Start With a Base Difficulty number:

Boat Wrecks: Base Difficulty Number 3

Car Wrecks: Base Difficulty Number 3

Plane Wrecks: Base Difficulty Number 5

First add 1 to the Difficulty number:

- For every 10 mph over 20 mph you were traveling.
- If you were on a dirt road.
- If you have no driving Skill appropriate to the vehicle.
- If your vehicle was damaged in combat.
- If you had no restraining device to keep you in the vehicle.

Note: The maximum Difficulty number possible is 10. All additional modifiers past 10 are discarded.

Then Subtract 1 from the Difficulty number:

- If you have a moment to prepare for the crash.
- If you have a Skill in excess of 2 for the vehicle you are crashing.
- If you are a passenger, or are secured in the back of the vehicle.

If you fail the roll, every hit location on your body is filled with Shock damage. In addition, you take the Difficulty number of the crash in Shock damage to the hit location that matches the Difficulty number.

If you make the roll, you take twice the Difficulty of the crash in Shock damage. You may spread this around hit locations as you wish.

Example: The Pulse is trying to land his wrecked aircraft before it falls apart in mid-air. The base Difficulty number for a plane crash is 5. Pulse has managed to slow down his airspeed to 150 mph, which is 130 mph more than 20 mph, giving him a 10 max Difficulty number (if totals above 10 were counted, he would have had an 18, but since everything past 10 is discarded, it's just a 10). Pulse is then able to subtract 2 from that Difficulty number since he has a moment to prepare and he has a Skill in excess of 2 for the vehicle.

So his Difficulty number is 8. Pulse rolls his 3d of Body and gets a 4, 4 and a 1, a 2x4. Since Pulse failed to overcome the Difficulty number, every hit location fills with Shock. He also takes eight more points of Shock to hit location 8 — his torso. Since his torso is already full of Shock, this becomes Killing damage. Pulse is bleeding, unconscious and near death -- only two more points of Shock to his torso are needed to kill him.

Character Advancement

Developing your character is half the fun of a roleplaying game. Like real people, roleplaying characters improve over time, getting better at skills, statistics or even super-powers. A character that began the game as a neophyte crime fighter could develop over several game sessions into the scourge of the underworld.

Two things let you advance your character: experience points and Will points. Experience points are rewards given at the end of a game session. They represent how well your character did at the trials and tribulations of the game. Will points (not Base Will points, but plain old Will points) are the fuel of superhuman abilities. In addition to powering the use of super-powers, they can also be cashed in to expand upon existing super-powers.

There are two different times you can increase your character's abilities:

1) In-Game Development: You can develop your character while actually playing the game by increasing a Stat, Skill, super-power or Base Will total with the expenditure of Will or experience points. This change is instantaneous. However, you can only increase a single score (Stat, Skill, Hyperstat, Hyperskill, Miracle, or Base Will points) by 1 point per game.

Example: The Justifier has 6 experience points, and she's in the middle of a firefight. Her Skill in Rifle is 3, and she decides it would be nice to have a Rifle Skill of 4. So she spends 3 experience points and raises her Rifle Skill to 4. The change is instantaneous. Even though she has 3 more experience points, she could not raise any other Skill, Stat or power during the same game session.

2) After-Game Development: The second type of advancement takes place after the game session has ended. It's the same as in-game development, in that you increase a Stat, Skill, super-power or Base Will total by spending Will points or experience points. However, any amount of

advancement is possible in after game advancement. If you have the points and the rules allow it, you can advance it any number of points.

Example: After a game the Justifier has 9 experience points and 20 Will points, and she wants to increase her Coordination from 2 to 3 and her Skill in Demolitions from 3 to 4. Increasing a Stat costs 3 times the Stat's new level, so it costs him (3x3=) 9 experience points to change her Coordination from 2 to 3. If she had bought this change in game, she would have had to wait until after the game or the next game session to increase anything else. But since this is after game, she can also improve her Demolitions Skill at the cost of 10 Will moving it from 3 to 4, as well as anything else she can afford to change.

In after-game development, you can learn entirely new Skills. You simply buy that first rank of the Skill, pay the appropriate costs, and you're good to go. There is, however, one catch: Your GM has to give approval, based on his judgment that your character has had an opportunity to *learn* that Skill. This is just common sense. If you haven't been studying Swahili and no one's been teaching you Swahili, there's no reason you should be able to spend experience points and suddenly know Swahili. The same thing goes for everything from fixing radios to swimming. Some Skills can be learned without teachers (fist fighting and rock climbing spring immediately to mind), so if your GM thinks you've learned enough in the school of hard knocks, he might let you buy simple Skills like that without formal study or education.

Increasing existing superhuman abilities is pretty much the same as increasing Statistics and Skills: see [page xx](#) for more details. Gaining completely new powers is a bit more difficult; for a more in-depth look, see [Gaining New Powers on page xx](#).

Gaining Experience Points

Every time a player shows up and plays in the game, his character earns a single experience point.

At the end of each session, the GM can distribute one experience point as he sees fit. Usually it's given to the player who stayed in character, had the best ideas or who otherwise supported everyone else's good time. It is, of course, also possible for the GM to give out this bonus experience to the character that seems weakest so that he can catch up with the others.

Finally, the players all vote and a third experience point every session is distributed democratically. Please eschew "politicking" for votes. ("You vote for me this session, I'll vote for you next one!") In cases of a tie, the point is not awarded.

Gaining Will Points

Will points are gained in game play when superhumans clash or act heroically or with ingenuity. These are the same Will points which power the paranormal abilities of superhumans, and which reflect personal focus or drive. They are gained, and lost, far more often than experience points (for more details on how Will points are gained or lost [see page xx](#)). The Game Master determines the maximum amount of Will points a superhuman may possess in the game.

What You Can Raise and When

Skills can be raised 1 point at the cost of 3 experience points or by spending 10 Will points. But experience can only take you so far. Skills can only be increased beyond 4 by spending Will points instead of experience points. Skills can be raised during a game (but only one Skill by 1 point) or after it (any number of skills by any number of points). Skills cannot be raised past 5 (when it's past that level, it's a Hyperskill and has to be paid for at Hyperskill prices).

Stats can be raised 1 point at the cost of 3 times its new level (thus, increasing your Brains from 2 to 3 costs 9 experience points) or by spending 20 Will points, but like skills, experience can only take you so far. Stats can only be increased beyond 4 by spending Will points instead of experience points. Stats can be raised during a game (but only one Stat by 1 point) or after it (any number of stats by any number of points). Stats cannot be raised past 5 (when it's past that level, it's a Hyperstat).

Miracles, *Hyperskills* or *Hyperstats* can be raised by paying *twice* the appropriate cost per die in Will points. The cost of an individual Miracle is calculated just as it is for a starting character. (That is, if you paid 5 Will points for 1d of a Teleportation power, then the fourth, eighth or

twentieth die in that Miracle costs 10 Will points). To transform regular dice in a power into Hard Dice or Wiggly Dice, see **Buying (and Promoting) Dice on page xx** for more details.

Base Will can be raised 1 point at the cost of 30 Will points. You can't do this out of game, however. (Otherwise, you could just say "In the time since my last mission, I spent 30 Will to increase my Base Will to 7, then waited three weeks until I was back up to full strength, then spent 30 Will to raise it to 8, waited three weeks again, and so forth, until now when my Base Will is 11 and I'm currently at 30 Will points so...." Sorry, nice try, but improving your Base Will can only be done during game play). Increasing Base Will is a gamble. Since you are doing it in the thick of the game, and since Will points are so hard to gain back, increasing your Base Will by 1 point while losing 20 Will points is a big risk.

Advanced Weapons Damage

Several different cartridge types are used around the world, each with its own special characteristics. If you want to keep the game simple, just stick to the basic weapons table, that way, a rifle, no matter what type, does the same amount of damage. If you're interested in more realism, these weapons charts should provide it.

To determine the Penetration or other special qualities of an individual weapon please consider the following chart, and compare it to the type of ammunition used by the weapon in question, then simply add the modifiers to the base damage of the weapon as listed.

Cartridge	Extra Damage*/Penetration†/Spray Rating
.30 Inch (7.62 mm)	+1/0/0
5.56 mm NATO	0/0/0
9mm	+1/0/0
9mm Parrabellum	+1/0/0
.357 Magnum	+3/1/0
.38 Special Revolver Round	+1/0/0
.44 Magnum	+2/1/0
.45 ACP	+1/0/0
.50 AE	+2/1/0
.50 Inch AP (12.7 mm)	+2/1/0
.50 Inch SLAP	+4/2/0
.50 BMG	+4/3/0
10 gauge Shotgun (slug)	+4/1/0
10 gauge Shotgun (shot)	0/0/5
12 gauge Shotgun (slug)	+2/0/0
12 gauge Shotgun (shot)	0/0/3

Pistols				
Weapon	Ammo	Capacity	Weight	Range Close/Max (yds.)
M-9 Semiautomatic Pistol	9mm	15 rounds	2.5 lbs	25/50 yards
Glock 17 9mm Semi-Automatic Pistol	9mm Para	17 rounds	2.75 lbs	20/45 yards
.45 M1911A Automatic Pistol	.45 ACP	7 rounds	2.5 lbs	18/34 yards
Smith and Wesson Revolver	.38 Special	6	2.5 lbs	19/36 yards
"Bulldog" .44 Police Revolver	.44 mm	6	2.5 lbs	12/24 yards
Taurus 605 .357 Magnum Revolver	.357 ball	5	2.25 lbs	25/50 yards
Desert Eagle	.50 AE	7	3.75 lbs	50/100 yards

Rifles				
Rifle	Ammo	Capacity	Weight	Close/Max Range
Barrett M82A1 .50 BMG Rifle	.50 BMG	10 rounds	28.75 lbs	200/1500 yards

Shotguns				
Weapon	Ammo	Capacity	Weight	Range Close/Max (yds.)
Pump Action 10-Gauge Shotgun	10 gauge slug or shot	5	10.5 lbs	15/30 yards*

Pump Action 12-Gauge Shotgun	12 gauge slug or shot	8	9.95 lbs	15/30 yards*
Joint Service Combat Shotgun	12 gauge slug or shot	6	8.5 lbs	20/50 yards*

*Ranges for slug ammunition are doubled.

Submachine guns

Submachine gun	Spray Rating	Ammo	Capacity	Weight	Close/Max Range
Heckler & Koch MP5	0/4	9mm Para	30 rounds	6.47 lbs	30/60 yards

Assault Rifles

Rifle	Spray Rating	Ammo	Capacity	Weight	Close/Max Range
M16A2	0/4	5.56 mm NATO	30 rounds	8.9 lbs	100 (30)/800 (200)
AK-47	0/3	7.62 mm	30 rounds	10 lbs	100 (30)/1,000 (150)

Machine Guns

Machinegun	Spray Rating	Ammo	Capacity	Weight	Close/Max Range
M-249 SAW	4	5.56 mm NATO	350 rounds	16.3 lbs	500/3000 yards
M-240B	3/4	7.62 mm	500 rounds	27.6 lbs	100/1100 yards
M60E3	0/2	7.62 mm	300 rounds	18.75 lbs	200/3000 yards

Anti-Tank Weapons

Anti-Tank Rocket	Weight	Penetration/ Area Rating	Close/Max Range
Dragon Weapon System	33.9 lbs	15/9	100/1000 yards
AT-4	14.75 lbs	9/8	20/300 yards
LAW	5.5 lbs	8/8	20/250 yards

High-Tech Weapons

Weapon	Penetration	Ammo	Capacity	Weight	Close/Max Range
Laser Rifle	10	--	10 shots	7 lbs	500/3000 yards
Laser Pistol	6	--	5 shots	1 lb	155/350 yards
Plasma Rifle	2 (Area 3+Burn)	--	12 shots	9 lbs	50/150 yards
Plasma Pistol	1 (Area 1+Burn)	--	6 shots	1 lb	10/30 yards

Building a Superhuman Character in *WILD TALENTS*

Building a character for *WILD TALENTS* is easy. First, the Game Master sets a Will Point total (determining how many points you have to spend on your character). Then you decide on a character concept, assign points to Stats and Skills, construct (or choose) your powers, and finish the whole thing off by calculating your character's Base Will.

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Choosing a Power Level

The Game Master determines the power level of the *WILD TALENTS* game you're playing by setting the number of Will Points you can spend on your character. Before you begin building the character, consult your GM and find out how powerful your superhuman can be...

Number of Will Points	Level of Play
100 points	Gritty, "Realistic" Heroes
200 points	Capable Superhumans
250 points	Four-Color Warriors
300 points	Earth Shaking Entities
350 points	Protectors of the Galaxy
400 points	Sentinels of the Universe

Setting Some Limits

Players will immediately build the quickest, strongest and deadliest characters they can afford to construct — but this often curbs the development of characters and kills the game. I mean, if you begin the game with 10hd in Energy Blast, there's not much left for you to do except slag people, right?

A good GM sets limits before character creation — Since they reflect personal tastes, these, for the most part, are up to you as GM to create. Some suggestions follow:

- Limit the amount of Hard and Wiggle dice available during character creation.
- Eliminate Hard and Wiggle dice altogether during character creation — they may still be gained in-game, but can't be bought out of the gate — you have to develop them.
- Limit the amount of Will points able to be spent on Stats/Powers/Skills.
- Set a maximum amount of dice for Stats ("You can have a maximum of 20d in Stats, total").
- Require a minimum amount of points spent on Skills.
- Require a coherent explanation for the super-powers and abilities a character possesses. ("What do you mean you are able to teleport, eat any object *and* fly? How did that happen?")
- Require a minimum Base Will score (or, in the case of Artificials, a minimum Will Battery score).
- Set a point ceiling on the amount of Will points which can be spent on super-powers.

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Statistics

You can buy 1 point in any of your Statistics for 2 Will points, but only up to level 5. Past that, it becomes a Hyperstat, and must be bought as such (see *Hyperstats* on page xx). Buy Stats as you like, but keep in mind the division between Stats and Hyperstats begins at level 6 and upward. To have a Stat at level 6 or higher you must pay Hyperstat prices. You must have at least 1 point in each Stat, unless you are an Alien (or some other non-human species which does not possess a certain Stat, see the *Alien Archetype* on page xx).

It is quite possible to have a normal human-level Stat with a Hyperstat die thrown into the mix, like having a Body of 2 with a Wiggle Die (this example would cost 4 points for the Body and 12 points for the Wiggle Die).

Keep in mind that Hyperstats are "stacked" on top of your regular Stats, so buying more than ten minus your Stat in a single Hyperstat is a waste (unless you're going for Hyperstats higher than 10d, see page xx for more details).

Stat Cost (Levels 1 to 5)	Hyperstat Cost (6+)
2 points per regular die	3 points per die, 6 per Hard Die, 12 per Wiggle Die

Skills

You can buy 1 point in any Skill for 1 Will point. Skills can only be bought up to level 5 before you start paying for it as a Hyperskill (see *Hyperskills* on page xx). Buy Skills from the list on page xx, or create Skills as you like, but keep in mind the division between Skills and Hyperskills begins at level 6 and upward. To have a Skill at level 6 or higher, you must pay Hyperskill prices.

It is quite possible to have a normal human-level Skill with a Hyperskill die thrown into the mix, like having a Pistol Skill of 2 with two Hard Dice thrown in (this example would cost 2 points for the Skill and 8 points for the Hard Dice).

Keep in mind that Hypeskills are “stacked” on top of your regular Stat+Skill, so buying more than ten minus your Stat+Skill in a single Hyperskill is a waste (unless you’re going for Hyperskills higher than 10d, see page xx for more details).

Characters automatically have their native language at Brains Skill level, at no cost.

Skill Cost (Levels 1 to 5)	Hyperskill Cost (6+)
1 point per regular die	2 point per die, 4 per Hard Die, 8 per Wiggle Die

Base Will: The Skinny

Most characters have a Base Will rating (equal to the Cool+Command Stats) which reflects his or her usual confidence level, but Will Points (which start the game equal to Base Will) can rise and fall as the character gains (or loses) confidence in his powers. If you have a lot of Will, your powers are more reliable and you are more resistant to attack. If your Will is low, your abilities may fail you when you need them most.

Whatever Will points are left over after building your character can be spent to raise your Base Will at a 1 to 1 ratio during character creation. Base Will is important because it reflects the level your Will rises back to naturally, if it is reduced. If you are playing a normal Human, you have no fluctuating Will total, only a Base Will score. Some Alien races and Artificial life forms, despite being superhuman, have no Will points at all.

Keep in mind that if you spend too much on Base Will during character creation, you’ll have that much less Will to buy powers with, and whatever advantage your Base Will might grant you, without powers you’ll have a hard time earning new Will points during game play...

Super-powers in WILD TALENTS

There are three types of super-powers (well, there are hundreds or even thousands of super-powers; but they all fit into three general categories).

First, there are *Hyperstats*. These are simply normal human qualities like intelligence or physical strength exaggerated to superhuman levels. The game mechanics cover these by simply adding levels to your normal Stats, or by making dice in normal Stats Hard or Wiggle Dice.

Next, there are *Hyperskills*. Like Hyperstats, these are modeled by adding extra or special dice to ordinary skills. They’re just more specific (and therefore cheaper) than Hyperstats.

Finally, there are *Miracles*. These are the uncanny powers that normal people just cannot do: It’s a difference of kind, not of degree. Anyone can lift some weight: Someone with a Body Hyperstat can just do a lot more of it. Similarly, someone with a medicine Hyperskill is just much more reliable at surgery than someone with a normal medicine Skill. However, no ordinary person can turn invisible or change metal into ice. Those are Miracles.

Superhumans

superhuman

\Su`per*hu`man\, a. Above or beyond what is human; sometimes, divine; as, superhuman strength; superhuman wisdom.

Webster’s Revised Unabridged Dictionary

The term superhuman covers a lot of distance in the world of the comic book— anything more capable than humanity is, by its very nature, superhuman. Aliens, Artificial life forms, Godlings,

Mutants, Super-normals, are all superhuman. Defining your character as simply “superhuman” in *WILD TALENTS* no longer cuts the mustard... What kind of superhuman?

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Talents from *GODLIKE* and *WILD TALENTS*

WILD TALENTS can be used as either an expansion for the world of *GODLIKE*, or as a superhero game all its own. *GODLIKE: Superhero Roleplaying in a World on Fire: 1936-1946* posits the existence of only one type of Archetypical superhuman: the Talent. Talents are people who can do the impossible, warping time, space and reality with the power of their mind alone.

Talents were, initially at least, limited in their impact on the world — they could detect and counteract each other’s abilities and very effectively cancelled each other out. Then Wild Talents — Talents immune to detection and counteraction by others of their kind — arrived, throwing the world in new and bizarre directions. If you choose to play in a *GODLIKE WILD TALENTS* campaign, where that future goes is up to you (see [page xx](#) for more details on building your own world of superheroes).

Wild Talents are effectively super-powerful versions of their predecessors, and should be built using the character creation section of this book. Wild Talents are immune to Will contests. Even more significant, Wild Talents actually change the world, their bodies and physical constants, and some can do so *permanently*.

The core rulebook for *GODLIKE* extensively details the beginning of the “Super-Age,” and the superhuman-filled war that followed. It can give a very solid starting departure point for GMs who don’t wish to construct their own world from scratch.

For more details on Wild Talents in the *GODLIKE* universe, please see *Part Four: A World Gone Mad* on [page xx](#).

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Common Superhuman Archetypes

Several common Archetypes make up the vast array of superheroes seen in the comic books. The Super-normal, the Alien, the Mystic... Sometimes, comic book characters are a combination of two or even three of these Archetypes put together. Feel free to build your own, or ignore them altogether.

Each Archetype is simply a conglomeration of super-powers totaled to a Will point cost. Sometimes the Archetype comes with a one-time benefit, (like a free language Skill at Brains level) or a lasting benefit (like the ability to buy powers at a reduced cost or permission to build anachronistic devices). Buy the package and you have all the powers, Hyperstats, Hyperskills and benefits, listed under that Archetype. You want to be an Alien? Spend 20 points for the package and go to town — you’re an alien.

The major advantage of the Archetype is that it *usually* reduces the cost of buying powers. A power “Attached” to the Archetype (that is, any ability or power inherent to the Archetype) is cheaper to buy than a normal power. The Attached Flaw (see [page xx](#) for details) reduces the cost of any power attached to an Archetype by $-1/-2/-4$ (if you have multiple Archetypes, you can only take this Flaw once per power). Since most powers are there *because* of the Archetype (for example the Godling has Heavy Armor because he’s a Godling) most powers are Attached to the Archetype.

It is possible to have multiple Archetypes, like Alien Godling, Super-Normal Anachronist, as long as you pay for both Archetypes.

Archetypes are only the foundation on which your character is built, in other words, you still have to choose Stats, Skills and super-powers, before he, she or it, is complete.

Also, keep in mind that you need not take an Archetype unless the GM requires you to — often, Archetypes are an effective game balance tool, allowing players who take more focused powers to stack up against players who take more versatile ones. If the GM decides there are no Archetypes in the game, everyone is simply assumed to be a “generic superhuman” — with a fluctuating Will Stat. It is recommended that if Archetypes are not used by one player, they should be discarded altogether — since this disparity will soon lead to imbalance.

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Building Your Own Archetypes

Archetypes are very easy to construct. Simply assemble the powers or Skills you want the Archetype to have, add up the cost, and you’re off to a good start. Some Archetype ability costs

are a bit difficult to figure out, so we've very clearly outlined them here. How much does it cost for an Archetype to allow the "Attached" Flaw? How about Customizable Stats? How about the ability to do something no one else in the world can do? Check the chart below:

Ability	Additional Point Cost to the Archetype
Powers may be Attached to the Archetype	5 points
No Will	5 points
Customizable Stats	10 points
Unique Ability or Condition (Equivalent to Anachronist, Mystic or Mutant)	30 points

Sometimes it helps to round the Archetype down to an even number, just to give the players a break. After all, if they're blowing a ton of points on an Archetype, who's really going to worry about 1 or 2 Will points? It's also sometimes easier to remember a point cost if it's simple even number. For instance, the Alien Archetype would be 22 points if we didn't round it down, but it's much easier to remember an even 20, than 22.

In addition, though some costs (like Skills calculated by halving Stats) should vary from character to character, for ease of calculation, just go with a flat cost — trust me, if it shaves time off character creation at the expense of 1 or 2 Will points — it's worth it.
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Alien (20 points)

You are a member of a non-human race (this Archetype is also good for designing mythical creatures and fantasy races as well). Just how Alien you want to be remains up to you to decide. Keep in mind that being *too* alien can be a problem, especially when things like oxygen burn your skin, blind you or otherwise interfere with you living... Unless of course you're playing in a game set on another planet.

Will points are treated normally for Aliens, but Stats are another matter. An Ulon-crustacean from Proxima V may not even understand the concept of Cool, much less have a Cool Stat. How do you calculate Base Will if an Alien doesn't have a Cool or even a Command Stat? Any Stat that does not fit your Alien's race can be dropped, and the points can be spent elsewhere. If Cool and Command are dropped, then you had better spend some of your starting Will on buying up your Base Will, otherwise, you have none! (If you do have 0 Will, character advancement is treated just as with Artificials, see [page xx](#) for more details).

Because you're not human, you are able to *choose* your hit locations during character creation. Want three legs? Your brain in your torso? Or to be a 12 foot slug? No problem. You are allotted 34 hit location boxes to build your hit location silhouette (the same as an average human). Box out your body as you like (see *Customizable Hit Locations* [on page xx](#) for more details).

Other modifications such as Heavy Armor, more Hit Location boxes, new Perception powers and individual HyperSkills and Hyperstats must be bought regularly, though they may be "Attached" to the Alien Archetype see [page xx](#) for more details.

Benefits:

Customizable: Stats (see above)
Customizable: 34 Hit Location Boxes ([see page xx.](#))
Skill: Native Language at Brains level
Skill: One Human Language at Brains-1 Level

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"But I don't have a Body Score..."

Roleplaying an Alien can lead to some very interesting rules questions. Since Aliens can choose to drop Stats which are integral to the game, what impact does this have on gameplay? Here are some guidelines for dealing with Alien Stats:

- *Aliens who don't possess a Body Stat* are immaterial and as such cannot interact with the physical world in any way, this includes any super-powers they possess — even mental ones. To interact with the world, they must purchase an Alternate Form through which they act — whether this is a host human body or a robot form doesn't matter, what does matter is that an Alien with no body and no power to bridge the gap between the ether and the earth are effectively unplayable. Any Body checks made against an Alien with no Body are made against either their Alternate Form dice pool or the appropriate power.

- **Aliens who don't possess a Coordination Stat** are completely immobile, unless they purchase a super-power that can transport them, or have a buddy to carry them around.
 - **Aliens who don't possess a Sense Stat** are completely oblivious to the world, and cannot act or react to any stimulus. Unless they purchase a super-power that can somehow observe the world, they are effectively deaf, dumb and blind.
 - **Aliens who don't possess a Brains Stat** are unplayable — you must have a Brains Stat — even if you are an Alien.
 - **Aliens who don't possess a Cool Stat** are completely immune to emotional stimulus, and are incapable of following even the simplest emotional cues. Such a creature might open fire on a six-year-old child because “it bared its teeth in a threatening manner...” Such creatures are completely immune to Cool+Mental Stability checks.
 - **Aliens who don't possess a Command Stat** have trouble not only understanding authority, but sometimes the *entire concept* of authority. For whatever reason the concept of leader and follower are completely lost on them.
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Artificial (20 Points)

You are not natural. Someone or something *made* you. Whether you're a robot or biological android doesn't really matter. Most Artificials are made in an unconscious imitation of their creator's race. Most Human Artificials have hit locations like a human, but are not always human like.

The major benefit (and drawback) of being an Artificial is that you have no Will points. No points may be spent on Base Will, and your Cool and Command are *not* added up to determine your Will, because, well, you have none. This renders you completely immune to psychic attacks like Telepathy, torture or other forms of psychological coercion. It also allows you to use your powers indefinitely (since your Will does not exist, it cannot technically reach zero) though you may not spend Will to expand the effectiveness of a power. If you possess an ability that requires Will to activate, you may activate the power, but only at the minimum level possible.

Having no Will is not as bad as it seems. On one hand, you are immune to emotions and other disturbing human baggage — you simply “don't get” such things. On the other hand, you are incapable of developing regularly, because you can never have any Will points to spend to raise your scores.

How do Artificials develop then? Besides gaining Experience points (which work normally), Artificials need help. Artificials can only develop normally with the help of other superhumans who gift them Will points. Whether this reflects a friend who teaches you about social interaction, or a Gadgeteer who builds a reflex amplifier for your central processor doesn't really matter. If someone who has the Will points spends them on you, your Stats, Skills and Miracles can improve. There's a catch, though: The guy spending the Will decides on the improvement. After all, he's the one installing the flamethrower in your chest. The corollary to this catch is that he can't give you anything that's not his to give. Someone with Martial Arts 4 can't teach an Artificial to have Martial Arts 5. And unless the tinkerer is a Hyperbrain or a Gadgeteer, he probably can't give you new Miracle powers (on the upside, if you are associated with such people, gaining new powers is much easier for you than a normal superhuman).

Because you're not human, you are able to *choose* your hit locations during character creation. Want five legs? Your brain in your right leg? Want to split your Brain into four parts and spread them about your body so it's hard to knock you out? No problem. You are allotted 34 hit location boxes to build you hit location silhouette (the same as an average human). Box out your body as you like (see **Customizable Hit Locations** on page xx. for more details).

Other modifications such as Heavy Armor, extra Hit Location boxes, new Perception powers and individual Hyperskills and Hyperstats must be bought regularly, though they may be “Attached” to the Artificial Archetype see page xx for more details.

Benefits:

Customizable: 34 Hit Location Boxes (see page xx.)
No Will

Anachronist (30 Points)

You are a scientist — a little bit Einstein, a little bit Edison, with a dash of Tesla mixed in for flavor. Locked in your laboratory for all hours, you can construct devices that beggar the

imagination of the world's most accomplished scientist — but the world wouldn't understand your creations.

With this Archetype, your character can build devices like jetpacks, laser-rifles and other machines beyond the realm of modern science. Whether you actually have the Gadgeteering super-power or a Hyperbrains Stat, it is a license to spend Will on constructing Anachronistic devices during game-play (such devices are super-powers linked to items, built using the rules found on [page xx](#)). The Anachronist Archetype is only your license to create anachronistic tech, not the *ability* to make anachronistic tech. It represents your lab resources — your access to the rare materials and tools needed to build, say, that De-Evolution Chamber you always wanted. The powers to *actually build it*, as they say, are each sold separately (see *Gadgeteering* on [page xx](#). and *Hyperbrains* on [page xx](#). for more details).

Because you are an Anachronist, you have a fluctuating Will statistic, like other superhumans.

Unlike some other Archetypes, no powers may be “Attached” to the Anachronist Archetype — any other power you possess (including the super-power that allows you to construct anachronistic machinery) is bought at normal cost.

The two free Skills (Identify and Disassemble Technology) allow you to identify and disassemble even the most bizarre devices, on this, or any other planet. The Disassemble Skill is especially useful — if you come upon another Gadgeteer's device, and you successfully make your Skill roll, you can disassemble it and gain the Will points used to construct it, adding them to your Will pool.

For more details on the impact of Anachronists in the game, see **Part Five: Super-Tech** on [page xx](#).

Benefits:

Permitted to Construct Anachronistic Devices

Skill: Identify Technology at Brains level

Skill: Disassemble Technology at Brains / 2 level

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Artificial Anachronist

It's possible to have an Artificial Anachronist character, if you want to spend the 50 Will to buy both Archetypes. You get the benefits of both Archetypes — and as a bonus, your “Disassemble Technology” Skill is at your Brains level, instead of half your Brains level.

Unlike most Artificials, Artificial Anachronists can gain Will on their own — but only by Disassembling Gadgets for the Will points used in their creation. You can spend Will points from such deconstructions only to improve Skills, Stats or Miracles that the device could perform. In essence, by taking apart others' works, you're able to incorporate their advances into yourself.

Example: Crusher Einstein, an Artificial Anachronist, disassembles a laser pistol that has 10 Will points in it. Since the weapon was duplicating the Harm miracle, Crusher Einstein can gain the Harm miracle if he builds a laser onto his chassis. Spending 10 Will points, he now has 2d in Harm. He could not spend those 10 Will points on Flight or Stats or anything else.

If an Artificial Anachronist is given Will by another character, that character decides how that Will is spent, as is usual for Artificials. Artificial Anachronists who are actually building things are limited to copying. They cannot truly innovate.

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Godling (60 Points)

You're not *the* God, but a god, surely. You are (at least) related to a divine entity of some sort, and have been exiled to spend your unnaturally long-life in the mortal realms. While you're not indestructible, you are certainly more resilient than most residents of the mortal realm. You have 50 Hit Location boxes to assign to your damage silhouette and a Heavy Armor rating of 1 on all locations (these may be increased normally).

You also possess a benefit most mortals don't have — an Indomitable Will. Your Will can never fall below 1, no matter the circumstance. If your Godling body is ever pushed to the brink of death, you have one last chance of escape not available to most mortals — you can dissipate your earthly form and return at a random time in the future, resurrected in perfect health — with your Base Will.

New powers, Extra Hit Location boxes, Hyperstats and Hyperskills are bought normally, though they may be “Attached” to the Godling Archetype at reduced cost (see [page xx](#) for more details).

Benefits:

Customizable: 50 Hit Location Boxes (see above)
 Super-Power: Heavy Armor 1 on all locations
 Super-Power: Second Chance 1 (see [page xx](#))
 Super-Power: Indomitable Will 1 (see [page xx](#))

Human+ (10 Points)

You are a human modified by science to be something more. Whatever the doctors (or accident) did to you, it gave you powers beyond the human norm, and left you searching for a reason to go on. What do you do with the powers now that you have them? Perhaps the agency that created you is still looking for you...

Humans+ can have nearly any super-power, and it remains up to you to decide precisely what your brush with science did to you. However, you never would have survived the experiment if it wasn't for your iron will, so you automatically gain +6 Base Will points (for the cost of 5). You are most definitely superhuman, so you have a fluctuating Will total.

New powers, Hyperstats and Hyperskills may be “Attached” to the Human+ Archetype see [page xx](#) for more details.

Benefits:

Will Bonus: 6 extra Base Will Points

Mutant (35 Points)

You are the next phase of human evolution. Whether this represents some sort of radiation induced change, or a beneficial genetic mutation matters very little — you are physiologically different from normal humans.

The evolutionary advancements you possess remain up to you to decide, but being a Mutant does have its benefits. Since you are a superhuman, you have a Base Will and fluctuating Will Stat. In addition, all super-powers are bought at an automatic reduction of -1/-2/-4 Will points. Count this as a Flaw called “Physical Mutation”, see [page xx](#) for details. In addition, Mutants' powers, Hyperstats and Hyperskills may be “Attached” to the Mutant Archetype, see [page xx](#) for more details.

This reduces the cost of many mutant powers drastically — the downside is that you're recognizably different from the rest of humanity, and can be easily identified as a Mutant. Some mutants are visibly different – transparent skin, huge glowing eyes, metallic purple hair and so forth. Others can only be identified as mutants by technologies like DNA tests and Geiger counters. Either way, if the authorities capture and identify you, your superheroic days are over...

Benefits:

Reduced Super-power Cost: -2/-4/-8 Will points from any super-power (this includes both the Attached to Mutant Archetype and Physical Mutation Flaw).

Mystic (30 Points)

You have discovered the secrets of magic. With the power of your Will you can breach the mortal realm and focus mystical energies to create numerous superhuman effects. You are a mystical gadgeteer, capable of creating super-powers by constructing “spells” — super-abilities which are only usable once. See *Mystical Manipulation* on [page xx](#) for more details. The Mystic Archetype is only your license to create mystical spell effects, not the *ability* to create mystical spell effects. The powers, like those of Anachronist, are each sold separately.

Unlike some other Archetypes, no powers may be “Attached” to the Mystic Archetype — any other power you possess (including the super-power that allows you to create mystical spell effects) is bought at normal cost.

Your transition from a normal human to a superhuman was caused by your discovery of the world of the supernatural — since that time, like “normal” superhumans, you have a fluctuating Will Stat.

In addition, you can buy a single mystical Artifact at reduced cost during character creation (you build this device just like a normal super-powered Gadget), with any number of powers.

Whether it is the lost diamond of Atlantis or the Shard of T'sharr, doesn't really matter — this mystical device possess super-powers that you may use. (See *Unique Focus* on [page xx](#). for more details).

Benefits:

Permitted to Create Mystical Spell Effects.

Reduced Super-power Cost: -3/-6/-12 for one Unique Focus (this includes both the Mystic's reduced cost and the Unique Focus Flaw cost).

Super-normal (5 Points)

You are exceptional at one or more skills — so exceptional you are considered superhuman by the rank and file of humanity. Whether your obsession is guns, bows or criminology (or all of the above), you have that Skill in spades, and are able to buy Hard, Wiggle Dice and dice and scores above 5 in any Skill, despite being an otherwise normal human.

Note that by being a normal human, you have no fluctuating Will Stat (unless you have another Archetype as well), only a Base Will. Advancement, then, can only be accomplished through Experience points, not Will points. There are some exceptions, however: Will points you gain during game play may be spent on your Hyperskills and buying off damage or super-attacks, but nothing else. You gain Will points from heroic actions normally, as well as rolling 10's on any Hyperskill roll. Being exceptional (though not truly superhuman) does have other perks — as a Super-normal you may purchase any level of the following super-powers (and the following powers only): Indomitable Will, Second Chance and Will Battery.

Hyperskills *may be* Attached to the Super-normal Archetype.

You are also able to buy any number of Gadgets during character creation as *Unique Foci* or *Restorable Foci* (see [page xx](#). for more details), which can possess *any* super-power. You don't need to be a Gadgeteer or even make a roll, simply build a super-power normally, link it to an item, spend the points, and you have your jetpack, laser rifle or sonic stunner.

Benefits:

Able to buy Hyperskills despite being a normal human.

Can purchase any number of Gadgets during Character creation.

Will: The Superhuman Fuel

The focus of the game is Will, the indefinable trait that drives superhumans forward. Some superhumans (such as Artificials and some Aliens) have no Will at all. Other superhumans like Godlings and Humans+ have an inordinate amount of Will. Normal humans have no fluctuating Will total, just a Base Will Stat.

Will reflects the superhuman's drive, resilience and power of self-belief. It is neither a wholly physical or mental trait, but a conglomeration of both. When your Will plummets to 0, every superhuman power you possess is cut in half, (this includes non-dice pool powers like Heavy Armor, Extra Tough and Go First). In addition, Hard Dice and Wiggle Dice in your super-powers become regular dice that must be rolled. But don't worry, your Will total eventually rises back up to Base Will levels, given enough rest.... that is, if you survive that long.

What Will is good for:

- Your super-powers are cut in half if your Will reaches 0 (unless you have no Will to begin with, that is). In addition, all Hard Dice and Wiggle Dice become regular dice until your Will score becomes positive.
- You can spend a point to "buy off" a point of Killing damage from any incoming attack (see [page xx](#)).
- You can spend a point to "buy off" a point of width from a Telepathic attack.
- You can spend a point to negate any instant kill attack (such as Disintegrate).
- You can risk half your Will if knocked unconscious to make a Body+Endurance roll to come-to. If you fail, you remain unconscious and lose the Will points.
- Whenever you use any superhuman ability, you must risk a point of Will (See Gaining Will and Losing Will, below). If you succeed at activating the power, you do not lose that Will point; if you fail, that Will point is lost.
- Many super-powers cost Will points to activate and use, as described under each individual power description.
- You can use Will for character advancement (see *Character Advancement* on [page xx](#)).

Gaining Will

Your Will rating increases by 1 point whenever one of the following occurs:

- You roll a 10 while successfully using one of your powers. Hard and Wiggle Dice do not count for this: It must be a naturally rolled 10 (this may seem unfair to those with Hard or Wiggle Dice, but since they succeed so much more often when they attempt an action, they tend to make Will points back in other ways).
- You roll matching 10's on any normal (that is, non-super) dice pool and use them successfully in the game.
- You wake up after a good night's sleep and your current Will is less than your Base Will.
- You successfully accomplish a non-combat goal (GM's discretion).
- At the GM's discretion, you may get a point of Will when you do something particularly spectacular and gratifying (if all the players cheer, you've probably made this one), or when you do something that really seems to boost your character's self-image.
- You voluntarily place yourself in harm's way to protect another being.

Your Will rating increases by multiple Will points whenever one of the following events occur:

- You subdue or kill another superhuman in combat. If you do this, you gain his Base Will Stat in Will points. (Note that killing is not necessary for the reward; it's the breaking of the enemy's Will to fight that matters). This total is divided by all superhumans who helped subdue the superhuman.
- Your power saves a person's life directly. If you do this, you gain that person's Base Will Stat in Will points. (Your GM may choose to double this reward in the event that you save a civilian non-combatant). If you save multiple people at once, you are awarded the highest Base Will from the group.
- If you're a Gadgeteer and you successfully disassemble another Gadgeteer's device, you gain the Will point cost for that device.
- If you're a Mystic and you "unweave" a magic item, you gain the point of Base Will stored within it. You must be a Mystic and choose to unweave the item to gain the Base Will Point, if you simply destroy the item, the Base Will point in it is lost.

Losing Will

In addition to spending it, your Will rating decreases whenever one of the following things occurs:

- If you fail a Cool+Mental Stability roll, you lose half your Will.
- If a personal tragedy occurs in your life (i.e. a friend dies violently etc...) you lose half your Will.
- If you fail to activate a super-power, you lose a point of Will.
- If you attempt and fail to save someone with your power, you lose their Base Will score in Will points.
- If you are subdued in combat by another superhuman or enemy, you lose half your Will.

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The Will Ceiling

The GM can set a "Will Ceiling" before the beginning of game play, which indicates the maximum amount of Will a PC can have at one time in the game. For example, if the Will Ceiling was 50 points, I could never have more than 50 Will points. Anything gained past that is automatically lost.

Usually, a good Will Ceiling is the Power Level two lower than what the PCs are playing in. For example, if the PCs were playing in a 300 Will Point game (Earth Shaking Entities), their Will Ceiling would be 200 points (two levels lower than them).

Note that Will totals change drastically during dramatic game play, and even the most Will rich character can suddenly find half (or more) of his Will gone after a single traumatic event.

If the GM chooses not to set a Will Ceiling, then there is no limit to the amount of Will points a PC can collect.

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The Gourmet or Cafeteria Approach

There are two ways to set up the super-powers for your character: there's the cafeteria approach and the gourmet approach.

The cafeteria approach is the easiest. You look at all the powers listed in this book and you buy the ones you want, modifying them with Extras (which expand their use) or Flaws (which restrict their use), as you see fit. It's easy, it's quick, you don't argue and the stuff is all there in black and white.

The gourmet approach is more complex, but it allows you to make up any reasonable ability a superhuman might have. Want to be able to remove the property of inertia from objects, or change the color of any object you can see? Talk it over with your GM, figure out a reasonable set of costs and buy it. This involves a lot of subjectivity on the part of you and your GM, so be a good sport if he won't give you everything you want. Think of it as the price you pay for creative control. See *Miracles for the Gourmet* on [page xx](#) for more details on the Gourmet approach to power construction.

Buying (and Promoting) Dice for Super-Powers

The dice, in order of cost (and notably, usefulness in achieving success in the game), are as follows:

Least Powerful	Most Powerful
Basic d10>	Hard Dice> Wiggle Dice

When you purchase your character's super-powers at the outset, it's pretty straightforward. You work out the cost of your powers, and then simply buy the dice you want (up to your point limit). Bear in mind that you really should leave some points unspent to put into your Base Will, or you're not going to have much Will to spend to begin with.

Example: Let's say you want to buy 3 normal dice (3d) and 2 Hard Dice (2hd) in Invisibility for your character. The Base cost of Invisibility is 4/8/16... or 4 Will points per die, 8 Will points per Hard Die, and 16 Will points per Wiggle Die. Assuming you have the points, all you do is spend $3 \times 4 = 12$ points for your 3 regular dice, then spend $2 \times 8 = 16$ points for your Hard Dice (If you wanted a Wiggle Die to go with it, just pay 16 more points and it's yours). The grand total would be $12 + 16 = 28$ Will Points.

Now, say you've been playing a while, and you want to improve your Invisibility. Want to buy more dice? No big deal — spend *twice* the basic cost per die and the regular dice are yours. But say you want to *promote* your Hard Dice to Wiggle Dice, or regular dice to Hard Dice? Here's how: all you do is find the difference between the dice's costs, double it, and pay the Will. To promote your two Hard Dice up to Wiggle (in the above example), you look at the cost for Hard Dice, 8 points; and the cost for Wiggle, which is 16 points. So you'd have to pay 16 points apiece for the two Hard Dice in your pool to become wiggling, or 32 points altogether. The same goes for promoting regular dice to Hard Dice; just pay twice the difference (this almost always works out to be the cost of the Wiggle Die in the same power).

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Is 10 Dice the Uppermost Limit?

The quick answer is yes — because if you roll more than 10d, you cannot fail but to get a match, and games are no fun without even the slightest possibility of failure.

However, this does not mean you can't have Miracles, Stats or Skills that cause damage and effects *higher* than 10d, only that you never roll more than 10d. There are two distinct options for players who want to be stronger, faster and more powerful than the 10 dice limit. You may want to skip ahead to *Building a Superhuman Character in WILD TALENTS* on [page xx](#), for a detailed

breakdown of how to buy and modify powers first — otherwise, skip this section and come back to it later.

Buying More than 10 Dice

So you want Superman-level fights where buildings are thrown about, tanks are used as shields and just two combatants level entire city blocks? No problem.

You'll remember the strictest rule in *WILD TALENTS* is you can never roll more than 10d at any time. This doesn't mean you can't *buy* more than 10 dice in a super-power. What's the use of buying more than 10 dice if they're never going to be rolled? Good question.

Dice above 10 increase your ability with Hyperstats, Miracles and Hyperskills. For example, someone with 12d in Body is stronger than someone with a 10d in Body. To find out the increase in range, size or strength of any Miracle, Hyperstat or Hyperskill, simply multiply *every* variable of the power (i.e. how much matter you can Teleport, your damage bonus, the number of hit boxes recovered after combat, how many animals you can Control etc...) by the extra dice above 10.

When your Hyperstat or Hyperskill exceeds 10d *on its own*, you are so powerful you discard the base Stat or Skill it is built upon.

Example: Harper has Hyperbody at 12d. This means he can lift a maximum of 20 tons and punches with a +8 Killing damage modifier. The extra 2d above 10 doubles Harper's maximum lift from 10 to 20 tons and doubles his damage bonus from +4 to +8. If he had a 13d Hyperbody, his maximum lift would be 30 tons and his damage bonus would be +12...

The important question is how you represent this difference if you never roll the dice? Easy: You never roll more than 10d, but each die above 10 offsets any penalties you may incur. (If you have 11d, you can only offset penalties with that extra die — otherwise it's the same as 10d).

Example: Tristan has a Hyperskill in Brawl of 14d. He wants to attack four different targets in one round with his power. No one ever rolls more than 10d, but Tristan's 4d extra offsets the -4d penalty for his multiple attacks. He gets to roll 10d and look for 4 sets.

There is a major limitation to this power however — though you may take Flaws for the power you buy up to 10d, dice over 10d must be bought at full price, even if that power is Attached to an Archetype (see page xx. for more details).

Example: The Slider has a Hypercoordination of 13d, with the Flaw Direct Feed, which reduces his power cost -2/-4/-8. But this reduction only counts on the first 10d of the Hypercoordination (making its cost 10 points), the last 3d, though they suffer from the same Flaw, cost full price (9 points).

Scaling Power Levels

Do you want your superhuman powers to be *extremely* powerful without buying more than 10d? The solution is simple, pay twice as much for the Hyperstat or Miracle, and everything about it is twice as powerful. Pay three times as much and everything about it is three times as powerful. Get it? (Hyperskills, since they are so limited, don't really require this modification).

Example: Buying 8d in Hyperbody at 6 Will points per die (instead of the usual 3 Will points per die), *doubles* the effectiveness of the Hyperstat. In other words, with this 8d (at double the cost) the tested lift is 4 to 8 tons (as opposed to 2 to 4 tons for a normal 8d). In addition, the character gains +2 wound boxes to his torso and limbs (instead of +1), and 4 extra points of Shock are shaken off after each combat (instead of 2). He punches have an automatic Penetration rating of 4, he can broad jump 16 yards (instead of just Body in yards), and leap 8 yards vertically (instead of half that).

There are several limitations however — the entire Hyperstat and Miracle must be purchased this way (not the Stat it is built upon, just the Hyperstat). In other words, you can't buy just one or two dice in this manner, and the rest at regular cost. The whole power has to be purchased this way (Hard Dice, Wiggle Dice and all). In addition, although the power *can* have Flaws, the Flaws can only reduce the initial cost of the dice, not the multiplied total. Even if that power is Attached to an Archetype the cost is *not* reduced (see page xx. for more details).

Example: Kineda has Telekinesis at 8d x5 with the Flaw Expensive, which reduces the cost -1/-2/-4. Since TK costs 5/10/20, he pays only 4/8/16 for the initial 8d (total 32 points). But when it comes to the multiplier, the cost is considered 5/10/20. He already has a single multiple of TK, so the x5 pump costs 40 (8d at 5 points a piece) points x 5 = 200 points.

Kineda's full TK power costs 232 points (32 points for the first 8d and 200 points for the x5 modifier). It can lift 20 tons, and causes 5 points of Killing damage on a successful attack roll.

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Hyperstats

Hyperstats are a little more expensive than Hyperskills because they're more broadly applicable. They're regular statistics such as Body, Coordination or Brains exaggerated to previously unachievable levels. Any Stat that exceeds 5 or has Hard Dice or Wiggle Dice in it is a Hyperstat. For a breakdown of each level of an individual Hyperstat see [page xx](#).

To determine the total level of your Hyperstat, add the dice of your Hyperstat to the dice of the Stat of the same name. If your power fails, your Hyperstat vanishes, leaving the Stat at its base level (this is a good way to simulate the loss of powers which are removable, like mutant powers or mystical abilities).

Flaws can only be applied to a Hyperstat, not the cost of the regular underlying Stat.

Hyperstats Table	
Die Type	Point Cost to Purchase
Each Die	3
Each Hard Die	6
Each Wiggle Die	12

Hyperskills

Hyperskills are normal Skills increased to inhuman levels of accuracy or speed.

Having superhuman-sized levels of a given Skill does not expand what you can do with the Skill. It just expands how well you can use it.

There is one special case, and that's when you have a very high Hyperskill and you're using that Skill twice in a given time period. (The most common example would be that you have a Hyperskill in Brawl and you're trying to hit two people instead of one. Or it could be that you've got two phone lines and you're using a Hyperskill in Leadership to give commands to two different groups in two different situations). Ordinarily, you'd lose a die out of the pool and try to make two pair. If you have the Skill (Brawl or Leadership, in those examples) at 7+, you don't take the one die penalty. This only works when you're doing the same thing twice, or when you're combining two superhuman-sized Skills.

Hyperskills Table	
Die Type	Point Cost to Purchase
Each Die	2
Each Hard Die	4
Each Wiggle Die	8

Example: Razor Arrow has Coordination 3, Dodge 2 and Bow 7. If she decides to shoot two people in a round with her bow, she rolls 10d and looks for two pair. If she tries to attack one thug and then dodge, she rolls the smaller dice pool (Coordination+Dodge, 5 dice) with a 1-die penalty. If she had Dodge 7, she could attack once and dodge rolling 10 dice, because both of those Skills are at a very high level.

Miracles

Since there's no skill for "Shoot Fire Out Of Your Mouth," what do you do if that's your character concept?

Easy. You create a Miracle called "Shoot Fire" and buy dice in it with your Will points. Since shooting fire is really only a variation on "Harm," you buy up the ability with the guidelines for that power.

The downside of Miracle powers is that there's no Stat that governs (for instance) the ability to change into an animal. So, your dice pool is equal to your Miracle Skill and that's all. It's probably a good idea to buy at least two dice, though some powers are useful with only a single die.

Miracles for the Gourmet

Not all Miracle powers are created equal, of course, and there are always those who like to come up with their own ideas rather than to pick from a list. The ability to change into a wolf is clearly inferior to the ability to change into any type of animal at all. To figure out the cost of a Miracle, you need to figure how powerful, versatile and reliable it is. Thus, powers can have up four basic qualities: Attacks, Defends, Robust and Useful Outside of Combat.

Powers can further be modified with Extras (which expand its usefulness and increase its cost), and Flaws, (which restrict its usefulness and reduce its cost). These details are described below, so for now, let's look at the base costs.

The math for powers works out like this:

To begin with, buy the basic dice for the ability:

Miracle Table: Purchase Cost	
Die Type	Point Cost to Purchase
Each Die	1
Each Hard Die	2
Each Wiggle Die	4

Then determine the qualities the power has and add those costs to the base cost.

Miracle Table: Quality Cost			
Quality	Cost per Die	Hard Die	Wiggle
Attacks?	+1	+2	+4
Defends?	+1	+2	+4
Is it Robust?	+1	+2	+4
Useful outside combat?	+1	+2	+4

Example: You're designing a power that Defends, is Robust, and Useful Outside of Combat. The math looks like this: Base cost is 1/2/4 for the dice themselves; add in another 1/2/4 for Defends, another 1/2/4 for Robust, and finally 1/2/4 for Useful Outside of Combat. This all adds up to 4 points for a Regular Die, 8 points for a Hard Die, and 16 points per Wiggle Die. Got it?

Let's say you want to buy 2 regular dice (2d), 1 Hard Die (1hd), and 1 Wiggle Die (1wd) in the above power. Since the power's Base Point Cost is 4/8/16, it's easy: 2 regular dice cost a total of 8 points. 1hd costs 8 points for another 8 points to the cost, and finally, 1wd costs 16 points, naturally. The final cost is: 8+8+16=32 points in all.

Qualities

Here's what those qualities mean.

Attacks?

This is self-explanatory. If the power, by itself, does damage or increases your ability to do damage, it's an attack power.

Defends?

Again, this is pretty simple. Does the power make you better able to survive attacks, either by making you harder to kill or harder to hit in the first place? If so, it's a defense power and it allows you to use the dice pool of the power to "Gobble" dice from an attacking set (for more details, see *Using Powers Defensively* on [page xx](#)).

Robust?

A power is Robust when it's difficult for others to interfere with its operation. If there are no significant limitations to when or how you can use a power, it's Robust. A power may have many different levels of robustness, or lack thereof. Each Extra bought for the power increases its robustness; each Flaw taken lessens its robustness.

Example: Michael wants his character to be able to create invisible "Psychic Artifacts," telekinetic devices that imitate real-world items like guns and such. He chooses the super-power Psychic Artifact that has the Qualities of Attacks, Defends, Robust and Useful Outside of Combat; this gives it a point cost (including the base dice cost of 1/2/4) of 5/10/20. Pretty expensive. Michael decides to cut down the cost by making his power usable only when in a state of deep concentration — making it far less useful, and far less Robust...

Robust also gives your power a little more resilience in the face of damage (see *Super-powers, Concentration, and Damage* on [page xx](#) for more details). When you take damage while using a Robust power, it doesn't automatically fail unless you are knocked unconscious.

Useful Outside of Combat?

This is a bit of a catch-all. If it doesn't attack and doesn't defend, it probably gets a point here. Otherwise, there's not really much reason for the power to exist, is there?

Example: Levitation is Useful Outside of Combat, but unless it's very fast (which would be a different power), it confers no spectacular attack or defense abilities. Having levitation that doesn't depend on some particular activation quirk - for example, only being able to levitate while holding your breath - makes the ability Robust. Therefore, with two qualities (including the base point cost of 1/2/4), Useful Outside of Combat and Robust, levitation costs 3 Will Points per die, or a Point Cost of 3/6/12.

Individual campaigns and individual GMs are going to have different opinions about when a power becomes an "attack" or a "defense" or when it's "useful outside combat."

Here's an easier breakdown that takes into account the cost of each die and the power qualities. These are the costs when you're buying a die cold. Don't use these when you're promoting a die you already have.

Quality Table			
Qualities	per Die	per Hard Die	per WiggleDie
Only Attacks	2	4	8
Only Defends	2	4	8
Only Robust	2	4	8
Only Useful Outside Combat	2	4	8
Attacks and Defends	3	6	12
A&D and UOC	4	8	16
A&D&UOC and Robust	5	10	20

Extras

Extras are additions to your power that expand its usefulness. For example, making your lightning attack armor piercing would make it more useful in combat. That's an Extra; it raises the cost per die since it expands the power's usefulness. You can have any number of Extras, provided you can afford them with the number of Will points provided during character creation.

The simplest way to create new Extras is to negotiate with your GM by sharing concepts and settling on a few ideas. Or you can determine just what the new Extra allows the ability to do and add the appropriate quality costs from the Miracle qualities table. To use the example above of an armor piercing lightning attack, this would be like the addition of a new "Attacks" quality (since it can now effect a broader class of targets) and would add an extra +1 per die, +2 per Hard Die and +4 per Wiggle Die.

These point costs are cumulative. So, generally speaking, the more Extras a power has, the more expensive it becomes.

If you use the *Scaling Power Levels* option on [page xx](#), Extras are always added into the dice cost *before* multiplying the power to determine its final cost.

Some sample Extras, to get you started, include the following...

Always On (+1/+2/+4)

Your power is on all the time. This is especially useful for defensive powers, since it means that you're protected against surprise attacks. The major drawback is, of course, that you can't consciously shut it off.

Archetype Assassin (+1/+2/+4)

Your power is particularly effective against one of the Archetypes, for whatever reason. Perhaps your biological spores are more deadly against Aliens. Maybe your Electro-Bolt does extra damage to Artificials. Maybe calling your sword "Godkiller" isn't hyperbole. In any event, when you're attacking targets of your chosen Archetype, your attacks gain Penetration 2 and do an extra point of the appropriate type of damage.

Doubler (+2/+4/+8)

When activated, this Extra doubles *all* your power's effects without doubling the Will costs (if there are any). The downside is, you take a point of Shock damage to the head (or to one of your brain boxes, if you're non-humanoid) each round you use it. This Shock damage must be healed with bed rest, it is not 'shaken off' at the end of combat.

If you fill your head (or whatever) with Shock damage, you fall unconscious and lose all your Will points.

Endless (+1/+2/+4)

The power may be used indefinitely. Once successfully activated it may remain on until such a time that you become distracted or injured. (If the power does not really require an up to the minute conscious control, such as levitation, the power can remain on even when you are asleep!) If you are invisible, you can stay invisible without any effort. If you can fly, you can stay in the air for days, weeks or even months.

If the power has a Will cost, you must pay it each time you turn the power on, but otherwise, you only pay it once.

Engulf (+5/+10/+20)

Your attack power inflicts its damage on all the hit locations on a target – when you successfully hit the target, that is.

Friendly Fire (+2/+4/+8)

This Extra is a godsend in close combat. Your power affects only your enemies, not friendlies or neutral parties on the battlefield. Whether this means your attack zigzags around a good-guy and then hits the enemy, or passes straight through a friendly without any effect, remains up to you.

Killing Machine (+1/+2/+4)

This Extra is a very particular one for the Hyperbody Hyperstat. With this Extra, your hand-to-hand attacks are *not* limited to your Coordination score in width. For instance, if you had Coordination of 3 and a Hyperbody of 10d, and you rolled a 5x8, you'd usually be limited to a width of 3 for initiative purposes — but with this Extra, your width would be 5...

Locked On (+4/+8/+16)

Your attack power "locks" onto any target you can see with a single successful attack roll. From that point on, unless you choose to roll again, you may hit that target over and over again in the same place for the same amount of damage as your initial roll — as long as you can see it.

Lifter (+2/+4/+8)

Your power can lift or move *much* more weight than usual, ten times as much for each level purchased (for example, to lift 100 times as much weight, you'd take Lifter 2 for a +4/+8/+16 cost). If you have Hyperbody and one level of Lifter, you can lift *ten times* as much weight as someone with your level of Hyperbody, buy it again and multiply your maximum lift by 10 again... Damage and other effects associated with the power do not change. This Extra only affects powers that lift (such as Telekinesis or Hyperbody), not those that Transform, Transmute, Disintegrate or Transport.

No Inertia (+2/+4/+8)

This allows the power to cancel inertia on its target. For example, a Hyperbody superhuman could use his great strength to stop an oncoming truck without being knocked back or even needing a grip; his touch would cancel the momentum of the truck at the instant of contact. This effect only lasts as long as the superhuman is touching the object.

No Leverage (+2/+4/+8)

This Extra makes the power require no purchase or actual leverage to gain a hold on an object. This has the effect of negating considerations of bulk, size or support; a superhuman with this Extra on his Hyperbody could grab the corner of a tank and flip it over, even though his mass is much, much too small to affect the tank. This effect only lasts as long as the superhuman is touching the object.

No Upward Limit (+2/+4/+8)

The power has no upward limit. You can potentially lift, Teleport, Transform or otherwise affect any amount of material or number of people. Every 5 Will you spend doubles the limits on your power. However, this doubling lasts only one combat round for every 5 Will points spent.

Example: You have a Body of 10 with a No Upward Limit Extra. You attempt to lift a tank that weighs 40 tons, but your Body score only allows 10 tons to be lifted. You spend 10 Will points – 5 to double your limit to 20 tons, then another 5 to double that to 40. You can lift the tank for two rounds. If you spent 20 Will, two more doublings would let you lift 160 tons for four rounds.

No Weight (+2/+4/+8)

This Extra renders the subject of your power effectively weightless. A superhuman with a Body Stat of 8 (with the Extra of No Weight) who was lifting a car, could carry that car anywhere as if it weighed nothing, nor would it have any effect on the supporting surface he was walking on! Imagine a superhuman picking up a tank, then leaping onto a boat with it... without sinking the boat. This effect only lasts as long as the superhuman is touching the object.

Reflexive (+2/+4/+8)

Your power reacts to dangerous conditions automatically given a bare minimum of stimulus. Direct observation is not necessary on your part. It is enough to know you are in danger, the power does the rest. For example: Telekinesis automatically activates to deflect bullets because your subconscious mind hears the gun cock a second before it is fired.

When under surprise attack (if you have this Extra and the Defends quality), you get a free defensive roll at –1d against that incoming attack.

Unconscious (+1/+2/+4)

Your power works to protect you even if you are unconscious or asleep. You may not like what it does, but it attempts to keep you alive in situations it deems dangerous. The exact outcome of such incidents is up to the GM to decide. Of course, you can use it normally when you want to.

Flaws

One way to reduce the cost of your power is to restrict its use. Telekinesis is a power with four qualities (Attacks, Defends, Useful Outside of Combat, Robust), so it costs 5 points per die. Telekinesis that only works when your shadow falls on the object has a restriction: It is less Robust; it now costs only 4 Will points per die. If you limit it further - saying that the strength of the telekinesis depends on the size of the shadow - then the power is even less Robust, which can make it cheaper still. The next sentence is the most important one in the Flaws description, yet somehow it seems to get overlooked, so I'll put it in bold: **Flaws can only modify dice to a minimum cost of 1 point per die, 2 points per Hard Die and 4 points per Wiggle Die.**

The simplest way to create new Flaws is to negotiate with your GM. Or, you can determine just what the new Flaw prevents the ability from doing and subtract the appropriate quality costs from the Miracle qualities table. Generally, the more flawed a power is, the cheaper it becomes. Often Flaws simply offset the qualities that make a power expensive. (If a power only works when the superhuman is emotionally tranquil, that gets rid of the "Attacks" and "Defends" qualities right there). These minuses are cumulative.

Some sample Flaws to get you started include the following

Allergy (Variable)

You are Allergic to some substance — exposure to it is enough to incapacitate, or if powerful enough even kill you. To determine the point reduction of your Flaw consider the following:

Commonality of Substance	Incapacitates/Kills
Substance in common (grass, air, people) -3/-6/-12	(-1/-2/-4) (-2/-4/-8)
Substance is rare (diamonds, chlorine) -2/-4/-8	
Substance is exceptionally rare (an alien ore, Neutronium) -1/-2/-4	

If you have a power that is Always On, this Flaw *must* be attached to that power. When you are exposed to an Incapacitating Allergy you suffer 1 point of Shock to your torso per combat round when you come within 10 feet of the substance for as long as you are exposed to it. If your torso is filled with Shock, all your physical Stats are reduced by 4 for the sake of rolling only.

If you are exposed to a Killing Allergy, the same effect occurs, except you suffer a point of Killing to your torso per round of exposure, and all your physical Stats *are reduced to 2* for purposes of rolling.

Example: The Raven has a Killing Allergy to raw iron (this counts as a common substance -3/-6/-12, and it's Killing for an additional -2/-4/-8, for a total of -5/-10/-20.) When exposed to raw iron, the Raven takes 1 Killing point of damage to her torso per round, and all her physical Stats are reduced to 2 until she can escape the area of effect.

Attach (-1/-2/-4)

Your power is linked to another power, and cannot be used unless that other power is also being used. For example if your Super Speed is attached to Flight, you can only use Super Speed while flying. The reason this is a significant Flaw is that if the main power fails (due to Will problems or injury), the attached power fails as well, automatically.

There are two limitations to this Flaw. For one, the main power *must* have all the Qualities found in the attached powers, or else it cannot be attached at all — the one exception is when you choose to Attach a power to an Archetype. Any power, Hyperstat and Hyperskill can be Attached to an Archetype.

Example: Raven has the Miracle Flight with the Qualities Defends, Robust and Useful Outside of Combat. She can't Attach a power to it which Attacks, since the main power does not have the Attacks Quality. She *can* Attach any power to it which Defends, is Robust or Useful Outside of Combat (or all three) to her Flight Miracle, since her Flight Miracle has those Qualities. If Raven was a Godling however, she could Attach *any power* to her Godling Archetype.

The second is a power can only be Attached once. That is, you cannot Attach a Miracle to your Archetype and then another Miracle, it's one or the other.

Backfires (-2/-4/-8)

Every time you use the power, you take a point of Killing damage to your torso (or whatever you're using as your core Hit Location).

Can't Hurt People (-2/-4/-8)

Your power can't target people at all — superhumans *are* included in this restriction, but Aliens, Artificials and other non-humans are not (unless you have become acclimatized to them).

Direct Feed (-2/-4/-8)

You lose the Width of your power's activation roll from your Will point total. The better you roll, the more you lose. If your power is just a point total (like Heavy Armor or Go First) you lose *that* number from your Will total every time it is used.

Expensive (-1/-2/-4)

Instead of risking an initial Will point to activate the power you have to spend a point of Will. If you fail at your activation roll, you lose 2 points of Will (the one you spent, and one for failing to activate the power).

Full Power Only (-1/-2/-4)

You can fly super fast, but drop out of the air when you attempt to slow down even a little bit. (Landing is a bitch). You can punch through a brick wall, but you tend to rip car doors off just getting in and out of a vehicle. This Flaw only works on powers where it would be a Flaw, so no, you can't take it for powers like Heavy Armor or other powers where full power only would be an advantage. As usual, the GM has the final say.

Glow (-1/-2/-4)

When you use your powers, your body glows for the Width of the activation roll in rounds (in combat) or minutes (outside of combat). While you're asking yourself why this is a Flaw, consider the following question: Who would you shoot at first, the regular guy on the street or the glowing guy?

Go Last (-2/-4/-8)

Your power, no matter what you roll, always goes last in combat.

If/Then (-1/-2/-4)

Your power's activation is linked to the success of another Miracle, Hyperskill, or Stat, and cannot be used unless that other power successfully hits its target — if it fails, the power does not activate. For example if you had an 8d Harm Power If/Then linked to your Body+Brawling Skill, your Harm power would only activate on a successful Body+Brawling roll.

On a success, the If/Then super-power's dice pool is thrown during the Resolve phase of combat (just like Area dice). This means that once it activated it effectively can't be Dodged (since everyone would have rolled their Coordination+Dodge already) but don't worry, the activator (that is the Miracle, Hyperskill or Stat it is linked to) can be Dodged normally in combat.

Loopy (-2/-4/-8)

After you activate your power, you can't take another action for five minutes, or until you make a successful Cool+Mental Stability roll. Your power disorients and confuses you — without this successful roll, you wander around in a stupor...

Loud (-1/-2/-4)

Your power makes an incredible and quite distinctive racket, audible for many hundreds of yards.

Mental Strain (-2/-4/-8)

Every time you use your power, you take a point of Shock damage to your head (or to one of your brain boxes). If you use it too much, you're knocked unconscious. This Shock damage is healed only with a successful roll against Body (it is not "shaken off" like most other Shock damage).

Mystical Weakness (-2/-4/-8)

You are susceptible to magical attack while using your power. All damage from mystical sources automatically breaches whatever armor you might have, and does maximum damage — if it hits, that is. You can only take this Flaw once, and if you have a power that is "Always On," you must take it for that power (so that your "Mystical Weakness" is Always On as well).

Nervous Habit (-1/-2/-4)

The power will not work unless you can perform some physical or mental ritual (i.e. wringing your hands, reciting a poem in your head). Nothing you do can change this. No ritual=no power.

No Physical Change (-1/-2/-4)

The power, despite what it appears to do, causes no physical changes in your body or the environment. If you are invisible, you are only invisible in the minds of those who might observe you. If you "turn into" a wolf, you still leave behind human footprints.

Peace of Mind (-2/-4/-8)

You must be in a certain mental state to use the power (i.e. angry, scared or happy). The GM judges your mental state. If you are not in your particular mental state, your power does not work.

Physical Mutation (-1/-2/-4)

Your powers are the product of a genetic mutation. Your body and physiology are different because of this. In other words, your powers are most definitely physical (i.e. if you're a superhuman bruiser, you're a hulking giant, if you're a mutant psychic, your brain is abnormally large). This is a Flaw because if science gets its hands on you, dissection is a likely outcome...

Psychic Signature (-1/-2/-4)

Whatever power you possess leaves an obvious and permanent psychic signature behind. With this signature, any psychic with the appropriate power can locate you and lock on to your mind automatically (as long as you are in range). Of course, you can resist such attacks normally.

Restorable Focus (-1/-2/-4)

Your power is housed in a difficult to obtain object. If your Restorable Focus is destroyed, the power that it contains is unusable until a Focus similar to it can be obtained — the power is not gone, only inaccessible. To reflect the difficulty in finding an exact enough match to replace your Focus, the GM may require you to expend up to half the Will points of the power lost in the destruction of the Focus. Once these points are spent, you have located a replacement Focus and can use your power normally again.

Shocking! (-3/-6/-12)

Whatever damage your power causes, you take it as Shock damage to your body (on whatever hit location the attack emerges from). If you hit a target for 3 Shock and 3 Killing points of damage with a burst of energy from your arms, you would suffer 6 Shock points of damage to your arms.

Short Duration (-1/-2/-4)

The effect of the power wears off after a number of combat rounds equal to the width of the activation roll. (Obviously, you can't take this with super-powers that have permanent effects. If you take this with an attack power, all the damage it does vanishes after the time's up. Characters "killed" by a short-duration attack were really only unconscious).

Shy (-3/-6/-12)

The power does not work in the presence of anybody. You must be alone and unobserved to use it.

Slow (-1/-2/-4)

This Flaw can be taken multiple times; each time it is taken, it extends the time necessary to use your power by 1. In combat, this is measured in rounds; non-combat, in minutes.

Susceptibility (-2/-4/-8)

You are susceptible to some sort of item, element or attack while using your power. All damage from that source automatically breaches whatever armor you have, and does maximum damage (that is, as long as it gets a single set, all the other dice in the pool are counted as sets)—if it hits, that is. You can only take this Flaw once, and if you have a power that is "Always On," you must take it for that power (so that your "Susceptibility" is Always On as well).

Uncontrollable (-3/-6/-12)

The power has a mind of its own. Once activated with a successful roll, the GM determines what the power does, or does not do. You can shut it off, but only on another successful roll that beats the activation roll. Here's the kicker: If you have Hard Dice *you have to roll them*. Unless they come up 10's the power continues to randomly flail about. Wiggle Dice work normally.

Uneven (-2/-4/-8)

Your power sometimes becomes weak for no discernable reason, at the GM's discretion. It doesn't fail, just loses matches out of its set to a minimum success.

Unique Focus (-2/-4/-8)

Your power is housed in a unique object. If that object is destroyed, the power that it contains is gone forever. This is a good Flaw with which to model *unique* Gadgets and mystical objects. You can only take this Flaw on an object that, if destroyed, (obviously) cannot be recreated at all. Gadgeteers and Mystics may take this Flaw on items they are constructing, but if they do so, and the device is destroyed, they may never build that particular arrangement of powers, Extras and Flaws again.

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Miracles and Power Stunts

If you wish to keep complexity in your game to a minimum, you can just roll against the Miracle dice pool for any use of your super-power to determine its level of success, or you can add Power Stunts to your game.

Often Miracles are very general powers that can accomplish different things. For example, telekinesis is useful in many situations. With it, you might hold an attacker at bay, pry open a door, or contain an explosion. Using a Power Stunt, you can specialize in a particular application of a super-power. When you use your Miracle for a basic task (i.e. you try to lift something with telekinesis,) you simply roll your Miracle's dice pool. But if you want to do something specialized and you have a Power Stunt that covers such an action, you roll the Power Stunt Skill level in addition to your Miracle dice pool. Power stunts are like Skills for superhuman abilities.

In some cases, Power Stunts apply even when it doesn't seem to make sense. A superhuman might, for example, take a Power Stunt governing fine telekinetic manipulation. If that superhuman simply wanted to pick up the whole telephone, he would roll his base pool. However, if he wanted to pick up the receiver and dial it, he would roll his base pool plus his Power Stunt. This means he would have a better chance of accomplishing the more complicated task. Why is this? Possibly, it has something to do with the mental focus of the superhuman phenomenon. Imagining the task in the detail required to dial might focus the superhuman's attention more firmly than the vague desire to simply lift the phone.

Example: Raptor has a 7d Area Harm attack and is trapped in a cave in along with some hikers. Although he remains immune to the effects of his own power, Raptor is concerned that his energy blast will kill the people trapped in the cave with him if he attempts to clear the rubble. But Raptor has a Hot Hands Power Stunt at 3d which allows him to activate his power to the point where his hands become blisteringly hot, without the full explosive effects of his power activating. Raptor places his hands on the boulders, rolls his 5d Area Harm+3d Hot Hands stunt and gets a 3x5 — the boulder begins to melt under his touch.

What is the difference between a Power Stunt and an Extra? Good question. A Power Stunt is something learned through practice with a power; an Extra is an inherent trait of the power. Also, Power Stunts tend to be very specific, while Extras tend to be very general. Power stunts never allow you to develop a new power; they only allow you to use your existing power in new ways through practice.

In rules terms, this means Power Stunts are bought with experience points, instead of with Will points. You can only buy Power Stunts with experience, so you can't start play knowing them. Power Stunts, like normal Skills cannot be bought past level 5.

Like Skills, Power Stunts are connected to an individual Hyperstat, Hyperskill or Miracle and may only be used with that particular Hyperstat, Hyperskill or Miracle.

Example Power Stunts

A few example Power Stunts are provided below to get you started.

Fine Control

Add the Fine Control Power Stunt to your Miracle dice pool when you are attempting to limit the effects of your power; whether reducing damage, speed, or any other effect of that ability. If you successfully match, you can discard any amount of damage, speed or effect your power produces.

Focus

For every round you pause to concentrate on your power, you can add one of your Focus dice to the roll.

No Pressure

When using your power under friendly circumstances, free of any pressure, you add your No Pressure pool to your Miracle dice pool. This reflects the joy you find using your power when your life is not on the line. Combat or stress of any type negates the possibility of using this Power Stunt.

Under Pressure

You've grown accustomed of pushing your power to its very limits when under stress. When in combat, add your Under Pressure dice pool to your Miracle dice pool. However, only the adrenaline of severe stress allows you to push your power limits, and this ability cannot be used without it.

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Fifty-Four Pick Up

The following 54 powers are "cafeteria" style Miracles, ones you can pick and choose ready-made. This is useful for those of you who don't want to construct your own powers, or who want to get some ideas on how powers are built before setting pencil to paper.

As presented, these Miracles are in their most basic form. Feel free to modify them by removing or adding Qualities, Extras and Flaws as you see fit. The examples listed with each power are by no means the only Qualities, Extras, Flaws available with the power, please make up your own!

Absorption**Qualities**

Attacks, Defends, Robust, Useful Outside of Combat.

Absorption Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

Absorption is a very useful power: It allows you to store and use the qualities of a certain substance or energy type without suffering any ill effects. With all four qualities, Absorption is extremely powerful. Choose what your Absorption covers from the chart below and modify its cost accordingly:

Absorption Table: Type Costs

Cost Addition	Frequency	Absorption Covers (Pick One):
Die/Hard/Wiggle		
+5/+10/+20	All the Time:	Any type of attack or substance (psychic, energy, physical, any substance etc...)
+4/+8/+10	Common:	A single class of attack or substance (energy only, metal only etc...)
+2/+4/+8	Regular:	A narrow class of attack or substance (guns only, concrete only etc...)
+0/+0/+0	Uncommon:	A very narrow class of attack or substance (radiation only, cyanide only etc...)

Absorption with the Attacks quality allows you to "release" an absorbed attack back at an enemy with a successful Absorption dice pool roll. If you have Wiggle Dice in your Absorption pool, you can choose to release any level of the attack you absorbed.

The Defends quality allows you to both absorb a specific incoming type of attack (determined at Character creation), and dissipate it without harm to your body. You can store the attack in you indefinitely, until you choose to release it, dissipate it, or you are hit by another attack.

The Useful Outside of Combat quality allows you to absorb the qualities of a substance (like absorbing the Heavy Armor of concrete or the resiliency of Rubber). On a successful roll against your power, expend 1 point of Will for each point of the quality gained. For example, if you Absorbed the qualities of 3" thick Steel Plate, which has a Heavy Armor rating of 6, you'd have to spend 6 Will points and make a successful Absorption roll to gain Heavy Armor 6. These qualities last for a number of minutes equal to the width of your Absorption roll.

Example: The Sponge wants some insurance before tangling with the minions of the Destroyer of Worlds, so he grabs on to a National Guard tank, and absorbs the armor plate with a 3x8 roll. The Armor has a Heavy Armor rating of 9, and the Sponge spends 9 Will. For the next 3 minutes, his entire body has Heavy Armor 9.

The Robust quality allows you to use your Absorption under nearly any conditions.

Using Absorption defensively works as a defensive Gobble, just like Dodge — you must announce during declaration that you're choosing to Absorb an attack, and you cannot do anything else that round unless you take a multiple actions penalty. When you're hit by any physical attack, roll your Absorption. If you beat the width of the attack, or match the width *and* beat or match the height, you successfully absorb the attack. If not, you're hit normally. Write down the width and height of the attacking roll, because when you release the attack, you use that result instead of your roll to determine the speed and damage of the Absorbed attack.

Example: Unfortunately, four minutes later, the Sponge is struck by a Destroyer Robot for a 3x10 attack. He makes his Absorption roll handily with a 4x10, successfully absorbing the immense kinetic attack, like, well, a sponge.

The next round he rolls his Absorption of 9d to release the attack back on the robot, and succeeds with a 2x5. But, since he's releasing the Destroyer's attack from the previous round, his attack is counted as a 3x10, not a 2x5. If the Sponge had any Wiggle Dice in his Absorption pool, he could choose to release any attack from 3x10 downward — in other words, he could control how much energy would be released.

There is one exception to this declare first defensive Gobble rule and it's this — if you have a Wiggle die (or dice) in Absorption, your power *automatically* kicks in when you're hit by a phenomena covered by your power. This is better than the "Always On" Extra in that the power only activates when necessary — it knows when you're under an appropriate attack and reacts automatically... It also allows you to perform multiple actions and still use your power — though normal penalties still apply.

Example: If the Sponge is hit with an attack and doesn't declare during that round he's attempting to absorb it, he takes damage, even if his power would usually negate it. If the Sponge had even a single Wiggle die in his Absorption power, however, his ability would *automatically* activate to absorb any attack covered by his power.

Extras

To the Limit (+2/+4/+8): If an incoming attack exceeds the height or width of your Absorption roll, you can, at the cost of 4 Will points per point of height or width, buy up your roll, to make your Absorption Gobble succeed.

Flaws

Unconscious Release (-2/-4/-8): The width of your Absorption Gobble indicates how many combat rounds you can "hold in" the absorbed attack. After that, it releases, inflicting its damage on everyone within 10 yards.

Aces

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Ace Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10

You are stupidly lucky. Things just tend to go your way. If you so choose, you can roll your Aces dice pool in addition to the normal dice pool for any of your actions; be it a Skill, Stat or power (the 10 dice maximum still applies of course). You may then choose the dice you wish from both pools and combine them into one matching set. Furthermore, you can decide whether to add your Aces dice *after* you see what you've already rolled.

Now for the bad part: Aces is expensive; sometimes *very* expensive. Every Aces die thrown costs 1 Will point, every Aces Hard Die thrown costs 2 Will points, and every Aces Wiggle Die thrown costs 4 Will points. No action supported by the Aces power ever yields a Will reward, no matter the circumstances. So even if you roll a 10 with your Aces, you don't get the 1 Will point reward you would normally get for the use of almost any other power.

You may, if you wish, roll only part of your Aces pool. For instance, if you're trying to conserve Will, you might only spend 1 Will to roll a single die, instead of rolling all the Aces dice at your disposal.

Example: The Shriek has Aces at 4d and Body+Brawl of 3d. She swings at Zero and rolls an 8, 7, 6 and a 3- a miss. She then rolls her Aces and gets a 7, 5, 1 and a 1. She takes the 7 from the Aces and combines it with the 7 of her Brawling roll. What was once a miss is now a hit in Zero's right arm – at the cost of 4 Will points.

Extras

Contagious (+4/+8/+16): If you wish, friendlies within 10 feet of you roll your Aces total with their actions as well. However, the Will costs for each type of die thrown are multiplied by the number of people affected. That is, if you and your two friends all add 3 Aces dice, the total Will cost is 9 Will – 3 for your three dice, and 3 for each of the dice sets added to your friends. You can pick and choose who gets the bonuses and who doesn't.

Flamboyant (+1/+2/+4): Your power acts in dramatic and very noticeable ways. You dodge superhuman attacks by tripping a second before you're decapitated, or capture criminals by accidentally knocking them unconscious when kicking a door open. Keep in mind, because of this superhuman streak of luck, it's obvious to anyone seeing you perform these actions that you are a superhuman — this is why it's an Extra, it's a bit intimidating to fight someone who seems to be able to cause the worst possible outcome to occur for his enemies.

Force of Will (+2/+4/+8): You can focus your Aces power on someone else to affect the outcome of a dice pool roll. Concentrate for a round, spend 5 Will and the person or event you choose gets to pick and choose from your Aces total after they roll their dice pool. You must still pay normal Will costs as per the Aces power above.

Insanely Lucky (+4/+8/+16): If you roll a 10 in your Aces pool, you add another die to your Aces pool. As many 10s are rolled, that's how many more dice you get to roll in your Aces pool to choose from. (Ten remains the maximum number of dice for any dice pool). The extra dice gained from rolling tens don't cost extra Will points. If you have Hard and Wiggle Dice in your pool, they still function normally (that is, to see if your Aces power succeeds) but, in addition, you may roll them as well— if they come up as a 10, roll another die.

Flaws

Limited Height (-1/-2/-4): You can only make sets of a maximum height of 6 using your Aces. Any matches higher than 6 are demoted to sixes.

Limited Width (-1/-2/-4): You can only make sets of a maximum width of 3 using your Aces. Any matches wider than three, and the excess matches are discarded.

Affinity

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Affinity Table: Can Defend

Die Type	Point Cost to Purchase
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Each Die	5
Each Hard Die	10
Each Wiggle Die	20

You are especially at home in a certain type of environment or element not usually comfortable (or even survivable) to humans. In addition to not suffering any ill effects from such an environment or element, you may actually perform better in such conditions. With a successful roll, you can add another die to all actions taken in such an environment. Pick one type of Affinity and buy dice in it considering the following chart to determine its cost.

Affinity Table: Type Costs

Cost Addition

Die/Hard/Wiggle	Frequency	Affinity for (Pick One):
+4/+8/+16	All the Time:	Changeable Affinity: Natural Affinity to any environment.
+2/+4/+8	Common:	Water, Desert, Forest
+1/+2/+4	Regular:	Jungle, Arctic, Marsh
+0/+0/+0	Uncommon:	Inside a fire, subjected to extreme cold, submerged in earth, deep space.

Under normal circumstances, you don't even need to roll to see if your Affinity protects you; when you're exposed to your Affinity, your super-power automatically kicks in. If you have an Affinity to any environment, you can only protect yourself against one type of danger at a time (for example, if you were submerged 2 miles under the ocean, you could choose to protect yourself from drowning or being crushed at depth, but not both). *Switching* a Changeable Affinity between environments takes one combat round and a successful roll (but turning it on initially is automatic).

When subjected to the environment or element covered by your Affinity, roll against your dice pool. On a successful match, you gain a +1d to all actions while in it. This effect lasts as long as you are subjected to your Affinity (or until your power fails). In other words, protection from harm is automatic, but you have to roll to get the bonus.

Extras

Affinity Sense (+1/+2/+4): You can "sense" the presence of people or living beings within your Affinity while you are immersed in it. This has a range of up to a mile away.

Your Element (+2/+4/+8): If you make a successful roll against your Affinity while in your element, you gain +2d to any action, instead of a +1d. You may buy this Extra multiple times. (Buy it twice, you get +3d, three times +4d, etc...)

Sharing is Caring (+5/+10/+20): You can grant your Affinity to a single subject with a touch. This Affinity lasts for the width of your Miracle roll in minutes.

Flaws

Give or Take (-1/-2/-4): Your power works normally, but you must roll a success or it fails to activate, even when you are exposed to your Affinity. No success=no Affinity (and that usually equals damage). If you have Hard or Wiggle Dice in your Affinity dice pool, you cannot take this Flaw.

Addiction (-1/-2/-4): Not only do you *like* your Affinity, you *need* it. If you go a day without exposure to your Affinity, you must make a Cool+Mental Stability roll. If you succeed, you can wait one more day, if you fail subtract 1d from all actions until you feed your addiction.

Alert

Qualities

Defends, Robust, Useful Outside of Combat.

Alert Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	4

Each Hard Die	8
Each Wiggle Die	16

Your power can alert you to the presence of danger. You may use it to detect the possibility of attack in a given situation by concentrating for one round and rolling your Alert dice pool. If you fail, the power cannot be used again to determine the danger level of that same situation or location for about 12-24 hours.

Example: The Seer wants to determine whether the team is in danger if they enter an abandoned manufacturing plant. He pauses for a moment and concentrates on the building, then rolls his 3d Alert, getting a 7, 5 and a 2 — failing. He has no feeling either way on the subject. There may or may not be danger in the plant.

Seer cannot use his Alert again in regards to anything to do with that particular plant for the rest of the day. If he wanted to use it to determine if something else was dangerous, however, he could.

To determine the extent of the success of an Alert roll, consult the following chart to determine the result:

Alert Table	
Type of Roll	Result
Success	A general feeling of danger is indicated.
Roll is wide	Time remaining before the danger is indicated in general terms (seconds, minutes, hours).
Roll is tall	General power level of attack indicated in general terms (one villain, a whole gang, an alien army etc...)
Roll is tall and wide	Both time and power level are indicated.
Multiple Rolled 10s	General power level, direction and time of danger is indicated.

Extras

Detailed (+2/+4/+8): With a successful roll, your power gives you a detailed idea of the danger facing you. Although certain details elude you, (the names and faces of your assailants), other details are quite clear, such as their armament, placement and level of preparation.

Automatic (+2/+4/+8): Your power works when danger is present. A round before you are attacked, you automatically get to roll against your power.

Flaws

Dreams (-2/-4/-8): The power only works in your sleep, the night before an attack. You only receive a “bad feeling” the next day about some specific location, nothing more, despite the width or height of the roll.

Alternate Form

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Alternate Form Table: Can Defend	
Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

In addition to your normal body, you have a single alternate form you can assume when you activate your power. Exactly what that form is, remains up to you, but it can be almost anything: a body of stone, an animal, a paper dragon. Unlike Transform (see [page xx.](#)), forms assumed with this power are wholly convincing and unique.

You must design your Alternate Form along with your character during character creation. Any ability possessed by the Alternate Form (like Flight for instance) must be purchased at the normal cost minus the “Attached” Flaw.

To change into your Alternate Form, simply make a successful roll with your power dice pool. You remain in the Alternate Form for as long as you like, until you fall asleep or unconscious, or until that form is damaged past its resiliency limit.

Attacks against the form only hurt it, not your normal human body. The form must heal separately or remain damaged. To heal, you must remain in the form until all the damage is healed normally. Otherwise, when you change, the damage is still there. If your other form takes enough damage to kill it, you return to your normal shape (to change back to your Alternate Form after it has been “killed” requires the expenditure of 30 Will points).

Once an Alternate Form is designed, it cannot change, except through normal character development. You may Attach any number of Miracles, Hyperstats, Hyperskills, Flaws or Extras to an Alternate Form.

Regardless of how your form appears, its Stats are your Stats. It has no abilities except yours – unless particular Hyperstats, Hyperskills or Miracles are purchased separately. It also doesn’t matter how big your form is; unless you buy extra Body or additional health boxes with Extra Tough, it’s as easy to kill as a normal human. Conversely, it doesn’t matter how small your Form is; it’s no easier to kill. However, in no instance can your base Alternate Form be smaller than a hummingbird or larger than a small elephant (See *Transform* on page xx for a guide of how large or small your Alternate Form can be). If you want to be able to grow or shrink your Alternate Form, you need to get Size Shift also (see page xx for more details). Since your Alternate Form never changes after character creation, assume that the number of dice in your starting pool determines how big (or small) your Form can be.

Example: Stacy wants her character’s Alternate Form to be a cloud of green energy, something immune to physical attack, nearly invisible and able to slip through the smallest cracks.

First, she has to buy the dice pool that allows her to change. Alternate Form’s Point Cost is 5/10/20, but she wants to knock the price down a bit. To reduce the cost, she decides on the Flaws Nervous Habit (Must Clap Hands) (-1/-2/-4) and Mental Strain (-2/-4/-8), which reduces the cost to 2/4/8. She buys 2hd in Alternate Form for 8 points.

Next are the powers that make her Green Mist immaterial, and nearly invisible. Insubstantiality costs 4/8/16 to begin with, and she modifies it with the Extras: Breather (+2/+4/+8), Phaser (+1/+2/+4), along with the Flaws Attached to Alternate Form (-1/-2/-4), Cannot Hear (-1/-2/-4), Maximum Limit: 20 Rounds (-2/-4/-8), for a final cost of 3/6/12. She buys 2hd in Insubstantiality for 12 points and can now become an insubstantial green gas at will.

Next comes the “nearly invisible” part. She buys Fade at 6d (cost 3/6/12) with the Flaw Attached to Alternate Form (-1/-2/-4), so her cost for Fade is 12 points.

For 24 Will Points for powers, Stacy’s character “The Mist” is born...

Extras

Quick-Change (+1/+2/+4): When you change into your Alternate Form, your equipment and clothing vanish instantly and return the moment you revert to your regular form.

Flaws

Matter Eater (-1/-2/-4): (Note: You can only take this Flaw if your Alternate Form is larger than your natural form). When you transform, small objects vanish to make up for the mass of your Alternate Form. Anything less than 1 lb within 10 yards is affected, and is gone forever when you change — this effect does not “absorb” living creatures.

Bind

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Bind Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

Your power can constrict a target, limiting its mobility. Whether you create a sticky webbing or a telekinetic rope to Bind the target makes no difference; the result is the same—your target is bound. Concentrate one round, make a successful roll against your power, and Bind a single target (or split your dice pool between multiple targets to Bind them, and drop one die, just like a normal multiple action).

With your power, you can strangle, pin or disarm any target within vision range (see the strangle, pinning and disarming rules under *Hand-to-hand* on page xx for more details). To break free, your target must make a dynamic Body roll against your Bind power. This is a little different from a standard pin. Normally, the contest is Body+Brawl. However, since you're not holding them with your arms and legs, it's purely a matter of strength. You can maintain a Bind on a number of targets equal to the number of dice in your Bind dice pool.

Furthermore, when using Bind to take away edged or pointed weapons, you do not take damage during the disarm. For the purposes of strangling, Bind is treated like a garrote.

Example: Paul has Bind at 6d (his power creates a pink sticky substance he calls “goop”), and he sees a guard armed with a submachine gun before the guard sees him. Paul wishes to disarm the guard with his goop, so he makes a called shot against the guard's arm. Since it is a called shot, Paul drops 1d from his 6d Bind, and places another die at 6 (the hit location of the arm holding the gun). This leaves him with 4d to roll. He rolls a 1, 9, 1 and a 6. A hit on the right arm! The submachine gun is encased in goop and is useless. If the guard wishes to break the gun free of the goop, he must defeat Paul's Bind with his Body in a dynamic contest.

Example: Paul wants to strangle a guard with his goop. He makes a called shot against the guard's head, so he drops 1d from his pool and places another die at 10 (his target, the head of the guard). This leaves him with 4d to roll. He rolls and hits with a 2x10. The guard takes 1 point of Killing damage to the head immediately, and continues to do so every round until he dies or until he wins a dynamic contest between his Body and Paul's Bind.

Extras

Unlimited (+2/+4/+8): The number of targets you can Bind is not limited by the amount of dice in your dice pool. You are still limited by the multiple actions rule, however.

Flaws

Poof (-2/-4/-8): Look away from your targets even for a second and the Bind you have on them immediately vanishes.

Limited (-2/-4/-8): You only have your Bind dice pool x 10 number of shots with your Bind. After that, you must spend a Will point per die thrown to “refill” your Bind dice pool.

Example: The Spinner had Bind of 8d, and the Limited Flaw, so he only has 80 uses of Bind before he runs out. After that he must spend 8 Will points to “restore” his power to 80 uses.

Block

Qualities

Defends, Robust.

Block Table: Defensive Power

Die Type	Point Cost to Purchase
Each Die	3
Each Hard Die	6
Each Wiggle Die	12

You can stop a single attack with your power. It can be any type of individual attack – a machete, a bullet or a punch - but you cannot affect Area attacks such as fire or gas, or attacks composed of many smaller attacks, like explosives. No one can have more than a single dice pool for Block, but how your Block works is up to you. Whether you use Telekinesis, a super-strong arm or beams from your eyes to deflect the attack matters very little. You must pause in movement to successfully attempt to Block.

You can only use your Block if you know you are in danger of being attacked and if you can see the attacker. In other words, you could Block a rifle attack by a man standing and shooting at you, but not a surprise sniper shot.

Block is always defensive, so it Gobbles dice from the opposing attack.

Extras

Blind Block (+2/+4/+8): Your power automatically intercepts the strongest attack coming at you in any round, and even works in the dark.

Flaws

Linked to a Hit Location (-1/-2/-4): Your power is linked only to a single hit location such as your left arm, torso, or leg. Only that limb or location can utilize your Block power. If you can't bring that limb to bear, you can't use your ability. If your natural form has only one hit location, you can't take this flaw.

Break

Qualities

Attacks, Robust, Useful Outside of Combat.

Break Table: Cannot Defend

Die Type	Point Cost to Purchase
Each Die	4
Each Hard Die	8
Each Wiggle Die	16

You can puncture or break things that should not be within the realm of human ability to break.

Break is very similar in effect to high Body attacks, and to Harm with the Penetration Extra. The difference is that Break is much narrower in focus. The ability to shred armor is just one advantage of a high Body Hyperstat, and penetrating Harm is typically done at a distance. Being narrower, Break is consequently stronger.

Whenever you roll Break successfully against an armored target, you reduce that target's Heavy Armor by a number of levels equal to your Break die pool.

Example: Loki has 6d in Break. He walks up to a building with Heavy Armor 5. If he rolls a success, he can punch straight through the wall.

Against soft targets like human beings, even a single die of Break is sufficient to turn Shock damage from hand-to-hand attacks into Killing damage. You do not need to roll to get this effect.

Extras

Control (+1/+2/+4): You can choose the level of Penetration you achieve with Break. If you roll successfully you can discard any number of damage or Penetration points you wish.

Flaws

Picky (-1/-2/-4): The power works only against a single type of armor, such as steel plate, concrete or such. It works against nothing else.

Variable (-1/-2/-4): When you successfully strike armor, instead of doing Penetration damage equal to your pool, you do it equal to the width of your roll.

Example: Loki hits a Jugger-Bot with 10 points of Heavy Armor on it. With an unflawed 6d Break pool, he reduces the Jugger-Bot's armor to 4 points. If he has the "variable" flaw, the amount he reduces it depends on the width of his roll. If he rolled a 3x3, it has 7 points left. If he rolls a 2x8, it has 8 points left.

Containment

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Containment Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

With your power, you can isolate and separate certain elements or forces. Whether it represents an inherent control over a type of chemical or a telekinetic shield is no matter, the effect is the same: you contain something in a limited area through your willpower alone.

Containment differs from Block in that it cannot stop sudden incoming attacks such as bullets or knives. If given sufficient time to react, it *could* stop such attacks. Think of it as a mental shield, built through concentration, while Block is a defensive reflex. Containment is treated as a dynamic contest between the power and the element, object or being it is trying to contain.

With Containment, a superhuman might be able to isolate an explosion in an area, protecting those outside his shield; stop an oncoming wave of water; block a fusillade of bullets (by making a shield before you are fired at); keep one soldier separate from another; or contain a cloud of poisonous gas. The shield is a singular uncomplicated object that cannot have more than six sides. Containment lasts a number of minutes equal to the width of the roll. Expending Will points may extend this duration. For each Will point spent, the duration extends by one minute.

To stop or contain objects in motion, you must overcome the object's size in a dynamic contest.

General Containment (which allows you to keep nearly anything separate from anything else) is very expensive. When dealing with non-dynamic contests, Containment is limited in how much weight it can affect in much the same way Teleportation is (see *Teleportation* on [page xx](#)).

Containment Table: Weight Limits

of Die Weight Affected
2 <210 pounds
3 210-250 pounds
4 250-370 pounds
5 370-500 pounds
6 500-800 pounds
7 800 pounds-1 ton
8 1-2 tons
9 2-4 tons
10 4-10 tons+

By limiting what your Containment power can be used against (by adding Flaws or removing Qualities), you can bring the cost down considerably.

Example: Der Schild wants to contain the explosion of a grenade with her Containment power of 7d. The attacker rolls his Coordination+Grenade of 3d and gets a 6, 6, 6. Since the attack hits, he then rolls the Area dice of the grenade and gets a 8, 4 and a 1. Der Schild rolls her 7d and gets a 7, 7, 7, 7, 10, 1 and a 2. Her roll is both wider and taller than the roll of the attacker. She successfully contains the blast with an invisible shield. However, if she had rolled a 2x7, the grenade would have gone off before her power could contain it because the attack roll was wider.

Example: Barb wants to keep an attack dog away from her with her power. She rolls her Containment of 4d against the dog's 2d Body. Barb rolls a 9, 7, 7 and a 6. The dog rolls a 6 and a 5. Barb's telekinetic shield keeps the dog at bay.

Example: Michael wants to block an oncoming boulder with his 7d of Containment. He concentrates for a turn and rolls 5,5,5,7,2, 2 and a 4. He succeeds in forming a shield against the rock with 3x5 and the rock rolls 7d (for its weight), and gets a 2x4. The boulder weighs 1 ton and Michael can affect 1 to 2 tons with his power. It rebounds off the mental shield and rolls harmlessly away. If the boulder had beat Michael in the dynamic contest, it would have burst through the shield and squished him flat.

Extras

Actual Physical Boundary (+2/+4/+8): Your power generates a real physical boundary, such as a wall, a container or another real object to contain materials within. Once created, these containers remain behind for the number of minutes equal to the width of your roll, and then they vanish.

Flaws

No liquids or gas (-1/-2/-4): Your power cannot contain liquids or gas.

Control**Qualities**

Attacks, Defends, Robust, Useful Outside of Combat.

Control Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

You can manipulate a particular phenomena, element or life form with your power. You can increase or decrease physical phenomena, change the states of particular elements, or dictate the action of a particular creature through the force of your will alone.

First, you must pick what you can control. Consider the following chart to determine your powers cost.

Control Table: Frequency & Control

Cost Addition	Frequency	Control of (Pick One):
Die/Hard/Wiggle +4/+8/+16	All the Time:	Air Pressure, Temperature, Humidity, Gravity, Light.
+2/+4/+8	Common:	Electricity, Common elements (iron, carbon etc.), Animals
+1/+2/+4	Regular:	Plants, Particular Animals (includes humans), Metabolisms.
+0/+0/+0	Uncommon:	Radioactive Decay, Chlorine Gas, Tritium

Phenomena are general physical effects, such as temperature, gravity, light and humidity. You can control them by concentrating one round and making a successful match. You can control the phenomenon as long as it's within sight range. You can affect individual objects and precise areas. The width of the roll indicates how many minutes the effect of your power lasts.

This write up is meant to give general guidelines for what will be a specific power. In terms of the game, the ability "Control (Rats)" is very different from "Control (Atmospheric Pressure)". To keep things simple, there are some guidelines for the rules effects of Control.

Regarding Living Things: Control is not any sort of mind control; instead, it controls bodies. In the example of the rats, there is no contact with the rats' brains; they still make rat noises and do rat things unless forced otherwise. Keep this in mind if humans are chosen; they act as their Controller directs, but it's clear that they are not willing, and may even express their bewilderment!

If you use Control to make a circumstance more or less dangerous, a successful Control roll lets you raise or lower the damage from a single source. You can increase or decrease it by the width of your roll.

Example: Pulse has Control (Heat) at 5d. When his arm catches fire, he turns the heat down on it. Normally he'd take a point of Shock damage every round, but if he can roll successfully, he takes no damage. When an enemy catches fire, however, Pulse can turn up the heat. If he rolls a 2x match, he can cause the flames to inflict 2 more levels of the appropriate type of damage. The height of the roll does not matter, in this instance.

Example: Raven has Control (Ravens) at 6d. When she's in an area where ravens are common, she can whistle an army of hundreds of ravens and send them into battle against her enemies. Given the correct environment (like a city dump or other places ravens

congregate), she can simply roll his 6d and allocate matches as Killing damage. If an enemy attacks under the same conditions, the Raven can use her power defensively by ordering her raven army to protect her. In this instance, she can use her dice pool to form Gobble Dice, as her raven minions harass and distract the enemy.

Sometimes your ability doesn't have the potential to actually harm or protect someone; Instead, it's just making things more or less convenient. In those situations, you can raise or lower a relevant Stat by the width of your roll. If a Stat is reduced to 0, the target can still make rolls, but only with his skills. Reducing a Stat to -1 renders the subject unconscious until the effect is removed.

Example: Pulse is interrogating a thug, hoping to make him crack, so he turns up the thug's body temperature. He rolls a 3x9 success, and the GM subtracts 3 from the thugs' Cool Stat. Overcome with uncontrollable sweating and thirst, the thug is now a much easier nut to crack.

Example: Pulse has fallen into an icy river and is suffering from hypothermia. The GM decides he's already taken 2 Shock to every hit location from the cold, but Pulse rolls against his power to turn up his own body temperature, and gets a 3x9. The GM decides that this increases his Body back up to its natural rating of 3, restoring his ability to resist the cold for 3 more hours — effectively eliminating the dip in the icy river altogether.

Extras

Precise Control (+1/+2/+4): Your power can Control elements, phenomena or life forms in an extremely precise manner. For example, you could remove the oxygen from a single test tube, distort the passage of light through a lens, or cause a rat's leg to move independently of its own body.

Flaws

Blanket Control (-2/-4/-8): When you use your power, you expose yourself to the same effects. (You may only take this Flaw if you control something that is harmful to human beings).

Create

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Create Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

You can create phenomena, elements or complex chemical forms from nothing with your power, but only those phenomena, elements or complex chemicals you have personally experienced or touched. If you wish to be able to affect already existing matter, elements or phenomena, see the Transmutation or Control Miracles. Create differs from those two powers — it instead manufactures such things from nowhere. Living things may not be created through super-powers, but items that once were living (such as oil, wood or fossils) *can* be created.

Create is generally used for making large chunks of uncomplicated matter. You could make gold bars or stone walls or a crudely carved statue, but anything with tooled moving parts — a gun, a car, a toaster — is too sophisticated to simply be “poofed” into existence with Create. If that's what you want, try *Psychic Artifact* (on page xx) instead. That creates machines from nothing, but you can't make nearly as much matter as you can with Create.

First, you must pick what you can create. Consider the following chart to determine your power's cost.

Create Table: Type of Creation

Cost Addition	Create Power Governs (Pick One):
Die/Hard/Wiggle +4/+8/+16	Anything non-living you wish to create.

+2/+4/+8	Complex chemical forms (foods, for example, or medicines), heavy elements, generally useful and versatile forces like gravity, light, or heat.
+1/+2/+4	Simple chemical forms (hydrogen peroxide, etc).
+0/+0/+0	A single type of phenomena, element or chemical, or one simple and narrowly useful phenomenon.

Like Control, this is a general outline of what is (in actual play) a specific power. The same guidelines apply. If you're helping or hindering someone (but not actually harming him) you can raise or lower a Stat by the width of your roll. If you're doing actual damage with your power, the rule of thumb is that it does Width in Killing. (Individual GMs may, at their discretion, make this Shock damage for less harmful phenomena). The effects of Create last one minute for each match in the set.

Example: Mass Master has Create Gravity at 6d. When trying to pull a truck off a compatriot she creates gravity focused on a building by the vehicle. With a 3x success, she can increase her Body by 3 for the purposes of lifting the truck. It may or may not be sufficient, depending on who she has helping her. Certainly, a lot of leaves, loose gravel and other detritus are going to be sucked up against the building, however.

Example: If Mass Master decides to hurt someone with her power — by banging him up against the ceiling, for example — she can make a standard attack roll. She gets 2x8. The target “falls” up into the ceiling, cracking his shoulder and back for two points of Killing damage. He's also stuck there for two minutes, held up by a force with the equivalent of Body 2.

The bigger your dice pool, the more matter (or whatever) you can create. The upward limit comes either from volume or from mass, whichever is smaller. Someone with 5d in Create Matter who wanted to create some lead plate would be able to make 30 pounds of it, since that amount is certainly less than 20 cubic feet. If that same 5d power wanted to create a volume of oxygen in a burning house to make it explode, he'd only be able to make 20 cubic feet, since 30 pounds of oxygen would occupy a much greater volume than that.

Create Table: Amount of Mass/Volume		
Dice Pool	Maximum Mass	Maximum Volume
1	2 pound	1 cubic foot
2	5 pounds	2 cubic feet
3	10 pounds	5 cubic feet
4	15 pounds	10 cubic feet
5	30 pounds	20 cubic feet
6	65 pounds	50 cubic feet
7	130 pounds	100 cubic feet
8	250 pounds	200 cubic feet
9	500 pounds	400 cubic feet
10	1000 pounds	800 cubic feet

At the expenditure of 10 Will and another successful roll against your power, you can make the created element permanent. If you do this, it lasts until it's used up or destroyed.

Extras

Duplicate (+2/+4/+8): Any object you touch (and which your power could create), you can automatically produce with a successful roll. The duplicate appears exact, but if it is a duplicate of a mechanical device, does not work.

Flaws

Greedy (-1/-2/-4): Every time you use your power, you lose Will points equal to the width of your activation roll. When the element, phenomenon or complex chemical form disappears, the Will points lost are regained.

XXXXBEGIN BOXED TEXTXXX

“I Create **ANTIMATTER!**”

Players, being the predictable entities they are, will attempt to abuse every avenue of a game open to abuse — it is up to the GM to check such game destroying activity. The rules can only draw a boundary within which the players are *supposed* to act — not enforce such a boundary. This dirty task remains up to the GM.

What do you do when a player attempts to twist the rules to his favor? The easiest thing is to give him or her what they want, and then nail them with repercussions they never dreamed of for such an action. When the superhuman the Creator materialized a radioactive rod to subdue the giant Android in Central Park, he never imagined that three quarters of the trees within the park would perish, or the dozens of lawsuits filed against him, or the Greenpeace activists chanting death threats outside of his super-fortress... The bigger and more brash the player action, the more and greater repercussions it can create.

In short, if a player fires one across your bow, don't sit down and take it, think it out and come out with something nasty to curb such behavior in the future... A civil suit, bad press or an innocent's death can do much to stop brash and outrageous super-activity.

XXXEND BOXED TEXTXXX

Customizable Hit Locations

Qualities

Robust, Useful Outside of Combat.

Customizable Hit Locations Table: Cannot Defend

Point Cost to Purchase

10 Points

At character creation, you can rearrange your hit location damage silhouette (see [page xx](#)) to your liking. Want to have four legs? Your brain split up into parts and spread about your body? No problem. You have 34 hit location boxes to assign to your form (the same as an average human) — once they're assigned, that's your form for good (unless you buy one of the Extras below). Pretty simple, huh? There are some rules to give you a better idea of what is, and what is not possible with this power:

- All 10 hit locations must be assigned (if, for example you're a giant slug with only one giant torso, it just means that your torso is hit locations 1-10.)
- If you buy Heavy Armor, it is split between your hit locations normally — so 1 point of Heavy Armor still costs 7 Will per level if you have ten hit locations, eight or like a normal human, six.
- You cannot have more than 10 hit locations. Split the numbers between the limbs as needed. If you have more than 10 limbs, assign the available numbers to the biggest and most important limbs.
- One of your hit location numbers must be assigned as the “core” (for example, hit locations 7-9 is the “core” on a human). When the core location is filled with Shock damage, your character takes the penalties humans take when their torso is filled with Shock. When your core fills with Killing damage, your character dies. Whenever another limb is filled with Killing damage and gets hit again, the overflow damage goes into the core.
- Four of your boxes have to be “brain boxes.” When those four boxes — wherever they're located — get filled with Shock, you pass out. If they fill with Killing, you die. It's a good idea to highlight those brain boxes in a different color so that you remember.
- Strangling and garrotes don't work on you, period.
- At the GM's discretion, Martial Artists may not be able to use certain enhanced attacks against you. Punches and kicks can still be pumped up with the Martial Arts Skill, but stuff like throws and joint lock submission holds only work on those with a human anatomy. Unless, of course, the attacker is a member of *your* race.
- If your brain boxes are mixed with non-brain boxes, they always take damage *last* when their location is hit.

Example: Octobot VIII has eight legs (hit locations 1-8) and a torso (locations 9-10). The torso (which serves as the core) has 10 hit boxes. Each leg has 3 boxes, and on four of the legs one of those boxes is a brain box. One of those is location 2. When Leg 2 gets hit for two points of

Shock damage, the non-brain boxes get marked first. When another point of Shock damage does into location 2, that particular brain box is Shocked.

Extras

Modular (+10 points): Your hit locations are modular, able to be attached and detached at will. Want to switch your arm with one of your legs? No problem. While a limb is detached, it is inert, and only works when reattached. During game play, you can change your hit location numbers, by shifting your body parts around into new configurations. Each movement takes 1 combat round.

Globular (+15 points): You are a protoplasmic blob, and can “grow” pseudopodic limbs at will. If you have this Extra, your core must contain all hit locations (1-10). You must mark your four Brain boxes clearly on your character sheet. If these boxes are filled with Shock damage, you are knocked unconscious.

When you grow a limb (which takes 1 round) it gains a single hit location number and box per round of growth. This Extra does not give you the ability to do more than one thing at once, if you want to be able to use multiple pseudopods at once, please buy and attach the Multiple Actions super-power (see [page xx](#)).

In addition, any one of your brain boxes can “split off” from your body, abandoning it in case of gross physical damage (only one can do so, however, the rest die along with the body). When you do so, you lose all Will points except 1. You then heal your hit boxes back, up to your normal level, as per the *Getting Better* rules on [page xx](#).

Dampen

Qualities

Robust, Useful Outside of Combat.

Dampen Table: Cannot Defend

Die Type	Point Cost to Purchase
Each Die	3
Each Hard Die	6
Each Wiggle Die	12

You can dampen (or even eliminate) one type of physical phenomena with your power. Gravity, sound, inertia, electricity, radioactive decay, the chemical reaction of fire, you name it; you can slow it or stop it, but it must be happening first. For example, you could not “dampen cold” to create heat, since cold material is technically already “damped.” You could make it colder, however. Some types of Dampen can be used defensively (for example: dampening the inertia of a hail of bullets causes the bullets to drop; dampening the chemical reaction of a flamethrower attack renders it a simple spray of jelly, etc). Dampen with the “Defends” Quality costs 4 per die, 8 per Hard Die and 16 per Wiggle Die.

Some types of Dampen can be used to attack as well (for example dampening the chemical reactions within the metabolism of an organism can kill it, dampening the electrical impulses in an organism can cause it to have a seizure, etc). Dampen with Attack costs 4 per die, 8 per Hard Die and 16 per Wiggle Die. Dampen with both Attack and Defends (along with Useful Outside of Combat and Robust) costs 5 per die, 10 per Hard Die, and 20 per Wiggle Die.

How much you spend on the power determines how many different types of physical phenomena you can affect.

Dampen Table: Affected Types

Cost Addition	Dampen Power Governs (Pick One):
Die/Hard/Wiggle	
+4/+8/+16	Any physical reaction you wish to dampen.
+2/+4/+8	Three useful linked reactions. Gravity, inertia, electricity, etc.
+1/+2/+4	Two linked reactions. Sound, vibration, etc.
+0/+0/+0	A single type of reaction.

Physical reactions dampened are not restored to their former state once the power stops acting on it (unless that would be the normal effect). For example, if a superhuman dampened heat in a

room, after the power stopped, the room would return to normal temperature, but if he dampened the magnetic portions of a radio, it would not be restored after the power ceased.

Dampen only works within range of sight on a specific target, or in a general sphere or influence around you. This sphere of influence is equal to the dice pool of the power in yards.

If used to Defend, the power Gobbles just like any other defensive power (see *Using Powers Defensively* on page xx). Like Create and Control, the guideline for Dampen is that the width of the roll is treated as damage if the power is used to attack. If it's used to help someone, the width is added to a Stat. If used to impair, the width is removed from a Stat.

Extras

Contagious Dampen (+3/+6/+12): Anything or anyone touching the object you have affected with your Dampen (or anything or anyone entering your Dampen area of effect) is attacked with your Dampen dice for free, with the same effect.

Example: Thug #1 goes to pick up his electrically dampened buddy who has been hit with a 6d Contagious Dampen. When he touches his compatriot, he is attacked by a 6d Dampen, even though the superhuman that did it is not present.

Flaws

Struggle (-2/-4/-8): You must roll each combat round to maintain your Dampen effect. Any distractions automatically cancel your Dampen attack.

Deadly

Qualities

Attacks, Robust

Deadly Table: Cannot Defend

Level	Point Cost to Purchase
Each Level	3

This is Go First's big, nasty, older brother. Whenever you do damage with an attack (super-powered or not), your instinctive knowledge of the most vulnerable areas of the body (or your psychic pain amplification, or your mystically targeted plague germs) ensures that your attack seeks out the weakest points of an enemy's body. For each level of Deadly, such physical attacks do an extra level of Killing damage to the area struck.

You cannot apply these extra levels when making attacks that have Spray, Burn or Area effects. But gunshots, eyebeams and slaps to the face are all amplified.

Extras

One Step Down (+1): You can automatically switch your Deadly from Killing to Shock damage. Just in case you want to knock the thug out, not take his head off.

Dead Ringer

Qualities

Robust, Useful Outside of Combat.

Dead Ringer Table: Cannot Defend

Die Type	Point Cost to Purchase
Each Die	3
Each Hard Die	6
Each Wiggle Die	12

You can perfectly imitate a person's physical form. If you can touch the subject, even for a second, then you can change into a perfect replica of that individual, right down to the smallest unseen details (including birthmarks, moles, etc). This transformation lasts as long as you wish, until you choose to change back or take damage and fail a roll to maintain the illusion.

This transformation does not endow you with any memories or knowledge the target has, but as far as looks and voice are concerned, you are identical down to the smallest detail. You pass any physical tests of your new identity with ease. Your urine, blood type and fingerprints

are identical to the target, and your voice is a perfect match. The only thing missing is any infirmities the target may suffer from, although your new form imitates such infirmities cosmetically. (Tests for such diseases reveal nothing, however). Clothing and equipment are not imitated.

In addition, if the transformation is trans-gender, you gain any and all new organs, which function normally. Offspring created in such a strange union are yours, genetically speaking, not those of the target imitated. If you are carrying a fetus and must revert to your base form, and that form is not female, the fetus is lost. It must be carried to term without interruption.

You may attempt a second and simpler level of Dead Ringer if you cannot touch the subject, but can still see her. By studying an individual at a distance, or studying photographs of a subject, you may attempt a basic physical change to imitate that individual. To do this you must overcome the Difficulty number indicated by how long you have studied the subject.

Dead Ringer Table: Study Time

Difficulty Rating	How Long the Individual has Been Studied
Easy (2)	Months
Medium (5)	Weeks
Hard (8)	Days

This simpler form of imitation only reworks your face (and the subject's voice, if you've heard that as well). It only generally changes your body to match what could be seen in your observation. Organs do not change, nor your blood and urine. Fingerprints and other unseen details do not match the subject.

You can store a number of remembered forms equal to your Brains statistic. Shifting forms takes a round of concentration and a successful die roll. These memorized forms can be discarded and stored as needed, as long as there are no more forms than your Brains total.

In game terms, this power is more limited than it seems. It is only possible to duplicate humans, not animals or other organic forms. Dead Ringer is only cosmetic in nature. Despite physical changes in blood and body shape, your statistics do not change to match those of the target; they remain at your normal levels. Oh, and before you ask: no, you can't duplicate super-abilities (unless you buy the "Super-Duper" Extra below).

Extras

Animal Magic (+2/+4/+8): Not only can you duplicate humans, but you can copy animals as well, but you can only shrink to half your size or grow to double it. You gain no special abilities inherent to your assumed animal form, and the change is only superficial and cosmetic.

Super-Duper (+6/+12/+24): You can copy super-powers, as long as they are physiological in nature (in other words, as long as the person you're touching possesses an ability and it's not a Gadget or mystical effect). When you copy a superhuman (you must touch them and transform into them to do so) you gain all their powers. However, you cannot "remember" the super-powers. If you are forced to resume your own shape, or if you take another form, the super-powers are gone.

Library (+1/+2/+4): You can remember a form by buying it normally as a Skill. This Skill is added to your Dead Ringer Dice when trying to assume *that form only*.

Flaws

Absolute Duplication (-1/-2/-4): Once you change out of a form, you cannot return to it until you touch the person again. You cannot remember previous forms. This includes your own: If you wish to resume your original appearance, you must reconstruct it from photographs. Nuances like fingerprints are lost forever. This does have the upside that you can never be forced to resume your "true" form.

Slow Change (-1/-2/-4): This Flaw can be taken multiple times; each time it is taken, it bumps up the time frame needed to change. Normally, you can assume a new form in a few combat rounds. If you take this flaw once, it takes you minutes to change. If you take it twice, it becomes hours. If you take it three times, transforming takes days.

Vampiric (-2/-4/-8): You must taste the blood of the target you wish to duplicate. Sight-only duplication is not possible.

Detection

Qualities

Defends, Robust, Useful Outside of Combat.

Detection Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	4
Each Hard Die	8
Each Wiggle Die	16

You can detect specific objects or phenomenon at a distance. With an especially tall or wide roll, you can differentiate between specifics of the objects or phenomena to extreme levels, denoting location and orientation of the target or targets.

For example: with a successful roll against your Detect power, you could divine the number of superhumans within a set range; and on a wide or tall roll, locate their exact orientation and location on a map of the area. This detection gives you only a static image of the one moment you use your power, and does not update the vision of the situation as those targets move or change position. If you are in visual range of the objects you are attempting to detect, they become plain to you despite any camouflage or obfuscation.

This represents the most general form of Detection. Other, far more limited (and far less expensive) versions of Detection exist which only detect very specific objects or phenomena. Consider the chart below to determine the cost of your power

Note: Costs are subtracted from the base cost, determined on what the Detection power can perceive. See below.

Detection Table: Type of Detection

Cost Subtraction	Detection Power Covers (Pick One):
Die/Hard/Wiggle	Anything you wish to detect
Base Cost	
-1/-2/-4	Areas of enemy action, danger, other unspecific non-physical phenomena
-2/-4/-8	A certain type of vehicle, a certain type of element or creature, any class of object or creature, for example birds, rocks or cars.
-4/-8/-16	A single extremely specific type of object or phenomena, for example only frogs, lead, or bleach.

The number of dice in your pool determines the range of your Detection power. You can use your Detection power within any range beneath your dice pool level. Consider the chart below to determine the maximum range of your Detection power.

Detection Table: Range of Detection

# of Die	Automatic Range	Tested Range
2	10 yards	100 yards
3	20 yards	200 yards
4	40 yards	400 yards
5	100 yards	1000 yards
6	200 yards	1 mile
7	400 yards	3 miles
8	1000 yards	6 miles
9	1 mile	10 miles
10	3 miles	30 miles

You can use Detection without a roll, if you're detecting within your listed Automatic Range. If you want to look farther, you need a successful roll. The limit on rolled checks is your Tested Range. Past that, forget it.

The level of success achieved in your roll determines how well you detect your targets. Consider the following chart to determine the quality of your success.

Detection Table: Success of Detection	
Type of Roll	Result
A Success or Automatic Use	A definite knowledge that a target exists within the area.
Roll is wide	A general idea that multiple targets exist(s) in the area is indicated. Nothing else.
Roll is tall	The number of targets in the area is indicated. Nothing else.
Roll is tall and wide	Both number and location of targets is indicated.
Multiple Rolled 10's	Number and location is indicated as well as general orientation of targets, or other specifics (whether it is an enemy tank, a poplar tree, or a German swan).

Example: Salish has Detection at 10d, and he can detect enemies at a maximum distance of 30 miles. He wants to detect if there are any enemies in a building right in front of him. If it's within 3 miles, he can automatically scan the building. However, he must roll against his dice pool anyway, even though he automatically succeeds, to determine the level of success of his detection. He rolls a 2x7, a tall roll. His power indicates that 6 thugs are in the building, but their exact location is not indicated.

Extras

Tracking Detection (+2/+4/+8): You can choose a single target you've successfully scanned and maintain an up to the minute track on just where that target is (until it leaves your radius of Detection of course).

Flaws

Blind Spots (-2/-4/-8): Your power does not work in certain areas. The exact nature of your limitation is up to you and your GM to decide. Perhaps you can't detect things in complete darkness, or things inside of buildings.

See It First (-3/-6/-9): You can only detect objects you have directly seen before. Photos, drawing or any other reproduction of the object do not help. You must see it to track it.

Disintegration

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Disintegration Table: Can Defend	
Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

You can destroy objects utterly, effectively erasing them from existence with the use of your power. You must touch the object in question, and you can only disintegrate whole objects. If something is disintegrated, it is gone... forever.

Erasing stationary objects isn't complicated. Touch it, roll a success, and it's gone. There are limits, however, to how much you can vaporize at once. The bigger your dice pool, the more matter you can disintegrate.

Disintegration Table: Weight Affected	
Dice Pool	Maximum Weight
2	30 pounds
3	100 pounds
4	300 pounds
5	500 pounds
6	1000 pounds
7	1200 pounds

8	1500 pounds
9	1 ton
10	2 tons

Destroying a moving object (including people) is considerably more difficult. You have to touch it, and you have to use the power on it. The most common way to do this in combat is with a multiple action. Use the smaller of the two relevant pools (Body+Brawl or Disintegrate), remove a die and roll for two matches.

Example: The Eraser has Disintegrate 6 and a 5d Body+Brawl pool. She wants to vaporize a robot who's well within her thousand pound limit. She lunges in and tries to hit it, concentrating on disintegrating it if she makes contact. She only rolls 4 dice, however – her 5d Body+Brawl pool, reduced by one because she's trying to fight and use a power simultaneously.

The other way to do it is to first use the Pinning rules on [page xx](#). Once the target is pinned, you can apply Disintegration at your leisure.

Example: The Eraser, fed up with failure, tries to pin the robot. This time she rolls her full Body+Brawl pool and gets a pair of 3's. The android's 4d Coordination+Dodge roll fails, so it's pinned. Next turn, the Eraser tries to disintegrate it with her 6d, while the robot rolls its 4d Body+Brawl to escape. Both of them fail their rolls, so they're still stuck in the same situation. They make the same rolls a second time, and this time the Eraser gets a pair of 8s. Scratch one violent contraption...

There's an additional complication when trying to Disintegrate living beings. You must spend Will points equal to your target's Base Will in order to erase him or her. You spend this Will whether you succeed or not. Any superhuman targeted by a Disintegrate attack may negate the attack by expending a single point of Will.

Example: The Eraser gets past the robot and now has to confront one of his enemy's human minions. Deleting a living being isn't the same as wiping out a pile of metal, so once she pins the henchman, she has to spend 3 Will (the henchman's Base Will) in order to try and negate him. As it happens, she fails her roll: The Will is gone, but she does not lose *another* point of Will for failing her roll.

There is no Will cost for Disintegrating nonliving material, including materials created by other superhumans. Disintegration can be used to "pop" the stuff created by the Create super-power without the usual cost of a Will point.

Extras

No Touch (+2/+4/+8): You do not need to touch an object to disintegrate it. You can make disintegration attacks as solo actions.

Piecemeal (+2/+4/+8): You can disintegrate select pieces of objects, a tire from a car, a turret from a tank, an arm from a human being. Ouch. Treat this as an Called Shot to the specific hit location targeted (see *Called Shots* on [page xx](#) for more details).

Flaws

Non-organic (-2/-4/-8): You can only disintegrate non-living things. Plants, animals and people are outside your power's ability to affect.

Extra Tough

Qualities

Robust, Useful Outside of Combat.

Extra Tough Table: Cannot Defend

1 Wound Box (For 6 Hit Locations)	Point Cost to Purchase
1 Extra Tough Wound Box (For 6 Hit Locations)	7

This is a *very* simple power. For every 7 Will points you spend, you gain 1 wound box for six hit locations you choose during character creation. These wound boxes take damage normally, recover Shock normally and heal normally. You may buy a single Extra Tough box for any hit location for 2 Will points, if you wish.

The costs listed above assume that Extra Tough includes the Always On Extra. If you have to consciously turn on your Extra Tough, it only costs 1 point per level.

Extra

Extra Limb (+5 per extra limb): Buy a single Extra Tough box and this Extra, and you have a fully functional extra limb that can be used normally, whether it's an extra arm, leg or a tail, doesn't really matter. This does not give you the ability to use all your limbs at once, so the multiple action penalties still apply. When it comes to rolled hit locations, additional limbs gained with this extra are considered part of your torso or your body core. If you take a hit to your core location, you can decide if it hit your extra limb first or last.

Fade

Qualities

Robust, Useful Outside of Combat.

Fade Table: Cannot Defend

Die Type	Point Cost to Purchase
Each Die	3
Each Hard Die	6
Each Wiggle Die	12

You can become transparent to the point that, if you hold still or move slowly, you may not be seen. At a distance, in darkness and in foggy conditions, or on backgrounds rich in color or patterns, you may even be nearly invisible.

Concentrate one round, roll your dice and get a match, and you (and any equipment or clothing on your body) fade into the background. When you Fade, write down the level of your success; you might need it later. It indicates how transparent you've become. When you're trying to hide or sneak past people, you roll your Coordination+Stealth as normal; anyone trying to spot you must beat the height of your Fade roll as a Difficulty. Even if you're out in the open, any roll to spot you has your Fade level as a Difficulty. If you move too quickly, you become visible as a blur of color. Here's how it's handled, remember you wrote down you level of success for your Fade roll? If you make any roll while Faded of a *higher* width than your Fade roll, you become visible as a blur of color — and anyone can see you.

Once you are spotted Fade does not let you roll Gobble Dice as a defense. You're still visible — just less visible. If someone has successfully spotted you, he can shoot at you without penalty. If you get behind cover, however, you might be able to sneak out of it before he notices.

You remain faded until you sleep, turn it off, or until you're forced out of it by damage.

Extras

Flicker (+1/+2/+4): By fading in and out of focus rapidly, you make it harder to follow your moves in combat. If you have this Extra, you can roll Fade and use the results as Gobble Dice — but only against hand-to-hand attacks.

No Blur (+1/+2/+4): You remain faded, and no telltale blur is visible when you move.

Flaws

Visible up close (-1/-2/-4): Your Fade power is only effective at a distance of more than 10 feet; otherwise, you're completely visible, albeit very transparent.

Fetch

Qualities

Attacks, Robust, Useful Outside of Combat.

Fetch Table: Cannot Defend

Die Type	Point Cost to Purchase
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Each Die	4
Each Hard Die	8
Each Wiggle Die	16

You can teleport objects. Concentrate one round, roll a match and poof! any object you can clearly see jumps into your hands. This power works just like teleport, but is much more limited in its applications. You cannot teleport living things, and you can only teleport things into your hands, not away from them. You cannot teleport sections of an object (for instance, you could not Fetch the trigger of a gun, only the whole gun) just complete objects. You must have a clear view of the object you wish to Fetch, and then concentrate for one round; on a successful roll, the object jumps to your hand, covering the space between instantly.

You can Fetch stuff you could normally lift as if your Fetch rating was a Body rating.

Fetch Table: Weight Affected	
Fetch Rating	Amount Fetched
2	210–250 pounds
3	250–370 pounds
4	370–500 pounds
5	500–800 pounds
6	800 pounds–1 ton
7	1–2 tons
8	2–4 tons
9	4–6 tons
10	6–10 tons

Extras

Cornucopia (+2/+4/+8): You can “tag” up to your Body limit in weight of objects that you can Fetch to your hands from any distance or locale. You must roll each time you wish to do so. Want that gun you left at home? No problem, just tag it, and Fetch it *after* getting strip-searched.

Wish it Away (+2/+4/+8): You can teleport items away exactly the same way you can teleport them to you. This is a very useful power for delivering explosives and other unwanted items into your enemies’ midst.

Flaws

Chain Lightning (-1/-2/-4): Whatever object you Fetch comes along with anything it is touching, up to your Body limit in weight. Fetch an enemies’ gun, and his holster, strap and clothes (anything touching the gun which is not living) come along as well. You can’t control this reflex. It always happens.

Flight

Qualities

Defends, Robust, Useful Outside of Combat.

Flight Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	4
Each Hard Die	8
Each Wiggle Die	16

Roll a match and take to the air. It’s that simple. If you’re trying a difficult maneuver, roll again. Your movement rate flying depends on the size of your Flight pool – see the chart below (If you want to be substantially faster, buy Super Speed and attach it to your Flight Miracle). If you want to shoot a gun at someone while you’re flying, it’s a multiple action (see *Part Two: Game Mechanics - Multiple Actions* on page xx for more details) requiring you to roll either your Coordination+Pistol (or Rifle) Skill or your Flight pool (whichever is lower) at a one-die penalty. There is one exception —if you possess another super-power, you may use it at the same time as your Flight power, (as long as you are not attempting some sort of complicated maneuver) — simply roll its normal dice pool, if you succeed, you can fly and use your power at the same time.

Flight Table: Top Speed		
Level	Top Speed (Yards/Round)	Top Speed (Miles/Hour)
2	30	20
3	45	35
4	60	45
5	75	55
6	90	70
7	105	80
8	120	90
9	135	100
10	150	110

Extras

No Altitude Limit (+2/+4/+8): You require no air or heating equipment to fly at extreme altitudes. You still can't survive outside Earth's atmosphere, though.

Space Capable (+3/+6/+12): (**Note:** If you have this Extra, you don't need the No Altitude Limit Extra). You can fly through space without difficulty. This doesn't mean you don't need to breathe though!

Flaws

Running Start (-1/-2/-4): You need to take a running start of at least thirty feet before you take off. If you can't run, you can't fly.

Gadgeteering

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Gadgeteering Table: Can Defend	
Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

Gadgeteering is the peculiar ability of some superhumans to build anachronistic machinery decades or even centuries ahead of the current scientific norm. This power represents either an idiot-savant like capability with machinery, or an aloof intuitive understanding of electronics, not some sort of hyper-intelligence. If you want to play a character who can build Gadgets because of an immense intellect, buy the Anachronist Archetype and a Hyperstat in Brains instead of this power (see [page xx](#) for more details on Hyperbrains).

Gadgets may *not be* mass-produced — they are assembled in too slipshod a manner, and even the Gadgeteer himself is often not sure just how it works exactly. If you wish to build devices that can be mass-produced, please buy Hyperbrains on [page xx](#). While Gadgets may not be mass-produced, they can be handed out — the Gadgeteer can construct a device and give it to anyone he likes, but since other Gadgeteers can disassemble it and steal the Will points embedded in it, this is sometimes a risky proposition. Once these Will points are imbibed in the Gadget, it is independent of the Gadgeteer (this means that if the Gadgeteers' Will falls to 0, his Gadget's dice pools *are not* cut in half).

With the Gadgeteering super-power, you may create devices that imitate *any* super-power. On a successful roll and with access to proper materials, you can build devices that possess powers, such as Flight, Harm, or any other parahuman ability. The maximum score for each ability in your Gadget is your Gadgeteering power dice pool (and you can never buy dice types in a Gadget that you don't possess in your Gadgeteering dice pool). Super-powers with point totals (such as Heavy Armor and Go First) can only be bought up to the level equivalent to your dice pool.

If you wish to make the item truly unique, you can take the **Unique Focus Flaw** (see page xx.) to reduce its cost. But keep in mind if that device is destroyed, you may never build that type of device (that is, the same set of Powers, Extras and Flaws) again. If you attempt to build a Unique Focus Gadget and fail, the effect is the same — you may never build that type of Gadget again. If you do not take this Flaw, you can build the device over and over again — as long as you spend the Will and make the roll each time.

You buy dice pools in your devices with Will. There are five steps to building Gadgets.

1) Conception

What kind of power do you want your device to have?

Example: Dr. Anthony Trask has Gadgeteering at 3 regular dice and 1 Wiggle Die (3d+1wd). He wants to build a jetpack capable of propelling him at about 45 MPH. The maximum score he could buy in such a device is 4d or 3 dice plus 1 Wiggle Die, since this is his Gadgeteering score. He decides not to take the Unique Focus Flaw for the device, because he wants to be able to build it over and over again.

2) Design

What does your device look like? How big and heavy is it? What is it made of? The size of the device adds a Difficulty rating to the construction of the device. The smaller and more portable it is, the more difficult it is to build; but the bigger it is, the longer it takes to build.

Gadgeteering Table: Device Specifications

Difficulty Rating	Example	Time to Build
Easy (2)	Room-sized device (20–15 tons)	5-Width in weeks
Medium (3)	Vehicle-sized device (10–1 ton)	Width in days
Hard (5)	Hand-held device or smaller (50 lbs.–10 oz).	Width+10 in hours

Example: Dr. Trask decides he wants his jetpack to be the size of a knapsack. Making equipment smaller assigns a specific Difficulty number to his attempt at creating the device (the GM determines that since it is small, the Difficulty is 5).

3) Purchase

How many Will points do you want to spend on the device? The point costs for super-powered Gadgets are the same as when they are bought during character creation. Divide the total number of Will points spent on the device by 20 (rounding down), and this factor is added to (or becomes) the Difficulty number. Difficulties *may not* be bought down on Gadgets as per the *Taking Your Time* rule on page xx unless you have a Hyperbrains Stat of 6 or higher.

Example: Dr. Trask has a Will of 35 and his maximum dice pool per device is 4d. He can buy regular dice easily enough, and he can buy 1 Wiggle Die (since there is one in his dice pool), but no Hard Dice (since he has none in his Gadgeteering pool). He decides that he wants Flight with only the Robust and Useful Outside of Combat qualities, setting the base cost of Flight at 3/6/12. He decides to buy 3d+1wd in Flight, at a cost of 21 points. Since Trask is investing 21 points in his jetpack, he adds 1 ($20/21=1.05$, rounded down to 1) to his Difficulty, for a Difficulty of 6.

4) Attempt

Do you have access to the materials you need to make your device? Most Gadgeteers require laboratories or workshops with extensive access to heavy equipment and materials, which is represented by the Anachronist Archetype. (Some, with the right Extra, can build a device out of anything). If so, you may then attempt to build the device. Roll your Gadgeteering dice pool. If you succeed by meeting or exceeding your Difficulty number, you successfully build the device. In addition, your Will is now reduced by the number of points you invested into the device, and that Will is gone forever (you cannot gain Will from disassembling your own devices). Note that you must have the Will necessary to build the device when you set to work, you can't bank on having the Will when the device is done, instead you must have enough Will when you begin the process of creation.

If the attempt to create a device fails, all the Will spent to purchase the device is lost. This reflects the disappointment associated with failing to achieve a working prototype.

Example: Dr. Trask rolls his Gadgeteering against the Difficulty of 6, and gets a 7, 7, and a 1. He decides to make his Wiggle Die a 7, so he has 3x7. He beats his Difficulty number of 6, and the device is created in 13 hours. He now has his jetpack, which has Flight at 3d+1wd, at a cost of 21 Will points, which can propel him about 45 mph.

5) Use

To use a Gadget, the creator, (or anyone using it) must roll its dice pool as per the description of the power. A success and it works, a failure and it fails. It's that simple.

Will points are gained normally by anyone using the device. If the super-power requires Will to function, it is drained from the point total of the device. When the device's Will total hits 0, it ceases to function. A Gadgeteer may "recharge" the device with a successful Gadgeteering roll of Difficulty 4, by spending Will normally all over again on the device.

Example: Trask wants to beat a hasty retreat with his jetpack from the roof of a building. He checks the description of the Flight Miracle on [page xx](#). He rolls his 3d and gets a 2x2, making his Wiggle Die a 2, giving him a 3x2. Trask takes to the air in his jetpack!

Gadgets have a number of hit location boxes in them equal the amount of Will expended in their creation divided by 10. Once these boxes are filled with Killing damage, the Gadget is destroyed permanently, and the Will points in it are lost. If the Gadget has a defensive power built into it (such as Heavy Armor) this must be overcome first before damage is inflicted on it.

Example: Trask's jetpack has 2 hit location boxes (21 Will spent on it, divided by 10). If the device is shot, or struck, and sustains 2 Killing points in damage, it is destroyed, and all Will in it is lost.

As long as it's not destroyed, a Gadget may be repaired by beating the device's original Difficulty with a successful Gadgeteering roll. If the roll is successful, damage may be bought off at a 1 Will point to 1 point of damage (Killing and Shock) ratio.

Example: Trask's jetpack was damaged during the landing from his daring rooftop escape. It sustained 1 Killing and 1 Shock point of damage — just one more Shock point and it's destroyed. Trask rolls against the 6 Difficulty of the jetpack and successfully makes his roll with a 2x9 (thanks to his Wiggle Die). He then spends 2 Will points to buy off the 1 Killing point and 1 Shock point of damage. The jetpack is repaired.

Modifying Gadgets is easy. Add up the new Will total of the Gadget, (if it costs more, you spend more, if it costs the less, you pay the same) make your Difficulty roll, spend the difference in Will, and it's successfully changed. If you fail, you lose the Will.

Example: Trask wants to add a burst of Super Speed to the jetpack, Attached to the Flight Miracle. Super Speed costs 4/8/16, but Trask reduces it with the Flaws Attached to Flight -1/-2/-4, and Short Duration -1/-2/-4, for a final cost of 2/4/8. With 3d in Super Speed, the jetpack now costs 27 points (the jetpack costs 21, and the Super Speed 6). The Difficulty for his roll is now 7, instead of 6 (because of the Will point increase). Trask succeeds, thanks to his Wiggle Die, spends 6 Will points, and the jetpack now has Super Speed as well as Flight.

Gadgets may also be "assembled" into a single larger Gadget with numerous super-abilities (the classic example would be the power suit). To assemble multiple Gadgets together, each must be built separately, with one being the primary Gadget, and the other(s) being a secondary Gadget. The secondary Gadget must have the "Attached" quality linked to an Always On ability of the primary (if you are rebuilding an existing Gadget to Attach it to another, the points saved by using the Attached Flaw *are not* gained back). Secondary Gadgets cannot be used on their own, they require the primary Gadget to function. If the prime Gadget is destroyed, all secondary Gadgets attached to it are destroyed as well.

To connect them, a separate roll against each device's Difficulty must be made. If both succeed, the secondary is now attached to the primary.

Example: Trask wants to attach his jetpack to his MkV Power Armor. Trask first modifies the jetpack to have the “Attached” Flaw, reducing its cost to 20 points, and successfully makes the Difficulty roll with a 2x7 — it’s now the secondary Gadget. Trask then rolls against the MkV Power Armor’s Difficulty of 10, and gets a 2x10.

The jetpack is now Attached to the Always On Heavy Armor of the MkV Power Armor. If the armor fails, or is destroyed, the jetpack is gone as well. But on the upside, the Power Armor can now fly.

Extras

Fiddly Bits (+2/+4/+8): You can make your Gadgets out of common junk as long as you have access to a secure and well-lit work location.

Jury Rig (+2/+4/+8): You can “Jury Rig” a Gadget, squeezing one last powerful use out of it, even if it is damaged or low on Will. On a successful Gadgeteering roll, you can get one last use out of a Gadget, doubling its powers for *one round only* at no Will cost (even if it requires one). After that, the Gadget is destroyed, and all Will in it is lost.

Voila! (+5/+10/+20): You don’t need any materials to make your devices at all! Simply envision what you want to create, take the allotted time in concentration, make your roll, and it appears.

Flaws

Strenuous (-2/-4/-8): Each “session” of construction or design is so fatiguing that you take your Gadgeteering dice pool in Shock damage to your torso. (Half of this is not recovered after construction is done). This reflects the exertion of the endeavor.

One of a Kind (-3/-6/-12): You can only create one type of Gadget, such as a ray gun, jetpack or telepathy helmet (you select which one power you can imitate when you create your character). Otherwise, your power operates normally. Keep in mind this doesn’t mean you have to take the same Flaws, Extras and Qualities for that power for every Gadget.

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Gadgeteering in the Game

The construction and design of super-powered Gadgets requires time and effort on the part of the Gadgeteer (usually), but it should not detract from game play. The last thing a GM wants is everyone sitting around in the middle of a game while the Gadgeteer designs a new Gadget, carefully totaling Will points. Instead, a good rule of thumb is that the PC running the Gadgeteer must design devices *between* game sessions. That is, the player must total all the Will points, Flaws and Extras for the Gadgets he wishes to build before he or she sits down to play the game.

The GM can then allow him to roll to build his devices before the game begins, marking down his successes and failures, so that when the scenario begins, the Gadgeteer has a host of fun equipment to utilize, as well as the time to go out into the field to adventure.

For more on anachronistic tech and its impact on game-play see *Part Five: Super-Tech* on page xx.

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Ghost

Qualities

Robust, Useful Outside of Combat.

Ghost Table: Cannot Defend

Die Type	Point Cost to Purchase
Each Die	3
Each Hard Die	6
Each Wiggle Die	12

You can project a ghostly form, which acts as a vehicle for your consciousness and all of your senses. Intangible and invisible, this ‘Ghost’ is not perceptible by humans.

You must be in a safe, quiet location to use your power. On a successful roll, your Ghost form appears and may be used to spy on removed locales while your physical body remains behind. Your form only travels as fast as you can under normal conditions; so sending it to a distant

location requires a great deal of time (it cannot hitch rides on vehicles). The form can pass through physical objects with ease, but it cannot float or fly. If your physical form is disturbed while Ghosting, your Ghost form immediately dissipates, and your consciousness returns to your body.

Extras

Biological Duplicates (+3/+6/+12): Your Ghost form is a physical, fragile biological duplicate of your own body. It can pick up, manipulate objects, and fire weapons. It uses your Body and Coordination for these tasks. Biological Duplicates can be seen and attacked. Any successful attack kills the duplicate. (This Extra is the same as “Physical” below, except when destroyed, “Biological Duplicates” leave behind a body...)

Physical (+3/+6/+12): Your Ghost form can pick things up, manipulate objects, and fire weapons. It uses your Body and Coordination for these tasks. Physical Ghosts can be seen and attacked. Any successful attack dissipates the Ghost form.

Disturbing (+1/+2/+4): If you wish, animals can sense you in your Ghost form. This is an Extra because you can affect distant locales (albeit in a limited manner) without fear of attack.

Flaws

Dream walk (-1/-2/-4): Your power only works when you are sleeping (in a safe and comfortable environment). Otherwise, it operates normally.

Go First

Attacks, Defends

Go First Table: Can Defend

Level	Point Cost to Purchase
Each Level	2

Characters with this Miracle attack more quickly than other characters. For every level of Go First, you act in combat as if each match you roll was that many levels wider.

Example: Ann has Go First 3. In combat, Ann says she is going to shoot her gun. She gets a 2x4 result. Normally, anyone with a 3x or 4x result would go before Ann. But her Go First Miracle adds 3 to the width of his roll for purposes of initiative. Therefore, it's timed as if she'd rolled 5x4, easily acting before anyone else. When it comes to doing damage, however, her shot is still considered a 2x4.

Note that the effects of Go First “stack” with superhumanly high levels of Cool. If Curtis has Go First 2 and Cool 7, the width of his results are increased by 4 for the purposes of timing.

Go First costs 2 point per level. There is no real benefit to be gained from Hard or Wiggle dice, since it's never actually rolled.

Using Go First for multiple actions makes things a little more complicated, but not much. When doing two or more things at once, split your Go First total between the actions, if it doesn't split evenly, lump the extra point on one or the other —player's choice.

Example: Pulse is attempting to hit two guards at once. He has Go First 3. This means that both attacks get a point of Go First, and Pulse puts the last Go First point on his second punch, since that guard looks the biggest...

Extras

Combat Precognition (+2 per Level): You go first in combat because you can “see” what your opponent is going to do a second before he does it. If you're reacting to an enemy's action (dodging a blow or grabbing an arm as he tries to draw a gun) half of your Go First bonus (rounded up) also applies to the width of your roll. You can only use this to defend.

Example: Janice has Go First 3 with Combat Precognition. In the first round of combat, she shoots at Marble Monster and rolls 2x3. It's timed like a 5x3, but only does damage as a 2x3. Next round, Marble Monster swings at her and she dodges. She gets a 2x2 as her dodge

result. It's timed as a 5x2 (adding 3 for her Go First ability) and because she has Combat Precognition, it also Gobbles like a 4x2 (adding 2 to the width for half of her Go First ability).

Flaws

One use per Combat (-2 per Level): Your power only works in the first round per combat. After the initial adrenaline wears off, no dice. Until the next combat, anyway.

Harm

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Harm Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

Whether it's fiery breath, death rays from the eyes or crippling bolts of electricity, there are a lot of superhumans whose primary effect is this: They hurt the other guy. The easiest way to handle these attacks is to buy levels of the Harm Miracle. Harm attacks are resolved like pistol attacks, and they do width in Killing and width in Shock damage.

Since Harm isn't always the same kind of injury, there are some Extras you can buy for it. Once you pay for an Extra, however, any further dice you add to your Harm Miracle pool have that Extra. In other words, you don't have to pay for each die you have in the pool: Buy the Extra once and you've got it for every Harm Die, forever. Of course, it bears mentioning that if you buy two different types of Harm Miracles for some reason, you'll have to buy Extras for the different Harms separately. For example, If you've got an Ice Blast and a Heat Ray, then you'd have to buy two dice pools and two sets of Extras.

Like all damage, Harm may be "bought off" by superhumans through the expenditure of Will points (see [page xx](#) for more details).

Extras

Area [Cost: 5 points per Area Die]: Your attack explodes upon impact, causing normal damage and damage for Area dice. If you successfully hit, throw the Area dice in additional damage against the target. Each Area die causes 1 point of Killing damage to the hit locations rolled for all targets within 10 yards. Everyone in range also takes 2 Shock points of damage to every hit location.

Burn (+1/+2/+4): In addition to the normal damage caused by your attack, it also sets the target on fire as per the burn rules on [page xx](#).

Electrocuting (+2/+4/+8): Your Harm is electrical in nature, and in addition to inflicting width in Killing and Shock damage, the damage also goes to ground from the location struck (see *Electrocution* on [page xx](#) for more details).

Penetrating [Cost: 3 points per Penetration point]: Your attack penetrates Heavy Armor just like anti-armor weaponry. Each level gives the attack the equivalent Penetration rating.

Radius [Cost: 5 points per Radius rank]

The power's effect radiates outwards from you (and only you,) affecting its targets within the radius established.

Radius Table: Maximum Distance

Rank	Maximum Distance
1	1 yard
2	5 yards
3	10 yards
4	50 yards
5	100 yards
6	250 yards

7	500 yards
8	1000 yards
9	1 mile
10	10 miles

Splash and Spread (+2/+4/+8): Your Harm not only hits the rolled location, it hits adjacent hit locations as well and spreads at the rate of 1 Shock point per round for the number of rounds equal to the width of the roll.

Spray [Cost: +3 points]: Because it sprays like a machinegun, you take no penalty when making multiple attacks. Unlike the Spray quality for machineguns and similar weapons, this Extra adds no dice to your pool.

Vicious (+1/+2/+4): Your Harm does an additional level of Killing damage. You can buy the Vicious Extra multiple times to add further Killing levels.

Flaws

Graphic (-1/-2/-4): Your Harm destroys the target, crushing bones, spewing blood and bile and flaying flesh. Its effects are so graphic that it's difficult to watch and sometimes, even difficult for you to use. While witnessing your handiwork, make a Cool+Mental Stability roll.

Jumpy (-1/-2/-4): Whenever you're startled, your power tends to go off unchecked. If something takes you by surprise - anything from a sudden loud noise to a sneak attack - make a Cool+Mental Stability roll. If it fails your power goes off in a random direction. It might hit one of your compatriots, it might discharge straight up into the air, it might even hit an enemy.

Some GMs just determine this by deciding themselves. Some roll a single die with 1-2 meaning it hit an ally, 3-8 meaning it went into an inanimate object or the air, and 9-10 meaning it actually went towards an enemy - if there's one around. You cannot use your power in a directed fashion in the same round it goes off accidentally.

Healing

Qualities

Robust, Useful Outside of Combat.

Healing Table: Cannot Defend

Die Type	Point Cost to Purchase
Each Die	3
Each Hard Die	6
Each Wiggle Die	12

You can facilitate the healing of damaged tissues in living creatures. The power is simple. With a successful roll, width in Killing and Shock damage is recovered by the target to one hit location of your choice.

Healing has a dramatic effect on damaged tissues. This power can repair scarring, burns or other deformities, regenerating them completely. The bad news: it has no effect whatsoever on diseases.

Extras

Force of Will (+1/+2/+4): For every 5 Will points you put into an attempt to heal, you increase the width of the points healed by 1.

Panacea (+2/+4/+8): You can heal any disease with a successful Healing roll against Difficult 5 and the expenditure of 10 Will points.

Flaws

Empathic Healing (-1/-2/-4): Any damage left over on the target after you roll your healing attempt on them is automatically inflicted upon you as well. For example, if you healed all but 2 points of Shock damage on a targets' right arm, that damage would be instantly inflicted on your right arm as well. This damage is not shaken off, and must be recovered through normal healing rolls.

Leaves Scars (-1/-2/-4): Your power does not regenerate damaged tissues completely. While it heals Shock damage instantly without pain, there is scarring appropriate to the severity of the Killing damage suffered when the healing is done.

Heavy Armor

Qualities

Defends, Robust.

Heavy Armor Table: Defensive Power, Always On

Point of Heavy Armor (For 6 Hit Locations)	Point Cost to Purchase
1	7 points

For every 7 points you spend on this Miracle, you gain a point of Heavy Armor for six hit locations you choose during character creation. You may buy a single point for a single hit location for 2 points. All successful attacks made against areas defended by Heavy Armor automatically have their damage reduced by the amount of your Heavy Armor rating (both Killing and Shock). If their damage is reduced to 0 the attack fails.

Weapons or attacks with a Penetration reduce your Heavy Armor by their Penetration rating, and then the damage is applied. If any Heavy Armor points remain, they work normally, and completely negate Area damage. If the damage is reduced to 0, the attack fails.

Example: The Destroyer of Worlds has Heavy Armor 10 on all hit locations, and is attacked by a soldier with a LAW rocket. The soldier scores a 2x10 with a LAW rocket that has a Penetration of 8, reducing the Destroyer's Heavy Armor to 2 for the attack. Since he still has Heavy Armor, the Area dice detonate harmlessly on him, and he doesn't take the blanket 2 points of Shock damage. The rocket ends up inflicting 3 Killing and Shock points of damage, only 1 Killing and 1 Shock of which get through the Heavy Armor 2. The next round, the Destroyer's Heavy Armor is back up to 10, as he relentlessly wades forward into the clutch of helpless National Guardsmen.

Extras

Focus (+3 per Point of Heavy Armor): You can "focus" Heavy Armor points, by moving points around from hit location to hit location. For example, if you have three points total, you could put three points on your head, or one on your torso and each arm, or two on an arm and one on a leg. Each movement of any number of points takes 1 round.

Hardened (+7 per Point of Heavy Armor): Your Heavy Armor is immune to the effects of Penetrating weapons. You can still be injured, however, if the damage of an attack overcomes your Heavy Armor rating — but your power is never knocked down by the Penetration value of an attacking weapon.

Penetrating weapons still hurt though! To reflect this — every hit by a Penetrating weapon causes half its value in Shock damage to the affected hit location (this Shock damage can never become Killing). Even if you can absorb enough damage to reduce an armored tank to a piece of slag, it doesn't mean you like to do it...

Flaws

Ablative (-3 per Point of Heavy Armor): Your power is permanently reduced by Penetration attacks. When your Heavy Armor is gone, you may spend Will to restore it at a one to one value. This Flaw *may not* be taken along with the Hardened Extra. This is a good Flaw to emulate Power Armor or Artificial's bodies (though it is not mandatory).

Will Drain (-3 per Point of Heavy Armor): The power eats Will at the cost of 1 point per combat round of active use.

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"-1 Point?"

How do you handle Flaws for powers like Go First and Heavy Armor when their point cost and Flaw cost are sometimes the same — if you take One Use Per Combat on Go First does that make

the point cost 0? No. The Flaws for powers like Go First are there for you to buy-off Extras with. Their minimum cost, like those of all other powers is 1.

In addition all Flaws only subtract their regular dice reduction from such Miracles. For example, the Flaw Nervous Habit reduces a power cost by -1/-2/-4, but when used on a Miracle which does not have dice scores, just a point total, it only subtracts -1 point from the cost.

For clarity's sake, let's try some examples:

- If you buy 1 point of Heavy Armor for six hit locations with the Extra Hardened and the Will Drain Flaw it costs 7 points for the Heavy Armor, 7 points for the Hardened Extra and minus 3 points for the Will Drain Flaw. Final Cost: 11 Will points.
 - If you buy 1 point of Hardened Heavy Armor in one hit location it costs 2 Will points for the point of Heavy Armor, plus 7 for the Hardened Extra. Final Cost: 9 Will points.
 - If you buy 6 points of Hardened Heavy Armor in six hit locations it costs 7 Will points for each point of Heavy Armor, plus 7 points for the Hardened Extra. Final Cost: 14 pointsx6= 84 points.
 - If you buy the same as above and Attach it to an Archetype, it reduces the 14 point initial cost to 13 (since Archetypes reduce powers -1/-2/-4). Final Cost: 13 points x6= 78 points.
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Immunity

Qualities

Defends, Useful Outside of Combat, Robust.

Immunity Table: Always On, Defensive Power

Die Type	Point Cost to Purchase
Each Die	4
Each Hard Die	8
Each Wiggle Die	16

One particular peril is substantially less perilous to you. Any time you take damage of that type, you ignore all Shock damage. All Killing damage is taken as Shock. Furthermore, the number of dice in your pool reduces the total amount of Killing damage you take.

This power is usually not rolled when it operates, but you may need to roll to restart it after you take damage from another source (that is, not the source covered by your power). If damage that your Immunity protects you from manages to get through, you do *not* need to re-roll — your power remains active.

Immunity Table: Frequency & Type of Immunity

Cost Addition	Frequency	Immunity to (Pick One):
Die/Hard/Wiggle		
+4/+8/+16	All the Time	Any Attack
+2/+4/+8	Common:	Fire, Water, Kinetic
+1/+2/+4	Regular:	Cold, Earth, Starvation, Thirst, Disease
+0/+0/+0	Uncommon:	Acids, Poisons, Radiation

Example: Harry “the Brick” Johanson has 3 dice and 1 Wiggle Die in Immunity to Kinetic Attacks. A thug opens up on him with a submachine gun, rolling 8d in four simultaneous attacks on the Brick. (Four pair are unlikely, but it could happen...and it would be a shame to only make three attacks when there's no penalty because of the Spray). The submachine gunner gets three pair: 2x1, 2x4 and 2x8. His SMG does width in Shock and width in Killing. The Brick should take 2 Shock and 2 Killing apiece to his left arm, left leg and chest – a total of 6 Shock, 6 Killing. However, his Immunity removes all the Shock damage. The 6 points of Killing damage are turned into Shock, and 4 of those are ignored as well. The Brick walks through the hail of bullets with 1 point of Shock to each location struck.

Next round, the Brick is hit by a radiation attack from an unseen super, and his power shuts down when he takes 5 Killing to all hit locations. The thug takes aim again as the Brick rolls to reactivate his Immunity power, while the incredulous thug makes the same 8d attack. The Brick rolls 8,8,7 and makes his Wiggle die an 8 too. The soldier fires again, and rolls three tens. Both of them had a 3x success, but since the gunner's result is higher, he hits before the Brick can reactivate his power. Ouch.

Extras

Shared (+2/+4/+8): A single human target you touch is conferred your Immunity as long as you remain in contact.

Variable Immunity (+5/+10/+20): You must roll your power every time it is activated. The height of the roll indicates the number of Killing points defended against by your power. Shock damage is removed normally. (You cannot take this Extra with Hard or Wiggle dice in your pool).

Unshaken (+2/+4/+8): Your power never shuts off until you're killed, even if you are unconscious.

Flaws

Perception-Based (-2/-4/-8): Your Immunity only works if you know an attack defended against by your Immunity is coming. Foreknowledge is necessary; otherwise, you take the damage.

Indomitable Will**Indomitable Will Table: Can Defend**

Level Point Cost to Purchase	
Each Point	20

For each level of this Miracle, you have a permanent point of Will, which can never be drained or lost. It only activates when your Will total reaches 0, so you can't use it over and over again to "shield" your normal Will. These Will points are only good for in-game actions (like defending against Telepathic or physical attack), they *may not be used for self-advancement, building Gadgets or using Mystical manipulation*.

This may seem like significant protection against physical attack, since supers can buy-off Killing damage with Will, and it is, to a point. If you possess a single Indomitable Will point (and it activates because you hit 0 Will) you can buy off 1 point of Killing damage per round indefinitely. Unfortunately, that single Will point does very little when you're shot in the face for 4 Shock and 6 Killing points of damage.

You need normal Will points to increase your powers and Skills, build Gadgets and cast spells. Though it seem to run counter to their description, the Super-Normal Archetype *may* buy this power. Though they lack a fluctuating Will Stat, this power gives them an artificial "pool" of Will to draw from.

Flaw

Second Wind (-5 points): Your Indomitable Will is there, but must be activated to take effect. If you hit 0 Will, you must successfully make a Cool+Mental Stability roll to activate it. If you fail, your Will remains at 0 until you make a successful roll.

Insubstantiality**Qualities**

Attacks, Defends, Robust, Useful Outside of Combat.

Insubstantiality Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

You can become immaterial. Roll a match and slip through any object as if it wasn't there. Unfortunately, when you're out of phase with the physical world, you cannot breathe, hear, speak or act upon any normal object or person physically, since your atoms do not interact with the solid world. Also, after a number of rounds of insubstantiality equal to your Body, you begin to asphyxiate (see *Strangling* on page xx for rules on strangulation) from lack of air.

Although you are completely immaterial when phased, you can remain at ground level, or choose to sink into the ground at will.

You can also turn other objects you are holding insubstantial. You can render up to half your maximum lift in pounds (see **page xx**) insubstantial, for as many seconds as you can hold your breath on a successful roll. Once you release it, it immediately becomes material again.

This makes it possible, with enough Body, to attack people by turning them insubstantial and then releasing the effect. This is a nasty attack, but not an easy one. Typically, you jump through your enemy, turning him insubstantial while you're phased through him. He drops into the ground, becoming physical again when you pass out of him.

This attack is a multiple action. Roll the either Body+Brawl or Insubstantial (whichever is lower) with a 1-die penalty. If you get two matches, the enemy takes Killing damage equal to Width+1 to both legs. (This damage is applied to the torso if he's lying down, or the head, if you have him pinned and are strangling him).

Extras

Breather (+2/+4/+8): You can still breathe while insubstantial.

Phaser (+1/+2/+4): Instead of half your Body score, use your Insubstantiality power dice pool to determine the maximum amount of weight you can render insubstantial.

Sectional (+1/+2/+4): You can turn a single body part insubstantial while keeping the rest of your body solid.

Flaws

Naked (-1/-2/-4): Everything you are wearing or carrying drops off you the minute you become insubstantial.

Sinker (-1/-2/-4): When you turn insubstantial, you sink into the ground. Better jump before you use your power and turn it off when you land...

Invisibility

Qualities

Defends, Robust, Useful Outside of Combat.

Invisibility Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	4
Each Hard Die	8
Each Wiggle Die	16

Roll a match and you disappear from view. Anyone trying to hit an invisible target loses two dice out of his dice pool (unless, of course, he has some non-visual way to track the target). Hard and Wiggle Dice are removed before normal dice. Furthermore, invisible attackers cannot be dodged, except by someone who has Sense 7+, Telepathy or a special Perception power that allows them see Invisible people.

Your power warps light so that it passes through or around your body. You can turn the effect off whenever you want. You are required to roll again if your Will drops to 0, and, as usual, the power fails if you get hurt.

There are a couple problems with actual invisibility, however. The primary problem is that if light can't interact with your body, it can't hit the rods and cones in your eyes. Completely invisible people are blind. (If you want to be invisible but still see, try buying an Extra like "See While Invisible.")

Extras

See While Invisible (+1/+2/+4): You can see when invisible, despite the fact that your eyes are transparent to light.

Flaws

Tiring (-1/-2/-4): You gain a point of Shock damage to your torso for every minute you remain invisible. This damage is not shaken off after combat, and must be recovered through regular healing rolls.

Jinx

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Jinx Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

This is the opposite of Aces. Things just tend to go your way, but only inasmuch as people or threats who oppose you have dismal luck. With it, you roll your Jinx Gobble dice pool and “eat” dice from any opposing dice pool. You can choose to roll your Jinx either before or after you see the other guy’s roll.

Like Aces, Jinx is expensive. Every Jinx die thrown costs 1 Will point, every Jinx Hard Die thrown costs 2 Will points, and every Jinx Wiggle Die thrown costs 4 Will points. In addition, any action foiled by Jinx, but which helps you succeed, never yields a Will reward, no matter the circumstances. So, if you roll a 10 with your Jinx, you don’t get the 1 Will point reward you would normally get for the use of almost any other power.

Example: A bank-robber shoots at Snake Eyes with a 2x8 hit from a shotgun. Snake Eyes throws her 4d Jinx and gets a 2x10 — effectively Gobbling the bank-robbers shot, canceling the attack for the cost of 4 Will points. Even though Snake Eyes rolled 10’s however, she does not gain a Will reward. The GM decides the shotgun’s hammers slam down with a dry click, but the shells don’t fire. What bad luck!

Extras

Blanket Jinx (+4/+8/+16): Enemies within 20 yards all suffer from your Jinx power. But the Will costs for each type of die thrown are multiplied by the number of people affected.

Flaws

Unconscious (-1/-2/-4): The power is automatic, and cannot be turned on or off. In addition, it acts out on your subconscious impulses, inflicting its penalties on anyone you dislike or distrust like your little brother, your drill instructor or your parole officer. Will costs remain the same.

Multiple Actions

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Multiple Actions Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

This is the power to do two (or more) things at once - or to do two things in such quick succession that they seem to happen at the same time.

To make the mechanics and costs mesh smoothly, you get an additional full action in combat for every two levels you buy in this Miracle. You get to take two actions per round at level 2, three per round at level 4, four per round at level 6 and so on up to a whopping six per round at level 10. Events still occur in width order during combat however.

This is a powerful effect, especially in combat: First, roll your Multiple Actions dice pool. If the power activates, you are able to attempt Multiple Actions for the rest of the combat — but keep a note of the dice rolled, they could help you later. When your power is active, instead of dropping a die, rolling your lowest dice pool and looking for more than one set for multiple actions, you drop no dice, roll your highest pool and look for multiple sets. Even better, if you fail to find enough matches in your dice pool, you can grab loose dice from your Multiple Actions roll to help. If any loose dice from your Multiple Actions roll match loose dice in your dice pool, you can link them up to form a successful set. The major limiting factor is you can only grab dice

from your Multiple Actions dice pool one time per die. When you use it, it's gone for that entire combat.

Example: The Blur has Multiple Actions at 4d+1wd, allowing him to try three actions a round. He makes his Multiple Actions roll with a 9, 7, 1, and a 9, and wants to snatch the keys off a guards' belt, punch him and side step a pistol shot from another guard.

His dice pools are his Coordination to grab the keys (5d) his Body+Brawl to hit the guard (8d) and his Dodge (9d). Usually he would drop a die from his Coordination and roll, but since his Multiple Actions is active, he rolls against his Dodge of 9d and looks for three sets.

He rolls a 8, 7, 6, 6, 5, 5, 4, 2, 1 — getting two matches, but he needs one more, luckily, he has a 7 in his Multiple Actions roll. By linking that one up with the 7 from his roll, he makes an additional 2x7. So he assigns the 2x6 to key snatching, the 2x5 to the punch and 2x7 to the dodge. Since he used the 7 from his Multiple Actions roll, he only has the loose 1 left to use, in case he falls short again during this particular combat.

You can also use this power in a similar manner to expand a single success to make it damn fast (either way, you can only roll this power once during each combat). Roll you Multiple Actions dice pool and then roll your normal dice pool. If you succeed at both, the width of your Multiple Actions roll can be added to your normal dice pool roll. Now for the downside — each use of the power in this fashion costs 1 Will point per point of added width.

Example: The Blur is facing a very dangerous thug with a machinegun, so he rolls his Multiple Actions power and gets a 2x10. He then rolls his Dodge of 9d and gets a 3x5. For that single Dodge, the Blur moves with an incredible 5x5 speed, instead of a 3x5 speed, because the width of his Multiple Actions roll is added to his Dodge. Blur loses 2 Will points for this exceptionally speedy action.

The speed with which a multiple action superhuman can operate also reduces the time it takes to do things outside of combat. Remember how the speed of an action is determined by subtracting the width of the roll from 5? (That is, if you're fixing a radio and you roll 3x2, it's done in 2 hours, because 5-3 = 2) With multiple actions, you reduce that number automatically.

Multiple Actions Table: Time Required

Multiple	
Action Level	Time Required
0	5 minus Width
1-2	4 minus Width
3-4	3 minus Width
5-6	Next lower time category, 10 minus Width
7-8	Next lower time category, 6 minus Width
9-10	Next lower time category, 3 minus Width

When it says "Next lower time category," here's what that means: If you're doing a task that would normally be measured in days, you can do it in hours. If you're doing a task that would normally be measured in minutes, you can do it in combat rounds. (Combat round tasks can't be compressed). As always, no task can be shortened to less than one unit of time.

Flaws

Blunt (-1/-2/-4): You can only complete tasks that don't require complex or delicate maneuvering. You can punch, dodge, or kick, but not sew, sort or write at high speed.

Mystical Manipulation

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Mystical Manipulation Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10

Mystical Manipulation is the ability to utilize the forces of magic to do your bidding.

With the Mystical Manipulation super-power, you may create spells and magic items that imitate *any* super-power (you must first purchase the Mystic Archetype to possess this power however, see [page xx](#) for details). On a successful roll, you manifest spell effects that grant you any super-power, such as Flight, Harm, or any other superhuman ability, for a limited amount of time. The maximum score for any spell is your Mystical Manipulation power dice pool (and you can never buy dice types in a spell that you don't possess in your Mystical Manipulation dice pool). Super-powers with point totals (such as Heavy Armor and Go First) can only be bought up to the level equivalent to your dice pool.

Since Mystical Manipulation represents control of the external forces of magic, it has peculiar rules about its purchase. Magic always has a will of its own, after all — to represent this, for every Hard Die you buy in Mystical Manipulation, you *must* buy 1 regular die, for every Wiggle Die, you *must* buy 2 regular dice.

Example: Renaldo wants 2 Wiggle dice in Mystical Manipulation, but to do so, he must first buy 4 regular dice. If he wanted to buy 2 Hard Dice, he would have to buy 2 regular dice.

You buy dice pools in your spells with Will. There are three steps to creating a new spell and utilizing it.

1) Conception

What kind of effect do you want the spell to have? Create it like a normal super-power with Flaws and Extras.

Example: The Demimage Renaldo has Mystical Manipulation at 4 regular dice and 2 Wiggle Dice (4d+2wd). He wants to cast a spell to render himself invisible. The maximum dice pool the spell could have would be 6d or 4d plus 2 Wiggle Dice, since this is his Mystical Manipulation score. He decides on 6d in Invisibility that has a cost of 4/8/16, for a total cost of 20 Will points.

2) Casting

When you wish to activate the spell, roll against your Mystical Manipulation dice pool and find a matching set. If you fail, you lose the amount of Will equal to the number of dice in your Mystical Manipulation pool (6d = 6 Will). You must always throw *all* your Mystical Manipulation dice.

If you succeed, your spell activates, and you have that super-power for width in rounds (in combat) or in minutes (outside of combat). This duration may be extended by 1 time unit at the expenditure of 1 Will point. When using the ability, roll its dice pool normally. Will is gained normally from using such powers.

To determine the cost of the spell, you must consider the loose dice in your Mystical Manipulation roll (that is, any dice not in the matching set).

- If all of them are odd, the full Will cost of the power is subtracted from Will
- If most of them are odd, half the full Will cost of the power is subtracted you're your Will
- If most of them are even that number of dice is added to Will.
- If all are even that number of dice is added to Will.
- If odd and even are exactly the same, the spell costs no Will to cast at all.

Example: The Demimage rolls against his Mystical Manipulation of 4d+2wd to cast the Invisibility spell, succeeding with a 3x10. The remaining dice in his set are 3, 4, 1, mostly odds, so he loses half the Will cost of the Invisibility spell, or 10 Will points. Now that the spell is active, Renaldo may roll against its 6d dice pool normally for the next 3 minutes as if he possessed the super-power.

If you cast a spell successfully and find that you don't have enough Will to pay the cost, the spell fails to manifest. You can, however, "burn" a Base Will point to manufacture 10 Will points to pay the cost. When you do so, that Base Will point is gone — and must be replaced normally.

3) Re-casting

Once you successfully cast a spell, if you wish, it becomes easier and safer to do so in the future. By expending experience points in a particularly useful spell, you can gain the ability to bump loose dice in the pool to suit you better. When you spend experience points on a Skill for your spell, you must successfully cast it. It costs two times the amount of the Skill level in experience points to gain a spell Skill (so if you want 1d, it's 2 experience point, 2d, it's 4 experience points etc...)

When you roll your Mystical Manipulation to activate a spell, you can bump a number of loose dice from the roll equal to your spell Skill level.

Example: Renaldo has cast his “Scrying Spell” (a version of “Detection”) successfully three times and has spent 6 experience points on it. He has a Scrying Skill of 3d — this works only on that particular Scrying spell. He casts the Scrying Spell and rolls his 4d+2wd for a 2x4, leaving a 9, 1, 3, 4, mostly odds. But Renaldo knocks the 9 and 1 out, leaving a 3 and 4. Equal evens and odds, so the Scrying Spell costs no Will to activate.

Mystics can also construct magic items, like enchanted swords, armor or wards. This is treated exactly the same as a normal spell, but the Mystic must invest a single Base Will point in each item made *in addition* to paying the full Will cost of the item. *All* magic items are Unique Foci (see [page xx](#) for more details). Magic items work just like Gadgets, but any Will gained using them is held within the object, and is not gained by the user.

Example: The Knight utilizes a magic-sword with the super-ability to Penetrate Heavy Armor. It has a 6d attack and he rolls 2x10 with it. The magic-sword, not the Knight gains the Will point reward.

Magic items have a number of hit location boxes in them equal to the amount of Will expended in their creation divided by 10. Once these boxes are filled with Killing damage, the magic-item is destroyed permanently, and the Will points (and Base Will point) in it are lost. If the magic-item has a defensive power built into it (such as Heavy Armor) this must be overcome first before damage is inflicted on it. However, magic artifacts only take damage when specifically targeted with an attack – or if (for some reason, like ignorance) their wielder uses them for some inappropriate task. You don't really want to parry an attack with your magic staff.

A Mystic may “unweave” any magic item with a successful Mystical Manipulation roll against Difficulty 4. If he does so, he gains the Base Will stored within it (but not the Will points used to construct it).

Extra

Flip-flop (+1/+2/+4): You can halve or double a single loose die in your Mystical Manipulation set — often, this can be the difference between a steep Will cost, or no cost at all.

Flaw

Faust (-3/-6/-12): You've made a pact with the other side. Fail in your spell casting and the deal is sealed. Suffer your own Mystical Manipulation dice pool as an attack on every hit location of your body as it is wracked by ghostly fire. If you survive, the deal continues — until you fail again, that is. (Note that if you're struck while casting and your spell fails, you take the damage).

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Mystical Manipulation in the Game

Initially, Mystics will be at a disadvantage — the occasional high cost of their fledgling spells will make it difficult to accrue and hold onto Will points. This is where the Unique Focus they are allowed to purchase at -3/-6/12 comes in — this Mystical artifact can possess any number of powers and can be an effective balancing element in the game. In effect, it is a cheap way of buying normal super-powers with which the Mystic can adventure while developing a catalog of spells.

Also, by imbuing the object with abilities such as Will Battery or Indomitable Will, the Mystic can keep his Will total positive longer.

Eventually, as the Mystic begins to experiment with spells he will come into his own, and will be able to expand his power, Will total and abilities.

XXXXEND BOXED TEXTXXX

Nullification

Qualities

Attacks, Defends, Robust.

Nullification Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	3
Each Hard Die	6
Each Wiggle Die	12

With your power, you can rob other superhumans of their super-abilities, sometimes permanently. Dependant on the level of your ability (as determined when you design the power) you can either temporarily weaken a single power, permanently damage a super-power, permanently remove a super-power, or completely destroy an Archetype (destroying all powers Attached to it as well).

If there are no Archetypes in the game, treat it as an attack on superhumans, which, at the +6/+12/+24 level removes all powers, otherwise, it operates the same.

Consider the following chart to determine the extent of your Nullification effect.

Nullification Table:

Cost Addition	Type of Nullification
Die/Hard/Wiggle	Nullification Power Governs — Effect (Pick One from each Side and total the point cost):
+6/+12/+24	All Archetypes — Archetype destroyed on a successful roll.
+5/+10/+20	Three Archetypes — Super-power is permanently removed.
+3/+6/+12	Two Archetypes — Super-power is damaged.
+0/+0/+0	One Archetype — Super-power is temporarily weakened.

Example: Specs the Gadgeteer wants a Mutant Neutralizer — one that completely strips a mutant of his or her powers permanently. “One Archetype” costs nothing extra, so his initial dice cost is still 3/6/12. But “Archetype destroyed on a successful roll” costs +6/+12/+24, raising the cost to 9/18/36. If he wanted to buy a similar weapon which was only able to temporarily weaken a single mutant power, his dice would be base cost, or if he wanted to buy a weapon which would affect all Archetypes (+6/+12/+24) and destroy the Archetype targeted (+6/+12/+24) it would cost 15 points per die 30 points per Hard Die and 60 points per Wiggle Die. Got it?

Your Nullification power only affects those who fall within the definition of your targeted Archetypes (for instance, Spec’s Mutant Neutralizer would do nothing if fired at a Godling). You must hit the target with a successful roll against your Nullification dice pool — dodging works normally against Nullification. Once hit, depending on your Effect level, several different things can happen:

The Super-Power is temporarily weakened: On a successful hit on your select Archetype by your Nullification power, *all* their super-power rolls are *reduced by the width of your roll*, for width number of hours. After that time, their power returns to normal.

Example: Hawk is hit by a Nullification beam from Dr. Psychotic, who rolls a 4x2. All of Hawk’s super-powers are reduced by 4 points of width for the next 4 hours — if that reduction drops a power’s width to 1 or 0, the power fails.

The Super-Power is damaged: On a successful hit on your select Archetype by your Nullification power, a single super-power of theirs is *permanently* reduced by the width of your result. This effect may be “bought off” by the target at a 1 Will point to 1 point of width level, but only in the round the Nullification attack occurs — after that, the lasting effects set in. Damaged powers may be “bought back up” by paying 1/2 their original cost in Will points. Once this Will is spent, the power returns to normal, until then, it remains damaged.

Example: Raven is hit by the Amulet of Kaa, which has a powerful Nullification effect against Mystics. The Amulet rolls a 2x10. The GM places a -2 width penalty on the Raven's flight Miracle. Until she spends points equal to half the Will cost she spent to purchase the Miracle, 2 points of width are automatically subtracted from every Flight roll.

The Super-power is permanently removed: On a successful hit on your select Archetype by your Nullification power, a single super-power of theirs is permanently removed if the target fails a Body+Endurance roll. Top to bottom — the power is just plain gone and cannot be recovered by spending Will.

This effect may be negated by the target through the expenditure of 10 Will, but only in the round the Nullification attack occurs.

Example: Nextman is hit by a Nullification beam targeting his Archetype. He's out of Will points, so he attempts a Body+Endurance roll, but fails. The GM determines Nextman's Hyperbody power is permanently gone.

The Archetype is destroyed: On a successful hit on your select Archetype by your Nullification power, the target's Archetype is completely destroyed, erasing every power and ability Attached to it. If the Archetype represents a racial type or species (such as the Alien Archetype) they remain that species, but all super-abilities are removed from it. The same thing goes for humans. The Archetype, and all powers Attached to it are gone forever.

Creatures who only exist because they are Archetypes (such as Artificials and any others who are only a conglomeration of powers Attached to an Archetype with no standard form) are allowed a single Body+Endurance roll (or, for wholly immaterial beings a Brains roll), which must beat the height of the attack roll, or they are instantly killed.

This effect may be negated by the target through the expenditure of half their Will points (if the target has no Will, tough luck), but only in the round the Nullification attack occurs.

Example: Crusher Einstein, an Artificial Anachronist is targeted by the Null-Ray, a device which specifically destroys machine life. He's hit with a 3x5 roll and rolls his Body+Endurance of 10d, succeeding with a 4x6. Covered in short-circuiting diodes, Crusher wades through the beam weapons' blast, intent on eliminating its operator. If he had failed his Body roll, he would have been destroyed.

Extras

Archetype Sight (+2/+4/+8): Your power can identify those subject to your Nullification attack, despite any attempts at obfuscation. It can, however, only identify those Archetypes which are subject to your Nullification power — not any others.

Flaw

Charge (-2/-4/-8): Each use of your Nullification power costs you 5 Will points. No Will points, no Nullification attack.

Perception

Qualities

Robust, Useful Outside of Combat.

Perception Table: Cannot Defend

Die Type	Point Cost to Purchase
Each Die	3
Each Hard Die	6
Each Wiggle Die	12

You can discern stimuli outside of the range of human perception. Exactly, what kind of Perception you can employ remains up to you. If you wish to just have exceptional human senses, such as super-sharp hearing, smell or taste, simply buy a Hyperstat in Sense or an appropriate Hyperskill. Perception reflects a new sense, such as the ability to see x-rays, hear ultra-sonics or to feel heat sources at a distance. Each new Perception must be linked to a normal sense during character creation. For example, the ability to sense heat like a pit viper would be

attached to the Touch Sense, while the ability to “see” x-rays would be attached to Sight. To use your Perception power, the dice pool of the Perception is added to the Sense Skill and Statistic it is attached to. It takes one combat round to switch between your Perception and the normal sense.

Example: Cassie has Perception: X-Rays, at 4d, which is attached to her Sight Skill. When she wishes to use it, she adds her Sense statistic of 2 to her Sight Skill of 2 and her Perception power of 4d for a total of 8d. This is only when she is using her special X-Ray sight.

Pick a specific Perception from the list below to determine its cost.

Perception Table: Type of Perception

Cost Addition

Perception Power Governs (Pick One):

Die/Hard/Wiggle

+4/+8/+16 You are able to choose what you wish to perceive and with what sense.

+2/+4/+8 Feelings, Intent or other non-physical phenomena. Magic.

+1/+2/+4 Ultra- or Sub-sonics, Heat Sources, Certain Gases, Life-forms. Superhumans.

+0/+0/+0 Radio waves, Radioactivity, X-Rays, etc.

Perception only works within the range of the Sense to which it is linked. If you wish to have a far-reaching Perception that locates certain phenomena at a distance, please see the Detection power on [page xx](#) instead.

Extras

Superimposed (+1/+2/+4): Your new Perception is simply a layer piled on top of your old sense. If you have X-Ray vision, you can see through objects and see normally at the same time without penalty. You don’t have to take a round to switch between them.

Flaws

Sensitive (-1/-2/-4): If your Perception power is exposed to large levels of the phenomenon it is designed to detect, it overloads and ceases to work for the number of hours equal to the width of the roll.

Precognition

Qualities

Robust, Useful Outside of Combat.

Precognition Table: Cannot Defend

Die Type	Point Cost to Purchase
Each Die	3
Each Hard Die	6
Each Wiggle Die	12

You can catch glimpses of the future with your power. The future seen is by no means “permanent,” and actions taken to change future events are quite effective. For instance, a vision of your own death in New York four days from now can be sidestepped by doing your damndest not to be in New York on that day. The more you speak of your Precognitive visions to others, however, the less accurate the vision is. This reflects the change the vision has on your choices, and on the choices of others, and those choices’ effects on the world.

Precogs, understandably, are often very tight-lipped about their positive visions. They’ll talk your ear off about the negative ones, of course – and, when their dire predictions fail to materialize, it just makes people more skeptical about precognition.

This power can work three different ways. First, you can attempt to see the future by voluntarily entering a trance. This is a fatiguing process; it costs you 5 Will points per die thrown, 10 Will points per hard die thrown and 20 Will points per wiggle die thrown. Usually, in such a trance, a specific question or future event is the chosen subject of inquiry. Questions such as “When will the Destroyer attack?” or “What will happen to me at the World’s Fair?” are perfectly appropriate.

Secondly, the power may spontaneously activate when you are in or near an area that's important to your future survival. This is at the GM's discretion, but if this occurs, you lose 1 Will point per die thrown, 2 per Hard Die thrown and 4 per Wiggle Die thrown.

Thirdly, the power may activate in your dreams, warning you of some impending event. In this case, the only Will lost is any Will which would have been gained from that night of sleep when the dice are thrown. Also, this third version of the power is far less reliable than the other two; no matter how well the roll is made, the vision always seems dreamy and indistinct.

Consider the chart to below to determine the level of success of such attempts.

Precognition Table: Type of Vision

Type of Roll	Result
Failure	A brief vision of the future which may or may not be accurate.
A Success	A brief vision of a future event.
Roll is wide	Knowledge of the amount of time before a certain event occurs.
Roll is tall	Knowledge of who is involved in a particular event.
Roll is tall and wide	A vision of an event with both time and subjects clearly shown.
Multiple Rolled 10s	An extremely clear vision of the future, as if you had lived the moment already, all senses are represented.

Extras

Mothering (+1/+2/+4): In addition to warning you of impending danger to yourself, your power automatically "looks out" for your close friends and family as well.

Flaws

Static (-2/-4/-8): Your visions of the future consist of a single static image, and nothing more.

Psychic Artifact

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Psychic Artifact Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

With your power, you can create invisible psychic artifacts that mimic (at least physically), the abilities of common tools, weapons and equipment. At this most general level, the power allows you to create any sort of equipment, weapon or tool (since it has all four power qualities). For example, you could create a fully functional shovel, shield or even a pistol with the full Psychic Artifact power.

If you want to have a more limited power, such as being able to only produce one particular type of weapon or piece of equipment, reduce the cost accordingly. For example, if you wish to be able to only produce a psychic lock-pick, you could remove the attacks, defends and robust qualities right there, reducing your cost to 2 per die, 4 per hard die and 8 per wiggle die.

Psychic artifacts are limited by what their user understands. If you don't have a profound understanding of how a radio works, you can't make a psychic radio. If you don't have the know how to field strip a rifle, you can't make a psychic rifle. Consequently, if you don't have at least two levels of Skill in a relevant field (Pistol to construct a pistol, Medicine to create an autoclave) you can't make the object. Simple objects like shovels or swords don't need a relevant Skill to be created.

You cannot create animals or people with this power and the possible weight of the object created depends on your level of power.

Psychic Artifact Table: Mass of Item

Dice Pool	Maximum Mass
1	2 pound
2	5 pounds
3	10 pounds

4	15 pounds
5	30 pounds
6	65 pounds
7	130 pounds
8	250 pounds
9	500 pounds
10	1000 pounds

Objects that produce light, heat or movement work normally, but usually not as well as a real object of the relevant type. If the object is a hand-to-hand weapon, it does damage per the relevant type. If the object deals damage at a distance, its damage rating can never exceed width in Killing, regardless of what sort of object it is - rifle, pistol, howitzer, whatever. Replicating a weapon that has Spray, Area or Penetration requires the expenditure of 2 Will for each point in the quality (if you plan to use those, you might do the work ahead of time on note cards, and show your GM).

You cannot create some kind of chimerical hyper-weapon with Spray 3, Area 3 and Penetration 4 simply by making a psychic pistol and spending 20 Will (unless you're imitating a Gadgeteer's or Hyperbrain's Gadget that you fully understand). If you want to make a Spray weapon, you have to make a Spray weapon with which you are familiar - that is, one from **page xx**.

Psychic weapons never run out of ammo, and psychic vehicles never run out of gas. However, they rarely have the opportunity. The "shelf life" of a psychic artifact depends on how well you rolled. In combat, it lasts a number of rounds equal to the width of the roll. Outside of combat, it's minutes. For each Will point you spend, you can increase its duration by 1 round or minute.

You can easily create shields with this power - a sheet of metal plate is not hard to envision. Generally speaking, it takes about fifteen pounds to put 1 point of Heavy Armor on one hit location. A helmet with one point of Heavy Armor is a fifteen-pound helmet.

Example: Mind's Eye wants to make a psychic metal wall big enough provide cover for all six of her locations, and thick enough to provide two points of Heavy Armor. That much lead would weigh 180 pounds and would require a power of 8 to create.

Psychic objects come into being touching your body. You cannot create a psychic boulder over someone's head forty feet away. You could, however, make one in your hands and drop it off a bridge onto someone.

Extras

Extended Duration (+2/+4/+8): Instead of combat turns and non-combat minutes, your Artifacts last for widthx3 rounds in combat (if combat ends, the object remains) and hours out of combat.

Levitating (+2/+4/+8): When your Psychic Artifacts manifest, they hover in the air nearby within Base Will in feet. You can operate them with your thoughts, using only your skills as normal (in other words, if you fire a levitating psychic rifle you roll only your Rifle Skill, not your Coordination+Rifle). You can control a number of artifacts equal to half your dice pool.

Flaws

Visible (-1/-2/-4): Your Psychic Artifacts are visible to normal humans. They don't look quite real, instead looking like an idealized version of the object rendered in a translucent glass of any color you choose (if you don't choose a color, they're black).

Rapport

Qualities

Useful Outside of Combat.

Rapport Table: Cannot Defend

Die Type	Point Cost to Purchase
Each Die	2
Each Hard Die	4
Each Wiggle Die	8

You can tag a target with your mind, and in a state of deep concentration *see* them (or it), no matter where they go. You must be able to touch a target to create a Rapport. Once made, the Rapport is not broken until you wish it, until the subject dies or is destroyed, or until some other super-power is used to break the link. Once a target is lost, it can only be restored by another touch.

For each die you have in your Rapport dice pool, you can tag one individual or object.

The vision of the target is extremely vivid. You see everything from the target's perspective, and in addition, you see the target as well. For some reason, there is no hearing possible through the rapport; sound cannot be perceived through the link.

When a person linked to you with rapport dies violently, you suffer the equivalent amount of damage in Shock (but just Shock, not Killing) to the same body parts, even if you are currently not in a trance to observe them.

Extras

Multiple Targets (+1/+2/+4): Each time you take this Extra the number of targets you can tag is doubled.

Permanent (+1/+2/+4): For 10 Will points you can make a *permanent* Rapport with a single subject — you can break it off whenever you wish, but until the subject dies or you choose to break it, the Rapport remains in place.

Two-way (+2/+4/+8): When you wish, you can cause the subject of your Rapport to *sense* you through the link, so that it is a two-way conduit.

Flaws

Emotional Rapport (-1/-2/-4): You can only link to people and objects when you have an overpowering emotional connection to them. Hate or love, it doesn't matter (this is at the GM's discretion). Your power cannot affect those towards whom you feel indifferent.

Narrow Category (-1/-2/-4): You can target either objects or people, but not both.

Regeneration

Qualities

Robust, Useful Outside of Combat.

Regeneration Table: Cannot Defend

Die Type	Point Cost to Purchase
Each Die	3
Each Hard Die	6
Each Wiggle Die	12

Your power can restore your body to health despite gross physical damage (but you can only heal yourself, not others). If you are conscious, you can concentrate for one combat round and make a roll against your Regeneration dice pool. On a success, for each Will point spent, you regain the width of your roll in Killing points of damage to any part of your body that is injured. Alternately, a successful roll and a Will point can remove all Shock damage in all limbs.

On a successful roll against your power you can even restore a permanently crippled limb to its former state at the cost of 5 Will points per limb (but it must be fully healed first to do so).

Illnesses (even potentially fatal viruses or cancers) can be instantly healed at the expenditure of 1 Will point and a successful roll. Injuries may not be healed if you are unconscious or drugged.

Regrowing a completely removed limb can be done, but it costs 5 Will *and* one point of Base Will. Decapitation is still a death sentence; you can't regrow a severed head (or, for that matter, a severed body).

Extras

Automatic (+2/+4/+8): Your power activates and heals you (if you have Will Points available), regardless of your state of wakefulness; you regenerate even in a coma (you still need to roll).

Drugs are no obstacle, you just burn them out of your system. A Side Effect of this Extra is that you never get drunk again (for more than mere minutes, anyway).

Re-growth (+1/+2/+4): Like a lizard, you can re-grow severed or destroyed limbs or organs. If you take this Extra, you do not need to pay the Base Will cost such attempts usually require. The brain cannot regrow...

Flaws

Only Shock Damage (-2/-4/-8): You can only regenerate Shock damage with your Regeneration power, not Killing damage.

Second Chance

Second Chance Table: Can Defend

Level Point	Cost to Purchase
Each Level	10

You are exceptionally hard to kill. Whether this means you are effectively immortal and cannot be physically destroyed, or you are just resilient and very, very lucky, matters very little. You possess the ability to escape nearly any circumstance, by activating your Second Chance. Once it is used, it's gone forever. You can only buy Second Chance at character creation, it cannot be bought during game play.

There are two different applications of Second Chance. The first is when you simply wish to expediently get out of a problem, like when you're facing two killer robots and the Destroyer is making his escape. Spend a Second Chance point and you get past the robots immediately and explain it away as you like. By spending your Second Chance you can effectively "skip" one battle, trap or difficulty completely. (GMs can veto this for particularly important or climactic events. If the GM turns your Second Chance down, you still have it).

The other use of Second Chance is to survive a mortal wound or an attack you could not otherwise survive. This application of Second Chance is much more limited. Spend your Second Chance point *before* your head or torso fills with Killing damage and you're restored to full health. The point is gone and your character has a sudden and dramatic second wind. Spend it *after you die* and your character, though thought dead, returns later at the GM's discretion, with only a single Will point left. Depending on the situation from which your character escaped, you may also get saddled with appropriate losses from Stats or Skills, amnesia, plot complications or similar soap-opera problems.

Extra

One Step Ahead (+30 per Point): Every time you use your Second Chance the next 10 Will points you earn automatically go into "refilling" it. When you earn 10 Will points, you have a new Second Chance point to spend. While earning those 10 points, you cannot raise Stats, Skills or super-powers, and must wait until those 10 points are earned. This is the only way to gain new Second Chances during game play.

Side Step

Qualities

Defends, Robust, Useful Outside of Combat.

Side Step Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	4
Each Hard Die	8
Each Wiggle Die	16

With this ability, you can side step even the worst disaster or attack and make it look easy. This power reflects your ability to be in the right place at the right time by moving deliberately out of danger. Whether it is because you are super swift or sensitive, or can glimpse the future is no matter, the effect is the same. The explosion, sword or bullet misses you as you step past it. Of course, you must already know you are under attack to use this ability.

Side Step is a defensive power, so its dice Gobble incoming attacks.

Example: A thug fires a submachinegun at the Cheetah, who has Side Step at 6d. The thug rolls his SMG Skill and the weapon's Spray rating, coming up with two pair — 2x9 and 2x8. The Cheetah rolls her Side Step and gets 2x10. The Side Step Gobbles out an 8 and a 9 from the attack, rendering it ineffective. The Cheetah walks right through the bullets unhurt.

Anyone with Side Step can attempt to “lead” an attack towards another location – for instance, the thug's knife pass misses you and hits his accomplice instead. If you attempt this, remove one die from your Side Step pool. Regular, then Hard Dice, then Wiggle Dice are removed first.

There are two big disadvantages to Side Step. First, it's an active power: If you're using it, you can't attack, unless you're taking a multiple action. Second, it cannot protect from Area effects. If someone throws a grenade at the Cheetah, she can avoid the brunt of the attack by sidestepping the shrapnel, but if it goes off nearby, there is simply no safe place for her to step. She doesn't take the width of the roll or the Area dice, but the Shock damage is still applied.

Flaws

Hand-to-Hand Only (-1/-2/-4): Your Side Step is useless against anything except hand-to-hand weapons.

Sidekick

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Sidekick Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

You have a single invisible friend who follows your mental (or verbal) orders. The abilities that the Sidekick possesses are up to you. To determine Stats, divide the Sidekick dice pool between the Sidekick's physical Body and Coordination (after inception, these Stats remain constant); the Sidekick's other Stats (Sense, Brains, Command, and Cool) are the same as yours. If the Sidekick has any other super abilities, they must be purchased separately, using the Attach Flaw.

Example: The Summoner has Sidekick at 6d. He describes it as a small winged demon. The Summoner gives the creature a 1d Body and a 5d Coordination. He wants his Sidekick to fly, so he must buy the Flight Miracle separately and Attach it to the Sidekick Miracle.

Sidekicks are invisible (but can be visible if the Extra “Visible” is purchased for them) and all attacks against them are at -2 dice to hit (unless the attacker has a Sense Stat of 7+ or a special Perception power which allows him to see the Sidekick). Hits against Sidekicks are treated as a dynamic contest between the Sidekick power and the attack. If the attack succeeds, the Sidekick disappears and cannot be re-formed for one hour. In addition, you lose a point of Will. If your Sidekick has defensive powers Attached to it, those powers must be overcome as well as the Sidekick dice pool before it disappears.

Example: The Summoner's Homunculus is struck by a machine gun, which has a total attack dice pool of 7d. The attack is at -2d because the Sidekick is invisible. The attacker rolls 8,8,8,7 and a 1, for a 3x8. The Sidekick defends with an 8, 8, 9, 5, 6 and a 10, a 2x8. The machine gun rips the Sidekick to shreds, and the Summoner loses 1 Will point. In one hour, he may make a roll to reform his Sidekick.

Extras

Second Pair of Eyes (+2/+4/+8): Not only can you create a Sidekick, you can see through its “eyes” as if they were your own. You must pause a combat round and concentrate to activate the link, and you are not able to do anything else while using it.

Mutable (+5/+10/+20): Your Sidekick's size is mutable, and it may shrink or grow as if your Sidekick dice were Transformation dice (see *Transformation* on page xx. for more details). While size may change, the Stats of your Sidekick do not. Shifting sizes takes one combat round.

Visible (+1/+2/+4): Your Sidekick is visible.

Flaws

Bad Dog (-1/-2/-4): Your Sidekick has a mind of its own. Though it often listens to your instructions, it spends much of its time digging in the dirt, eating food and generally nosing about like an animal. To successfully command your Sidekick (if you are not in danger), you must make a dynamic Command + Leadership roll against your own power pool. If the pool wins, your sidekick just doesn't listen.

Size Shift

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Size Shift Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

You can cause yourself or any object you can touch to grow or shrink — including people. Touch the target, get a success, and the object grows or shrinks. This shift costs 1 Will point per die thrown (you can always choose to throw less dice). Objects and people remain in their new size-state for width in minutes, but only one object per touch is allowed to change. (This means if you shrink a soldier, only his body shrinks — not his gun, clothes or helmet.) You must touch the specific target you wish to shift.

Enlarged people gain the width of the success in the Size Shift roll to their Body score (to a maximum of 10, and these added dice are always regular dice, not Hard or Wiggle Dice), and lose that amount from their Coordination (to a minimum of 1), for as long as the shift remains. In addition, they gain the equivalent amount of Extra Damage boxes to every hit location for as long as the shift lasts. When the effect vanishes, these damage boxes vanish as well, along with any damage contained in those extra boxes. People shifted upward in size grow in multiples of the number of dice thrown. Objects are the same — multiply their size and weight by number of dice thrown in a successful activation roll to determine their new size. (Optionally, if you want extra "realism" you can multiply height by the width and weight by the width *cubed*, to reflect the fact that volume changes on a different scale than height; see the Size Table.) All qualities of the object (Damage, Penetration, Heavy Armor, etc...) are multiplied by the width of the success to determine their new rating.

Example: Tom throws his Size Shift of 7d to make himself grow, and gets a 10, 10, 10, 3, 4, 1, 1, 5, 6 for a 3x10. He spends 7 Will, gains 3 points of Body (making his Body score 6d,) loses 3d from his Coordination (making it 1d,) and gains 3 extra hit boxes to all six hit locations. Tom is usually 6' tall, but his Size Shift has made him grow 7 times his normal size (equal to the number of dice thrown.) Tom is now 42' tall, weighs 1260 lbs, can lift up to 1 ton and cause Killing damage with his hands, for 3 minutes. Oh, and he's naked.

Example: Tom throws his 7d Size Shift dice to make a tank grow to monstrous size. He gets a 2x10, spends 7 points and the tank grows. It is now 7 times its size — growing from 20 feet long and 10 tons to 140 long and 70 tons! Its Heavy Armor Rating of 6 is now 10 and it causes twice the amount of damage it usually would — if someone was big enough to operate it, that is...

Minimized people are treated the same as enlarged people, except they lose the width of the success from all their Body, Coordination, and any physical skills they try to use. Anyone minimized with more than a 7d Size Shift treats all attacks against them as if they were an attack on *all hit locations simultaneously*, because they are so small. In addition, Shock damage is

automatically counted as killing damage. This damage *remains when the target reverts to normal size*. Minimized objects are the same — divide their size and weight by number of dice thrown in a successful activation roll to determine their new size. (Optionally, divide weight by width *cubed*.) Divide all qualities of the object by the width of the activation roll to determine their new rating.

Example: Tom throws his Size Shift of 7d to shrink an thug to doll size. He gets a 4x6, spends 7 Will, and the thug loses 4d from his Body and Coordination, reducing both to 1. The thug, usually 5'9" and 160 lbs is now about 10 inches tall and 22 pounds. The next round Tom stomps on him, rolling his Body+Brawl of 7d for a 2x10. Because of his tiny size, the thug suffers 2 Killing points of damage *to every hit location*, instead of only 2 Shock to his head.

Optional Size Table: Enlarged

Width	Height	Weight
2	x2	x8
3	x3	x27
4	x4	x64
5	x5	x125
6	x6	x216
7	x7	x343
8	x8	x512
9	x9	x729
10	x10	x1000

Optional Size Table: Minimized

Width	Height	Weight
2	1/2	1/8
3	1/3	1/27
4	1/4	1/64
5	1/5	1/125
6	1/6	1/216
7	1/7	1/343
8	1/8	1/512
9	1/9	1/729
10	1/10	1/1000

Extras

Bumping (+2/+4/+8): For every 2 extra Will points you dump into your activation roll, you bump your width up one level (this extra width *does not* add to the cost of the activation roll). You must choose how much you spend *before your roll* however. On a failure, Will points risked in such a manner are lost.

Mighty Mouse (+2/+4/+8): When you are minimized, your Body and Coordination remain the same, and are not penalized. This includes Hyperstats.

Everything at Once (+2/+4/+8): Your power affects an entire object — if you target a person, you can Size Shift him, clothes and all, without individually targeting each item. This includes yourself.

Flaws

One or the Other (-2/-4/-8): You can only Size Shift in one direction, up or down, your pick.

Self Only (-2/-4/-8): You can only Size Shift yourself — not your clothes or equipment or weapons, just your body.

Stun

Qualities

Attacks, Robust.

Stun Table: Cannot Defend

Die Type	Point Cost to Purchase
Each Die	3
Each Hard Die	6
Each Wiggle Die	12

Stun is a specialized form of Harm that only does Shock damage. Attacks made with Stun cause two times their width in Shock damage (and only Shock damage) to the hit location rolled on the attack dice. Shock damage caused by Stun does not ever become Killing damage, however. Instead, when a hit location is filled, leftover Stun damage goes into the torso or core.

Example: Pulse has 6d in Stun. He cuts loose on a henchman, rolling a 3x6 result. That's six points of Shock to his opponent's arm, which has four wound boxes left on it. If this was normal Shock damage, the first four points would fill the boxes, the next two would become Killing damage. However, since this is specialized Stun damage, the first four points numb the arm, and the next two leak into the torso.

Flaws

Touch Only (-1/-2/-4): To use the power you must touch the subject. This is usually done as an extra action with a hand-to-hand attack. As a bonus, the hand-to-hand attack usually does damage too.

Super Speed

Qualities

Defends, Robust, Useful Outside of Combat.

Super Speed Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	4
Each Hard Die	8
Each Wiggle Die	16

This is the power to move really, really, fast - so fast that you're a blur to the normal folks watching you. You also gain the power to survive that kind of high-speed movement without blacking out from lack of oxygen or getting windburn on your face. Super Speed does not mean the ability to perform intricate tasks quicker, or to do more things in a given span of time. If that's what you're after, see *Multiple Actions* on [page xx](#). This is just the power to go damn fast, period. In practice, it's much like flying a plane, driving a motorcycle or using some other vehicle to cover distance rapidly. It speeds up your movement, not your reaction time.

Super Speed must be attached to a Stat, Skill or super-power. If you want to be a super fast flyer, attach it to the Flight Miracle. If you want to only cover ground rapidly, attach it to the Running Skill. If you want it to be a little more versatile, then attach it to Body, thus covering Running and Swimming.

When you use the attached Skill (running, swimming, flying, tunneling through the earth), use the following chart to figure out your base speed, and then add twice your Body score. (If you've attached Super Speed to Body, you use these instead of the base 10 yards per round). Your Super Speed activates when you wish, on a successful roll of the attached Skill or Miracle, this is why it is possible to have only 1d in Super Speed (though, of course, you cannot use a 1d Super Speed as a defensive Gobble).

People attempting to harm you when you're using your Super Speed must beat your Super Speed dice pool as if it was a Difficulty number. If you're moving faster than 7d, you cannot be physically targeted at all by anyone without a Hypersense or Perception Miracle of less than 7d.

Super Speed Table: Rate of Travel

Super Speed	Yards/Round	Miles/Hour
0	10	6.8
1	110	75
2	220	150
3	330	225
4	440	300
5	550	375
6	670	457 ¹
7	790	540
8	920	620
9	1030	700
10	1150	785 ²

¹Faster than a .38 Special

²Mach I

Just so you know, the speed of sound in air (near sea-level) is 760 mph—and almost every bullet has an airspeed between 1200 and 3000 yards a round.

Extras

No G's (+2/+4/+8): You can turn on a dime despite your super speed without any ill effects.

Flaws

Slow Braking (-2/-4/-8): You require a full round of braking to stop safely. This means you also need enough space - if you're zipping along at 900 yards/round, you need 900 yards of space to stop safely. If you don't have enough room, you wipe out and take damage. For every 100 yards/round you were moving, roll a die (up to the maximum of 10). Apply a point of Shock and a point of Killing damage from every die rolled to the relevant location.

Example: Slow Braking Sally is rushing along at 700 yards a round when she realizes there's a wall directly in front of her. She tries to stop, but there's not enough space. She takes 7 dice of damage. Rolling 1,4,5,7,7,9 and 10, she takes a point of Shock and Killing to her left leg (1), one to each arm (the 4 and 5), three to her torso (7,7,9) and one to her head (10).

Telekinesis**Qualities**

Attacks, Defends, Robust, Useful Outside of Combat.

Telekinesis Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

Telekinesis is the ability to move objects without touching them - you just look at the object and picture it moving through the air and, as if picked up by a ghostly hand, it moves - if you're strong enough to lift it.

To use Telekinesis, roll and get a match. The weight limit of your TK (as it's nicknamed) depends on how many dice you have in the Miracle. The weight ratings are the same as they are for the Body Stat. Someone with three dice of Telekinesis can lift as much as someone with three dice of Body. (See *Body* on page xx). The only difference is that you always have to make a TK roll, even if you have eight dice and are only trying to lift a pistol.

To attack someone with TK, simply make a dynamic roll of your TK vs. their Body Stat. For each point of width, you do a point of Shock damage. If you want to try to choke them, use the choking rules on page xx, but the same TK vs. Body roll still applies. These attacks can't be dodged. If you use TK to pick up a weapon and use that against your target, the dynamic roll is TK vs. Body+Brawl or Coordination+Dodge (depending on what they're doing). If you hit, you do half the normal damage with the weapon. If your TK is in excess of 7, you cause full damage as well as Killing damage instead of Shock.

Telekinesis as written is expensive and not very reliable (as opposed to simply buying gobs of Body, say). On the plus side, it's invisible and impossible to physically restrain.

Extras

Touch (+1/+2/+4): Your telekinetic "hands" have a sense of touch equal to your Sense statistic (or Touch Skill, whichever is higher). This allows you to feel around with your power in the dark or outside of your range of vision. Note that you don't roll Sense+Touch: You roll Sense or Touch.

Flaws

Clumsy (-1/-2/-4): If you're trying to move an object with grace and finesse, you need to roll two sets of matches to avoid having it swoop around unpredictably or break in your telekinetic grasp. To place the object down carefully (without smashing it into the ground), or when "grabbing" a delicate object, you must beat a Difficulty number of 5.

Weak (-1/-2/-4): No matter how many levels you take in TK, you are never able to lift more than 100 pounds with it.

Telepathy**Qualities**

Attacks, Defends, Robust, Useful Outside of Combat.

Telepathy Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5

Each Hard Die	10
Each Wiggle Die	20

You can read and transmit thoughts, attack a person's mind, and even alter a target's memories, feelings and emotions. As presented the ability has all four qualities, and is quite versatile (not to mention expensive!) This power has *no effect at all* on Artificial life forms or Aliens with no Will statistic, but affects normal humans and Super-normals who only have a Base Will Statistic. The number of dice in your pool determines the range of your power. Consider the following chart to determine your Telepathy's range:

Telepathy Table: Range	
# of Die	Range
2	100 yards
3	200 yards
4	400 yards
5	1000 yards
6	1 mile
7	3 miles
8	6 miles
9	10 miles
10	30 miles

Telepathy with the "Attacks" quality allows you to attack targets with the power of your mind. On a successful roll of your Telepathy dice, you inflict width in Shock to the target's head (or brain boxes). Such damage *never* becomes Killing, or spreads from the head (it also won't "combine" with normal damage from another source). Superhumans attacked by Telepathy have a natural defense — Will points may be spent to "buy off" the attack at a one Will point to 2 Shock points ratio. If the target's head is filled with Shock, they fall unconscious.

Telepathy with the "Defends" quality allows you to side step incoming attacks. Defending against an incoming attack with Telepathy is easy. On a successful roll, (of a higher width than the incoming attack) you successfully read the mind of your attacker a split-second before the attack lands, and side step it... Attacks that can't be side stepped, such as Area attacks, cannot be defended against in this manner. It also allows you to defend against mental attacks from other telepaths — just roll your Telepathy dice pool as a Gobble attack against the attacking Telepath's dice pool.

Telepathy with the "Robust" quality allows it to be used under nearly any conditions — while being shot at, pummeled, or otherwise under duress. Without the Robust quality, you must be in a quiet location, without any threatening stimulus nearby to use your Telepathy — otherwise, it doesn't work.

Telepathy that is "Useful Outside of Combat" allows you to communicate with your power, both by reading and sending your thoughts to others. Telepathy bypasses all language and cultural barriers and allows the instantaneous transference of knowledge between two sentients (in game terms, nearly any amount of information can be transmitted or received in a single combat round as long as neither party resists the action). This just transmits factual information: You can't use it to instantly teach Skills to people. The smarter your receiver is, the more readily she can recall the information you sent: Basically treat it as if the person had read the information in a book.

If you have the Attacks and Useful Outside of Combat qualities for Telepathy, you can tamper with the thoughts, memories and feelings of your target as well. Here's how it works:

On a successful roll, a link is established between you and the target, and remains in place until you break the link, or the target successfully beats your Telepathy roll with a successful Cool+Mental Stability roll. Once the link is established, the target can resist every round. You must roll to maintain the link every round as well. The victim can fight your intrusion, either by attempting to beat your roll with a successful Cool+Mental Stability roll, or, if they're a superhuman, by spending Will to "buy-off" your attack at a one Will point to one point of width ratio. If they beat you in a Cool+Mental Stability roll, or they buy off your entire effect with Will, the link is severed and must be re-established.

As long as you're linked, you can see what the target sees, hear what she hears — basically use all of her senses. Don't be surprised if she immediately looks away from sensitive data, however.

Altering memories is difficult. To alter a *single* memory, you must first link with the target, then defeat their attempts to eject you (as described above). Once you do that, you can erase a single memory (such as your facial appearance, or the codeword they need to get into the secret base) by spending a number of Will points equal to their Cool+Mental Stability.

Example: Lois has 7d in Telepathy and wants to make Dr. Psychotic forget the way to his secret nerve gas lab. Lois rolls a 2x7 to establish a link, and Dr. Psychotic resists with his Cool+Mental Stability of 5d, getting a 3x4. Since Lois rolled higher, she locks on to the Doctor's mind.

Now she has to crush the Doc's defenses, so she rolls her 7d again, scoring a 2x10, and the Doc rolls his Cool+Mental Stability in defense getting a 2x5, failing. Spending 5 Will, (an amount equal to his Cool+Mental Stability pool) Lois can tamper with surface memories. Instead of going to his secret lab, he winds up driving himself to the police station.

While you can tamper with superficial memories – even important ones (“What was that stupid launch code?”) – you cannot mess with memories that are intrinsic to your target's identity. You can make him forget that today's his anniversary, but you can't erase his memories of being married. You can make her think she drives a green Ford instead of a blue Chrysler, but you can't convince her that she's Napoleon Bonaparte.

Another form of telepathic “attack” doesn't really harm or change anything, but it sniffs out secrets that the target doesn't want the telepath to know. The system for this is the same as for changing memories, as above. However, if the secret is particularly emotionally charged or important, the GM may assign a Difficulty number or simply decide that it cannot be dug out with Telepathy. Thus, getting the number to someone's Swiss bank account is much easier than ferreting out Commander Morbid's secret identity. (Especially if learning that secret derails the GM's plot).

Another complication is that peeking into people's memories can be confusing and disturbing – especially if you're looking for icky stuff in an icky mind. If you *succeed* at rummaging around in someone's psychological attic, your GM may ask for a Cool+Mental Stability check if you run into the bats in their belfry. Just something to think about before you try to find out what the Destroyer of Worlds' childhood was like.

A more serious attack involves destroying an opponent's Skills. If you're trying this, the Skill in question serves as Heavy Armor for the mind. In other words, for each point in the relevant Skill, the Telepathic attack is reduced by 1 point of width. This defense can be bought off by the Telepath at 1 Will point per Skill point — this represents the effort of smashing through the natural defenses of the mind. Once this “armor” is breached (if necessary), the Skill can be erased at a cost of 5 Will per Skill point. It's possible to reduce a Skill without eradicating it entirely, of course. When a Skill is “destroyed” in this manner, it's gone forever.

Example: After Dr. Psychotic escapes from jail, Lois decides she's had enough. She's going to erase his Chemistry Skill forever, permanently foiling his nerve gas plots. She rolls her 7d against his 5d and establishes a link, as before. The next round, she rolls her 7d attack against his 5d defense and, once more, beats him with a 3x5. However, he's got a Chemistry Skill of 4, which reduces her attack to a -1 width! Spending 3 Will, she reduces his protection to 1. There's still resistance, but since she still has a 2x5, she can wreck his Skill. To destroy it utterly would cost 20 Will, in addition to the 3 she's already spent. She can't afford that – but after putting in the effort to get into his slimy brain, she's going to do some damage before she goes. She spends 10 Will and permanently reduces his Chemistry Skill to 2.

Stats and Miracles cannot be reduced with Telepathy. At the GM's discretion, Skills that primarily represent conditioning (rather than intellectual knowledge) may be impossible to erase.

Extras

Mole [+5 Points Per Level]: Your Telepathic attack is like a Penetrating weapon against an enemy's mind. For each level of this Extra, your Telepathic assault is counted as having the equivalent Penetration value against the defender's Skills. For example, if you were trying to erase a Skill of 6, and you had Mole at 6, you wouldn't need to spend any points to buy off failures before reducing the Skill.

Subtle (+3/+6/+8): Your Telepathic power is so subtle that the target needs to make a Cool+Mental Stability roll of Difficulty 3 to *even know you're there*. Rewriting memories, or erasing Skills, is too blatant to hide. You can still follow along with your victim's senses and read all the memories you want however – as long as you don't change anything.

Ransack (+5/+10/+20): You can “ransack” a human mind. The round after linking to a target's mind you can, on a successful roll, Telepathically shuffle their memories, Skills and thoughts around, leaving their Brains Stat and all intellectual Skills at -2d for the number of days equal to the width of your attack roll. After this time they return to normal, as their mind reorders itself.

Flaws

Merge (-2/-4/-8): Each round you are in a Telepathic link with a subject, you gain a Difficulty of 1 to any Brains rolls you must make over the next 24 hours. This represents the jumble of memories and ideas that flood your mind through the link, confusing your usual quiet inner thoughts. You can buy-down this Difficulty by spending 3 Will points per point of Difficulty, if you don't want to wait 24 hours — whereupon the condition vanishes naturally.

Calling Card (-2/-4/-8): Whenever you contact another mind telepathically, you unconsciously leave behind a "Calling Card" — a brief sensation of your presence and personality, in the mind of the target. Other telepaths can clearly see this "Calling Card," and, if you are in their Telepathic range, can target you without a roll.

Teleportation

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Teleportation Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

This power allows you to instantaneously move objects (including yourself) from one point in space to another in zero time, without crossing the intervening space. Some superhumans with this ability can move many people at once; others can only transport themselves. There are teleporters who can cover huge distances, and some, only a few feet.

The two limits to Teleportation are distance and mass. The more powerful and experienced a teleporter is, the more distance he can cover and the more mass he can move.

Teleportation Table: Mass & Distance

Dice Pool	Maximum Mass	Maximum Distance
2	5 pounds	10 miles
3	10 pounds	50 miles
4	50 pounds	100 miles
5	100 pounds	500 miles
6	500 pounds	1,000 miles
7	1000 pounds	4,000 miles
8	2 tons	6,500 miles
9	4 tons	10,000 miles
10	6 tons	12,000 miles

An important fact about Teleportation is that you can extend your range by cutting down on your Mass. For each step down the scale you take on Mass, you can extend your Maximum Distance by a step upwards, and vice versa.

Example: Fernando has Teleportation 5 and wants to jump himself back to his old office in Padua. Normally, that's a no-go - he weighs over 100 pounds. But he's in Venice, less than fifty miles from Padua. Since he's dropped the distance two categories, he can raise the mass two categories, to 1000 pounds. He can not only teleport himself, but several friends as well.

If his target is Kiev, however, that's a different matter. It's close to a thousand miles, pushing his distance up one category. He could only send 50 pounds to Kiev - not enough to move himself, but certainly, he could teleport something useful. If he wanted to send a piece of paper with a message, (dropping the mass category to 1) he could send it anywhere familiar within 10,000 miles - pretty much anywhere in the world, except a 2,000 mile circle on the exact opposite side of the globe.

Teleporting is a difficult business. It requires a clear picture in the head of its user of his desired destination (this means that the user must have previously visited the location he wishes to teleport to). Without a clear picture, a successful transport is not possible. Also, people or objects teleported must be in direct physical contact with the teleporter. (This works fine if a bunch of people hold hands, as long as the chain is unbroken). Portions of objects may not be teleported.

When teleporters disappear, a loud crack (about as loud as a rifle shot) sounds. This is the air rushing in to fill the space the teleporter just vacated. The more Mass moved, the louder the boom.

It's fairly easy to attack with Teleportation. For instance, suppose there's a sniper in a bell tower and you can't get a good shot at him. Instead, put your hands on a burnt-out car and teleport it into the air six inches above the sniper's nest. Gravity does the rest.

Since this is all done by sight, even a weak teleporter has the potential to drop giant chunks of rubble (or grenades, for that matter) on any enemy he spots.

To drop a rock, roll your Teleportation. Your opponent may make a Coordination+Dodge roll against falling rubble of this sort, if dodging is the action he declared. If your roll fails, the rock doesn't move. If it succeeds, but his Coordination+Dodge is wider or higher, he takes no damage.

Another popular Teleport attack is to grab an enemy and teleport him a good hundred feet up into the air. To do this, you have to either use a multiple action (rolling the lower of Body+Brawl and Teleport with a one die penalty, and getting two matches) or successfully pin your opponent until you can Teleport him. (See *Pinning* on page xx). If you do send him successfully, the normal falling rules apply. (See *Falling* on page xx).

Extras

Blind Teleportation (+3/+6/+12): You can teleport to a location never seen before, randomly.

When you want, (that is, you can Teleport normally as well) your power finds a safe location and teleports you there. In this case, a "Safe Location" is defined as an area of solid ground that is not occupied by another object; it covers no other eventualities and you have no choice in the matter. You can only use this power if you're personally going to that place -you can't use it to send a ticking bomb somewhere unless you go along for the ride. Keep in mind that you could wind up *anywhere* – a bank vault, the roof of a skyscraper, a janitor's closet. The wider your range, the more likely you are to wind up somewhere very safe but very distant.

Global Range (+5/+10/+20): You never need to assign any of your teleport dice to range. You automatically have a 10d in range and never need to roll against it. You still must have previously seen the location you are traveling to, however. These Global Range dice cannot be used to increase your Mass capacity.

Maximum Capacity (+5/+10/+20): You never need to assign any of your teleport dice to mass capacity. You automatically have a 10d in capacity and never need to roll against it. You still must touch all the objects you want to transport. These Maximum Capacity dice cannot be used to increase your Range.

Silent (+2/+4/+8): There is no telltale loud report when you use your power.

Flaws

Disorientation (-1/-2/-4): Upon arrival you cannot act until you successfully make a Sense roll of Difficulty 3 or more, or until five minutes have passed. Furthermore, when teleporting something over someone as an attack, you must first make a successful Sense+Sight roll.

Forced Attendance (-1/-2/-4): You cannot teleport anything unless you teleport yourself along with it. Thus, you can't drop big rocks on people unless you're willing to go with the rock yourself. You cannot take this Flaw if you've already taken the Self Only Flaw.

Nothing Biological (-2/-4/-8): You cannot teleport anything biological (except yourself that is). If you attempt to move anything living, your Teleport automatically fails.

Self Only (-3/-6/-12): You can only teleport yourself. No clothes, no glasses, no gear, no other people.

Slow (-1/-2/-4): This Flaw can be taken multiple times; each time it is taken, it extends the time necessary to teleport by 1. In combat, this is measured in rounds; non-combat, in minutes. If someone catches you, it's obvious that you're a superhuman, with your body obviously fading away from this location. The good news: the side effect of your slowness is that you make a lot less noise. It won't be silent (and air pressure still changes), but it's quieter than that crack of thunder.

Uncertain Arrival (-3/-6/-12): You can only take this Flaw if you already have the Self Only Flaw. You arrive at your destination up to 20 feet off the ground. Subtract the width x height of your teleport roll from 20 feet to determine how close to the ground you land. Any total higher than 20 means you land on the ground. Otherwise, take falling damage equivalent from a drop from the height indicated. If you have Hard or Wiggle Dice and you take this Flaw, roll them upon arrival.

and calculate normally —they work normally for the Teleportation, but must be rolled upon reentry. If you fail to get a match with your Hard or Wiggle dice, you fall the maximum distance.

Example: Mira has Uncertain Arrival on her Teleport Miracle. She rolls a 7, 6, 6, 2 and a 1. A 2x6 roll. She subtracts 2x6=12 feet from 20 feet. Leaving 6 feet to drop. With a successful Coordination roll, she lands on her feet and takes no damage.

Example: Max has Uncertain Arrival on his Teleport Miracle of 3hd. He automatically teleports (thanks to the Hard Dice) but rolls them on reentry for a 3, 7 and a 9 —no match. Max falls 20 feet when he rematerializes.

Thought Control: Command 7+

(Cannot Defend) The effects of having Command at 7+ are described on [page xx](#).

Extras

Buddy, Buddy (+1/+2/+4): No matter what you say, the target thinks you are a saint. He goes out of his way to help you, warn you or protect you from harm, even if you're trying to convince him to kill himself.

Non-verbal (+3/+6/+12): Simply by looking at the target (only the superhuman need see the target) you can make non-verbal assaults upon the victim's autonomy. If the roll is successful, then your command is placed within the target's mind. Language is not a barrier with non-verbal commands. It still takes the requisite time to wear an individual down, however.

Flaws

Eye Contact (-1/-2/-4): You must maintain complete and unbroken eye contact with the target; otherwise, your power doesn't work.

Thought Control: Projected Hallucination

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Thought Control Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

Projected Hallucination allows you to alter the perceptions of your target. With this ability, you might be able to convince a person that they're talking to the President, or wrestling a boa constrictor. Many superhumans have this ability unconsciously, a reflex which projects a certain unconscious image. But this power represents the ability to *deliberately* control what the target sees, hears or feels. In effect, you can make the target see hear or feel anything you can imagine. This power has *no effect whatsoever* on Artificial Life forms or any other creature with no Will (normals of course, are affected).

Illusions of this sort last a number of minutes equal to the width of the roll. In any event, projected hallucinations evaporate if the superhuman creating them stops concentrating. It is possible to dodge, use a power or dive for cover while concentrating.

To actually convince someone a Projected Hallucination is real, roll your power dice pool as a dynamic contest against the individual's Sense+Skill pool. (The Skill used to resist depends on what sort of hallucination you're creating. If it's simply the illusion that you're wearing a different uniform, it's Sense+Sight. If you just want to create the smell of gas fumes in the air, it's Sense+Smell. If you want to create a realistic Dinosaur - the roars, the tremors in the ground, the smell- you roll against his Sense and whichever sense-related Skill is highest).

If you're merely trying to create distracting phenomena, without regard to making it realistic enough to persuade, make a static roll. If you succeed, the width of the roll reduces the width of any attack made through the illusion.

Example: The Mirage has 2d and 2wd in Projected Hallucination. She and her friends are under attack by an enemy sniper. She creates the illusion of swirling blobs of brightly colored cloth between the attacker and herself. Obviously, the appearance of silent, blotchy color smears isn't going to fool him, but it has a good chance of ruining his shot. She rolls and gets a 6 and a 4. She matches her two Wiggle Dice to the 6 for a 3x6 result. The sniper's attacks

through the illusion are reduced by a width of 3 for the next three rounds, or until she stops concentrating.

It's also possible to create the illusion of agony - no visual or audio cues; it just feels like your arm (or whatever) is on fire. To do this, the superhuman simply rolls Projected Hallucination as an attack, making a called shot (see [page xx](#)) to the appropriate limb. If it succeeds, the target cannot use the targeted limb until the illusion wears off. If the limb is a leg, the victim can't run on that leg. If it's an arm, he can't fire a weapon or attack with it. If it's the torso, the person loses four dice from Body or Coordination (to a minimum Stat of 1) for purposes of rolled checks. (This works exactly like having one's torso filled with Shock, as explained on [page xx](#)). If it's the head, the person loses one die out of every successful match rolled until the illusion wears off.

Extras

Everybody Sees it (+3/+6/+12): Anybody present experiences the illusions you project. This includes you and your allies, so be careful before doing that blanket agony attack.

Flaws

Absolute Concentration (-2/-4/-8): You must hold completely still to use this power. Any distraction disrupts the illusion you are projecting.

Time Fugue

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Time Fugue Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

You can freeze time for a single object or creature with your power. Everything smaller than the fugued object that is in direct contact with it is frozen as well. You must be able to see the object, and make a roll against your Time Fugue dice pool that beats a Difficulty number based on the size of the target. If you succeed, the object is frozen in time for a number of rounds equal to the width of your roll. You may extend this period at the cost of 1 Will point per round of additional Time Fugue. You remain immune to the effects of your own Time Fugue — though you cannot change objects affected by it.

Objects frozen with this power resume their former movement when the fugue ends (so frozen bullets continue along their normal path, falling people hit the ground, etc.). People in a fugue have no recollection of the time spent within it. Objects frozen in the fugue are unaffected by attacks, they remain frozen and untouchable (since time does not pass for them, nothing about them can change) until the fugue ends. You can fugue a number of objects equal to the number of dice in your Time Fugue dice pool at any given time.

You can fugue multiple objects as long as they are clustered together, generally doing the same thing, and 2d under your weight limit. For example, if you had 3d in Time Fugue and you wanted to freeze oncoming buckshot from a shotgun blast, you could on a successful roll that beat the Shotgun's width, since the buckshot are all traveling in a group at about the same speed and are less than 5lbs, two beneath your dice pool rating.

The bigger and heavier an object is, the harder it is to fugue. Consider the following chart to determine the Difficulty for objects you attempt to fugue.

The Difficulty can be reduced by 1 for a point of Will. You can spend Will to lower Difficulty after you roll.

Time Fugue Table: Weight Affected

Target Weight	Difficulty
5 pounds or less	1
6–20 pounds	2
21–100 pounds	3
101–500 pounds	4
501–1000 pounds	5
1001 pounds–1 ton	6
1–2 tons	7
2–4 tons	8
4–6 tons	9

Example: Stopwatch has 8d in Time Fugue and he wants to freeze a truck plunging off a cliff. The GM gives the truck a Difficulty of 8, because it weighs between 2 and 4 tons. Stopwatch rolls his eight dice and gets 3x2 and 2x3. Normally, that would be a great roll, but given the high Difficulty, it's just not enough. If Stopwatch wants to spend 5 Will, he can drop the Difficulty to 3 and freeze the truck for two rounds. Or he could spend 6 Will and freeze it for three rounds.

Extras

Vanish (+1/+2/+4): A fugued object or person doesn't just freeze, it disappears from reality entirely. It cannot be seen, touched, or perceived in any fashion until it reappears.

Flaws

Touch Only (-2/-4/-8): Your power only works on objects or people you can touch.

Transform

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Transform Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

You can transform your body into any creature or object you have seen or can envision. With this power, you could turn into an eagle, a griffin or a four-post bed. The number of dice you have in your Transform dice pool indicates the size ranges of your transformed state. For instance, with 2d, you could transform into anything from 25 pounds and 1 foot in size to 337 pounds and 14 feet in size, while at 4d, you could transform into anything from 6 pounds and 3 inches in size to 760 pounds and 30 feet in size. In other words, the greater your power dice pool, the greater the size range of the forms you can assume; both bigger and smaller.

If you assume a smaller size, you gain a +1 die bonus to all Dodge rolls. If you assume a larger size, anyone attacking you gains a +1 die bonus to all attacking rolls.

Transform Table: Size Range

# of Dice	Smallest Size (-1d to Hit)	Biggest Size (+1d to Hit)
2	25 lbs, 1 ft.	337 lbs, 14 ft.
3	12 lbs, 11 in. (housecat)	500 lbs, 20 ft. (grizzly)
4	6 lbs, 3 in.	760 lbs, 30 ft. (polar bear)
5	3 lbs, 1.5 in.	1140 lbs, 45 ft.
6	1 lb, 1 in. (bluejay)	1700 lbs, 70 ft.
7	12 oz, 1 in.	1.1 tons
8	6 oz, 1/2 in.	1.7 tons
9	3 oz, 1/2 in.	2.6 tons
10	1 oz, 1/4 in. (roach)	4 tons (small elephant)

Becoming an inanimate object (with no abilities) like a rock or a chair is easy. Just roll your Transform dice pool, score a success, and poof, you become that object for a number of hours equal to the width of the roll (or until you wish to change back). Note that being in one of these forms means you can't do a thing, not even hear or see... just sit and think. Any amount of damage taken during your Transformation (only when you become an inanimate object), causes you to revert to human form, though you can buy points in the Resiliency Extra; see below.

Transforming into living creature (or a living creature with the appearance of an inanimate object, such as a chair with a mouth) is a little more complicated. Expend the number of Will points equal to the dice pool needed for that creature's weight or size. (For example, turning into a housecat requires a Transformation pool of at least 3, so you must spend 3 Will to turn into a cat. Turning into an elephant requires a Transformation pool of 10, so you must spend 10 Will for that transformation). Roll *all* your Transform dice and, with a success, you become that creature for a number of hours equal to the width of the roll, or until you wish to revert to human form.

When you Transform into a living creature, you assign your Body, Coordination and Sense Stats to any of those of the new form, as long as they are consistent with the size and build of the form. For instance, if you transformed into an elephant, it would make sense to assign your Stat points to Body and not Coordination (final ruling is at the GMs discretion, of course). In addition to being able to move your Stats, you can also assign your Transform power dice into Stat or Skill pools (Hard Dice and Wiggle Dice become regular dice when assigned). The highest Stat a form can have is equal to your power dice pool. So, at 4d, you could have a maximum score of 4 in any one Stat (the maximum, as always, is 10). If your new form is smaller than your normal form, you can only reduce your Body Stat (to a minimum of 1). If it is bigger, you can increase the Body Stat or reduce it. Stats that are reduced decrease the cost of the form by 1 Will point per Stat point. The other 2 physical Stats, Sense and Coordination, can either be higher or lower. No amount of Stat reduction makes it possible to gain Will by transforming. You can reduce the Will cost to zero, but not to a negative number.

Miracle-like abilities or skills in forms that are wholly physical (such as flight when wings are present, and the flying Skill for a bird) may be bought (temporarily for the duration of that form only) at the GM's discretion, by assigning Transform power dice to them. Wholly supernatural powers (breathing fire, turning people to stone) are not possible (unless they are bought as a separate Miracle at character creation).

Example: Ryuichi wants to become a dragon. He has 2hd+4d in Transform, so the maximum size that his dragon can be is 1700 lbs. He automatically succeeds because of his hard dice and spends 6 Will to fuel the transformation. Ryuichi has Body 3, Coordination 2, and a Sense 3, so he has 8 Stat points to assign to his dragon (plus his power dice, if he wishes). Ryuichi wants the dragon to be strong; so he places 4 points in Body, 2 in Coordination, and 2 in Sense. He can then allocate six more points with his 6 Transform dice. He can't have Body in excess of 6, so he just assigns 2 more points to each Stat. Final tally: Body 6, Coordination 4, Sense 4.

Example: Ryuichi wants to become a large bird (about 6 pounds). This would require a minimum Transform dice pool of 4, so he has to pay 4 Will to make the change. He can only decrease his Body Stat, not increase it since the form is smaller than his native form. Ryuichi makes his Body 2d (-1), his Coordination 2, and his Sense 2 (-1). So, it costs him 4 points to transform, but he gets 2 of those 4 points back due to his Stat reductions. He places the 6d from his Transform dice pool into the Flight Miracle (since the form has wings), and he's ready to go.

Most forms have a free attack equal to their Body Stat. At the GM's discretion, this attack can either be width in Shock or width in Killing *and* Shock damage. Any Stat reductions from Body are also subtracted from this attack.

Example: Ryuichi in dragon form would have a bite attack equal to width of his Body roll in Killing and Shock damage. In bird form, he would only cause width in Shock damage on a successful Body roll on an attack — and he attacks with the reduced Body of his new form. (Wing buffets or a sharp peck with a beak just can't compare with a dragon's teeth...)

Changing a form's Body can cause a gain in wound boxes, but any other increase in wound boxes or Armor has to be bought with the appropriate Miracles. If you took damage in your altered form, you may change back with the same injuries. Extra wound boxes from Body disappear at the end of a transformation, regardless of whether they're wounded or not.

Example: Ryuichi the dragon has an extra wound box on every limb because of his increased Body Stat. In dragon form, he takes one point of Killing damage to his arm, leaving five unmarked boxes. When he changes back to human shape, he still has five unmarked boxes on that arm: The injured extra box went away when the increased Body did. If he took two points of Killing damage to that arm, when he changed back he'd still have one point of damage to the arm.

Living forms you assume are extremely generic in their appearance. If you assume a human form other than your own, for instance, that form's appearance is bland to the point of being creepy. Everything about the form is simple and average-and it's always the same, no matter how many times you try to assume it. There are no signs of wear on the skin, no wrinkles, no distinctive features, it's almost as if the form was newly born despite its apparent age. This "generic" effect is highly noticeable to anyone looking at you. Somehow, you just look wrong.

Animal forms assumed also suffer from this effect, but it is much less noticeable to anyone not experienced with that type of animal-especially if that animal is exotic. For instance, if you

assumed the form of a lion, a normal Joe might not be able to tell the difference; but an experienced Safari guide would.

Creatures wholly conjured out of the imagination (even those based on real creatures) just look plain fake, like a sculpture come to life. This doesn't make them any less deadly, however.

Extras

Light Armor [2 points per rank]: For each rank you take, you gain a point of Light Armor for your Transformed forms. Any sort of Penetrating weapon pierces your Light Armor completely, unfortunately.

Resiliency [1 point per rank]: For each rank of Resiliency you have, you can ignore 1 point of Killing damage taken in a Transformed state, *for the purposes of reverting to human form only*. You still take the damage; Resiliency only means you can continue to concentrate on your form past the pain of the injury.

Sense While Transformed (+1/+2/+4 for each sense): With this Extra, you can use your human-level senses normally, regardless of what form you've assumed. Become a rock? You can hear or see (or whatever) normally, whether or not you have sense organs.

Flaws

Limited to Animate or Inanimate Forms (-1/-2/-4): You can only transform into animate or inanimate forms, you choose which at character creation. So you can either become animate things with abilities, or inanimate objects that sit around a lot.

Limited by Species (-1/-2/-4): You can only become one species of animal; if you can only change into cats, then that's it... though you could change as easily into a tiger as a housecat.

Limited by Type (-1/-2/-4): You can only become one kind of inanimate object (when you assume those forms). So you can become any kind of furniture, any kind of rock (this includes statues!) and so on.

Transmutation

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Transmutation Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

You can alter the atomic structure of objects, changing one type of substance into another — but only to substances you are personally familiar with (i.e. you have a deep understanding of them, or have touched them). This power does not allow you to change the form of the target, only the substance it is made of. The target can be transformed into only one type of substance. With this power, you could turn a gun into acid, or a tank into gelatin, or a thug into stone. To transmute living creatures (including humans) you must spend a number of Will points equal to the target's Base Will — if you spend the Will and make the roll, they're Transmuted. Superhumans have an additional defense, at the cost of 1 Will point they can cancel any Transmute attack against them.

Concentrate for one round and succeed in a dynamic contest against your target (who gets to resist based on weight and what you want to transmute the target into, see tables below), and poof, it's transmuted into that new substance.

You must touch your target to Transmute it.

Transmutation Table: Size of Target

# of Dice	Weight Affected
2d	210–250 pounds
3d	250–370 pounds
4d	370–500 pounds
5d	500–800 pounds
6d	800 pounds–1 ton
7d	1–2 tons
8d	2–4 tons
9d	4–6 tons

10d 6–10 tons

Transmutation Table: Difficulty of Target

Rating	Example
Easy (2)	Substances are related (Transmute a metal into another metal)
Medium (5)	Substances are similar (Transmute water into hydraulic fluid)
Hard (8)	Substances are dissimilar (Transmute a person into salt)

Example: Mixmaster wants to Transmute a murderer into a stone statue. Mixmaster has Transmute at 6d. The murderer weighs 220 lbs, so he defends at 2d. The GM decides that the Transmutation Mixmaster is attempting is Hard (flesh into stone), so she has a Difficulty rating of 8. Mixmaster rolls 9, 9, 8, 8, 6, and 2. The murderer rolls a 10 and a 7. Poof! The criminal is now a stone statue. However, if Mixmaster had rolled 2x7, she would have failed because her Difficulty number was 8. Or, if the murderer had rolled 2x10, Mixmaster would have failed as well because 2x10 is a higher set than 2x9.

Extras

Selective Transmutation (+2/+4/+8): You can transmute less than one object with this Extra. Want to turn the tires of a truck to ash without affecting the truck itself? No problem. (Usually the GM sets a Difficulty number to “hit” the targeted zone).

Flaws

King Midas (-2/-4/-8): You can only transmute objects into one type of material, be it carbon peroxide, sand or even plastic. Instead of reducing the cost of the power, this Flaw removes the Difficulty rating. You still must roll against the target’s size, however.

Limited Target (-1/-2/-4): You can only transmute objects of one type - for instance, you can change steel into gold or gasoline, but you can’t change any other substance. Instead of reducing the cost of the power, this Flaw removes the Difficulty rating. You still must roll against the target’s size, however.

Unconventional Move**Qualities**

Attacks, Defends, Robust, Useful Outside of Combat.

Unconventional Move Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

With your power, you have the power to move in an unconventional and very specific manner. For example, if your character dug through the ground like a giant mole, swung on webs like a spider, or rode on a sled made of ice, he would choose Unconventional Move as a power, and modify it to fit his needs.

If you want to move super-fast with this ability, buy and attach Super Speed to it, otherwise consult the following table to determine your speed when using your ability.

Unconventional Move Table: Top Speed

Level (Yards/Round)	(Miles/Hour)
2 15	10
3 22	17
4 30	22
5 37	27
6 45	35
7 52	40
8 60	45
9 67	50
10 75	55

The default cost includes all four qualities, and allows you to:

- 1) Use your power dice to Gobble in Defense (by moving out of the way of an attack).

- 2) To carry a single passenger along with you when you move (this is counted as an attack).
- 3) To use your power in any location (this is the Robust quality).
- 4) To use your power for things other than movement. For example, with webs, you might be able to construct a trap; by digging, you might be able to build an aqueduct, etc... (This is the Useful Outside of Combat quality).

If you wish to modify the score so it's cheaper, you can remove qualities. Some guidelines for building your own version are presented below.

Unconventional movement powers that carry the user in the air or under the ground must be bought with the *Defends* quality (since it's much more difficult to hit someone underground or above your head). Similarly, any power that can move yourself and others must have the *Attacks* quality (since you can snatch up other people with your power). Unconventional Movement powers that can be used under any condition must have the *Robust* quality, and powers that can do things other than move you must have the *Useful Outside of Combat* quality.

Example: Butch has the ability to ride a wave of dirt like a surfer. His power has all the qualities and is rated 6d. This means he can move at about 35 MPH, block incoming attacks (by making the wave deflect them) and carry up to one extra person along with him on the ride, whether they like it or not (this is the Attacks quality). His power is usable under any conditions (Robust) and can be used to loosen dirt or collapse tunnels (the Useful Outside of Combat quality).

Extras

Multiple Passengers (+5 Per Passenger): You can snatch up multiple passengers in your movement power.

Destructive (+1/+2/+4): Anyone in your power's wake suffers the width or your activation roll in Shock damage. You can also aim to "hit" a target with your power with a successful roll.

Flaws

Straight Line (-1/-2/-4): You can only move in a straight line, when you stop, you must pause 1 turn and then roll again to move in another direction.

Set Distance (-1/-2/-4): You can only travel in set increments of distance (for example, the legendary "seven league boots"). Your power cannot travel less than that distance. In other words, if you start your power, you travel a minimum of that distance, no matter what you do.

Clear Trail (-1/-2/-4): Your power leaves behind a very clear trail, easily followed by your enemies. What that trail is, is left up to you to determine, but it must be clearly visible to incur the reduction in cost.

Will Battery

Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

Will Battery Table: Cannot Defend

1 Point of Will Storage	Point Cost to Purchase
1 Point of Will Storage	5 points

You can store a certain number of Will points in a protected battery of Will, which you can access in times of trouble. For every 5 Will points you spend, you gain a single Will point's worth of storage in your Will battery. These Will points remain immune to the effects of emotional loss, defeat, and every other deleterious Will effect, as long as they are kept in the battery. To activate the battery, simply "turn it on" and your Will total jumps by the amount stored within the battery (all points in the battery are "activated" when you turn your battery on). You can turn the battery on any time. When these Will points are used up, you can refill the battery at a 2 Will points to 1 stored Will point ratio. Unlike your natural Will, your Will battery does not regenerate points over time—it must be refilled.

Any incoming Will can be used to power the battery, and Will may be placed within it at any time.

Any Archetype can possess a Will Battery, but they remain especially useful for Archetypes that normally have no Will, such as Super-normals and Artificials.

Example: Crusher Einstein has a 10 point Will Battery — his “back-up power source.” During a particularly nasty tangle with the End Gang, a disintegration ray hits him. He has no natural Will, because he is an Artificial, so he taps his battery. Suddenly, he has 10 Will points to spend, and uses 1 of them to resist the effect of the disintegrator. He can do what he likes with the Will points, but if he tries to put them back in the battery, he does so at a 2 to 1 ratio, so only 4 Will points would make it back into the battery’s charge.

Extras

Selective (+2 per Point): You can choose how many points you drain from your battery. Instead of activating it and getting all the Will stored within, you can drain any number of points from it.

Perpetual (+5 per Point): Your Will battery regenerates Will points, as long as there is at least 1 Will point in it. If your Will battery is below full, for each day of rest, you gain a single point of Will in it until it reaches maximum.

Flaws

Fragile (-2 per Point): Your Will battery is subject to physical harm. Pick a single hit location. Any attack which hits it does the equivalent amount of damage in Will points. It can still be refilled normally, despite the damage.

Example: Warhawk has a power-booster (his Will battery), which he wears on his back at hit location 9. He is shot in hit location 9 by a sniper, whose attack causes 4 Killing and 4 Shock. In addition to this previous damage, he loses 8 points of Will from his battery, leaving it with a single point of Will left in it.

Ritual (-2 per Point): To refill your Will battery you must perform some sort of complex ritual. For every hour spent at ritual, you can pump 2 Will points into your battery (you must have the Will points to do so — they’re not free). It is impossible to refill otherwise

Hyperstats

Here’s a breakdown of what the Hyperstats do, and the benefits incurred at each level. Secondary abilities listed at each level of a Hyperstat are not cumulative. When you buy a Hyperstat at a certain level, you only get the secondary abilities listed at that level, not the benefits of all lower levels as well.

Hyperbody

Characters with inhuman levels of Body can lift much greater weights than normal people (obviously). This ability seems to amplify the muscles of the body through unknown means, causing an increase in all muscle performance. Lungs, legs, arms, even the muscles of the mouth seem to enjoy an increased capacity which leads to some interesting and sometimes useful side effects.

This is not to say that the ability (always) makes a person a rippling mass of muscles. Instead, some invisible force amplifies the muscles of the body, no matter how weak they are.

The other advantage to having a Hyperstat in Body is that it boosts metabolism, health, and healing as well.

Body 6 Secondary Abilities (Tested Lift 800 lbs to 1 Ton):

- +1 wound box to your torso and each limb (arms and legs).
- Punches and kicks cause Killing damage instead of Shock damage.
- Ability to hit “strong” materials without damage.

Note: This does not grant you any immunity to attacks made with such materials.

Body 7 Secondary Abilities (Tested Lift 1 to 2 Tons):

- +1 wound box to your torso and each limb (arms and legs).
- Ability to hit “strong” materials without damage.
- +1 Killing point to hand-to-hand damage.
- Punches and kicks cause Killing damage instead of Shock damage.
- You gain an extra Shock point of damage back after each battle.

Body 8 Secondary Abilities (Tested Lift 2 to 4 Tons):

- +1 wound box to your torso and each limb (arms and legs).
- Ability to hit “strong” materials without damage.

- Punches and kicks cause Killing damage instead of Shock damage.
- +2 Killing point to hand-to-hand damage.
- You gain two extra points of Shock back on each limb after battle.
- You can broad jump your Body distance in yards.
- You can jump half your Body Stat in a vertical leap in yards.
- You can shout so loud, you can shatter glass at a meter

Body 9 Secondary Abilities (Tested Lift 4 to 6 Tons):

- +1 wound box to your torso and each limb (arms and legs).
- Ability to hit “strong” materials without damage.
- Punches and kicks cause Killing damage instead of Shock damage.
- +3 Killing point to hand-to-hand damage.
- On a successful roll, you can breach Heavy Armor equal to half your Body Stat.
- All Shock damage to each limb automatically evaporates after each battle.
- You can broad jump double your Body distance in yards.
- You can jump your Body Stat in a vertical leap in yards.
- You can shout so loud, you can shatter glass at a meter.
- You can exhale hard enough to inflate a truck tire.

Body 10 Secondary Abilities (Tested Lift 6 to 10 Tons):

- +1 wound box to your torso each limb (arms and legs).
- Ability to hit “strong” materials without damage.
- Punches and kicks cause Killing damage instead of Shock damage.
- +4 Killing point to hand-to-hand damage.
- On a successful roll, you can breach Heavy Armor equal to your Body Stat.
- All Shock damage to your Body automatically evaporates after each battle.
- You can broad jump triple your Body distance in yards.
- You can jump twice your Body Stat in a vertical leap in yards.
- You can shatter glass within sight range with a shout.

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Using Your Hyperbody Penetration in Combat

When you’re simply throwing a super-strong punch, you inflict damage normally — if your damage overcomes the Heavy Armor of what you’re attacking, you inflict damage. But you might have noticed another notation — “On a successful roll, you can breach Heavy Armor equal to...” — here’s what it means. If you want to pull an armored target apart with your bare hands, like a tank or concrete bunker — no problem, make your roll and you start to dig into it — but if you want to rip into another superhuman with your full Penetration potential, it’s a little more difficult.

To *really* rip into another super, you need to get a good grip, so first, you have to pin them (see *Pinning* on page xx). Once they’re down for one round you can make your Body roll to see if you Penetrate their Heavy Armor. Such attacks are devastating and often quite graphic to watch, especially if they’re inflicted on a normal (all watching such an act must make a successful Cool+Mental Stability check or lose half their Will).

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Hypercoordination

Hypercoordinated superhumans are known for their inhuman speed, stealth and accuracy. This ability amplifies the response speed and control of muscles, causing an incredible increase in motor skills. This increase in response time of the muscles does not, however, mean an increase in the response time of the senses. The first step in avoiding an attack is to see it coming; so being hyper-swift is often not enough...

Coordination 6 Secondary Abilities:

- You are as agile as a chimpanzee.

Coordination 7 Secondary Abilities:

- You are as agile as a chimpanzee.
- You can contort into any conceivable position.
- You can dodge perceived gun attacks (see Using Powers Defensively on page xx).

Coordination 8 Secondary Abilities:

- You climb so well, you appear to “stick” to walls.
- You can dodge perceived gun attacks.
- You can contort into any conceivable position.
- You can catch fast objects in flight.
- All perceived hand-to-hand attacks against you have their width reduced by 1.

Coordination 9 Secondary Abilities:

- You climb so well, you appear to “stick” to walls.
- You can dodge perceived gun attacks.
- You can contort into any conceivable position.
- You can catch fast objects in flight.
- All perceived hand-to-hand attacks against you have their width reduced by 2.

Coordination 10 Secondary Abilities:

- You climb so well, you appear to “stick” to walls.
- You can control any muscle in your body.
- You can dodge perceived gun attacks.
- You can contort into any conceivable position.
- You can catch fast objects in flight.
- All perceived attacks against you have their width reduced by 2.

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Using Your Hypercoordination in Combat

Being super-swift is a godsend, but even a Hypercoordination score of 10d does not divorce you from the dangers of combat. Super-swift reflexes are reliant on super-swift senses, so you can only dodge attacks that you know are coming.

Just because you are able to dodge bullets does not make you able to *see* bullets — you’re just stepping out of the way of a weapon aimed at you *very quickly*.

If you want to be able to see bullets in flight as well as dodge them, you must have a Hypersense or Perception score in excess of 7d. If you have both a 7+ Hypercoordination and Hypersense, you can dance through the bullets, whether you can see the attack coming or not. Of course, normal dodge rules apply...

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Hypersense

Characters with inhumanly high levels of Sense cannot detect things outside of the human range of perception, but can utilize those senses with a much higher level of accuracy, Skill and ability. For example with a Hyperstat in Sense, a character could differentiate between the components of a cacophony of sound. He could locate and separate every individual sound, noting each sound’s direction, source and decibel level, but that same superhuman could not hear ultrasonic or subsonic sounds, since the human ear is not capable of detecting them. The same goes for sight, hearing, smell and touch. (If you are playing an Alien or Artificial with a different set of sensory organs, feel free to drop the Sense Stat altogether and buy a new one, see *Perception* on [page xx](#) for more details).

A high Sense Hyperstat grants the character an inhumanly high level of perception, utilizing all five of his senses. If you wish to have a superhuman with a single sense that is superhuman, simply buy that individual sense Skill as a Hyperskill (see *Hyperskills* on [page xx](#)). Alternatively, if you wish to see, hear or sense something normally outside of the range of human perception (see x-rays or heat, hear sub-sonics etc) buy this as a separate Miracle (see *Perception* on [page xx](#)).

Sense 6 Secondary Abilities:

- Your senses are as sharp as an animal’s.

Sense 7 Secondary Abilities:

- Your senses are as sharp as an animal’s.
- You are impossible to ambush under normal circumstances.
- You can detect motion at a quarter mile or less, through hearing, sight or smell.

Sense 8 Secondary Abilities:

- Your senses are as sharp as an animal’s.
- Under normal circumstances, it’s impossible to sneak up on you.

- You can detect motion at half a mile, through hearing, sight or smell.
- You can see in the dark.
- You can identify targets by smell.
- Your taste is so acute you can differentiate between chemicals in a mixture.
- You can differentiate between dozens of sounds amidst a cacophony.
- You can read printed materials by touch alone.

Sense 9 Secondary Abilities:

- Your senses are as sharp as an animal's.
- Under normal circumstances, it's impossible to ambush you.
- You can see in near absolute darkness.
- You can detect a car's motion at more than a mile through ground vibrations.
- You can identify targets by smell at more than a mile and track by scent.
- Your taste is so acute you can differentiate between chemicals in a mixture.
- You can differentiate between dozens of sounds amidst a cacophony.
- You can aim attacks using hearing alone as a guide at -1d.
- You can read printed materials by touch alone.

Sense 10 Secondary Abilities:

- Your senses are as sharp as an animal's.
- It's impossible to sneak up on you.
- You can see in near absolute darkness.
- You can attack invisible superhumans without penalty.
- You see through camouflage and illusions automatically.
- You can detect footsteps at more than a mile through ground vibrations.
- You can identify targets by smell at more than a mile and track by scent.
- Your taste is so acute you can differentiate between chemicals in a mixture.
- You can differentiate between dozens of sounds amidst a cacophony.
- You can aim firearm attacks using hearing alone as a guide at -1d.
- You can read printed materials by touch alone.

Hyperbrains

Hyperbrainless characters are experts at memory, deduction, reasoning and learning. These superhumans are often so smart their deductions are beyond the abilities of the normal man to grasp. Their leaps in logic are often too bizarre for ordinary thinking to handle, and their assumptions are what we would call "breakthrough thinking," except for the fact that they are so far out there, they might as well be gibberish.

For every two points of Brains a character has above 6, he gets an additional experience point each session, representing his increased ability to learn new things and understand the best ways to improve himself. (Thus, a character with Brains 8 gets an extra experience point, while someone with Brains 10 gets two).

Furthermore, anyone with Brains 5+ has photographic memory and total recall: Any second of his life can be recalled with perfect clarity. The complex pattern of figures in a Japanese book becomes as easily remembered as a square or a circle is to less powerful intellects.

People with Brains in excess of 7 can calculate figures as fast as a modern computer.

Role-playing hyperbrains can be a lot of fun. Invariably, they seem scatter-brained to normals, as their prodigious minds are often somewhere else wandering in some mental wonderland. However, when an intellectual problem surfaces, their power goes to work and all questions about their mental competence are put to rest.

To play a Hyperbrain who can build high-tech machinery (anyone with a Brains Stat of 6 or more is eligible for this), you must also buy the Anachronist Archetype (see [page xx](#) for more details). Such devices are built exactly the same way as the super-power Gadgeteering, except the Hyperbrain substitutes his Hyperbrain Stat in the place of the Gadgeteering dice pool. (Note that this means Will must be invested in devices.) Since Hyperbrains are far more meticulous and careful than their Gadgeteering colleagues, devices built by them take much longer to construct. Unlike the hodge-podge devices of intuitive Gadgeteers, Hyperbrain creations are carefully constructed — and along with the working prototype, the finished product has a clear schematic showing the steps necessary to build an exact duplicate.

Unlike their intuitive Gadgeteer counterparts however, Hyperbrains can "buy down" the Difficulty of construction by taking an extra unit of time and spending 1 extra Will point per point of Difficulty, "considering" the necessities of construction. In addition, the creations of Hyperbrains can be mass-produced.

Brains 5

(Brains 5 is listed because it is possible for normal humans to have it)

You have a photographic memory.

Brains 5 Secondary Abilities:

- You have photographic memory.
- +3 Will points to purchase Brains Skills with during character creation.

Brains 6 Secondary Abilities:

- You have a photographic memory.
- You can construct anachronistic machinery (with the purchase of the Anachronist Archetype see [page xx](#)).
- +4 Will points to purchase Brains Skills with during character creation

Brains 7 Secondary Abilities:

- You have a photographic memory.
- You can construct anachronistic machinery (with the purchase of the Anachronist Archetype).
- You can calculate figures as fast as a supercomputer.
- +5 Will points to purchase Brains Skills with during character creation

Brains 8 Secondary Abilities:

- You have a photographic memory and can recall anything you have sensed.
- You can construct anachronistic machinery (with the purchase of the Anachronist Archetype).
- You can make a nearly photographic drawing of anything you have seen.
- +1 experience point per session.
- You can calculate figures as fast as a supercomputer.
- +6 Will points to purchase Brains Skills with during character creation.

Brains 9 Secondary Abilities:

- You have a photographic memory and can recall anything you have sensed.
- You can construct anachronistic machinery (with the purchase of the Anachronist Archetype).
- You can consider intellectual problems even while asleep.
- You can make a nearly photographic drawing of anything you have seen.
- +1 experience points per session.
- You can calculate figures as fast as a supercomputer.
- +7 Will points to purchase Brains Skills with during character creation

Brains 10 Secondary Abilities:

- Your memory is flawless, and you recall everything with perfect clarity.
- You can construct anachronistic machinery (with the purchase of the Anachronist Archetype).
- You can consider intellectual problems even while asleep.
- You can make a nearly photographic drawing of anything you have seen.
- +2 Experience points per session.
- You can calculate figures as fast as a supercomputer.
- +8 Will points to purchase Brains Skills with during character creation

Hypercommand

This super-power scares world governments more than anything else. Hypercommand is more than simply powerful rhetorical skills. People listening to orators with Hypercommand often have lowered heart rates, decreased blink rates and other symptoms of hypnosis. Naturally, nothing scares a normal leader more than someone with parahuman charisma, who can make the most suicidal or irrational command seem attractive. These effects rarely last, and often fade over time, if the superhuman cannot continuously re-apply his Command Hyperstat attacks to the target.

Unlike Hypercool, the Stat levels gained from Hypercommand do not provide additional Will.

The primary limitation to Hypercommand is comprehension. A Chinese superhuman with Command 10 can't even convince an American to untie his shoes if the American doesn't

understand Chinese and the superhuman has no English. Similarly, individuals who have been deafened or who have no hearing cannot be swayed with high levels of Command. (See *Thought Control* on page xx. for more details).

Command 6 Secondary Abilities:

- You are amazingly persuasive in common conversation. People believe what you have to say.

Command 7 Secondary Abilities:

- You can convince anyone of anything in a matter of days.

Command 8 Secondary Abilities:

- You can convince crowds of anything in a matter of hours.

Command 9 Secondary Abilities:

- You can convince crowds of anything in a matter of minutes.
- You can bark orders in a voice that causes a single subject to obey a simple command before he can consider the consequences of such an action.

Note: You can bark orders in a voice so commanding that a single subject (if your power wins a dynamic contest against their Cool+Command) reacts and performs the action before he can even consider the consequences. These “reflex commands” must be relatively simple. “Shoot yourself!” would work, but “Make me some soup!” would not, since the second command would take some time to complete.

Command 10 Secondary Abilities:

- You can convince crowds of anything in less than a minute.
- You can bark orders in a voice that causes a single subject to obey a simple command before he can consider the consequences of such an action.
- You can instill your own indoctrination into targets in a few simple sentences.

Note: At this level, you can bypass any indoctrination, training or resistance with ease. If you give an individual your undivided attention, you can instill your own indoctrination with simple sentences. This brainwashing can take less than a minute. You must however, overcome your targets’ Cool+Command in a dynamic contest with your Command Hyperstat.

Hypercool

Some of the subtlest superhumans are those whose powers are internal, not external. Characters who are inhumanly Cool seem eerily composed in almost any circumstance.

For every point of Cool above 5, a character can add one level of width to all combat rolls, but only for the purpose of initiative. This increase does not affect damage.

For every additional level of Cool purchased with Will points, the character gets an additional point of Base Will. (This does not hold true for Command, the other component of Base Will).

Example: Ice has Cool 7. He rolls 2x3 while fighting someone. That roll is considered 4x3 when it comes time to decide who struck first, but it’s still only 2x3 for damage.

Cool 6 Secondary Abilities:

- You can use the Cool Stat with the Skill Endurance instead of Body.
- +1 Base Will point.
- +1 Width to all combat rolls (only for initiative purposes).

Cool 7 Secondary Abilities:

- You can use the Cool Stat with the Skill Endurance instead of Body.
- You never suffer any penalties due to distraction, noise, exhaustion or pain.
- +2 Base Will points.
- +2 Width to all combat rolls (only for initiative purposes).

Cool 8 Secondary Abilities:

- You can use the Cool Stat with the Skill Endurance instead of Body.

- You never suffer any penalties due to distraction, noise, exhaustion or pain.
- You are completely immune to pain.
- +3 Base Will points.
- +3 Width to all combat rolls (only for initiative purposes).

Cool 9 Secondary Abilities:

- You can use the Cool Stat with the Skill Endurance instead of Body.
- You never suffer any penalties due to distraction, noise, exhaustion or pain.
- You are completely immune to pain.
- All your feelings are under your conscious control.
- +4 Base Will points.
- +4 Width to all combat rolls (only for initiative purposes).

Cool 10 Secondary Abilities:

- You can use the Cool Stat with the Skill Endurance instead of Body.
- You never suffer any penalties due to distraction, noise, exhaustion or pain.
- You are completely immune to pain.
- All your feelings are under your conscious control.
- Your autonomic system is under your conscious control.
- +5 Base Will points.
- +5 Width to all combat rolls (only for initiative purposes).

Using Super-powers in the Game

Using a super-power is as easy as concentrating for a moment. In game terms, to activate most powers, a character must make a successful roll on his power dice pool. On a match, the power manifests during the Resolution phase, on a failure, nothing happens and they lose 1 Will point.

Some powers are always active, and require no such roll to activate. Defensive abilities such as Heavy Armor and others are simply usually always on, to protect the operator from harm. Bear in mind that any power that normally requires an activation roll can be made automatic, simply by purchasing the Always On Extra for it.

Other powers are fickle, and are activated only by the operator's subconscious. In this case, the power is activated and deactivated at the whim of the GM.

Miracle Power Ranges

Most Miracle powers listed (unless otherwise noted) work within sight range of the operator. Anything that can be seen can be affected by the power, unless some sort of Flaw limits the power, or the object affected is too large for the power to overcome. Other super-powers (such as transportation powers or other self-affecting powers such as Heavy Armor or passive psychic abilities) work only on or directly around the operator.

Hyperskills and Hyperstats only work on the operator, of course (unless they are modified with some sort of Extra).

Some powers have no limit to range. If a super-power has an effective range beyond sight range, it is usually listed under the description of the power and costs more Will points.

Targeting Distant or Fast Moving Objects

There's a big difference between frying someone in front of you with a lightning bolt and trying to fry someone moving at Mach 1 a mile away. For this reason, there are some penalties when targeting distant or fast moving objects. Hitting fast moving targets is as easy as beating their width in combat. Want to hit a super-fast flyer? Beat his width with your attack roll and blammo, he gets it *as long as you can see him*. Hitting objects at range is the same as firing a gun at range (see page xx for more details.)

What constitutes close, medium and long range remains up to the GM to decide.

Super-powers, Concentration, and Damage

It's difficult to concentrate while bullets rip through your flesh, and most super-powers require concentration to work. Since superheroes seem to be shot at so much, it's important to cover this eventuality.

If your power has the "Robust" Quality and is active when damage hits you, it works regardless of damage, unless you are knocked unconscious. But all powers remain fragile during their initial "activation stage" — someone who's rolling to activate a power loses a die out of a match if he is hit in combat, even if that power is Robust. This is the combat standard rule — get hit, lose a die out of your highest match (Wiggle and Hard Dice are removed first).

If a power is always active but *does not* have the Robust quality, it still may fail if the superhuman is injured. If a superhuman is using a power that doesn't require a roll and he is hit, he does have to roll the relevant pool. If the roll fails, the power shuts down until a successful roll is made.

Example: The Eagle is cruising along with her Flight Miracle of 6d when she's hit by a machine gun burst. She rolls her pool to try to stay aloft, but with 1,5,6,7,8 and 9, she gets no matches and begins to fall. The GM rules that there's another round before she impacts, but that the attacker gets another shot at her. Both the Eagle and her attacker roll. This time the Eagle gets a 2x2 match, but the gunner gets a 3x5 hit. Not only is this sufficient to blow off the Eagle's right arm, it also knocks a die out of her match, making her Flight power fail. She plummets.

Example: The Shredder's Invisibility is Robust. He attempts to activate it to ditch a thug, so he throws 6d and gets a 2x4, while the thug tries to mow him down with a 4x3 roll on a pistol. The Shredder is hit! Despite the fact that his Invisibility is Robust, he loses a die out of his set, foiling it. His Invisibility fails to activate. The next round he activates his Invisibility with a successful 4x2 roll, while the thug rolls a 2x3 —firing into the wall as the Shredder vanishes.

While his power is active, if the Shredder is damaged, it remains active, until he is knocked unconscious.

Power Side Effects

Some super-powers just naturally have side effects which may not directly affect game play, but which are very noticeable to those witnessing their use. For example, a superhuman who flies may project a beam of light from his legs as he jets through the air, while another who hurls balls of fire may have hands that burn while he is preparing to attack. These are not really significant enough to add cost to the Will point total of the power, though they may prove useful under certain limited circumstances. Some superhumans have no side effects to their powers at all.

The superhuman with flaming hands may be able to light a fire with his fingers, while the flying one may be able to illuminate an area with his contrail. Imaginative players may come up with dozens of ways to use their side effects in a productive manner, but the GM can come up with even more ways to make those side effects deadly.

Choose your side effects carefully; they're free and they may be useful, but they might just come back to haunt you in the end.

Using Powers Defensively

Sometimes even powers that aren't usually used to defend, such as Harm or Invisibility can be used defensively. To be able to use a power this way, it must have the "Defends" quality; without it, no defense is possible with that particular power.

When a power is used in this way, the dice rolled in the power's dice pool are read a little differently, with a dice mechanic called "Gobbling." This is not a new dice type, such as Wiggle or Hard Dice, but a different way of working out the outcome of a dynamic contest between a defending power and an incoming attack.

A super-power can be used in a defensive manner if the following circumstances are met:

1) You know you are under attack: Your power may not be used to defend against attacks you don't know are coming, unless that power is a defensive power with the Always On Extra.

Example: Shellgame is skulking through a secret-base when a guard sneaks up behind him and drills him in the back with a machine gun burst. Shellgame's telekinetic shields are useless against the attack because he had no idea it was coming.

2) A weapon which hits you does not have a Penetration rating higher than your total power dice pool: Your power cannot deflect weapons with a higher Penetration rating than your power dice pool. If a weapon with a higher Penetration rating than your dice pool *hits you*, your defense automatically fails. This is only an eventuality to cover shields, Heavy Armor and other area defense powers, dodging such weapons with super-powers works normally without restriction. That is, if you can get out of the way using your power, this restriction does not apply.

Example: Shellgame sees a guard readying a laser rifle, and raises one of his telekinetic shields with a Heavy Armor rating of 9 to block the shot. But the laser rifle has a Penetration rating of 15, so it automatically breaches Shellgame's shield... If Shellgame had used his

power to sweep himself out of the way in a superhuman dodge and Gobbled from the enemy set, he could have rolled normally.

If the above conditions can be met and the power can be used defensively, you can use your power dice pool to Gobble up dice from the opposing attacker's set, hopefully negating the attack. This works just like dodging. See *Dodging* on page xx for more details.

Example: Shellgame raises a shield to block an incoming pistol shot from a henchman. The henchman rolls a 2x3 and Shellgame (rolling against his TK) rolls a 4x3. Shellgame's shield effectively foils the attack — the bullet bounces off the TK shield. But if the henchman had rolled a 5x3, he would have fired before Shellgame could raise his shield, successfully hitting him.

Hard Dice and Wiggle Dice are used normally in Gobbling.

Example: Pulse has 2d+1hd+1wd in Energy Blast and a thug with a machine gun attacks him. The attacker rolls 5d (his Skill) +5d (for the machine gun's Spray value) and gets two sets, a 3x8 and a 4x7. Pulse wants to vaporize the bullets in the air with his energy blast, so he rolls his normal dice pool and gets a 7 and a 2. His hard die does not match, but he can make his wiggle die match it, giving him 2x10.

Unfortunately, it doesn't matter. Since the attacker's sets are wider than Pulse's, he is hit by both the 3x8 and 4x7 set.

The biggest advantage to defensive gobbling is its utility against multiple opponents or multiple attacks.

Example: The Cheetah is jumped by two pistol-wielding assassins and decides to use her inhuman speed to dodge the bullets. Both attackers rolled successes - a 2x5 and a 2x7 respectively. The Cheetah rolls her defensive pool and gets a 2x8. All the moves are of equal width, so height serves as a timing tiebreaker. The Cheetah has two dice to Gobble with, so she can counteract one 5 out of the first pair and one 7 out of the second. Both sets are ruined and neither attacker hits.

Hyperstats and Hyperskills can defend as Gobble Dice in the same manner, if the situation seems appropriate. For instance, trying to defend with a Hyperstat in Sense against a bullet attack is foolish (you may see the bullet quicker, but you can't move quicker), while trying to defend with a Hyperstat in Coordination for the same attack makes sense (you are superhumanly swift and can maybe sidestep the shot, if you know it's coming).

Gadgeteers vs. Hyperbrains

An important distinction to make in a game filled with superhumanly advanced technology is the difference between *Gadgets* and *Innovations*. *Gadgets* are unique devices (that cannot be mass-produced), created in a mad frenzy of design by a super-powered being, while *Innovations* are devices (or theories) created through careful superhuman thought, testing of theories and the application of new scientific techniques (which *may* be mass-reproduced).

This division in the game is simple — Hyperbrains can create *Innovations*, while Gadgeteers can create *Gadgets*. The difference is more than a simple difference in degree. Often Gadgeteers know little or nothing about what they are making, except that they *are* making it, while Hyperbrains (of course) arrive at such inventions through careful thought.

Gadgeteers have the advantage in speed — they can create their unique devices in a much shorter time than Hyperbrains. Hyperbrains, on the other hand, have the advantage of understanding the full ramifications of their inventions, and can exploit them — even selling the designs of their creations to the highest bidder (Gadgeteers can sell their devices as well, but unlike the Hyperbrains cannot sell the science behind those devices...).

If you want, it is possible to have a character who is both a Hyperbrain and Gadgeteer, allowing both *Gadgets* and *Innovations* to be created.

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Why the Anachronist Archetype?

Both Gadgeteers and Hyperbrains who wish to construct super-tech must first purchase the Anachronist Archetype (see page xx). This expensive Archetype allows the PC to construct anachronistic technology decades or centuries ahead of the current scientific norm. It's expensive for a reason — Gadgeteers and Hyperbrains often have an advantage over the common superhuman. They can build any type of superpower into a device, and can amass wealth and prestige much quicker than the average man.

This point cost is often an important balance in game play, allowing the other PCs to add extra superpowers, Will and Skills to their characters to make up the difference in ability.

So, for the sake of balance, both Gadgeteers and Hyperbrains must buy the Anachronist Archetype if they wish to build their devices.

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Innovations

Hyperbrains are smarter than any normal human. If a Thomas Edison or a Leonardo da Vinci could push the envelope of invention and engineering, why can't a Hyperbrain tear through it entirely? The answer is, they can. But building a better light bulb isn't as easy as it might seem.

There's a tricky balancing act when it comes to injecting heavy-duty science fiction artifacts into *WILD TALENTS*. On one hand, yeah, Hyperbrains are smarter. They should be able to invent stuff. On the other hand, the core of the game is superhumans doing the impossible. If any dumb joker with enough cash can go buy a star cruiser or a suit of power armor, it turns the game into something else entirely. So before you try to have your Hyperbrain invent an immortality drug or teleportation chamber, think about the impact it would have on the world at large (by which I mean the GM's plans).

Is your GM ready to give Joe Sixpack in the U.S., Clive Teacup in Great Britain, and Hoshi Sashimi in Japan, access to cheap, reliable teleportation? Probably not. With enough time, maybe. Which is why creating widespread innovations takes a lot of game time.

Thus, the first thing you need to decide is whether your invention is a true *innovation*, or if it's merely an *improvement*.

Innovations are devices that perform things beyond the scope of accepted engineering. A thousand years ago, the musket was an innovation. A hundred years ago, it would be the TV set. It's something that's way, *way* ahead of its time — something so outré that the effect usually requires a super-power. Stuff like invisibility, freezing time and making people get physically younger — that's innovation.

An *improvement*, on the other hand, is like the amped-up version of an already-built invention. For example, making a normal weapon a Penetrating weapon, or giving it a Spray quality, is an improvement. Planes, cars and guns already exist. Making a *better* plane, car or gun is much simpler and faster than developing a new technology from scratch.

Once you know just how far ahead of the curve you're going, you have to figure out the scale of availability. After all, it's a lot easier to build *one* supersonic helicopter than it is to revolutionize the entire field of aviation by making them a feasible mode of mass transit. Thus, the second thing you need to decide about your innovation is this: Is it *unique*, is it *proprietary* or is it *revolutionary*?

Here's what those three things mean.

A *unique* invention means you're just building one and you *cannot* (for whatever reason) build more of them. The classic unique inventions are those built by Gadgeteers, or some objects that serve as unique foci (see page xx) for powers.

A *proprietary* invention is one that could, in theory, be mass-produced in the hundreds or thousands — but which is impractical for the mass market. The game limitation on proprietary inventions is that you can never build more than a hundred of them. That's it. A hundred is plenty for a team of adventurers (or for an evil mastermind and his henchmen) but the device is too... expensive? Dangerous? Powerful?... too something to make by the truckload. Maybe you need an ultra-rare isotope to power it. Maybe you can only afford a hundred diamonds of the quality needed to focus your laser rifles. Maybe you'll go bankrupt if you make more than that. Maybe you made a hundred prototypes and then *did* go bankrupt. In any event, that's the limit.

Revolutionary inventions are just what they sound like — inventions so much better than what's already out there that the market is begging for them. The TV, the jet plane, the wireless phone — these are revolutionary inventions. Not all revolutionary inventions have to be *that* world-shaking, of course. A car engine that was 10% more efficient than Detroit's standard is also revolutionary. So is a flechette pistol that weighs as much as a standard revolver, does the same amount of damage, but can be fired sixty times before you reload it. Revolutionary inventions are the sort of thing that make characters very rich — and which can be found all over the world five years after hitting the market.

Figure out what you want to do and how many of them you want to make, then consult the chart below. This gives you a rough idea of how much effort and time it's going to take someone — even a Hyperbrain — to achieve it.

	Innovation	Improvement
Unique	Days	Days
Proprietary	Months	Weeks
Revolutionary	Years	Months

Creating Innovations

There are two stages to creating an innovation: the Theory stage and the Construction stage. Each stage requires a roll and each stage requires some time.

Theory

The first step is to tell your GM what you're trying to invent — time machine, telepathy pill, bioengineered soft-drink dispenser, etc. Work out the full ramifications of your goal with the GM. (This is best done outside actual gaming time — show up early for a session, stay late, etc. Don't hog the spotlight with your Antimatter Collider while the other players yawn and scratch themselves.)

Innovations are *very* broad. After all, bioengineering something that exudes a yummy lemon-lime soda implies a level of knowledge that has many non-beverage applications. That sort of advanced gene-tweaking would let you produce plagues, crops or vaccines in addition to a baffling array of carbonated drinks.

To take a less facetious example, consider the laser. The initial thought with phased beams of light is the laser rifle, but in fact, the laser is a key technology in communications, it's used for range-finding and it powers your CD player — it does a lot of things.

Or consider a material that is as light and thin as a silk hankie, but which can stop a bullet like an inch of steel plate. We'll call it "Detwilium." The obvious application is Detwilium body armor. But now consider the gas mileage on a car made of the stuff. What's the range like on a Detwilium bullet? How much faster would a jet plane be with a Detwilium frame and superstructure?

If you just want to make a weird gadget that does one thing and that has no broader applications, go with the Gadgeteer power. If you use Hyperbrains to create an innovation — even a unique one — you get the ancillary devices whether you want them or not.

Once you've listed out all the applications you and the GM can think of for your hoped-for discovery, figure out how much it would cost to buy it as a super-power. Specifically, calculate how much one Wiggle Die in that power would cost. (It's almost certainly going to be 20 at the minimum — depending on what your GM considers as "Extras," possibly a lot more.)

That number is your invention's *Base Complexity*. It's a measure of how far ahead of the tech curve it is and (therefore) how hard it's going to be to make.

Roll a dice pool consisting of your Brains score and a relevant Skill. (You must have a relevant Skill — even someone with Brains 10 isn't going to invent Detwilium without at least a passing knowledge of Metallurgy or Fabrication Science.)

Formulating a theory is a risk. If you succeed, you don't gain or lose any Will. But if you fail, the depression and disappointment costs you 5 Will.

Once you succeed, you can deduct the width of your successful roll from the base complexity. The result — the *Final Complexity* — gives you an idea how much time a working prototype requires. No matter how well you roll and how simple your invention, you can never reduce the Final Complexity below 1.

Note that succeeding at the roll doesn't mean your theory is *correct*. It means it holds together and you understand it enough to test it in field conditions.

Example: Professor Chrank believes that by “superpacking” the molecules of molybdenum and cesium, he can create Detwiliium armor (as described above). Detwiliium has all kinds of applications, so its Base Complexity is 20. He's got Brains 5 and Metallurgy 3, so he rolls 8d. With a pair of sixes, the Final Complexity for his Detwiliium suit is 18.

Construction

Once you've got a theory, you can try to build a prototype. How long the prototype takes to build depends on how widespread the innovation will (eventually) be.

- If you're after a *unique* device — you're missing sleep, making no notes, working on intuition, consulting none of your colleagues and generally creating in a wild frenzy — it takes a number of *days* equal to the Final Complexity. They don't have to be consecutive: You can take a couple days off to save Paris or a week to avert a nuclear catastrophe. But every day you *do* work on it costs you 5 Will. You really can't do much else on a day when you're working on such a hectic schedule. For every 10 Will you spend, you can knock a day off the time involved.
- If you're building a *proprietary* device — you're cranking out a hundred of them, so the creation is repeatable, but each one is incredibly expensive and sophisticated — then creation takes a number of *months* equal to the Final Complexity. For each month you spend working on it, you spend 10 Will. Unlike the near-fugue effort of creating a unique device, when you're working on a proprietary innovation it's assumed that you're working on it part-time. A career as a heroic adventurer won't set you back unless you're away from the lab for more than half the month.
- If you're creating a *revolutionary* device — you're getting venture capital, hiring (or learning) law to protect your patents, building a factory and setting up a corporation to produce the thing — then it takes a number of *years* equal to the Final Complexity. As with a proprietary device, you spend 10 Will a month while working on it, and it's okay for you to duck out for dinner with your wife now and then (or for that deadly showdown with Doctor Morbid). There's no way to rush the production time.

Only after the investment of time and Will is correct can you try the final proof of concept. Roll a pool of your Brains and the relevant Skill. If it fails — sorry. It looked good on the drawing board, but the theory did not ‘prove out’ in testing.

If it succeeds, the device works. Not only that, but you've got proof that your theory is substantially correct. That means that you can start making spin-off devices.

Remember all the ramifications you and the GM thought up while brainstorming the device? The Base Complexity for those devices is calculated as if you were buying a Hard Die instead of a Wiggle Die — *if* you're making them at the same level of advancement, or at a lesser one. That means that if you make a revolutionary invention, you can build spinoffs at the revolutionary, proprietary and unique levels. If it's a proprietary invention, you can build proprietary spinoffs, or unique ones. If you made a unique invention, you can only spin off other unique inventions. (Sorry, no making one unique invention and then creating a bunch of comparatively quick revolutions.)

Example: Professor Chrank doesn't just want to blow millions of dollars to create one Detwiliium suit. He plans to produce thousands of Detwiliium suits. (After all, with crazed super-villains running around, there's certainly a market for affordable, comfortable armor.) Since this is a revolutionary goal, it's going to take him 18 *years* to see proof of his process. For each of the 12 months of each year, he puts in 10 Will — 120 Will a year. By the end of his development period he's invested 2,160 Will points. At the end of that span, he rolls his Brains + Metallurgy (which has, in the interim, gone up to 9d). If he gets any match, he can have his armor suits on the market next season. If he fails, he's thrown millions of dollars and invaluable effort down a huge mental toilet.

Assuming he succeeded, other Detwiliium devices would be *much* easier to create, regardless of the level he wanted for them. A unique Detwiliium jet would have a Base Complexity of 10 — with a 4x wide roll and some hot coffee he could build that jet in *six*

days, for 30 Will. Or he could whip up a hundred Detwilium cannons in seven months with a 3x roll and 70 Will.

Hyperbrains tend to be really, *really* protective of their inventions, because if a rival inventor gets her grimy mitts on a finished device, she can duplicate it without going through the theory stage at all: She just has to spend the Will and build with a Final Complexity of 10. Note that the same limits to advancement level apply. If she steals a revolutionary device, she can make proprietary copies in months or a unique copy in days. But if she steals a unique device, she can only make one unique copy.

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Unwanted Attentions...

The life of someone responsible for a revolutionary breakthrough in science — something on the level of the TV, jet airplane or the Salk Vaccine — is sometimes not an easy one. There is money, of course, and prestige, but along with it, especially in our modern world, comes the unwanted attentions of the media.

Being a superhero is difficult enough, without every major world news service tracking your every move thanks to your startling scientific breakthrough and vast wealth. How long do you think it would take CNN to uncover your secret double existence, especially if you were responsible for some of the greatest scientific achievements of the modern age? Imagine if Bill Gates was a superhero by night, would it be days or weeks before his secret was uncovered?

So, choose carefully before unleashing your inventions on the world — they may impact more upon your life than you can imagine.

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Improvements

But why go through the hassle of reinventing the wheel when you can just take something that already exists and improve it? Improving an invention that's already built and tested is a lot simpler than starting up from scratch.

As with an innovation, you have to figure out the machine's Complexity. Once you've got that, you just make *one* roll to start construction. The time and Will costs are the same at each level — 5 Will/day on a daily scale for unique, 10 Will/month on a monthly scale for proprietary, 10 Will/month on a *yearly* scale for revolutionary devices.

The complexity of improving a device depends on what element of it you're improving. For the purposes of *WILD TALENTS*, some features of a machine are critical, while others are fairly nugatory. It's impossible to list every quality of every device, but the following examples should give you an idea of whether a given improvement is really potent or not.

Critical Factors

Vehicle Speed
Vehicle Maneuverability
Vehicle Armor
Weapon Damage
Weapon Spray Quality
Weapon Penetration
Weapon Area Quality

Nugatory Factors

Vehicle Range
Vehicle Fuel Capacity
Weapon Ammo Capacity

If you're improving a nugatory factor on a unique or proprietary device, it's Complexity 1 to improve it *tenfold*. However, at the revolutionary level it's Complexity 1 to improve a nugatory factor *ten percent*.

The rationale for this is that it's fairly simple to make a hyper-efficient engine if price is no object. Making a *globally affordable* hyper-efficient engine is an entirely different kettle of fish. The other rationale is that having one guy (or even a hundred) with planes that can circle the planet twice without refueling doesn't have a huge impact on the GM's setting. Having huge fleets of such planes — commercial and military — certainly would.

A laundry list of typical improvements follows. Note that this is the complexity when the device in question suffers *no other loss of use*. Any schmoe can weld armor to a car if he's willing to sacrifice speed and handling. It takes a genius to add armor without slowing it down or reducing its turning radius.

- Doubling a weapon's damage = 100% improvement = Complexity 5
- Turning a weapon's damage from all Shock to all Killing = 100% improvement = Complexity 5

- Halving a weapon's Slow rating (that is, doubling its speed) = 100% improvement = Complexity 5
- Halving a weapon's weight and size = 100% improvement = Complexity 5
- Adding a +1 to a weapon's damage = 60% improvement = Complexity 3
- Giving a non-Spray weapon the Spray quality = 100% improvement = Complexity 5
- Increasing a Spray weapon's Spray rating by 1 = 60% improvement = Complexity 3
- Each added level of Penetration = 100% improvement = Complexity 5
- Adding the Burn quality = 160% improvement = Complexity 8
- Adding two levels of Light Armor to a vehicle = 20% improvement = Complexity 1
- Adding a level of Heavy Armor to an unarmored vehicle = 100% improvement = Complexity 5
- Increasing an armored vehicle's Heavy Armor by 1 = 40% improvement = Complexity 2

For factors that aren't on this list (such as vehicle speed and maneuverability), assume that each 20% improvement in performance adds 1 to the Complexity of the improvement.

There is a catch to this sort of tinkering — a very important catch. *You cannot improve a machine that's an improvement of another machine!* That is, if you want to start out with a Colt 1911 and give it Spray 2, that's Complexity 8. If you want a Colt 1911 that has Spray 2 *and* Burn, you're going to have to start with an unmodified pistol and build around Complexity 16. (Otherwise, it's too quick and easy for an inventor to modify a pistol to give it Spray, then modify that modification for Burn, then modify the modified modification every couple days. By making multiple rolls for what's essentially one invention, the time gets reduced radically. Sorry. That just doesn't add up. For example, if I wanted to add +3 to the damage of a unique pistol, it's complexity 9. With a width 2 roll, it takes me 7 days. If I was able to do successive modifications, I could add +1 in one day if I got a width 2 roll, then add another +1 the next day with a width 2 roll, and so forth. This shortcut would let me get my +3 pistol in a third the time and with a third of the Will investment. That's why it's cheating. Sorry.)

Example: Vigilante genius *El Cráneo* wants to make himself a suitably deadly, impressive and unique gun. He starts with an American .45 M1911. First and foremost, 7 shots are far too few: He wants to raise the ammo capacity to 70.

(The GM asks *El Cráneo*'s player how he does this without raising the weight or size. The player provides some hand waving about how it now fires tiny, wadded up balls of barbed steel netting that expand through flesh when they hit. All the damage of a .45 shell at a tenth of the size. Good enough.)

Next, *El Cráneo* wants his weapon to be able to punch through light armor, and to be able to hose down legions of enemy goons easily. Penetration 3 and Spray 3 sound about right to him.

Adding it up, the final complexity comes out to...

- 10x Ammo capacity = Complexity 1
- Add Spray = Complexity 5
- Increase Spray two ranks from 1 to 3 = Complexity 6
- Add Penetration 3 = Complexity 15

The final Complexity for his supergun is 27. Rolling his Brains 2+1WD and his Gunsmithing 1, *El Cráneo* gets a pair. He can build his supergun in 25 days — if he's willing to expend a total of 125 Will over that time.

Lacking the Will to make such a weapon, *El Cráneo* goes back to the drawing board and decides to make *two* superguns. One (called *Navaja*) has the increased ammo and spray, and the other (*Lanza*) has just seven shots and Penetration 3. *Navaja* has a Complexity of 12, and *Lanza* has Complexity 15. He rolls for each weapon and gets a pair each time. He needs 10 days and 50 Will to make *Navaja*, and 13 days and 65 Will to make *Lanza*. Still pricey, but it's a lot easier to build one and use it to get the Will needed for the other.

Note that *El Cráneo* (with Base Will 7) could decide to work on a weapon for a day, then wait five days until his Will regenerated on its own, then put in another day. In essence, he doesn't need to be out performing heroic deeds to get Will — if he doesn't mind expanding his build time fivefold.

Using Innovations and Improvements in the Game

Using an innovation or improvement in the game is as easy as a Stat+Skill roll. Want to use a Hyperbrains' Laser Pulse Rifle? Simple, roll your Coordination+Laser Rifle Skill. Don't have a Laser Rifle Skill? Then just roll your Coordination... Never seen the device before and you want to activate it? Make a successful Brains roll, with a Difficulty equal to the inventor's Brains Stat.

Then make your normal Skill roll... If you succeed at both, it activates, if you fail at the Brains roll, you can't even find the "on" switch, much less the trigger...

As you can see using Hyperbrain creations is a little bit more difficult than using those of Gadgeteers — Gadgets are much more "self-regulating" and allow nearly anyone to use them — while Hyperbrains devices are much more academic, and require a general knowledge of a similar device to properly use them.

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Nest-Eggs

There are some improvements that a Hyperbrain doesn't even need to really think about — they're just obvious to anyone with ten-and-a-half-brains. Simply walking up the street will give a Hyperbrain thirty ideas that could make anyone a million dollars — how to build a better door stop, a new way to package milk, a way to increase brake efficiency — to most Hyperbrains these are just toss-away ideas, similar to the pointless thoughts that flutter through normal brains everyday — except they're money makers. Many Hyperbrains just jot them down and give them out to friends to make sure that their mother, second cousin or high-school sweetheart doesn't have to worry about money for the rest of their life.

If you're playing a Hyperbrain and can come up with a Nest-Egg idea — like mixing tuna and mayo in the can — then you can immediately patent the idea and become fabulously rich. It's that simple, no roll, no Will, to you it's a no-brainer. The trick is, you have to clearly explain your idea to the GM, *and it has to make sense*. Sorry, no pseudo-scientific explanations — if you can't get your idea across to the GM, how are you going to get it across to the patent office?

It remains up to the GM just how fabulously wealthy such an idea might make you, and as always, his say is final...

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Gadgets

Gadgets are unique inventions created by a being with the super-power Gadgeteering (see [page xx](#)). They differ from Hyperbrain inventions in that they are created in a fugue — Gadgeteers have no clue exactly how they create such things, only that they can create them. They are scientific advancements, but they are so complex and randomly assembled that even Hyperbrains have difficulty figuring them out.

Gadgets are built just like normal powers, with Flaws and Extras, and when used (by anyone) the Gadget's dice pool is rolled, instead of the Stat+Skill of the user.

Gadgeteers are funny folk. They build devices in a frenzy, with little or no clear idea of how they are building what they're building — yet their creations work. Unlike the devices of Hyperbrains, Gadgets may *never* be reproduced, except by another Gadgeteer. Also, the Will used to create the Gadget is stored within the device and may be "stolen" by any other Gadgeteer or Hyperbrain who can successfully disassemble the device.

For this, and many other reasons, Gadgeteers are very protective of their devices.

Unique or Unique Focus?

While creating a Gadget, a Gadgeteer may choose to utilize the Flaw Unique Focus (see [page xx](#)) to reduce its cost. While all Gadgeteer's devices *are* unique, a device that is a Unique Focus represents something very special. If a Gadgeteer constructs a device that is a Unique Focus, he may never, ever build that device again if it is destroyed. That means he may never use that particular assemblage of Powers, Extras or Flaws in a Gadget again.

Gadgets that are not Unique Foci can be reproduced normally if destroyed (that is, the Gadgeteer may construct a near perfect facsimile to the device — it may not look or work exactly the same, but it's very close).

While the Unique Focus Flaw does shave some Will points off the device cost, it is a very risky proposition, especially if the Gadget is particularly useful...

Selling Gadgets

Gadgeteers may make a significant living selling their unique creations. After all, their Gadgets can sometimes offer what a Hyperbrain creation cannot — the ability to utilize a device without training. Since many Gadgets have Hard and Wiggle Dice in their dice pool, utilizing them successfully requires no Skill — simply point and pull the trigger — the device does the rest.

Many, many Gadgeteers toil away in dark laboratories constructing ray-guns, teleportation belts and instant battle-droids, because, as one might imagine, there is a huge market for such creations in a world filled with super-beings. Humans in the possession of the right Gadget can fight on par with superhumans — something which interests every major world government.

Also, thugs need those plasma rifles to take out the intrepid hero, don't they?

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Gadgeteers Disassembling Hyperbrain Devices

Since both Hyperbrains and Gadgeteers must possess the Anachronist Archetype to create their devices, they both possess the Identify and Disassemble Technology Skill. Hyperbrains gain Will normally by disassembling a Gadgeteer creation, but what happens when a Gadgeteer disassembles a Hyperbrain innovation or improvement?

A Gadgeteer who successfully disassembles a Hyperbrain innovation gains the innovation's Base Complexity in Will points. For an improvement, on a successful roll, the Gadgeteer gains half the Base Complexity in Will points.

Notably, an innovation or improvement may only be disassembled once... You cannot just gather the 20 particle pistols you recovered from Dr. Skull and disassemble them one by one for the Will points in each — only one particle pistol would yield a Will reward — after that, the other 19 are junk.

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