

Some players find it particularly difficult to rationalise some combinations of powers when generating a *Golden Heroes* character. In addition, supervisors can find they have trouble convincing players to drop incompatible powers. Although the latter problem can be remedied by bribing the player with 10 DUPs of training for each power dropped, the best solution is to modify the *Superpower Generation Table*.

The alternative tables presented here have been constructed along similar lines to the one in the *Golden Heroes* rules. They are designed to avoid incompatible power combinations such as *Cybernetics* and *Magic* or *Agility* and *Tough Skin*.

Players who prefer to play a particular type of hero such as Batman or Daredevil, rather than the X-Men and Avengers types the basic table creates, can use the tables to generate such a hero. To avoid creating a bunch of Spiderman and Captain Britain clones, players should not choose their powers but should instead roll on the appropriate table. For instance, someone wanting an Iron Man type of character would roll on the *Equipment Table*, whereas a Batman equivalent would be produced using the *Skills Table*. In this way, the fine details of the character are left to chance. Although the players need not make power rolls on the same table, each power should be labelled according to the table it comes from. Therefore *Flight* rolled on the *Equipment Table* would be the property of a gadget such as jet boots, not an innate power.

If characters are rolled using this system, the players should be allowed to choose powers freely from any relevant sub-tables. Supervisors may wish, however, to limit choice or power grades according to the table upon which the power was generated. For example, *Flight* rolled on the *Powers Table* might only have a maximum grade of 3; escape velocity in comics is usually only achieved by means of a device or vehicle (Superman excepted!).

POWERS

01-04	Agility
05	Chameleon Ability
06	Claws
07-18	Energy Attack
19-20	Energy Immunity
21	Energy Reflection
22	Field Manipulation

ALTERNATIVE ORIGINS

Redesigned Golden Heroes, by Ian Thomson

23-29	Flight
30-32	Force Field
33-34	Growth
35-37	Health
38-40	Heightened Senses
41	Intangibility
42	Intuition
43	Larger
44-45	Invisibility
46-48	Leaping
49	Mass Variation (Other)
50	Mass Variation (Self)
51-54	Precision
55	Probability Manipulation
56-59	Reactions
60	Replication
61-63	Shapechange
64-65	Shrink



66	Solidify
67-69	Speed
70-78	Strength
79	Stretch
80	Stunner
81-83	Teleport
84-89	Tough Skin
90-93	Vigour
94	Wallcrawling

95	Weather Control
96-00	Choose from this table

DEVICES

01-07	Armour
08	Chameleon Ability
09	Claws
10-14	Cybernetics
15-29	Energy Attack
30	Energy Immunity
31	Energy Reflection
32	Field Manipulation
33-41	Flight
42-44	Force Field
45	Growth
46-48	Heightened Senses
49	Intangibility
50	Invisibility
51-53	Leaping
54	Mass Variation (Other)
55	Mass Variation (Self)
56-61	Precision
62-65	Reactions
66	Replication
67-70	Shapechange
71	Shrink
72	Solidify
73-78	Speed
79-87	Strength
88	Stretch
89	Stunner
90-92	Teleport
93	Vehicle
94	Wallcrawling
95	Weather Control
96-00	Choose from this table

SKILLS

01-12	Agility (Grade 1 only)
13-32	Martial Arts
33-40	Precision
41-48	Reactions
49-52	Sidekick
53-67	Skills
68-71	Vehicle
72-95	Weapon Skill
96-00	Choose from this table

PARANORMAL

01-39	Psi Powers
40-45	Field Manipulation
46-57	Force Field
58-69	Heightened Senses
70-76	Intuition
77-83	Probability Manipulation
84-95	Teleport
96-00	Choose from this table

MYSTICAL

01-39	Magic
40-59	Flight
60-63	Replication
64-71	Shapechange
72-75	Sidekick (Familiar)
76-83	Teleport
84-87	Growth
88-91	Shrink
92-95	Weather Control
96-00	Choose from this table

SKILLS

I'm afraid I don't like the *Skills* power in *Golden Heroes*. Compared to an *Advantageous Background* it looks like a waste of a power roll, and the power is far too vague for my liking. The supervisor will eventually end up with a massive, unmanageable list of skills all describing one small interest – something that doesn't imitate the comics too well.

I use a different system: one power roll gives a roll on the *Occupational Skills Table* and a roll on the *Vocation Skills Table*. Upgrading allows either another field of interest to be obtained within the first occupation rolled or another roll on the *Occupational Skills Table*. Vocations are only rolled once (they represent the character's major hobbies). Each occupational skill has a practical value in terms of Campaign Ratings: the vocational skills are for a bit of colour. □

OCCUPATIONAL SKILLS

- 1 Law Enforcement – Forensic Science, Police Procedure, etc. *Methods 4, Contacts 6.*
- 2 Professional – Law, Accountancy, Medicine, etc. *Materials Level 6 (in field), Financial Level 6.*
- 3 Crook – Fraud, Safe-cracking, Burglary, Counterfeiting, etc. *Materials Level 6 (in field), Criminal Contacts 8.*
- 4 Spy – Codes, Surveillance, Counter Espionage, etc. *Materials Level 6 (in field), Government Contacts 8.*
- 5 Scholar – English Lit, Zoology, Physics, etc. *Materials Level 6.*
- 6 Vehicle Operation – Racing Driver, Airline Pilot, etc. *Materials Level 6.*
- 7 Journalism – Photojournalism, cameraman, etc. *Materials Level 6 (in this area).*
- 8 Military – Weapons Use, Tactics, etc. *Materials Level 6, Military Contacts 8.*
- 9 Arts – Acting, Ballet, Opera, etc. *Materials Level 6, Financial Level 6.*
- 10 Choose.

VOCATIONAL SKILLS

- 1 Entertaining (juggler, conjurer, etc).
- 2 Collecting (stamps, coins, etc).
- 3 Modelling (military, civil, etc).
- 4 Games (bridge, chess, etc).
- 5 Photography.
- 6 Music (piano, guitar, etc).
- 7 Sport (running, cricket, etc).
- 8 Craft (knitting, DIY, etc).
- 9 Cookery.
- 10 Choose.