

GOLDEN HEROES

ROLE PLAYING GAME

**By
Simon Burley
&
Peter Haines**

**PDF Format by:
Peter Skanes
spezbaby[at]seascape[dot]com**

CHARACTER GENERATION

ATTRIBUTES

Each character has four Attributes. These four attributes are:

EGO
STRENGTH
DEXTERITY
VIGOUR

Roll three six-sided dice and total the results (3d6) for each Attribute in turn. (Experienced referees may allow their players to roll 4d6 and take the best 3.)

You should only note these in pencil. When you generate your character's Superpowers, you may well find that these Attributes will change. Make all other notes in pencil.

EGO

This is a measure of your character's will power. It determines how powerful your character's mental powers are, if any (Magic, Psi Powers, etc), and their ability to resist such things as brainwashing and hypnosis. Ego is used in Magic and Mental Attacks.

STRENGTH

This is a measure of how strong your character is. A high Strength will give your character a bonus to any damage done in physical combat and may reduce the damage received. Similarly, a low Strength will reduce the damage the character can inflict in physical combat. These are detailed on the Strength Effect Table below.

Damage Modifier affects the damage that your character inflicts in physical combat or with hand-hurled missiles.

Damage Divider Modifier increases your character's Damage Dividers. These reduce the amount of damage that is inflicted on your character (see Combat: Damage).

STRENGTH EFFECT TABLE

Strength	Damage Modifier	Damage Divider Modifier
60+	+1 per point above 15	HTK+1;HTC+3
40-59	+1 per point above 15	HTK+1;HTC+2
19-39	+1 per point above 15	HTK+1;HTC+1
16-18	+1 per point above 15	No Effect
6-15	No Effect	No Effect
5	-1	No Effect
4	-2	No Effect
3	-3	No Effect

DEXTERITY

This represents the manual dexterity of your character and their physical agility. A high Dexterity will make it easier to hit a target, parry an attack, catch thrown objects, etc.

A high Dexterity will give your character a bonus to strike an opponent in combat. Similarly, a low Dexterity will give your character a penalty on attempts to strike an opponent. These are detailed on the Dexterity Effect Table below.

DEXTERITY EFFECT TABLE

Dexterity	Strike Modifier
18	+3
17	+2
16	+1
6-15	No Effect
5	-1
4	-2
3	-3

Strike Modifier affects your character's chances of striking an opponent and of parrying their blows.

VIGOUR

This is a measure of how fit and healthy your character is. Vigour is the determining factor in how much damage your character can take before being killed or knocked unconscious.

A high Vigour also gives a bonus to the rate at which your character recovers from injuries after combat. Similarly, a low Vigour gives a penalty to this recovery rate. The Vigour Effect Table below details these.

VIGOUR EFFECT TABLE	
Vigour Recovery	Rate Modifier
26+	+3
21-25	+2
16-20	+1
6-15	No Effect
3-5	-1

The Recovery Rate Modifier affects the rate at which your character recovers from injury.

DAMAGE

Next, you must determine your character's ability to absorb damage and injury. Damage is of two types: Hits to Coma and Hits To Kill.

HITS TO COMA

This represents the amount of shock damage (e.g., pain) that a character can take before passing out. To determine your character's HTC, roll 1 six-sided dice (1d6) for each point of Vigour that your character has and total the results.

Staggered: A character is staggered when reduced to one fifth, rounded down, of their normal HTC total.

Stunned: A character stunned when reduced to one tenth, rounded is down, of their normal HTC total.

Unconscious: A character is rendered unconscious when reduced to 0 HTC.

HITS TO KILL

This represents the amount of physical damage (e.g. blood loss) that a character can take before dying. To determine your character's HTK, roll 1d6 for each point of Vigour that your character has and total the results.

Hospitalised: A character reduced to one tenth, rounded down, of their normal HTK total must be hospitalised in order to recover.

Dead: A character reduced to less than 0 HTK is dead. If reduced to exactly 0 HTK, the character is technically dead, but may be revived using emergency medical techniques.

MOVEMENT

This measures how far your character can move in real terms during 1 Frame (the basic game-time unit, see Combat: Time).

Your character's Movement depends on their physical Attributes (Strength, Dexterity and Vigour). Add your character's values for these Attributes and divide the total by 6, rounding fractions to the nearest whole number and halves up. This is your character's Movement and should be noted on your Character Sheet. It is the distance in metres that your character can move in 1 Frame.

Your character's Movement is always determined from your original die rolls for these Attributes plus any increase from any Previous Training (see Advantageous Backgrounds), even if the Attributes increase because of a Superpower.

Your character can swim at one-fifth their normal Movement rate (rounding fractions to the nearest whole number).

SUPERPOWERS

Once you have determined your character's Attributes, their Superpowers are generated. Power Rolls are used to determine a character's Superpowers. The referee will allocate a number of Power rolls characters get. This depends upon the desired "power level" of the campaign world. 6 rolls per hero is good for a "streets" level campaign, 10 per hero is suitable for a premiere Superteam that may be called in to save the world. 8 power rolls is a suitable number for most campaigns. All characters should be generated using the same number of rolls.

USING POWER ROLLS

Each Power Roll that your character has may be used in one of four different ways:

1. To determine an Advantageous Background for your character.
2. To roll a Superpower on the Superpower Generation Table.
3. To upgrade a Superpower already rolled.
4. To enhance Superpowers and skills.

ALLOCATING ADVANTAGEOUS BACKGROUNDS

An Advantageous Background gives some advantages due to events in your character's life before they became a Superhero.

First, if you want your character to have any Advantageous Backgrounds, you must decide how many, though you need not have any if you so wish. Each Advantageous Background uses up 1 of your character's Power Rolls. Note down how many you want and deduct that number from your Power Rolls.

The particular Advantageous Background(s) will be selected after you have determined your character's Superpowers to avoid any incompatibility.

The various Advantageous Backgrounds are detailed later.

GENERATING SUPERPOWERS

After you have deducted the Power rolls for any Advantageous Backgrounds that you wanted, you may use the remaining Power Rolls to generate your character's Superpowers. To do this, you roll 1d100 to generate a random number from 1-100. Look up the number you have rolled on the Superpower Generation Table to find the Superpower determined for your character. Note the Superpower on your Character Sheet. This costs one Power Roll.

When a Superpower is rolled, the character immediately has Grade 1 of that power. With some powers there is only one Grade available; others might have two or more Grades. Other powers (Magic and Psi Powers) immediately cost another Power Roll if they are rolled. These are all noted on the Table.

Once you have generated one Superpower for your character, the remaining Power Rolls may be used to roll again on the Table for additional powers, each roll costing one Power Roll; to upgrade a Superpower already rolled; or to enhance a Superpower.

ROLLING THE SAME SUPERPOWER

If you roll a Superpower for your character that you have already rolled, the character immediately goes up one Grade in that Power. Thus, suppose you roll Strength; then your character has Grade 1 Superstrength. If you roll

Strength again, your character will then have Grade 2 Superstrength.

If there are no additional Grades available in a Power you have already rolled, then you are free to ignore the die roll and roll again.

However, if you wish, you may like to ask your referee if it is possible to upgrade the Superpower in some way either by inventing new rules or by taking a Superpower which can be related to it.

UPGRADING SUPERPOWERS

There are various Grades of some Superpowers. Each Grade represents a more advanced level of the particular Power. Once you have rolled a Superpower, you may upgrade it if there are further Grades available for that Superpower.

The first such upgrading costs 1 Power Roll, a second upgrade costs 2 Power Rolls, the third 3, etc. For example, you have already rolled Cybernetics twice, so you have Grade 2. You now wish to upgrade it to Grade 4, so it would cost 1 Power Roll to upgrade to Grade 3 and then 2 more Power Rolls to upgrade to Grade 4, using up a total of 3 Power Rolls. If you then wished to upgrade it to Grade 5, this would cost an additional 3 Power Rolls.

However, the higher you upgrade your character, the more difficult it will be to provide a rationale as to why your character is so powerful. The higher the Grade, the stronger the rationale for your character must be, otherwise the referee may make you downgrade your character.

ENHANCING SUPERPOWERS

In a Campaign, you may save some Power Rolls to convert to Day Utility Phases (DUPs). DUPs are described in the section on Campaigns, but briefly they represent the spare time a character has to train, practice, experiment and otherwise improve their skills and Superpowers. Each Power Roll used for this purpose is converted to 10 DUPs.

SUPERPOWER GENERATION TABLE

Die Roll	Superpower
01-03	Agility*
04-07	Armour**
08	Chameleon Ability
09	Claws
10-12	Cybernetics***
13-20	Energy Attack**
21	Energy Immunity
22	Energy Reflection
23	Field Manipulation
24-28	Flight***
29-30	ForceField***
31	Growth
32-33	Health***
34-35	Heightened Senses***
36	Intangibility*
37	Intuition
38	Larger***
39	Invisibility
40-41	Leaping*
42-43	Magic**+
44-49	MartialArts***
50	Mass Variation: Other
51	Mass Variation: Self
52-53	Precision*
54	Probability Manipulation
55-56	Psi Powers**+
57-58	Reactions
59	Replication
60-61	Shapechange
62	Shrink
63	Sidekick**
64-67	Skills***
68	Solidify
69-70	Speed***
71-76	Strength***
77	Stretch*
78	Stunner
79-80	Teleport**
81-84	Tough Skin***
85	Vehicle
86-87	Vigour***
88	Wallcrawling
89-94	Weapon Skill**
95	WeatherControl**
96-00	Choose any Superpower, Upgrade one already rolled by 1 Grade, or Devise a new power of your own.

Notes:

* One additional grade available

** Two additional grades available

*** Three or more additional grades available.

+ Immediately costs one additional power roll when first rolled.

(See the Superpower Description Section for a more detailed explanation of individual powers.)

ADVANTAGEOUS BACKGROUNDS

Once you have generated the Superpowers for your character, if you allocated any Power Rolls to Advantageous Backgrounds, then you now select one Advantageous Background for each Power Roll allocated.

Possible Advantageous Backgrounds include:

RICH - INDUSTRIALIST

Your character is a rich businessperson in private life. The non-super identity of your character will feature regularly in the business pages of newspapers and magazines. You should decide exactly what form your character's business takes. Your character has an initial Financial Resource Level of 8.

RICH - INHERITED

Your character is one of the idle rich. The non-super identity will feature regularly in newspaper and magazine society and gossip columns. Your character spends no time working and thus gains an extra 1DUP per week. They have an initial Financial Resource Level of 8.

BRILLIANT SCIENTIST - MECHANICAL

Your character is a mechanical genius and is capable of totally innovative design and development work, such as designing gadgets and special equipment for superpowered heroes. Your character starts with an initial Material Resource Level of 8.

BRILLIANT SCIENTIST - CHEMICAL

Your character is capable of conducting innovative chemical/biological research and developing products to possibly enhance Superpowers or perhaps conduct experiments to 'cure' Superheroes of unwanted side effects.

Your character has an initial Material Resource Level of 8.

IMMORTAL

Your character is possibly the emissary of some mythological god, sent to earth in human guise to protect its inhabitants from evil; or an android or spirit, etc. For whatever reason, they are 'immortal' and will never die from natural causes (old age, disease, etc), though they can still die of unnatural causes.

POSITION OF POWER

Your character's non-super identity is in a position of power; possibly a high-up official, or the ruler of a small overseas kingdom, etc. The character starts with an initial Financial Resource Level of 6 and has aides who can carry out minor missions.

PREVIOUS TRAINING

Your character has engaged in some type of intensive training during their formative years. For each lot of Previous Training, your character may add 2 to any one, or 1 to any two of their four basic Attributes: Ego, Strength, Dexterity, Vigour. You should concoct the training to suit the Attributes improved and to fit in with the Rationale of your character. For example, if you wish to improve your character's Ego and Dexterity by 1 each, then you could decide that they spent some time studying with monks in a remote Himalayan monastery.

CONTACTS - GOVERNMENT

For some reason (possible a former career in the Secret Service, etc), your character has powerful contacts in the government and/or other official organisations. Your character starts with a Contacts Rating of 10.

CONTACTS - CRIMINAL

For some reason (possible a shady past now repented, or through friends, relatives or a Side-kick), the non-super identity of your character has strong connections on the street and in the underworld. Your character starts with an initial Contacts Rating of 10.

Previous Training is the only Advantageous Background listed above that may be selected more than once for the same character.

You may design your own advantageous background instead of choosing one of the above provided it is clearly described in game terms and has the agreement of your referee.

BACKGROUND & RATIONALE

At the moment, your character is a concoction of Attributes, Superpowers and, possibly, and Advantageous Background or two. But how did they get those powers? How do their powers work? What is the Origin of your character?

You should draw up an outline sketch of your character's life to date, describing how the powers were acquired and how they work. Your referee will then check this and may make some suggestions, determine some disadvantages or glean some ideas for future adventures. In extreme cases, if you have failed to successfully rationalise one of your Superpowers successfully, the referee may downgrade or disallow the power. Each grade of power lost in this way will be replaced with 5 DUPs. (See Campaigns.)

You have total freedom on the Rationale to introduce any features not covered by Superpowers. You may choose to be an Alien; have scaled or furry skin (instead of a padded costume for Defence Class 5); have a tail or horns etc. so long as it is logically in accordance with the powers that you are rationalising.

The powers themselves may also be adapted slightly. For example, a character with ARMOUR and ENERGY ATTACK could choose to have the Energy Attack produced by the Armour rather than the character herself. Alternatively, a character with ENERGY ATTACK and WEATHER CONTROL could be an exiled tribal witchdoctor. The Energy Attack is lightning and the referee might allow him to do an extra die of damage on cloudy days provided he does a die less on sunny days. Minor modifications such as these can add immeasurably to the individuality of your character.

You not have to have a fully detailed origin for your character or, even, a clear description of how your powers work before starting to play your first game. However, you and your referee must agree a broad outline for how everything

fits in and you should sort out the details as soon as possible afterwards.

This is an important and flexible aspect of the generation of your character. To get some idea of the scope, you should look at examples other people have generated.

FINAL CALCULATIONS

Once you have generated and upgraded your character's Superpowers and devised a Background and Rationale, you should study the details of the remaining Super powers should be consulted in the section on Superpowers. Any changes to your character's Attributes should be noted on your Character Sheet along with any other notes and Modifiers detailed in the Superpower and Attribute descriptions.

You may still have some blank spaces on your Character Sheet, such as Defence Class. These are detailed in the section on Combat. Once you have read through that section and made any additional notes, you can enter all the statistics for your character permanently on your Character Sheet.

EQUIPMENT

Your character may start with up to 3 items of equipment, in addition to their basic Superhero costume.

If you have rolled a Superpower for your character that requires a specific item of equipment, then the character gets that item as part of their starting equipment (Armour, Weapon for Weapon Skill, Cybernetic Device, costume of Destabilised Molecules for Stretch, etc). If they gain less than three items in this way, then you may choose some other items to take their total to three.

Only characters who have a Superpower that specifies weapon may have one (for example, Weapon Skill, Stunner, Cybernetic Weapon, etc). Superheroes do not charge around carrying Armalite Rifles! Only characters with Weapon Skill may have a shield as this is classed as a weapon.

Typical additional items are a rope and grapple, lineslinger (adjunct to Agility), Suit Padding or Ultra-light Chainmail of Defence Class 5 (see Combat: Defence Class) a tracer

for attaching to vehicles, a two-way micro-radio for contacting other people, etc.

As long as the equipment is reasonable and does not give the benefits of a Superpower or Advantageous Background, your character can start off with virtually anything you want.

SUPERHERO COSTUMES

The standard Superhero costume is made of fine, light, and extremely tough modern fibres. The costume is fire-resistant and well insulated, enabling the character to operate in low temperatures with ease. The standard costume has a Defence Class of 6 to reflect this.

Some costumes are laden with Destabilised Molecules which allow their wearer to utilise their Superpowers (e.g. Shrink, Invisibility, Growth, etc).

FINAL DETAILS

You may freely decide the Sex, Handedness, Height and Weight of your character.

The design of your character's costume is up to you. However, your character's powers should be borne in mind. For example, a character with Oriental Martial Arts is not likely to wear a cape; a character who can Hide in Shadows wouldn't wear a luminous pink costume, etc.

SECRET IDENTITY

This is the 'real' name of your character, the one they use in everyday life. Keeping their real name secret is very useful. It means that your character can go home at night and sleep without having to worry about assassination attempts on themselves or relatives, or fighting off news-hungry reporters or Superhero groupies. Most Superheroes prize being able to live as normal citizens and will guard their secret identity with a jealousy that borders on paranoia, not even revealing it to their closest friends.

There are two important aspects of maintaining a secret identity. The first is the changeover between the civilian and the Superhero (i.e., how long does it take them to find an unoccupied and unobserved phone booth? How long does it take them to change

into their Superhero duds? etc). The exact changeover time is up to the referee to decide but the following factors should be borne in mind. Is the Superhero wearing their costume under their clothes? How are they carrying any equipment? Do they have a Superpower which permits them to instantly shed clothing? Changing into costume will usually take valuable combat time, so you must explain to the referee exactly how the character changes into their Superhero gear so that the referee can determine how long it takes.

The second important facet is your character's civilian role. What is their job? They cannot start off with a highly paid high status job or one requiring special skills. These sorts of

things are covered by Advantageous Backgrounds and the Skills Superpower.

If your character's job has not already been determined by an Advantageous Background, Skill, or in your Rationalisation, then you should now decide what it is. Their job should be something innocuous like a free-lance photographer or reporter; or even a bus conductor or dustman. They can get a better job later if they amass enough Status points as described in the Campaign section.

Once all these aspects of your character have been determined and noted on your Character Sheet, and you have given them a name, your Hero is ready to go out into the game-world and battle the forces of evil.

COMBAT

COMBAT TIME

All combat is split into short time periods representing a few seconds of action. The basic period is a Round in which both sides will be able to perform various activities.

Each character in the combat has a certain number of Frames per Round in which to act.

A Round comprises all the Frames of all the characters involved; each Frame representing a single comic-book picture panel.

Virtually all superpowered characters get 4 Frames per Round

Minor Supervillains and some Thugs and animals get 3 Frames per Round

Most non-superpowered characters get 2 Frames per Round.

Characters with only 2 or 3 Frames per Round use them in the last 2 or 3 Frames, respectively, of their sides turn. They can do nothing in the first Frame(s).

ACTIONS

Some uses of Superpowers and other significant activities are defined in terms of Actions. An Action takes 2 consecutive Frames of the character performing the Action. The 2 Frames must not be interrupted by the Frames of other characters (e.g. when the character has an odd Frame because of initiative).

INITIATIVE

At the start of each Round of Combat it must be determined which side gets to act first.

To do this, two ten sided dice are rolled: one by the referee for the villains; the other by one of the players for their side. If the numbers rolled are equal, then both sides roll again. The side with the higher score is the winner.

The winning side receives some of their Frames in which they can act before the opposition can act. The number of Frames is determined by the initiative die rolls as follows: the lower score is deducted from the higher, with the following results:

INITIATIVE RESULTS

Result	Winning Team Members Get
1 or 2	1 Frame
3 or 4	2 Frames
5 or 6	3 Frames
7 or more	4 Frames

The winners will act first in the Frames won by the initiative die roll. The opposition will then have all of their Frames in which to act. The winners will then have the remainder of their Frames.

If the winners had an initiative of 1 or 3 Frames, the odd Frame may be delayed by any character who wishes to do so, until after the opposition have acted. 2 Frame periods cannot be delayed in this manner. (This is to allow characters to perform complete Actions.)

SEQUENCE OF A ROUND

A Round can thus be seen to be in three parts:

1. The side that won the initiative acts first in the Frames won by the initiative die roll.
2. The opposition then have all their Frames for the Round.
3. The winners of the initiative then have any Frames that have remaining for the Round.

This sequence reflects the to-and-fro flavour of combat in comic books

ACTIVITY TIMES

The combat time in Frames that it takes for various activities is as follows:

1/2 Frame: Only characters with Superspeed can use a 1/2 Frame. The 1/2 Frame can only be used for Movement, the character moving up to 1/2 their Movement. Thus, in 1 Action (2 consecutive Frames), a character with Superspeed could move for 1/2 Frame; attack with a fist, taking 1 Frame, and then Move again for 1/2 Frame.

1 Frame: Any character can: Move up to their Movement value; attack with fist/foot/One-handed Weapon; use any Superpower effect stated in the power description as taking 1

Frame; use any Combat Option stated as taking 1 Frame; or perform a simple activity such as lifting an object, shouting instructions, smashing open a door, etc.

2 Frames (1 Action): Any character may: Move up to twice their Movement; use any Combat Option; Weapon type, Superpower, etc, not specified as taking 1 Frame (e.g., Energy Attack, Magic Spell, Missile or Two-handed Weapon type, etc).

NOTES ON ACTIVITY TIMES

Only those weapons categorised as One-handed (see Combat: Weapons) can be used in 1 Frame. Attacks with all other weapon types take 1 Action.

Unless otherwise stated in the Superpowers section, all uses of a Superpower take 1 Action. Powers that must be 'switched' on will usually take 1 Action to do so.

Powers that are permanently 'switched on' will take no time to activate.

The act of transforming from normal person into a Superhero will usually take 2 or more Frames, depending on the Rationale of the character.

Depending on the Rationale of the character, 'switching on' powers, transforming into Superheroes, etc, may take shorter or longer. This must be determined by the referee when evaluating the Rationale of the character. For example, if a character with Shapechange, effectively Shapechanges into the Superhero, then this would take 1 Action, the normal time for a Superpower use. However, if the character had to find a secluded spot to remove their street clothes, this might even take 4 or more Frames depending on circumstances.

You may also rule that some minor uses of a Superpower take 1 Frame, though this will generally only occur in a Campaign as characters enhance and improve their powers.

LARGE COMBATS

When either side has more than one individual in it, the individuals in it may act in turn when it comes to their side's opportunity to act as determined by the initiative die roll.

Those superpowered characters with the highest Dexterity are the first on their side to act; those with lower Dexterity, next; and any character with 2 or 3 Frames per Round act last of all and then only in the correspondingly last Frames of their sides turn. (Optional rule: Characters from an established Superhero Team with high Dexterity may delay their actions until after some others from their Team have acted. This reflects teamwork, sometimes evidenced by more experienced heroes in the comic-books.)

If a side has won by 1 or 3 Frames on the initiative, the decision of whether to delay or use the odd Frame immediately is up to the various individuals on the side. Some may act immediately, while others on their side decide to delay the Frame until after their opponents have acted.

DIFFERENT TYPES OF COMBAT

The Sequence of a Round applies regardless of the type of combat being fought, whether it is Physical, Mental or Magic.

All the things that any player wishes their character to do in combat time are played out in terms of Rounds, Frames and Actions.

SUPERVISING COMBAT

Although one side in any combat has initiative, and acts first, it is not quite that straightforward.

During combat, a character who is attacked has the chance to respond immediately to that attack by dodging, parrying or affecting some other response as described in section on Combat Responses. These responses can be carried out immediately but use up some of the responder's future Frames in advance. Thus in combat, although the side attacking has its turn first, the defenders can respond immediately by using up some of their Frames in advance.

Future Frames can only be used in advance for Combat Responses, not for attacks or any other activity. Frames from the next Round can be used up in advance. At most, a character can only use up in advance their remaining Frames

for the current Round plus all their Frames for the next Round.

Thus the actual sequence of combat (between Sides A & B; where A won the initiative) is: Side A acts in Frames won on initiative; any members of Side B who wish to use a Combat Response do so; any members of Side B who have Frames left can now attack on their turn; any members of Side A who wish to use a Combat Response do so using up Frames from the next Round if necessary; any members of Side A with any Frames from the current Round remaining now use them; any members of Side B who wish to use a Combat Response now do so using up Frames from the next Round in advance. You will find a Step-by-step Combat Checklist later.

SURPRISE

Any character who is totally unaware of an opponent's presence AND location (cannot see or detect them in any way and has no knowledge of their location) when an attack is launched at them by that opponent, will be surprised by that attack.

A surprise attack, even if it misses, will then make the target aware of the attacker's presence, location or both depending on the circumstances.

Any character who is surprised by an attack cannot make any Combat Response to that attack.

PHYSICAL COMBAT

Several factors have to be considered in Physical Combat. How good is the attacker at using the weapon involved? How easily is the defender hit? How much damage does the attack do? How do varying circumstances affect the likelihood of a successful attack and the damage done? For simplicity, these factors have been identified and each is covered in turn below.

DEFENCE CLASS TABLE

DC	Description	Damage Dividers	Dodge Modifier
1	Tough Skin Grade 4 (Invulnerability)	HTK/6 HTC/5	Cannot Dodge
2	Tough Skin Grade 3, Armour Grade 3	HTK/4 HTC/4	Cannot Dodge
3	Tough Skin Grade 2, Armour Grade 2, Heavy Armour Plating, etc	HTK/4 HTC/3	Cannot Dodge
4	Tough Skin Grade 1, Armour Grade 1, Light Armour Plating, etc	HTK/3 HTC/2	0
5	Ultra-light chainmail, padded costume scales fur, sheet metal. Etc	HTK/2 HTC/0	0
6	Standard Superhero/villain costume/skin	HTK/O HTC/O	+1
7-10	Superhero/villain not in costume, thugs	HTK/O HTC/O	+1
11-12	Non-superpowered individuals, thugs	HTK/O HTC/O	Do not dodge

DEFENCE CLASS

This is a measure of how many soft spots a character or object has at which an attacker can aim.

The lower the Defence Class, the fewer soft spots the target has and the harder it is to do it damage. This is represented by the Damage Dividers.

Also, the lower the Defence Class, the harder it is for the character to dodge. This is represented by the Dodge Modifier.

What each Defence Class represents along with its Damage Divider and Dodge Modifier is detailed on the table below. The Damage Dividers detailed in the Superpowers for Armour and Tough Skin are simply those for DC1-4. They are not in addition to them.

WEAPON CLASS

This is a measure of the efficiency/accuracy of the different attack forms and is rated on a scale of 0-5. What each Weapon Class (WC) represents is detailed on the table below.

Weapon Classes of the various superpowered attacks are given in the Superpower descriptions. If none is given then the attack is Weapon Class 2.

In a Campaign, you may permit increases in Weapon Class to 5 or more for both player-characters and Supervillains as a result of Character improvement (see Campaigns). However, anything above 5 should be extremely difficult to achieve.

WEAPON CLASS TABLE

WC	Description
0	Non-superpowered characters with improvised weapons or none at all.
1	Non-superpowered characters with a weapon with which they have some expertise.
2	Superheroes/villains with an attack form that does not come into any other category (e.g. fist).
3	Various superpowered attacks as detailed in the power descriptions (e.g. MA Grades 1 and 2, Energy Attacks)
4	Various superpower attacks as detailed in the power descriptions (e.g. Weapon skill, Oriental MA Grade 3)
5	Power Improvements through training etc. (Rare)

PHYSICAL COMBAT

OPTIONS

Apart from deciding which attack form to use (fist, foot, weapon, Energy Attack etc) or moving, there are other options open to both Heroes and Villains. The more common detailed here, but players are free to try anything that feel their character might be able to do.

PUSHING LIFTING AND THROWING

The table below gives the Strength required to push, lift and throw various objects. The objects are graded by Size.

PUSHING

This is simply pushing an object to one side. The Strength given applies to immobile objects in that Size group. If object is mobile (e.g. a stationary car without the brakes on) then the Strength required to push it to one side is half of that normally required.

If the character has Strength enough only to push the object, it can only be shoved to one side.

If the character has Strength enough to lift it, then it can be pushed along at half the character's Movement rate.

If the character is strong enough to throw the object, then it can be pushed along at the character's full Movement rate

The initial push to move an object takes 1 Frame.

LIFTING

The table gives the Strength required to lift an object or being clear of the ground. If the character has Strength only to lift the object, they carry it at half their normal Movement rate.

If the character has Strength enough to throw the object, they can carry it at their normal Movement rate.

Lifting an inanimate object takes 1 Frame.

Lifting an unwilling sentient creature takes 1 Action - 1 Frame to grab for which a successful

strike must be made (see Grabs), and 1 Frame to lift.

THROWING

Lifting and throwing an object or being that is unable to resist (e.g. it is surprised, bound, unconscious, willing etc) which the character has the Strength to throw takes 1 Action (1 Frame to lift and 1 Frame to throw). No strike roll is required to grab the object or being.

With larger objects, more than one target may be struck by the thrown object. This depends on the Size of the object, and the position of the targets. You must interpret the situation bearing the factors in mind.

Strength Grabbing and throwing a being able to resist takes 4 Frames. 1 Frame to grab, for which a successful strike must be made (see Grabs) 1 Frame to lift and 1 action, since the being is presumed to be struggling, to throw. The victim grabbed may immediately respond (see Combat Responses). If they do so by successfully grabbing their attacker, the throw cannot be made.

DESTROYING AND TEARING OBJECTS APART

The table below also provides the information for destroying/disabling and tearing off parts of inanimate objects. (Note: The living creatures on the table are given as examples for lifting and throwing. The Destroy/Tear Off column does NOT apply to living creatures.)

To destroy/disable the whole object, the HTK shown must be inflicted.

The HTK for smaller objects also indicates the HTK that must be delivered to a larger object to tear off or destroy/disable a part of the larger object that corresponds in size to the smaller object.

NOTE: Some objects, such as a tank, will have a Defence Class and the corresponding Damage Dividers. The damage inflicted for Destroying/Disabling and, Tearing Apart must be sufficient after these have been taken into account.

PUSHING, LIFTING THROWING & TEARING APART TABLE (PART 1)

SIZE	WEIGHT RANGE	EXAMPLE
0	Less than 1kg	Stone, paperweight
1	1-4kg	Brick, rock, chair
2	5-25kg	Typewriter, bicycle, TV set, table
3	26-80 kg	Cooker, fridge, moped, (average person)
4	81-195kg	Motorbike, safe washing machine, upright piano
5	196-445 kg	Speedboat, caravan
6	446-1000kg	Sports car, small helicopter satellite
7	1001-2150 kg	Saloon car, light aircraft
8	2151-4650 kg	Limousine, van space capsule
9	4.651-10tonnes	Interceptor fighter, truck, rescue helicopter, (elephant)
10	10.1-21.5ton	Strikefighter, lorry, bulldozer
11	21.6-46.5ton	Passenger jet, heavy lorry, railway carriage, dumper truck
12	46.6-100ton	Tank, diesel locomotive, bomber
13	101-215ton	Heavy bomber, steam locomotive, hovercraft ferry, (blue whale)
14	216-465ton	Jumbo jet, coaster
15	466-1000ton	Minesweeper
16	1001-2150ton	Frigate, submarine
17	2151-4650ton	Destroyer, rocket
18	4651-10000 ton	Cruiser, cargo vessel
19	10001-21500 ton	Heavy cruiser, cargo liner
20	21501-46500 ton	Battleship, passenger liner
21	46501-100000ton	Aircraft carrier, oil rig, spaceship
22+	+ 100,000ton/Size	Supertanker, starship

PUSHING, LIFTING THROWING & TEARING APART TABLE (PART 2)

SIZE	WEIGHT RANGE	DESTROY/ TEAROFF	Push	MIN STRENGTH TO Lift	Throw
0	Less than 1kg	1HTK	1	1	2
1	1-4kg	2HTK	1	2	4
2	5-25kg	4HTK	2	4	6
3	26-80 kg	6HTK	4	6	11
4	81-195kg	8HTK	6	11	16
5	196-445 kg	10HTK	11	16	21
6	446-1000kg	12HTK	16	21	26
7	1001-2150 kg	14HTK	21	26	31
8	2151-4650 kg	16HTK	26	31	36
9	4.651-10ton	18HTK	31	36	41
10	10.1-21.5ton	20HTK	36	41	46
11	21.6-46.5ton	22HTK	41	46	51
12	46.6-100ton	25HTK	46	51	56
13	101-215ton	28HTK	51	56	61
14	216-465ton	31HTK	56	61	66
15	466-1000ton	34HTK	61	66	71
16	1001-2150ton	37HTK	66	71	76
17	2151-4650ton	40HTK	71	76	81
18	4651-10000ton	45HTK	76	81	86
19	10001-21500ton	50HTK	81	86	91
20	21501-46500ton	55HTK	86	91	96
21	46501-100000ton	60HTK	91	96	101
22+	+ 100,000ton/Size	+10/Size	+5/S	+5/S	+5/S

GRAPPLING

This is an attempt to grab and restrain the target in a bear hug.

Grapples take 1 Action, constituting a grab by both hands simultaneously. For the grapple to succeed, both hands must successfully grab.

A successful grapple can be maintained each Action.

Grapples can inflict either real or hypothetical damage at the grappler's choice when the grapple is first made. Real damage will inflict HTC on the victim. Hypothetical damage reduces the victim's chances of striking and performing other actions. This is detailed in Combat: Damage.

GRAPPLE WITH A WEAPON

Some weapons can grapple, for example, a bullwhip.

A grapple by a weapon takes 1 Action constituting a simultaneous strike and grab by the weapon. Both must be successful for the grapple to succeed.

Grapples by a weapon can only inflict hypothetical damage and will reduce the victim's chances of striking and performing other actions as detailed in Combat: Damage.

If this type of grapple is maintained, the attacker can attempt to pull the target over or pull something from their grasp as detailed in Combat: Damage.

GRABS

A grab is an attempt to grasp the target with one hand.

Some Combat Options and Responses require a grab, for example a grapple, or Judo Throw.

Grabs take 1 Frame. Letting go once the victim has been grabbed, also takes 1 Frame.

Grabbing sentient beings able to resist requires a successful strike. (See Resolving Grabs). Grabbing objects or beings unable to

resist can be done without making any strike roll. However, in some circumstances, for instance if the object is moving, or the character is attempting to grab a window ledge while falling, a successful strike must be made.

CHARGE INTO COMBAT

Any superpowered character may charge into combat. This gains a +1 Damage Modifier for only for the initial attack following on from the charge.

Alternatively, certain Superpowers permit a character to dive, swing, leap, or somersault into combat for a Damage Modifier as detailed under the relevant Superpower.

All charges, swings, dives, etc, into combat require a Move of at least 4 metres in the preceding Frame or Action and the bonus thus acquired only applies to the first attack launched in the ensuing melee.

At the culmination of a charge, leap, swing, etc, into combat, a fist or foot attack can be made doing 1d6HTK plus 2d6+6HTC damage plus any Damage Modifiers (e.g. for Strength, the charge (etc) into combat, etc). This blow can be struck in 1 Frame, but the next Frame must be spent recovering.

COUP DE GRACE

Once a character is unconscious or stunned (see Combat: Damage) and helpless, it is possible to administer a Coup-de-grace from which the victim will not recover for several hours enabling the perpetrator to pursue the rest of the gang, or make good their escape, etc.

Players must state that their character intends to administer a Coup-de-Grace. The Coup-de-Grace takes 1 Action to deliver.

NOTE: While it is possible for villains to administer a Coup-de-grace, it is not recommended that you have them do so to heroes too often unless, for example, the scenario is designed to have one of the heroes captured and either escape or be rescued later in the scenario.

RESOLVING PHYSICAL COMBAT

To resolve an attack in Physical Combat, 1d20 is rolled by the attacker to determine whether the attack strikes or not. This is called the strike roll. Players will usually roll the dice for any attacks made by their characters or any character or being under their control. You will make the strike roll for most other characters.

THE STRIKE ROLL

1d20 is rolled by the appropriate person. They add the WC (Weapon Class) of their character and the DC (Defence Class) of the target. Any Strike Modifiers are added or subtracted. Players must inform you of any Strike Modifiers that their characters have and add or subtract them to their die roll: you will determine and include any other Modifiers depending on circumstances as detailed below.

If the total is equal to or greater than 18, then the attack has been successful. If the total is lower, then the attack has failed.

An unmodified strike roll of 20 is a Critical Hit; an unmodified roll of 1 is a Critical Miss. These are detailed below.

If the strike is successful, the target may then elect to use a Combat Response as detailed in that section.

If the strike is successful, and the target chooses not to respond or fails in an attempted Combat Response, then Damage is done to the target (see Combat: Damage).

NOTE If the DC of the target is DC 1-4, then add 5 to the total instead of the DC. DC's 1-4 are not any more difficult to strike than DC5, just harder to penetrate. This is represented by their damage dividers. e.g. An Energy Attack against a character in Armour will always be the die-roll plus 3 (the WC of the attack) + 5 (for the DC, whatever grade of Armour is being attacked).

STRIKE MODIFIERS

As well as any Strike Modifier gained from Dexterity (see Dexterity) and Superpowers (as detailed in the individual descriptions), characters may gain additional Strike Modifiers

depending on circumstances. These are detailed below.

Circumstance	Strike Roll Modifier
Attacker is behind foe*	+2
Attacker is above foe*	+1
Target is unaware of attack	+2
Target is restrained/grappled	+4
Target is in cover** (depending on extent of cover)	-1 to -10
Normal vision obscured (by smoke, etc)	-3
Missile attack at extreme range	-1 per fifth of normal range increase to maximum of -5.

* The attack is either from above or behind. It can never be both.

** You must evaluate to what extent the target is concealed and the protection (Defence Class) afforded by the cover.

With the exception of the two marked '**', all modifiers are cumulative. For example, a character with a Dexterity of 18 who attacked from behind and the foe was unaware of the attack would get +3 (Dexterity bonus) +2 (from behind) +2 (foe unaware): a total bonus of +7 to be added to that strike roll!

RESOLVING GRABS

Grabbing usually requires a strike against DC6 for superpowered targets or DC10 for non-superpowered ones.

Grabs are the Weapon Class of the character's normal fist attack, usually WC2 for superpowered characters, and WC0 for non-superpowered characters. Strike Modifiers apply to the grab. (Note that in some rare instances, a character might have a different WC or Strike Modifier for each hand.)

You can vary the strike requirements for: the grab according to particular circumstances by either requiring a strike against different a DC or allocating a Strike Modifier to the roll. For example, the Supervillain Blackeel has smooth slimy skin and is very hard to grab; a strike against a different DC would not really reflect this, so the referee gives Blackeel's opponents a

Strike Modifier of -7, say, on attempts to grab him.

Similarly, attempts to grab objects from someone's grasp, to grab hold of a window sill while falling, etc, will be made against a DC specified by you, with or without a Modifier to reflect the difficulty of the task.

Also remember, that a successful grab simply means that the character has grasped whatever was being grabbed. If they were grabbing something held by another character, they would still have to wrench it from their grasp. Depending on circumstances, you will have to adjudicate the likelihood of this. Usually the method for Resisting a Grapple (see Combat Responses) would also apply to this.

For the grapple to succeed, a successful grab must be made for each hand separately (see Grabs). Both strike rolls must be completed, regardless of whether the first misses. If both succeed, the grapple is successful. If only one hand succeeds the grapple fails but the victim has been grabbed. The grapple could be completed by a successful grab with the other hand in the attacker's next Frame, or some other option requiring a grab could be completed instead.

Once a grapple has been made, it can be maintained unless is broken (see Combat Responses). When a grapple is being maintained, one strike roll must still be made each Action. Anything other than a 1, and the grapple is successfully maintained. A 1 is still a Critical Miss, and the grapple is broken in addition to the effects according to the Critical Miss Table.

The Weapon Class of a grapple attempt will usually be that the character's normal grab. However, this may vary. For instance, a non-superpowered character who was a wrestler might have a WC1 grapple. In a Campaign, you could also allow characters to develop a higher Weapon Class of grapple if were consistent with their other powers, for instance a character with tentacles as a Cybernetic Device. This would be a Character Improvement as detailed in the section on Campaigns.

GRAPPLE WITH A WEAPON

First a normal strike for the weapon must be made. If this succeeds, then a roll for the grab

by the weapon can be made for a normal grab but at the usual Weapon Class for the character's attack with that weapon).

The grapple can be maintained, as described above.

CRITICAL HITS & CRITICAL MISSES

Whenever an unamended strike roll of 20 is made (that is the natural roll of the dice without Strike Modifiers), the character who made the roll has scored a Critical Hit.

Whenever an unamended Strike roll of 1 is rolled, the character who made the roll suffers a Critical Miss.

NON-SUPERPOWERED CHARACTERS

Whenever a non-superpowered person rolls a Critical Miss, they lose their next Action.

Whenever a non-superpowered person scores a Critical Hit, then any Combat Response by their foe will use up Frames in advance as normal even though the attack was WC0 or WC1 (see Combat Responses).

Whenever a non-superpowered person is struck by a Critical Hit, they are automatically rendered unconscious if the attack does more HTC than HTK, or killed/technically dead if the attack does more HTK than HTC (see Determining Damage).

SUPERPOWERED CHARACTERS

Whenever a superpowered character scores a Critical Hit against a superpowered opponent, Id10 is rolled. The player rolls the dice if their character scored the Critical Hit: you make the roll for all other characters. Refer the result of the die roll to the Critical Hit Table for the result. The result is in addition to any other damage done by the attack.

A Combat Response may be made to an attack that scores a Critical Hit, but the type must be specified by the victim before the effect of the Critical Hit is rolled. If the Critical Hit modifies their Combat Response, then it is taken into account. Otherwise, if the Combat Response results in no damage whatever being sustained from the attack, then the Critical Hit is also avoided and has no effect.

Whenever a superpowered character suffers a Critical Miss, 1d10 is similarly rolled on the Critical Miss Table to determine the effect on them.

If the result rolled for a Critical Hit or Miss is totally inappropriate to the situation, it has no effect. Do not roll again!

CRITICAL HIT TABLE

Die Roll	Effect
1	Mask, piece of equipment not relevant to a Superpower, or part of costume torn off: this does not apply to Armour or result in indecency!
2	Fast attack: opponent suffers Dodge Modifier of -2 or parries at -4 for that attack.
3	Power attack: reduces both Damage Dividers by 2.
4	Hit foe's legs/wings/propulsion unit: Their fastest method of Movement is halved for 1d6 Rounds.
5	Hit foe's hand or equivalent: they cannot use that hand in combat for 1d6 Rounds and any weapon held in it is dropped unless they roll under their Dexterity on 1d20 (determine which hand at random).
6	Hit foe's nerve centre: attack does an extra 1d6 HTC
7	Catch foe off balance: their Push-back Threshold is reduced by 15 for that attack.
8	Knock foe off balance: they can do nothing in their next Frame which must be spent recovering.
9	Foe's power 'scrambled': the blow hits a vital spot and 'scrambles' a power or causes a device to malfunction, the foe loses one of their powers decided at random for 1d6 Rounds.
10	Choose to suit, roll again or devise your own option.

CRITICAL MISS TABLE

Die Roll	Effect
1	Lose balance: next Frame must be spent recovering.
2	Slip over: next Frame must be spent recovering, it will also take 1 Frame to get up at some time.
3	Malfunction: if a missile weapon is being used, the mechanism jams (or whatever is appropriate to the weapon) and any remaining ammunition in weapon is lost. It will take 2 frames to unjam and reload. If the attack was an Energy Attack, control is lost and an extra 1d6 worth of energy is wasted.
4	Attack too slow: target can immediately use their next Frames up to the number that the attack that missed took. They may use a Combat Response, move or attack.
5	Left open: they are open to next attack so long as it follows on directly from the Critical Miss. This next attack on them gains a Strike Modifier of +2 and no Combat Response may be used against it.
6	Wildly inaccurate: if a ranged attack, it strikes an ally/innocent bystander within 4 metres of the line of fire or target. If a close combat attack, it strikes an ally/bystander within 2 metres (innocent bystanders should be hospitalised/technically dead, rather than killed outright!). This could affect the character's Public and Personal Status (see Campaigns)
7	Backfire: attacker is hit by own ricochet, backfire, etc, or strikes nearby object. They take 1d6HTC Damage Dividers apply, but no Combat Response can be made to this.
8	Drop weapon or piece of equipment.
9	Pull muscle in leg/wing: movement halved for the next 4 Frames. Powers using leg/wing such as Gymnast Skills, Flight, Leaping, etc, cannot be used during this time.
10	Choose to suit, roll again or devise your own option.

MAGIC ATTACKS

Magic Attacks are only made by characters with the Superpower Magic and only when the particular Spell requires it.

When a Magic Attack is made, the controller of the character making the attack must roll 1d20 and add the character's Ego value to the result. The controller of the target also rolls 1d20 and adds that character's Ego. If the attacker's total is greater, then the Magic Attack is successful.

MENTAL ATTACKS

A Mental Attack can only be made by a character attempting to use a Superpower which requires a successful Mental Attack as detailed in the description of that power.

You should also use Mental Attacks to resolve any attempts by villains to brainwash a subject, or hypnotise them (non-magically), etc. In these instances, you must allocate an Ego value to the brainwashing technique, etc.

A Mental Attack is made in exactly the same way as a Magic Attack (above), except that the target may resist.

RESISTING MENTAL ATTACKS

A conscious target may elect to resist a Mental Attack. This must be stated before the dice are rolled. When resisting, the target gains +5 on their die roll but must use up their next 2 Frames in advance because of the concentration involved.

COMBAT RESPONSES

There are various Combat responses that superpowered characters can make to attacks, though they may choose to use none. Only superpowered characters can make a Combat Response.

Characters cannot respond to an attack which surprises them.

Most Combat Responses use up the character's immediate future Frames in advance up to a maximum of those remaining in the current Round and all those of the next Round. A character may only elect to use only one of the following types of Combat Response at any

one time, though in certain circumstances, as detailed under Common Sense, you may permit additional responses.

FREE RESPONSES

All superpowered characters may make up to four Combat Responses in one Round against any Weapon Class 0 or Weapon Class 1 attacks at no cost in future Frames. Any additional responses to such attacks in the Round will cost 1 future Frame per additional response. The response times given in the details of the Combat Responses apply only to attacks other than Weapon Class 0 or 1.

DODGE

In between a blow striking and the Damage it does being determined, a character may elect to dodge. Dodging whether successful or not, takes as long to perform as attack being dodged. Frames used to dodge are deducted from the character's future Frames.

To dodge, the person controlling the character rolls 1d6 adds their dodge modifier and subtracts the WC of the attack. The referee may add additional modifiers depending upon circumstances. Possible results are:

1 or less	Total Failure
2-4	Glancing Blow: see below.
5-6	Glancing Blow: or Successful dodge which uses up an additional future frame (character who is dodging can choose which)
7	Successful Dodge: No damage whatsoever is sustained.

Glancing blows: The total damage done by the attack to both HTK and HTC is calculated. This is then halved and half is subtracted from the damage done, coming off HTK first. i.e. if the attack scores more HTC than HTK, a glancing blow will completely cancel out the HTK damage.

NOTES Characters with Defence Class 1-3 cannot Dodge. When a character attempts to dodge a hand-hurled missile, the dodge suffers a Dodge Modifier of minus one-fifth the Size of the object (rounded down) according to the Table in Combat Options). Glancing Blows from these large objects still inflict half damage but are considered to knock the victim clear of the object.

		Attack Mode							
		Melee				Missile			
Parry Mode		WS	MA3	MA	Oth	WS	HH	LP	HP/EA
<u>Melee</u>	WS (shield)	6	6	5	4	6	4	5	8
	WS (other)	7	7	6	5	7	5	6	X
	MA3	9	8	7	6	9	7	8	X
	MA	10	9	8	7	10	8	9	X
	Other	14	14	13	9	15	13	14	X
<u>Missile</u>	WS (shield)					7	5	6	7
	WS (other)					7	5	6	X
	HH					11	9	10	X
	LP					11	9	10	X
	HP/EA					8	6	7	6

PARRY (CATCH)

In between a blow striking and the damage it does being determined, a character may elect to parry. This means that they attempt to strike the oncoming attack with an attack form of their own. A catch is simply the parry of a missile attack by using a fist attack.

It takes as long to parry an attack as the attack itself takes. Frames are deducted from the immediate future Frames of the character parrying, regardless of whether the parry is successful.

To parry, the player controlling the character must make a roll for the attack form being used to parry. Any Strike Modifiers are counted as normal (see Strike Modifiers). You must 1 cross-index the type of attack being used to parry with the type of attack being parried on the Parry Table. This will give the score that must be equalled or exceeded with the strike roll for parry to be successful.

A missile attack form cannot be used to parry a melee attack (e.g. a punch cannot be parried by firing an arrow!).

Energy Attacks (and similar) and Heavy Projectiles can only be parried by an Energy Attack (or similar) or Weapon Skill with a Shield in either Defence Mode or as a missile.

A parry using a melee attack form does not prevent push-back (see Damage: Push-backs).

SUCCESSFUL PARRY OF MELEE ATTACK

If a melee attack is successfully parried, the damage that the parried attack would have normally inflicted is determined (See Damage). The character parrying rolls the damage as normal for the parry as though it were an attack. The total for HTC and HTK is then combined. This grand total is then deducted from the damage that the parried attack would have done, being subtracted from HTK first. Any surplus damage from the attack being parried is sustained by the parrier; any surplus from the parry is ignored.

SUCCESSFUL PARRY OF MISSILE ATTACK BY MISSILE MODE

If a Missile Attack is successfully parried by Missile Mode, then get takes no damage whatsoever (i.e., the missile has been diverted from its course or exploded in mid-air).

However, if the Missile Attack is a large, hand-hurled Missile, this only applies if the parry is made with an equal or larger sized hand-hurled missile. If not, then the parry is resolved in the same manner as for Parry of Missile Attack by Melee Mode

You must use common Sense when adjudicating on parries of missiles taking into account circumstances. For example, an arrow could divert a bullet or a small, hand-hurled missile, but it is not going to do much to a tank that has been hurled by a character with superstrength.

SUCCESSFUL PARRY OF MISSILE ATTACK BY MELEE MODE (CATCH)

If the successful parry of a Missile Attack is made by using a Melee mode, then the damage

is reduced as described for Parry of Melee Attack.

If the attacker had hurled an object (for example, the corner of a building) and the target successfully parries, and in doing so does more HTK than the entire hurled object can take, then it shatters and does no damage whatsoever, OR, if the character parried with a fist attack form, they can elect to have caught the hurled object so long as their Strength is sufficient to throw the object (see Combat Options: Throwing). If the object is not shattered (or caught), then the defender's parry damage is deducted from the damage the attack would have inflicted, as described before.

If the thrown object is a sentient being, it may be caught by a successful parry using a fist attack as above. However, remember that the actual HTC and HTK of the thrown being are irrelevant, only the damage that they would inflict as a thrown object is considered. If there is any damage not parried, this is taken by both the target and the thrown creature and both are presumed to have fallen over and must spend their next Frame recovering. It will also take 1 Frame to get up at some stage.

If the Missile Attack is a large, hand-hurled missile, the target may attempt to parry only the section that would hit them by using the HTK of parry to destroy that section. Depending on circumstances, they may avoid any damage whatsoever. The size of the hole that they blast is determined by the HTK inflicted by the parry according to the destroy column on the Pushing, Lifting, Throwing & Tearing Off/Destroy Table (see Combat Options). When adjudicating this type of parry, imagine the situation to be that the parrier blasts a hole in the object, such that the hole lands on them. They may still then have to spend time extricating themselves from the object. Also, depending on the size of the hole, they may be able to protect others nearby. You must use your discretion, depend pushing on the circumstances.

AUTOPARRY

A parry may be made with an object (for example, a paving slab). This is an autoparry. Autoparries use up 2 Frames in advance if the object is not already in hand; 1 Frame if it is. If the character chooses to put an object (such as a paving slab) between them and any attack, including Energy Attacks, then the attack is

automatically parried. The object being used for the, autoparry will absorb a certain amount of the damage before it is destroyed (see Objects). The character will sustain any remainder of the attack's damage. An autoparry does not prevent push-back (see Damage: Pushbacks).

RESPONSE TO GRAPPLE

Any appropriate response can be made to the initial grapple attempt. If a die roll is needed for the response, only one roll is made even though the grapple comprised two grabs. If a parry is attempted and there is any surplus damage, the grapple still succeeds.

Once a character has been successfully grappled, they can only attempt to dodge, resist or use a Superpower response that is not affected by the grapple for each Action that the grapple is maintained.

A successful dodge breaks the grapple.

A character who resists must roll 1d6 and add any Damage Modifier for Strength only. This is subtracted from the damage (real or hypothetical - see Damage: Grapples) inflicted by the grapple that Action and the character resisting suffers any surplus. If this negates the grapple damage, then the grapple is broken. Resisting takes 1 Action, used up in advance. Characters who have been grappled by a weapon can attempt to resist the grapple and attempts to drag them over or rip something from their grasp in the same manner as described above.

Thus a grapple is broken if the victim successfully dodges, the grapple inflicts no damage, the grappler rolls a Critical Miss, or the grappling weapon is destroyed.

A character who has been grappled but can Fly or Move carrying the weight of the grappler may still do so.

A character who has been grappled can still attempt to respond in other ways to other attacks and make attacks of their own, but their chances of doing so are reduced by a grapple inflicting hypothetical damage (see Damage: Grapples).

RESPONSE TO BEING LIFTED AND THROWN

Characters that are being lifted and thrown may respond immediately, either by using a normal attack form on their assailant or by attempting to grab them.

If the character attempts to grab the assailant, they must make a successful grab as detailed in Resolving Grabs. A successful grab prevents the throw taking place.

The grab takes 1 Frame which is used up in advance and deducted from the character's future frames.

If the character responds by using an attack form of their own, they only prevent the throw if their attack stuns, staggers, hospitalises or kills the assailant or knocks them unconscious.

STANDING FIRM

Only characters with superstrength, or similar, can adopt this option which is used to prevent the likelihood of any pushback (see Damage: Push-backs).

After a strike has been scored on the character, but before damage dice are rolled, the character may elect to stand firm. This then increases their Push-back Threshold by +5 per Grade of Superstrength that the character has. Thus if they were Grade 2, they could raise their Push-back Threshold by +10 when standing firm.

Standing firm takes no time and therefore uses up none of character's Frames. Characters with a Superpower equivalent to Superstrength for example, a Cybernetic Power Simulator may also adopt this option at your discretion depending on the way that their power works. For example, if the character had a bionic arm giving Superstrength in that arm only, then they could not stand firm. However, if their Superstrength were provided by an exoskeleton suit, then they could.

RESPONSE TO GRAB

Any appropriate response can be made to a grab. Although grabs inflict no damage, if they are parried, then a hypothetical figure of 1d6 plus any Damage Modifier for Strength is used to determine whether the parry prevents the grab or not.

JUDO THROW

Only characters with Martial Arts who elected to take the Judo Throw option may use this Combat Response.

The Judo Throw may only be accomplished if the character attempting it has just been attacked in melee but before the strike roll for that attack is made.

To attempt the Judo Throw, they must declare their intentions and then roll to grab their opponent (see Resolving Grabs). If the grab is successful, then the actual Judo Throw may be attempted: the thrower rolls 1d6 and adds TWICE their Martial Arts grade and adds or subtracts any Strike Modifier due to Dexterity (see Character Generation: Basic Attributes). To determine the result, you then check the total on the Judo Throw Table.

The thrower uses up 1 future Frame for the grab and 1 for the Judo Throw.

JUDO THROW TABLE

Total Rolled	Effect On Opponent
3	Throw fails
4	Throw fails
5	Thrown and lose their next Frame
6	Thrown and lose their next Frame
7	Thrown and lose their next Frame
8	Thrown, lose their next Frame and take 2d6HTC and 1-3HTK
9	Thrown, lose their next Frame and take 2d6HTC and 1-3HTK
10+	Thrown, lose next two Frames and take 2d6HTC and 1-3HTK

Note If the Judo Throw causes damage, then any Damage Modifier can be applied. The victim will be thrown in a random direction, and, unless there is push-back (see Damage: Pushbacks), will land adjacent to the thrower.

USING SUPERPOWERS

Characters can on use their Superpowers as a Combat Response to avoid damage from an attack if they have practised it as a Superpower Refinement in a Campaign (see Campaigns).

This is not a dodge or parry, but the specific use of a character's Superpower in combat to avoid damage.

Avoiding attacks in this manner will usually use up 2 Frames in advance, but this may vary depending on the time for the normal use of the Superpower.

When avoiding an attack in this way, the character must roll 1d6, add the IPP Rating of the Superpower Refinement determined by you (see Campaigns: Refinements of Current Powers) and then add 1-3 (determined by you depending on your assessment of the effectiveness of the response in the circumstances). If the total is 7 or more then the Combat Response was successful.

Most such Combat Responses totally avoid damage, but you must evaluate this depending on the circumstances.

COMMON SENSE

Various other Combat Responses will occur depending on the circumstances. It is up to you to determine how likely the character is to succeed. An obvious example occurs when a character is knocked off the top of a building by push-back from a superstrong punch. As a Combat Response between being hit and falling, the character may try to catch hold of the edge of the building. You must evaluate the chance of success, generally by allowing the character to make a strike for a grab against a Defence Class chosen by you to reflect the difficulty of the response (see Resolving Grabs).

If a character is successful in making a Combat Response of this nature, it will usually cost the character 2 future Frames depending on the type of response and the circumstances.

It is impossible for these rules to cover every possible Combat Response. It is up to you as the referee to interpret any new ones that the players may come up with. When in doubt, always stick to the spirit of the comic books. Superheroes almost always save themselves from certain doom by pulling off some last ditch heroics.

DETERMINING DAMAGE

Whenever a successful strike is made, damage is done to the target. Damage is usually done to both HTK and HTC.

The amount done depends on the type of attack and is determined by die rolls. The damage inflicted in HTK and HTC is then deducted from the target's scores for these. The players must keep track of the damage their character takes by reducing the HTC and HTK on their Character Sheet. You must do the same for all other characters.

The damage inflicted by the various superpowered attacks is detailed in the Superpowers section. Other attacks, such as grapples and those by a weapon type, are detailed with the damage they inflict in the following sections.

EFFECT OF DEFENCE CLASS

Any character or object with a Defence Class of 1-3 takes neither HTC nor HTK damage from any WC0 or WC1 attacks or from attacks with bullets and knives.

Characters or objects with a Defence Class of 4 take no HTK damage from any WC0 or WC1 attacks or from attacks with bullets or knives.

DAMAGE MODIFIERS

Characters may have Damage Modifiers as stated in their Superpower and Attribute descriptions (e.g. +1 per Strength point above 15; a high-speed dive into combat with Flight, etc).

All Damage Modifiers are cumulative and may be added to HTC or HTK damage or divided between the two in any way at the discretion of the person controlling the character inflicting the damage.

A Bonus (but not a Penalty) may only be partly used or not added on at all if the person playing the character wants the character to 'pull their punches'.

DAMAGE DIVIDERS

Some Superpowers and the better Defence Classes give a Damage Divider. This reduces the damage received as follows.

First, the HTC and HTK damage the character or object should take is determined, including any Damage Modifiers. The total HTC damage is then divided by the target's HTC Divider. Similarly, the HTK damage is divided by the target's HTK Divider. All fractions are rounded down. The result is the damage actually taken in each area.

A damage divider only works if it is a total of 2 or greater. If the Damage Divider is 1 or 0, then it has no effect.

Some attack forms reduce the target's Damage Dividers, for example, an Energy Attack (or similar) reduces both the target's HTC and HTK Damage Dividers by 2. These are detailed in the description of the particular Superpower or weapon type (see Weapons).

PUSH-BACKS

The basic Push-back Threshold for superpowered character is 20HTC. Some characters have a higher Threshold due to Superpower leg Growth and Larger). Any attack, other than grapple, which strikes the character and does more HTC damage than the character's Push-Back Threshold, or would have done if it had not been parried (by a melee mode) or affected by Damage Dividers, will drive the victim backwards.

For every 5HTC, or part thereof, above the character's Pushback Threshold done by the attack, the victim is driven back 2 metres. If the victim is driven back into a solid obstruction such as a wall, then they take a further 1 d6HTC damage. Also the push-back will continue through an object, such as a door wall, as follows: for every 4HTK of the object, subtract metres from any remaining push-back: if there is still any distance remaining, then the victim has ploughed through obstruction and will continue for that remaining distance.

When a character has suffered a push-back, they must 1 d20 with a Modifier of + 1 for every 2 metres of the push-back. If the result is lower than the character's Dexterity, then character

has fallen over as a result of the push-back and take 1 Frame to get up.

An attack that causes push-back can cause characters to fail in feats that they can normally perform with no chance of failure. For example, characters with Agility, Gymnastic Skills, Wallcrawling, etc, can be knocked from their perch by a push-back. For the purposes of falling over as a result of a push-back or characters with Superpowers of this nature are assumed have a Dexterity of 21. You should, however, still interpret this according to circumstances.

With non-superpowered characters, it is best to treat with artistic licence regarding push-backs. The thing to avoid is a blow that does not knock them unconscious causing pushback, as the character attacking them will then have to waste time catching up with them to clobber, them again. They should really be cannon-fodder to Superheroes, so if you have not already decided that any attack from a Superhero knocks Thug unconscious, only allow small push-backs for atmosphere until the attack that does knock them out, then push-back to occur. As a general rule in this situation, non-superpowered characters have a Push-back Threshold equal to their Strength.

GRAPPLE DAMAGE AND EFFECTS

Grapples can inflict real or hypothetical damage. The choice is up to the grappler when the initial grapple is made.

The type of damage remains the same for as long as that particular grapple is maintained. If the grappler wishes at some stage to change from real to hypothetical damage, or vice versa, this involves a change of hold, and a new grapple must be successfully made.

If the grappler decides to inflict real damage, the victim suffers 1d6HTC and 1d6-6HTK plus any Damage Modifier for Strength. This is inflicted for the first strike and for each Action that the grapple is successfully maintained. The victim does not suffer the penalties below.

If the grappler chooses to inflict 'hypothetical' damage, the HTC damage is determined as above for the initial strike and for each Action that the grapple is maintained. The victim, however, loses no HTC but suffers the effects below. This enables a grappler to hold a

victim so that they are helpless but without inflicting any damage on them.

The victim suffers the following effects from a grapple inflicting hypothetical damage:

1. A Strike and Parry Modifier of -1 for each point of hypothetical HTC sustained that Action from the grapple. Some attack forms will not be affected, usually those performed by mental activity such as Field Manipulation, etc.

2. For each 2 points of hypothetical HTC inflicted by the grapple that Action, the victim has all forms of Movement reduced by 1 metre

3. A Dodge Modifier of -1 for every 10 hypothetical HTC points inflicted by the grapple that Action.

These effects only apply as long as the grapple doing hypothetical damage is maintained. Once the grapple is broken or the grappler switches holds to change from inflicting hypothetical to real damage, the victim's Movement, dodge and parry return to normal.

GRAPPLES WITH A WEAPON

Grapples by a weapon do the normal weapon damage and 1d6 grapple damage on the initial strike.

If this type of grapple is maintained, it can only do hypothetical damage of 1d6HTC each Action with the above effects. No Damage Modifiers apply.

If the grappler attempts to pull the victim over, or rip something from their grasp, then the Damage Modifier for Strength can be counted. This does not add to the hypothetical damage, but gives the figure that must be resisted by the victim to avoid being pulled over.

IINJURIES

Characters are injured if they lose any HTC or HTK points. Loss of HTC points is less serious as they are recovered faster than HTK.

HTC INJURIES

RECOVERING HTC POINTS

Characters recover lost HTC points at the rate of 1d6 (plus or minus any Recovery Rare

Modifier for their Vigour) per Round of total inaction. (Characters recover HTC while unconscious).

STAGGERED

A character reduced to one fifth of their normal HTC is staggered.

Staggered characters have all their forms of Movement halved and suffer a Strike Modifier of -2 until they have recovered.

To reflect their innate cowardice, Thugs and Thug-like Supervillains (i.e. Thugs with one Superpower) are staggered if they fall below 10HTC regardless of their normal total.

STUNNED

A character reduced to one tenth of their normal HTC is stunned.

Stunned characters cannot move. Any attacks they attempt suffer a Strike Modifier of -5 and they have only 2 Frames per round until they have recovered.

Regardless of their normal total, Thugs and Thug-like Super villains are staggered if their HTC total falls below 5.

UNCONSCIOUS

A character reduced to 0HTC is unconscious and remains so until they have recovered more than one twentieth their normal HTC.

When a character is reduced to less than 0 HTC, the negative HTC are recorded. They recover normally until their total reaches 0. The controller of the character must then roll 1d20 each round. If they roll less than the character's Vigour, the character can then continue to recover normally. Otherwise, the character remains unconscious on 0HTC until the roll is made successfully.

Characters reduced below 0HTC can only absorb further HTC damage equal in total to their Vigour. Any above and beyond this becomes HTK damage and is deducted from the character's HTK. Consequently, heroes (and most villains) must be careful to 'pull their punches' against weak or weakened opponents.

AIDING RECOVERY

Recovery of HTC can be increased by the use of smelling salts, a tot of brandy, immersion in cold water, etc. Such aids restore 2d6HTC immediately but may only be used once per recovery.

HTK INJURIES

RECOVERING HTK POINTS

Characters recover HTK points lost at the rate of 1d6 (plus or minus any Recovery Rate Modifier for their Vigour) per hour of inaction.

HOSPITALISED

Characters reduced to less than one tenth of their normal HTK must be hospitalised in order to recover.

Once in hospital, the character recovers 1HTK per day until they reach one tenth of their normal total after which they recover at the normal rate.

TECHNICALLY DEAD

Characters reduced to exactly 0HTK are technically dead. They may be revived by a kiss of life, electric shock treatment, etc, if it is administered immediately.

DEAD (& GONE FOREVER?)

Characters reduced below 0HTK are dead (barring reanimation, divine intervention, and gems that save the soul return as a ghost, etc.)

AIDING RECOVERY

Prompt first aid will immediately cure 1d6 of HTK damage for any character injured, hospitalised, or technically dead. This must be administered by someone familiar with First Aid, for example a doctor, nurse or character with Skills as a Surgeon.

NOTE ON RECOVERY

Characters normally recover HTC and HTK between scenarios back to their original totals, but you must interpret this depending on the time you consider to have elapsed between adventures. Characters can never recover to more than their original totals.

WEAPONS

Only those superpowered characters whose Superpowers specified a weapon may have one (e.g. Weapon Skill, Cybernetic Weapon, Stunner, etc).

Thugs and other non-superpowered characters may wield a Weapon. This would normally be a hand-weapon of some type, but in some Scenarios villains could be in tanks, etc, at your discretion.

Any character may hurl an object during combat so long as their Strength is sufficient (see Combat Options: Throwing).

Weapons are divided into different categories. There are primarily Concussive, Penetrative and Projectile Weapons. The Concussive and Penetrative groups are further divided into One-handed, Two-handed and Hand-hurled. Projectile Weapons are all mechanically fired and are subdivided into Light and Heavy. Each grouping does standard damage for that type, but individual weapons may carry a dodge penalty, be parried differently or affect Damage Dividers. The categories are listed below with the standard damage for each type, along with different examples of each type and any notes on dodging, parrying or Damage Dividers. Using the examples as a guideline, you can then categorise any weapon not listed as they are required.

SPECIAL NOTES ON WEAPONS

Any weapon chosen by a superpowered character should in keeping with the spirit of comic-book characters. Superheroes and Supervillains do not usually run around armed with machine-guns or bazookas! However, Heroes may well run into Thugs or Terrorists armed with such ordnance.

SHIELDS

Shields are weapons which can be used in defence. Thus can be used in three modes: melee, missile, and defence.

If a character has Weapon Skill with a shield in defence mode any attacker strikes with a Modifier of -2 so long as the shield can reasonably be said to be in the way. (For example, shield would not logically be in the way if the attack were from behind.) This Modifier is

automatic regardless of whether character elects to parry the attack or not.

LIGHT PROJECTILE WEAPONS

These can be used at long range. (The actual range is irrelevant for game purposes as most action will be taking place at quarters, however, if the situation demands, these weapons have a normal range of 100m and an extreme range of 200m. They cannot be used in Melee Combat unless they are suitable.

No Damage Modifier of the firer (for Strength, etc) is gained on such light missiles. Projectiles from hand-drawn weapons (bow and arrow, etc.) have a normal range of 40m. For each 5 points of Strength the firer has above 15, the normal range is increased by 2 metres.

HEAVY PROJECTILES

Most heavy projectile weapons are explosive types. On Impact they will detonate as an Energy Attack with area pattern (i) (a square measuring 6m by 6m.)

WEAPON TYPES

(NOTE: One-Handed Weapons take 1 Frame to strike. All other weapon types take 1 Action.)

CONCUSSIVE WEAPONS

One-handed Concussive (Damage: 2d6HTC; 1d6-6HTK) Examples: Fist/Foot, Cosh/Club/Blackjack, Shield, Weapon Haft, Gun/Rifle Butt, Bull-whip (Range4m; -2 to strike; can grapple)

Two-handed Concussive (Damage 2d6+6HTC; 1d6HTK) Examples: Sledgehammer, Quarterstaff, Baseball Bat, Large Object used as Club

Hand-Hurled Concussive (Damage: 2d6+3HTC; 1d6HTK) Examples: Any Object, Billy Club, Shield, Discus, Boomerang; **Special Notes:** All hand-hurled missiles do the above damage: Damage Modifiers (for Strength, etc) only apply to those weighing 1 kg or more.

PENETRATIVE WEAPONS

One-Handed Penetrative (Damage: 1d6HTC; 2d6HTK) Examples: Knife/Dagger, Claws, Fangs, Ice-Pick, Hand-Axe, Broken Bottle

Two-handed Penetrative (Damage: 1d6HTC; 2d6+3HTK) Examples: Sword/Cutlass/Scimitar, Large Axe, Pickaxe/Scythe, Spear

Hand-Hurled Penetrative (Damage: 1d6HTC; 2d6+3HTK) Examples Knife/Dagger, Broken Bottle, Throwing Axe, Spear/Javelin
Special Notes: All hand-hurled missiles above damage: Damage Modifier (for Strength, etc) only apply those weighing 1 kg or more.

PROJECTILE WEAPONS

Light Projectiles (Damage: 1d6+3 HTC; 2d6+3 HTK) Examples Pistol, Shotgun/Rifle, Arrow/Crossbow Bolt, SMG/Assault Rifle (Dodge at -1), Laser (WC2, dodge at -2, parry as Energy, -1 to both damage dividers), Blaster (WC2, parry as Energy Attack, -2 to damage dividers, Damage can vary.)

Heavy Projectiles (Damage: 2d6+3 HTC; 3d6+3 HTK) Examples: Bazooka, Rocket, Shell
Special Notes: All Heavy Projectile Weapons are dodged at -3; parried as Energy Attack; and reduce both Damage Dividers by 2. These attacks are usually WC2 at least.

HAND-HURLED MISSILES

Hand-hurled missile weapons which are also balanced for Melee Combat (e.g. billy-clubs or shield) have a normal range of 10 metres. Hand-hurled missile weapons which are designed only to be thrown (e.g. boomerangs, javelins, etc) have a normal range of 20 metres. For each full 5 points of Strength that the thrower has above 15, (or, for objects size 4 or greater, for each full 5 points of Strength above what is required to Throw them), 2 metres may be added to the normal range.

EXTREME RANGE

All missile and projectile attacks can be used at extreme range (up to twice the normal range) with a Strike Modifier of -1 per fifth, or part thereof, of the normal range increase.

SPECIAL WEAPONS

Some weapons have a normal range but are not missile weapons, for example a whip. The extreme range of this type of weapon is 1.5 times the normal range and a minimum range of 1/2 the normal range, receiving no Strike Modifiers. They cannot strike at anything other than a target within this scope. However, at

close quarters, the butt may be used as a cosh type attack.

If any character wishes to choose a weapon not listed, then you must allocate it to a type and define any Strike Modifiers, etc to reflect any special characteristics of the weapon.

Blasters, lasers and similar weapons can have their statistics and damage varied by you to reflect their power.

You are free to introduce any larger or special weapons of your own devising. For example, suppose you wanted to introduce an alien spacecraft or robotic tank armed with an Energy Cannon. Depending on how strong you wished the Energy weapon to be, you could define it as being dodged at -4 and being as an Energy Attack with the area effect gimmick described under Energy Attack Grade 3. To make it a bit stronger, you could also rule that it reduces both Damage Dividers of the target by 3. Such weapons should not be able to kill a superpowered character outright in one shot. You must balance the weapons against the abilities of your players' characters.

DAMAGE FROM FALLS

The damage suffered by a character who falls from a height is 1d6HTC and 1d6HTK for each complete 5 metres of the fall to a maximum of 20d6HTC and 20d6HTK (terminal velocity).

This is for an uncontrolled fall. All superpowered characters can safely jump down 5 metres without injury. For greater heights, they take damage as above for anything in excess of a 5 metre jump. Characters with Superpowers such as Leaping can safely jump down a distance equal to the maximum height to which they can leap.

Characters with a Defence Class of 1 or 2 can survive planetfall and thus have their Damage Dividers tripled in this situation. Characters with a Defence Class of 3 have their Damage Dividers doubled.

Only special Combat Responses can be made in this situation depending on the circumstances (obviously the character cannot dodge or parry), but with Agility, for example, they could slow their fall. However, you have the discretion to allocate Damage Divider Modifiers, depending on the surface which will be

impacted. For example, the character might land in water, a snowbank or a mass of hay, or have their fall broken by a thin roof structure, etc. This is at your discretion. Remember that characters usually survive in the comic-books.

BINDINGS

All bindings are treated as a grapple that is inflicting 'hypothetical' damage (see Combat Options: Grapples). Thus bindings can be dodged or resisted in the same manner as a grapple (see Combat Responses). The Weapon Class of the grapple inflicted by the bindings is WC2 if they were done by a superpowered character, and WC0 if by a non-superpowered character. You can vary this if the character has particular skills which would make their binding better, for example a pirate might be WC1.

The hypothetical damage inflicted by the bindings is 1d6 plus 15 plus the HTK of the bindings (i.e. 1d6 plus the Strength required to snap the bindings). This remains constant (the 1d6 is not re-rolled each Action) and determines what is suffered according to the rules on Grapple Damage.

You can determine a random HTK value for the bindings, or, if you wish to be more specific, use the following method: Simply take the HTK damage necessary to destroy the bindings considered as an object on the Pushing, Lifting, Throwing, & Tearing Apart table (see Combat Options). Thus, leather thongs or cord, would require 1 or 2 HTK to be inflicted before they are torn apart. Then multiply this value by any HTK Damage Divider that the bindings might have for their Defence Class.

For example, really heavy chains with welded links might be DC3, and thus have an HTK Damage Divider of 4; light chains might be DC5 with a Damage Divider of 2; leather thongs might be DC6 with no Damage Divider; etc. Thus to snap the heavy chains would require 2HTK times their divider of 4 or 8HTK. By adding this value to 15, the actual Strength of the bindings is found to be 23 tie it is equal to the Strength required to tear them apart, since a character with that Strength would have the necessary Damage Modifier, for each point over 15, to inflict the necessary HTK damage). Thus these heavy chains inflict 1d6 plus 23 points of hypothetical damage.

You can modify the HTK value or the hypothetical damage to reflect other factors, either reducing the value if the bindings were hurriedly tied, for instance, or increasing it if, say, the victim were tightly bound from head to foot by a character with great Strength.

OBJECTS

The details for pushing, lifting, throwing and tearing apart objects are given in the Combat Options section. However, you must allocate a Defence Class to a particular object as required, depending on their structure, etc. The section on Defence Class can be used as a guide for this. For example, a reinforced concrete bunker would be DC3, the best Defence Class a normal type of object could have. Special objects, i.e. those that are an integral part of a character's Superpowers, might have a better DC.

DAMAGE FROM OBJECTS

The damage an object inflicts when thrown as a hand-hurled missile is covered in Weapons. The damage an object would inflict if it fell on a character is equal to the Strength required to throw the object (see Combat Options: Throwing) with a Modifier of +2 per 5 metres of fall over 5m to a maximum Modifier of 100 and -1 for any fall of less than 5m. The damage inflicted is split: one half, with odd halves rounded up, HTC and the remainder HTK. Thus if a safe were to fall from 20 metres onto a character, it would do 16 plus 6: a total of 22. This would be split to 11HTC and 11HTK. The object must be of a type to drop like the proverbial stone: obviously a feather or Ping-Pong ball would do no damage no matter from what height they fell.

This is treated as a hand-hurled missile attack and the victim can respond as appropriate, except that the victim may also have time to simply move out of the way, depending on the height from the object is falling. (As a guide, objects fall 40m in one Round, a further 140m in the 2nd Round, 220m in the 3rd, and 320m in each subsequent Round.) Thus, in the above example, the safe would take 1 Round to fall meaning that anyone underneath who saw it fall would have ample time to simply move out of the way or dive/charge to knock others from beneath it. In practice, any Combat Response automatically succeeds if the object still has 20m or more to fall at the time of the response

BUILDINGS

The various components of a building should have HTK and Defence Class dependent on the size of the component and type and structure of the building. This HTK value is the damage required to destroy that component. The Destroy column on the table for Pushing, Lifting, Throwing Object (see Combat Options) should be used as a guideline. The most common elements are the doors and walls for which some general guidelines are given below.

DOORS

Doors should have 1 10HTK determined by you according to their size and structure or determined at random by rolling 1d10. Doors should also have a Defence Class. Usually doors of 6-10 HTK will be heavy metal doors with a DC of 5 or even 4 and doors of 1-2HTK would be very light or fragile (e.g. glass) with a DC of 12. Some heavily armoured security doors would exceed these figures. The door's entire HTK must be destroyed before the door is considered to have been battered open.

WALLS

Walls have from 6-15HTK determined by you according to the type of wall or at random by rolling 1d10+5. Generally, walls will have a Defence Class ranging from 6 to 3, depending on their thickness and structure. Though some, like an internal partition will have lower and others, such as specially armoured vaults may have higher figures than these. The HTK represents a door-sized area of the wall. Thus, the wall's entire HTK must be destroyed before a hole large enough to pass through is made.

VEHICLES

It is up to you to determine the rate of Acceleration and Maximum Speed for any particular vehicle.

The Acceleration is the distance in metres that the vehicle's Movement can be increased by each Round until Maximum Speed is reached. The vehicle can then move at that Movement each Round. A vehicle is thus described in the form Acceleration/ /Maximum Speed.

As a yardstick for vehicles, a sports car would be 20/160. As it can increase its

Movement by 20m each round up to a Movement of 160m in one Round.

The speed would be subject to the road and traffic conditions. In normal daytime city traffic, a road vehicle would be able to reach a speed of about 40m per Round. On a motorway it could reach its maximum speed.

Note that Vehicle Movement is per Round. The distance is subdivided depending on how many Frames per Round the driver has. When a vehicle is Accelerating, the speed that it accelerates to that round is the amount that is subdivided for Frame Movement. For example, a vehicle is stationary but can accelerate by 12m per Round: in the first Round it will move 12m, so it would Move 3m each Frame if the driver had 4 Frames or 6m each Frame if the driver had 2 Frames. In the second Round it would have accelerated to a speed of 24m. Then if the driver had 4 Frames, it could Move 6m in each Frame if the driver had only 2 Frames, 12m in each Frame.

The details for pushing, lifting, throwing and tearing apart vehicles are given in the Combat Options section. However you must allocate a Defence Class to vehicles, depending on their structure (see Defence Class). For example, a tank would have Defence Class 3, the best Defence Class a normal type of vehicle could have.

DAMAGE FROM VEHICLES

The damage a vehicle would inflict if it drove into a character is equal to the Strength required to throw the vehicle (see: Combat Options) with a Modifier of +1 per 2 metres of speed per Round over 20m per Round or -2 per metre of speed under 20m per Round. The damage inflicted is split: one half, with odd halves rounded up, HTC and the remainder HTK. Thus if a heavy lorry doing 40m per Round (approximately 66 kilometre per hour) ran into a character, it would do 51 plus 10 a total of 61. This would be split to 31HTC and 30HTK.

This is treated as a normal attack and the victim can Respond as appropriate, but is as a hand-hurled missile attack with regards to parrying.

The victim is unlikely to take all the HTK damage as this is mainly inflicted if the vehicle actually runs over the victim. The push-back is more than likely to knock them clear.

Consequently, if the HTC causes push-back (see Damage: pushback), make an automatic Dodge roll for the character against a WC2 attack, without any Dodge Modifiers (see Combat Responses). On any result other than a failure, the victim is knocked clear of the vehicle's path and only takes half the HTK damage.

OTHER SITUATIONS

In such a free-form game as a role-playing game, there will invariably be times when the player decides to do something or something happens to them which is not covered by rules. It is your job to decide how to resolve the situation. You will usually be able to intermingle and interpret some of the various rules in this book, or even, with practice, invent your own for the situation. The important thing is to be consistent. Once you decide on a way to resolve something, stick to that method whenever the same situation occurs. Then the players know where they are and what their chances are. If you do think of a better method, and wish to change, tell the players what they need to know about the new method.

Most important of all, whatever you do in various situations, it should be kept in the spirit of comic-book action. Imagine what would happen in a comic-book and interpret the rules to produce that effect. Characters rarely die in the comics. No matter what befalls them, somehow they usually survive.

However, you must not just save characters by your efforts. The players must try to save themselves in any situation. They must still say what efforts they are making, and you must resolve it. Always try to ensure that they will be making die rolls, either for dodging, striking, recovering HTC points, etc. The players must be involved in fighting for the survival of their character, and it is up to you, depending on the severity of the situation, to create the impression that their escape is a last ditch effort or made with some ease.

You will find, with practice, that you will be able to resolve most situations by using a mix of the rules in this book. Below are some example situations and how a referee could handle them from the rules in this book.

EXAMPLE 1

Cyclon is on a plane when Deaths-Head attempts to hijack it. During the resulting slugfest, Cyclon takes a block-busting punch that causes push-back and knocks him clear through the hull of the plane. He should in fact be knocked well clear of the plane, but the referee permits an additional Combat Response even though Cyclon had already attempted to dodge the blow. Cyclon grabs the torn metal of the plane's hull. He is now hanging from the plane. The wind is screaming in his ears; and Deaths-Head is closing for the kill. It is time to roll for initiative. In any event, if Cyclon were to fall, the damage would be 20d6HTC and 20d6HTK. This would hospitalise Cyclon but not kill him so the referee permits the combat to go its way.

EXAMPLE 2

High in the skies, Firefly and Deaths-Head are battling. After several blows, Deaths-Head slugs Firefly who dodges but fails. The hero is knocked unconscious and plummets towards the ground as Deaths-Head makes his escape. Firefly has been reduced to -10HTC. Will he regain consciousness in time?

Since nothing had actually been specified, the referee decides to roll 1d10 and multiply the result by 100 for the height in metres at which Firefly was knocked unconscious. A 4 is rolled, so Firefly is plummeting from 400 metres. From the rules on Damage from Objects, the referee determines that it will be 3 Rounds before Firefly hits the ground. Firefly rolls 1d6 for his Recovery of HTC points for the first Round and rolls a 4. He's now on -6TC. He rolls again for the second Round and rolls a 2. He is still unconscious. There is now no way he can regain consciousness and pull out of the fall, so the referee rules that the rush of cold air from the fall over the two Rounds would aid recovery, as described in HTC Injuries and also decides to forego having Firefly roll 1d20 to recover consciousness. The player rolls 2d6 for the aid to recovery and gets 7, going to +3HTC: conscious but still stunned. (The referee would have allowed the character to regain consciousness even if he had failed to roll high enough to regain consciousness.) The stunned Firefly is still plummeting, and because of the stun cannot Move and only has two Frames. Since the rules are that these are the last two of the Round, it will be a last minute escape. The

player says that Firefly is attempting to use his Flight to save himself. Though, in theory, he cannot Move, the referee permits this effort to slow the fall. He tells the player that his fall is decelerating. The ground looms. Firefly is weak and dizzy from the effort and blacking out, but still slowing. But time runs out! Firefly hits the deck. The referee decides that Firefly will take damage as though he fell from 20 metres: 4d6HTC and 4d6HTK from the rules for Falls. The referee rolls 15HTC and 18HTK. Firefly lapses into unconsciousness again. Battered, bruised and bloody, but still alive!

EXAMPLE 3

Madame Mind has been captured by her arch-enemy Miasmo, bound in chains and dumped into the river.

The referee uses the Binding rules to determine the strength of the chains as follows: from the destroy column on the Pushing, Lifting, Throwing and Tearing Apart Table, the referee decides that 2HTK would be needed to snap one link of the chain. Since chains are metal, they would have a DC of 4-6, depending on how light or heavy they were. The referee decides that these chains are quite heavy and are DC5. They therefore have an HTK Damage Divider of 2. Thus 4HTK would have to be delivered to break them, but since Madame Mind has been tightly restrained by many chains, the referee further modifies this by tripling the result to 12. A character with a Strength of 27, and therefore a Damage Modifier of +12 could inflict this. The chains therefore inflict a grapple doing a hypothetical damage of 1d6+27 (the referee rolls 1 d6 and gets 3, making 30). Thus if Madame Mind had a high Strength she could resist the grapple as normal. But she has a low Strength, and her particular Psi Powers are useless in this situation, as is her Sense Life ability. The only thing she can do, according to the rules, is dodge.

The player says she is struggling and wriggling in an effort to move the chains over her body. The referee determines how long she has to do it: normally, the average person (a normal person with average Vigour of 6) could hold their breath for 2-3 minutes. Madame Mind is a Superheroine with a Vigour of 12, so the referee decides she could hold her breath for about 5 or 6 minutes, twice the figure for an average person. There are roughly 20 Rounds to a minute, so she would have plenty of dodges, but

the referee doesn't tell the player this. The grapple gives her a Dodge Modifier of -3 which with her +1, means a final Dodge Modifier of -2. The referee looks at the Dodge Table, since the grapple is WC2; she will get a Glancing Blow on a 6 only. The referee knows that with the large number of dodge rolls to be made, she should on average roll enough sixes to get free, but will speed things up by having her work free much quicker on the first few sixes rolled. The player rolls to dodge, and rolls a 4, less 2, 2. A fail. The player rolls again and rolls 6, less 2, 4, a Glancing Blow result. The referee decides that Madame Mind has managed to work an arm loose (this referee would normally allow a

Glancing Blow to simply reduce the grapple damage permanently by 1d6 to indicate loosened bonds). The player continues rolling, and with the next few Glancing Blow results, Madame Mind gradually frees herself. The referee adds the necessary suspense by describing her desperate struggle, her lungs are bursting as she frees one arm; she's reached the river-bed as she works the other arm loose, she feels that she can only last a few seconds longer, etc, leading the player to believe that she has only just escaped in time, as she finally slips clear and swims to the surface with her lungs on fire and gulps in the air.

THUGS, GOONS & CRONIES

Non-superpowered criminals who the heroes meet and fight are referred to as Thugs. These comprise ordinary Thugs (street toughs or criminals), Goons (Thugs in the employ of a more powerful villain), and Cronies (non-superpowered friends or associates of a more powerful villain).

In general, Thugs have the same attributes as Superheroes (Ego, Strength, Dexterity and Vigour) but their scores are lower. Their Defence Class can never be better than 7 and is usually worse. Their attacks are always WC0 or WC1.

Their real bug-a-boo, though, is that they have only 2 Frames per Round, though you could allow some special ones to have 3, as described below. They can therefore only usually Move or Attack each Round, but not both.

As can be seen, Thugs are not tough. This is done to simulate the comics in which even the weakest Superhero can see off half-a-dozen Thugs with ease.

Within this framework, however, it is still possible to design a range of different Thugs depending on what you want from the scenario.

Thugs may be specifically designed, possibly with one or two special Thugs who have 1 physical-type Superpower such as Agility or Weapon Skill and who get 3 or even 4

Frames per Round, or be armed with special weapons designed by a Supervillain, or even be ambidextrous and use two weapons, etc. Alternatively, Thugs may be generated randomly as described below.

At your discretion, but to be recommended if the Thugs are accompanied by a Supervillain, most minor Thugs should be knocked unconscious by any successful strike by a Superhero using a major attack form (leg Martial Arts, Superstrength, Energy Attack etc), and stunned by a Superhero using any other attack (e.g. a normal punch). If the Thugs are not accompanied by a Supervillain, then their HTC and HTK should be rolled as normal. You can freely choose to use either method to suit your scenario.

RANDOM GENERATION OF THUGS

All Attributes (Ego, Strength, Dexterity, Vigour) for Thugs are rolled using 1d6+2. Thus they are all in the range 3-8. To determine the Defence Class of the Thug, roll 1d6 on the Table below. To determine the Weaponry roll 1d6 on the same Table. In all instances (for Attributes, DC and Weaponry), add +1 to each die roll if the Thug is a Goon (in the employ of a powerful villain) or +2 if the Thug is a Crony (friend or associate of a more powerful villain).

RANDOM THUG TABLE		
Die roll	Defence Class	Weaponry
1	12	One-handed Concussive
2	11	One-handed Concussive
3	10	One-handed Penetrative
4	9	Pistol or Shotgun
5	9	Pistol or Shotgun
6	8	Pistol or Shotgun
7	8	Sub-machine Gun
8	7	Blaster or Hand Laser

HTC and HTK for Thugs are generated in the same way as for other characters, i.e. 1d6 per Vigour point.

EXAMPLE

A Mafia Goon (associate of a major power) rolls 1d6+4 for each attribute and 1d6+2 for DC and Weaponry. After rolls he might have: EGO: 5 STR: 6 DEX: 7 VIG: 9 HTC: 30 HTK: 25 DC: 8. Armed with Shotgun

It is not generally worth spending too long detailing Thugs. It is best to use standard Thugs (for example, all Attributes: 6, HTC: 20, HTK: 20, DC12) and only throw in the occasional weak or strong Thug to keep the heroes guessing.

CIVILIANS

As well as needing to have Thugs detailed, you will need to have some ready-prepared bystanders who may or may become embroiled in the conflict. Some may be taken hostage by a villain or be hit by stray bullets; some may be sent to phone for the police, etc.

Basic passers-by are fairly easy to design. They have attributes between 1 and 12 and are normally DC12, although one or two may be as high as DC10. You can either allocate Attributes or generate them at random as described below:

RANDOM GENERATION OF CIVILIANS, CHILDREN & YOUNG PEOPLE

Youngsters are always DC12. Their Attributes are usually the range 1-3 (1d6 divided

by 2, rounding fractions up). A rough guide to their age in years can be found by adding their Attribute scores. For example, a young girl of Ego: 3 Str: 2, Dex: 3, and Vig: 1 would be about 9 years old.

AVERAGE ADULT

These will generally be DC12 and have Attributes which range from 3-5 (1d6 divided by 2, rounding fractions up, plus 2).

MANUAL WORKERS & STREET PUNKS

These will normally have DC10-12. Their Attributes will range from 3-8 (1d6+2).

EXCEPTIONAL INDIVIDUALS (Athletes, Scientists, etc)

These will have DC10-12 and Attributes ranging from 2-12 (2d6).

POLICE & SERVICEMEN

These are generated exactly the same as for Thugs, except that their Weaponry should be adjusted to suit the country in which your scenario is set. Special Groups are assumed operating for a major power (as Goons). Anti-Terrorist Groups are operating with a major power (as Cronies). Elite Squads will exist with the best armour and weaponry available.

GENERAL NOTE

It is best if you prepare a 'crowd' sheet detailing 20 or so civilians at the start of a campaign. This crowd can then be used every subsequent scenario as a source for any passer-by who might become involved. Any who do can be deleted from sheet after the scenario and replaced with another civilian. This will enable you to keep a reasonable stock of such individuals without too much effort.

You should also specially create those that are close to players' characters, for example their workmates, friends etc. as these may well become embroiled in adventures.

ANIMALS

Animals, where necessary, should be allocated Strength, Dexterity, Ego and Vigour depending on the type of animal. Certain animals can have Attributes higher than 18; have 3 Frames per Round, and possess minor powers and skills, such as Animal Senses, See

in Darkness, etc. These should be allocated to reflect the natural abilities of the animal.

The natural weaponry of the animal should also be reflected by allocating a Weapon Type and Class to its attack form. For example, a lion or tiger would be classified as having a Two-handed Penetrative attack, a wolf as having a One-Handed Penetrative attack, a boa constrictor as having a grapple attack, etc.

As a guideline, here are the game statistics for certain animals:

LION

Strength: 16; Ego: 4; Vigour: 14; Dexterity: 7; DC: 6 14d6HTC, 14d6HTK; Push-back Threshold: 20; Move: 9m; Powers: 3 Frames per Round; WC2 One-Handed Penetrative attack (claws); WC4 Two-handed Penetrative attack (bite); Animal Senses; 6m Leap into Combat.

ELEPHANT

Strength: 20; Ego: 3; Vigour: 20; Dexterity 4; DC: 5 Move: 7m; 20d6HTC; 20d6HTK; Push-back Threshold: 30 Powers: 2 Frames per Round; Extra limb (trunk); Enhanced Sense (smell); Larger, Pulling/Pushing Strength 35.

GORILLA

Strength: 20; Ego: 5 Vigour: 17; Dexterity: 7; DC: 8 Move: 6m; 17d6HTC; 17d6HTK; Push-back Threshold: 25 Powers: 2 Frames per Round; Larger; Enhanced Sense (smell); WC2 grapple option.

HAWK

Strength: 4; Ego: 6; Vigour: 3; Dexterity: 14; DC: 6 Move: 3m/10m; 3d6HTC; 3d6HTK; Push-back Threshold: 10 Powers: 3 Frames per Round; +2 Dodge Modifier; Plight Grade 2; Enhanced Sense (sight).

WOLF

Strength: 6; Ego: 4; Vig: 5; Dexterity: 12; DC: 7 Move: 9m; 5d6HTC; 5d6HTK; Push-back Threshold: 15 Powers: 3 Frames per Round; +1 Dodge Modifier; WC1 One-handed Penetrative attack (bite); Animal Senses; 4m Leap into Combat.

BOA CONSTRICTOR

Strength: 20; Ego: 3; Vigour: 8; Dexterity: 7 DC: 5 Move: 6m; 8d6HTC; 8d6HTK; Push-back

Threshold: 20 Powers: 2 Frames per Round; Stealth (Skill to move with total silence). WC4 grapple attack only

ROBOTS AND MECHANOIDS

Many Supervillains use Robots instead of human Goons for some tasks. In general, Robots and Mechanoids show less initiative than humans but are tougher.

Many different types of Robots have appeared in the comics, so it is up to you to design them to suit the situation.

Robots only have HTK (possibly for each limb) and must be reduced to 0 HTK or less before they stop functioning. They can have any DC, Move at any speed and do damage as for a weapon type specified by you. They may even be designed to simulate a Superpower as for a Cybernetic Device.

Bear in mind the situation and the power-level of the heroes who will confront it. Generally, the more powerful Robots and Mechanoids have been built by a very powerful or brilliant Supervillain.

Because of their relative rarity and the wide possibilities, it is recommended that you do not introduce Robots or Mechanoids until fully familiar with the game system.

ALIENS

Aliens of animal intelligence can be allocated Attributes and attacks in much the same way as animals. Intelligent races would also have all Attributes and powers allocated by you to reflect the abilities that you wish that race to have. For example, a race of aliens who have concentrated on powers of the mind might have an Ego of 11-20 (1d10-t10); Strength of 1-6 (1d6); Dexterity of 3-18(3d6); and Vigour of 3-8 (1d6+2); they might have one or two Psi Powers and rely on Robots, Mechanoids or Cybernetic Devices that they have developed for fighting and menial tasks.

Unless an alien is a superpowered character or a higher Grade of Sidekick, they only get 2 or 3 Frames per Round.

THE BAD GUYS

The villains are almost as important as the heroes. After all, if there were no villains, the goods guys would have little to do. You can invent your own Supervillains either by design or by random generation.

In a Campaign, you should try to establish long-running villains often waging a vendetta against one or more of the player characters. A good villain might have his latest plot foiled by the heroes, but will usually escape to fight another day.

You should detail these Supervillains fully. Their origins, secret identity, job, friends, etc are just as important as those of the players' characters. After all, their secret identity could

well be an acquaintance of one of the player's characters.

You can allow villains to develop under the following Campaign guidelines, in the same manner as the players' characters develop, to always be a match for the players; or, if the villain is becoming tiresome and they are captured, rather than have them escape, you can then introduce a new one as a replacement. Always remember the comic books: each hero usually has an arch-enemy who is almost a match for them. It is important that you design these carefully, so it is best to wait until the players have played a few adventures and you have had a chance to see their characters in action. This will then provide you with a good guideline for introducing appropriate villains. A good bad guy is worth their weight in gold.

SUPERPOWERS

The descriptions given here are in the same order (alphabetical) as on the Superpower Generation Table.

Usually there is a general description followed by the details of the various Grades of the power. When a power is rolled, the character has Grade 1 of that power. Higher Grades are obtained by rolling the same power again or by upgrading the power using Power Rolls. Where no Grades are given, the power described is Grade 1 and no other Grades are available.

Some powers have been left vague in places to allow you and the referee to place your own interpretations on them during the rationalisation of your character. This permits greater individualisation of your Heroes.

AGILITY

The character is unnaturally agile. They can walk tightropes, leap from tall buildings and use flagpoles to slow their fall, swing through the skies on a thread, etc. All things being equal, there is no chance of a character with Agility failing to accomplish any such feat.

GRADE 1

The character can leap 4 metres without touching the ground in 1 Frame.

The character can also use some kind of aid like a lineslinger to swing from building to building. One swing can cover a distance equal to twice their Movement taking 1 Frame, or four times their Movement taking 1 Action.

The character gains a Dodge Modifier of +2. The character may Swing or Leap into Combat gaining a +2 Damage Modifier for that initial attack only. The swing or leap must constitute at least 4 metres. At the end of the swing or leap, a fist/foot attack can be delivered in 1 Frame which does 1d6HTK and 2d6+6HTC. However, the next Frame must be spent recovering.

GRADE 2

As for Grade 1, except:

In 1 Action, the character can leap up to 8 metres without touching the ground, or make a series of 4 metre leaps up to their full Movement value for that time.

The character has a Dodge Modifier of +3.

ARMOUR

The character has protective equipment of some kind (usually a suit) which is made from a strong or resilient material (often metal). It reduces the amount of damage done to its wearer.

GRADE 1

The character has Armour which gives a Defence Class of 4.

The Armour prevents all HTK damage from any WC0 or WC1 attacks or any damage from attacks with bullets or knives.

The Armour gives the character Damage Divider Modifiers of HTK/3 and HTC/2.

GRADE 2

The character has Armour which gives a Defence Class of 3.

The Armour prevents any damage whatsoever from all WC0, WC1, bullet and knife attacks.

The Armour gives the character Damage Divider Modifiers of HTK/4 and HTC/3.

GRADE 3

As Grade 2, except that the Armour gives a Defence Class of 2 and Damage Divider Modifiers of HTK/4 and HTC/4.

CHAMELEON ABILITY

Any character with this power can merge their body colour with that of their background by changing their hue, shade and/or pattern. A character with this power requires a costume of destabilised molecules.

If the character is in combat near a surface and adopts the same colouring and pattern as that of the background, their opponents attack with a Strike Modifier of -2 unless they have some means of detecting the character.

CLAWS

These are talons, claws or blade-like weapons which are either held in, attached to, or grow out of the hands and/or feet of the character.

Claws strike as fast as fists, that is once per Frame, and do 2d6HTK and 1d6HTC damage.

Claws are obviously more favoured by Villains than Heroes.

CYBERNETICS

Characters with this power have a Cybernetic Device of some kind which has special properties. Some possible properties are described below. Players may design their own devices as long as the referee agrees with their effects.

For each grade of Cybernetics, the character may have one Cybernetic device. Alternatively, some Devices may be upgraded: once a Device has been rolled, additional rolls may be used to upgrade that device in the same way as any other Superpower.

BIONIC ARM

This gives the character Superstrength (as Superpower: Strength) but in that arm only. Additional Grades can upgrade the Strength or make both arms bionic.

COMPUTER BRAIN

This gives the ability to perform complex calculations and to memorise information. The player may ask the referee to repeat old data on request.

Also for every Frame spent on analysis before striking, the character gets a +1 Strike Modifier, up to a maximum of 5.

Additional Grades give an additional +1 per Grade to the Strike Modifier per Frame of analysis, still to a maximum of +5.

CYBERNETIC CONTROLLER

This is a Device, typically a helmet, that allows the user to communicate with and control a specific type of creature/ animal. The number of that type of creature that can be controlled depends on the size and attacking capabilities of the creature(s). En masse, the controlled creatures can only deliver the equivalent of a One-Handed Concussive or Penetrative attack. Thus, typically, the Device might allow control of 1 Wolf, or 1 Eagle, or several small birds, or an army of ants. The player must specify the type of creature to suit the character, the creature may

even be an alien life form, as long as it conforms to the above requisites.

When under control, all controlled creature(s) have only 2 Frames per Round and can only follow simple instructions. Communication is both ways, so that the character is aware of what the creature perceives from its natural senses.

The next additional 'Grades' doubles the numbers of the creature that can be controlled, or allows control of a creature that can deliver the equivalent of a Two-handed Concussive or Penetrative attack.

For each additional 'Grade', the number of creatures is increased by the base number.

CYBERNETIC WEAPON

The player decides the nature of the weapon so as to suit the character's other powers. Heroes will generally have a concussive type weapon.

Any Cybernetic Weapon does the normal damage for its type with an additional +5HTK and +5HTC. If it is a throwing weapon, it will return to hand in 2 Frames.

Additional Grades mean that a second weapon may be taken, e.g. a throwing weapon and a hand weapon.

GLIDER DEVICE

This Cybernetic Device, typically a cape, allows the character to glide at 10 metres per Frame provided they started with some initial momentum or height. After 20+4d10 continuous Frames of Gliding however, the character must either gain height in some way, a thermal air current for example, or land.

The character may Dive into Combat gaining +2 Damage Modifier for that initial attack only. The dive must constitute a Move of at least 4 metres. At the end of the dive, the character may deliver a fist/ foot attack which does 1d6HTK and 2d6+6HTC damage and takes 1 Frame. However, the next Frame must be spent recovering.

Although slower than flying, Gliding Devices are small, quiet, and easy and cheap to maintain.

An upgraded Device would have some automatic method of maintaining or achieving height.

HOLOGRAM PROJECTOR

This can project a 3-D image of anything that the user has had time to prepare a holographic image of. The images are typically about the size of 5 humanoid figures, or a car, and can be projected anywhere within a range of 6 metres.

Additional Grades can project moving images, double the size of projected Images, or increase the range by 6 metres per additional 'Grade'.

HYPNOSIS DEVICE

This Device operates in the same manner as the Superpower: Magic, Hypnosis Spell in all regards except that it costs no Magic Points to initiate or to maintain. The 'Ego' of the Device for the Mental Attack is 10.

Additional Grades increase the 'Ego' of the Device by 2 per Grade'.

POWER BOOSTER

This is a Device that boosts another Superpower that the user has. It may upgrade that power by one Grade, or experienced players may choose to add 'colour' to an existing power. For example, a character with Weapon Skill who uses a sword could have a cybernetic 'shocker' built into the hilt that delivers an additional 1d6HTC, or a Bowman might have special arrows such as 'Stun' or 'Gas' arrows.

POWER SIMULATOR

This Device simulates another Superpower for the user. The Superpower simulated is rolled at random on the Superpower Generation Table. A Device is then chosen to provide the Superpower relied. For example, if Strength is rolled the device could be Power Armour or an Exoskeleton; or Chameleon Ability might be provided by a Fibre-Optic Suit, etc.

Additional Grades either upgrade the simulated power or provide another power rolled at random at the player's choice.

ENERGY ATTACK

Characters with this power are able to discharge energy in a way which is harmful to their enemies.

All Energy Attacks have a normal range of 20 metres and an extreme range of 40 metres. They are all Weapon Class 3.

All successful Energy Attacks reduce both the target's Damage Dividers by -2 against the damage from the attack.

Possible Energy Attacks include: Cold/ice, Heat/Flame, Electricity/Lightning, Sonic/Ultrasonic, Plasma, Vibration, Nuclear, Light/Laser and Cosmic. However, players may invent their own Energy types with the agreement of the referee. The exact Energy type chosen should be compatible with other the character's Superpowers.

GRADE 1

The character can do up to 15d6 damage over 5 Rounds. The damage for each individual attack must be divided between HTC and HTK so that there is no more than 2 dice difference between them.

No more than 10d6 can be discharged in any one Action, so the most powerful Energy Attack the character could make would be 6d6 to HTK or HTC, and 4d6 to the other. The character must specify the power of the attack and how the dice are to be allocated before rolling to strike.

After 5 Rounds, the character automatically recharges back to 15d6 of potential power for the next 5 Rounds.

GRADE 2

As Grade 1, but the character has 1d10 more dice of Energy to discharge over the 5 Rounds. The d10 should be rolled immediately, and the result recorded. This is the additional power that the character always has.

The character may also elect to have the Energy Immunity Superpower of the same type as the character's Energy at the cost of one additional Power Roll.

GRADE 3

As Grade 2, but with an additional trick or gimmick.

In addition to the gimmick, if the character already has Energy Immunity, Energy Reflection of the same energy type may be taken at the cost of one additional Power Roll.

Some possible gimmicks are:

AREA EFFECT The Energy Attack can be formed to cover certain specified areas of nine 2mx2m squares. 2 patterns (to be designed a specified by the player) are gained per Grade above 2. The back of the last square is at the 20 metre range mark

Note: The depth of the area along the line of fire is subtracted from the range.

All targets in the area are engaged equally unless there is an object or other target between them and the firer which is not struck, successfully parries the attack, or can take all the damage without dropping. Only one strike is made and applies to all targets, thus if they have different Defence Classes, some may be struck and others missed. Similarly, the damage is rolled once only, and applies to all those successfully struck. Any targets behind one that is not struck, successfully parries the attack, or can absorb all the damage are shielded.

For example, Visor fires an area effect blast along a line of thugs. Visor rolls to strike once and scores enough to hit any 1 thug. As none of the thugs can take all the damage, none of the rear ranks are shielded by those in front, so they all drop.

QUICK BLAST Attacks of up to 7 dice take only 1 Frame.

MANIFESTATIONS The character can produce helpful side effects and manifestations depending on the type of energy, for example an ice chute to speed movement.

PUSH BACK The attack causes a Push-Back on a damage threshold of 15 less than normal.

DUAL BLAST One additional target within 6 metres may be engaged. Energy expenditure cannot exceed 10 dice as normal and all dice

used must be split. For example, Visor fires a 4 dice HTC and 2 dice HTK blast at two foes. Visor splits the blast to do 2 dice HTC and 1 die HTK to each foe. Each attack is rolled separately.

EXTRA RANGE The normal and extreme range of the character's attack is doubled (i.e. 40m. short range, 80m. long range.)

IMPROVED WEAPON CLASS The character's Energy Attacks are Weapon Class 4.

IMPROVED DAMAGE The attack reduces the target's HTK and HTC Damage Divider by 3 against the damage received from the attack.

HI-POWER BLAST The character can discharge up to 15d6 in any one action.

LOCATION The character can emit energy from different parts of the body such as eyes and hands.

ENERGY IMMUNITY

The character's body or equipment gives immunity to one type of Energy Attack and cannot be harmed in any way by such Energy. Players choose the Energy type to be compatible with other powers.

ENERGY REFLECTION

The character may reflect a certain type of Energy back to its source. Players choose the Energy type that the character can reflect to be compatible with other powers.

If the character is attacked by that form of Energy, and elects to parry, it is done automatically and the character takes no damage from the attack. In addition, the Energy is reflected back at the attacker as long as the character knows the source of the attack. A successful strike roll means that the reflected Energy Attack has struck its source. Parrying the attack takes 1 Action and the reflection takes an additional 1 Frame to reach its source.

FIELD MANIPULATION

With concentration, the character can detect displacement within certain energy fields and can cause minor fluctuations within them. This can give the character various 'minor' powers or side-effects. For example, a character with

Magnetic Field Manipulation could detect the approach of a sizeable amount of metal.

Characters with this power can typically do up to 2 dice of HTK or HTC damage to a target. This takes an action of concentration but does not require a strike roll. It often affects damage dividers in the same way as Energy Attacks (-2 to each divider).

The type of Field Manipulation is chosen to be compatible with other Superpowers.

GRADE 1

The character can manipulate 1 type of Energy field.

FURTHER GRADES

An additional Grade would give greater control over the Field Manipulated. The referee should determine the effectiveness of such control.

Some possible fields are listed below, but players should invent and define their own particular version if possible.

ELECTRIC The character can 'control' electrical devices within 20 metres causing them to malfunction, cease or to operate under the character's guidance. For example, the character could take control of an enemy robot, etc.

If there is an electrical source within range, the character may cause it to 'short' to any target doing 1d6HTK and 1d6HTC as an Electrical Energy Attack, needing no strike roll.

MAGNETIC Within a range of 20 metres, the character can influence the Magnetic Field to a certain degree.

Loose metal objects, up to 25 kg in weight, may be drawn toward an enemy doing a total of 2d6HTC damage with no strike roll needed but taking 1 Action to perform. Similarly, metal objects, up to 25 kg in weight, may be repelled by the character but if they are repelled so as to try to hit an opponent then, in this instance, a strike roll must be made.

Characters may also repel themselves from metal surfaces, in effect Leaping Grade 1, etc.

Minor feats may be accomplished in 1 Frame.

MOLECULAR The character can manipulate the fields of attraction between molecules in a specific object within a 6 metre range.

Only molecules of inanimate objects can be affected. Living beings or inanimate molecules within a living being cannot be affected (e.g. the air in a being's lungs, or the cybernetic component of an enemy's body).

The character can cause small amounts of gas or liquid to solidify, can form a shield of solid air decreasing their Defence Class by 1, solidify air or water enabling them to walk on the air or water, etc.

The character can similarly destabilise small objects or parts of larger objects: a door, or part of a wall, could be destabilised to dust, for example. The character can perform such minor feats in 1 Frame. Part of a beam could be destabilised so that a section falls on an enemy. Such attacks take 1 Action to perform and inflict a maximum damage of 2d6HTC.

TEMPERATURE The character can manipulate the temperature field within a chosen 2 metre square within 20 metre range.

The temperature can be increased so as to dehydrate a creature, or lowered to freeze it, for 2d6HTC damage per Action that the effect is maintained. Full concentration is required to maintain the effect and no other actions may be performed during that time. Damage Dividers, DC and Force Fields are no protection against this attack and full damage from the 2d6HTC always accrues. Only Energy Immunity against the relevant attack offers protection.

DIMENSIONAL: Special note: this Field Manipulation which appeared in an earlier version of the rules should no longer be used.

FLIGHT

The character can fly by some means that should be chosen to be compatible with the character's other powers.

The character can usually fly carrying anything that their Strength allows them to lift (see Combat Options: Lifting), but this depends

on the Rationale of how the character flies and will be adjudged by the referee.

The character can fly at any distance above the ground depending upon prevailing circumstances (height of breathable atmosphere, etc).

GRADE 1

The character can fly and manoeuvre at a rate of 15 metres per Frame in combat situations. In long, relatively straight flight, they can accelerate by 1 metre per Round to a maximum speed of 17 metres per Frame (approximately 112 kilometres per hour).

The character can do a High Speed Dive into Combat gaining a + 5 Damage Modifier for that attack only. The dive must constitute a Movement of at least 4 metres. At the end of the dive, a fist or foot attack may be delivered doing 1d6HTK and 2d6+6HTC damage taking 1 Frame. However, the next Frame must be spent recovering.

GRADE 2

As for Grade 1, except the character can fly and manoeuvre at a rate of 20 metres per Frame in combat situations. In long, relatively straight flight, they can accelerate at a rate of 2 metres per Round to a speed maximum of 30 metres per Frame (approximately 200 kilometres per hour).

GRADE 3

As above, except the character can fly and manoeuvre at a rate of 25 metres per Frame in combat situations. In long, relatively straight flight, they can accelerate at a rate of 40 metres per Round to a maximum speed of 185 metres per Frame (approximately 1200 kilometres per hour - just breaking the sound barrier).

GRADE 4

As above, except the character can fly and manoeuvre at a rate of 30 metres per Frame in combat situations, accelerate by 80 metres per Round, and can achieve escape velocity.

If you are using miniature figures or counters to represent the characters in play, it may prove useful in combat situations to place the figure for a flying character on a die. The number uppermost on the die can be used to represent how high the character is flying. e.g. a figure

standing on the number 4 could be flying at a height of 8m.

FORCE FIELDS

These are areas of energy created by the character in some way to ward off attacks.

GRADE 1

The character has one type of Force Field chosen from the types listed below.

ADDITIONAL GRADES

For each additional Grade, the character may have one additional type of Force Field.

GENERAL NOTES An individual character's particular Force Field is always of the same power, determined, as described under the types below, when the character is first created. The result should be noted on the Character Sheet as the power of that character's Force Field.

All Force Fields only protect from Physical Combat attacks (that is attacks that would inflict HTK and/or HTC damage). Other attacks (some Magic Spells and Psi Powers, etc) may pass through in either direction.

A character with a Personal type Force Field and Energy Attack may launch the attack from within the Force Field. Personal type Force Fields do not prevent Push-back.

All Force Fields are Defence Class 10 when attacked.

Any excess HTK damage and HTC damage from an attack that destroys a Force Field is dissipated and has no further effect.

GENERAL FORCE BARRIER This can take 3d6HTK damage and any amount of HTC damage. If the HTK damage done to the Barrier in one Action exceeds its HTK, the barrier is destroyed immediately and will have no effect any further attacks. Any lesser damage done to it is recovered automatically between Actions.

Once the barrier is destroyed, the character must concentrate for 1 Action to be able to reform it.

The General Force Barrier can be created anywhere within 6 metres. It will cover an area

of about 8 square metres and can be shaped into a rectangle or slightly curved. Greater distortions are possible with training. Concentration must be maintained, as it will disappear as soon as the character stops concentrating. The character may do nothing else while maintaining a General Force Barrier.

PERSONAL FORCE BARRIER This is as the General Force Barrier except that it comes into existence about 2cm from the character and moves with them. It takes 1 Action to create or switch off, but requires no concentration maintain.

PERSONAL FORCE SHIELD This absorbs the first 4d6 points of damage of an attack. The 4d6 are deducted from HTK first, any remainder is the subtracted from HTC. Force Shields are never destroyed. They come into existence 2cm from the character and move with them. They require 1 Action to create or switch off, but can be maintained without concentration.

GENERAL FORCE WALL This can take 5d6HTK before being destroyed. Until then, it completely protects those inside from HTC and HTK attacks. All the HTK damage to destroy it must be done in 1 Action as the wall can regenerate lesser damage between Actions.

Once the General Force Wall is destroyed, the character cannot regenerate it for a period equal to 1 hour for each HTK that the Force Wall has.

The General Force Wall can be created anywhere within 6 metres and covers an area of about 8 square metres. It can be shaped into a rectangle or slightly curved. Greater distortions are possible with training. Concentration must be maintained, as it will disappear as soon as the character stops concentrating. The character may do nothing else while maintaining a General Force Wall.

PERSONAL FORCE WALL This is as the General Force Wall except that it is formed about 2cm from the character and moves with them. It takes 1 Action to create or switch off, but requires no concentration to maintain.

GROWTH

The character may grow, at will, to up to twice their normal height and mass in 1 Action.

In giant form, the character has 1d6 more Strength and 1d6 more Vigour points, and thus an extra die of HTK and HTC for each additional point of Vigour. Also, the character's movement is increased by 50. These increases should be diced initially and recorded on the Character Sheet. They are the permanent statistics for that character when in giant form.

All damage done to the character in giant form is deducted from the additional HTC and HTK for giant form first. Shrinking and then regrowing will not heal those wounds. These will heal in the normal manner as described under Combat Damage: Injuries. Thus if the character has an additional 23HTK in giant form and takes 15HTK damage, shrinking and regrowing will still leave them with only an additional 8HTK in giant form, though their HTK in normal form are still intact.

The character may 'Grow' into Combat, gaining +4 Damage Bonus for that attack. A fist attack may be delivered at the conclusion of this doing 1d6HTK and 2d6+6HTC and taking 1 Frame. However, the next Frame must be spent recovering.

In giant form, the character gains a Modifier to their Push-back Threshold of +5. This power requires a costume of destabilised molecules.

HEALTH

The character has unnaturally good or unusual health or recuperative powers.

GRADE 1

The character has one ability of the types listed below.

ADDITIONAL GRADES

For each additional Grade, the character has an additional Superhealth.

Here are some suggested powers. Players may devise their own variations as long as the referee is in agreement with their effects.

DISEASE/RADIATION IMMUNITY The character is immune to diseases and radiation. Particularly virulent and alien strains will have a minor effect, but only on the first time that they are encountered.

ENVIRONMENTAL SURVIVAL The character has the ability to survive in an unusual environment by the nature of their breathing. This should be chosen to suit the character's other powers. For example, a character could be able to hold their breath for long periods (compatible with Strength, etc) and/or possibly resist vacuum or high pressure (compatible with Tough Skin, etc); breathe in rarefied air and/or have no need for air whatsoever (compatible with higher Grades of Flight; breathe underwater) etc.

FAST RECOVERY The character has an unnaturally fast Recovery Rate. Instead of recovering at the normal rate, the character regains HTC at the rate of 1d6 (plus/minus any Modifier due to their Vigour) per Action and HTK at the rate of 1d6 (plus/minus any Modifier due to their Vigour) per half-hour of inaction.

REGENERATION The character recovers HTK damage at the rate of 1d6 per Action of rest.

TOXIN IMMUNITY The character is immune to poison. Exotic and alien poisons have a reduced effect, but only the first time they are encountered.

HEIGHTENED SENSES

One or more of the character's senses is developed to an unnatural degree or has some additional property.

GRADE 1

The character has one Heightened Sense.

ADDITIONAL GRADES

For each additional Grade, the character has one additional sense.

Here are some suggestions. However, players may devise their own variations, for example a heightened sense of balance, as long as the referee is in agreement with their affects.

ANIMAL SENSES The character has normal senses, but they are all very acute. The character can follow a spoor, hear a twig crack at 50 metres or spot a leaf moving in a thick bush. Such a character is virtually impossible to surprise and therefore can never be caught unawares by an attack.

RADAR SENSE This is similar to the sonar ability of bats. It permits the character to perceive anything within 40 metres in a 180 degree arc (i.e., they can scan in front or behind, but not both at the same time). Although the ability will allow the character to operate normally and strike with no penalty in pitch darkness or against Invisible opponents, etc, it is not infallible. Like vision, it can 'overlook' people or objects in plain view if they are motionless and the character is not concentrating. It can also be 'scrambled' by some sound based Energy Attacks.

HEARING A character with Superhearing can do things such as hear a fly breathing 10 metres away, providing there are no loud distracting noises nearby. Characters can be identified by their distinctive heartbeats, villains can be kept track of in the dark or smoke, etc. When fighting enemies in a disadvantageous position due to vision deficiencies (dark, invisible, Chameleon Ability, etc), the Superhearing halves the normal strike penalty for that situation (fractions rounded down).

SIGHT This is in effect Telescopic Vision. The character can see anything which is not beyond the horizon in great detail, so long as the view is not obstructed.

SMELL A character with Supersmell can identify friend from foe by their smell, can track villains by scent, tell where people have been and who they have met within the last 24 hours by the scent on their clothes, detect the presence of poisons and toxic gases, etc. Basically, anything a highly trained bloodhound can do, only better.

TASTE The character has an extremely sensitive sense of taste. They can detect poison in a substance before swallowing it, tell how many grains of salt are on a piece of food and even identify chemicals by taste alone.

TOUCH The character has enhanced touch. They can 'read' a newspaper by touch or feel microscopic cracks in surfaces, etc.

INFRA-RED VISION The character can 'see' in circumstances where normal sight would be useless, by means of heat emission from objects and people. The character could keep track of enemies in the dark, or through smoke, detect characters who have the Skill to Hide in

Shadows or have Chameleon Ability or Invisibility, etc. In these instances, the character would not suffer the strike penalty for that situation when attacking such characters.

Infra-Red Vision also acts as a limited form of X-Ray vision in that people close behind light cover (bushes, doors, etc) within 10 metres in line of sight, can be detected.

Note that characters with Infra-Red Vision may be temporarily 'blinded' in certain circumstances, for example by a powerful heat source.

MICROSCOPIC VISION The character can see minute particles in great detail close up. They can also 'see' basic structural flaws in the external material of objects, robots, Cybernetic Devices, etc. When attacking an opponent in this category, so long as 1 Action has been spent examining the target in microscopic detail, the character scores a critical hit on a 19 or 20.

SENSE EMOTIONS The character can sense the immediate surface emotions of any creature within 20 metres.

SENSE ENERGY Within 100 metres, the character can sense the use of one specific energy type.

SENSE ENERGY FIELD The character can sense the layout (only) of any energy field within 20 metres, for example, the layout of electrical wiring in a device or room. Naturally, a magnetic field would change its pattern with any interference, so the character could sense the change, but not the cause.

SENSE FIELD MANIPULATION The character can sense the use of one specific Field Manipulation within 100 metres. The type of Field Manipulation that can be sensed should be noted on the character sheet when the character is created.

SENSE LIFE The character can sense any life forms within 100 metres, or in a specific area within that range. The number and exact position can be sensed regardless whether they are concealed, Invisible, etc. In these instances, the character would not suffer the strike penalty for that situation apart from when the target is behind cover.

SENSE MAGIC Within 100 metres, the character can sense any use of Magic and any magic spell in operation.

SENSE PSI POWERS The character can sense the use of Psi Powers or a psionic device within 100 metres.

INTANGIBILITY

Characters with this power can become ghostly and wraithlike, but remain fully visible. While intangible, they can walk through walls and are virtually unaffected by physical attacks (those inflicting HTC and/or HTK). A character with this power needs a costume of destabilised molecules.

GRADE 1

While Intangible, the character is considered to have Damage Dividers of 11 for both HTC and HTK, but takes no damage whatsoever unless the attack is of a type capable of reducing their Dividers.

GRADE 2

The character, while fully Intangible, cannot be harmed by any attack doing HTK or HTC damage.

The character can completely, or partially, re-solidify inside solid objects and beings, but has such control over the process that they themselves take no damage. When attacking a being in this way, the victim takes 1 to 3d6 HTC or HTK at the attacker's choice (reflecting the degree to which they solidify or the amount of themselves that they solidify in their victim). This attack needs a strike against Defence Class 6 to succeed and takes 1 Frame. The victim then takes the damage automatically for each subsequent Action that the attack is sustained with no further strike roll necessary unless the attack is broken.

Each initial attack and the subsequent automatic attacks may be dodged but not parried. If a dodge is successful, the victim moves away, or the attacker is successfully struck, then the attack is broken. The attacker must make a new strike to reinstitute the attack as above.

For each successive Action that a 'resolidification attack' is sustained, there is a 20 cumulative chance that the attacker has become

tangible enough to be struck. They can become Intangible again immediately by either rolling to strike again with the 'resolidification attack' or moving (becoming Intangible normally takes 1 Action). For example, Wraith has struck Demonwolf with a 'resolidification attack' and maintained it for 3 Actions. He is thus 60 likely to have become tangible enough to be hit. He rolls 1d100 and gets 38; he is tangible enough to be struck by an attack. He can become Intangible again, on his next Frame(s), by rolling to strike again or moving.

INTUITION

This is a subconscious warning mechanism. It will warn the character of any imminent danger to themselves. The character will never be surprised by any attack and can always affect a Combat Response, if they so wish.

Intuition can also be used to give a 'hunch' as to whether an action will have an effect that will be harmful to the character, for example, which wire should be cut to defuse the bomb? Is the car booby-trapped? In this case the referee will secretly roll a d100. 1-90 indicates that the character has had an accurate hunch. Otherwise, they have an inaccurate one or none at all.

Intuition only gives a general warning: nothing specific. A character would not be told how a car is booby trapped, just that it is.

INVISIBILITY

Characters with this power can become totally Invisible at will. It takes 1 Frame to do this, but once done, the character may remain Invisible for as long as is desired without concentration. Becoming visible again takes 1 Frame.

While Invisible, the character cannot be seen by normal vision but can be detected in other ways (Superhearing, Supersmell, Infra-Red Vision, Detect Life, touch, etc).

Attacks made at an Invisible character suffer a Strike Modifier of -4 but can only be even attempted if the approximate location of the Invisible character is known (instructions from a character who can detect them because of the reasons above; the origination point of attacks; or confined space; etc). Characters who can

detect Invisible characters suffer a lesser Strike Modifier depending on their power.

A character with this power needs a costume of destabilised molecules.

LARGER

The character is permanently large or giant-size. They can be either larger (broader and heavier) or taller, which can be decided freely when the character is Rationalised. In either case, they are stronger and can take more damage than normal people.

GRADE 1

If the character is taller, then they are 50 taller than their original height and 30 heavier. They have 1d6+2 more Strength points, 1d6+2 more Vigour points and consequently an additional die of HTC and HTK for each additional Vigour point that they gained due to their size.

Such characters have a longer stride than normal and move 50 faster than their original Movement rate.

If the character is larger, then their weight is increased by 50. They gain Strength and Vigour as above but do not get any Movement increase. However, they gain +5 on their Push-back Threshold.

ADDITIONAL GRADES

Each Grade represents a 50 increase in height (or weight if larger) over the previous Grade. For each additional Grade, the character receives 1d6+2 Strength and 1d6+2 Vigour plus HTC and HTK as above.

Taller characters increase their Movement by 50 per Grade and gain a +5 on their Push-back Threshold per Grade above 1, larger characters gain +5 on their Push-back Threshold per Grade.

LEAPING

The character can leap huge distances. This may be because of their great Strength or skill, or because of some equipment of some kind. The exact nature should be chosen by the player to be compatible with the character's other powers.

Headroom is disregarded in the distances given for leaps as it is assumed that the character could achieve much the same distance by one powerful low trajectory leap or a series of low trajectory leaps. (If required, the height attained on a maximum distance leap is approximately one quarter the distance).

When leaping to gain height or reach a higher level, characters can attain a maximum height equal to half the distance they can leap by leaping straight up. Lower heights can be reached anywhere within the leaping range less than twice the height desired.

GRADE 1

In 1 Action, the character can leap a distance equal to the distance they could normally move in that time without touching the ground. The character may Leap into Combat gaining a +2 Damage Modifier for that initial attack. The leap must constitute a move of at least 4 metres. At the end of the leap a fist or foot attack may be made which does 1d6HTK and 2d6+6HTC and takes 1 Frame. However, the next Frame must be spent recovering.

GRADE 2

As for Grade 1, except the character can leap a distance equal to twice their normal Movement rate multiplied by their Strength. Thus, for example, a character with a Strength of 20 and a Movement of 5 metres could leap up to 200 metres. The time taken for the leap is half the time it would take the character to travel that distance on foot.

The first and last Actions of such a leap are engaged with taking off and landing. During the other Frames of the leap, the character may engage in other activities.

When Rationalising the character, it should be noted that athletic prowess alone is not sufficient reason for a character to have this Grade of Leaping, the character would need Speed, Strength, Cybernetics, etc.

MAGIC

When Magic is rolled as a Superpower, it immediately costs 1 additional Power Roll.

Most true sorcerers and adepts adopt a neutral attitude towards their art. Like many scientists, they study for the sake of study.

Some, however, who have studied the dark Forces and ancient evil mysteries, become corrupted and seek to bring chaos and anarchy to the mortal plane. In order to balance these few evil adepts, certain good magicians find themselves torn from their studies in order to use their powers to help bring peace and harmony to the world. As their aims often coincide with those of the so-called Superheroes, they often co-operate with them to great mutual advantage.

Magicians manipulate sorcerous energies. Like Energy Attacks, these come in discrete measurable amounts. Magicians of the various Grades have a certain amount of Magic Points with which to cast their spells.

GRADE 1:

The Magician has 15 Magic Points to cast over 5 Rounds after which they are recharged back up to 15. No more than 10 Magic Points may be expended in any 1 Action.

The character has 3 spells chosen from the list below. One of these is the character's Speciality spell.

GRADE 2:

The character has 15 plus 1d10 Magic Points (roll immediately to determine that character's Magic power) that may be used over 5 Rounds, after which the character is recharged to their original total. No more than 10 Magic Points may be expended in any one Action.

The character has four spells including one Speciality spell.

GRADE 3:

As Grade 2, but with some gimmick. For example, two Speciality spells, or 1d10 more Magic Points, or a blast using in excess of 10 Magic Points in one Action, or a new spell can be devised (effects to be agreed by the referee), etc.

Speciality Spell: The magician's Speciality Spell can be cast at half the normal cost of that spell.

Spell List:

Astral Projection

Conjuring

Energy Strike

Enhancement

Hallucinations

Hypnosis

Information

Mystic Shield

Restraint

Spells take 1 Action to cast and the effects of the Spell occur in that Action. Unless otherwise stated, all spells last for the duration of the scenario or until they are dispelled by the caster or another mage (see below).

Those Spells that require Maintenance take 1 Frame per Round to Maintain unless otherwise stated.

No Spell works unless the sorcerer gives it a name and says that name whenever the spell is cast. For example, Dr Moon may cry, 'Let the Flames of Doom scorch your evil hide!' as he casts his Energy Strike Spell.

Some spells require a successful Magic Attack to be made. This is detailed under Combat.

DISPELLING SPELLS:

Any mage can dispel his or her own spell at any time at no cost or effort.

Some spells can be dispelled by another mage. If a mage has a particular spell, then they can also cast a dispel (or, for one spell, the opposite) of that particular spell. To cast a dispel of a spell that has been cast by another mage, the appropriate dispel must be cast at a cost equal to the original cost of the spell being dispelled and a successful Magic Attack must also be made, the Ego value for the spell to be dispelled being the Ego value of its caster. The Magic Points involved are always expended, regardless of whether the dispel is successful or not. Only the following spells can be dispelled: conjuring, enhancement, hallucinations, hypnosis, magic shield, and restraint. Conceal information may be cast by a mage with information. This may be dispelled as above.

ASTRAL PROJECTION

This spell allows the magician's spirit to leave the body and move on its own. The spirit form can move through objects and moves at double the magician's normal Movement rate. The spell costs 5 Magic Points and lasts until the spirit returns to the magician's body.

While in astral form, the magician can see everything that the time is taken to look for, and can cast spells up to 5 Magic Points in value. The magician's astral form is very hard to detect -- any character must roll their Ego value or less on 1d100 to detect an astral form.

While the magician's astral form is out wandering, the mortal body is comatose and totally defenceless.

CONJURING

The magician can conjure a creature average Attributes and with HTK and HTC dependent on the Magic Point used in casting the spell. For each Magic Point, the creature has 1d10 of HTK or HTC.

Creatures summoned have a Movement rate of 4 metres per Frame and get 2 Frames only per Round. They have a Defence Class 10 and their attacks at Weapon Class 0. The spell requires no maintenance, but unless the creature has Individual IQ, the mage must devote 2 Frames per Round to instructing it. If this is not done, it stops whatever it was doing. The creature remains for 1 hour or until slain or banished by the mage.

The mage may have more than one summoned creature in existence at the same time. Instructions must be given as above for each creature unless two or more are to follow the same instruction.

When a creature is summoned, it can have any of the additional features listed below. This costs an additional 2 Magic Points per feature which are chosen by the mage when casting the spell. No one creature can have two of a particular feature.

Claws/Fangs The creature has claws or fangs which do 2d6HTK and 1d6 HTC damage and which take 1 Frame to strike.

Tough Skin The creature has skin of Defence Class 6.

Strength The creature has Strength of 25 with the consequent Damage modifier of +10 and can lift, throw, etc.

Flight The creature can fly at a rate of 8 metres per Frame.

Speed The creature can move at a rate of 6 metres per Frame, and has 3 Frames per Round.

Individual IQ The creature can follow simple instructions given in 1 Frame until the instruction has been carried out.

Weapon The creature is armed with a Two-handed Concussive or Penetrative weapon and strikes at Weapon Class 1.

ENERGY STRIKE

This spell results in an Energy discharge similar to an Energy Attack. It has a normal range of 20 metres (extreme range 40 metres) and does 1d6 of HTK or HTC per 2 Magic Points used. The damage can be entirely HTC or HTK or split between the two; whatever the caster desires. The number of dice and how they are split must be specified before the spell is cast.

Energy Strike is Weapon Class 3 but any damage it inflicts is unaffected by Damage Dividers.

ENHANCEMENT

This costs 5 Magic Points to cast and must be maintained at a cost of 5 Magic Points for each Round that the spell is maintained.

When the spell is cast, and for as long as the spell is maintained, it bestows upon the mage, or any individual of the mage's choice within 20 metres, one of the abilities below. The spell may be cast more than once on an individual, but in this case the enhancements cannot be the same as one the character already has in operation at that time (for example, one character cannot have two batches of strength concurrent, but could have strength and flight or two different characters could each have strength.) Each casting, must be cast separately and maintained separately. The particular enhancement is chosen by the mage on casting. The enhancements are:

Speed The target gains Superspeed Grade 1.

Invisibility The target becomes Invisible (as the Invisibility Superpower).

Flight The target gains Flight Grade 1.

Combat Skill The target gains Oriental Martial Arts Grade 2.

Strength The target's Strength is increased by $1d6+6$.

Regeneration The target regenerates any HTK lost at the rate of $1d6$ per Action of rest.

HALLUCINATIONS

The magician can produce perfect illusions in the eyes of any onlookers. A purely visual or auditory illusion costs 3 Magic Points to cast and remains until the caster dispels it. Visual illusions with small noises cost 7 Magic Points to cast and total visual illusions complete with loud, clear, distinct sounds cost 10 Magic Points.

The hallucination can be produced anywhere within 20 metres. Should the mage wish to produce them at a greater distance, the additional cost is 1 Magic Point per additional 20 metres distance.

The hallucination conjured up will not move or react unless the magician is concentrating on it fully. If an opponent hits an illusion, the blow will pass straight through, revealing its true nature although such a blow does not dispel the illusion.

HYPNOSIS

By use of hypnosis, the magician can dominate the will of another creature. The spell requires eye-to-eye contact and costs 10 Magic Points to cast. A Magic Attack must be made immediately after casting the spell. If the Magic Attack is successful, then the hypnosis will be successful, taking a further $1d6$ Actions to take effect during which time neither the caster nor victim may act.

Hypnotised people will do anything that their masters tell them as long as it is not totally against their principles. The trance can be broken by another hypnotist, or by a blow of 20HTC or more.

Hypnosis requires no maintenance, but must be renewed once per hour. The renewal costs 10 Magic Points, and a successful Magic Attack is required otherwise the victim has broken the trance.

INFORMATION

This costs 10 Magic Points to cast and does one of the following at the caster's choice:

Reveal Owner This gives a mental picture of the owner of any item that the spell is cast on.

Reveal Contacts This gives a mental picture of all who have touched the item the spell is cast on within the last 24 hours.

Reveal Visitors This gives a mental picture of all who have visited the place where the spell is cast within the last 24 hours.

Reveal Name This enables names to be matched to mental pictures in the caster's mind or to photographs in the caster's possession.

Reveal Truth This determines if someone is telling the truth or not.

Reveal Facts This provides general information currently available, for example in a phone book, a register or accounts, etc. Information that the caster could get hold of in normal circumstances. This provides facts not conclusions.

Note: For the purposes of this spell the Hero (or Villain) and their secret identity are treated as two different individuals. It will not enable the caster to discover a secret identity.

MAGIC SHIELD

There are two forms of this spell. The Mage may opt for either type when the spell is cast but only one type may be in operation at any one time.

Mystic Shield At the cost of 2 Magic Points, the shield protects the magician, or one specified person within 10 metres, giving a Strike Modifier of -1 to any attacks on the protected individual.

For each additional 2 Magic Points spent on casting, the mage may either protect one additional person within 10 metres or affect the Strike Modifier by an additional -1.

The shield is stationary. Should the mage desire it to be movable, this costs an additional 2 Magic Points.

Mystic Wall This functions as a General Force Wall (see Force Fields) with 1d6 of HTK per 4 Magic Points expended.

RESTRAINT

The restraint can be of any strength from 1-10, chosen by the caster when casting the spell. Each point of strength costs 1 Magic Point. The spell can be cast on any one individual within 20 metres.

If the target has a 100 or better chance of breaking the restraint, the spell will have no effect on them whatsoever. If the target has a 70 or better chance of breaking free, then the spell will automatically restrain them for their next 1 Frame after which they may attempt to break free, each attempt taking 1 Frame. If the target has less than a 70 chance of breaking free, the spell automatically restrain them for their next 2 Frames after which they may attempt to break free, each attempt taking 1 Action.

The victim's percentage chance of breaking free is calculated as follows:

Chance = 100 + Victim's Strength - [10xrestraint strength] +10 for each useful Superpower of the victim (e.g. Flight, Leaping, etc)

The victim rolls 1d100. If the result is equal to or less than their calculated percentage chance of escaping, then they have broken free.

MARTIAL ARTS

The character is specialised in hand-to-hand fighting techniques. There are two types: Oriental Martial Arts and Pugilism.

At the cost of one additional Power Roll, a character with this power may gain the Judo Throw (see Combat Responses).

GRADE 1

The character has Grade 1 Oriental Martial Arts or Grade 1 Pugilism.

GRADE 2

The character may progress to Grade 2 in the type already determined or gain Grade 1 in the other type.

ADDITIONAL GRADES

For each additional Grade, the character may take one extra grade of either type.

ORIENTAL MARTIAL ARTS

The character is skilled in Karate, and the like.

GRADE 1

Attacks with a fist or foot are Weapon Class 3 and do damage of 1d6HTK and 2d6HTK or 1d6-6HTK and 2d6HTK at the player's option, stated before the blow is delivered.

GRADE 2

As Grade 1, but the blow can do damage of 1d6HTK and 2d6+6HTK or 2d6+3HTK and 1d6HTK, at the player's option. The character also gains a Dodge Modifier of +1.

GRADE 3

As Grade 2, but the attacks count as Weapon Class 4.

PUGILISM

The character is trained or experienced in 'slugging it out'. Many characters who brawl in the streets develop Pugilism skills sooner or later.

GRADE 1

Attacks with a fist are Weapon Class 3 and do damage of 1d6-6HTK and 2d6HTK. In addition, the character can deliver a Sunday Punch, taking 1 Action. This gains Strike Modifier of +2 and does 1d6HTK and 3d6+12HTK damage. The character can only deliver one Sunday Punch per opponent and is expected to give a battle-cry when doing so, for example 'It's Clobberin' Time!'

GRADE 2

As Grade 1, but an ordinary fist attack does 1d6HTK and 2d6+6HTK.

MASS VARIATION (other)

The character has the ability to increase (but not decrease) the mass of objects and people. For each full Action of concentration, the target's mass will double. The range is 6 metres. If the target is intelligent, a successful Mental Attack is

needed but the target cannot resist (see Combat: Mental Attacks).

At double their normal mass, the victim has half their normal number of Frames per Round, but gains a Damage Modifier of +10 in hand-to-hand combat and 5 to their Push-back Threshold.

At four times normal mass, the victim can neither move nor act in any way and will black out (fall to O HTC) unless they roll 1d20 and score equal to or less than their Ego value. They gain a further +5 on their Push-back Threshold.

The same applies when the victim is eight times their normal mass, except they add 10 to the die roll for blacking out and another +5 to their Push-back Threshold.

At 16 times normal mass, the victim blacks out automatically.

Once concentration stops, mass will return to normal at twice the rate it was increased. Victims will regain consciousness (back to previous HTC) once their mass is back to normal.

MASS VARIATION (Self)

The character has the ability to increase or decrease their own mass.

If mass is increased, taking 1 Action, the character's has half their normal number of Frames per Round, but they gain a Damage Modifier of +10 in hand-to-hand combat. They also gain +5 on their Push-back Threshold.

If mass is decreased, taking 1 Action, the character may traverse fragile walkways or perform similar feats. The character will do the minimum possible damage in any hand-to-hand combat and their Push-back Threshold is reduced to 10.

PRECISION

This is the unerring ability to choose the right spot to strike in combat, and instinctively grasp the geometry of any objects around. For example, by just looking at a building, the character would know the rough lay-out of rooms, where the entrance was likely to be, etc.

GRADE 1

The Precision Power applies to only one attack form that the character has. This should be noted on the Character Sheet.

For every 1 the character subtracts from their strike roll, to be decided before the die is rolled, the target's dodge, parry, or any other Combat Response roll suffers a Modifier of -1.

In addition, if the Precision attack is ranged (energy or missile), then the character may angle the attack so as to try to strike more than one opponent by bouncing off walls, opponents, etc. depending on the circumstances. (Referee to have final say.)

The character also scores a Critical Hit on a 19 or 20.

GRADE 2

As Grade 1, but the character gets a +5 Damage Modifier for the Precision attack.

Also, for every Frame spent 'sizing up' the target, the character gets an additional Damage Modifier of +5. For example, a character who 'sizes up' for 4 Frames before delivering a blow would get +20 damage on that blow

PROBABILITY MANIPULATION

There are two types of this power: Conscious and Unconscious. The player chooses the most appropriate one to fit their rationale and other powers.

CONSCIOUS PROBABILITY MANIPULATION

The character can cause small amounts of good or bad luck. For example, when tossing a coin, the character could attempt to will it to come up heads every time. Similarly, if a thug levelled a gun at the character, the character could attempt to cause the gun to jam, etc.

To alter probability in this way takes 1 Action. The referee will calculate a rating to reflect how easy the chosen action would be for the character to cause. The rating will be from 0-10; 0 being impossible for the character to cause. This rating is multiplied by the character's Ego value to give the percentage chance of the piece of luck occurring. The player rolls 1d100, if the score is equal to or less than the percentage chance, then the piece of luck has occurred.

The factors affecting the rating are: the area or numbers of objects/people that are to be affected; the degree to which probability is being warped; and whether the manipulation is to be controlled in detail or not. Control means that the character is not just trying to cause, say, an opponent to slip over but cause them to slip over in a specific direction. The detail must be specified, but precisely controlled manipulation is harder to achieve.

The rating is equal to 10 minus the CONCENTRATION FACTOR. This is made up of three elements:

Area of desired effect: The area of effect relates to the end result of the hero's actions. Simply because the character is attempting to make a small part of a car engine to malfunction, the area of effect is not small. The end result is that the car will break down and the car is large.

Starting from a base of 0 and using object sizes as detailed on the Pushing, Lifting and Throwing Table (see Combat Options):

Add 0 if the effect covers an object/being of size 0

Add the size of the object if the effect covers objects/beings of Sizes 1-3

Add 4 if the effect covers an object/being of sizes 4-8 (or group of objects which equals this)

Add 5 if the effect covers an object, being or group bigger than size 8.

Degree: For the Degree of probability warping start with a base of 0, then:

Add 1 if the effect covers a range of equal options, such as a game of cards or die roll.

Add 3 if the effect is possible in the circumstances but the odds are fairly remote, such as a particular bullet being dud.

Add 5 if the effect is theoretically possible but would normally never happen in a hundred years, such as a large piece of masonry falling from a building in the vicinity of a villain.

Add 7 if the effect is, in theory, impossible.

Control: The effect can either be uncontrolled or controlled. If the character has a specific effect which they want to occur then they add 1 to the concentration factor. Uncontrolled events add nothing to the concentration factor but will only comply with the character's intent in general terms.

Further factors may be added at the discretion of the referee.

With the above process it is impossible to get a final rating of 10. Characters can gain an additional +1 modifier to the rating for specific singular applications developed through training as a power refinement (see Campaigns).

UNCONSCIOUS PROBABILITY MANIPULATION

The character is naturally lucky. The power is permanently in operation and requires no thought, concentration or time. The character has a permanent luck percentage of 1d6 divided by 2 (halves rounded down) and multiplied by the character's Ego value. This 'luck percentage' should be noted down on the Character Sheet.

The character cannot cause anything in particular to happen, but whenever they would normally receive damage or fall victim to some mishap, they roll 1d100. If the result is equal to or less than their luck percentage, then whatever should have befallen them does not happen for some reason (e.g. the character slipped over at the vital moment, and the bullet whizzed past their ear).

The character's luck roll also applies in other areas. For example, if detecting, the character, if 'lucky', stumbles on the vital clue, etc.

Sometimes the referee will roll the character's Luck Percentage in secret e.g. the Hero may fail to spring a trap. Neither they nor their comrades will be aware of this until someone else sets it off.

PSI POWER

When Psi Power is rolled, it immediately costs 1 additional Power Roll.

Psychics were long thought to be magicians, since their powers do resemble magic to the uninitiated. Nowadays, however, science is able to distinguish, in principle at least, between the

paranormal and the supernatural. That is, it can differentiate between the manipulation of power from unknown sources in this dimension (sources like the human mind) and the manipulation of power from beyond the known universe.

Psi Powers produce paranormal effects using the mind of the psychic as a source for the energy they manipulate. There are many different forms of psychic ability.

Each psychic has a number of Psi Points depending on Grade. The individual's specific Psi Powers are chosen from those listed below.

GRADE 1

The psychic has 15 Psi Points to expend over 5 Rounds after which they are recharged back up to 15. No more than 10 Psi Points may be expended in any 1 Action.

The character has 3 powers chosen by the player. One power is the character's Speciality power.

GRADE 2

The character has 15 plus 1d10 Psi Points (roll immediately to determine that character's Psi Point value) that may be used over 5 Rounds, after which the character is recharged to their original total. No more than 10 Psi Points may be expended in any one Action.

The character has four powers chosen by the player. One power is the character's Speciality power.

GRADE 3

As Grade 2, but with some gimmick. For example, two Speciality powers, or 1d10 more Psi Points, or able to use in excess of 10 Psi Points in one Action, or a new power can be developed (effects to be agreed by the referee), etc.

Psychics can use their Speciality Power at half the normal cost for in Psi Power Points that power.

Psi Powers

1. Control
2. Hallucinations
3. Mind War
4. Precognition
5. Psi Blast

6. Telekinesis
7. Telempathy
8. Telepathy
9. Transmutation

GENERAL NOTES Unless otherwise specified, each power takes 1 Action to use.

Some powers require a successful Mental Attack to be made. This is described under Combat: Mental Attack.

CONTROL This allows the psychic to take control of another's body. The psychic must touch the body to be dominated (a successful strike against Defence Class 6), or already have successfully established a telepathic link (see telepathy), and then make a successful Mental Attack. If both these are successful, they have taken control of the target's body and may control it as if it were part of their own. If the target was already under the control of another psychic, then the Mental Attack is made against the Ego of the controlling psychic rather than that of the target. The controller may cause the victim to use any of their abilities of which the controller is aware (they cannot read the victim's mind), but the controlled body gets only 2 Frames per Round. Control must be renewed every hour and whenever the psychic attempts to control another victim. It is broken if a blow of 20 HTC or more is struck to the victim, or if the body is commanded to do something which will obviously cause it severe damage, for example, leaping from a cliff.

The number of victims a psychic can control at any one time is determined by dividing the psychic's Ego value by 6 and rounding down to the nearest whole number, with a minimum of 1.

Control costs 10 Psi Power points each time it is used, and a further 1 Psi Power point per victim per Round to maintain.

HALLUCINATIONS This works in exactly the same manner as the Magic spell hallucinations, except that Psi Power points are expended instead of Magic points and the psychic must concentrate on it fully otherwise it disappears.

The hallucination created can be a creature capable of attack. However, it has a maximum attack equivalent to a two-handed weapon and any successful strike must be followed by a

successful Mental Attack otherwise no damage is inflicted. Only HTC damage inflicted by the hallucination is taken by the target. No HTK damage can be suffered.

MIND WAR This allows the psychic to throw a mental bolt, which will affect the abilities of another psychic within 20 metres. It requires a successful Mental Attack to be made. If the Mental Attack is successful the target loses 1 Psi Power Point for each 1 point by which the attacker's Mental Attack score exceeded the target's. Mind War costs 1 Psi Point to use. The attacker may expend more Psi Power points when hurling the bolt, adding 1 to their Mental Attack score for each additional point used. Any psychic whose Psi Point total is reduced to 0 as the result of a Mind War attack (only!) on them, or has zero Psi Power points when a successful Mind War attack is made on them, falls unconscious (effectively OHTC) until regain their Psi Power points.

PRECOGNITION If the psychic sits motionless and concentrates to the point of going into coma, they can see a short way into the future. This will cost 10 Psi Power points and will only reveal the likely course of events over the next few Rounds.

At the SS's discretion, a 'long-range' forecast of the future can be attempted, but this takes longer and requires absolute silence and tranquillity.

PSI BLAST This allows the psychic to throw mental bolt, which will hurt a non-psychic within 20 metres that it is directed against. A successful Mental Attack is needed for the bolt to strike the target. The bolt does 2d6HTK or 2d6HTC, at the psychic's discretion, per 2 Psi Power points allocated to it. The damage is not affected by Damage Dividers.

TELEKINESIS This is the ability to move objects/people within 20 metres by thought alone. The psychic can move only one object at a time. The psychic must expend 1 Psi Power point for each 10 kilograms, or part thereof, that the object weighs when moving it by telekinesis. The rate at which the object can be moved is found by dividing the psychic's Ego value by three (rounding fractions to the nearest whole number). This gives the distance in metres that the object can be moved in 1 Frame. For example, a thug weighs 75 kilos: in 1 Action a

psychic of Ego 13 could lift him 8 metres from the floor at the cost of 8 Psi power points.

If the psychic uses the ability to affect an opponent's attack by spoiling their aim, etc, it costs 1 Psi Power point for every 1 caused to the opponent's strike roll. So if the psychic used 3 Psi Power points for telekinesis against a thug firing a shotgun, the thug would have a -3 Strike Modifier.

TELEMPATHY This is the ability to detect and influence the emotions of others. For 3 Psi Power points, and a successful Mental Attack against unwilling targets, the psychic can scan the current feelings of one person within 20 metres. The psychic will detect nervousness, fear, confidence, love, hate, anger, etc.

For 5 Psi Power points, and a successful Mental Attack against unwilling targets, these emotions can be influenced. An emotion may be strengthened or weakened, but not turned into an opposite. Thus nervousness could be turned into fear, or confidence into foolhardy courage, but love could not be turned into hate or vice-versa.

TELEPATHY This is the ability to read the surface thoughts of a person's mind. It requires a successful Mental Attack to succeed against unwilling targets and has a range of 20 metres. It costs 2 Psi Power points per Action to use, regardless of whether the Mental Attack is successful or not.

The information gained should be decided by the referee, but will generally be of a trivial sort. For example, where the next shot is aimed, which way the escape is planned, etc.

Deeper and more detailed scans can be made at the SS's discretion, but these require time, concentration, physical contact and the victim's co-operation. They will also cost more Psi Power points.

A psychic may also transmit a telepathic message of 6 words or less, or a mental picture, to up to 6 people simultaneously. The range is 20 metres and requires a successful Mental Attack against unwilling targets. It needs 2 Psi Power points to be expended per person contacted.

TRANSMUTATION This power allows the character to transmute one substance or object into a different one. The psychic must announce the transmutation being attempted. The referee will assign to it a factor of from 0-10 reflecting the likelihood of such a transmutation being successful: 0 being impossible for the character to perform and 10 being easy. This factor is then multiplied by the psychic's Ego value to give the percentage chance of the transmutation occurring. The player must then roll this chance or less on 1d100 to succeed in the transmutation.

The factors the referee will take into consideration to calculate the rating are: the size of the object to be transmuted; any similarities or disparities in size, function, shape and material between the original object and what it is to be transmuted into; the rarity or uniqueness of the original or final item; and whether the transmutation is to be permanent or temporary. The player must state whether the attempted transmutation is to be permanent. Temporary transmutations last for 2d6 Rounds.

The size of the object after transmutation must always be similar to the size of the object before transmutation.

The rating is equal to 10 minus the CONCENTRATION FACTOR. This is made up of three elements:

Area of desired effect: The area of effect relates to the end result of the Hero's actions. Simply because the character is attempting to make a small part of a car engine to malfunction, the area of effect is not small. The end result is that the car will break down and the car is large.

Starting from a base of 0 and using object sizes as detailed on the Pushing, Lifting and Throwing Table (see Combat Options):

Add 0 if the effect covers an object/being of size 0

Add the size of the object if the effect covers objects/beings of Sizes 1-3

Add 4 if the effect covers an object/being of sizes 4-8 (or group of objects which equals this)

Add a further +1 for each additional 3 grades 9 (or part thereof) of size over size 8. i.e. 5 for sizes 9-11, 6 for sizes 12-14 etc.

Degree: For the Degree of transmutation, start with a base of 0, then:

Add 1 if the transmutation is between two items of a similar shape, function and material, for instance, a steel door into a lead door.

Add 3 if the transmutation involves a change of shape but not material (e.g.. steel sword into steel block) or a change of material but not shape (e.g.. gun into wooden replica).

Add 5 if the transmutation involves a change of shape and material (e.g.. changing a gun into a wooden statuette).

Add 7 if the transmutation involves a rare, unique or highly prized item either as the initial object or the end result. (e.g.. turning coal into a diamond.) Note: Any piece of equipment that is an integral part of a character such as their power armour is a unique item.

Permanency: The effect can either be Permanent or Temporary.

If the character wishes to make the transmutation permanent, then the permanency factor is 3.

If they do not state that they wish it to be permanent then it is temporary and will last for 2-12 (2d6) rounds.

Further factors may be added at the discretion of the referee.

With the above process it is impossible to get a final rating of 10. Characters can gain an additional +1 modifier to the rating for specific singular applications developed through training as a power refinement (see Campaigns).

The Psi Power points are expended regardless of whether the transmutation was successful.

The power costs 6 Psi Power points to use and has a range of 20 metres.

REACTIONS

Characters with this power react so fast to whatever avoiding actions their opponents make that all opponents suffer a Modifier of -1 to their dodge roll or any other Combat Response roll.

Characters with this power also gain a Dodge Modifier of +1.

REPLICATION

Characters with this power can produce up to five replicas of themselves per day.

Depending on the Rationale of the character, such replicas may have some of the original character's Superpowers and usually have the same HTC, HTK and Attribute scores as the original but Attribute scores of replicas are limited to a maximum of 20. If this limitation involves Vigour, then the HTC and HTK for replicas must be rolled and noted on the Character Sheet when the character is first generated. All replicas have the same HTC and HTK. Replicas have only 2 Frames per Round.

The character is in constant telepathic communication with the replicas. If a replica is destroyed, or not re-absorbed into the character's body at the end of the day (in which case it will dissipate), the character cannot then form a replacement for one month and loses one fifth of their total HTC and HTK until such time.

SHAPECHANGE

The character can exist in more than one bodily form and can change between them using an unusual metamorphic ability. There are two types of Shapechange ability: Freeform and Specific. Players choose the most appropriate.

FREEFORM SHAPECHANGE

Characters with this type of Shapechange can transform into any living creature that is approximately the size and shape of a human being. They do not gain any special characteristics or advantages from the change but keep their own normal Attributes i.e. those of the original non-superpowered Basic Character), senses, Movement, attacks, etc, and retain no Superpower other than Shapechange, no matter what or who they change into.

This form of Shapechange is really little more than advanced Disguise Skill (see Skills) as the character can Shapechange into a

doppelganger of any person, indistinguishable from the original. However, they must have good knowledge of or be able to see the person they are copying.

It takes 1 Action to change shape from one form into another. A costume of destabilised molecules is required to transform into the clothing, etc, of any person being copied

SPECIFIC SHAPECHANGE

The character has one or more specific shapes into which they can change other than their normal human form. The exact number of shapes is limited and each form has its own attributes and powers. This is often used to change from an ordinary unpowered human into some form Superpowered being.

The character can have one form with all the character's Superpowers, or the Superpowers split between different forms. Thus the limit on forms is the number of Superpowers that the character has other than Shapechange. The different forms must be specified initially for the character. Thus a character with Shapechange, Strength and Flight might have an ordinary human form with no Superpower other than the ability to Shapechange into a bird of some kind with Flight, and, say, a gorilla that has Strength. Or the character could have one other form of some being that has both Flight and Strength. This must be decided when the character is Rationalised.

SHRINK

The character has the ability to reduce in size to the size of an insect. In this form, the character is virtually invisible and will be overlooked by enemies until the character attacks or is detected in some way. Opponents may then attack the character but suffer a Strike Modifier of -3 due to the character's small size.

Any damage done by the character is the minimum possible and the character's Movement is reduced to 1 metre per Frame while shrunk unless they have any Superpowers or abilities that would operate normally while shrunk. This should be specified in the character's description when the character is Rationalised.

When shrunk, the character's Push-back Threshold is reduced by 10.

The character, by reversing the Shrink process, may 'Grow' into Combat gaining a Damage Modifier of +4 for that initial attack only. At the end of the 'grow', they may deliver a fist attack doing 1d6HTK and 2d6+6HTC and taking 1 Frame. However, the next Frame must be spent recovering.

SIDEKICK

The character has a Sidekick of some description who is the character's ally and helper.

The nature of the Sidekick should be determined during Rationalisation depending on their powers. They can be anything from human to alien. For example, if the Sidekick had Flight, then it could be a bird of some type; if it had Animal Sense, then it could be an animal of some sort.

GRADE 1

The character has a Sidekick who has no special powers but is otherwise diced up as for a Superhero (i.e. Strength, Ego, Vigour, Dexterity, HTC and HTK, and Movement). The character can normally contact the Sidekick, and vice versa, at all times by means of some device or other, telepathic link, etc, depending on the nature of the sidekick.

The Sidekick has 2 Frames per Round.

GRADE 2

The Sidekick is a minor Superhero and has 1 Superpower, rolled at random on the Superpower Generation Table, or 1 Advantageous Background, chosen by the player.

Alternatively, instead of rolling a Superpower, the player may allocate to the Sidekick one of the character's Superpowers that would otherwise be forfeited when the character is Rationalised.

The Sidekick has 4 Frames per Round.

GRADE 3

As for Grade 2, but the Sidekick has 2 Superpowers or Advantageous Backgrounds, or 1 of each, rolled at random on the appropriate table or allocated as above.

SKILLS

This covers a wide range of skills that the character may have acquired during chequered career. Many heroes in the comics have such minor skills, often linked to an Advantageous Background

GRADE 1

The character has one Skill determined by the player.

ADDITIONAL GRADES

For each additional Grade, the character acquires one more Skill.

Players should invent their own skills, but here are a few suggestions:

Computer Knowledge
Disguise
Escapology
Gymnastics
Hide in Shadows
Locksmith
Pilot
Stealth
Surgeon
Vocal Skills

It should be remembered that Skills fall short of Advantageous Backgrounds. Thus, a character with Skills as a Scientist would be capable of following advanced procedures and ideas but would not be capable of the advanced innovative research work that characters with the Advantageous Background could do.

COMPUTER KNOWLEDGE The character is highly skilled in computers and can write or change programs, and given time and equipment, can gain access to any computer system.

DISGUISE The character can impersonate other people with varying degrees of success. If the subject being copied has been studied and is of approximately the same height, build and sex, the character could normally impersonate them with 100% success. This chance is reduced by 10 for every factor, which would adversely affect the disguise (speaking to someone who knows the original subject's voice, difference in height, weight or age, etc.) and increased by 5 for every factor in favour of

success (poor light, speaking to a casual acquaintance of the original subject, etc).

ESCAPOLOGY This is often known to characters from a circus or show business background, and sometimes to those who were once in an Intelligence Agency. There is no binding, chain, lock, trap or chamber, which can keep the character restrained. Given time, the character can escape from virtually any cell or binding. They have the escapological prowess of Houdini (and then some!). They can regurgitate keys, open locks with their feet, etc.

HIDE IN SHADOWS A character with this skill will automatically be overlooked by enemies when standing in the dark or in shadow unless the character attacks or the enemies have some means of detecting them. Anyone relying on normal vision to strike such a character in the dark or shadows does so with a Modifier of -3.

GYMNASTICS A character with this skill is a natural Gymnast. They are so good that it would make the Olympic champion green with envy. They can walk tightropes with no chance of falling, swing from building to building via flagpoles and ropes, etc.

The character gains a Dodge Modifier of +1.

The character may Swing or Somersault into Combat gaining a Damage Modifier of +2 for that initial attack only. The somersault or swing must constitute a move of at least 4 metres. At the end of the somersault or swing, a fist or foot attack may be delivered doing 1d6HTK and 2d6+6HTC damage and taking 1 Frame. However, the next Frame must be spent recovering.

LOCKSMITH The character can open any lock in no time at all and with the minimum of equipment.

PILOT The character is a highly, skilled pilot and can perform all sorts of manoeuvres in normal aeroplanes, helicopters, etc. With unfamiliar flying machines, they are almost certain to be able to control them given time to familiarise themselves with the controls. In short, if it flies, they can pilot it.

STEALTH The ability to move in total silence.

SURGEON The character is a highly skilled, accomplished and innovative surgeon. All operations can be performed, although major ones would require the proper facilities, which the character would have available at his HQ. Minor operations can be performed successfully under the most severe conditions.

VOCAL SKILLS The character can reproduce perfectly any audible sound or voice but not sonic attacks, unless they also happen to have that power. With study of the vocal patterns of the person to be imitated, anyone can be impersonated on the phone or in situations where the listener cannot clearly see the speaker.

The character also has the skill of ventriloquism and can throw their voice up to 10 metres without any loss of clarity or any chance of failure.

SOLIDIFY

Characters with this power can concentrate so that their body becomes hard and impervious to all physical damage (anything inflicting HTK and/or HTC damage).

It takes 1 Action to solidify the body in this way and, once this is done, the character cannot move at all. To remain solid requires concentration and can only be maintained for a number of Rounds equal to the character's Ego value. Once a character has 'unsolidified', they cannot resolidify for 5 Rounds.

SPEED

A character with Speed moves faster than most people can think.

GRADE 1

The character can move and manoeuvre at up to twice their original Movement rate in combat situations. In long, relatively, straight movement, they can reach a maximum speed of 3 times their original Movement rate.

If they so wish, they are always the first on their side to move or act regardless of Dexterity. They are still bound by the roll for Initiative at the start of the Round.

They still only have 4 Frames per Round but they do have the option of breaking down their Movement into 1/2 Frames. Thus in 1 Action (2

consecutive Frames), a character with Speed could move for a 1/2 Frame toward an enemy, punch them (1 Frame) and move away for another 1/2 Frame, making the 2 Frames for the Action.

The character may Charge into Combat gaining a Damage Modifier of +4 for that initial attack only. The charge must constitute a move of at least 4 metres. At the end of the charge, the character may deliver a fist or foot attack doing 1d6HTK and 2d6+6HTC and taking 1 Frame. However, the next Frame must be spent recovering.

The increased Speed only applies to ground based Movement. Speed is not cumulative with the extra speed gained by flying, though characters with Speed and Flight can still split their Movement into 1/2 Frames while flying.

The character also gains a Dodge Modifier of +3.

ADDITIONAL GRADES

As Grade 1, but for each additional Grade, the character doubles their movement from the previous Grade. Thus Grade 2 is 4 times the character's original Movement for manoeuvring in combat with a maximum travelling speed of 6 times, Grade 3 is 8 and 12 times, etc. It should be noted that to travel at speeds of greater than 8 times their original Movement (on average, about 270 kilometres per hour), the character would have difficulty breathing unless they had the appropriate Superhealth.

No matter what Grade the character has, Movement can never be split to less than the 1/2 Frame option and no additional dodge bonuses accrue.

STRENGTH

The character has Strength to a degree undreamt of by normal mortals.

GRADE 1

The character gains 1d10+10 points of Strength. The character gains the Damage Modifier of +1 for each Strength point above 15 and, possibly, Damage Dividers as described in Character Attributes Strength.

The character has the Combat Response option of standing firm (see Combat

Responses). When standing firm, they add 5 to their Push-back Threshold.

ADDITIONAL GRADES

As Grade 1, for each additional Grade, the character gains 1d10+10 Strength points and corresponding Damage bonus and any Damage Dividers.

For each additional Grade, the character gains +5 on their Push-back Threshold when they institute the stand firm Combat Response.

STRETCH

Characters with this power have the ability to deform their body in some way.

GRADE 1

The character can Stretch both arms and legs up to 6 metres and can deform their body so that Concussive attacks do less damage. If such a character elects to dodge a Concussive attack, then any HTK and HTC damage from that attack is divided by 2. Glancing blows are calculated before the damage is divided in this way.

GRADE 2

As Grade 1, but the character can deform their entire body to an extreme degree. They lose 1HTC for every 5 metres over 20 metres that they Stretch.

STUNNER

This is primarily a weapon that fires an energy beam. Some characters have these built into their Armour or weapon (if they have Weapon Skill), etc.

GRADE 1

The Stunner fires an energy beam equivalent to an Energy Attack, Modifying the target's Damage Dividers by -2 each.

It is Weapon Class 3 and has a range of 20 metres. Stunners do 3d6HTC damage whenever they strike.

OR The Stunner is built into some other weapon such as a Whip or Tentacle that remains in contact with the target once it has struck. It will continue to do 3d6HTC damage each subsequent Action after it has first struck until the victim successfully dodges or moves

away (if possible). The attack is parried as for the weapon type rather than an Energy Attack.

TELEPORTATION

Characters with this power can instantly 'transport' themselves and anything they are carrying from one place to another in the blink of an eye. This is tiring and can be risky. The exact cost depends on the Grade of Teleportation that the character has.

GRADE 1

The character loses 1HTC for every metre Teleported. If the character wishes to carry any passengers or objects of equivalent weight, the cost doubles up for every passenger carried (that is double for the first passenger, quadrupled for 2 passengers, 8 times for 3 passengers, etc). In addition, the character takes half this amount in HTK as well, and any passengers take half the amount in HTC.

Teleporting straight up costs double the usual amount of HTC.

Teleporting 'blind' (ie into an area which the character cannot see (and of which they have no knowledge) is risky. There is a 1 chance for every 2 metres Teleported that they will materialise partially in something and take 5d6HTC and 5d6HTK damage. If the character knows the area being Teleported into, or it is clear, there is no risk. Similarly, if the area is full of solid matter, the character will die.

GRADE 2

As Grade 1, except that the character loses 1HTC for every 2 metres Teleported up to a maximum cost of 2OHTC points for any distance over 40 metres. Maximum range is 800 metres.

GRADE 3

As above, except that the character loses 1HTC for every 4 metres Teleported up to a maximum of 15 HTC for any distance over 60 metres. Maximum range is 3000 metres.

TOUGH SKIN

The character has a superhard skin which gives a better than normal protection from life's hardships. It may be orange, green, metallic, leathery, bricklike, glowing, or even - in extreme cases - look perfectly normal. The player should

decide bearing in mind the character's other powers and Attributes.

Note that a Tough Skin of Grade 2 or better precludes the character from athletic abilities and from having Agility.

GRADE 1

The character has Tough Skin giving Defence Class 4 with the corresponding Damage Dividers of HTK/3 and HTC/2.

GRADE 2

The character has Tough Skin giving Defence Class 3 with the corresponding Damage Dividers of HTK/4 and HTC/3. The character cannot dodge. However, they take no HTK damage from any WC0, WC1, bullet and knife attacks.

ADDITIONAL GRADES

For each additional Grade, the Defence Class is decreased by 1. A Tough Skin of Defence Class 1 (Grade 4) is the best that can be had and is generally known as Invulnerability.

The character also has the Damage Dividers for that Defence Class.

Characters with a Tough Skin of Defence Class 2 or better cannot dodge. However, they take no damage whatsoever from WC0, WC1 and bullet and knife attacks.

In general, the lower the Defence Class, the more unusual looking the character's skin will be, though this is not a hard and fast rule.

VEHICLE

The character has a special Vehicle of some kind of the player's choice. If the Vehicle is specially armed, or has any special gadgets, these should be noted in the description.

The character starts with a basic Vehicle and can have as many gadgets/weapons as the player wishes BUT each one counts as one of the character's Superpowers. Thus if the character has a Laser Energy Attack, the character could have a Laser Cannon in the Vehicle which delivers the Energy Attack, but cannot then have an Energy Attack themselves: the weapon in the Vehicle counting as the character's Energy Attack power.

VIGOUR

The character is Superfit or Supertough.

GRADE 1

The character gains 1d6+6 Vigour points. The character's new total should be noted on the Character Sheet immediately. Also the character gains 1d6 of HTC and 1d6 of HTK for each of these additional Vigour points.

Such a character could run hundreds of miles without resting, hold his breath under water for hours, etc.

ADDITIONAL GRADES

For each additional Grade, the character gains 1d6+6 Vigour points together with the corresponding increase in HTC and HTK as above.

WALLCRAWLING

The character can walk on walls and ceilings without handholds and, in normal circumstances, with no chance of falling.

This can be done by using suction pads, through adhesive secretions through the fingertips, or by manipulating the local gravity field, etc. The exact method should be decided by the player, bearing in mind the character's other powers and/or equipment.

WEAPONSKILL

The character is skilled in the use of one particular weapon of the player's choice.

Weapon types are detailed in the Combat: Weapons section.

GRADE 1

The chosen weapon, whether a melee or missile type, does the normal damage for the weapon type, and strikes in the normal time for that weapon. In one mode of use only (either Melee or Missile, chosen when the character is first generated), the character's attacks with the weapon are Weapon Class 4.

A Shield has three modes of use: Defence (parry), Melee and Missile. If the chosen weapon is a Shield, then the first mode chosen must be Defence.

GRADE 2

As Grade 1 but with a Damage Modifier of +2 in the chosen mode if the weapon is a One-Handed type, or +5 if it is a Two-handed type. OR the chosen weapon can be used in two modes, striking at Weapon Class 4 in both modes.

GRADE 3

As Grade 1 but with a Damage Modifier of +5 in the chosen mode for One-Handed Weapons, or +10 for Two-handed Weapons. OR the chosen weapon can be used in two modes, striking at Weapon Class 4 and with Damage Modifiers as detailed in Grade 2 in both modes. OR, if the chosen weapon is a Shield, then it may strike as Weapon Class 4 in all three modes.

ADDITIONAL GRADES

Further Grades are available through training, but should be agreed with the referee. For example, a character might develop skills with a second weapon (e.g. Sword and Shield), etc.

WEATHER CONTROL

The character has the ability to influence and control the weather.

GRADE 1

The character can control winds. A gale can be summoned within a 20-metre radius. Anyone caught within it moves at half speed and fights at with a Strike Modifier of -2.

The gale takes 1 Action to summon and the character must concentrate for 1 Frame per Round thereafter to maintain it. If not maintained, the gale dies in 1 Action.

If there is already a natural gale blowing, the character can reverse the process and stop the gale. Stronger winds can be reduced accordingly.

GRADE 2

The character can cautiously manipulate all weather phenomena. A gale can be summoned as above, except that for every extra Frame spent maintaining it, those within it have their Movement rate reduced by 1 metre and receive a further Strike Modifier of -1.

A fog can be summoned as for the gale, but this has the effect of blinding instead of slowing. Those within it, with normal vision, receive a Strike Modifier of -2.

A tornado can be formed. It acts as a 1d6 Personal Force Shield (see Force Fields).

A rainstorm can also be summoned which can douse fires, etc.

The character can only have one of these effects in operation at any one time.

All these effects are for weather in the open air. The character could not make it rain, for example, inside a room.

If any of the above conditions are prevailing naturally, then the character can reverse the procedure, stilling winds, clearing fog, etc.

GRADE 3

The character has total command of the weather and can use any or all of the above effects without restraint.

CAMPAIGNS

TIME IN THE CAMPAIGN

A Golden Heroes Campaign is based around the playing of scenarios. Regardless of whether you and the players meet once a week or more, it is the playing of a scenario that will constitute the core of each meeting.

Scenarios, however, occupy only brief interludes in the lives of the player-characters, even though they actually occupy most of the time the players spend in playing the game.

How then should the Campaign be organised? Should scenarios occur one after the other in the game world so that after several months of actual playing time, only a day or so has passed in the lives of the characters? Or should game time and actual time spent playing be related in some way?

The best way to organise a Campaign is to use a one-to-one relationship between real and game time. For each week that passes in the real world, one week passes in the game world. This would permit you, the SS, to utilise current events as a basis for some of the occurrences in the game world. *[By virtue of this one on one relationship it would suggest that most scenarios last only a session].*

THE DAY UTILITY PHASE

In order to survive in the modern world, a character must devote some time each day to

ordinary activities such as sleeping, eating, working, socialising and so on. For game purposes, each character is assumed to spend approximately the same time on such pursuits and this time is written off as being unimportant to the Campaign. After all, the comics rarely give detailed accounts of the hero's day at the office.

All in all, therefore, a Superhero has only a limited amount of time to devote to heroics. Day Utility Phases (**DUPs**) represent the actual amount of time a character has per day to devote to such activities. As with combat Rounds, the exact length of a DUP may vary from day to day. Depending on circumstances, a character might be able to devote anything from a few minutes to half a day to fighting crime. On average, however, a DUP represents a handful of hours each day.

In game terms, each character has 7 DUPs per week.

The scenarios played in each week occupy a certain number DUPs for the characters involved. Any remaining DUPs can be devoted to other pursuits such as training, improving powers developing scientific gadgets, etc.

Thus at the end of each scenario, you must inform the players how many spare DUPs their characters have. Preferably then, or at worst at the start of the next game session, the players must tell you how their characters have spent those DUPs (see Allocation of DUPs).

Normally, an ordinary scenario (imagine this as one issue of a comic book) occupies 1 DUP in a week, but a real drag-out confrontation might occupy 2 or even more.

However, you must bear in mind that DUPs are primarily an indirect reward system to enable players to improve or develop their characters throughout a continuing Campaign and you should interpret the award of DUPs accordingly. Thus, a complex, linked series of scenarios where the characters continue from one scenario, by following leads or escaping villains, into the next scenario might actually takes weeks of playing time but only represent a few days in the lives of the characters. In this instance, you would award DUPs only at the conclusion of the entire adventure and base the allocation on the actual playing time. Thus if the linked scenarios had take four independent playing sessions, the SS would award character 28DUPs less those taken up by the actual scenarios. This reflects the experience gained by the characters in tackling more demanding situations than simply taking on a random gang of Thugs. However, you should modify this depending on how fast you wish the characters in your Campaign to develop. The more DUPs that they have, the faster they will develop.

Similarly, you should consider this 'reward' aspect with regard to individual characters. For example, if one character, for some reason, was not with the main group of characters and in effect missed a scenario, they should not be awarded more DUPs on the argument that the character had no taken up by the scenario and therefore had a full complement of DUPs for the week. Instead, the SS should interpret the character was not around due to additional pressures of their work or private life and thus receives less DUPs than the others.

ALLOCATION OF DUPs

Once DUPs have been allocated to a character, the player must decide how the character is spending them. They may be devoted to improving powers, Strike Modifiers, ratings, status scores or any other game aspects, or developing gadgets, etc.

Each player must tell you how their character intends to do this, and you must evaluate the results using the systems in the following sections on Campaign Ratings and Character Improvement.

Players should never be told how the training systems work. They should give you general instructions, and you will then use them in accordance with the rule guidelines to work out what benefits and improvements the character gains and in what respect.

Should a player discover how the training systems work and attempt to gain advantage of this fact, you should reduce the number of DUPs that the player's character has available each week.

CAMPAIGN RATINGS

In a Campaign, further attributes and characteristics must be determined for each character to flesh them out.

The following sections cover additional material from a character's Financial Resources to the refinement of existing Superpowers or the development of new ones. As stated before, use those that suit your Campaign. If the players are a government-funded team, then there is no need to keep tabs on the Financial/Material Resources of the individual characters.

The characters must be rated by you in these additional areas for playing a Campaign. Guidelines are given for initially assessing the rating for a character. Thereafter, the ratings will fluctuate from scenario to scenario during the Campaign. You must reassess the ratings for each character at the start of each scenario taking account of the circumstances of the particular scenario, how the player has been playing the character, whether the player has devoted any DUPs or made an effort to improve a rating, whether they have done enough to maintain a rating, etc, and inform the player of any changes to their Ratings and any other effects, such as Hero Points and a drop in their Finances, etc, (see Personal Status), but do not tell them why they gained or lost anything. Players should gradually learn what is of benefit to them through play rather than from you or the rules.

These Campaign Ratings are important since they affect the development of the individual characters. Most of them can be increased or decreased depending on the characters performance, but, equally, they are influenced by events outside the player's control

but under yours. Consequently, you must ensure that while the Superheroes are out saving the world, events in their private lives are still continuing apace. A parent might be killed in a car crash, someone might uncover a secret in the character's past, or a villain disguised as one of the player's Superheroes might appear in public and commit a small crime or treat the public with contempt to blacken the character's name.

Such events should be planned by you to form an integral part of individual scenarios and to provide a balanced and interesting campaign.

However, should you wish to introduce such events randomly, then you should make up a table of possible events. At the start of each scenario or sequence of scenarios roll 1d20 for each character. On a roll of 1, a random event will befall that character during the course of the scenario. This is then determined from the table that you have made up. Some typical events that could be incorporated in such a table would be: the character loses their job for some reason; a close relative/ friend is injured/killed in an accident; a friend accidentally stumbles upon the character's secret identity; a powerful figure takes offence at the character's antics as a Superhero and uses their influence to start a press campaign maligning the character.

However, it must be stressed that a Campaign will be much more interesting for you and the players if you work these events into scenarios and even design whole scenarios around them. For example, one character is a wealthy industrialist. A scenario, or even a whole chain of scenarios, could involve the ploys of a team of powerful thugs and Super villains to secretly gain control of the character's business and bankrupt the character. Thus, during the adventure the character's private life would be under pressure and be reflected by changes in the relevant Campaign Ratings; and if the villains were successful, the character might be reduced from Financial Resource Level 10 down to 1 almost overnight. Would he fight back to regain his empire, or would he take to the bottle? This then depends on how the player wishes to play the character, but it is up to you to ensure that the circumstances keep the players on their toes.

FINANCIAL RESOURCE LEVEL

What equipment a character can afford to buy to supplement their starting equipment, what sort of medical care they can afford, whether they can afford to repair damaged equipment, and so on is determined by their Financial Resources.

A character's Financial Resource Level is rated on a scale of 1-10.

Initially, you must determine the Financial Resource Level for each individual character. Some characters will have had their initial Financial Resource Level specified by an Advantageous Background. To rate other characters, simply use the character's Background and Rationale as detailed by the player to determine the character's Financial Resource Level from the table below. For example, if the character were a student, he/she would be Level 2 or 3. If they had held a steady job for some years, they would be Level 4 or 5. However, no character should start with a rating higher than 5 (which itself should be rare), unless they had an Advantageous Background.

FINANCIAL RESOURCE LEVEL TABLE

Level	Description
1	Starving- always in debt
2	On the breadline
3	Marginal
4	Average
5	Comfortable
6	Well-to-do
7	Eminent
8	Affluent
9	Wealthy
10	Tycoon

Characters can raise enough funds to operate at a level of one higher than normal for a one off transaction, i.e., they cash some bonds, take time job, hock a watch, or work overtime, etc. When doing so the character must devote 1 DUP (see Day Utility Phase) each time.

The type of life the character leads obviously depends upon Financial Resource Level. The table below gives the clothes, dwelling place, communications and transportation characters with the appropriate Financial Resource Level naturally have available to them. They represent the things the character already has. Obviously,

a character has access to all aspects of lower Financial Resource Levels.

In some instances, a character may have a life-style that reflects a different Financial Resource Level since it is from the job, for example, rather than from the character's pocket. In these instances, you should allocate the character a Financial Resource Level and a Life-Style Resource level.

Level	Dwelling	Transport
1	Gutter/Doss House	Foot
2	Hostel	Public Transport
3	Shared Rented Room	Bicycle
4	Own Rented Room	Moped
5	Rented Flat	Motorbike/Second Hand Car
6	Private Flat/Small House	Average New Car/Taxis
7	Large Private House	Limousine
8	Large Private Town House	Chauffeur Driven Limousine
9	Mansion	Private Jet
10	Private Estate(s)	Private Yacht, Helicopter etc.

Level	Communications	Wardrobe
1	Grapevine	Rags
2	Letters	What They Stand Up In
3	All Postal Services	Cheap Working Clothes
4	Telephone	Casual Suits
5	Long-distance Telephone	Off The Peg Suits
6	International Telephone	Superior Suits
7	Telex	Made To Measure Suits
8	Standard With Scrambler	Special Design
9	Private With Scrambler	Haute Couture
10	Private Satellite System	Personal Designer

Level	Repairs to Gear
3	Costume Rips
4	New Costume
5	Ammunition Replacement
6	Equipment Renovation
7	Repairs To Special Vehicle
8	Replace Special Vehicle
9	Repair To Special Building
10	Replace Special Building

Characters can hire one-off usage of Material resource levels at two levels lower than their current Financial Resource level (or one level lower if they devote a DUP to raising additional resources) if they know how to use the equipment. If they do not know how to use the equipment, they must also hire technical support. This will reduce the level of Material resources they can afford by one.

For other items characters require, just set a Financial Resource level needed to use it and see if the individual character can afford to use it.

MATERIAL RESOURCE LEVELS

A character's Material Resource Level represents the facilities that the character already has or has access to and the actual character's technical know-how.

It determines how successful a character is going to be, or the costs involved, in building new special items/equipment to enhance their Superpowers (see Character Improvement.)

Material Resource Level is rated on a scale of 1-10.

RATING MATERIAL RESOURCE LEVEL

Some characters will have had their Material Resource Level predetermined by an Advantageous Background. However, most characters should have an initial Material Resource Rating of 3. Characters with a Financial Resource Level of 4 or more will begin with a Material Resource Level of 4. This may vary depending on the player's Rationale for the character. For example, if the character is

employed by a multinational research company, the character may have a friend in the labs and therefore have occasional access to a higher Material Resource Level; or they may be a student with access to the university's facilities. Where a character's Background and Rationale indicates this, you should determine the character's Level from the Material Resource Level Table.

Usually a character's Material Resource Level will represent both the facilities that they have available and their know-how. However, depending on the Background and Rationale of the character, a character may sometimes have a knowledge greater than their available facilities, or vice versa. For example, if a character were an alien from an advanced technological world, they might know how to make full use of Material Resource Level 7 or even 8, but in human guise as a freelance writer only have access to a Material Resource Level of 3. Conversely, if the character were a student studying electronics, say, they might have the knowledge to fully utilise Material Resource 4 (or even 5 or 6, if they were a brilliant student - i.e. scientific Skills) and yet have access to Material Resource Level of 8 in the university labs. Such characters should be given two separate Material Resource Level ratings, one to indicate the equipment that they know how to use and the other to indicate the facilities that they have available to them at no cost.

MATERIAL RESOURCE LEVEL TABLE

Level	Description
1	None
2	A few simple tools (e.g., screwdriver, hammer)
3	Complete basic tool set
4	Specialist (electric drill, electric saw, etc)
5	Basic scientific in one area
6	Basic scientific in several areas
7	Elaborate scientific in one area
8	Elaborate scientific in several areas
9	Institutional resources (e.g. power station)
10	Multinational (e.g. NATO early warning system)

The table indicates the facilities that the character has available at no cost, and/or the level of Resources that they have the knowledge to utilise. Any use of a higher Material Resource Level will cost the character money.

Where one or several areas are indicated, these should be specified by the player according to the Background and Rationale of the character.

GAINING RESOURCE LEVELS

Characters can improve their Financial Resource and Material Resource Levels. They can devote time (DUPs) to their job in the hope of gaining promotion; if they prove worthy as a crime-fighter, government bodies might allow them access to scientific laboratories, provide them with an official HQ and funding, etc. Success or failure in this area is determined by you and is covered in Character Improvement. A character may be limited in this by their Personal Status, as detailed in that section.

PUBLIC STATUS

This is a measure of how popular the character is with the general public, how likely the authorities are to co-operate with the character, etc.

Public Status is measured on a scale of 5-30.

You must rate each character in five different areas, which have relevance to the character's Public Status. These are then totalled to find the character's Public Status Rating.

The five different areas you must evaluate are:

BACKING

If the character is known to have the backing of the government or some large and respected commercial organisation, they are more likely to be accepted and trusted by the populace.

The ratings are:

1	No backing
2	Backing of local community group/authority
3	Known to get on with police, etc
4	Full backing of police, government department or large and respected commercial organisation
5	Known to operate with complete government approval

INITIAL RATING

Initially, most characters are presumed to have ventured onto the streets as a Superhero and will be known to the authorities. Therefore each character will usually start with a rating in this area of 3.

This may vary depending on the Background and Rationale of the character or your Campaign setting. For example, if the characters are a government funded team of Superheroes then they will begin with a rating of 5. Similarly, if they were known to be a trouble-shooter come security guard for a large, respected, multinational company, then they would begin with a rating of 4.

FACTORS AFFECTING BACKING

Various factors will affect a character's Backing Rating during the Campaign. Some examples are given below. You must bear these and others, depending on the exact circumstances in mind when reassessing the character for each scenario.

How does the player role-play the character - does the character help the police and authorities and treat them with respect? Does the player put any effort into maintaining the Backing that the character has built up? Does the character have Contacts (see Detective Points) within the authorities? Does the media give the character's relationship with the authorities a good write up? Is there something in the set up of the scenario that would make the character's actions appear suspect to the authorities? And so on.

HEROISM

This is a measure of how close the character comes to the 'heroic' ideal as enshrined in the comic books.

The ratings are:

1	Anti-hero
2	Vigilante
3	Slightly suspect
4	Regular Hero
5	A real goody two shoes

INITIAL RATING

Most characters will usually start with a Heroism rating some of 3. In some instances, depending on the character's Background and Rationale or your Campaign setting, this may vary. For instance, a player has generated a character called the Man with No Name and describes him in the Rationale to be a mysterious, solitary figure that hunts down criminals for reward money (see Bounty Hunters). In this instance character would start with a rating of 2 or even 1.

FACTORS AFFECTING HEROISM

The principle factor affecting the rating is how the player plays the character: does the character behave in a truly heroic fashion or not? Does the character wade in regardless of the odds to protect the public? Is the character doing enough to maintain the current rating? The only outside factors considered are whether the character's actions are seen heroic or could they be misconstrued. For example, in a well-publicised conflict, the character might have retire from the fray for some very good reason but the media may report that the character chickened out when the going got tough.

IDENTIFICATION

This represents to what degree the public identify with the character.

The ratings are:

1	Obviously not human (alien, mutant or android)
2	'Different'
3	Average
4	'One of the gang'
5	The person-next-door

INITIAL RATING

If the character is basically a 'normal' person, that is their Superpowers are primarily

enhanced Attributes such as Superstrength or their powers are bestowed by special equipment, then they start with a Public Identification Rating of 3. However, if the Rationale of the character is such that they are obviously, or are known to be, a mutant or alien, or their powers are such that they might appear to be startlingly non-human they would start with a Public identification rating of 2 or even 1.

FACTORS AFFECTING IDENTIFICATION

If a character is obviously an alien, then there is precious little that they can do about it. However, diligent work in the area of Public Relations would help to overcome this, but an obvious alien would have difficulty in achieving a rating of higher than 4 for Public Identification. Characters could redesign their costume to make them appear more human, or even undergo drastic experiments to try and change the way their powers work, etc.

For normal heroes, when assessing the Public Identification Rating during a Campaign, it is important to consider the public view of the character. The Public Relations and Heroism Ratings can be a guide to this, but bear in mind that the might not necessarily identify with a real goody two shoes and even identify more with a vigilante type. It primarily comes down to the way the player role-plays the character terms of the personality created. Does the character at be a normal human being, unspoilt by the trappings of fame or are they a pain in the neck?

Once again, a bad press could affect this rating, as could any developments or refinements of the characters powers or appearance.

PUBLIC RELATIONS

This reflects the effort the character puts into making the public feel at ease. Does the character help old ladies across the street; visit schools to give lectures on road safety; etc?

The ratings are:

- | | |
|---|---|
| 1 | Hates the public and makes it obvious |
| 2 | Ignores the public altogether |
| 3 | Stand offish |
| 4 | Shows general concern for the public |
| 5 | Bends over backwards to give the right impression |

INITIAL RATING

Virtually all characters start with a Public Relations Rating of 3. This may vary slightly in rare instances as this rating depends almost entirely on how the player role-plays the character and how they allocate the character's DUPs during the Campaign. For instance, a player might have formed a Rationale for a character which states that the character is in fact an emissary of some advanced alien race who consider humans no better than ants, but who are still sworn to protect all life forms. In this instance, the character would start with a rating of 2.

FACTORS AFFECTING PUBLIC RELATIONS

When assessing a character's Public Relations in a Campaign, virtually the only thing to consider is how the player has been role-playing the character; whether DUPs have been allocated to performing duties that might be of benefit; and whether they are doing enough to maintain their current rating.

The only outside factors which might affect this would be ones deliberately introduced by you in certain scenarios, for example, a villain masquerades as the hero in such a way as to get the character a bad press with regards to Public Relations; or for some reason a newspaper proprietor is waging a hate campaign against the character, etc.

PRACTICE

This is the most important aspect of Public Status. Every adventure must have a Practice value from 1 to 10 assigned to it by you, as the SS. The Practice value reflects the difficulty of that adventure but you can modify this after the scenario to reflect how likely the public would be to hear about it depending on exactly how the scenario went. The adventure might span one or more scenarios.

The values are:

10	Saving the world
9	Saving the nation
8	Saving the city
7	Confrontation with a major Supervillain and supporting team of Supervillains
6	Confrontation with a major Supervillain or a team of Supervillains
5	Confrontation with Supervillain or team of minor Supervillains
4	Confrontation with a minor Supervillain or team of organised terrorists or mercenaries
3	Riot, fire or other major disaster or a confrontation with a Thug-like Supervillain
2	Minor crime or confrontation with Thugs
1	The hero makes an appearance

INITIAL RATING

As stated in the section on Backing, it is assumed that the character has already appeared on the streets and tackled a few hoodlums becoming known to the police and public. Thus all characters start with Practice Rating of 1.

FACTORS AFFECTING PRACTICE

The only factor affecting the Practice Rating is whether or not the character succeeds in a particular adventure, and, if they did, whether they were seen to be successful by the public. For example, if a character were successful, but the public were unaware of the part they played, then the Practice value for the scenario would be modified by -1 (or more) for that particular character.

During a Campaign, you determine a character's new Practice Rating as follows: if the (modified) Practice value of the scenario is higher than the character's current Practice Rating and the character is successful in that scenario, then the two are added together and halved for the character's new Practice Rating. If the Practice value is lower than the character's current Practice Rating and the character is unsuccessful in resolving the scenario, then the two are averaged for the character's new Practice Rating. Halves are retained, but any other fraction is rounded up or down to the nearest whole number.

Failure in an adventure with a higher Practice value than the character's rating or success in one with a lower Practice value does not affect the character's Practice Rating.

You adjudicate at to whether or not a particular character could be considered successful or not at the end of the adventure.

Each hero's Practice Rating applies to the public that they live amongst. It is therefore possible for a character to have a different Practice Rating for different places or different people. For example, a character might be known on Earth as a hero who battles Supervillains, but might have saved the entire population on another planet. The character's Practice Rating would be much higher on the other planet to reflect those people's appreciation of his feats. Players should keep a separate note in such instances.

FINAL PUBLIC STATUS

Once all five areas have been rated, the five Ratings are added together to give a total ranging from 5-30 for the character's Public Status. The public's reaction to the character and the effect in game terms is indicated by the table below.

PUBLIC STATUS TABLE

Level	Public Reaction
5-10	Who?
11-15	Disliked/Resented
16-20	Accepted/tolerated
21-25	Popular
26-29	National Figure
30	Legendary

A character's Public Status is used to determine how likely the police and public are to co-operate, how likely villains are to flee, or other situations where it could have a bearing. These are covered in Using Campaign Ratings.

Characters may attempt to improve some of their Ratings by allocating DUPs to patrolling, visiting schools, etc. This is detailed in the section on Character Improvement

DETECTIVE POINTS

These are a measure of how good the character is at investigating crimes, following up on leads, and so on. The more Detective Points a character has, the more likely they are to discover the vital piece of information which will lead to the secret hide-outs of Supervillains, etc.

Detective Points are rated on a scale of 5-30.

You must rate each character in five different areas that are important in the tracking down of criminals and the solving of crimes.

The five different areas to be evaluated are:

METHODS

This reflects how the character goes about discovering information in the solving of crimes during a scenario.

The ratings are:

- 1 Makes no effort in this area.
- 2 Occasionally looks for clues, questions witnesses, etc.
- 3 Average
- 4 Conscientiously searches for clues, questions witnesses, etc.
- 5 Does everything possible

INITIAL RATING

All characters should start with a rating of 3 for Methods. However, there may be the odd character whose secret identity is that of a private detective, or they may have been an ex-police detective, in which case you may give them an initial rating of 4 to reflect their experience in this field.

FACTORS AFFECTING METHODS

This rating depends entirely on the modus operandi of the character, as played by the player, with regard to solving crimes. Do they question witnesses? Do they look for, and follow up, clues? Do they keep a file of Supervillains that they have encountered? Are they doing enough to warrant their current rating? All

factors of this nature should be taken into account.

PUBLICITY

This is a reflection of how much attention the media pay to the character. The more the newshounds are following a character, the less likely that character is going to be to work secretly in detecting villains. Once again, this is rated on a scale of 1-5.

The ratings are:

- 1 Every action receives a blaze of publicity
- 2 Regularly reported in the news
- 3 Average
- 4 Only mentioned in exceptional circumstances
- 5 Totally unknown

INITIAL RATING

All characters start with a rating of 3 for Publicity.

FACTORS AFFECTING PUBLICITY

The best method for assessing this is to take an inverse of Public Status. A legendary hero will almost inevitably be surrounded by a blaze of publicity and therefore have a Publicity Rating of 1, though this is not necessarily statutory. A certain amount depends on the character's behaviour. Do they hang around after beating some villain to meet the press and gain publicity, or do they slip off quietly leaving the police to finish the job? Do they have a Sidekick, close friend or secret identity that is commonly known to have close links with the character but who does not attract the same publicity as the Hero?

All these might affect the Publicity Rating since they will affect how efficiently the character can operate without drawing unwanted attention to their detective activities.

APPROACHABILITY

This is a measure of how likely people with titbits of information are to offer them to the character. The more normal and human the character appears and the more accessible are, the more likely they are to receive information. This is rated from 1-5.

The ratings are:

- 1 Shunned by everyone and difficult to contact
- 2 Occasionally approached by desperate individuals
- 3 Average
- 4 Receives fairly steady supply of information
- 5 Gets hot tips from all over the place and can be easily contacted

INITIAL RATING

Since this rating depends to a large extent on the character's Public Identification Rating, it should start at the same that rating.

FACTORS AFFECTING APPROACHABILITY

In most circumstances, this rating will be the same as character's Public Identification but not necessarily so. The character's Heroism Rating could affect it. Most tidbits of information are likely to come from rather suspect members of society, and they would hardly be likely to approach a real goody two-shoes who might turn them in 'for their own benefit'.

The general accessibility of the character would also influence the rating, and this depends on how the player plays their character. Are they often seen patrolling the streets; are easy to contact through a Side-kick or well-known associate or do they spend most of their time in seclusion - developing their powers and training; or are they perennially seen leaping from building to building, or flying, far out of reach?

POWER USE

Does the character have any superpowers that would be useful in detective work?

You must rate each character from 1-5 by assessing the usefulness of their powers in this area. Typically useful powers would be Disguise (see Skills), Information spell (see Magic), Heightened Senses, Shapechange, etc.

INITIAL RATING

The initial rating should reflect any powers that are inherently of natural benefit in detecting, not those which the character must deliberately

make an effort to use; for example, Unconscious Probability Manipulation, or Heightened Sense rather than Disguise Skill or an Information spell.

Most characters will therefore start with a low Power Use Rating.

FACTORS AFFECTING POWER USE

Once the initial rating has been made, it will improve depending on the actual effort the character makes in using their powers for detecting purposes. This is slightly different from the Methods Rating. A character might have Microscopic Vision, but first they must actually look for clues, say, which comes under Method. Whether they bother to use their Microscopic Vision when doing so is what will affect their Power Use Rating. Similarly, a character with Disguise Skill will only influence the Power Use Rating by actively using it for detection purposes.

Thus, a character's initial rating is also the lowest that their Power Use Rating could ever drop to unless they were to somehow lose those powers that were inherently of use.

A character with a rating of 5 is making the best use of whatever powers they have.

CONTACTS

This is the most important factor in solving crimes. The more Contacts a character has, the more likely they are to get relevant information and to know whom to go to for it. This area is rated from 1-10, but it usually takes a lot of hard work to get a rating of 10 in this area.

The ratings are:

1	No contacts whatsoever
2	Occasionally gets minor tips from one unreliable source
3	Few minor contacts of variable degrees of reliability
4	Few reliable minor sources
5	Average - Several reliable sources of minor information
6	Sources for almost all minor information and occasional major source
7	Complete sources for minor information and several major contacts of varying reliability
8	Several reliable major sources
9	Many reliable major contacts within authorities or criminal world
10	Has a total 'in' with either authorities or criminal world

INITIAL RATING

Most characters will start with a rating of 5 regardless of their Rationale. Having a criminal past does not necessarily guarantee any reliable contacts.

Some characters will begin with a Contacts Rating of 10 because of an Advantageous Background.

FACTORS AFFECTING CONTACTS

No matter what Contacts Rating a character starts with, they must put effort (DUPs) into maintaining that rating otherwise it is likely to drop. Characters may befriend streetwise nonplayer characters, or policemen, who might themselves have Contacts. You must assess whether the character is doing enough to be building up a network of useful informants or whether they are losing touch with their existing ones.

FINAL DETECTIVE POINTS

Once all five areas have been rated, the five ratings are added together to give a total ranging from 5-30 for the character's Detective Points. You will use this rating as a guide to how likely a character is to recognise or know of villains and Thugs, how likely they will be able to trace their hideout etc, as detailed in Using Additional Characteristics.

What the Detective Points rating means is indicated by the following table.

DETECTIVE POINTS TABLE		
Points	Standing	Effects
5-10	Streets?	Waits for villains to come to them
11-15	Above it all	Depends on the media for information
16-20	Average	Follows up the odd lead
21-25	Worldly	Usually know what's going on in the underworld
26-29	Streetwise	Usually one step ahead
30	One of the gang	Knows who's who and what's what in the underworld

PERSONAL STATUS

This is a measure of how happy a character is with their prowess as a Superhero; how well adjusted they are to their role in life; and so on.

Personal Status is measured on a scale of 5-30.

You must rate each character in five different areas that have a bearing on how the character feels about their lot in life and their state of mind. These are then totalled to find the character's Personal Status.

The five different areas that must be rated are:

CONSCIENCE

Has the character ever done anything of which they are ashamed? Is there anything in their life that they do not want others to know?

The ratings are:

1	Real skeleton in the cupboard
2	Minor secret
3	Average
4	Nothing to be ashamed of
5	Pure as the driven snow

INITIAL RATING

Unless anything in the character's Rationale indicates otherwise, most characters will start with a Conscience Rating of 3.

A secret identity should not be considered as a 'secret' in terms of this rating. However, in some circumstances it could affect the initial rating.

The Rationale of a character could affect the initial rating. For instance, if a character were a reformed criminal, and this was not public knowledge, then they would begin with a 2 or 1, depending on what their crimes had been.

FACTORS AFFECTING CONSCIENCE

The important factor here is how the player role-plays the character. By performing good and heroic deeds, they can salve their conscience and increase this rating. Obviously, there is little they can do about something that has happened in the past. In time, the character may come to terms with it, thus improving their rating; or even confess and make their secret public knowledge but doing this could have a short-term effect on their Public Status.

Even if a character has come to terms with a past secret, or confided in the authorities such that their conscience no longer suffers but the secret is still not public knowledge, then a scenario during which there was a threat that the secret might be exposed could lower his Conscience Rating until the threat was averted.

Similarly, during the scenario has the character done something that might affect his conscience for a short time, such as being forced to deceive his own family, etc?

Although a character's secret identity is not considered to be the sort of secret that would affect their conscience, it could have a bearing. For instance, if the character were aware that someone was endeavouring to discover their secret identity, or was about to stumble on it by accident, their Conscience Rating could be affected. The amount by which their Conscience Rating would be affected would depend on exactly who was on the verge of discovering their secret identity.

EXPRESSION

How good is the character at letting their hair down and getting all their worries off their chest? Do they have any friends or family to confide in? Do they bottle up their feelings? Are they lonely?

The Expression Rating reflects all these aspects of a character's life and is rated from 1-5.

The ratings are:

- | | |
|---|--|
| 1 | Total hermit with no friends or relatives |
| 2 | Secluded introvert |
| 3 | Average |
| 4 | Out-going with plenty of close friends and relatives |
| 5 | Totally well-adjusted |

INITIAL RATING

Most characters will begin with a rating of 3 for Expression. However, in certain circumstances this may vary depending upon the Rationale and Background of the character. For example, if the character's Background states that they are an orphan, then they would begin with a rating of 2.

FACTORS AFFECTING EXPRESSION

The principle factor influencing the Expression Rating is again, the way in which the player role-plays the character. Do they put any effort (DUPs) into socialising; are they team; do they ignore their friends and relatives; do they consult others freely when they need help; when they are aggrieved do they bottle it up, talk it over with a friend, let rip, etc.

SUCCESS RATE

This is a reflection of how successful the character is crime-fighting activities.

This rating can range from 0 to 5 since it is simply the number of scenarios, out of the last five that the character took in which they could be said to have succeeded.

INITIAL RATING

A character's Success Rating will always start at 0, since they have not yet completed any scenarios.

FACTORS AFFECTING SUCCESS

Characters should almost always be successful in their first scenario, achieving a Success Rating of 1. Thereafter you must evaluate whether or not a character is successful in each scenario (this can be done at the same time as the practice Rating for Public Status). Their Success Rating is the number of scenarios, out of the last five that they take part in, in which you judge that they succeeded. The outcome the scenario as a whole need not have been a success, just that character's role in it.

If you wish, you may judge that two partly scenarios are equivalent to one successful one, depending upon the circumstances.

PUBLIC RESPONSE

This reflects the effect on a character of the public's reaction to them. Consequently, this depends almost entirely on the character's Public Status (see Public Status).

The ratings and the public's response are:

- | | |
|---|---|
| 1 | Public Status of 5-10: spat on and vilified |
| 2 | Public Status of 11-15: mistrusted |
| 3 | Public Status of 16-20: average |
| 4 | Public Status of 21-25: popular |
| 5 | Public Status of 26-30: cheered wildly |

INITIAL RATING

The character's initial rating will be the rating that corresponds to their Public Status on the above table.

FACTORS AFFECTING PUBLIC RESPONSE

This rating varies mainly in response to any rise or fall in the character's Public Status. However, there are exceptions. A character with a high Public Identification and Public Relations, for example, might improve their rating above what their Public Status would normally allow.

SECURITY

This is the most important aspect of a character's Personal Status and is rated from 1-10. It is a reflection of their mental state. How secure do they feel?

The ratings are:

- | | |
|----|---|
| 1 | Paranoid/fatalist |
| 2 | Extremely nervous and insecure |
| 3 | Pessimist |
| 4 | Why does everything always happen to me? |
| 5 | Average |
| 6 | Always looks on the bright side |
| 7 | Quiet confidence |
| 8 | Optimist |
| 9 | Very confident |
| 10 | Total self-confidence, no harm can befall them! |

INITIAL RATING

Most characters will begin with a rating of 5 for Security.

This may vary in some instances depending on the Background and Rationale of the character. For example, a character with an Advantageous Background of Wealthy Industrialist who is also described as having a contented home life in the player's Rationale for the character might start with a rating of 7. On the other hand, a character whose Background and Rationale indicates an unstable and unhappy life might start with a rating of 3.

FACTORS AFFECTING SECURITY

A character's Financial and Material Resource levels could have a bearing on their Security Rating as will many other events in their life.

Overall though, you must balance the events against the personality of the character that the player has developed. For instance, if the player has developed a character who is a freewheeling devil-may-care type, then the Security Rating for the character is not likely to be affected by a drop in Financial Resource level. Conversely, a character who has devoted much time (DUPs) and effort to increasing their Financial Resource level would probably suffer in terms of Security if they then lost their job. You must evaluate this carefully, bearing in mind

the personality of the character involved as created by the player.

The descriptions beside the ratings on the table above indicate how an individual might normally react, not necessarily how the player has had his character react.

Although a player can influence this rating by the way that they develop the personality of the character, devote DUPs to improving their Financial Resources, etc, it is important that you make the characters' lives an integral part of the Campaign so that events will have a bearing on this rating. For example, if one of the characters is a Wealthy Industrialist, then a series of scenarios could be designed wherein the subplot is that a team of villains is planning to bankrupt the company or take it over. The character's Security Rating would therefore suffer during the adventure as the pressure mounted, depending on how successful the villains were. If the villains were ultimately thwarted, then the character's rating would return to its original level. In the same adventure, if it involved the Superheroes in action over several scenarios, another character whose secret identity is that of a student might return to be reprimanded and threatened with expulsion for absenteeism, or might even flunk some exams, etc.

FINAL PERSONAL STATUS

Once all five areas have been rated, the five ratings are added together to give a total ranging from 5-30 for the character's Personal Status.

You should use this rating as a guide as to which character gets the thin end of the wedge in various situations. You must also encourage the players to use it as a guideline as to how to role-play and develop their character. For example, a jinxed character would be nervous, depressed, insecure, and possibly even develop some paranoid fears, drop out or take to the bottle, etc; while a confident character should be played as such, never giving up even in the worst situations. If the players fail to take account of this when playing their character, then you must take steps to persuade them to do so. For example, you could decide that a character who has persistently ignored their state of mind has a nervous breakdown and is hospitalised for a few weeks and develops a phobia of enclosed spaces, say.

The immediate effects, in game terms, of a character's Personal Status are listed in the table below.

PERSONAL STATUS TABLE		
Status	State of Mind	Effect on Character
5-10	Jinxed	Private life a mess; loses 2 DUPs per scenario for moping, etc; Resource Level drops; Critical Miss on 1 or 2 (see Combat)
11-15	Uncertain	Private life unstable; cannot rise in Resource Levels
16-20	Secure	Normal
21-25	Confident	Private life enjoyable; Resource Levels increase; Ego value +1 vs. Mental Attacks per point above 20 to a maximum of +5
26-29	Total confidence	For every point above 25 the character gets 1 Hero Point
30	Egomaniac	

The benefits are cumulative. For example a character with a Personal Status of 28 gains +5 vs. Mental Attacks and the 3 Hero Points.

Apart from the immediate game effects detailed here, a character's Personal Status will have a bearing in other situations. These are covered in Using Campaign Ratings.

EFFECTS OF PERSONAL STATUS

A character with a high Personal Status rating will gain a temporary increase of 1 in their Financial Resource Level. This will remain until their Personal Status score drops. Should they attempt to increase their Financial Resource Level, are treated as though they were still at the lower level though their income is at a higher level.

A character with a low Personal Status cannot rise in Resource Levels and if their Personal Status is low they even drop a level. If they wish to improve their Financial Resource Level, they must first improve their Personal Status score.

Characters with a low Personal Status are more likely to suffer a Critical Miss on an unmodified strike roll of 1 or 2, as detailed on the table. This reflects their total lack of confidence in themselves.

Characters with a low Personal Status also receive 2 less DUPs per scenario, or if a series of linked scenarios, 2 per session. This reflects the time that they lose moping around, sorry for themselves, brooding, getting drunk, etc. However, if the character makes a concerted effort to improve their personal Status by allocating some of the DUPs they do receive to activities which would do so, then you can secretly add that were forfeited to those activities to reflect the character's will to battle through the bad times.

HERO POINTS

Hero Points may be added to or subtracted from any die roll that the character or an opponent has just made, at the player's discretion. Each Hero Point may only be used once per scenario. Thus a character with a Personal Status of 29 and therefore 4 Hero Points could affect four die rolls by +1 or -1; one die roll by +4 or -4; or any combination in between reflects the ability of a true comic-book hero to perform heroic acts because of their faith in what they are doing.

USING CAMPAIGN RATINGS

As well as providing the players with a guideline to the state of mind of their character, the various ratings also provide you with a guide as to the sort of events and publicity, etc that each character will attract. The three areas are detailed below with advice on when to use them and their specific game effects.

USING DETECTIVE POINTS

These should be used in a Campaign to determine which characters get the vital leads, etc. You should prepare a list of possible leads/clues that might be obtained each week of the scenario. These represent the information that might be picked up on the street. Each character's % chance of discovering, or hearing about, each lead is 3 times their Detective Points. Should none of the group discover the

lead, then it remains undiscovered until the next week. For example, the word is out on the street that the assassin known as the Liquidator is in town. Stalker, who has 25 Detective Points, has a 75% chance of hearing about this. If he does, he can then look up the Liquidator in the police files, newspaper archives, or ask among his Contacts, etc.

The Detective Points can also be used to determine whether a character might recognise a criminal, know their usual haunts, etc. For example, one of the Thugs involved in a robbery is Fatsy O'Toole, a well-known underworld driver. You could have a note to the effect that any character with, say, 20 or more Detective Points will recognise Fatsy and, knowing his haunts, would be able to pick him up at leisure after the scenario.

In certain specific instances, the most applicable individual 1-5 rating should be used as a guideline. For example, a petty criminal is involved with a gang who are planning a murder. The criminal wants no part and decides to inform a Superhero team about the coming crime. Who does he tell? In this instance, since the criminal has already decided to inform, then he will tell the character with the highest Approachability Rating. Of course, the other characters may hear through the grapevine that someone is trying to contact the team by their percentage roll, but they would have to go out and find the criminal who wishes to talk.

Also, characters with high Detective Points are assumed to spend a lot of their 'time off' patrolling the streets and stopping numerous small crimes. The more Detective Points that a character has the more crimes they are likely to uncover and thus their patrols are more likely to benefit them as training. This is covered in Patrolling and Character Improvement.

In general, characters with a high Detective Points total should generally know what is going on during a Campaign. Those with a low total should be confused by all that is going on around them.

Characters with a high Detective Points total are also more likely to earn more as a Bounty Hunter.

BOUNTY HUNTERS

Any character may announce that they are going to be a Bounty Hunter (i.e. they are going to capture crooks and hand them in for the reward money). However, it will only be of real benefit to those with a Detective Points total of 26 or more. Such characters will immediately rise one Financial Resource Level. Other characters may have an increase in ONE area (e.g.. Wardrobe, Communications) for each DUP they devote to Patrolling in a week.

However, all characters who elect to be Bounty Hunters will suffer an immediate drop in their Backing, Heroism, and Public Identification Ratings, causing a drop in their Public Status since Bounty Hunters are generally disliked.

It should be strongly emphasised that comic-book heroes are rarely Bounty Hunters!

USING PUBLIC STATUS

The natural reaction of the public is to revile anyone who is a bit 'different', especially if they are obviously better than the norm.

You must use this rating to determine how well the character has overcome this natural reticence and how people react to them.

In general, people will accept orders from at least National Figures and appreciate advice from Popular Superheroes. They will resent any Interference in their affairs from unpopular Superheroes and will ignore advice from those that they don't know.

To determine if a particular individual will react favourably or unfavourably to a character's order or advice, multiply the character's Public Status rating by 3 for the percentage chance of their order/advice being accepted. Thus a character with a Public Status of 23 would have a 69% chance of getting people to co-operate with them.

This rating is also used as the percentage chance to determine whether ordinary Thugs and criminals surrender or flee when confronted by the character. Whether they flee or surrender depends on the circumstances. If they have a chance of fleeing, they will do so. This does not mean that they will not open fire, simply that

they will devote their attentions mainly to getting the hell out in the most practicable way.

In circumstances where something is already determined, the individual 1-5 ratings within Public Status should be used as a guideline. For instance, police are sent to help the heroes in a battle with a team of villains. Since they are there to help, they will consult the character with the highest Backing Rating.

USING PERSONAL STATUS

Personal Status represents how well characters feel within themselves; the state of their fortunes, etc. A character with a low Personal Status will be unlucky and likely to make mistakes, a character with a high Personal Status feels capable of doing almost anything. This is reflected by the effects as detailed under Personal Status. You should also use this rating as a base for determining which characters have the most good or bad luck.

Whenever any opponents are attacking, and they have a genuine choice of who to aim at (i.e. a random choice between equally likely targets) roll 1d100 for the character with the lowest Personal Status among the group of possible targets first. The percentage chance of the opponents NOT aiming at them is their Personal Status rating times 3. If they are not the target, then do the same for the character with the next lowest Personal Status, etc. If none are the preferred target, then just decide randomly. For example, a Thug fires a shotgun at a group of Superheroes. One of the group has a Personal Status of 13; there is thus a 39% chance that the Thug will not fire at them. The SS rolls 49. The Thug blasts away at that character who groans, 'Why Me?'