
HEROES
UNLIMITED
BY KEVIN SIEMBIEDA WITH WAYNE BREAUX JR.
STERANKO

Warning!

Violence and the Supernatural

The fictional World of Heroes Unlimited™ is violent, deadly and filled with superhumans, supernatural monsters and strange powers. Mutants, aliens, monsters, vile criminals and nefarious villains threaten, rob, torment, and prey on humans. Other alien life forms, monsters, gods and demigod, as well as magic, psychic powers, insanity, and war are all elements in this book.

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Dedicated to Florence. Her secret identity, Mom!

Florence (a.k.a. Mom) was resolute in her convictions. She was genuine and warm. Unpretentious and accepting of others. And oh so inquisitive — a mind anxious to explore the unexplored, fueled by an imagination that carried her to exotic lands she had only visited through books, film and art.

Florence (a.k.a. Mom) was gentle, loving, and compassionate (although she could be tough as nails when she needed to be). She always thought of others before herself, and stood ready to help them regardless of her own faltering condition. Her strength came from an indomitable lust for life that honestly defies words or reason.

Florence's (a.k.a. Mom's) superpowers: To see the beauty and wonder in everything from a cloud or a butterfly, to a smiling face or a battered, old toy.

Some years ago, after many battles — many she was never expected to win — Florence's only defeat came at the hands of her most treacherous arch-nemesis, Cancer. But her memory lives on in every one of us mere mortals who were fortunate enough to have been touched by her.

A greater hero I have never known.

— Kevin Siembieda, 1998

Special Thanks to Wayne Breaux Jr, who helped gather material and contribute ideas, text and rules; Steve, Aaron, and Julius for their suggestions — fun stuff. To Paolo, Wayne, Scott, Ramon, Gusto, Mark, Ka, Brandon, Don, Jason, Jim and the entire multitude of artists who contributed to this monster of a book (9 point print, and it's still hovering around 300 pages) ...

... and most especially to my wonderful and hard working Maryann, Tenacious Thom, Jaunty Jim, All-Star Alex, Punster Stevarino, Draino, Aikido-Kid Jules, Heroic Hank, and all the Palladium maniacs. They are my superheroes.

I also want to thank Doug, Scotty, Gabe and all the guys on the Palladium Books On-Line Mailing List for their suggestions, comments, encouragement and silliness.

Boy, ain't I long-winded in this book?

— Kevin Siembieda, 1998

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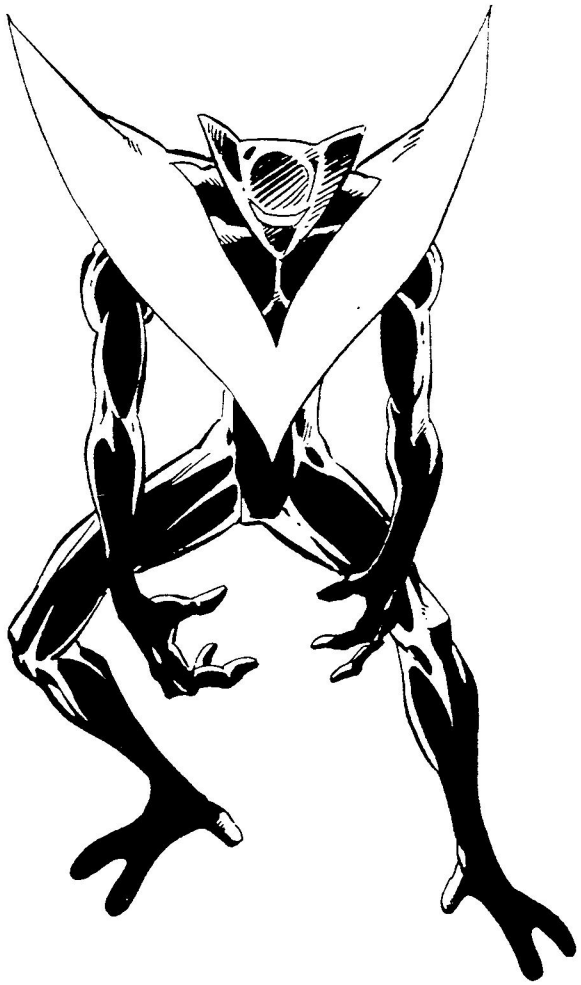


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KB XTOLG '97

The continuing saga of Heroes Unlimited™

The original **Heroes Unlimited™** appeared on the game shelves in June (or was it July?) 1984. It was one of the last entries in a tidal wave of nearly twenty comic book hero inspired role-playing games. We published **Heroes Unlimited™** then, because we felt that it offered more than its competitors. More variety, more detail, and it more accurately captured the heroic world of comic books.

Years later, it is one of a tiny handful of contemporary superhero games (along with Palladium's record selling *Ninja Turtles® RPG*, and *Ninjas & Superspies*) on the market and has never gone out of print.

You might wonder, if it is such a great selling game, why do a second edition?

The answer, "To make it even better!"

No, not a "Heroes Reborn" redo, but an even more all-inclusive role-playing game with dynamic heroes, sinister villains, and the making of fast paced adventures reflective of the comic book genre, past and present.

Comic books have grown and changed a lot over the decades. I know, because I've been reading and collecting them as far back as I can remember. At age nine, I announced to my Mom and Dad that when I grew up, I was going to be a comic book artist. And it almost happened too. I "ghosted" on some (second-rate) *Marvel* comic books in the early 1980s, worked on Mike Gustovich's original *Justice Machine*™ and *Cobalt Blue*, and co-published five issues of a two-bit, black and white comic book called *A+Plus* (Detroit's first comic book). In 1980, I even went to New York with my old pal, William Messner Loebs, in search of work in comics and illustration. I've gone to countless comic conventions, own a massive comic collection and continue to read and collect about 60 titles a month (yeah, I know that's way too much, and a lot of it is junk, but I love comic books). In fact, I was on the verge of breaking into the comic book market when I stumbled onto role-playing and started *Palladium Books*. I found out I enjoyed writing (and back then) drawing role-playing books even more than doing comics ... and the rest is history.

Heroes Unlimited™ was Palladium Books' second major RPG book, after the *Palladium (fantasy) Role-Playing Fantasy Game*. It was a damn good game, but as one of my first, was a bit clumsy and had limited amounts of artwork. Many of the ideas were overshadowed by others. There were many little things that could have done a little differently, and a little better.

The **Revised Heroes Unlimited** (1987) fixed most of those nagging points, but another ten years have passed and the great old game has started to show its age. For one, the universal game system I created has continued to evolve and change over the years. Of course, that's the beauty of role-playing, it is an ever changing, growing and living thing. Never static or repetitive like many a board or card game with their "written in stone" rules and methods of play. Role-Playing games are flexible and limitless, like the ideas and imagination they draw upon to be played. Thus, each gaming group, no matter how closely they follow the framework of rules, will play their "version" of **Heroes Unlimited™**, each a little bit different than every other. That's because each group of gamers will impart their own views, character portrayals, ideals and imagination on "their" playing of the game, not to mention style of play and personal likes and dislikes. As I said, the flexibility and limitless possibilities of play are the beauty of role-playing.

Wayne Breaux Jr. was brought on board to lend a hand, because, **Heroes Unlimited™** is one of his favorite RPGs, as it is one of mine. Wayne has run **Heroes Unlimited™** campaigns for years, and I was impressed with his knowledge and understanding of the balance and nuances of the superhero genre and the role-playing of super-characters. Wayne foolishly volunteered to work on the Second Edition by collecting and reorganizing data, doing some updates, clarifying rules, and offering suggestions. Meanwhile, I took all that, added my own new material and updates, and rewrote the book. The foundation of the original game and the basic rules are largely unchanged, just updated, expanded and clarified. For example, I find the P.P.E. point system for magic to be more flexible and easy, so that's one big system change, at least for those who may prefer the old magic characters. This is also a great example of how one change expands the possibilities, because the magic wielding hero can now (if the G.M. allows it) use magic spells and magic items from the **Palladium Fantasy RPG, Rifts®,** and **Nightbane®** series (among other Palladium titles) to supplement or vary the *magical* character, villains and/or adventures. Moreover, we were all growing tired of the multitude of letters, E-mail, telephone calls and questions at conventions, asking, "How come **Heroes Unlimited™** is the only Palladium game without a P.P.E. magic system?"

As long-time players know, we try to listen and respond to our fans, so in many instances, the revisions and additions of the Second Edition are in direct response to "you," our gamers. If suggestions, comments, and complaints make sense, we (sooner or later) try to address them, and that's what we've done with parts of the Second Edition.

Other additions and changes have grown out of new ideas that, well, just seem to spring out of my own twisted imagination, like playing characters with a *historic legacy*, or my approach to the powers and weaknesses of the *optional Mega-Hero*. Still others were things that Wayne or I thought should be changed, or just some stuff that we thought would be fun to role-play.

As for updating. Times change. The Palladium game system has changed — evolved — so it made perfect sense, to us, to bring one of the most popular and long-lived role-playing games ever published into the 21st Century.

Now, if we're going to give one of our games a major rework, we were going to go all out, so in these pages, you will find dynamic, new artwork, along with some old, small changes and improvements that should clarify rules and better define powers, new super abilities, and new ideas and elements of play along with optional rules. For the player's convenience, we've gathered the additional super abilities from the **Villains Unlimited™** and **Aliens Unlimited™** supplements and put them here, in one place. Plus, there are some new powers, a few new robot and bionic considerations, updated equipment list, a supernatural P.S. system, and other good stuff. To fit it all in, we had to add pages, but I don't think most folks will complain about that. We gave it our best shot and hope you like most of what we've done.

I think long-time players will find the bulk of the clarifications and new material to be helpful and welcomed additions. In a lot of ways, the Second Edition is just bigger and better. I hope you agree.

— Kevin Siembieda, 1998

About the Cover

Artist Jim Steranko wanted to use one of his new creations, an upcoming character he calls the "techno-hero," *USA1* (© 1997 and ™ James Steranko). I know Jim has always had a thing about "Red, White and Blue" clad heroes, from *Captain America®* to this latest. I liked his character design and the concept behind the cover, to depict American heroes throughout the ages — from grunts in the field of combat, astronauts and historical leaders to the superhuman.

When the cover made its debut On-Line (www.palladium-books. com), a handful of people grumbled about spotlighting only American Heroes. To be honest, I don't think Jim or I stopped to think about nationalism — it was just a kick ass design and concept. I hope this "focus" on American heroes does not offend our many friends and loyal gamers around the world.

To my thinking, depicting "heroes throughout the ages" gave the game the kind of scope I was looking for. A hint of history and the legacy of the "superhuman" hero that gives **Heroes Unlimited™** increased depth (see the section on *Tradition and Heritage*).

Furthermore, let's not forget that the birthplace of "comic books" and "superheroes" (i.e. superpowered men and women clad in colorful costumes) *is* the United States of America. Over the ensuing decades since their inception in the 1930's, comic books and superheroes have taken the *world* by storm. Captain Marvel/Shazam, Superman, Batman, The Flash, Spider-Man, Captain America, The Hulk, The X-Men, Nexus, WildC.A.T.S, Spawn, Quantum & Woody, and an incredible multitude of other superhuman heroes (literally thousands upon thousands) have been brought to life, worldwide. Yet the US remains the home of the comic book,with over 200 different publishers and the most recognizable legion of heroes to leap from the pages of these four color wonders. Consequently, I also see our cover as something of a tribute to the origin and long-running tradition of US comic books and Spandex heroes.

Remember, **Heroes Unlimited™** enables players to create virtually any and every genre of hero imaginable. The cover depicts only one slice of the vast "universe" of comic book heroes. We expect you, the players and Game Masters, wherever you live, to create your own dynamic vision of a world of superbeings. We've only provided the groundwork. So get to it!

— Kevin Siembieda 1998

Some Words from Breaux

I have been a fan of **Heroes Unlimited™** since I first played it back in high school in 1986. I think that part of the appeal for both myself and the groups I have played with is not only the larger than life heroes the book is named for, but the fact that **Heroes Unlimited™** was the only Palladium game with *everything* in it (*Rifts®* has since changed that, but **Heroes Unlimited™** still puts a lot in one book). There are psionics, magic, super abilities and high technology, plus the game system includes vehicle combat rules, cyborg and robot construction rules, air combat, space combat, melee combat and modern weapon combat. It's all here. So, when my gaming group received the second edition **Palladium Fantasy Role-Playing Game**, talk naturally turned to a second revision of **Heroes Unlimited™**. The book was one of the older titles and Palladium's system had evolved in small ways over the years, so it could use an updating. I never thought I would get to do it though. When I posed the possibility to Kevin, he was enthusiastic and said, "Do it!" We did.

— Wayne Breaux Jr., 1998



How to Play a Role-Playing Game

Role-playing games are really just an advanced form of regular board games. In fact, they are so advanced that they no longer use a board. Some of the elements are still the same. You still need paper and pencil, dice and players, but the main thing you need to play a role-playing game is *imagination*. Let's take it a step at a time.

Imagine The Scene

Picture a shabby looking building; the brick is dull and crumbled due to deterioration. On the face of the sagging structure is a dirty, sun faded sign, pleading, "Office Building for Rent or Lease 220,000 square feet." As the sun dips behind the building, the last of the downtown commuters heads for home.

Can you picture this scene? Try to keep the mental image in your head. Don't worry if you forget the details; one of the great things about role-playing is the way your memory is improved with practice. Now you are ready for the next step ...

Imagine The Setting

A dark sedan crawls out of the shadows, its pace slow and deliberate, as if looking or waiting for somebody. A light flickers from one of the second story windows. A moment later, the front door opens; its frame filled with the bulk of a massive man. As he steps out, his hair brushes the top of the door frame. Your guess is that he must stand seven or eight feet tall and weigh a good 500 lbs. You position yourself on the opposite roof for a better view. It would seem Benny the Stooly's tip might be dead on this time.

Okay, we've established a setting and some atmosphere. Now let's figure out where you, the player, fits into this.

Imagine The Character

Now here comes the tricky part. *YOU* are not on the neighboring rooftop, but there is somebody whose eyes you see through. That person is your character. An imaginary individual that is your playing piece in this game. It is your imaginary character who has tracked down a lead regarding a drug operation. It is this imaginary "super" character who reacts and interacts with the other playing pieces ... the other characters.

Normally, you will spend an hour or so developing a new player character. Once the character has been created, you will probably continue playing the character for many weeks, perhaps years.

In our example, your "character" is peering over the edge of a somewhat smaller, six story building across the street. Just picture yourself, as your hero, crouched at the edge of the roof watching the scene unfold on the street below.

Imagine The Action

Actually, you need one, important, extra ingredient to make a role-playing game work, the Game Master. The Game Master (G.M.) is another player (a real person) who controls all the characters in the game, except for the different players' characters. In this case, you are the only player and I am acting as the Game Master (G.M.), as I describe the scene and set the story into motion.

The Game Master says to you: "You hear a faint clunk behind you. What are YOU going to do?"

At this point you must decide what your playing piece, your character, is going to do. Does he spin around quickly, weapons drawn, ready for attack? Or does he casually glance back, trying not to let on that he's heard his would-be assailant sneaking up on him. The decision is yours. The Game Master will have your opponent(s) react appropriately to your character's actions. Like improvisational theater, you, your fellow players and the Game Master are all building an adventure, a story, together. When the game is over, you'll have a complete chapter of a larger story locked in your memory. A story that you helped create.

In a role-playing game, there are no simple answers. There are also almost no limits to what you can do. The only restrictions are you can not go beyond the physical, mental and emotional limits of your character.

If you've never played ...

If you've never played a role-playing game before, you're in for a treat, because there is nothing like it.

New player's should follow one cardinal rule: Relax and have fun. Don't let the size, scope or seeming complexity of this game book worry you. Role-playing is really very easy and lots of fun. As a player, you don't need to understand every little thing about the game (that task goes to the Game Master), just the basics in how to create a character, how skills and super abilities apply to that character, and which dice to roll when. Other players and the Game Master should offer a helping hand and words of advice to "new guys." If you're all new, well, just hang in there, the more you play the better you'll get.

Heck, when I first started to play role-playing games (RPGs), I was a complete geek. The text with "D6" this and "D4" that, and lots of other strange terms, which seemed like some incomprehensible secret language. I could barely make heads or tails out of any of it. I needed help to roll up my character, help in picking out skills and equipment, and lots of help rolling dice. I just couldn't remember which dice to roll, when!

The first two games, I felt like a fish out of water and kinda embarrassed, so feeling defensive, I thought role-playing was stupid. Then something magical happened during that third game and I had a riotously good time. Suddenly role-playing games were fantastic and brilliant, although I still didn't understand a lot about the "mechanics" — i.e. the rules and how to play, let alone how to run a game. To my surprise, just playing once a week for a few months I picked up a great deal more than I consciously realized. In six months, I was the Game Master of my own campaign, although I still needed help from my players with some of the rules, and which damn dice to roll, when.

What You Need To Play

Other than imagination, you will also need the following:

Game Master and players: At least two players plus the G.M. An average-sized group of players is 4-6, although 7-12 are not uncommon.

Paper and Pen for taking notes and keeping track of equipment, experience points, and data about your character and encounters you might feel are important.

Character Log Sheets can be made on a sheet of paper or photocopied from one of Palladium's supplemental books. A "character sheet" should contain all the information about your character. His size, height, weight, skills, bonuses, super abilities, equipment, etc.

Dice: 2 four-sided, 4 six-sided, 2 eight-sided, 2 ten-sided and 2 twenty-sided. These can be purchased at most hobby stores and many comic book shops; even many mainstream bookstores carry such dice. They can also be acquired through mail order and at gaming conventions. You can find out about gaming conventions, stores, and mail order from magazines like **Dragon, Shadis, Pyramid,** and others. These *role-playing game magazines* can be found in book stores and hobby shops around the world, so check 'em out. There are also numerous on-line sites dedicated to role-playing, as well as on-line games. Palladium's Web-Site is www.palladiumbooks.com.

Glossary of Role-Playing Terms

Attributes: These are numbers used to evaluate the strengths and weaknesses of your character. For example: P.P. means Physical Prowess; how smooth, agile and quick a character is in combat. A P.P. of 4 would indicate that the character is pretty clumsy. A P.P. of 10 would be an average, fairly coordinated human being. While a P.P. of 16 or higher would belong only to characters with exceptional speed and reflexes. Attributes are also called Statistics or Stats.

Adventure: An adventure is the heroic story that the player character engages in. It is the responsibility of the Game Master to create and orchestrate each adventure.

Bonuses: Many skills and some power categories, magic spells, weapons and other things may provide the fictional character with bonuses to strike, parry, dodge, save, etc. These bonuses are typically added to a particular combat or melee action. Always be sure to include your character's bonuses, they may make the difference between life and death, or worse. See the combat section for more details.

Campaign: A word used to describe an ongoing game. If you play the same characters with the same Game Master on a regular basis, then you are in a Campaign.

Character: Every player (except the G.M.) has a character that serves as an imaginary playing piece; also called the *Player Character or PC.*

Death: Just as in real life, characters can die. The death of heroes in comic books and role-playing games are usually a fairly rare event. The amount of death in a campaign usually depends on the individual Game Master and/or the actions of the characters. Players should take a fictional character's death calmly. Remember, it's ONLY a game. G.M.s should allow players to roll up a "new" character and include it in the game as soon as it is appropriate for the ongoing game. However, characters should not be a dime a dozen.

Dice: There are a variety of different dice used in role-playing games. First of all, there are the standard six-sided dice; the kind you use for most board games. We call them "D6." Often we let you know how many dice to roll with an expression like, "roll 3D6." This means, roll three six-sided dice and add the results together. Dice are also available with four-sides (D4), eight-sides (D8), ten-sides (D10), and even twenty-sides (D20). They are available at most hobby stores and some large, chain stores.

Game Master: (G.M.) This is the person who controls the game "world." All the non-player characters, innocent bystanders, police, politicians, villains, punks, and even the weather, are controlled by the G.M. He or she also establishes the setting and develops the adventures, as well as serves as the general referee and rules interpreter.

Game Session & Adventures: Each time you play is considered a game or gaming session. A game session can last a couple hours or half the day. A typical game *runs* about 3-4 hours. A game session can be a complete story/adventure in itself, like a single adventure comic book story that begins and ends with that session, or a "chapter" in a much larger, continuing story.

I.S.P. or Inner Strength Points: I.S.P. are spent or expended every time a character uses a psionic power. Each psionic power costs a certain number of I.S.P. to activate and perform. When all I.S.P. are used up, the character cannot use any more of his or her psychic powers. I.S.P. are restored at a rate of two per hour while one sleeps or relaxes. They can also be restored through *meditation* at a rate of six points per hour. Only psionic/psychic characters have I.S.P. points and psychic powers. See the Mind Mage and Psionics section for a complete description about I.S.P. and psychic powers.

Magic: *Heroes Unlimited* and many role-playing games include magic spells, powers, weapons and monsters. Although some of these things may be inspired from myths and legends, NONE of them are real! The magic in these games is entirely fictional — make-believe. The use of mystical powers is reserved exclusively to for heroes and villains who fall under the Power Category of magic.

Megaverse®: The trademark we use to identify the multi-genre, anything goes, infinite worlds and possibilities that Palladium's one game system has to offer. A complete *catalog* of Palladium role-playing games and sourcebooks is available upon request for only 50 cents to cover postage and handling. The 34 page catalog offers over 100 different products. Send catalog requests (and letters of comments) to Palladium Books Inc., Department P, 12455 Universal Drive, Taylor, MI 48180.

Natural Twenty: In all of Palladium's role-playing games (RPGs), the outcome of combat is determined by the roll of a twenty-sided die (1D20). The higher the roll the better. Many combat "rolls" get bonuses to strike, parry, dodge, etc. These bonuses are added to the roll of the die. For example if a 12 is rolled, but a character has cumulative bonuses of +4 to strike, then the roll is *modified* to 16.

A natural twenty is rolling the highest possible number (a 20) without adding any bonuses to the number rolled. A natural 20 never misses unless one's opponent also rolls a natural 20 (very uncommon, but I have seen it happen). Yes, a natural 20 will hit even if an opponent's roll is higher than 20 after bonuses are added to it. A natural 20 also does double damage. See the combat section for complete details.

Non-Player Character (NPC): A character that is not played by any of the players, such as villains and other characters played by the Game Master (G.M.).

Percentile Dice: Also referred to as "roll percentile." This means roll two different colored ten-sided dice (2D10). Indicate that one color represents "tens" and the other "ones." If an eight appears on the "tens" die, and a three on the "ones," that's a roll of 83.

Player: A player is a person (yes, Gamers are people) who plays a character in a role-playing game.

P.P.E. or Potential Psychic Energy: P.P.E. is the energy that magic draws its powers from. All intelligent creatures, humans, wolfen, demons, etc., have some level of P.P.E. That level is minimal in most humans, but immense in practitioners of magic, creatures of magic, and supernatural beings. The average superhuman has 6D6 points.



Psionics or Psychic Abilities: Like magic, the psionic powers and abilities described in this book are fictional, although they may be inspired by myths, legends and reports of psychic phenomena.

Role-Playing Game: Sometimes called a role-playing game (RPG), or fantasy role-playing (FRP), or an adventure game, are all games with Game Masters and imaginary characters.

Roll a Twenty-Sided: Simply roll a twenty-sided die for a number.

Roll Percentile: Take two ten-sided dice of different colors. Let's say we have one green and one red. First, you declare which die will be high ("I call red high".) Next, you roll the dice. First, you read the High die and then the Low die; just put the numbers together and you have a percentile. For example: "Red is 4 and green is 8, so I have a 48%."

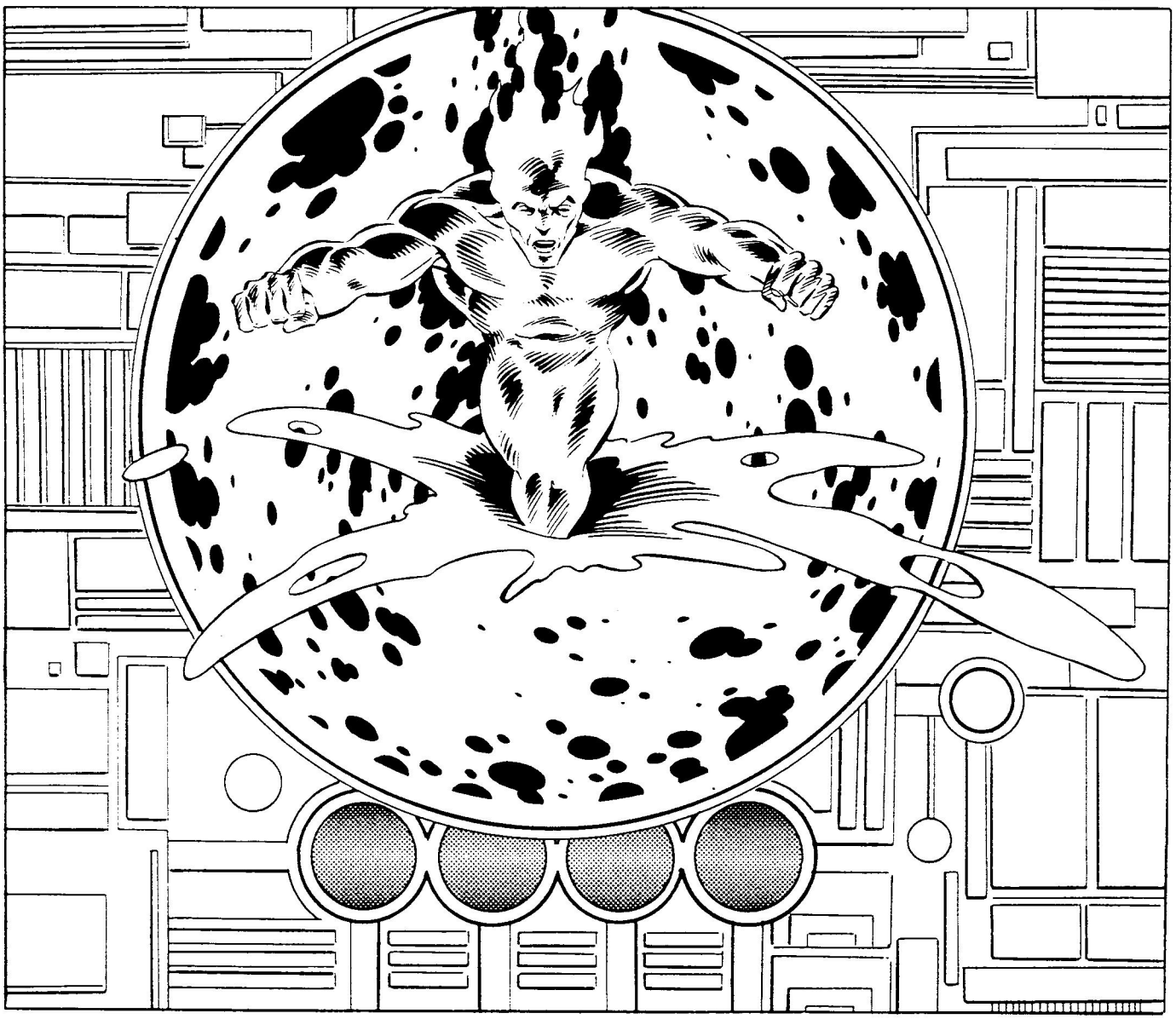
Run: This is just a term gamers use to describe playing a game. Example: "He runs an excellent campaign," or "I ran in Kevin's game last week."

Saving Throw: This is a roll (usually on a twenty-sided die) to avoid some unpleasant event. For example: A character might have to roll a saving throw to avoid being overcome by tear gas.

Scenario: This is a specific adventure that confronts the characters in a role-playing game. A scenario is usually a story with a beginning (hearing about the criminal), a middle (tracking down the criminal's hide-out), and an end (defeating the criminal). Most campaigns are developed around a number of scenarios.

Note: Terms used for character stats and abilities are explained in the creation and combat sections of this book.

CREATING CHARACTERS



At first glance, a role-playing game can look intimidating. Page after page of rules and information ... how can you ever learn it all? Well, relax. First of all, you don't have to learn everything there is to know about this game. That's why you have this beautiful book as a companion and reference. Second, a lot of the material is fun to read, but it's not stuff you must know. Take your time and enjoy.

The creation of a character is relatively simple, requiring six main steps. Each is reasonably straightforward. If anything, players will get bogged down with the vast number of choices available to them, that's why most sections offer the option of rolling on random tables for quick and unpredictable creation.

Step 1: The Eight Attributes (and bonuses)
Step 2: Hit Points and S.D.C.
Step 3: Determinging Super Abilities
Step 4: Determining Skills & Education
Step 5: Picking an Alignment
Step 6: Rounding out One's Character (optional stuff)

Every type of hero possible is at your fingertips — really! The idea behind **Heroes Unlimited™** has always been to allow players to create (or recreate) virtually every type of comic book style hero imaginable. More than ever before, this RPG empowers its players with the ability to do so.

In addition to being able to create a vast array of completely new and original heroes and villains, players should be able to recreate their favorite comic book, pulp, book, and film heroes too. The possibilities are as limitless as one's imagination.

Step 1:

The Eight Attributes & Attribute Bonuses

The first step in creating a character is to roll up the eight attributes: I.Q., M.E., M.A., P.S., P.P., P.E., P.B., and Spd. These eight attributes represent your character's natural mental and physical abilities. Some of the physical skills, power categories, and super abilities will increase a character's attributes, so it may be wise to write them down in pencil until all modifiers and bonuses are accounted for.

Three six-sided dice are rolled to determine each attribute. The higher the number, the greater the ability. If an attribute is "exceptional," 16, 17 or 18, then an additional six-sided die is rolled and added to the total for that attribute. If another six is rolled (very rare), roll again! This bonus die is only rolled during initial attribute generation and does not apply to attributes raised to 16 or higher from skills, Power Categories or super abilities.

Many of the physical skills will provide the character with attribute bonuses. For example, Wrestling *offers* a +2 to P.S. and P.E., so if the player has already rolled a total of 16 for P.S., he adds another two points for a total of 18, if his P.E. was 8, the +2 would raise it to 10. All physical skill bonuses are accumulative. A player can enhance and adjust the physical attributes of his character through the careful selection of physical skills. Some *Power Categories* and *Super Abilities* also offer attribute bonuses, or may offer other bonuses on skill performance or on initiative, saving throws and others. All of these are added to the character's overall abilities. Being "superhuman," many of these bonuses and powers make some powerful characters, but then, they are facing equally tough villains.

The Eight Attributes

Intelligence Quotient (I.Q.): Indicates the intelligence of the character. The exact I.Q. is equal to the I.Q. attribute multiplied times ten. Characters with an I.Q. of 16 or better will receive a one-time bonus added to all the character's skill percentages, including Secondary skills.

Mental Endurance (M.E.): Measures the amount of mental and emotional stress the character can withstand.

Mental Affinity (M.A.): Shows the character's personal charm and charisma. Natural leaders, with an M.A. of 16 or higher, have a bonus to invoke trust or intimidation in others.

Physical Strength (P.S.): This is the raw physical power of a character. Any character with a P.S. of 16 or better receives a bonus to damage in hand to hand combat.

Physical Prowess (P.S.): Shows the degree of dexterity and agility of the character. A P.P. of 16 or higher is rewarded with bonuses to dodge, parry and strike.

Physical Endurance (P.E.): Demonstrates the character's stamina and durability. The amount of physical punishment and resistance to fatigue, disease, poison and magic are determined by P.E. Characters with a P.E. of 16 or better receive bonuses to save vs. coma, death, toxins and magic.

Physical Beauty (P.B.): Is an indication of the physical attractiveness of the character. A P.B. of 16 or better will be rewarded with a bonus to charm or impress.

Speed (Spd): Specifically, this is the character's maximum running speed. The speed times 20 is the number of yards or meters that the character can run in one minute. Speed times five is the number of yards/meters covered in a melee round (15 seconds). Dividing the distance covered in a melee round by the character's number of attacks indicates how far the character can move on each attack.

Attributes beyond 30

Mental Endurance (M.E.), Intelligence Quotient (I.Q.), Mental Affinity (M.A.), and Physical Beauty (P.B.) are normally maxed out at 30 for mortals. Bonuses do not increase should the character have a number higher than thirty; the only exception *might* be a god and aliens (which are clearly not normal humans). This will be extremely rare, but not impossible. Use your discretion.

Physical Strength (P.S.): Some characters will acquire a P.S. attribute beyond the limits of the bonus chart. Occasionally,

ATTRIBUTE BONUS CHART

	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
I.Q. add to all skills. This is a one time bonus	+2%	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%	+14%	+15%	+16%
M.E. save vs. psionic attack	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
save vs. insanity	+1	+1	+2	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13
M.A. trust/intimidate	40%	45%	50%	55%	60%	65%	70%	75%	80%	84%	88%	92%	94%	96%	97%
P.S. Hand to Hand combat: damage	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
P.P. parry and dodge bonus	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
bonus to strike	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.E. save vs. coma/death	+4%	+5%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%
save vs. magic/poison	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.B. charm/impress	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	83%	86%	90%	92%

Spd. No special bonuses other than the raw, natural ability to run.

even normal, albeit exceptional, humans can also exceed a P.S. of 30 (usually a combination of incredibly lucky dice rolls and the selection of physical skills that provide P.S. bonuses).

In these cases, the damage bonus for a P.S. beyond 30 continues to accumulate at a rate of +1 per each additional P.S. point. Thus, if a P.S. 30 provides a damage bonus of +15, then a P.S. 31 inflicts a damage bonus of +16, P.S. 32 is +17, P.S. 33 is +18, P.S. 34 is +19, and so on. A physical strength of 40 is the absolute P.S. limit for normal humans and humanoids, including aliens, mutants and mutant animals. See the super abilities *Extraordinary P.S., Superhuman Strength* and *Supernatural Strength* for abilities that transcend the boundaries of ordinary humans.

Superhuman characters have no limits on their P.S. and can do amazing amounts of damage with their bare hands, even damaging metal and stone structures (see below).

Physical Prowess (P.P.): The bonus to strike, parry and dodge, stops at 30. But for every four P.P. points beyond 30, the character gets a bonus on his initiative roll. Thus, add +1 on initiative at P.P. 34, 38, 42, 46, and 50. A physical prowess of 50 is the absolute P.P. limit even if they are superhuman or alien!

Physical Endurance (P.E.): The bonus to save vs poison and magic stops at 30, but the percentage to save vs coma continues at an increment of *one point* per each additional point beyond 30%. Thus, a P.E. of 31 provides a 31% chance to save vs coma, 32 is 32%, and so on.

Speed (Spd): Indicates the rate of speed in which a character can run (or fly). Most ordinary humans never exceed 30, however, superhumans, cyborgs, aliens and others *may* achieve mind boggling running speeds (*see Super Ability Combat* for more information and rules for extraordinary running and flying speed). Every 10 Spd points equals approximately 7 mph (11 km).

Different Applications of Physical Strength

Carrying Heavy Weights

Normal characters, with a P.S. of 3 to 16, can carry 10 times their P.S. in pounds (P.S.x10 = total in pounds). For Example: A character with a P.S. of 9 can carry 90 pounds (40.5 kg). A character with a P.S. of 15 can carry 150 pounds (67.5 kg).

Strong characters, with a P.S. of 17 or higher, can carry 20 times their P.S. in pounds. This means a character with a P.S. of 18 can carry 360 pounds (162 kg).

Lifting Heavy Weights

Lifting weight is a little different than carrying weight. You may have noticed, yourself, that you can usually lift up a heavier amount than you can carry. I'm not talking about weight-lifting in a body building sense, nor lifting a heavy weight above the chest. Simply the ability to bend over and lift something that weighs more than you can carry. The simple rule is that a human character can lift TWICE as much as he can carry. This means that the character with a P.S. of 9 can carry 90 pounds, but can lift 180 pounds.

Movement and Exertion

A character can carry the maximum weight load (*see Weight and Movement*) for their P.E. times 4 minutes. Carrying the maximum weight while running or fighting can only be done for the P.E. times 2 minutes. If a character lifts the maximum weight (*see Weight and Movement*), then it can only be held for as many melee rounds (15 seconds each) as the character has points of P.E. A character can run at maximum speed for one minute for each point of P.E. Some super abilities and superhuman P.S. will augment these times.

Keep the game simple and quick moving. Light activity, such as walking, jogging, driving, standing guard, doing repairs and similar activity, can be conducted for hours without affecting the character adversely. Both players and Game Master should apply common sense and logic to the duration of an activity. Even intense activity, such as 20 minutes of combat followed by rest or light action, will not significantly impair the character's efficiency. It's all a matter of pacing.

Prolonged periods of combat or heavy exertion (an hour or more of intense, continual, physical exertion) will take its toll on the character. Reduce the following once every hour:

Speed -2

Initiative -2

Parry and Dodge -1

Damage -2

Super-Strength

See the appropriate super abilities, *Extraordinary P.S. (Minor), Superhuman Strength (Minor)* and *Supernatural Strength (Major)* for the specific abilities of each strata of physical strength.

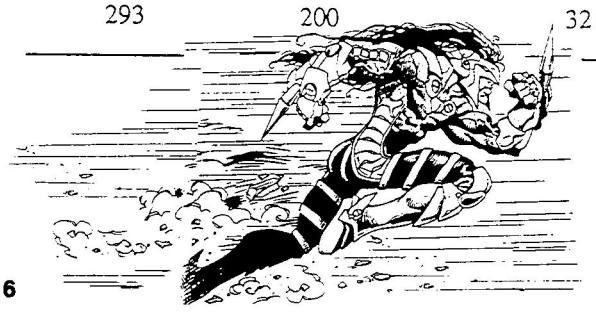
The strongest superbeings, dragons, gods, demons and other supernatural creatures inflict a great deal more damage than normal humans, even humans with extraordinary and superhuman strength.

While the strongest human in the world may be able to bend metal bars and lift great weights, he is not be able to punch through a metal door or tear through a brick wall, but those with supernatural strength can! Furthermore, superhuman/supernatural beings do not show signs of fatigue even after hours of combat and great physical exertion,

Speed Chart

The following is a simple conversion table of speed factors into *approximate* miles per hour (mph) and kilometer equivalants.

Speed Factor	Approx. MPH	Kilometers Per Hour
5	3½	5.6
11	7½	12
22	15	24
27	18½	29.7
33	22½	36
44	30	48
50	35	56
55	37½	60
58	40	64
66	45	72
77	53	85
88	60	96
110	75	120
132	90	148
220	150	241
293	200	321



Step 2:

Hit Points & S.D.C.

Hit Points might best be thought of as life points because they indicate how much physical damage (cuts, bruises, etc.) a character can withstand before he or she dies. These are the points that are observed during a battle (or melee rounds) to determine how much damage is inflicted on friend or foe. Each time a character is struck by a punch, kick, weapon, bullet or energy blast he takes physical damage. The individual players keep score of how many Hit Points their character has by subtracting the damage from his character's Hit Points each time that character is hit and injured. Likewise, the Game Master keeps score of how much damage the player inflicts upon his opponent. When a character has zero Hit Points, he is in a coma and will soon die unless extensive medical aid is applied. When a character's Hit Points have been knocked far below zero, he is dead and beyond saving.

Determining Hit Points

Now that you have some idea of what Hit Points are about, let us get into the technical aspects of their determination and use.

1. Base Hit Points: Having rolled up your eight attributes, you will recall that one is physical endurance (P.E.). The physical endurance score indicates your character's base/starting amount of Hit Points. This number means that he or she can lose that many Hit Points before dying.

Some of you will have a character with many Hit Points ... don't get too cocky; a laser or knife in the right hands can whittle you down to size in one melee round. Others will find themselves with a character who has only a handful of Hit Points (as little as 3) ... don't despair or feel cheated, you'll just have to use cleverness and cunning in avoiding direct confrontations until you've built up your Hit Points (and S.D.C.; more on that later).

2. Building Hit Points: After determining your base Hit Points, pick up one six-sided die, roll it, and add the number to your Hit Point base. Only roll one six-sided die, one time.

As your character grows in knowledge and experience, he will gain more skill and expertise. At the same time he will also mature physically, increasing his Hit Points. Thus, each time a character attains a new experience level, roll one six-sided die and add it to the existing Hit Points.

S.D.C. or Structural Damage Capacity

There are two types of S.D.C. The first applies to living creatures and is a sort of supplement to Hit Points. The second applies to inanimate, non-living structures such as chairs, locks, doors, buildings, vehicles and so on.

Determining physical S.D.C. is simple. Each of the hero categories automatically provides a base S.D.C. rating. Additional physical S.D.C. is gained from physical skills such as boxing. In this way you can build and toughen your character as much as you would like. Some Power Categories, super abilities and mutations also provide S.D.C. (and occasionally extra Hit Points). All S.D.C. points are accumulative.

Many heroes will have a superhuman amount of S.D.C.; anything over 100 points is generally beyond normal human capabilities. Such immense amounts of S.D.C. can be thought of as a sort of limited invulnerability or, more accurately, superhuman endurance to pain and battery.

When a character is hurt, the damage is first subtracted from his or her S.D.C. points. S.D.C. damage is painful, but not deadly. It's like an old movie where John Wayne gets shot, but continues to punch it out with three desperadoes, and when it's all over, dusts himself off and says, "Ah shucks mam, it's Only a scratch." S.D.C. in action.

It is only after *all* S.D.C. has been depleted that damage is subtracted from Hit Points. By comparison, Hit Point damage is serious and potentially life threatening.

Game Masters should use some common sense with S.D.C. and Hit Points. Some situations (diving on a grenade, getting shot in the head at point blank range, falling from a great height, which in the case of superbeings might be 1000 feet/305 m, etc.) will do damage "direct to Hit Points," skipping S.D.C. entirely.

S.D.C. Type Two: Inanimate objects, such as the walls of buildings, vehicles, furniture, body armor, and so on, also have S.D.C. In this case, the S.D.C. indicates the total amount of damage that the object can withstand. These S.D.C. function exactly like hit points, except that they apply to non-living things. Any damage sustained is subtracted from the S.D.C. When the S.D.C. is reduced to zero, it is broken or smashed beyond repair.

Note to the Game Master: The S.D.C. system just described is a standard rule in most Palladium Books games. From time to time I hear the complaint, for example: How can somebody be bashing or shooting into a door and the door is in perfect condition until all its S.D.C. is depleted? My answer is, it's not in perfect condition. Using the example of the door, the G.M. should explain exactly what's happening. "You bash into the door with your shoulder. It's a very solid door and you inflict minimal damage (give S.D.C. damage). You realize that it will take quite a while to gain entry this way and you may hurt yourself." Or "You can feel the door give a little under your great strength (give S.D.C. damage). Another bash and the door's frame cracks and moans, but it still holds (give S.D.C. damage). It will take another couple of attempts (as the door's S.D.C. dwindles), but it's definitely giving." Or, "Your sub-machinegun riddles the wood door with a dozen holes (something the player can look through), but the door is still locked and holding strong."

The point is, attacks on normal objects will scrape, dent, crack, splinter, crumble, punch holes through it, and so on, even if the object is not destroyed. To smash or destroy something may require multiple attacks, and in some cases, like being locked behind an iron door or bulkhead without a weapon, proper tools, or a suitable super ability, it will be impossible to damage the item at all.

Armor Rating (A.R.)

Artificial armor, such as bulletproof vests and bionic armor, also have an Armor Rating (A.R.) as well as S.D.C. The Armor Rating indicates exactly how much protection is afforded by the armor (or object) and how easily it is penetrated. The higher the A.R. the better. If an attack roll to strike with all bonuses is less than the A.R. of the armor or object (door, shield, etc.), the armor absorbs the attack — subtract the damage from the armor's S.D.C. When the armor's S.D.C. is depleted, it no longer affords protection and is useless. Any future attacks will hit the character's body.

If an attack roll to strike, including all bonuses, is higher than the A.R. it penetrates the armor, inflicting damage to the physical body's S.D.C. (not the armor's S.D.C.) and/or Hit Points.

Note: The defender always wins ties, so if the roll to strike is 16 against somebody with body armor that has an A.R. 16, the attack hits the character, but damages the body armor because it didn't surpass the A.R. protection. However, if that strike roll had been 17 or higher, the attack would have struck an area not covered by the armor or punched right through it and do damage to the character underneath it.

Natural A.R.

Some forms of armor are vastly superior to simple body armor. Such armors include vehicle armor, robot armor, and *Natural Armor.*

Natural Armor applies to aliens and mutants who have protective skin with an Armor Rating. Some super abilities, most notably Bio-Armor and Alter Physical Structure powers, also provide a Natural A.R. In these cases, a roll to strike that falls *under* the A.R. does hit, but inflicts no damage. Punches and bullets bounce off harmlessly, lasers are deflected, and combat continues. A roll above the Natural A.R. strikes and inflicts *full damage*, first to the physical S.D.C. and then to the character's Hit Points.

Recovery of Hit Points and S.D.C.

After a battle, characters who have sustained physical damage must tend to their wounds. The attending of wounds can be administered by fellow characters, trained medical personnel or by oneself, provided the character has the first aid skill and is not physically impaired.

First aid-type skills include basic and immediate medical treatment, such as bandaging and cleaning of wounds, stopping of bleeding and so on, until the character can receive better medical care. This is fine for minor wounds, but serious injury, like internal bleeding and broken bones will require professional treatment (or magic). **Note:** Unless a character stops the bleeding of cuts and stab wounds, he will continue to lose blood and suffer damage at the rate of one Hit Point per minute. When all Hit Points are reduced to zero, the character falls into a coma and hovers near death.

Recovery: Non-professional treatment. This is basic, first aid-type treatment by oneself, or non-medically trained people. This type of treatment may be used if the character is not able to seek professional treatment immediately. It is not necessarily inferior treatment, especially for not too serious of an ailment, but just lacks the full facilities and experience of a major medical institution. **Rate of Recovery:** Two Hit Points per day (24 hours) and/or four S.D.C. per day.

Recovery: Professional treatment. This is medical treatment from a doctor, clinic or hospital. **Rate of Recovery:** Two Hit Points per day for the first two days and four per each following day, until the character has regained all of his/her original Hit Points. S.D.C. points are restored at a rate of six per day.

Some superbeings, nonhumans, and supernatural beings may possess superior healing capabilities and may even be able to regenerate!

Surviving Coma and Death

When a character's Hit Points are reduced to zero (or less), he/she collapses and falls into a coma. This character is near death, and will die in a matter of hours unless he/she receives immediate medical treatment.

How much damage below zero a character can undergo is indicated by the Physical Endurance (P.E.) attribute. A character can take one point of damage below zero (negative 1, -2, -3, etc.) for each P.E. point. **Example:** A character with a P.E. of 9 will lapse into a coma at zero hit points, but still lives up to a negative 9. However, if the character receives more damage (which is very possible) than the P.E., he is dead with no hope of recovery. Thus, if a character with a P.E. of 9 takes 10 points or more, below zero, exceeding his P.E., he is beyond medical help and dies. Note that some super abilities may extend the amount of damage, below zero, a character can endure, and in some cases, continue to function.



Coma Length

The length of time a character in a coma will survive without treatment is again indicated by the P.E. Add one hour for each P.E. point. **Example:** P.E. 9 = 9 hours, P.E. 10 = 10 hours, and so on.

Recovery From a Coma

Whether a character survives the coma and is stabilized (brought back to, at least, one Hit Point above zero), is determined by the roll of percentile dice. If the player rolls two successful recovery rolls out of three, the character breaks out of the coma and is no longer in danger of dying. This also means that he is brought up to one Hit Point above zero. Recovery of Hit Points from that time on is standard; see *Recovery of Hit Points.* **Note:** This can be attempted every hour until the character dies.

Recovery Ratio (roll 2 out of 3)

Treatment from unprofessional, medical individual, but with medical skills: 01-18%

Treatment from an intern or nurse (R.N.): 01-32%

Treatment from a doctor without proper facilities: 1-46%.

Treatment from a doctor at a clinic (fair facilities): 01-56%

Treatment from a hospital: 01-66%.

Treatment from a major, large hospital (or by magic, psionic healing, or from a god): 01-70%

Optional Damage Rules

It is not very believable for a character with less than ten Hit Points and no S.D.C. to be dancing around in the middle of combat with little or no impairment. As the human body, even a superhuman body, takes damage, especially Hit Point damage, it will suffer impairment from pain, blood loss, and fatigue. To emulate this in a role-playing game, we apply penalties to the character's actions. Below are some optional tables that list side effects from physical damage. Each time a character suffers damage equal to 10% of his Hit Points (not S.D.C.), roll on the appropriate table (or pick an appropriate result if a called shot was made).

The effects of the damage are generally temporary and cumulative. Thus, if a character suffers the loss of a great deal of Hit Points within a short time, he will suffer the multiple effects of physical damage. *Roll each time severe damage is endured.* Magic and/or psionic healing can usually negate all of these effects if they are available.

An optional system that is more generic and simpler to keep track of is to apply a penalty of -1 on initiative, -1 to strike, parry, and dodge, as well as -5% to skills and speed for every 10% of Hit Points lost. With this system, a character with 25 Hit Points will receive these penalties for every three H.P lost (not applicable to S.D.C.).

Optional: Minor Injury Table

None of these effects are permanent or life threatening. Minuses apply to that one limb (50% chance for right or left limb). Speed minuses affect the whole body. Remember, symptoms and penalties are cumulative; roll each time the character suffers a fall, explosion, or more than 10% of Hit Points in damage from a single attack. **Duration:** Typically 1D4 days.

01-14 Minor bruises and lacerations; -2 on Spd and -1 to dodge.

15-29 Severely bruised and battered muscles; -1D4 on Spd, -1 to P.P. and -3 to Spd.

30-44 Damaged (sprain, pulled, cut, etc.) arm or shoulder; -3 to P.P. and -2 to parry. Duration is 3D4 days.

45-59 Damaged leg or hip; Spd is 1/2 and -2 to dodge. Duration is 3D4 days.

60-74 Damaged hand and/or wrist; -1 to P.P., -2 to P.S., and cannot lift weights of more then 10 lbs (4.5 kg) with that hand. The character is -10% on all skills that require that hand.

75-89 Head Injury; -5% on all skills and -2 to Spd.

90-00 Damaged back or pelvis; -1 to P.E., reduce attacks per melee round by one, and Spd by 50%. Furthermore, the character can not lift or carry more than 10 lbs (4.5 kg) without excruciating pain (double all penalties, due to pain, until weight is put down). Duration is 3D4 days.

Optional: Side Effects from Serious (Hit Points) Damage

The minor injury table is rolled on multiple times, once for each injury. Roll on this table only once, when 75% to 99% of *Hit Points* are depleted. Impairment is temporary, lasting 1-4 weeks (roll one four-sided die).

01-10 Severely battered and bruised: Reduce Spd by half, combat bonuses by -2 points, and - 3 to dodge.

11-20 Torn arm muscle: -3 to P.P., -2 to P.S., -1 attack per melee round, -2 to strike or parry, and the character cannot lift or carry more than 10 lbs (4.5 kg) without excruciating pain (double penalties due to pain).

21-29 Torn leg muscle: Reduce Spd by half and -2 to dodge.

30-39 Fractured bone: arm: Reduce P.P. and P.S. by 40%, -5 to strike or parry, and the character can not lift or carry more than one pound (0.45 kg) without excruciating pain (double penalties due to pain).

40-49 Fractured bone: leg: Reduce Spd by half and -4 to dodge.

50-59 Fractured bone: ribs or pelvis: -2 to P.E., reduce attacks per melee round by one, and Spd is halved. Furthermore, the character cannot lift or carry more than 5 lbs (2.3 kg) without excruciating pain (double penalties due to pain).

60-69 Broken bone: ribs or pelvis: -4 to P.E., reduce attacks per melee round by half and speed by 80%. Furthermore, the character cannot lift or carry more than 5 lbs. (2.3 kg) without excruciating pain (double penalties due to pain). Duration is doubled.

70-79 Punctured lung: -4 to P.E., reduce attacks per melee by half and Spd by 80%. Furthermore, the character fatigues three times faster than normal.

80-89 Weakened Immune System and Fever: In this weakened state, the character catches a virus resulting in constant low-grade fever, chills, and fatigue. Reduce P.E. by half, P.S. and P.P. by 25%, reduce attacks per melee round and all bonuses by half, and Spd by 40%. Furthermore, the character fatigues twice as quickly as normal.

90-00 Severe Concussion; Reduce attacks per melee and all combat bonuses by half, reduce Spd by half, and all skills are performed at -30%.

Optional: Recovery Side Effects From Near Death (Hit Points)

For a sense of additional realism, a player can roll on this table when a character has lost all (reduced to zero or below) of his/her Hit Points and has been near death (in a coma). *Impairment is permanent* as a result of the grave physical damage. **Note:** This is not a mandatory table, but is left up to the Game Master and player's discretion.

01-10 No permanent damage.

11-20 Major stiffness in joints; reduce P.P. by 2.

21-39 Minor stiffness in joints; reduce P.P. by 1.
40-55 Legs impaired; walk with a limp, reduce Spd by 2.
56-70 Major scarring; reduce P.B. by 2.
71-82 Chronic pain; reduce P.E. by 1.
83-92 Minor brain damage; reduce I.Q. by 1.
93-00 Major brain damage; reduce I.Q. by 2 and M.E. by 1.

Step 3:

Determining Super Abilities

Before deciding on an education and selecting skills, it is best to determine which Power Category your character will fall into, and exactly what his exceptional powers and abilities are. This way you can more precisely choose skills that will help build your hero into the ultimate crime-fighter.

The possible origins of a hero's power are broken into ten main categories (and some sub-sets). Even though some may offer the same or similar abilities, there is always a new twist that differentiates him from the others. Each category is designed to recreate a particular, classic type of comic book hero. The same process can be used to create supervillains as well. The amount of variety in each case should allow players the latitude to build countless superbeings, all unique in themselves.

Players can either choose the Power Category (which is often the best way to go) or roll on the Random Power Table. After a Power Category has been determined, flip to that section and read about the powers, training, orientation, and options available to a character in that category. Many times there are a variety of choices and directions one can take with each type of character. Once the powers and abilities are determined, you are in a far better position to shape your character with skills.

Either pick a **Power Category** or make a random determination by rolling percentile dice on the following table.

Random Power Category Table

01-10 Experiment
11-20 Robotics
21-30 Bionics and Implants
31-40 Special Training
41-50 Mutants
51-60 Psionics
61-70 Physical Training
71-80 Magic
81-90 Hardware
91-00 Aliens

Note: The category descriptions are not presented in alphabetical order. The *optional* categories of Crazy Hero and Mega-Hero are not part of this list.

P.P.E. Note: All superbeings will have an unusually high amount of Potential Psychic Energy (P.P.E.), compared to most human adults. Unless stated otherwise (like in the Magic Power Category of hero), the character will have 6D6 P.P.E.

Super Abilities. Not all the Power Categories provide what might be called traditional super abilities. **Mutants, Experiments, Aliens, Psionics**, and to a different degree **Magic**, provide the classic "I have strange abilities greater than mortal men." (See the *Super Abilities Section* for available powers and selection process.)

Robotics and Bionics are likely to be exactly what you would expect them to be. Rules allow you to build these technological marvels to your own specifications. Well, within your budget anyway.

Special Training is the superexpert, the superspy, superinventor, supermechanic, stunt pilot, and so on.

Physical Training is your classic self-made hero who has honed his or her body into physical perfection.

Hardware is the weapons and or gimmick master, armed with an arsenal of wild devices to aid him in his battles against crime.

The Crazy Hero is an optional personality modification that can be applied to any of these categories.

The Mega-Hero is an optional personality and power modification that can be applied to many of these categories. The optional, super-superhuman can be applied to *Aliens, Experiments, Mutants, Psionics* and, if the G.M. allows, *Magic, Physical Training* and *Special Training* characters, at least under certain conditions. Such incredibly powerful beings should be included only after serious consideration and agreement with all players.

Something for everyone.

Step 4:

Determining Education & Skills

The determination of education and skills is very simple. A player rolls on the Educational Level Table. The table will indicate the type of education (high school, college, military, or trade school), educational bonus, and the number of Skill Programs

and Secondary skills to be selected. The choice of Skill Programs and individual Secondary skills is left up to the player. The average character will have about 15 to 24 skills. Remember to choose skills that will help your character in crime-fighting.

The educational skill bonus is a one time bonus applied to all the skills learned through a Skill Program, but does not apply to Secondary skills. *See Education and Skills for details.*

Step 5:

Picking an Alignment

All players *must* choose an alignment for their character. An alignment will define the character's attitudes and moral principles.

The Alignments
Good: Principled and Scrupulous.
Selfish: Unprincipled and Anarchist.
Evil: Miscreant, Aberrant and Diabolic.

Alignments are an important factor in developing a character and the elements of "role" playing. Whether we are consciously aware of it or not, every person has his or her own code of ethics and morals, as well as a sense of justice and what constitutes good and evil, right and wrong. It is this sense of right and wrong that helps to build our moral fiber, mold our behavior, and dictate our reactions to people, events, and circumstances in the world. It is this code that makes the thought of stealing or hurting somebody abhorrent to one person, but acceptable to another.

So it is with the player and non-player characters in Palladium's role-playing games. The alignment of a character is his or her view of the world, justice, honor and the value of life. Alignments should be regarded as a guideline for the character that will indicate how he or she is likely to react to any given situation, violence, good and evil.

It is natural to have conflicted emotions and want to give into hatred or anger, and kill or hurt, but characters of a good alignment are not likely to give in to such dark emotions. Similarly, a selfish or evil character may, to his surprise, suddenly find com-

passion, or a sense of loyalty to another character, and find himself wanting to help him (which he may or may not do). Moral dilemmas and the conflicts they bring are part of life. It is natural to have such feelings even when playing a fictional character. It's also what adds to the drama of a situation, and part of what makes role-playing fun.

Try to stay in alignment and act accordingly. However, a player may find himself slipping (or slipped) out of character. The G.M. should stop the game for a moment and, as the referee/director of the story, point out that the player's intended actions go against the character's alignment. The G.M. should then warn that moving forward will cause the character to change alignment. For example: A principled good character that acts in hatred and deliberately tortures another being is likely to drop to the anarchist or even miscreant alignment. A principled character who decides to steal or "bend" the law is likely to drop to a scrupulous or unprincipled alignment. Meanwhile, a miscreant evil character who has learned the value of friendship and begins to perform acts of good and compassion, or forsakes his evil/criminal ways, may go up to anarchist or unprincipled (and eventually, even higher). Note that it seems easier to give in to cruelty and dark emotions and thus drop in alignment, than it is to become (or stay) good. A single terrible act of evil can plummet a good character's alignment, but it should take numerous acts of kindness and goodness to climb back to a good alignment (often going up one notch at a time). Playing in character (e.g. in alignment) can be a challenge, but is always fun.

Heroes

Most heroes will be of a good alignment — *principled* or *scrupulous* — or *unprincipled* (somebody who usually does the right thing in the end; ideal for anti-heroes). These characters have a high regard for life, justice and freedom. They will never (or rarely) intentionally take a life, even that of a villain, always *try* to up hold the law, and never betray their word of honor. These are the "classic" good guys.

Anti-Heroes and Vigilantes

Roguish heroes are usually best suited to the selfish alignments of *unprincipled* and *anarchist*. The evil alignments of *aberrant* (with its twisted sense of honor and duty, but with the attitudes of "eye for an eye" and "the ends justifies the means"), and even *miscreant* (self-serving evil) may apply depending on the character's regard or disregard of life, justice, fair-play, and the law.

The Anti-Hero and Vigilante characters tend to have their own code of ethics and views of justice which usually conflict with the law. Anti-heroes, and even more often, vigilantes, are ruthless and merciless characters who blatantly break the law and violate the rights of the individual to extract revenge, bring a (worse) criminal to justice, or help others. They tend to be somber loners who see a grim and dark, savage world of violence and corruption. While they usually stand above corruption, they are a part of the violence and savagery. It is not uncommon for either to threaten or beat up a person if they feel justified, break into homes and offices, steal documents and items (and even "dirty money"), destroy property, and act as judge, jury, and executioner! The end always justifies the means! Despite this, these contradictory souls are usually good intentioned, compassionate, and cling to high ideals. They often work and fight to help and protect others, bring justice, and restore peace. While they'll beat or kill a villain, they can show astonishing compassion, kindness, and gentleness to the weak, innocent, frightened and downtrodden, especially women and children. It's just that they have a rather extreme and personal view of justice, and have decided to fight fire with fire. Many may argue that these are both appropriate and necessary actions to combat those villains who are "beyond the law." But in the eyes of the law, these actions are just as illegal and wrong, as the criminals these characters bring to their justice. The degree of violence, cruelty and mercy is also a factor in an anti-hero's alignment. Those who have a strong personal code of honor and high regard for innocent people are likely to be *unprincipled* or *aberrant*. Anti-heroes who have little regard for others and have no code of honor are likely to be *anarchist* or *miscreant*.

Criminals and Villains

Criminals and villains will always be of an evil or selfish alignment. The common alignments among underworld figures will be *anarchist, miscreant, diabolic*, and, to a lesser degree, *aberrant*. In general, most petty thieves, robbers, stoolies, numbers runners, strongmen, flunkies, forgers, fences, and con-artists tend to be of *anarchist* and, especially, *miscreant* alignments. White collar crooks like embezzlers, gigolos, and even some con-artists and stoolies/police informants, may be *unprincipled* or borderline unprincipled/anarchist. In this case, these are guys who don't really want or mean to hurt anybody, but who, for one reason or another (junkie, alcoholic, gamble-aholic, lives on the streets, runs



with a gang, etc.), seems to find himself entangled with criminals and involved in activities on the wrong side of the law. However, these criminals with a tarnished heart of gold are a rarity, and most of these guys are the scum of the earth and evil as could be.

The majority of the armed robbers, burglars, murderers, extortionists, drug dealers, drug lords, criminal kingpins, upper echelon gangsters, hit men and similar tend to be of *miscreant* or *diabolic* alignments. Of course, some are not as bad as others and can be *aberrant* or *anarchist*. Especially brutal and sadistic criminals, murderers, torturers, kidnappers, serial killers, and rapists, are almost always *diabolic* or *miscreant*, occasionally *aberrant*.

Of course, anyone can break the law under the right circumstances.

No Neutral Alignments

There is no such thing as an absolute or true neutral alignment. An absolute, true neutral person could not make a decision, fight crime, hurt others, go adventuring, or take any action of any kind without leaning toward good, evil, or self-gratification. It is humanly impossible, and is therefore eliminated in the context of this game.

I realize that some of the philosophers out there may disagree with this, but that's a topic for philosophical debate and not a factor of this game. Sorry, no neutrals. This is one of the very few definitive, unbending rules of this game.

Good Alignments

Principled
Scrupulous

Because a character is of a good alignment, it does not make him or her a saint. Good characters can be irritating, obnoxious and arrogant, even prejudiced and full of quirks. Likewise, they may find themselves stepping outside the boundaries of the law in their quest to combat evil and injustice. To these heroes, life and freedom are of the highest priority. Such a character can always be trusted in a life and death situation.

Principled (Good)

Principled characters are, generally, the strong, moral type. The "Boy Scout" or "do-gooder" who tends to put others before himself — Superman is of principled alignment, with the highest regard for the lives and well-being of others, freedom, truth, honor and justice. Principled characters will always *attempt* to work with and within the law, and have a high regard for (and trust of) authority, as well as for life and freedom. He or she is usually compassionate, merciful, caring, cooperative and sincere.

A principled character will ...

1. Always keep his word.
2. Avoid lies.
3. Never kill or attack an unarmed foe.
4. Never harm an innocent.
5. Never torture for any reason.
6. Never kill for pleasure.
7. Always help others.
8. Always work within the law whenever possible.
9. Never break the law unless conditions are desperate. This means no breaking and entry, theft, torture, unprovoked assaults, etc.
10. Respect authority, law, self-discipline and honor.
11. Work well in a group.
12. Never take "dirty" money, or ill-gotten valuables or goods.
13. Never betray a friend.

Note: Dirty money, including property, is money or items that belong to criminals. It doesn't matter how the money or items were gained, the hero will not touch it even if destitute. As far as he is concerned, it is blood money.

Scrupulous (Good)

Scrupulous characters value life and freedom above all else, and despise those who would deprive others of them. This type of hero is typically portrayed in many Clint Eastwood and Charles Bronson films; the person who is forced to work beyond the law, yet for justice (or vengeance), and the greater good of the people. They are not vicious or vindictive characters, but are individuals driven by injustice to right a wrong or take a (bloody) stand. These characters will always *attempt* to work with or within the law whenever possible.

A scrupulous character will ...

1. Keep his word to any other good person.
2. Lie only to people of selfish or evil alignments.
3. Never attack or kill an unarmed foe.
4. Never harm an innocent.
5. Never torture for pleasure, but may use muscle to extract information from criminals or evil characters.
6. Never kill for pleasure; will always attempt to bring the villain to justice alive, no matter how vile he may find him.
7. Always try to help others.
8. Attempt to work within the law whenever possible.
9. Bend and, occasionally, break the law when deemed necessary. This means he may use strong-arm techniques, harass, break and enter, steal, and so on.
10. Distrust authority and fear the law may not be an effective weapon against injustice and crime. However, he will try not to blatantly break the law, nor mock it.
11. Work with groups, but dislikes confining laws and bureaucracy (red tape).
12. Never take "dirty" money or items.
13. Never betray a friend.

Selfish Alignments (But Not Necessarily Evil)

Selfish alignments are not necessarily evil, but are characters who always have their best interest and opinions in mind above all others.

Unprincipled (Selfish)

This, basically, good person tends to be selfish, greedy, and holds his/her personal freedom and welfare above almost everything else. He dislikes confining laws, and self-discipline, and distrusts authority. He views the law as well intentioned, but clumsy and ineffective. Keeping his best interests in mind, the character will always look out for himself. This tends to be an arrogant, impetuous schemer seeking the praise of millions and making a buck to boot. He is a freebooter who will do what he must to achieve his goals, stopping short of anarchy and a total disregard of the law. This guy is likely to be a vigilante or anti-hero whose intentions are good, tries to be fair and honest, but finds the law corrupt, slow and ineffective. Thus, he goes his own, more efficient route (at least that's how he sees it), working outside the law.

This character is also likely to take "dirty" money and items, with the concept that it will help him in his crusade against evil.

He may also destroy property of known criminals. He will not deal in illegal activities, drugs, or take money from innocent or good people. The unprincipled character may associate with both good and evil characters, and often has paid informants, spies, and stoolies.

This is the Han Solo, Star Wars, character. The guy who is always looking for the best deal, associates with good and evil characters, is continually tempted to lie and cheat, and hates himself for being loyal and helping others.

An unprincipled character will ...

1. Keep his word of honor.
2. Lie and cheat if necessary (especially to those of anarchist and evil alignments).
3. Not kill an unarmed foe (but will take advantage of one).
4. Never harm an innocent.
5. Not use torture unless absolutely necessary.
6. Never kill for pleasure; will *attempt* to bring the villain to justice alive or ruin him.
7. Usually help those in need.
8. Rarely attempts to work within the law.
9. Blatantly break the law to achieve his crime-busting goal.
10. Dislike and distrust authority, the law, and bureaucracy. Feels they have been corrupted and abused.
11. Works with groups, especially if it serves his needs, is profitable, and/or he's in the limelight.
12. Take "dirty" money.
13. Never betray a friend.
14. Have a high regard for life and freedom.

Anarchist (Selfish)

This type of character likes to indulge himself in everything. He is the insurgent, con-artist, gambler and high roller. The uncommitted freebooter who is more likely to be a crime-fighter because he enjoys the thrill of danger and excitement, or fame, than any cause. This character will at least *consider* doing anything, if the price is right, or the challenge alluring enough. These characters are intrigued by power, glory and wealth. Like a moth drawn to a flame, the anarchist is attracted to the lure of the impossible, dangerous, and the underdog. Life has meaning, but his has the greatest meaning.

Laws and rules infringe on personal freedom and were meant to be broken. He will not hesitate at using strong-arm techniques, breaking and entering, theft, harassment, destruction of private property, and so on. This can also include acting as judge, jury, and executioner. These characters are usually the daring vigilantes or anti-heroes who feel the end justifies the means. The anarchist aligned person is always looking for the best deal and self-gratification. He will work with good, selfish or evil to attain his goals. The anarchist is continually teetering between good and evil, rebelling against and bending the law to *fit* his needs. Mercenaries and thieves often fall into this category.

An anarchist characters will ...

1. May keep his word.
2. Lie and cheat if he feels it necessary.
3. Not likely to kill an unarmed foe, but certainly knockout, attack, or beat up an unarmed foe.
4. Never kill an innocent.
5. Use torture to extract information, but not likely to do so for pleasure.
6. Seldom kill for pleasure.
7. Not likely help someone without some ulterior motive (even if it's only to show off).
8. Rarely work within the law unless it serves his purpose.
9. Constantly break the law to achieve his goals.
10. Have little respect for authority, the law, or self-discipline.
11. Does not work well within groups; tends to do as he pleases despite orders to the contrary.
12. Take "dirty" money without hesitation.
13. May betray a friend.

Evil Alignments

Aberrant
Miscreant
Diabolic

All evil characters are not bent on universal genocide or domination over all living creatures. They are not all maniacal fiends actively seeking to harm innocent people. Nor are all evil characters sadistic and untrustworthy. Many evil characters may actually seem kind or likable.

There is nothing wrong with playing an evil character, although he may not survive too long if he betrays or harms too many people. This is fantasy role-playing, not reality. You can play any type of character you desire, just continue to play in character.

Evil alignments are a step beyond the self-gratification of the selfish alignments. Evil characters are ruthless individuals who are willing to say or do anything to achieve their goals. Human life has little meaning to them, and friends tend to be (but not always) people to use and discard when they are no longer of value. Evil aligned characters do not automatically slay any good aligned person because of different ethics and philosophy. All the better to use good to achieve their own goals, for the end always justifies the means.

Aberrant (Evil)

The cliché that there is "No honor among thieves" is false when dealing with the aberrant character. This is a person who is driven to attain his goals through force, power, and intimidation. Yet the aberrant character stands apart from the norm, with his own, personal code of ethics (although twisted ethics by the standards of good). He expects loyalty from his minions, punishing disloyalty and treachery with a swift, merciful death. An aberrant character will always keep his word of honor and uphold any bargains. He will define his terms and live by them, whether anyone else likes it or not.

If an anti-hero, he will completely disregard the law and deal out justice as he sees fit. He will never be cruel or vindictive, and will always be absolutely positive that the person is guilty before he deals out his brand of justice. However, once he condemns a character, he will see to it that he is destroyed. When he acts he will strike without mercy.

Whether villain or anti-hero, the aberrant character looks upon people without honor or loyalty as worthless and disgusting low-lifes.

Do not think of the aberrant character as a misguided good guy. They will break all laws with impunity, harass their victims, destroy property, beat and murder. This applies to both villains and anti-heroes. Only their methods and degree of violence may vary.

An aberrant characters will ...

1. Always keep his word of honor (he is honorable).
2. Lie to and cheat those not worthy of his respect; good, selfish or evil.
3. May or may not kill an unarmed foe.
4. Never kill an innocent, particularly a child, but may harm, harass, or kidnap.

5. Never torture for pleasure, but will use it to extract information.
6. Never kill for pleasure; will always have a reason.
7. May or may not help someone in need.
8. Rarely attempt to work within the law.
9. Break the law without hesitation.
10. Have no use for the law or bureaucracy, but respects honor, self-discipline and the "concept" of laws and order.
11. Work with others to attain his goals.
12. May take "dirty" money.
13. Never betray a friend.

Miscreant (Evil)

This self-serving, unscrupulous character is out only for himself. Power, glory, wealth, position, and anything that will make his life more comfortable or pleasurable is his goal. It doesn't matter who gets caught in the middle, as long as he comes out smelling like a rose. This person will lie, cheat, hurt and kill anyone to attain his personal goals.

If a miscreant character becomes a vigilante, mercenary, or bounty hunter, it will be for some personal reason, a vendetta, money or glory. This character can be no better than an a savage anti-hero unless he changes his ways (Again, just as good characters can fall into an evil alignment, evil aligned characters can upgrade themselves into good alignments. To change to a good alignment, the character must work at it and not break the guidelines set for that specific alignment).

A miscreant characters will ...

1. Not necessarily keep his word to anyone.
2. Lie and cheat indiscriminately (good, evil, or selfish).
3. Kill an unarmed foe as readily as he would a potential threat or competition.
4. Use or harm an innocent.
5. Will use torture for extracting information and pleasure.
6. May kill for sheer pleasure.
7. Feels no compulsion to help without some sort of tangible reward for him.
8. Have no deference to the law, but will work within the law if he must.
9. Blatantly break the law for his own goals and pleasure.
10. Dislike and distrust authority and the law.
11. Works with others if it will help him attain his personal goals.
12. Take "dirty" money, stolen goods and illegal items.
13. Betray a friend if it serves his needs.
14. Have no respect or concern for the lives or welfare of others.

Diabolic (Evil)

This is the category where the megalomaniacs, violent, and most despicable characters fall. This is the cruel, brutal killer who trusts no one and has no value for any life other than his own. A diabolic character will crush anyone that gets in his way. The diabolic low-life will lie, cheat, use, abuse and kill anyone less powerful than he is. Aberrant aligned characters find these dishonorable people more revolting than a good aligned character.

A diabolic character will ...

1. Rarely keep his word, and has no honor.
2. Lie to and cheat anyone.
3. Most certainly attack and kill an unarmed foe.
4. Hurt and kill an innocent without a second thought and for pleasure.
5. Use torture for pleasure and information, regularly.
6. Kill for sheer pleasure.
7. Be likely to help someone only on a whim.
8. Rarely attempt to work within the law.
9. Blatantly break the law and mock authority.
10. Despise honor, authority and self-discipline. Views them as weaknesses.
11. Not work well within a group; constantly disregarding orders and vying for power/command.
12. Always take "dirty" money, drugs, stolen goods, etc.
13. Betray a friend without hesitation; after all, you can always find another friend.
14. Associate mostly with other evil alignments.

Step 6:
Rounding Out One's Character

Money and Equipment

The novice hero (or villain) starts with only the bare essentials. Certain Power Categories like *Aliens, Bionics, Robotics, Hardware*, and *Special Training* will provide the character with unique weapons, equipment, and, sometimes, additional equipment, cash and resources. When this happens, use those resources instead of, or in addition to, those given here, whichever seems most appropriate.

Cash on Hand: 4D6x10 dollars are in the character's pocket.

See optional rules to Rounding Out One's Character for a possible life savings. We assume the character has *no* outstanding debt, credit cards, or huge expenses.

Job: The character will have a fair to good paying job suitable to his Educational Level, so this could be flipping hamburgers at a burger joint to an executive in an office. However, other than cash on hand and a possible life savings, the character has no additional money or valuables.

Apartment: The character can live alone (or with super teammates) in an apartment, a flat (the upstairs or downstairs of a two family house; basement and attic shared by both occupants), or at home. If he lives at home, he has his own room or two, but shares the rest of the house or apartment with family.

Automobile: Each Power Category will indicate the likelihood of the character owning a conventional vehicle (car). If not, there is a 01-50% chance of owning a 1D6 year old car or motorcycle.

Personal Possessions: Are everyday odds and ends like a hair brush or comb, clothing, a 19 inch television, personal computer, stereo system or CD player, telephone, etc. The character can have a modest selection of average range personal items; nothing expensive or unique.

Basic "Superhero" Equipment: The character new to superheroing has the most basic equipment.

A complete costume and a spare.

A knife, gun and two other weapons provided the character uses such things (many don't, relying on their super abilities).

CB/police radio to listen to police calls and other Citizen Band radio channels.

Basic crime-fighting stuff can include rope or nylon cord, a pair or two of handcuffs, utility belt, backpack, duffle bag, magnifying glass, pen-sized flashlight, full-sized flashlight, an inexpensive pair of binoculars, pocket tape recorder, Polaroid Instamatic camera or a used 35 mm camera, and a few other similar odds and ends.

Optional Rules

I've found that many players like as much background and details about their characters as possible. Consequently, I've assembled a series of optional tables and rules to satisfy those details. All tables require the roll of percentile dice.

Birth Order

01-30 First Born
31-44 Second Born
45-55 Third Born
56-65 Fourth Born
66-80 Last Born
81-90 First Born of Twins
91-00 Illegitimate

Weight

01-10 Skinny
11-30 Thin
31-55 Average
56-74 Husky
75-89 Pot-Belly
90-00 Obese
Note: Average Weights:
Male — 150 to 180 lbs (67.5 to 81 kg)
Female — 110 to 140 lbs (49.5 to 63 kg)

Height

01-30 Short
31-70 Average
71-00 Tall
Note: Average Heights:
Male — 6 feet (1.8 m)
Female — 5 feet, 6 inches (1.7 m)

Age

I think it is best to generally assume most characters are young — late teens to mid-twenties. It is best to determine the age by the level of the character's education and the player's preference.

Disposition

01-10 Mean, suspicious, vengeful.
11-15 Shy, timid, tends to be a loner.
16-20 Gung-ho, guts and glory type who sees himself as a hero. Likes combat.
21-25 Worry wart, nervous and cautious.
26-37 Hot-head, quick-tempered, emotional, but basically nice.
38-45 Schemer; gambler who likes to take chances.
46-50 Blabber-mouth, nice guy, but too talkative.
51-56 Wild man, cocky, overconfident, takes unnecessary risks.
57-66 Nice guy, friendly, courteous and hospitable.
67-76 Snob, arrogant, feels superior to others.
77-84 Tough guy, self-reliant, cocky, a lone wolf.
85-89 Paternal, overbearing, overprotective of others, especially young characters.
90-94 Complainer, constantly aggravated about something.
95-00 Paranoid, trusts no one.

Life Savings

01-10 $1600.00
11-20 $2700.00
21-37 $4000.00
38-59 $5000.00
60-79 $6000.00
80-90 $7000.00
91-00 $10,000.00

Land of Origin

01-10 Australia
11-20 Great Britain
21-55 United States
56-70 Canada
71-80 Europe; Non-English speaking.
81-85 Africa; may speak English or not.
86-90 Mexico or South America.
91-00 Asia/Orient (China, Korea, Japan, etc.)

Note: The Land of Origin Table is designed with the assumption that the majority of players will be North American and want to play characters from their native homeland. Players should feel free to select whatever country and language they desire as their character's homeland. Characters of non-English speaking ethnic backgrounds can speak and understand English or one additional language at 75% proficiency, but are not literate in that language. Add +15% to the foreign language skill if that language is also studied as a Secondary skill. A Scholastic bonus is applicable if the language is part of a formal education.

Our friends in other lands will want to adjust this table, replacing the U.S. with their own country and Canada with their nearest neighbor. It is probably best to assume that the superbeings live and work in the country of the player group, unless the group wants to play in an exotic location.

Childhood Environment

01-20 Agricultural/Farm Community.
21-40 Countryside, small town or village.
41-60 Suburb, a small city or a large town.
61-85 Large City (New York, Los Angeles, Detroit, Toronto, London, Paris, Mexico, etc.).
86-00 City — Medium Size (population of 200,000 to 500,000).

Social/Economic Background

01-09 Military/Middle Class
10-19 Laborer/Poor
20-29 Laborer/Lower Class
30-59 Laborer/Middle Class
60-74 Skilled/Middle Class
75-84 Highly Skilled/Upper Middle to Upper Class
85-89 Political/Upper Middle Class
90-00 Wealthy

When Extraordinary Abilities First Manifested*

01-11 Child
12-29 Preteen
30-49 Early Teens
50-74 Late Teens
75-00 Adult (Recently?)

* *Bionics* will not be implanted until the character is in his twenties. Other categories, like *Special Training*, may note specifically when the character began his training or developed his above average abilities.

Other Optional Character Features

Insanity
The Crazy Hero
Legacy: Tradition & History
The Mega-Hero (or Villain)

Each of these expansive options are given their own section. Whether they are used at all, slightly or extensively is up to the individual Game Master and his players — try not to incorporate something that the players feel uncomfortable with or hate.

Experience Points

By Kevin Siembieda

Except in specially devised scenarios and tournaments, there is no winner in a role-playing game. The accumulation of heroic deeds, friends, prestige, weapons, equipment, knowledge and skills can be construed to be the results of winning. If a character survives and meets with success in his endeavors, that is winning. However, there are rewards besides the acquisition of material goods and reputation, and those are developing your character's skills, knowledge, and abilities. This is accomplished through the gathering of experience points.

Why an Experience Point System?

The reason I use an experience point system is because I find them extremely realistic and practical. Training is useful, but there is no substitute for experience. I don't know how many times I have read a comic book with the main character thinking to himself something like, "Only my years of experience enabled me to defeat him," or "He's good, but lacked the years of experience and training to handle the situation." Practical experience in the field is an important and real factor in the development of a character.

In this game, the player's character begins his career as a superpowered hero. The character has studied, practiced, trained, plotted and planned. He or she is ready physically and emotionally to begin a career of crimefighting, but no matter how well prepared, the character still lacks practical experience.

Likewise, the character generally starts off at a slight disadvantage. His superpowers are not yet fully developed or defined and, much like the Scholastic Skills, must be developed through use and experimentation. Thus, the character's powers, whether they be super, psionic, or trained, develop, grow and strengthen as the character grows in experience. Even in comic books, most character's powers and skills grow and develop as the characters mature and gain combat experience. Those fantastic-fellows and that spider-guy are two excellent examples of characters that started out fairly formidable, but matured and mastered their powers and abilities to become truly formidable forces of power ... and good.

Why do the experience levels only go to level 15? Because characters are not likely to ever reach that level, even after years of regular play. In my original Palladium Fantasy Role-Playing Game play-test campaign, after two and a half years of regular, weekly, long (averaged 9 hours) playing sessions, the characters averaged 7th to 9th level and were progressing ever so slowly toward tenth level. Realistically a high level character is not necessarily all that fun to play, unless the campaign maintains a high level of challenge and adventure. Ancient NPCs that are immortal, supernatural, or otherwise ultra-powerful can have experience levels beyond 15th (see the *Ancient Dragon* experience table in *Rifts: Atlantis* or The Ancients in the Heroes Unlimited™ *Galaxy Guide*).

Experience Points and Their Application

It is difficult to devise a point system by which a Game Master can judge and reward his players fairly. The ultimate purpose of experience points and experience levels is to provide a means by which the player's character can grow and develop. Many fantasy role-playing games have their own unique system, charts, equations, and computations for distributing experience points. You may want to adapt one of these systems to this game if that's what you're comfortable with. Many superhero games avoid the whole question of experience points by using a system in which points are pumped back into the powers, but this leaves skills undeveloped as well as being pretty drab.

The subjective method of observation and logic introduced in the Palladium Fantasy Role-Playing Game has been so well received over the years that I've successfully transplanted it to all our RPGs; it's become an integral, trademark of the Palladium game system. I feel that any twit can punch-out or blast a villain that just crawled out of the woodwork. Most experience systems concentrate on the "kill factor," but what about the thought process? What about the decisions, plans, and motives behind a particular action? Doesn't cleverness and a cool head count? Aren't these the true ingredients of good role-playing? Shouldn't the brilliant medical student playing a character with an I.Q. of 4 (and staying firmly in character, saying and doing things as the character would, even though he realizes the stupidity as a player) get experience for playing "in character?" Hell Yes!!! Considering how flexible and subjective most of the other role-playing conditions and rules are, I don't see the logic in having a strict, limited experience point system.

Each player's character involved in a given situation or confrontation should receive the appropriate experience points. The Game Master should make a list of his players at the beginning of the game and jot down each player's experience points as they gather them throughout the course of the game. At the end of the game, the Game Master totals each player's points and gives them the total, so that they can keep track of their growing experience and skills.

The difficulty with this system of determining experience points is the subjectivity. The Game Master must utilize the proceeding experience outline with some thought. *Example:* Eight third level heroes brimming with cosmic power and armed to the teeth attack and subdue one, lone, fourth level supervillain. The eight players should receive experience points for subduing a minor menace. After all, the poor guy didn't have a chance and presented no real threat to the characters. However, if one or two first or second level characters subdued or killed the same villain, they should receive experience for subduing a major, or possibly a great menace, because the threat and ingenuity involved is much greater.

I have found this method stimulates imaginative playing instead of promoting slash and kill. Game Masters, don't be Santa Claus by heaping on wonderful amounts of experience points. Be fair and tolerant. Let your players truly earn their experience points, growing in skill, knowledge and power. If you have a group of players with characters rising rapidly in experience levels, you will know it's because they are clever and imaginative. That's what this game is all about!

Character Experience Levels

Each Power Category has a listing for levels of experience. A character involved in an adventure gains experience points for his thoughts, actions and deeds. As these experience points accumulate, the character will reach new plateaus indicating his continual growth, development, and mastery over his abilities and skills. Each time a player's character gets enough experience points to reach the next "level," his skill increases accordingly. In many instances, the super ability also increases in range, duration, power/damage, and scope. *Example:* When a first level mutant has accumulated at least 2051 experience points, he has attained second level, and all his scholastic and secondary skills become second level, meaning that he can perform them at a higher level of proficiency.



A clever plan, a quick attack, all earn experience points. The more experience points a character receives, the higher the level he attains and the greater his abilities. Players, be certain to keep a careful record of the experience given to you at the end of each game. When a character attains a new level, be certain to tell the Game Master so that the skills, hit points, S.D.C. and other elements can be increased accordingly.

Experience and Hit Points

Each time a character reaches a new level of experience, the player gets to roll one six-sided die (1D6) and adds the number rolled to the character's pool of Hit Points. This indicates the physical development and maturity of the character.

Per Level of Experience

"Per level of experience," or "per each level of experience," or "per level of the hero," indicates that the character can perform a skill, power, or ability at his personal, highest level of experience. This often indicates the amount of damage that can be inflicted or a duration of an effect. Unless specifically noted otherwise, these additions start at first level.

Experience Points Table

A guide to awarding Experience Points.

Experience Point Reward	Action
25	Performing a skill (successful or not)
25	Clever, but futile idea.
100	Clever, useful idea or action.
100	Quick thinking idea or action.
200	A critical plan or action that saves the character's life and/or a few comrades.
400-1000	Critical plan or action that saves the entire group or many people.
100-300	Endangering the character's own life to help others.
500-700	Self-sacrifice (or potential self-sacrifice) in a life and death situation (like leaping in front of a fireball meant for someone else to save that person, even though he/she is likely to die, or offering his/her own life to save the group or another).
50-100	Avoiding unnecessary violence.
100-200	Deductive reasoning and/or insight.
50	Good judgment.
50	Playing in character bonus.
50-100	Daring or heroic (whether clever or not).
25-50	Killing or subduing a minor menace.
75-100	Killing or subduing a major menace.
150-300	Killing or subduing a great menace.



Insanity

By Kevin Siembieda

Insanity rules have proven to be a favorite among RPG players for years, so I've included a new and improved insanity section in this Second Edition. However, the inclusion of insanities is entirely *optional* and left up to the Game Master.

In the context of this game, we will assume that all players' characters are mentally and emotionally sound (NPC villains, on the other hand, may be disturbed from the start). Any insanities developed from this point forward will result from physical or psychological trauma. A psychological trauma may result from a violent, emotional experience, shock, or mental abuse, as well as from physical damage (blow to the head) or a chemical imbalance in the body. As adventurers, the characters will be *somewhat* prepared and hardened to seeing the horrors of war, man's inhumanity to man, frightening monsters, and unnatural or bizarre experiences, so a trauma that results in an insanity will have to be quite horrible, frightening or magically or psionically induced.

Game Masters may want to use the insanity tables as an additional means to establish player characters with quirks, but I don't recommend this. What I do recommend is having the characters roll on the insanity tables after experiencing a terrible and/or traumatic experience. The G.M. should consider the character's level of experience (the lower the level the less likely the character will be prepared to deal with a traumatic situation) and his or her M.E. attribute (the higher the mental endurance the less likely the character is to succumb to mental and emotional duress and shock). Insanities should not be handed out like candy at a party. The human mind is really quite resilient.

Please note that this section is not meant to be a medical thesis on mental illness, or intended to make light of mental health. It is included to add color, flavor, character, drama and pathos to a campaign.

Trauma

I've found that having a character roll on the insanity tables after a terrible trauma is very appropriate/realistic and fun; adding a new element to the game and dimension to the character. What constitutes a traumatic experience is, in part, up to the G.M. and the actual situation. In all cases, the Game Master should use his or her discretion as to whether or not an insanity roll is appropriate. The tables on the following pages are guidelines for using and playing insanities, however the G.M. can modify, delete or add to them as he/she deems appropriate —just be fair and maintain game balance.

The following is a guide to some traumatic situations requiring a roll on the insanity tables.

Long period of physical and/or mental torture: Two to eight weeks; roll once on the *Random Insanity Table.* Nine weeks to months: roll once on the *Random Insanity Table* and once specifically on the *neurosis table.*

Drug or magically induced hallucinations that were particularly terrifying, hideous, or realistic; roll once on the *phobia table.* If extremely traumatic, lengthy or reoccurring hallucinations, roll on the *Random Insanity Table.* A real life encounter with the subject of the traumatic hallucination is likely to cause more trauma; 1-70% chance of developing another insanity — roll on the Random Insanity or Phobia Table (whichever seems most appropriate), 71-00 cured the insanity (met and conquered this inner demon).

Witnessing or experiencing shockingly grotesque atrocity. Roll once on Phobia table.

Terribly frightening or unusually terrible brush with death. Roll on Random Insanity table.

Dying and being magically resurrected. This is as close to death as one can get, and miraculously returning to the living to tell the tale. Roll once on the *Random Insanity Table* and the *Phobia Table.*

Severe physical disability. 01-60% chance of alcoholism or drug addiction. 61-80% Neurosis, 81-00% Affective Disorder.

Possession. 10-60% likelihood of developing a phobia toward the type of creature or the specific person/character who had possessed the character.

Being the direct or indirect cause for the accidental death of several innocent people. 01-80% chance of insanity for characters of a good alignment, 01-40% chance of insanity for characters of a selfish alignment, and only a 01-20% chance for characters of an aberrant or miscreant alignment (diabolic won't care). In all cases, roll on the *Random Insanity Table.*

Insanity Tables

Random Insanity Table

01-10 Reborn: Alignment reversal; good becomes evil, evil becomes good and selfish becomes principled or scrupulous.

11-20 Neurosis: Roll on the Table that follows.

21-25 Compulsive Liar: Constantly tells lies and tall tales, even if of a good alignment.

26-30 Kleptomaniac: A compulsion to steal, even if of a good alignment.

31-40 Obsession: Roll on the table that follows.

41-50 Phobia: Roll on the table that follows.

51-60 Psychosis: Roll on the table that follows.

61-70 Fear of Animals: See neurosis.

71-75 Recluse: The character prefers to be alone. He is quiet and unobtrusive.

76-80 Hypochondriac: The character is constantly concerned about sickness, disease and poisoning. He exaggerates the slightest discomfort and illness he may suffer and is constantly under the belief that he is "coming down" with something. He *may* avoid others who are sick even with the common cold, may blame others for his illnesses (so and so coughed in my direction yesterday) and is likely to have a half dozen "quack" cures for every ailment imaginable; most taste terrible, or are ridiculous, and none of them work!

81-90 Affective Disorder: Roll on the table that follows.

91-00 Neurosis: Roll on the table that follows.

Affective Disorders Table

01-19 Frightened by loud noises to the point of cowering and wetting self.

20-35 Disgusted by anything sticky and will go to any length to avoid touching it.

36-54 Obsessed with cleanliness and must clean up any area he/she is at for more than a few minutes.

55-75 Outraged by acts of violence, becoming violent himself; 72% chance of going berserk and attacking the perpetrator of the violent act without regard for self. Bonuses: +1 to strike and +2 to damage.

76-88 Hates music and musicians, and will try to destroy or stop the source of those terrible noises.

89-00 Intimidated by spoken language; cannot speak meaningful sentences (must use sign **language** or written communication); has difficulty understanding long sentences.

Neurosis Table

Neurosis is any of a variety of illnesses that affect the mind or emotions without an obvious physical/organic reason, and involves depression, phobia/fear, compulsion, anxiety, hysteria and other abnormal patterns of behavior.

01-10 Fear of Animals: More than a simple phobia, this character has been so traumatized (perhaps chewed on by the family pet while a little nipper), that he avoids all animals, will push away the cutest pet, run away when confronted even by tiny animals like a mouse, and will kill them whenever he feels cornered by them. Insects, fish, sea-life and humanoids (i.e. animal-like aliens, werebeasts, etc.) are not included in this irrational fear.

11-20 Fear of the Dark: Spent too much time locked in closets, to the point that the character becomes a gibbering zombie when locked or placed in dark, confined areas (only one melee attack/action, no combat bonuses, no skill capabilities, speed is reduced by half). Will collapse (unconscious) after 2D4 melee rounds and will remain catatonic until removed from the darkness or a light is lit. Has trouble sleeping at night.

21-30 Cannot tell the Truth: Compulsive liar, even if of a good alignment. Most lies are harmless, but they can be annoying and can get the character and his fellow adventurers into trouble.

31-40 Personal Cleanliness: Compulsive need to be clean. In fact, the character will wash his hands and face 2D4 times in a row before he "thinks" he is clean, as well as wash clothes whenever he can, and bathe frequently. He hates being dirty or engaging in something that will make him dirty and tries to avoid it (changes into clean clothes whenever he can and apologizes for being dirty).

41-50 Invasion of the Body Snatchers: Acute anxiety and paranoia toward all aliens, mutants, other races, and creatures of inhuman/uncommon appearance. "They're out to get you! They could be anybody!! Even ... you!?!". The character is nervous, a bit jumpy and suspicious of all beings who are either a different race than himself or not human (even if he's not human himself —in this case, he trusts humans in general, but not others. Even members of his own race are suspect).

51-60 Fear of Heights: Uncle Goober used to dangle the character, by one foot, out of windows. Now the character is terrified of heights to the point of being frozen when above the second story; character is fine as long as he can't see how high up he may be.

61-70 Thinks He's Being Followed: Another compulsion motivated by an unfounded fear that one is being followed. The character finds himself frequently stopping to look and see whether or not he's being followed. This includes checking behind himself, looking around, constant sideways glances, checking to see doors are locked (checking the same doors 1D6 times each) and similar compulsive paranoid behavior. Note, the character is not paranoid in the sense that he thinks people are out to get him or conspiring against him (the character is likely to have numerous trusted friends), it's just that he has this constant feeling or *anxiety* that he may be followed or is being watched.

71-80 Fear of Success: "Mom always said I wasn't any good." The character will sabotage himself at critical moments. The following minuses apply during critical, or high pressure moments (battle, danger, watched by others, etc.): -15% to all skills, -3 to hit, dodge, parry, initiative and damage.

81-90 Psycho-Reliance (luck fixation): The character becomes convinced that his "good fortune" is because of a particular item, a "lucky charm." The character touches, taps, or kisses the charm for good luck before entering battle or tackling any difficult situation. If the character loses the item, he suffers the following penalties until either the item is recovered or he can find a replacement "good luck" charm (completely psychosomatic). Penalties: -5% on the performance of all skills, -3 to save vs horror factor, -3 on initiative and -1 on all combat bonuses. Any other coincidental misfortune will be attributed to the loss of the lucky charm.

Note (optional): If the character is a practitioner of magic or a psionic, he may believe his powers come from his "lucky charm" or that an ordinary object (rusty old knife, ring, medallion, or even a pebble, etc.) gives him his powers. Without it, he is powerless and cannot cast magic, or use his psionics, at least until he recovers it or can find a new enchanted item to empower himself. See the Optional Crazy Hero section for more details.

91-00 Hysterical blindness: When under pressure (battle, an important opportunity, watched by others, etc.), the character loses his sight until the pressure is removed; 1-89% likelihood of happening — roll for each situation. -9 to strike, parry and dodge while blind; no initiative and skill performance is half.

Psychosis Table

A psychosis is any severe mental disorder in which the person partially or completely withdraws from reality —delusional. Their behavior is often anti-social and violent.

01-15 Fascination with death in all its forms. The character examines and studies ways one can die and kill, as well as implements of death, how the human (and non-human) body reacts/responds to the threat of death/fear reactions, tolerance to pain, survival responses, and even the philosophical concepts of death, the soul, life after death and so on. Its interesting to note that the character is not afraid of death and is not morbid about it, simply fascinated. Others may find him to be disturbingly callous and ghoulish.

16-20 Paranoid: A general suspicion that everybody is out to get you, so the character tends to trust no one, is a bit secretive, is careful about what he says in front of whom, and keeps to himself. Roll to determine alcoholism or drug addiction: 01-30% is yes, 34-00, no.

21-30 Manic depressive: Alternate severe depression one week (nobody loves him, he's a loser, incompetent, and is going to die if he isn't careful; -10% on all skills, and reduce all combat bonuses by half), followed with a manic episode the next week (everything is great, he's the best there is, life is grand! +5% on all skills and +2 on initiative, all bonuses are normal).

31-40 They're out to get me (paranoid schizophrenic): Voices tell the character that most everybody, human and non-human, men and gods, hate and/or fear him. Thus, he believes "they" are out to get him (torture, kill, imprison, hurt, cheat, discredit him, etc.). As a result, he has trouble sleeping (because he's vulnerable to "them"), is constantly jumpy/nervous and is suspicious of others, sometimes even of long-time friends. The character blames all of his misfortune on others and sees conspiracies everywhere. Tends to be a loner and distrusts everybody except his closest comrades. Roll to determine alcoholism or drug addiction: 01-50% is yes, 51-00, no.

41-45 Superman syndrome: The character thinks he's stronger, faster, smarter, more handsome and better than anybody else. He tends to respect only brute strength, power, ruthlessness and strong beings. As a result, the character accepts foolish challenges, takes dangerous risks and often underestimates his opponents or the chance of failure/defeat. If it's any consolation, the character is usually cheerful, helpful and positive.

46-50 God syndrome: The character believes he is "god," the voices in his head tell him so. As "god," the character believes he is above the law, judgment, and comprehension of all creatures. Consequently, he ignores the laws of any place he visits. The character isn't necessarily mean about it, nor blatant or deliberate about breaking the law, he just doesn't think about them and refuses to pay the consequences when accused of breaking them.

The least offensive characters are cocky, arrogant, bossy, condescending and trivialize everything that does not directly involve them (they are the center of their universe). The most extreme believe they are truly a superhuman "god" and act accordingly as directed by their alignment, so some are reasonably benevolent "gods" while others are cruel, vengeful or malicious.

51-60 Hysterical aggressive reaction: The character reacts in anger and violence to a particular thing or occurrence. This "trigger" is usually a response to accusations and criticism about his appearance, courage, honor and virtue, such as being called a coward, sissy, wimp, cheater, ugly, stupid, crazy, etc. However, the reaction may also be a response to the actions of others that reminds the character of something that was traumatic in his own life (may tie to other insanities). This can include things like a child being beaten, acts of torture or cruelty, seeing someone attacked by an animal, a particular threatening monster, and so on.

In most cases, the character flies off the handle, ranting and raving like a lunatic, shoving, threatening or challenging his accuser or the perpetrator of the "trigger" action — i.e. "How would you like it if I slapped you around like that, punk?!" The slightest act of antagonism, aggression or intolerance toward him, like pushing him away, a smart remark, ignoring him, etc., will send the character into a fury and attack the person or thing that set him off.

61-70 Hysterical aggressive reaction to fear/phobia: In this case, the "trigger" is something the character has a phobia about, except instead of cringing in fear, he lashes out to destroy the object of his fear. This is usually a tangible thing like spiders, snakes, a particular monster, etc. For example, a superhuman with a phobia about spiders sees an itty bitty spider dangling from the shelf behind the bar in a club. He's likely to shout something like, "Oh my god! Look out! Get out of my way," leap over the bar and swing at the spider with his beer bottle, chair, etc., shouting, "Did I get it? Did I get it? God, I hate spiders." Of course, in the process he may have caused a panic (after all, what is it that has frightened this brawny guy to such a degree?) or caused damage by his extreme actions. If the phobia is something like a fear of the dark, he will fight anybody (to the death) who tries to put him someplace dark or who tries to take away his light, and he'll do just about anything to get out of it.

Remember, this is an unreasoning response driven by terror, consequently the character's actions may not make sense. For example, the hero who is afraid of spiders will scream his battle cry and lunge into battle with a giant, monster spider even though it can be easily avoided (it may not have even seen him). Similarly, he may attack a spider-like being without the slightest provocation and kill without regret or reasoning (he can't help himself). Obviously, this can draw his fellow adventurers into some serious (and pointless) conflicts (and the reason why this phobia shouldn't include intelligent beings that are too common, like average people.

71-80 Mindless Aggression: Roll percentile dice again.

01-94 Semi-functional. When frustrated, angry, or upset, there is a 1-72% likelihood of going berserk and lashing out at anybody who gets in the way. The character pushes, beats and lashes out (stands and fights anybody who opposes him) until physically restrained, rendered unconscious or killed! It takes 3D4 minutes of restraint or unconsciousness before the character regains his composure.

95-00 Non-functional, homicidal maniac! Continually going berserk at the slightest provocation as well as when frustrated, angry or upset. He fights to severely injure or kill those who upset or oppose him. The character must be confined constantly (or killed) — he has only one lucid day a week and will try to talk his way out of confinement on that day (seem completely normal and rational that entire day).

81-85 Jekyll and Hyde: The character hears a voice in his head and feels powerful emotions contrary to his original alignment. There will be moments, especially when under stress, or when angry or drunk, that the voice speaks so loudly and convincingly, that the character will respond to it. The response is the opposite of the character's normal, original personality and can be frightening; as if he were a completely different person! When he returns to normal, the character may regret his actions and try to make restitution, but there is little he can do when his other personality takes over. This means if the character is a principled or scrupulous good character, his opposite, Hyde personality, will be one of the evil alignments. As a result, in the heat of combat, or under stress, the Hyde personality may surface and engage in acts of cruelty, intimidation, torture, belittle others, kill an unarmed foe out of anger or spite (or even sheer pleasure), and so on.

86-00 Become a psychiatrist. The character thinks he's a psychiatrist, and sees ordinary quirks, legitimate fears and concerns as a serious psychosis, neurosis, phobia or obsession. They're all sick (even if only he has the perspicacity to recognize this)! The character will try to help people by counseling them and offering his "expert" or "professional" services; tends to charge stiff fees. He is especially fascinated with people who he considers extremely insane (have real insanities), but he can't help himself, let alone anyone else.

Random Phobia Table

01-03 Blood
04-06 Reptiles (may limit to a specific type).
07-10 Boats
11-13 Spiders (or insect of G.M.'s choice).
14-15 Water
16-19 Warehouse or other large abandoned buildings.
20-22 Ghosts/Entities
23-24 Sewers or basements.
25-28 Confining Enclosures
29-30 Cats
31-32 Dogs
33-35 Contamination
36-38 Mutants
39-42 Priests
43-45 Funerals/graveyards/and symbols of death in general.
46-48 Heights
49-51 Flying (by any means).
52-55 Graveyards/Tombs/Burial Mounds and other places of the dead.
56-58 Darkness
59-62 Snakes and Snake-like Creatures.
63-64 Open spaces
65-66 Aliens
67-68 Robots
69-70 Opposite sex
71-73 Computers
74-75 Dead Bodies/corpses/skeletons (including animated dead).
76-77 A particular Vehicle (select a specific one).
78-80 Psionics/Magicians
81-85 Police or other government/authority figures.
86-90 Drugs
91-94 Hospitals/Doctors
94-96 Bats and Bat-like Creatures.
97-98 Slimes and Gooey Substances.
99-00 Strangers

About Phobias

A phobia is an irrational fear which may result from a horrifying traumatic experience. The object of the phobia can be anything: bugs, snakes, the dark, heights, typewriters ... anything which may have been the focus or cause of a severe psychological trauma. While there are scientific names for specific phobias, it is far easier to simply identify the object of the fear.

To determine a specific phobia, the player can roll on the *random table* or the G.M. and player can decide on a phobia which best applies to the experience. In the latter case, use common sense to determine the phobia. For example, if the character had a horrifying experience in a haunted house, walked through spider webs, descended into a dark cellar and encountered a walking skeleton, the phobia is likely to be one of the following: empty old houses, haunted houses, ghosts, the dark, spiders, skeletons, or animated dead. **G.M. Note:** Encounters with the supernatural and magic are often scary, horrifying, bizarre and deadly situations, but it is only the *most* horrifying and unexpected experiences that *may* create a phobia or other insanity. Remember, the player character will be prepared and hardened to sights, magic, concepts, and creatures that might bedazzle the mind of a normal person.

Phobic Panic

Characters who suffer from a phobia will become terrified when the object of fear is encountered. If the character is surrounded by friends who can talk and soothe away his fears, the person may be able to contain himself long enough to safely avoid it (40% chance). However, if the character is alone, already nervous, or feels threatened, he or she will be overcome by fear. This is phobic panic.

Upon reaching the breaking point, the character's mind will defend itself by responding in one of the following ways:

01-25 Pass out/fall unconscious for 2D4 minutes.

26-80 Flee/run away at top speed! Panic-stricken, the character will ignore the outcries, pleas or needs of his companions. All the terrified person knows is that he must escape. The character will run and run until he is certain he's escaped the object of his fear, or until subdued or restrained. The person will fight only if there is no other way to escape, and then only until he can get away and run.

81-00 Paralyzed with fear, the character can only whimper, sob or scream as he faces the horror. Physically, the character will stand completely rigid or huddled in a corner, immobilized with fear. He cannot run, fight, use skills or move in any way (no attacks per melee) until the object of the fear is removed or destroyed, or he is dragged away from it.

Obsessions

Obsessions are either an intense, irrational love/desire of something or an intense hatred/loathing of it. The former is likely to motivate the obsessed person to obtain the object of his desire, while the latter is likely to cause the character to avoid or destroy it. The G.M. can decide which is most appropriate under the circumstances or roll once on the following table. An obsession may drive a character to incredible, even outrageous lengths to satisfy his or her irrational feelings.

Focus of the Obsession

01-50 Love/desire (select or roll for obsession)

51-00 Hate/destroy (select or roll for obsession)

Random Obsession Table

01-05 Opposite sex: If a man, the character will either love to be around women or finds fault in everything they say or do and avoids them.

06-12 Secrecy: Either prizes his secrecy above all else, or abhors even the thought of keeping a secret.

13-20 Timeliness: Either a fanatic about being on time or always late.

21-27 Wealth: Either wants it or gives it away.

28-35 High Technology (either loves to aquire/use or loathes it).

36-43 A specific individual: Hates or loves 'em (NPC or player character).

44-50 Specific object/item or animal — wants one or hates it.

51-55 Appearance: A fashion plate or a slob.

56-63 Danger: Either loves the thrill of danger, which usually means throwing caution to the wind (the more deadly the better), or despises danger and is overly cautious; a jumpy, worry wart.

64-69 Food: Covets and pays for only the finest foods and drink (complains about common or plain food; prefers not to eat it). Or eats any slop put down in front of him, the cheaper the better.

70-75 Alcohol: Either a heavy drinker with a keen taste for the finest liquor, or a fanatical teetotaler, anti-alcohol prude.

76-80 Specific person: either desires that person's love/attention/friendship so much, they will go to any lengths to impress them or get their attention, or is obsessed with humiliating/besting or bringing about the person's downfall/ruin (or their death depending on alignment).

81-85 Gambling: Either loves it and bets on everything even when on a losing streak (a gamble-aholic), or is an anti-gambler who never bets on anything and looks down upon those who do.

86-90 Solitude: Either loves peace and quiet, and being alone to the point of growing irrationally angry and frustrated if continually bothered or interrupted, especially during quiet times; or can't stand the thought of being left alone even for short periods of time.

91-96 Crime-busting: If of a good or unprincipled alignment, the character loves to be a hero and is obsessed with stomping out crime and evil everywhere. If an anarchist or evil alignment, the character likes to think of himself as a master con-man or criminal mastermind and engages in criminal activity and dodging the law whenever he can.

97-00 Power/leadership: Either craves power and wants to be a leader of men, or couldn't care less and prefers to be a follower.

Cures for Insanity

1. Affective Disorders & Neurosis: Therapy and counseling by a *psychologist*. Requires a minimum of three months of therapy with the following results.

01-29 No effect; requires longer therapy (roll again in three months).

30-69 Half cured. The character feels the occasional return of the old neurosis or disorder when under stress; 1-48% chance.

70-00 Total cure! The insanity is gone.

Cures by a Psionic can be faster and more effective because the character can use hypnosis and other psionic abilities to probe and understand his patient in order to help him. The Psionic must be 6th level or higher. Requires six weeks of therapy with the following results:

01-29 No effect; requires longer therapy (roll again in three months).

30-60 Half cured. The character feels the occasional return of the old neurosis or disorder when under stress; 1-48% chance.

61-00 Total cure! The insanity is gone.

Also see the super psionic power *cure insanity* for instant, but usually temporary relief from insanity.

2. Curing Psychosis: Therapy and possible use of hypnosis and drugs are known to control mood swings, depression, schizophrenia, paranoia and stress. Treatment by a *psychologist* requires 4D4 months of therapy with the following results:

01-33 No effect; requires another six months of therapy.

34-68 Psychosis is replaced by a phobia (this could be an improvement).

69-00 Total cure.

Treatment by a *Psionic* has the same results but takes only three months of therapy. Also see the super psionic power *cure insanity* for instant, but usually temporary relief from insanity. **3. Curing Phobias and Obsessions:** There is no known cure for these conditions, but prolonged or repeated exposure to the object of one's fears in a controlled environment, along with counseling, can lessen the intensity of the fear, making it less irrational and manageable (scared but can still function). Treatment by a *psychologist* requires 1D4 months of therapy, a *Psionic* one month, with the following results:

01-39 No effect; requires 1D4 more months of therapy.

40-88 Fear is lessened so that the character can function normally, but still doesn't like the object of the phobia — ugh!

89-00 Fear is intensified so that there is a 50% likelihood that the character will become completely paralyzed until the source of the fear is removed or the person is physically removed from its location.

Cures by Magic (any type of insanity). There may be magical cures that can instantly eliminate mental and emotional illnesses, as well as those induced by magic or magic curses. The trick is finding someone with this magical knowledge. Furthermore, a magical cure does not guarantee that the same or a different insanity might not occur as a result of a new trauma.

Addiction

The Effects of Alcoholism

The alcoholic is in a total, staggering drunken state 25% of the time, intoxicated as often as possible (at least 80% of the time) and tends to drink even more during a crisis.

Penalties when totally drunk:

-4 on initiative.

-2 on all other combat moves/bonuses (strike, parry, etc.)

Reduce speed by half.

Reduce the performance of *all* skills by half.

Alcohol Withdrawal & Recovery

Alcoholism can be cured, but requires a willingness to seek aid and give up drinking, therapy, support of friends and absolute abstinence from all types of alcohol.

The following are Alcohol Withdrawal Symptoms & Penalties (Cold Turkey):

First Week: -5% on all skills, -2 on initiative, strike, parry, and dodge, and speed is reduced by 25%. Has the shakes, headaches, feels very sick and insecure. 75% chance will fall back to drinking; roll every day of the week unless alcohol is not available.

Second Week: -2% on all skills, -2 on initiative, -1 to strike, parry, and dodge, and speed is reduced by 10%. Still shaky, insecure, irritable, and craves alcohol. 40% chance will fall back to drinking; roll every day of the week unless alcohol is not available.

Third through Sixth Week: -1 on initiative. Still shaky and insecure, but feels much more confident and physically well. 15% chance will fall back to drinking; roll once a week and when under great stress.

The next six months: Now it's a battle to stay dry; 15% chance the character will return to alcohol under extreme pressure. Roll for each high pressure situation.

After six months: There is still a possibility of returning to drink, particularly when under extreme pressure or depression; 5% chance when in crisis. If the ex-alcoholic should ever drink again, there is a 1-43% chance of becoming addicted again. Roll for each glass drunk. A character can attempt to fight alcoholism repeatedly.

The Effects of Drug Addiction

Drug addiction is generally more severe in its effects and initial withdrawal symptoms than other addictions. However, once detoxified, the person is less likely to return to drugs than an alcoholic. Most references to drug addiction refers to hard drugs, such as L.S.D., heroin, P.C.P., barbiturates (downers), amphetamines (speed), cocaine derivatives, and mood altering drugs.

Roll on the following table for random effects of drugs on the character's disposition while intoxicated.

01-10 Quick tempered, argumentative; +1 on initiative.

11-20 Totally passive and a bit disoriented, just wants to be left alone and enjoy the high. The character will not fight unless forced into it, and is -5 to parry, dodge or roll with impact, no initiative.

21-30 Extremely paranoid. Trust no one, not even friends; +1 on initiative.

31-40 Disoriented, has difficulty following the movement of others; -2 to initiative and strike, -4 to parry and dodge.

41-50 Hallucinations! Totally oblivious to the real world; 1-50% chance of not recognizing a friend or foe, or of attacking a friend or innocent stranger thinking him an enemy. -4 to initiative, strike, parry and dodge.

51-60 Withdrawn, quiet — spaced out. -3 to initiative, strike, parry and dodge, -6% on all skill performance.

61-70 Secure and confident, but only when high, despite the fact that he is -5% on all skills and -1 on initiative.

71-80 Depressed, pessimistic; -8% on all skills, -2 on initiative.

81-00 Reoccurring hallucinations/flashback when under severe pressure or life and death combat! Loses sight of the real world. Roll percentile dice for the character's response: 1-33% chance of not recognizing a friend or foe and attacks whomever he believes is his enemy. 34-65% fights in a frenzied blood lust, shows no mercy and will not stop until all his enemies are slain (real or imagined), unless restrained; +1 to initiative, strike and parry. 66-00% the character knows things are not right, that he's experiencing a hallucination and consequently is tortured and confused by it; -2 to initiative, strike, parry and dodge, and -10% on the performance of all skills.

Some general notes about drugs:

* Takes 10-20 minutes to take effect.
* Effects last 45 minutes to two hours.
* Remains in system even after the high is gone for 48 hours.
* Addicts *need* a continual supply, taken at least twice a day.

Drug Withdrawal & Recovery

Drug addiction can be cured, but requires a willingness to seek aid and being slowly weaned off its dependency. Total withdrawal, or going "cold turkey," is the sudden abstinence from an addictive drug.

The following are Withdrawal Symptoms & Penalties of going "Cold Turkey":

First Week: -35% on all skills, reduce speed by 50%, -8 on all combat skills. Violently ill with fever, body tremors, vomiting, headaches, and convulsions, as well as feeling helpless, angry and desperate (needs his fix). 75% likelihood of taking drugs if available; roll every day of the week unless not available.

Second Week: -20% on all skills, -4 on all combat skills. Still feels sick with fever, chills, nausea and all the rest. Feels angry and depressed, extremely volatile temper. 50% chance of taking drugs if available; roll every day of the week unless not available.

Third Week: -10% on all skills, -2 on all combat skills. Feels weak and insecure, but considerably better. 28% chance of taking drugs if available; roll every day of the week unless not available.

Fourth Week: Completely detoxified, only psychological dependence remains; needs continuing support from friends (possibly therapy). 14% chance of taking drugs if available; roll once a week.

The Next Six Months: This is the battle to stay clean; 10% chance the character will return to drugs under extreme pressure or depression. Roll for each high pressure situation.

After those Six Months: There is still little chance of turning to drugs even under extreme pressure. A character can attempt to fight addiction repeatedly.

Optional: The Crazy Hero

Crazy super characters seem to be more and more popular in comic books. Some are fanatically driven, some given to frenzy, others have multiple personalities and still others are just plain coo-coo. Playing a hero who is mentally or emotionally off-kilter can be a lot of fun if player for a bit of color and comedy. However, the nature of the insanity directly effects, and often limits, the character. Experienced role-players should have no problems with such a character. On the other hand, new players may find the crazy element a little too demanding or awkward to play right away. Insane characters are not for everyone. The rules are optional and should NOT be imposed on any player who feels uncomfortable with the idea.

Creating the Crazy Hero

The creation of a wacko character is easy. He or she is designed exactly like any other character in Heroes Unlimited. Determine the attributes, hit points, S.D.C., skills, alignments, power category and powers, just like always. The twist comes in how the character sees himself or how some random crazy element effects his or her life. The exact type of affliction can be selected from one of the following or determined by random rolls. All the crazy elements are presented in a chart/table form so that percentile dice can be used if desired. As you already know I personally favor the random roll.

Some things to keep in mind when playing one of these estranged characters, is that they truly believe the conditions of their affliction and nobody is going to convince them otherwise. This is true even under life threatening situations.

Select one wacko characteristic or roll on the Random Crazy Element Table.

Random Crazy Element Table
Roll Percentile Dice
01-30 Frenzy
31-60 Power by Association
61-85 Multiple Personalities
86-00 Crazy Man

Frenzy

The hero who suffers from a frenzy will appear normal most of the time, but will fly into a wild, uncontrolled rage under certain, high pressure, conditions. What triggers a frenzy varies somewhat, but is usually on the following (roll percentile dice).

01-20 Intense Frustration
21-50 Intense Anger
51-80 Intense Pain
81-00 Extreme Tension

Intense Frustration arises when the character feels helpless, very confused or trapped into a situation he/she can not tolerate. At a certain point the person can not endure any more and snaps, flying off into a frenzy.



Intense Anger is probably the most common catalyst for a frenzy. As in all the cases for frenzy, we are talking about high pressure situations that already have the characters blood boiling and adrenaline pumping. Not common little peeves or dislikes. The anger frenzy is likely to occur in battle if things are not going well (the thought of defeat is too much to bear), an innocent person or ally is hurt or tortured or if the villain(s) verbally mock the hero and his buddies. Anger can also happen when extremely frustrated by bad luck or carelessness/stupidity by others (or self). It is not wise to make the character mad! "Watch it buddy, you won't like me when I'm mad." Truer words were never spoken.

Intense Pain can also be a catalyst for a frenzy. The character will only endure so much before he/she is suffocated by a sense of overwhelming failure, fear of death and physical pain. The hero flies into a frenzy when *all S.D.C.* points are gone and/or approximately *half* his *hit points* are depleted. When this happens the person is engulfed by an uncontrollable rage (frenzy).

Extreme Tension is another inducer of frenzy. If the hero is super nervous or so pent-up/tense about something, he/she is likely to fly into a rage. This occurs when the character feels under a lot of pressure, especially do or die type situations. At a critical point, where tension is greatest, the person becomes frenzied.

When the character succumbs to a frenzy he or she is overcome by emotion and supplemented by adrenal and other chemical reactions in the body. This plunges the character into a berserker rage or bloodlust that blinds the person to everything but the focus of the rage. All sense of personal safety is lost. The environment, dangers, purpose, and friendships are forgotten when the enraged person is engulfed in an unreasoning frenzy. He can only lash out wildly, desperately, to destroy the source of frustration, anger, pain or tension. The frenzied hero's thoughts are primal and ferocious: kill or be killed, escape or die, fight until the enemy is stopped or he stops you! Because the character can no longer distinguish between friend or foe, he will lash out an anybody who gets in the way. The frenzied hero caught in a blood lust must lash out. Wants to hurt and destroy. If no living target/enemy is available he will vent his rage on a room, destroying everything within it, or vehicle, or machinery, and so on. Whatever is handy or perceived to be a part of the problem will become a target to be smashed. The ferocity of the onslaught is terrifying for there is no restraint nor thought, only action.

Although a timely frenzy can be helpful and save lives, it is equally likely to hurt or even kill innocent people. For Example: Combat is going badly. The villains seem to be triumphing; tension is high. A friend and fellow hero is blasted from behind into unconsciousness and almost killed. The hero who suffers from frenzy is outraged by this act of treachery against his friend. Suddenly everything becomes a blur as the rage takes over. The frenzy begins. The crazed hero becomes a wild man, attacking with incredible speed, skill and ferocity. The villains fall, one after another. A pair try to flee, but are struck down. Their pleas for mercy falls upon deaf ears. A figure steps from around the corner. The wild man sneers and attacks. His victim shouts "Halt! Police!", but the words are meaningless. The policeman falls to the hammering assault. The law officer could just as easily have been a woman or child. To the frenzied character there is no distinction. He pauses looking for more "enemy". The mayhem will continue until the frenzy wears off all opponents are defeated, or the wild man is subdued.

The power of the frenzy: Lost in an unreasoning berserker rage the character will first lash out at the focus of his/her rage and then all known enemies. Anybody else, innocent bystander, friend or foe, who tries to stop the character or even attracts his

attention, will be attacked with full force. As soon as one target is rendered helpless (this can mean stunned, unconscious, coma, trapped, killed or otherwise incapacitated) the wild man turns his attention to the next target. Instinctively, the most dangerous target is attacked first, unless others get in the way.

Frenzy bonuses and abilities: One additional attack per melee, +30 S.D.C., +1D6 damage which applies to all physical attacks, as well as superpower type blasts and beams (does NOT apply to mechanical weapons like guns), +1 to strike, parry, dodge, roll, and speed is increased by 30%. Duration: The frenzy will not stop until all opponents are defeated, the frenzy wears off or the character is subdued. A frenzy will normally last one melee (15 seconds) for each Physical Endurance (P.E.) attribute point. For Example: A hero with a P.E. of 12 will be lost in a frenzy for 12 melees. That's three minutes. After that time the character will snap out of the rage and function normally. **All affects and bonuses of a frenzy are temporary!** This includes the 30 S.D.C. Don't be confused by the temporary S.D.C. Any damage comes off of that temporary physical S.D.C. bonus first. After the frenzy and extra S.D.C fades the damage sustained by the temporary 30 S.D.C. is a little more than painful cuts and bruises. Do NOT subtract those 30 S.D.C. damage from the character's normal physical S.D.C.

Power by Association

This unusual fixation has the character convinced that he gains his strength, skills or powers from some sort of object or other worldly source. This is not true. The hero's abilities are natural or achieved through training and have nothing to do with any outside force. Yet, psychologically, the character is totally dependent on the object of his fixation. A sort of super security blanket that gives him/her the confidence to be a super crimebuster and champion of justice. These characters are so dependent on their imagined source of power that they are powerless without it. Even if threatened with death they will not change their belief. The mind is a powerful force that remains a mystery. It is very possible that without the psychological focus and security of a particular word, object or perspective, that the person would never have discovered his special abilities nor become a hero.

There are six common factors that seem to stimulate superhuman response and abilities. Roll percentile dice to determine which one affects your character. **Note:** None of these apply to *robots or bionic* hero categories.

Hero by Association

Powers Stem From . . .

01-16 Daytime Complex
17-30 Nightime Complex
31-50 Popeye Syndrome
51-70 Magic Object
71-85 Power Words
86-00 Solar Syndrome

The Daytime Complex is the belief that ones abilities exist only during *daylight hours.* Thus, from the first few seconds of dawn till the last rays of sunlight disappear with the setting sun, is the character endowed with exceptional abilities. At night the powers are gone and he or she is a relatively normal human. Although the hero believes his/her powers are linked to the sun, it is not the same as being solar powered. This character's powers and abilities are unimpaired by being indoors or locked in darkness. As long as it is daytime the person is a super endowed hero. It is the time of day that affects the abilities. Bonuses and Penalties: During nightime hours the hero believes he has no special powers or skills, but can still use his/her conventional skills and training just as any normal human. If the character is invulnerable or super strong he will imagine pain and vulnerability, or normal human strength (P.S. 12 maximum). The hero's identity/name is likely to refer to the sun, heat or light.

The Night Time Complex is identical to the daytime complex except that the character believes his/her powers exist only during *night hours.* From dusk till dawn this person is a super human. With the first light of day those powers and abilities fade. All the same conditions listed under the daytime complex apply to the nightime complex except during night hours. Being exposed to any kind of light during night hours has no adverse effects. The only applicable factor is the hour of the day (nightime). **Note:** The hero is likely to use a code name that reflects the night or darkness, such as Night Hunter, Moon Beam, etc.

The Popeye Syndrome is the belief that a particular type of food or drink gives the character his super abilities. Without this special food the hero is just an ordinary Joe with no unusual powers. Consequently, the power giving foodstuff must be eaten before super heroics can begin. The metamorphosis happens just like the old Popeye cartoons. The would-be hero pops a handful of his/her special "power" food and zowie! . . . an instant powerhouse.

Conditions and limitations: Generally, the "power food" can be eaten raw or prepared in any way. Quite literally one *full handful* of the stuff will instill the character with powers (Whatever powers or abilities the person may actually possess. Nothing new or random). Duration: One handful will instill superhuman powers for approximately THREE HOURS. At the end of that time another handful of the power food will be needed to remain super endowed. There is no limit to how many times per day the food or drink can be eaten. Type of Food: The food or drink should be an exotic, or bizarre item or combination of items. Players can make-up something or use the table that follows.

Random Power Food Table

Roll Percentile Dice

01-05 Garlic
06-10 Asparagus dipped in vanilla yogurt.
11-14 Raw Rhubarb (crunchy, celery-type sticks with tough, stringy fibers).
15-19 Granola Bar (fruit types are the best).
20-23 Chicken Livers
24-27 Raw Brown Rice
28-32 Pig's Ear
33-36 Parsnips and Pumpkin Seeds
37-40 Dogfish Croquettes
41-45 Corn Husks (just the husks)
46-49 Eel Marinated in Red Wine
50-53 Fresh Chives and Parsley
54-57 Anchovy Stuffed Grape Leaves
58-62 Oxtail
63-66 Carrot Juice
67-70 Apple Cores
71-75 Cabbage Quiche
76-79 Pickled Herring
80-83 Instant Breakfast Mix (must be mixed with low fat milk).
84-88 Collard Greens (a green, leafy vegetable, like spinach)
89-92 Walnuts and Bay Leaves
93-96 Raw Eggs and Bean Sprouts
97-00 Twinkies

Why does the character believe these foods give him/her incredible powers? The simplest, most common reason is because his/her super abilities manifested itself for the first spectacular time right after eating that particular food or drink. As a result, the powers are associated with a specific type of food. The character may have all kinds of ridiculous explanations or theories, but it's purely psychological.

The Magic Object Syndrome is the absolute certainty that a special object is the source of the person's powers. The source of the power is usually *thought* to be *mystical, supernatural or extraterrestrial.* Without the object the hero is powerless, just an ordinary human (or so he/she believes). If the power object is lost the hero will become depressed and despondent for 3D6 weeks. The only exception is the time spent searching for the lost item. If the item can not be recovered the character will become an ordinary person, leading an ordinary life. His exceptional powers forever locked within him.

G.M. Note: If the power object is permanently lost, you could, at your discretion, allow the character to become empowered by some new, equally silly means, such as one of the other conditions listed in this section. However, this should occur only after a painfully long time and if it does NOT screw-up your game continuity. Most of the time (60%) the character will never find an alternative, psychological power source.

The object is not really magic so it can be anything: A ring, old coin, favorite childhood toy (teddy bear), earmuffs, medallion, staff, walking stick, jewelry, cloak, cape, shoes, belt, flashlight or bottle cap. Anything at all. The object is usually small enough to carry or be worn and should have some odd or distinguishing feature.

The Solar Syndrome has the character convinced that he is solar powered. This is different than the Daytime Complex in that the hero believes he actually draws on the sun's energy like a solar battery. With sunlight shining brightly and/or directly on the hero, he/she is at absolute full power and confidence. So confident that the hero is tougher and better at everything.

Bonuses and penalties: *In full daylight* or in direct sunlight the character is at full power; adds +10 to his/her S.D.C. and 5% to all skills. In shadow, artificial light or a gloomy day, all the abilities are half and skills are (minus) -5%. *In darkness* or at night (without artificial light) the character has NO superhuman powers, and skills are -20%, because of his lack of confidence and feeling of inadequacy.

Power Words are another form of hero/super association that has the person believing to be empowered by a word code or phrase. Usually the person believes the word(s) to be of magic, supernatural or alien origin. To become a superhuman the person needs only to shout the super words, and sha-zoom _ a hero is born. The person is completely convinced that he/she is an ordinary person with NO powers. It is the power words that make them something more. Thus, the word(s) must be *shouted* in order to become a superbeing! If the word(s) are not spoken the person remains a mere, powerless mortal.

Multiple Personality

One of the more unusual phenomenons are heroes with several distinct personalities. Each of these different personalities manifest themselves as a completely different person, with different dispositions, attitudes, and beliefs. This is a much more complex character and will require rolling on several tables.

Step One: How Many Separate Personalities?

Roll Percentile Dice
01-30 Two
31-50 Three
51-65 Four
66-89 Five
90-00 Six

Step Two: Who Is The Dominant Personality?

This is the main hero personality, so it should be among the most "good" and competent of all the personalities.

A. Name: Player's choice.

B. Alignment: Player's choice of principled, scrupulous or unprincipled.

C. Disposition: *Roll or pick* from the optional rules section for rounding out one's character.

D. Rejects the belief of having a split personality, so he/she does *not* know about the other personalities.

The main personality will be the one most often in control.

Step Three: Who Are The Other Personalities?

A. Name each one.

B. Roll for random alignment of each personality.
01-20 Principled
21-35 Scrupulous
36-50 Unprincipled
51-65 Anarchist
66-77 Miscreant
78-89 Aberrant
90-00 Diabolic

C. Personality Quirks/Attitude: Roll for *each* personality (or choose).

C. Personalities of Good Alignment:

01-10 **Despondent:** Withdrawn; curls up into a fetal position and gurgles. Can not fight or take any action. Can not use powers or even communicate.

11-20 **Coward:** Afraid of everything: heights, flying, fighting, knives, guns, etc. Will fight only if absolutely necessary, and then only enough to escape. This character will surrender at the slightest hint of trouble. Super abilities can be used, but only for self-preservation. He may use the powers to help friends, but would rather stay on the sidelines. Penalties: Always the *last* to attack in a melee round. Skills are -10%. Doesn't know any of the other personalities.

21-30 **Pacifist:** Gentle, merciful and compassionate. This character is as bright and bold as the main personality (maybe even more so), but will not fight. This personality is adamant against fighting for any reason. If confronted he will dodge, parry and try to otherwise incapacitate a foe, all the while delivering a speech against fighting and cruelty. He can use his powers, but will rarely use them against others. Will NEVER kill, torture or strike out of anger. There are no power or skill penalties. Bonuses: +2 to dodge, +1 to parry and roll. Knows about the dominant personality only. There is a 40% chance that he can be convinced to let the dominant personality back into control, but only under extreme protest (too violent).

31-40 **Arrogant Warrior:** Cold, aloof, snob, but extremely capable and confident (*over* confident). Tends to be incredibly independent, rude and insensitive. To this personality there are two points of view to everything; the wrong one and *his* (the only right and logical opinion). This personality uses his powers and skills as he sees fit; usually cold and calculating. There are no skill penalties. Bonuses: +10% on all skills, +1 to parry. Knows all the other personalities, but will *not* willingly let any of them resurface. After all they are inferior to him.

41-50 **Righteous Indignation:** A personality that has a black and white view of the world. Evil must be crushed at all costs. This is a war, thus the end justifies the means. He tends to be judgmental, reactionary and brutal toward evil. Gentle and compassionate to the good and innocent. A potentially volatile and dangerous character. There are no skill or ability penalties, nor bonuses. He uses his extraordinary abilities well. Knows and despises all the other personalities for one reason or another. There's a 50% chance of convincing him to let any of the other personalities out, *except* the arrogant warrior.

51-60 **The Normal:** A very mundane, innocent, bumbling nerd-like youth (teenager) who knows nothing about super abilities, crimefighting or heroics. He is friendly, but shy, and totally bewildered about super beings. He has no recollection of his other personalities or super abilities. Penalties: Can NOT use his extraordinary abilities, has no combat training (one attack per melee), and only high school equivalent skills and knowledge. This is a normal kid!

61-70 **The Wildman**: An overzealous, gregarious, and extremely hyperactive personality with delusions of grandeur. He is fanatically loyal and dedicated to crime fighting, justice and the American way. He is very reactionary, takes needless risks, and has a complete disregard for his personal safety. This is a character whose intentions are always 100% sincere, but acts without considering the consequences. Basically, a nutcase with a heart of gold. Penalties: Suffers from the Frenzy condition discussed elsewhere in this section (triggered by anger or pain). Bonuses: Can use all powers and skills equal to the dominant personality. +4 to roll, +1 to parry and dodge. Add 10ft to leaping (up and across) abilities and 20% to climbing, swimming and balancing skill abilities. This personality knows all the others, and can be convinced to let any of them take control if it is for the good of the group or a good cause; 80% likelihood.

71-80 **Hypochondriac:** A personality obsessed with cleanliness, and avoiding injury and disease. He will continually whine about potentially filthy or germ laden environments, and instruct his comrades about proper eating habits, vitamins, medication and sanitation. If injured in the slightest (one S.D.C.), the personality will whine and moan about it for hours. Penalties: Never takes the initiative, -5% on all skills. Bonuses: +1 to parry and dodge, and has a paramedic skill with an 86% skill proficiency. Knows all the personalities, but is hesitant to let any take control because they are either too reckless or whimpy and might get him hurt. And they are all "so filthy!!!!" However, there is a 50% chance of being convinced to let any of them take control, except the wildman because "that guy's crazy". If letting another personality take control is likely to prevent his death or grievous injury, there is an 88% likelihood of letting out a different personality (player's choice, but the dominant personality is most likely).

81-90 **Opposite Sex:** Pick from or roll on the optional rules Disposition table to determine the general attitude of character. May or may not know of the super abilities; 1-40% _ does not, 41-00% _ does know. If she/he doesn't know about the power or abilities, then all skills are -20%, there is no combat skill (one attack per melee), and extraordinary powers can NOT be used. If the personality does know about the abilities he/she knows about the other personalities. There is a 40% chance of it being convinced to let a different one surface. If he/she knows nothing about the other personalities and can not willingly let a different one surface.

91-00 **The Anti-Super Dude:** This personality is against the entire concept of super powered beings and vigilantism. Consequently, while he knows about the special powers he possesses he will not use them for any reason. Nor will he engage in superheroics. Penalties: -10% on all skills, no combat skill (one attack per melee and no bonuses to strike, parry, dodge or roll). Bonuses: None. Knows about the other personalities, but will NOT let any of them take control!

C. Personalities of Evil Alignments: Roll or choose for *each* personality:

01-10 **Jack the Ripper:** A twisted personality that preys on the weak, mostly women. Some demented obsession drives this personality to hurt and torment women. If any opponents are female, she will be his first target. The more she fights, the better he likes it. This is a sick individual who loves to torture and watch torment. Penalties: -10% on all skills because he is physically oriented. Bonus: +1 to strike. Knows about his other personalities, but will NOT willingly let any of them take control. Uses his super abilities and skills well. Prefers blade weapons above all others.

11-20 **Traitor:** A personality that goes with what is always best for him. He will betray a friend or cause for money, revenge, or to save himself. He will sell or steal information, equipment or persons without hesitation. To this personality, everything has a price and he intends to cash in on it. The character is amoral, cold and merciless, taking action that will benefit only him. Completely untrustworthy. Penalties: None. Bonuses: None. He can use all powers and skills. Knows about the other personalities and uses them freely to get his way or save his skin.

21-30 **Greedy:** A personality that craves wealth and fame. He will always look for the profit and value of any activity. He is a stingy braggart who always connives to get the most money and all the glory. He tends to be secretive, sneaky, deceptive, underhanded and self-centered. Penalties: None. Bonuses: None. Uses all skills and powers equally as well as the dominant personality. Although he knows about the other personality. Although he knows about the other personalities he is extremely reluctant to let any of "these losers" take control (20% chance).

31-40 **Kleptomaniac:** A compulsive thief who just likes the challenge of stealing. Steals from everybody all the time, just for fun. Penalties: Has *none* of the dominant character's skills. Bonuses: Knows the following skills at the proficiencies listed: Pick Pockets 65%, Pick Locks 55%, Prowl 55%, Disguise 60%, Surveillance Systems 50%, Hand to Hand: Basic (2nd level with 4 attack per melee total), Pilot Automobile 88%, Motorcycle 68%. Knows all the other personalities and about his exceptional abilities.

41-50 **Blood Thirsty:** A personality that loves to fight, hurt people, torture and kill. A sadistic bully who shows no mercy and intentionally strikes to do maximum damage. This is the personality's way of proving his superiority, as well as satisfying his cruel pleasures. Penalties: -5% on all non-combat oriented skills. Bonuses: +1 to strike, parry, and dodge, +10 S.D.C. He can use the super abilities well. Although he knows about the other personalities he will pretend not to and will refuse to willingly let another take control.

51-60 **Megalomaniac:** Arrogant, feels far superior to all others; mean, cold and calculating. *This personality is totally self-serving.* The means justifies his ends and there is only the wrong opinion and his opinion. Those who ignore or chastise his opinion are either fools or potential enemies. The personality is only a team player in the sense that he can use the team to achieve his desires. Tends to be domineering (will try to usurp the leadership), insensitive and *ruthless*. There are no skill penalties. Bonuses: +10% on all skills. He knows and uses all the skills and powers of the dominant personality.

61-70 **The Psychopath:** A wild, daring, deadly personality who thrives on danger. Nothing is too risky or impossible. Tends to be reactionary, cruel, and strikes with deadly force. Also likes cat and mouse games, as long as he is the cat. Penalties: Does not know the dominant personaly's skills. Bonuses: Knows the following skills at the proficiency level listed: Hand to Hand: Expert (3rd level for a total of 4 attacks per melee), W.P. Blunt, W.P. Knife, W.P. Revolver, W.P. Automatic Pistol, W.P. Rifle, Sniper, Prowl 55%, Climbing 65/45%, Pilot Automobiles 92%, Motorcycle 72%, Truck 76%, and Escape Artist 45%. Add +20 S.D.C. (applies only when the psychopath personality is in control). Can use all extraordinary powers equal to the dominant personality. Will not willingly allow any other personality dominance.

71-80 **Opposite Sex:** Pick from or roll on the optional rules Disposition table to determine the general attitude of character. May or may not know of the super abilities; 1-40% _ does not, 41-00% _ does know. If she/he doesn't know about the power or abilities then all skills are -20%, there is no combat skill (one attack per melee), and extraordinary powers can NOT be used. If the personality does know about the abilities he/she knows about the other personalities. There is a 40% chance of it being convinced to let a different one surface. If he/she knows nothing about the other personalities and can not willingly let a different one surface.

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91-00 **The Normal:** A very mundane, innocent, bumbling nerd-like youth (teenager) who knows nothing about super abilities, crimefighting or heroics. He is friendly, but shy, and totally bewildered about super beings. He has no recollection of his other personalities or super abilities. Penalties: Can NOT use his extraordinary abilities, has no combat training (one attack per melee) and only high school equivalent skills and knowledge. This is a normal kid!

Step Four:
When Do The Different
Personalities Take Control?

The dominant personality is the one who is usually in control. He or she is the main force behind the character and the one who has decided to become a super crimefighter. Another personality takes over under the following circumstances:

1. Severe shock or trauma, such as seeing a loved one killed or seriously injured, psionic or drug induced hallucinations, feeling completely helpless, or intense pain/torture. In these cases, the personality best suited to handle the situation will take control.

2. Coma or near death: Any one of the other personalities will take random control.

3. Hypnosis: 50% chance of calling forth a specific personality. If the roll fails, roll to see who takes random control. There is an 80% chance of bringing the dominant personality back into control when using hypnosis.

4. Telepathic Probe: 65% chance of pulling out a specific personality. If the roll fails, roll to determine which personality surfaces to take control. Once the personality is aware that a psionic probe is being used to suppress him and bring out a different personality, he gets a *+4 to save vs psionics* and is likely to attack the psionic. If he fails to make the savings throw, there is a 65% chance of pulling forth the specific personality desired.

5. Hypnotic Suggestion (psionic): Has a small chance of being used to pull out a specific personality (30%). The current personality automatically gets a +3 to save vs psionic attack when hypnotic suggestion is being used.

6. Mind Wipe (psionic): Whenever a mind wipe is being used the current, dominant personality will retreat into the subconscious, automatically breaking the effect of the mind wipe and bringing out a new personality. Roll for random control.

Determining Random Control

Determining which personality takes random control is easy. If you have TWO personalities, 1-3 represents the dominant personality, 4-6 the other, secondary, personality. THREE personalities: 1-2 is the dominant, 3-4 a secondary personality, 5-6 the other. FOUR personalities: 1-3 represents the dominant, 4, 5 and 6 each represents one of the secondary personalities. FIVE personalities: 1-2 the dominant, 3, 4, 5 & 6 each represents one of the other personalities. SIX personalities #1 is the dominant, 2, 3, 4, 5, and 6 each represent one of the other personalities. *Assign a numerical designation to each personality and roll a six-sided die to determine which one is in control.*

The Crazyman

The crazy-man type hero is a wild, flamboyant, and jocular character. This person might be a cross between Daffy Duck, Errol Flynn and a stand-up comic on speed. Zany, dynamic, caustic and hyper. This guy is the wisecracking daredevil who seems to be as cocky and carefree leaping into the jaws of death as he is at a tea party. He will batter his opponent with sarcastic quips, bad jokes and silly observations while he's socking it out with him or facing the barrel of a gun.

These characters are always fidgeting. Tapping fingers, cracking knuckles, tapping feet, wringing hands, pacing, rocking, standing on ones head, doing cartwheels, suspended by rope, bouncing a ball, flipping a coin, juggling, etc. They are extremely hyper and can't seem to sit still. In combat, they are usually the one bounding into a group of baddies, hanging out the window, or displaying dazzling footwork.

The crazy-man heroes seem to have a consistent habit of laughing, giggling or snickering at the most unusual times. Usually this occurs during combat, under high pressure situations and triumph. Sometimes this can be extremely effective in rattling one's foe. Other times it is downright annoying. They also tend to come up with inane battle cries.

In combat, the crazy-man hero usually appears to be fearless, leaping into a foray with a joke on his lips and armed with his bare hands and a crowbar (that's a joke, son). They tend to be reactionary, believe themselves to be indestructible, take needless risks, and have a complete disregard for personal safety, especially when an innocent life is at stake.

Bonuses and Penalties: These heroes tend to be physically and action oriented, thus they are usually too impatient to master skills that require sitting still and/or intense contemplation or study. -10% on all skills other than physical, piloting and weapon proficiencies. Add +10% to prowl, climbing, swimming, gymnastics and dancing skills. Add +4 to roll with punch, fall and explosion. Also +1 to dodge. **Note:** As a reactionary, the crazy-man hero tends to be naive and a sucker for a sad tale, good cause or pretty face. *Also* roll twice on the *phobia table* and once on the *obsession table* found in the insanity section. These are additional little quirks that plague the hero.





Tradition & History

By Kevin Siembieda

Supermen are real!?

The fundamental concept in any game, comic book or story about superbeings is that such people are *real*. Thus, in this fictional version of our modern Earth, us ordinary folk have come to accept that superhumans, mutants, and nonhumans possessing extraordinary power, soar through our smog-filled skies and fight for truth and justice. Such beings are relatively commonplace, say one in a million, so just about every major North American city has one or two, if not more.

In this world of superbeings, many of the people turn to the "good guys" for their protection, guidance and camaraderie. Meanwhile the very existence of these "heroes" seems to draw out their evil counterparts, and leads to conflicts between good and evil. Of course, the very nature of humankind spawns such melodrama, for humans seem to have an equal capacity for good and evil. Those with "power" tend use that power in one way or another — all too often, selfish and evil men and women (supervillains) use it to hurt, control and destroy.

Heroes and villains come in many shapes and sizes; some aren't human at all. Some are outspoken and flamboyant, attracting fame (or infamy) like a magnet, while others are reserved and avoid the limelight, while still others try to hide their very existence, preferring shadows and innuendo to the spotlight and cameras.

The term "superhero," first coined in comic books, may be used as a common, catch-all name attributed to all men, women and people who dare to step forward and use their unique powers to defend, protect, and help humankind. The so-called, "supervillain" is the antithesis of the hero; cruel, self-serving or evil beings who use their powers to attack, hurt and enslave others for their own personal gain or pleasure.

Such is the realm of superbeings. Such is the world of **Heroes Unlimited™**.

Heroes Throughout the Ages

Most comic books and role-playing games use our modern world as the setting for superhumans. **Heroes Unlimited™** is no different, but we ask this question, "When did superhumans first appear in the world?"

In the context of this role-playing game setting, we take the premise that supermen have walked the Earth since the beginning of the human race! Stories, myths and legends about great heroes, prophets, oracles, demigods and gods (Beowolf, Gilgamesh, Vishnu, Bishamon, Merlin, King Arthur, Hercules, Thor, and countless others) *may* actually recount tales about real people with superhuman powers! The term "superhero" didn't exist back then, so in the vernacular of the times, they were dubbed warrior kings, spirit warriors, great heroes, immortals, demigods, gods, sorcerers, and the blessed, or cursed, as the case may be. Likewise, ancient accounts of strange beings, dragons, monsters, demons, and faeries may actually tell of early superpowered mutants, alien visitors, and superpowered villains. With the passage of time, these earliest superbeings have been relegated to the stuff of legend, fantasy and faerie tales.

Even some historical figures *known* to be "real" but renowned for their keen insight, great minds, strange powers, physical prowess, and/or fighting abilities, may have been supermen —people like Goliath, King David, Alexander the Great, William the Conqueror, Ghengis Khan, St. George the Dragon Slayer, Nostradamos, Leonardo Da Vinci, Confucius, Geronimo, Thomas Alva Edison and thousands of inventors, healers, oracles, saints, warriors, and leaders.

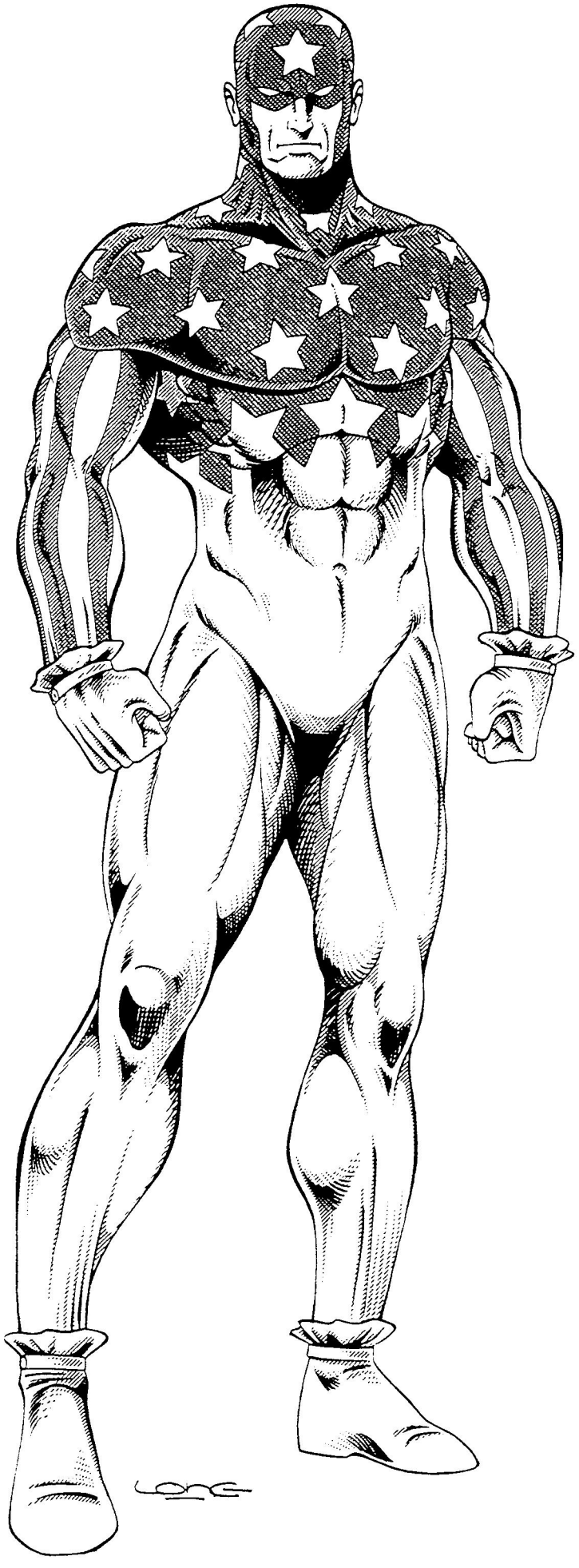
On the Earth of Heroes Unlimited, scholars and historians who accept this theory have discovered there have been periods throughout history in which "superhuman heroes and gods" have made an appearance. Researchers have found what they call *waves* of paranormal activity. Specific, reoccurring periods when superhumans appeared in great abundance, often followed by generations and even eons where only a minuscule number existed, if any at all. The historical records also seem to suggest that such "appearances" of legendary heroes, villains and superbeings, en masse, have never been a global phenomenon, but rather limited to one particular continent, people or region at a time; i.e. the ancient heroes and gods of Mesopotamia (Gilgamesh), the Hindu gods of India, the heroes and demons of the Orient, the legendary gods of Greece and Rome, as well as the Celtic gods, and later, King Arthur, among countless others. In each case, these superhuman heroes and gods played an important role in that part of the world, battling equally superpowered monsters and madmen. These heroes and gods typically dominated several generations before they disappeared — some would die, but many simply vanished or were said to have returned to their godly domain (Mount Olympus, Asgard, etc.). In each of these cases, the adventures of these heroes and gods are elaborate and detailed, and occasionally connected to "real" historical events! In most cases, these superhuman beings, even gods, possessed all too human emotions, desires and weaknesses, and they had direct interactions with "mere mortals." In fact, many of these ancient gods and demigods are obsessed with human affairs and serve as champions (and enemies) of a particular people or nation. Exactly why these heroic figures will appear at a particular time, in 1-4 particular countries, continents or cultures, remains a mystery. Those who dismiss the theory that superhumans regularly appeared in human culture, insist these stories are nothing more than myths and fantasies. They claim any similarities to each other, regardless of the time or distance between each civilization, is coincidence and parallel cultural developments. As for any similarities between modern superbeings and the heroes of myth and legend, it is just the fiction conjured by an overactive imagination.

It can't be denied that if these mythic beings were really mortals and mutants with super abilities, they would certainly have seemed like gods, demigods, demons, saints and sorcerers to ordinary humans. The advantage these powers gave the superbeing would quickly elevate him or her in society and help in achieving goals and (if desired) power. In more primitive days, a boy with Super Strength, Super Prowess or Super Speed would have had a tremendous advantage over his rivals and opponents. If combined with Invulnerability, Healing Factor or Genius (strategy and tactics), the individual would likely become a legendary warrior or leader. Those with the powers of energy expulsion, transformation, and other spectacular abilities would have been regarded as something "more than human," perhaps as the child, chosen, or avatar of a god, or a god himself. Inevitably, it would be the individual's deeds that would earn him or her a place on the side of good or evil.

The presence of ancient superbeings might also explain such enigmas as the pyramids, Stonehenge, the Nazca Lines, the ancient electric battery and a great many other mysteries that seem to defy modern science or the technology of the era.

The controversial scholars and historians who believe such mythical characters were indeed superbeings, see our present day as a new age of "gods and heroes" — or as they would be called today, "superbeings and superheroes." This time, they appear on the North American continent, for while other nations throughout the world have a smattering of superbeings, North America, particularly the USA and Canada, contain a disproportional part (at least 42% and 15%, respectively) of the world's known superbeing population. Now some argue that the initial emergence and acceptance of superhumans in the United States and Canada has served to attract them to these parts of the world above and beyond others, thus making North America the unofficial, "home of the superbeing." A similar argument is used by those who insist that the presence of one or more super "heroes" inevitably attracts supervillains and other dangerous superbeings.

The debate as to whether or not superhumans have existed throughout human history is likely to never be resolved, however, those who believe it is true have a warning. Historically, the proliferation of superhuman heroes, sorcerers, demons and godlings preceded war or great conflict — a conflict that required the intervention of superhumans. Often these wars grew out of the intervention of these gods and heroes (taking sides, seeking revenge, helping one people and not another, etc.). Just as frequently, titanic clashes resulted from conflicts between one group of gods



with another, catching ordinary humans in the cross-fire or using them as fodder or pawns in their games and wars, or as prizes to be won. Inevitably, these mythic beings seemed to polarize into opposing factions, with one side representing the forces of good and the other, the forces of evil — not unlike super "heroes" and super "villains" of the modern world! Ultimately, these opposing powers clashed, sometimes in subtle ways (evil ones instigating or plotting disasters, plagues, treachery, evil deeds, and war among mortals, while the forces of good sought to foil their plans and prevent disaster) to outright war! Wars were sometimes fought entirely or mostly among the gods, but typically involved mortal humans, with the planet Earth serving as the field of battle.

A brief history of Superbeings in America

The occasional known or suspected super "hero" can be traced back to the American Revolutionary War (500 years earier among some Indian Tribes), but before the 20th Century, American history records fewer than a dozen suspected superbeings.

For whatever reason, superbeings began to appear with the advent of World War II, particularly in the United States, as opposed to war-torn Europe where one might surmise they were more desperately needed (of course most American superbeings of the 1930's and 40's did join the War). An estimated 70 superbeings, heroes and villains, appeared between 1940 and 1950.

The 1950's and 60's showed a decline in superbeings and many (not all) of those who appeared in the 1940's retired or went into seclusion.

However, the late 1960's saw a subtle increase of superbeings in the United States, and a somewhat startling appreciation and acceptance of them. Within a few years, a handful rose to the status of national heroes, and many more became regional celebrities, renowned crimebusters and protectors, as well as nefarious villains. Some feel that this acceptance and celebrity of superhumans led to a superbeing explosion in the Americas and, to a considerably lesser degree, around the world.

Today, there are at least one thousand superbeings in the United States alone, with more popping up every day (perhaps 2-3 times more than is officially acknowledged when including those who have chosen to ignore or conceal their unique powers and live ordinary lives, especially those with comparatively minor abilities). Conservative estimates suggest that one in every million people possesses super abilities. **Note:** These numbers are frequently disproportionate to actual land areas and population. That is to say, nations like the USA and Canada with a considerably smaller population than, say, China, have many more superbeings than China with its billion plus population.

The explosion of superbeings has led to increasing social, moral and political issues regarding the use of their powers, responsibilities, vigilantism, the law, secret identities, and duty to one's nation, as well as many other debates and concerns. In addition, there are splinter groups that both support and condemn the so-called "superhero." Those who speak against such heroes raise such questions as lawlessness, law enforcement, double standards, ethics, morals, secrets, paranoia, the presence of aliens from other worlds (not to mention mutants, "unholy aberrations") and the ever present fear that superbeings may represent a threat to humankind ("What's to stop these *superfreaks* from conquering and enslaving the world someday?"). Yet despite the naysayers and paranoiacs, the majority of public opinion is positive and supportive of super "heroes" (popularity fluctuates, on average, between 59% and 85%), especially for those who have

earned the public's trust and respect with years of public service. This is the modern world of **Heroes Unlimited™**.

Optional: Role-Playing Tradition & Heritage

Keeping in mind that on the Earth of Heroes Unlimited, superbeings, heroes, mercenaries and supervillains have existed in large numbers for over 50 years, players may be playing a superbeing who comes from a long line of heroes, or who is following in the footsteps of his (or her) Grandfather, Father, Uncle, Mentor, etc. If so, the superbeing (hero or villain), even before embarking on his first mission, represents a particular family, heritage, or tradition and reputation earned by those who came before him. This can be a blast to play! The new young turk who has assumed the identity of his father (or mentor, or whoever), or who appears as a new hero, but with an emblem, name/hero identity, and/or costume design that can be linked to a particular hero, group or tradition of heroes from the past.

The Legacy of Heroes

The idea behind **Heroes Unlimited™** has always been to allow players to create (or recreate) virtually every type of comic book hero imaginable. The consideration of a heroic "legacy" or "history," can add incredible dimension to player characters, villains as well as heroes.

Those who follow a family tradition, honor the legacy of a famous organization/group, or who take up the name and costume of a previous superbeing (presumably a retired or deceased one) has big — gigantic — shoes to fill. This character is likely to feel both honored and pressured to live up, or down, to the reputation and expectations that this association with the past will bring.

The following are just some of the elements a hero (or villain) with ties to the past, an already famous hero (or villain), or a group or family of superbeings, may fall into. They are provided as guidelines and food for thought, so the G.M. and players are encouraged to build on these or create an entirely new ones.

Good or evil, there will be shadows from the past. In most cases, his links to the past (good, bad or mostly indifferent) will haunt him. All the baggage that comes with the past glory, successes, failures, crimes, accusations and reputation (true or false) and being identified with a particular name, costume and past will both help and hurt the new hero.

Whoever takes up the mantle of justice (or villainy) by assuming the identity and costume (modified or exactly the same) of a preexisting hero (or villain) is continuing a "legacy." His actions will shine upon or tarnish the past reputation. The current man or woman behind the mask may overshadow his/her predecessor in fame and glory, or in infamy and shame. Likewise, a hero or villain who is *associated* in some way with a past or present hero, organization, or tradition, may bring glory or shame to his associates. He may take actions or say things that may besmirch the reputation and good will of those he's associated with — "I can't believe somebody like the Masked Crusader could ever have trusted somebody like that! How do we know that the Masked Crusader isn't involved somehow? Gee, can we trust anybody who hides behind a mask?" or, "Well you know what they say, the apple doesn't fall far from the tree," and so on.

In fact, a good guy turned bad typically breeds fear and worry about all masked heroes in general, and those closest to the turncoat will be specifically looked upon with concern or disdain ("Why didn't they see this coming? Can we trust their judgement?" etc.).

Superbeings who strive to become protectors and heroes take on huge responsibilities and deal with reputation and trust problems as it is. Consequently, a loose cannon, show-off, hotheaded loud mouth, misanthrope, fanatic, or irresponsible colleague, to name just a few, can become a liability for the entire group or associates. This of course, typically leads to comrades disassociating themselves with the troublesome character. Those who don't (and there are circumstances where heroes and friends shouldn't) are likely to pay the price by getting their share of bad press and related trouble (revenge, charged with crimes, etc.).

Fulfilling or Fighting a Legacy

When playing a character who has a "past," there are a number of questions and issues to consider.

Legacy of heroes. Why is the character following in his father's (or Mother's, Brother's, Uncle's, etc.) footsteps? Or is he the student, protege, or just a fan of a famous hero (or villain)?

Does he adopt his own identity, but with known or obvious ties to the famous hero, family or a hero (or villain) group that came before him? Or does he adopt the exact identity of the former hero, pretending to be him?

Does he wear the famous costume, or does he modify it?

If the old hero (or villain) still lives, what does he think of this? Does he try to meet the character? Does he become his mentor or a supporter, or an enemy? Does the old hero approve or disapprove, and what does he do about it? Try to strip the character of the super identity and good will that comes with it, because the kid hasn't earned it, or doesn't deserve it? Does he come back into action? Or does he introduce his own "official" protege to take his identity?

Does he uphold the same values as those who came before? If not, there is likely to be hell to pay if his values are less than his predecessor. Is he better or worse? Is he or she as brave or cowardly? Fair and compassionate or self-serving and dispassionate? And so on.

Legacy of evil. Is this the son or daughter of an infamous villain who has inherited super abilities, but who has rejected the evil ways of his father? If so, does he try to hide his past? Will the public (and other heroes) ever trust him? If not, how does this affect him (Make him bitter and cruel? Turn him toward evil and become a traitor or supervillain? Perseveres regardless of what people think or say about him — staying a true hero? Or what)?

Is there a sibling, cousin or protege of his father who resents, hates and hounds him (blood enemies)? Is Daddy still alive? If so, what does he think of this, and more importantly, what does he do about it (mortal enemy who seeks to discredit and destroy his rebellious child; ignores him; opposes him only when directly confronted; or any number of possibilities)? For that matter, does Sonny directly oppose his evil father or Dad's underworld organization, or does he avoid it, focusing on other villains, etc.

Inevitable Comparisons. This applies to heroes and villains. Inevitably, the character will be compared to his predecessor (sometimes heartlessly) and certain things will be expected or feared of him. He may be expected to follow a particular tradition, code of conduct, ethics, and way of doing things. Departure from these things may work for or against him — i.e. "The original Masked Crusader would never have done that! Or, "He's not his old man. Just doesn't have the skills ... or the courage." Or, "The 'real' Masked Crusader would have figured out some way to save those people. This kid just doesn't have what it takes." Or, "Man, the original Masked Crusader was an S.O.B., but this new guy, he's got class and courage. I like him." Or, " Yep, just like his father ... this boy will make his family proud." And so on.

Legacy of Insanity. Family (or group members) is known to have suffered from insanity. The specter of being insane or later falling to insanity and hurting others (let alone himself) will overshadow anybody who follows in the footsteps of this hero, group or tradition, especially if a family has suffered from generations of madness. Remember, insanity is prevalent among superbeings and crimefighters because of the stress and horrors of their job.

Legacy of Cruelty. Those the character follows or emulates like to fight and hurt others. Known to be mean, vicious and dispassionate, especially toward his enemies. Stories of ruthlessness, spitefulness, bloody vengeance and even sadism are likely to be part of the reputation. Thus, whether those who follow in the shadow of this reputation deserve it or not, they are usually feared and distrusted by criminals, supervillains and the public alike, sometimes by other heroes too, especially if they don't personally know the character.

Legacy of Brutality. The persona and costume of this superbeing is associated with violence, brutality, and extreme measures. In the past, the ends usually justified the means. And all too often, might made right. Anybody following in this shadow will be presumed to behave similarly. He is typically regarded as a dangerous, heartless, loose cannon who works outside the law and who may believe himself to be above the law. Thus, the worst is usually thought of this character (even if he isn't like that) — threats, lies, battery, blackmail, robbery, murder, etc. —"Yeh, I know what kind of tactics creeps like you use to extract information. Break many arms? Kill anybody? Or did you just beat some poor Schmoe to a bloody pulp?" It will take years to fade (rarely eliminate) this reputation.

Legacy of Failure. The identity of this superbeing is associated with failure and perhaps tragedy (if a tradition carried on for generations, each one who has tried to carry the mantle of heroism may have failed in some major way). Anybody following in these undistinguished footsteps will be regarded with low expectations and expected to fail — an accident waiting to happen or a fool destined to failure and/or tragedy. Critics will have few positive things to say, and tend to heap unfair criticism and ill-favored conjecture on this guy, even when it is not justified. Seen as a loser, second-rate, or doomed.

Legacy of Patriotism. The identity of this superbeing has been constantly associated with a particular country, nation, or cause, and is likely to have been involved in one or more wars, special assignments (spy or special agent), or similar conflicts (war against drugs or crime, etc.). The character is likely to have very strong political views and public allies (past presidents, generals, political leaders, and/or public or secret organizations like the CIA, FBI, ATF, DEA, and so on). Depending on the current state of politics, popular opinion, and world view, even good past associations may be viewed with some disdain or prejudice rather than favor.

Anybody following in these footsteps will be expected to share his predecessors' strong views and allegiances, and to continue to fight for king (president, minister, or whatever) and country. Those who, for whatever reason (personal conviction, different values or politics, ethics, etc.), break from tradition and follow a different path and/or make new alliances, will be regarded with mixed feelings. Some will consider him a traitor and/or a right wing, left wing, or some other political/ethical position stooge or fanatic. Others will continue to regard him as a hero with the courage to stand up for what he believes, sometimes even if they don't agree with the character's position or how he made his stand. A small percentage (5-10%) will hate or love the hero no matter what. Unfortunately, old allies and associates may have been personally or professionally hurt by the character's break from tradition and may seek petty or damaging revenge, and will almost certainly sever any past ties, with prejudice.

Legacy of Famous Heroes. Those who have come before have been truly "great" heroes, so "big things" are expected of anybody associated with them, especially a character who takes the identity of one of these famous and beloved champions. The newbe has huge shoes to fill and *everybody* is watching. Even small failures are magnified to be bigger than they really are, and every action, word and attitude is scrutinized. Acts of indiscretion, fear, brutality or cowardice, will be viewed with disdain and public outcry.

Legacy of Good. The character follows a tradition of the noble, honest and courageous hero. Not necessarily a Boy Scout (although it could be), but a trustworthy and compassionate defender of truth, justice, and freedom. A protector of the weak, downtrodden and innocent. It is a reputation he is expected to uphold. Those who flounder from it will be judged harshly, even unfairly, because of the high standards established in the past.

Legacy of Evil. The character's family or past is checkered or blighted by (legendary? infamous?) acts of unbridled power, selfishness, treachery, bloodletting and/or cruelty that has labeled his family or group (and him by association) as evil. Anybody following in their footsteps will have to overcome the sentiment of, "like father, like son." The character is generally, not trusted, is suspected of everything (the worse, the better) and is disliked and feared. It will take years to crawl out from under this reputation and be completely trusted, if ever (doubt is rarely eliminated completely). Never, if family members or old associates continue their evil ways.

Legacy of Tyranny. In the past, the character's name and reputation has been associated with, or directly involved in, acts of tyranny and/or extreme supremacy (racist in favor of mutants, superhumans, his family, etc.). This is likely to include the manipulation, degradation and abuse of those weaker, different or less fortunate than he. In the past, this costumed identity has been associated with brazen intolerance, ruthlessness, cruelty, murder (possibly mass murder or genocide), and slavery. Those who dared to defy him/them publically suffered the consequences. Anybody associated with such a past is assumed to be a maniacal, megalomaniac with delusions of power and conquest, perhaps even global domination. They are feared and often hated.

Legacy of being Inhuman. The character and those who have come before, are mutants or aliens. While this in and of itself is not necessarily a bad thing, the public's sentiments, fears and concerns about nonhumans can fluctuate wildly. When an anti-mutant/alien craze is on the rise, the superbeing may be considered a danger, a criminal or even a monster who should be caged or destroyed! When mutants and aliens are regarded in a positive light, so is the character. Of course, there will always be anti-mutant and anti-alien fanatics who want to see nonhumans persecuted, imprisoned or destroyed. Such racists can be found in all walks of life, from ditch-digger to Senator. Some will be members of extremist groups and may even include other superbeings, cyborgs, robots, ex-military or government agents, and even rogue cells within the government or military.



Education & Skills

We have kept the old **Heroes Unlimited™** Skill Program system due to popular demand, and because it works well in a modern world setting.

The **Heroes Unlimited™** skill system differs from other Palladium games in one big way, namely there are no Occupational Character Classes (O.C.C.s), at least not in the traditional sense. Instead, there are Superbeing Power Categories. They are similar to O.C.C.s in the sense that each Category helps to define that particular type of hero, but these Categories are not as specific or focused as O.C.C.s. Unlike most of Palladium's other games, where the character's occupation defines that character, it doesn't work in **Heroes Unlimited™**. Why? Because the motivating factor or goal behind all these characters is the same, to be *heroes* (or supervillains, as the case may be)! Each character may approach that goal in a different way, and each may possess wildly different powers and training, but they strive to be heroes. It doesn't matter if the character is a mutant, alien, cyborg, vigilante, or any of the myriad other types or categories of superbeings, they all share one purpose — one vision — to stand above the norm and be something special, a hero.

The hero business is typically altruistic and philanthropic, meaning heroes do what they do for moral and/or personal reasons, and without pay. The characters of **Heroes Unlimited™** have to earn money to pay bills and buy food somehow (not to mention equipment for daring-do). The average hero does not find lost treasures or have booty from war to sell to pay his bills (although rare individuals might be able to). Nor is he usually able to go into the woods and hunt for food when he is broke and live in a cave or tree-house (although, again, a rare few might). To survive in the modern world, the hero must turn to the fame and fickle fortunes of celebrity, government sponsorship, or have some secret means of making money. This is one area where skills and education come into play. Villains represent the other end of the spectrum. They take what they want, hurt who they please, and strike down anybody who gets in their way. They use their special abilities not to help, protect or nurture, but to destroy, harm and do as they please. Yet even notorious villains will have civilian alter-egos, aliases, and secret identities.

All that having been said, perhaps the ultimate reason for having a broad range of skills and a civilian identity is simply that most of these superhuman men and women were born and raised in human society. Modern Earth is their past and their future. Whether they like where they have come from or what they are becoming, they still share a point of origin, kinship and orientation with ordinary humans. And no matter how godlike they may become, there will always be a part of them that is forever human.

Most superbeings will keep a secret identity that is completely different than their heroic (or villainous) alter-egos. In fact, as unbelievable as it may seem, most have "real" jobs and effectively do heroing, protecting the innocent, fighting for justice, and saving the world, *part-time!*

Most of their skills are probably a part of that secret identity rather than the "super" one. Remember, in most cases, the hero started life as any ordinary person. It was only through some extraordinary occurrence that he or she became a costumed hero. Many didn't become superhuman or dedicate their lives to fighting crime until their teens or adult years. This means they grew up in a city or town, went to school, and pursued pedestrian careers (factory worker, shop clerk, doctor, lawyer, soldier, artist, role-playing game designer, etc.). In most cases, the majority of heroes developed their education and skills during these "ordinary" years. Consequently, a hero (or villain) can be anyone from a high school drop-out to a college professor.

Don't forget, the ultimate part of the final equation in becoming a hero doesn't lie in their powers or skills, but each characters' heart — and whether or not they have what it takes to stand up for what's right, even if they must stand alone, and, win or lose, fight the good fight.

Determining Educational Level

The Educational Level reflects the character's years and intensity of study. The amount of formal education directly translates to the educational bonus and the number of skill programs a character can select. The one time bonus is applied to all *Scholastic Skills*. Do not add this bonus to Secondary skills. Scholastic Skills are skills learned through formal education, whether it was high school, college, military or on the job training.

Secondary Skills are skills learned and developed on one's own through observation, practice and self-education.

The bonuses are the percentile number found in the parentheses. The bonus is added to the base skill indicating the superior level of expertise. For example: Computer Operation (+10%) means the character is more knowledgeable in computers than the average hobbyist, so his skill proficiency is higher. Add the +10% to the base skill of 40% for a total of 50%. At second level of experience, another 5% is added, making the skill 55%. At third level, another 5% is added and so on.

Important Note: Characters who fall into the Hero Power Categories of *Special Training* and *Physical Training* do *not* roll on the Educational Level Table. Instead, go to that hero Power Category to see how special skills and training are selected.

Depending on the role-playing campaign, Game Master and intentions of each individual player, the Educational Level can be selected or randomly determined by rolling percentile dice. Selecting an Educational Level, with G.M. approval and/or supervision, is appropriate when trying to *recreate* a favorite comic book hero, or when the G.M., player or group is trying to make a particular type of character. For example, if the hero is supposed to be a renegade scientist or a soldier, it would make sense to make a random roll. On the other hand, using the random table is good for quicker character creation and/or the fun of creating and playing a character without any predetermined notions; building upon what fate (the random rolls) hands you. Using random tables throughout the character creation process can give players exciting characters that they might never have otherwise considered playing. After all, this is a "role" playing game.

Educational Level Table

01-10 Street Schooled: No formal education, instead all skills are learned from parents (if any) and on the streets. The character is not necessarily a criminal, low-life, or an anti-authority punk, although membership in a gang is possible (01-33% chance; may or may not be an active member). Unless a Street skill or Secondary skill is given up for literacy, the character can barely read and write (No more than a 3rd grade education with a literacy proficiency of 30% +2% per level of experience).

Street Skills (special): Automatically gets Streetwise (+14%), Prowl (+5%), W.P. knife or automatic pistol, and can select three

Rogue skills (no hacking without literacy), two Domestic skills, two Technical skills and eight Secondary skills.

11-20 High School Graduate: Select two Skill Programs (+5% bonus) and 10 Secondary skills.

21-30 Military: Basic Military Skill Program (+10%), plus one additional Military or Communications Skill Program (+10%), and one Skill program of choice (+5%; excluding Science and Espionage), plus 8 Secondary skills.

31-40 Trade School or On The Job Training: Select two Skill Programs (+15%) and eight Secondary skills.

41-50 One Year of College: Select two Skill Programs (+10%) and eight Secondary skills.

51-60 Two Years of College: Select two Skill Programs (+15%) and ten Secondary skills.

61-70 Three Years of College: Select three Skill Programs (+15%) and eight Secondary skills.

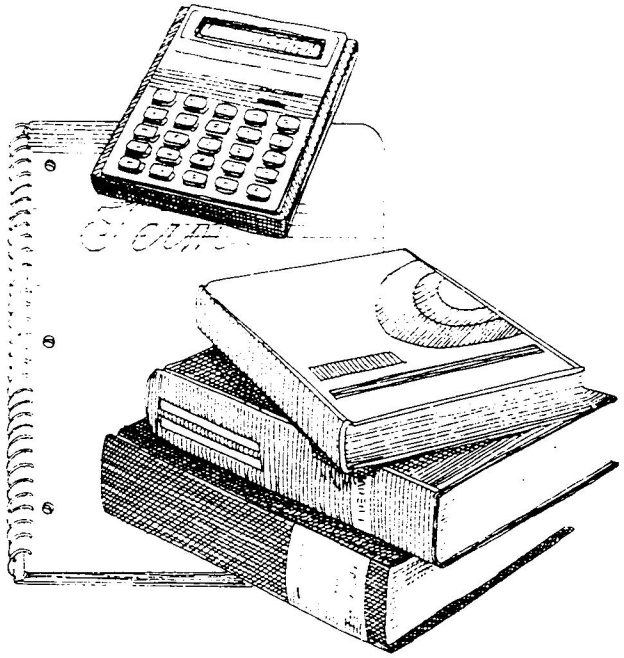
71-80 Four Years of College: Select three Skill Programs (+20%) and ten Secondary skills.

81-85 Military Specialist: Basic Military Skill Program (+20%), plus one additional Military or Espionage Skill Program (+20%), one Espionage Skill Program (+15%; this can be a second selection), one W.P. Modern Skill Program and one other Skill Program (+10%) of choice, as well as five Secondary skills.

86-90 Bachelor's Degree (College): Select four Skill Programs (+20%) and 10 Secondary skills.

91-95 Master's Degree (College): Select four Skill Programs (+25%) and 10 Secondary skills.

96-00 Doctorate or Ph.D (College): Select four Skill Programs (+30%) and 10 Secondary skills.



Skill Programs (Scholastic Skills)

A skill program is an area of study, training and knowledge attained from formal education. All the skills listed under the program heading are known. Apply the educational bonus to each. See the individual skill descriptions for exact details regarding each skill ability.

Special Restrictions & Notes:

1. High School Educational Level can only select from the following skill programs: *Computer, Criminal, Domestic, Physical, Language, Rogue, Technical* and *W.P. Ancient.*

2. Criminal Program is available to Education Levels: High School, Trade School, Military and Espionage. If taken again, four skills are selected from the Rogue category. **The Professional Thief** is only available to Trade School, Military and Espionage.

3. The Military (or Police) Skill Program is limited to the *Military, Military Specialist* and *Trade School* (specialized training) educational levels.

4. The Military Specialist is the only educational level that automatically selects *Espionage Skills* and can select the Espionage Program a second time to get additional training.

5. Espionage Skills are limited to the educational levels of *Military Specialist* and *Trade School* (specialized training that can include paramilitary, terrorist, criminal and survivalist skills that are effectively Espionage) and can NOT be selected by any other education levels. The superbeing Power Categories of *Special Training* and *Physical Training* are the only exceptions.

6. Advanced Piloting and Weapons Engineer skills are available only to Military, Military Specialist, Trade School (specialized training program) and Doctorate/Ph.D. Educational Levels, and the Hero Power Category of *Special Training.*

7. Medical Doctor is limited to characters who have achieved the educational level of *Master's* (spent years of study, although *not* a legal, practicing doctor) and *Doctorate Ph.D* (a legal, full-fledged doctor). Characters with less education must settle for paramedic and/or holistic medicine. First Aid is available as a secondary skill. **Note:** The Science Program must also be selected to be an M.D.

8. Robot Program can only be selected by characters with a Masters Degree or Ph D./Doctorate education level (*see the Hardware section for construction/repair rules*).

9. Only one hand to hand combat skill can be selected. In cases where more than one type is available, the player must select only one and disregard the others. Also note that Hand to Hand: Expert always costs two skill selections, even as a scholastic skill, and Hand to Hand: Martial Arts always costs three skill selections.

10. "Fundamental" or "Basic" Skill Programs are the ones included in the following list. If a skill program is selected a second time, the player can make four skill selections of choice from whatever skills are left in the Skill Category that seems appropriate (most are self-evident; i.e. Doctor selects from medical and/or science skill category, mechanic from mechanical skills, etc.), or whatever skills remain in the overall Category, whichever is less. For example, there might only be one or two skills available under the Mechanical Category, but it would be a significant one, like Robot and/or Aircraft Mechanics.

If skills are duplicated in two or more Skill Programs, the one with the highest bonus counts, the other repeats are ignored.

11. Four skills known to *all* regardless of Education Level:
Pilot Automobile
Mathematics: Basic
Speak Native Language (+25%)
Read and Write Native Language (+20%).

Basic Scholastic Skill Programs

Select as many skill programs as allowed by your character's Educational Level; usually 2 or 3 programs. Remember to add the educational skill bonus to each of these Scholastic Skills.

Business Program
Basic Mathematics
Business & Finance
Computer Operation
Law (general)
Research

Communications Program
Basic Electronics
Radio: Basic
Radio: Scrambler
T.V./Video
One communications skill of choice.

Computer Program
Basic Electronics
Computer Operations
Computer Programming
Computer Repairs or one Radio skill of choice.

Criminal Program
Streetwise
Pick Locks
Three Rogue skills of choice.
If a second Criminal Program is selected, a total of four skills can be chosen from the Rogue and/or W.P. categories.

Domestic Program
Basic Mathematics
Select three of choice.
Also available as Secondary Skills

Electrical Program
Electrical Engineer
Basic Mechanics
Computer Operation
One Electronic skill of choice.

Espionage Program (Basic)
Hand to Hand: Martial Arts
Detect Ambush
Intelligence
Wilderness Survival
Two Espionage skills of choice.

Journalist/Investigation Program
Computer Operation
Research
Photography or Surveillance Systems
Writing (Journalistic Style)
If a second Investigation Program is selected, a total of four skills can be chosen from the following skill categories: Communications, Espionage (at half the usual Education bonus), Rogue and/or Technical.

Language
Select Four of choice.
Also available as Secondary Skills

Mechanical Program (General)
Mechanical Engineer
Basic Electronics
Locksmith

Mechanics, Vehicles
Automotive Mechanics
Aircraft Mechanics
Basic Electronics
One mechanical skill of choice.

Medical Assistant Program
Basic Mathematics
Business & Finance
Computer Operation
Biology
Paramedic

Medical Doctor Program
Biology
Chemistry
Pathology
Medical Doctor

Medical Investigation Program
Criminal Science/Forensics
Biology
Chemistry
Pathology
Basic & Advanced Mathematics

Military Program (Basic)
Hand to Hand: Basic
Running
Climbing
Military Etiquette
Radio: Basic
W.P. Rifle

Military Demolitions Program
Basic Electronics
Basic Mechanics
Demolitions
Demolitions Disposal
Underwater Demolitions

Pilot: Basic
Available as Secondary Skills

Pilot: Advanced Program
Navigation (Air, Land, Water)
Read Sensory Equipment
Weapon Systems or Pilot Related skill.
Two Basic Piloting skills of choice
Two Advance Piloting skills of choice.

Physical/Athletic Program
Select Four of choice.

Police/Law Enforcement (Basic Cop)
Hand to Hand: Basic
W.P. Pistol or Revolver
Radio: Basic
Criminal Science (doesn't include *Forensic Medicine*).
Law (general)
Intelligence, or Surveillance Systems, or Streetwise (pick one).
If a second Police Program is selected, a total of four skills can be chosen from the Espionage and/or Rogue, and/or W.P. categories.

Robot Program
Computer Operation
Computer Programming
Robot Electronics
Robot Mechanics

Science Program
Computer Operation
Advanced Mathematics
Chemistry
Three of choice.

Technical Program
Four of choice.
Also available as Secondary Skills

Professional Thief Program
Locksmith
Prowl
Climbing
Surveillance Systems
If a second Thief Program is selected, five skills (yes, five) can be chosen from the Rogue Category.

Weapon Proficiency: Ancient Weapons Program
Paired Weapons
Three ancient weapons of choice.

Weapon Proficiency: Modern Weapons Program
Select Three

Survival/Wilderness Program
Wilderness Survival
Select Four Wilderness Skills

Secondary Skills

Secondary skills are additional areas of knowledge that the character has learned through experience. They may be related to the person's occupation, but usually relate to other interests, hobbies, and entertainment. For example: In real life you may have an interest in computers and computer programming. In your spare time you read books and experiment with your computer. Before long, you can operate and understand computers better than ever and can even do some programming. You might even be good at it, but you are not at the same level as a top professional in the field (O.C.C).

This is a secondary skill. An area of knowledge, usually self taught, but not at the same level as an expert trained in the subject.

Some skills can be found under both the Scholastic Skill Programs and skill Categories, while other, highly specialized skill areas like Espionage, Medical, Mechanics, Military, etc., are not available as Secondary skills, or limited to one or two specific ones.

The main differences between identical Scholastic skills and Secondary skills are the degree of knowledge and level of proficiency. A Scholastic skill is considered to be at a professional or near-professional level or quality. A cook or photographer with Scholastic skills from an education higher than High School are of a commercial, professional quality. The same skills selected as Secondary ones means the quality is competent, does the job, and may even show great talent, but it is not of professional or commercial quality. This is true even if the Secondary skill's percentage number is higher than somebody else's same Scholastic skill.

Note: *Secondary skills* NEVER get any bonuses from higher education Level, only I.Q. bonuses and the occasional special bonus from the Super Power Categories.

Secondary Skill List

Note: Do not add educational skill bonuses to any of the secondary skills selected. Secondary skills are selected in addition to Scholastic skills.

Communications: Radio: Basic and TV/Video only.
Domestic: Any
Electrical: Basic Electronics only.
Espionage: Wilderness Survival only.
Mechanical: Basic Mechanics and Auto Mechanics only.
Medical: First Aid or Holistic Medicine, but the latter counts as two skill selections.
Military: Recognize Weapon Quality only.
Physical: Any, excluding acrobatics, gymnastics, boxing and wrestling. Hand to Hand: Expert counts as two skill selections and Hand to Hand: Martial Arts (or Assassin if evil) counts as three.
Pilot: Basic: Any
Pilot: Advanced: None.
Pilot Related: None.
Rogue: Any, except Computer Hacking, Find Contraband, and Safecracking.
Science: Astronomy and Math skills only.
Technical: Any
W.P. Ancient Weapons: Any
W.P. Modern Weapons: Any, except energy weapons.
Wilderness Skills: Any

A few more notes about skills

If I have a 100% or higher skill proficiency, does that mean the skill automatically succeeds?

No! The maximum possible skill proficiency is 98%. There is always a margin for error; however, some power categories have superhuman abilities with a basic skill, specifically the Hardware and some of the Special Training sub-categories. Characters from those categories can have skill percentages in excess of 100% because their rolls will almost always have bonuses, but even they will always have a margin of error (98% skill rating). Full details on those special skill rolls are given in the respective categories.

Are physical skill bonuses cumulative?

Yes. The player should decide what areas of physical strength and prowess are most important to his/her character and select the appropriate skills to bolster those areas. Physical attributes (P.S., P.P., P.E. Spd.), S.D.C., and combat bonuses to strike, parry, dodge, and roll with impact, are often provided by a particular physical skill. All such pluses and bonuses are cumulative with those from super abilities or a Power Category. *See Creating a Character for an example.*

Note: Acrobatics and gymnastics provide similar abilities and bonuses. If both are selected, add the bonuses and pluses to your overall character as just explained. However, the abilities such as back flip, climb rope, etc., are not added together, nor is the educational bonus added twice. The "best" proficiency of a duplicated skill is taken, and the normal educational skill bonus is applied. Also note that the prowl and climbing skills given under acrobatics and gymnastics are a part of these skills and do not increase with level unless they are selected as separate, additional skills.

How many hand to hand skills can be selected?

Only One. The hand to hand skill will, however, add to the total number of attacks per melee round and provide combat bonuses to initiative, strike, parry, dodge and other moves or abilities.

More complex and varied forms of Oriental Martial Arts are available in **Ninjas and Superspies™**, also by Palladium Books. However, these fighting abilities and related mystic powers are only available to characters from the Power Categories of *Physical Training* and *Special Training*, and only if the G.M. approves (modification and conversions will be necessary).

How do you learn more skills?

A player may select two, new Secondary skills at levels 3, 6, 9, 12 and 15. All new skills begin at first level proficiency and grow as the character grows in experience (i.e.. a skill selected at third level has the base percentage and goes up to second level proficiency when the character reaches fourth level, and so on).

Can a character go back to school to learn or improve his skills?

Yes. However, this is very difficult for a hero or villain to do. Why? Because he or she spends so much time and energy fighting crime and world beating, they usually don't have the time to properly devote to scholastic pursuits.

To learn a new scholastic skill (one) or a skill program (several) the character must attend college or a special trade school. This will require money for class, time spent at classes and time spent on homework. The Game Master should logically assign time requirements for each. A good rule of thumb is 4-6 hours a week in class (regular hours — not at the hero's discretion)

per each subject/skill, and another 6-10 hours per week spent on homework and study per each subject/skill. Three missed assignments or three absences from classes means a flunking grade. No skill, no skill bonus and no refund of tuition. You may try again.

Successful scholastic studies means three completed semesters (one and a half to two school years) of passing grades in that area(s) of study. The skill is now known at its "base skill" proficiency. Skill bonus is +5% for every three semesters of passed classes (total possible is 9 semesters, for a combined total bonus of +15%).

The cost of education varies with the individual college and level of study. The following are reasonable prices per each individual subject/skill.

Community College: Costs $200 per each skill for one semester of study. The educational standards are less demanding, so there is a skill penalty of -5% for each skill.

College or University: Costs $500-$800 per each skill for one semester of study.

College or University with an excellent reputation for quality and scholastic excellence: Costs $1200-$2000 per each skill for a semester of study, and will require the maximum amount of time in class and study time for each subject, but adds a +5% skill bonus at the end of two years of serious study.

Ivy League Universities cost an arm and a leg, $8,000-$15,000 per each skill for one semester of study, and will require the maximum amount of time in class and study time for each subject, but adds a +5% skill bonus at the end of two years.

Skill Penalties

Alien or Super-Advanced Technology: As a rule of thumb, there should be a skill penalty of -30 or -40% when trying to figure out, operate, repair, or use such mechanisms and technologies. In some cases (G.M.'s discretion), the technology may be so different that the character will be unable to use the simplest of devices (-80% to -95% penalty). The Game Master should always use his or her discretion when dealing with alien or futuristic sciences.

Likewise, **magic and magical devices** often defy conventional science, technology, and understanding, with similar penalties.

The following are some situations and appropriate penalties for some likely circumstances where the attempt to use one's skills will suffer a penalty.

Pressure situation, but no big deal. -5% to -10%.

Pressure situation, deadly. Time is running out, with dire consequences! -15% or 30 penalty if a life and death situation, especially if thousands of lives hang in the balance.

Countermeasures, traps and alarms are in place. Depending on their level of complexity and sophistication, -10 to -30%.

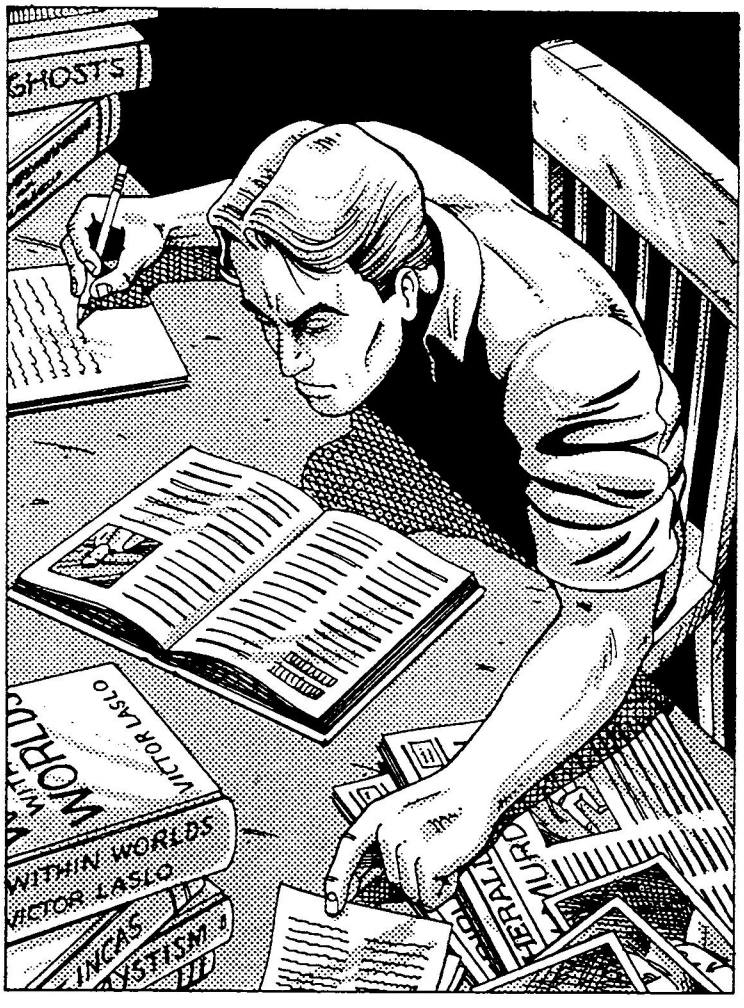
Difficult Task/Complex or Unfamiliar, -10% to -15%.

Trying to do something while moving, -5% to -40% depending on the situation and just how bumpy the ride is.

Frightened or jumpy, -5% to -10%.

Seriously wounded. Hit Points down by more than half, -15%.

Note: The Game Master may also impose a reasonable penalty to any situation where the character faces an unusual or difficult task. A reasonable penalty will range between -10% to -30%, but sometimes lower or dramatically higher penalties may be appropriate. Again, G.M.s use your discretion and be fair.



Skill Descriptions

Complete Alphabetical List of Skills, Old and New, by Category

Communications
Cryptography
Laser
Optic Systems
Radio: Basic
Radio: Satellite
Radio: Scrambler
Surveillance Systems
T.V. & Video
Read Sensory Equipment

Domestic
Cook
Dance
Fishing
Play Musical Instrument
Sewing
Sing

Electrical
Basic Electronics
Computer Repair
Electrical Engineer
Robot Electronics

Espionage
Detect Ambush
Detect Concealment
Disguise
Escape Artist
Forgery
Impersonation
Intelligence
Interrogation
Pick Locks
Pick Pockets
Sniper
Tracking
Wilderness Survival

Mechanical
Aircraft Mechanics
Automotive Mechanics
Basic Mechanics
Locksmith
Mechanical Engineer
Robot Mechanics
Weapons Engineer

Medical
Criminal Science & Forensics
First Aid
Holistic Medicine
Paramedic
Medical Doctor
Pathology

Military
Armorer (Field)
Camouflage
Demolitions
Demolitions Disposal
Find Contraband & Illegal Weapons
Military Etiquette
Nuclear, Biological, & Chemical Warfare
Parachuting
Recognize Weapon Quality
Trap/Mine Detection
Underwater Demolitions

Physical
Hand to Hand: Basic
Hand to Hand: Expert
Hand to Hand: Martial Arts
Hand to Hand: Assassin
Acrobatics
Athletics (general)
Body Building & Weight lifting
Boxing
Climbing
Gymnastics
Prowl
Running
Swimming
S.C.U.B.A./Advanced Swimming
Wrestling

Pilot, Basic
Airplane
Automobile
Boats: Sail-Types
Boats: Motor-Types
Boats: Ships
Horsemanship
Motorcycle
Race Car
Truck
Water Scooters

Pilot: Advanced
Helicopter
Hover Craft
Jet Aircraft
Jet Fighter
Jet Packs
Submersible
Tanks and APCs
Warships & Patrol Boats

Pilot Related
Navigation
Navigation: Space
Read Sensory Equipment
Weapon System

Rogue
Card Sharp
Computer Hacking
Concealment
Find Contraband & Illegal Weapons
Palming
Pick Locks
Pick Pockets
Prowl
Safecracking
Seduction
Streetwise
Ventriloquism

Science
Anthropology
Archeology
Astronomy
Astrophysics
Biology
Botany
Chemistry
Chemistry: Analytical
Mathematics: Basic
Mathematics: Advanced
Note: Computer is found under Technical.

Technical
Art
Business & Finance
Computer Operation
Computer Programming
General Repair/Maintanence
Law (General)
Language
Literacy
Photography
Research
Writing

Wilderness
Boat Building
Carpentry
Hunting
Identify Plants & Fruits
Land Navigation
Preserve Food
Skin & Prepare Animal Hides
Track Animals

Weapon Proficiencies

Ancient Weapon Proficiencies
W.P. Archery & Targeting
W.P. Blunt
W.P. Chain
W.P. Knife
W.P. Paired Weapons
W.P. Polearm
W.P. Shield
W.P. Spear
W.P. Staff
W.P. Sword
W.P. Targeting
W.P. Whip

Modern Weapon Proficiencies
W.P. Revolver
W.P. Automatic Pistol
W.P. Bolt-Action Rifle
W.P. Automatic & Semi-Automatic Rifles
W.P. Sub-Machinegun
W.P. Heavy Weapons
W.P. Energy Pistol
W.P. Energy Rifle
W.P. Heavy Energy Weapons & Rail Guns

Skill Descriptions

Communications

Cryptography: Skill in recognizing, designing, and cracking secret codes and messages. The character must study the code for two hours to attempt to break it successfully. A failed roll means the individual must study the code for an additional two hours before he can try to break it again. The character may attempt to break the code sooner, after only 10 minutes of study, but suffers a penalty of -30%. **Base Skill:** 25% +5% per level of experience. **Requires:** Literacy.

Laser: This skill provides the character with an in-depth knowledge of sophisticated laser communication systems and fiber optic communications. **Base Skill:** 30% +5% per level of experience. **Requires:** The radio basic, electrical engineer, and computer operation skills.

Optic Systems: Provides expert training in the use of special optical enhancement equipment such as telescopic lenses, laser targeting, thermo-imagers, passive light intensifiers, infrared and ultraviolet systems, polarization, light filters, optical scanners, and related devices. **Base Skill:** 30% +5% per level of experience. Adds a special one time bonus of +5% to T.V./video skill if both are selected.

Radio: Basic: This is the rudimentary knowledge of the operation and maintenance of field radios and walkie-talkies, wire laying, installation, radio procedure, communication security and visual signs/communications, as well as morse code. It does not include repairs. **Base Skill:** 45% +5% per level of experience.

Radio: Scramblers: This is training in the use of electronic masking, scrambling and unscrambling equipment, and codes for the transmission of radio signals. **Base Skill:** 35% +5% per level of experience.

Radio: Satellite: This is an understanding of the methods and operations of satellite relay technology. A vital skill in the modern world where nearly all communications and video are transported by satellite. **Base Skill:** 25% +5% per level of experience.

Surveillance Systems: This is the study and understanding of the operation, methods, and techniques in the use of surveillance systems. Includes motion detectors, simple and complex alarms systems, audio/visual recording and display equipment, recording methods, amplified sound systems, miniature listening devices (bugs, line tapping), and some optical enhancement systems (specifically as they relate to camera lenses).

Tailing, or following someone without their knowledge, is another form of surveillance. This also includes stake-out procedures. A failed surveillance roll indicates that the subject has spotted the tail and is aware that he is being followed/observed.

A failed roll in the use of surveillance equipment means that the equipment does not function as desired, impairing or preventing surveillance; i.e. bug does not transmit, recording garbled, film blurred or fails to record, etc.

A failed roll when hiding listening devices means the bug does not function and is easily discovered through the course of casual activity.

Base Skill: 30% +5% per level of experience. **Requires:** Electronics basic or electrical engineering and computer operation and literacy (the latter two are needed only for complex, high-tech systems).

T.V & Video: In depth training in the use of video and audio recording equipment, filming, editing, dubbing, title making, duplication, and transmission. Includes the use of field equipment, i.e. portable video camera, and studio equipment, i.e. editing and transmission, etc. **Base Skill:** 25% +4% per level of experience.

Read Sensory Equipment: Same skill as described under Pilot Related Skills.

Domestic

Note: Characters with Secondary Domestic skills can attain *professional* quality by selecting the same domestic skill twice (Only secondary domestic skills may be taken twice this way). Add a one time bonus of +10% and note that the end result is of superior quality.

Cook: Skill in selecting, planning, and preparing meals. A cooking roll failure means that the cooked food is not properly prepared. It is edible but tastes bad (greasy, too spicy, sour, burnt, leaves a bad aftertaste in mouth, etc.). **Base Skill:** 35% +5% per level of experience.

Dance: A practiced skill in the art of dancing. The character is especially smooth and graceful, a joy to dance with. Can learn new dance steps/moves much more quickly than somebody who can not dance. **Base Skill:** 30% +5% per level of experience.

Fishing: The fundamental methods and enjoyment of the relaxing sport of fishing. Areas of knowledge include the use of lures, bait, poles, hooks, lines, and the cleaning and preparation of fish for eating. Also includes a basic knowledge of freshwater fish, their habits and taste. **Base Skill:** 40% +5% per level of experience.

Play Musical Instrument: The individual has learned to play a particular musical instrument with a fair amount of skill. The sound is generally pleasant (except when a bad roll is made). Note that each specific instrument requires the selection of this skill. For example: a character who can play the guitar, violin, and harmonica must select the *play musical instrument* skill three different times. **Base Skill:** 35% +5% per level of experience.

Sewing: The practiced skill with the needle and thread to mend clothing, do minor alterations, and layout, cut and sew simple patterns. This is not a tailoring ability, but can become tailoring if the player selects this skill twice. **Base Skill:** 40% +5% per level of experience.

Sing: The simple ability to read music and carry a pleasant tune. **Base Skill:** 35% +5% per level of experience.

Electrical

Basic Electronics: This is a rudimentary understanding of the principles of electricity, simple circuits, wiring, and so on. This person can do basic wiring, repair appliances, and read schematics. **Base Skill:** 30% +5% per level of experience.

Computer Repair: Knowledge of the internal electronics of computers and related devices (terminals, printers, modems, etc.). The character can attempt to repair or sabotage computers. Note that figuring out the repair or sabotage procedure counts as one roll, and the actual repair is a second roll. A failed roll means the repair is faulty and does not work (try again). No computer operation or programming skills are included nor required to fix computers. Many computer repair personnel don't even know how to turn the computer on! **Base Skill:** 25% +5% per level of experience.

Electrical Engineer: Knowledge of electricity. Characters can diagnose and locate electrical problems, repair complex electrical devices, wire entire buildings or vehicles, and build electrical equipment. The character can also attempt to bypass security systems, alarms, and surveillance systems, but at a penalty of -20% for simple systems and -50% for complex systems (reduce these penalties by half if the character also has the *surveillance systems* skill). For construction and/or modification of electronic devices, use the penalties listed in the Hardware section. **Base Skill:** 30% +5% per level of experience. Requires: Advanced mathematics skill and literacy. **Note:** There is a -30% penalty when working on *alien* or extremely unfamiliar electronics.

Robot Electronics: A specialized area of knowledge as it directly relates to micro-circuitry and robotics or bionic parts. **Base Skill:** 30%+5% per level of experience. **Note:** Any character using this scholastic skill does so at -40% (*see Hardware: Electrical*), but the Technical Genius from the hero power category of Hardware is a special case and the -40% does not apply.

Espionage

Detect Ambush: Training which develops an eye for spotting locations and terrain suitable for ambushes and being ambushed. It also provides a rudimentary knowledge of guerrilla tactics used by the enemy. **Base Skill:** 30% +5% per level of experience.

Detect Concealment: This is a skill which enables the individual to spot and recognize camouflage, concealed structures/building and vehicles, as well as the ability to construct unobtrusive shelters, use camouflage and blend into the environment. It can also be used to detect secret or hidden doors and panels. **Base Skill:** 25% +5% per level of experience.

Disguise: The character knows how to apply make-up, wigs, skin puttty, dyes, and other special effects in order to alter his appearance or those of somebody else. **Base Skill:** 25% +5% per level of experience.

Escape Artist: The methods, principles, and tricks of escape artists. Includes muscle control (tensing and relaxing muscles), flexing and popping joints, knowledge of knots, and the ability to conceal small objects on the person. The character can try slipping out of handcuffs, ropes, straitjacket, etc. **Note:** Picking locks is a separate and distinct skill. **Base Skill:** 30% +5% per level of experience.

Forgery: The techniques of making false copies of official documents, signatures, passports, I.D.s, and other printed material. The forger must have an original or photocopy to work from in order to make an accurate copy. Skilled forgers can recognize other counterfeits at -10%. **Base Skill:** 20% +5% per level of experience. **Prerequisites:** None, but if the character is going to be forging electronic documents, computer operation will also be needed.

Imitate Voices & Impersonation: The ability to *imitate the voice*, accent and expressions of another person or regional dialect. This skill is common among thieves, assassins, and secret agents. The first number indicates the character's ability to change his voice and imitate accents, inflections and expressions from other regions. A successful roll means he has disguised his normal/true speaking voice and accent, and convincingly sounds like he is from another region or part of the world.

The second number indicates the character's ability to accurately imitate the voice, inflections and attitude of a *specific* person! This is very difficult. The character will need to know the person being imitated very well, have spent hours studying him or her in person, or on quality video tape. **Base Skill:** 36%/16% +4% per level of experience.

Impersonation Note: When combined with the disguise and intelligence skills, the character is able to completely impersonate a specific person or person of a particular occupation (soldier, mechanic, reporter, police officer, etc.). This is likely to include knowledge of the subject being impersonated, military procedure, dress, rank, etc., and will usually require speaking the language fluently. This means the character can convincingly impersonate a general type of person/soldier/advisor with an accurate disguise, proper action, and language. A failed roll means some element of the impersonation is flawed, most likely some incorrect behavior or character trait, or lack of information about the person being impersonated ("Tell me again what you said that night," etc.). Such "holes" will give the character away sooner or later. Thus, the longer a character remains under the eyes of others, the more likely that something will happen to reveal the character is an impostor. This is fun to role-play, so take advantage of it.

Base Skill: 16% +4% per level of experience for a regional disguise of an average local person (farmer, laborer, vagabond, etc.), 12% +4% to impersonate a person in a specific occupation (sheriff, guard, inspector, messenger, merchant, priest, etc.), and 10% +4% per level of experience to impersonate a specific, known person. If the character also possesses the Intelligence, Disguise, and Language skills, a one time bonus of +20% is applied.

The success of one's impersonation can only be determined by exposing oneself to those whom you wish to trick. A successful impersonation requires the player to roll under his skill for each of the first *three* encounters. Afterward, the character only needs to roll under his skill for each encounter with an officer/authority figure. If interrogated/questioned, he must roll for every other question or be revealed as an imposter. **A failed roll** means his impersonation has failed, he is recognized as an imposter, and is in immediate danger.

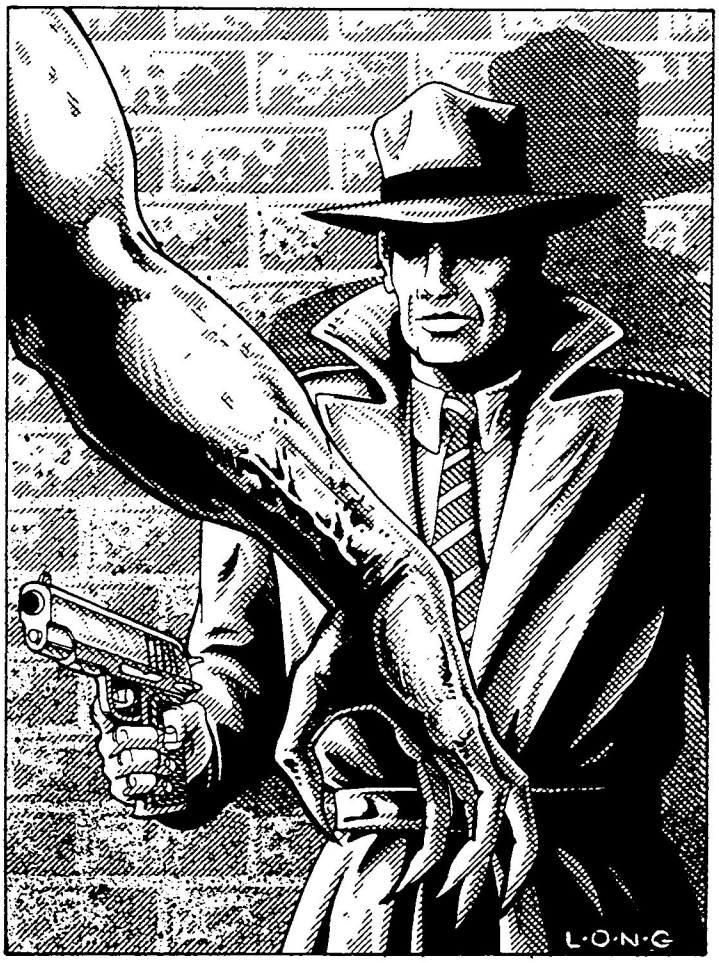
Intelligence: This is the specific training in the practices and principles of recognizing and analyzing sources of information about the enemy, observation techniques, counter-intelligence measures and proper procedure. This includes the practical assessment of sights and sounds, estimation of ranges, what to report, handling prisoners of war, and handling captured documents and equipment (tagging and reporting to group leader or proper authority). This means the character will be able to accurately estimate ranges, the number of enemies, direction, purpose, and assess the importance of specific information.

Further intelligence training includes a working knowledge of indigenous guerrilla warfare, enemy practices, appearance, and current activities. This enables the intelligence officer to recognize suspicious activity as guerrilla actions and identify guerrilla operatives. For Example: A particular booby trap, or weapon or mode of operation may be indicative of guerrilla activity in the

area. It may be up to the character to confirm the existence of the enemy and their strengths, number, and location.

Another area of training made available to intelligence is the identification of enemy troops, officers, and foreign advisors. This means the person learns the many distinguishing ranks and marks that identify specific military units, special forces, groups, and leaders of the enemy. Such identification can pinpoint and confirm enemy operations, goals, and movement, as well as confirm outside intervention/aid.

Note: A failed roll in any of the areas of intelligence means that evidence is inconclusive, or that the character has incorrectly assessed the information/situation and is uncertain. A failed roll involving individual clues may mean the person has dismissed it entirely as being meaningless (game masters use your discretion). Intelligence can be applied to an urban environment and used to identify and keep track of gangs, politicians and their helpers, villains and their cronies, and other organizations or corporations, but such rolls are made at -10%. **Base Skill:** 32% +4% per level of experience.



Interrogation: This skill is learned by policemen, intelligence officers, etc. The character knows the techniques to get information from (typically unwilling) subjects. This includes such old methods as "good cop, bad cop" (one interrogator is threatening and intimidating, the other is sympathetic and friendly), deceiving and misleading the subject into giving away information, and similar methods. The character also can judge if the subject is lying (the game master might assess bonuses and penalties depending on how good a liar the subject is). This skill also includes some basic knowledge on methods of torture, from basic tactics like depriving the subject from sleep, to the old "medieval" instruments and new sophisticated techniques like sensory deprivation, partial electrocution, and drugs. **Note:** Only evil characters will engage in torture routinely. **Base Skill:** 40% +5% per level of experience.

Pick Locks: The character knows the methods and tools for picking/opening key and basic tumbler type locks. This does not include sophisticated computer or electronic locks. It takes 1D6 melee rounds for each attempt to pick a lock. A failed roll means the lock holds; try again. **Base Skill:** 30% +5% per level of experience.

Pick Pockets: An ability to remove items from a person without their being aware of it. If a pick pocket attempt fails, the item has NOT been removed and there is a 67% likelihood of the intended victim recognizing the intent of the action. **Base Skill:** 25% +5% per level of experience.

Sniper: This skill represents special training in long range rifle firing and marksmanship. Only rifles that can be made to fire a single round or blast can be used for sniping (no automatic/multi-firing rifles). **Adds** a bonus of +2 to strike on an *aimed* shot.

Tracking: Visual tracking is the identification of tracks, and following the path of men or animals by the signs they leave on the ground and vegetation. Tracking is a precise art, requiring much practice. The skill includes the evaluation of tracks, indicating whether the person being tracked is loaded down with equipment, running, moving slowly (by measuring the space between steps), and so on. By this means, the tracker can estimate the person's rate of movement, apparent direction, the number of persons in the party, and whether the person knows he is being followed. Other methods of tracking require recognizing other telltale signs, such as blood and other stains, broken and displaced vegetation, overturned rocks, litter (such as cigarette butts, ration cans, candy wrappers, soiled bandages and campfire remains), and even odors carried by the wind.

Tracking also includes the recognizing of dangerous animals by their tracks, habits and feces. Likewise, tire tracks of vehicles can reveal much, such as size and type of the vehicle, the weight of its load, etc.

Counter-Tracking techniques are also known, such as covering one's trail, misdirection, parallel trails, and avoiding obvious pitfalls like littering and others.

A failed roll means that the signs are inconclusive, vague or misleading. Additional signs must be found to verify or clarify (roll again). Three consecutive failed rolls means the tracker has completely lost the trail. Roll once every 40 yards/meters when *following* a trail. Persons attempting to follow a skilled tracker are -25% when following his trail, if he is deliberately trying to conceal that trail (however, his rate of travel is reduced by half). **Base Skill:** 25% +5% per level of experience.

Wilderness Survival: Techniques for getting water, food, shelter, and help when stranded in wild forests, deserts, or mountains. Characters without this skill will not be able to stay healthy for more than a few days in the wilderness once their supplies run out. **Base Skill:** 30% +5% per level of experience.

Mechanical

Aircraft Mechanics: The understanding of aerodynamics and the training to repair, rebuild, modify, and redesign conventional aircraft; including single engines, twin engine airplanes, jets, helicopters and hovercraft. Robot body armor and high tech military vehicles are not included (see robot mechanics). **Base Skill:** 25% +5% per level of experience.

Automotive Mechanics: The ability to repair, rebuild, modify, and redesign conventional vehicles with internal combustion (gas) engines. It also includes body work, turbine engines, methanol, ethanol and diesel truck engines. Working on hover jet systems for ground vehicles is possible, but with a -20% penalty.

When working on reactor engines there is a -40% penalty. See the Hardware section for additional penalties and rules. **Base Skill:** 25% +5% per level of experience.

Basic Mechanics: A general familiarity and understanding of basic mechanics. This character can fix a toaster, repair a bicycle, replace a belt on a motor, repair or replace a switch, handle or a knob, replace a spark plug, change oil, assist in automobile repairs, maintain machinery, read a schematic and similar fundamental tasks. **Base Skill:** 30% +5% per level of experience.

Locksmith: The study of lock designs and the ability to repair, build, modify and *open* locks. The methods, techniques, and tools of lock picking include the old-style key and tumbler, combination, and modern electrical locking systems. Time requirements: 1D4 melees to open an antiquated key type lock or simple tumbler/combination type, 1D4 minutes to open an elaborate tumbler type, 2D4 minutes to open a simple electronic lock (usually by patching in a bypass system), and 1D4 hours to break a complex, state-of-the-art electronic lock system such as those used in high security and restricted areas. Super high-tech systems, such as those used by the military and government, will require 3D4 hours and have a skill penalty of -20%. Note that much quicker times on the electronic locks are possible with pass codes or plans of the locks (both of which can be rather difficult to obtain).

If an unsuccessful skill roll is made, the lock is not opened and the process must be repeated. If an attempt to open an electronic lock fails, roll again. A second failed roll means that the lock is irreparably damaged and can *not* be opened! **Base Skill:** 25% +5% per level of experience. **Requires:** At least basic electronics skill (-5% penalty when working on complex or high-tech locks) or electrical engineer (+5% bonus instead).

Mechanical Engineer: Training, understanding, and knowledge of how machinery is designed, operated, built, and maintained. Characters can attempt to redesign, modify, repair, construct, or sabotage mechanical devices. The player must first roll to see if his character can figure out how to operate/analyze/design a machine. When a successful diagnostic roll has been made, roll again to determine when the character can fix/change/build the mechanism. For construction and/or modification of mechanical devices, use the penalties listed in the Hardware section. **Base Skill:** 25% +5% per level of experience. **Special Bonus:** Add a one time bonus of 5% to the locksmith and surveillance systems skills if mechanical engineering is also known. There is a -30% penalty when working on *alien* or extremely unfamiliar mechanics (See Hardware). **Requires:** Basic or advanced mathematics, at least basic electronics, and literacy.

Robot Mechanics: A comprehensive knowledge and ability to repair, maintain, build, and modify robots, including androids, and bionic/robotic limbs and exoskeletons. **Base Skill:** 30%+5% per level of experience. **Note:** Any characters using this scholastic skill do so at -40% due to the very specialized nature of the skill (*see Hardware: Mechanical*). However, the Technical Genius from the hero power category of Hardware is an expert and suffers no penalties.

Weapons Engineer: This skill is usually reserved for military personnel. The character can maintain, repair, modify, mount, and figure out most weapon systems. He can repair an assault rifle and install a missile system into a vehicle. The engineer can also add and repair body armor (but not make or modify it) and is an expert welder. Constructing/modifying weapons is done at -15%; for additional penalties, see the *Hardware section* and suggestions at the end of this section. **Base Skill:** 25% +5% per level of experience. **Requires:** Mechanical engineering and basic electronics.

Medical

Criminal Science & Forensics: Basic knowledge of police skills, including basic criminal law, fingerprinting, ballistics (matching bullets to weapons and angles of impact), and general investigative techniques. Criminology or police etiquette would be technical skills, but are not included because of their specialized nature.

Forensic medicine is the methods and techniques which enables the character to find evidence regarding the cause of death, time of death, and other details when examining a corpse. **Base Skill:** 35% +5% per level of experience. **Requires:** Biology, Chemistry, Chemistry Analytical, advanced mathematics, and literacy.

First Aid: Rudimentary medical treatment which includes how to bandage wounds, stop bleeding, administer CPR/artificial respiration, and use antiseptics and common anti-inflammatory drugs and painkillers. **Base Skill:** 45% +5% per level of experience.

Holistic Medicine: Training in the recognition, preparation, and application of natural medicines usually made from plants and their parts (roots, leaves, fruit). The holistic doctor is basically a natural pharmacist and naturalist who creates drugs from vegetation and studies common ailments. He can find and use plants to create salves, balms, ointments, and lotions to soothe burns, boils, rashes, and insect bites, reduce swelling, as well as create local anesthetics, and to heal wounds faster (twice as quick as normal). Potions and tonics are created to settle upset stomachs, induce drowsiness, or hallucinations. The individual can also make alcohol and poison (hemlock and mandrake for example).

The student of herbology also has a good knowledge of plant lore and when and where to find healing plants, edible fruit, berries, roots, and bark, as well as how to use and/or avoid dangerous flora. The character can also preserve foods and knows how to set and mend bones, bandage cuts, and suture cuts. **Note:** Plants are seasonal and the right root or leaf may not be readily available in certain times of the year/season, or may be found exclusively in remote regions. Game Masters should use a certain amount of common sense and drama with this skill. **Base Skill:** 20% +5% per level of experience. A failed roll means the treatment or concoction did not work.

Paramedic: An advanced form of emergency medical treatment which includes *all* first aid techniques, the setting of broken bones, suturing of wounds, use of oxygen and emergency medical equipment, administering of drugs, knowledge of how to move a critically injured person, and other life saving techniques.

A failed roll means the patient has not responded to treatment or that the treatment has been improperly administered. **Note:** For serious injury or coma, roll three times, consecutively, on percentile dice. A roll of two successful, out of three, means the wound has been properly treated or that the patient's condition has been stabilized. Failure means the patient's condition is unchanged. Another character can immediately attempt to apply medical aid or the same player can try again, but only after the character has spent six minutes re-examining and/or concentrating on the problem. **Base Skill:** 40% +5% per level of experience.

Medical Doctor: The medical doctor is a trained surgeon and has a doctorate in the medical sciences. Some specific areas of training include: clinical skills, medical discipline, code of ethics, physiology (muscle, respiratory, blood, body fluids), pathology (diseases, their structure and function), rudimentary pharmacology (use, reaction, and interaction of drugs), laboratory skills, and techniques and methods of data collection. However, the typical

Medical Doctor (M.D.) has little to no training in cybernetics. This means, as a surgeon, the Doctor can try to remove, attach or detach a cybernetic mechanism, but does so with a penalty of -15% to diagnose problems associated with cybernetics and -40% to correct the cybernetic related problem. **Base Skill:** 60/50% +5% per level of experience. The first percentage number is the doctor's ability to accurately diagnose the problem. The second percentage number is the doctor's skill at successfully treating the problem. **Requires:** Biology, Pathology, Chemistry, basic or advanced mathematics and literacy.

Pathology: This branch of medicine deals with the nature of diseases, their cause, and symptoms, and the functional and structural changes caused by disease. Training includes anatomy, physiology, cell biology, manifestation of disease, tissue injury and repair, abnormal cell structure, metabolism, diagnosis of human disease, tissue culture methods and applications, analysis of drugs in biological samples and laboratory research, investigative methods, and use of instruments, tools and equipment. **Base Skill:** 40% +5% per level of experience. **Requires:** Biology, chemistry, and literacy skills.

Military

Armorer (Field): This is a somewhat simplistic version of the weapons engineer as it applies to infantry weapons. A competent armorer character can maintain, fix, modify, mount, reload/charge ammunition, and figure out most small arms. They can repair all types of pistols and rifles, repair minor damage to body armor (20 S.D.C. maximum), adjust targeting sights, use and repair optical enhancements, reload missiles and ammo drums, recharge E-clips, install/mount a rail gun or machinegun on a vehicle, and even fix most simple robot and bionic weapons like forearm blasters and retractable blades. **Base Skill:** 40% +5% per level of experience. **Note:** Automatically gets the basic mechanics skill at +20% as part of this package.

Camouflage: The skill of concealing a fixed base position, vehicle, bot, equipment or individual, using natural or artificial materials. A fair amount of time is involved in the preparation of a larger position. Large cargo nets, cut branches or underbrush are used most often in camouflage. This skill is also used to conceal traps. **Base Skill:** 20% +5% per level of experience.

Demolitions: This skill provides the person with an advanced knowledge in the use and workings of explosives and detonation devices for the purpose of blowing up bridges, buildings, and sabotage. This includes *all* types of explosives, such as mines, dynamite, plastics, nitro, blasting caps, etc. It also includes a basic understanding of the strategic placement of mines and booby traps. This will increase the character's awareness of suspicious rope, string, and wire. **Base skill:** 60% +3% per level of experience. A failed roll means a dud; no explosion.

Demolitions Disposal: This skill enables the character to safely defuse unexploded mines, bombs, explosive booby traps, dud artillery rounds, dud explosive charges, or any other explosive device. **Base Skill:** 60% +3% per level of experience. A failed roll results in an explosion (A full bomb suit provides A.R.: 13 and S.D.C.: 120).

Find Contraband & Illegal Weapons: The character with this skill knows where to find arms dealers, smugglers, Black Market shops/dealers, forgers, fences and illegal medical treatment, and how to acquire illegal items (guns, ammunition, explosives, false identification, drugs, etc.) and services (Fences for stolen goods, forger, etc.). He is also familiar with their practices, hang-outs, gang or criminal ties, general practices, code of conduct, pricing structures and modes of operation. Likewise, the character has a good idea of what Black Market and illegal items and weapons should cost and what these people pay for contraband items (typically only 20% of the retail market price). The character also knows the penalty for being caught with an illegal weapon or item. This skill is especially appropriate in large cities around the world. **Base Skill:** 26% +4% per level of experience. **Note:** This skill *should* be considered separate and apart from streetwise.

Military Etiquette: This skill grants a clear understanding of the way the military works, including rules of behavior (when to salute, how to address superiors/subalterns, etc.), military procedures and routines, standard issue of equipment, special ordering procedures, proper display of rank and medals, advancement in rank (and the duties that come with it), proper troop formations, how to deal with military bureaucracy, the chain of command, proper channels, who to contact to get things done, and other useful information in matters of military protocol and bureaucracy. **Base Skill:** 35% +5% per level of experience. **Note:** All soldiers have a fundamental knowledge of military etiquette (base skill 30% with no improvement), but this skill is much more complete, with a strong knowledge of what is expected, correct and the formal approach (e.g. by the book knowledge).

Military:Nuclear, Biological, & Chemical Warfare (NBC): This is the knowledge of safety precautions to protect oneself and others from the effects of nuclear, biological or chemical warfare, waste and contamination. The character is also knowledgeable in the safe handling and "clean-up" and containment of such hazardous materials. **Base Skill:** 35% +5% per level of experience.

Military:Parachuting: The skill of parachuting includes the methods, procedures, and techniques of parachuting, packing the chute, skydiving techniques, precision landing, landing without injury, and practice of jumping from a high altitude aircraft. The advantage of parachuting is secrecy, since the troopers' insertion into enemy territory is silent and often goes unnoticed. The following three methods are the ones most commonly used by modern paratroopers:

High-Altitude-High-Opening (HAHO) jumps take place from a height of 25,000 to 30,000 feet (7620 to 9144 m). As the paratroopers drop they travel laterally to the desired drop zone (DZ) where they wish to land. This technique is used to "throw off" enemy units since they will probably search for paratroopers directly beneath the path of the aircraft.

High-Altitude-Low-Opening (HALO) operations also begin at 25,000 to 30,000 ft (7620 to 9144 m) but the paratrooper does not pop the chute until an altitude of 4,000 ft (1220 m), or even less. The jump takes place so rapidly that there is little chance for the paratroopers to be viewed after the chutes open.

The most dangerous method is Low-Altitude-Low-Opening (LALO) drops. The jump is made at the mere height of 300 to 500 feet (91 to 152 m). If there are any complications (a failed roll) the paratrooper is likely to be injured (broken bones) or killed (30% chance)! Even if the jump goes without a hitch, there is a 20% chance of taking 6D6 S.D.C. from an awkward landing, even if wearing body armor.

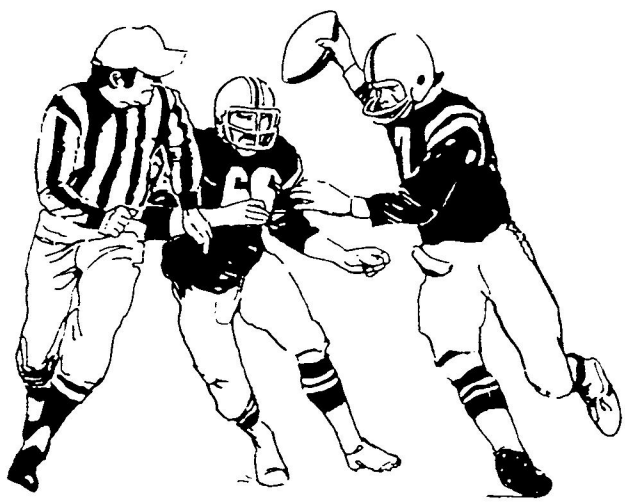
Failure on a parachuting roll indicates that there are complications somewhere along the jump. This might mean an improperly packed chute, tangling of lines, etc. On a high altitude jump, the character gets a second roll for their reserve chute. If the second roll also fails then the character falls to his death! There is not enough time on a low altitude drop to use a reserve chute, so a failed roll means the character hits the ground (humans die!) without a second chance. Parachuting can be selected as a Military or Pilot Related skill. **Base Skill:** 40% +5% per level of experience.

Recognize Weapon Quality: The ability to accurately determine a weapon's function, durability, reliability, and quality by physically examining it. This includes knowing which manufacturers are reputed to make the best weapons, the ability to recog-

nize damage or signs of misuse, modifications/customization or wear and tear, whether the weapon can be made as good as new with a little repair work and/or cleaning, whether it is a cheap (or quality) "knock-off" (copy/imitation), and so on. The character can also recognize if the weapon is stolen (serial numbers filed away, etc.), new, old, and if it has any other special features or properties as well as know what the fair price should be. **Base Skill:** 25% +5% per level of experience. **Note:** Reduce the skill ability by half if the item is not actually handled (seen but not touched/examined), likewise if it is of alien origin.

Trap/Mine Detection: Knowledge of the strategic placement of booby traps and mines, the tell-tale trademarks and indications of traps and mines, how to avoid them, and the use of mine and explosive detection equipment. The character has been trained to watch for suspicious objects, dirt mounds, trip wires and camouflaging materials that may denote the presence of a trap. Simple snare traps and trip wires can be easily disarmed by the character, but the *demolitions disposal* skill is required to disarm mines, explosives or complex traps. **Base Skill:** 20% +5% per level of experience on visuals alone. Add +50% when using special detection equipment to locate mines/explosives, or +10% to locate other types of traps with detection equipment.

Underwater Demolitions: Fundamentally the same basic skills and training as demolitions, but with an emphasis on using explosives in an underwater environment, including underwater techniques, area affect, sound wave damage, different types of explosives, as well as arming, disarming and repairing torpedoes and depth charges. **Base skill:** 56% +4% per level of experience. **Note:** Any character with the demolitions skill can use explosives underwater, but is -10%.



Physical

Special Note: One of the unique aspects of this RPG is that the player can build and increase his or her character's physical attributes (P.S., P.P., P.E., Spd., S.D.C.) by selecting physical skills that will build and develop the body's muscles and endurance. All attribute and skill bonuses are cumulative. However, a specific physical skill may only be chosen once, including hand to hand combat. Also note that attributes raised to 16, 17, or 18 in this manner do *not* gain a bonus die roll (see the Eight Attributes in the *Character Creation* section).

There are four major kinds of fighting techniques available to the characters. Boxing and wrestling add to the techniques and power of a specific hand to hand training.

Characters without combat training get *one* hand to hand attack/action at levels 1, 2, 5, 10 and 15.

Hand to Hand Basic: Provides elementary fighting techniques and methods of attack and self-defense as taught in military basic training or in self-defense classes. It costs one of the character's skill selections to learn. *See the combat section for listing of specific abilities.*

Hand to Hand Expert: An advanced form of self-defense and unarmed combat usually taught to commandos. It costs two of the character's skill selections to learn. *See the combat section for listing of specific abilities.*

Hand to Hand Martial Arts: This is some form of oriental fighting skill (karate, kung-fu, etc.) that teaches advanced hand to hand combat. It costs three of the character's skill selections to learn. *See the combat section for listing of specific abilities.*

Hand to Hand Assassin: This is an advanced form of combat with an emphasis on immobilizing or killing one's opponent quickly. It costs three of the character's skill selections to learn. *See the combat section for listing of specific abilities.*

Acrobatics: Aerial feats of agility and strength, such as walking a tightrope, high wire, trapeze, and stunts performed above ground. Other physical abilities include rolls, somersaults, leaps, and falls.

Provides all of the following:
Automatic kick attack at first level; 2D4 damage.
60% +2% per level — Sense of balance
60% +3% per level — Walk tightrope or high wire
70% +2% per level — Climb rope
50% +5% per level — Back flip
40% base climb ability (does not increase) or adds a +15% to climb skill.
30% base prowl ability (does not increase) or adds a +5% to prowl skill.
+2 bonus to roll with punch or fall
+1 to P.S.
+1 to P.P.
+1 to P.E.
+1D6 to S.D.C.

Athletics (general): Training in, and enjoyment of, vigorous exertion for competitive sports, exercises, and contests of strength, endurance, and agility.

Provides the following bonuses:
+1 to parry and dodge
+1 to roll with punch or fall
+1 to P.S.
+1D6 to Spd.
+2D4 to S.D.C.

Body Building & Weight Lifting: The building of muscle tone and body strength through weight lifting and exercise.

Provides the following bonuses:
+2 to P.S.
+10 on S.D.C.

Boxing: Classic art of fighting with fists. Training helps build the body and reflexes. Skilled boxers will *automatically* knock out opponents on a roll of a natural twenty when fighting with their fists. The victim of a knockout will remain unconscious for 1D6 melees. Bionic characters, alter physical structure heroes, mineral aliens, and other characters with superhuman strength or tough bodies are only stunned instead of rendered unconscious (-4 to strike, parry, and dodge). Unlike normal knock out/stun, the player does not have to announce that he is trying to knockout his opponent before making a roll to strike.

The following bonuses are provided:
+One additional attack per melee.
+2 to parry and dodge
+1 one to roll with punch or fall
+2 P.S.
+3D6 on S.D.C.

Climbing: Knowledge of the tools and techniques for climbing up sheer surfaces. Players should roll once for every 20 feet (6 m) of a vertical climb. If the roll fails, it means he is losing his grip, however, every "skilled" climber gets a chance to regain his grip, roll again. Two consecutive failed rolls means the character falls. **Base Skill:** 40% +5% per level of experience.

Rappelling is a specialized, rope climbing skill used in descending from helicopters, scaling walls and cliff facings. For game purposes, rappelling will include ascending and descending climbs. **Base Skill** in rappelling: 30% +5% per level of experience.

Gymnastics: Learning to do falls, rolls, tumbles, cartwheels, somersaults and to work the parallel bars and rings. This sport builds great upper body strength, grace, and balance.

Provides all of the following:
Automatic kick attack at first level; 2D4 damage.
50% +3% per level — Sense of balance
60% +3% per level — Work parallel bars & rings
60% +2% per level — Climb rope
70% +2% per level — Back flip
25% base climb ability (does not increase) or adds a +5% to climb skill.
30% base prowl ability (does not increase) or adds a +5% to prowl skill.
+2 bonus to roll with punch or fall
+2 P.S.
+1 to P.P.
+2 to P.E.
+2D6 to S.D.C.

Prowl: This skill helps the character to move with stealth; quietly, slowly, and carefully. Techniques include balance and footing, short steps and pacing, rifle positioning, prone positions for low visibility, and crawling. A failed prowl roll means that the character has been seen or heard. If the prowl roll is successful, then the character is not seen or heard and may make a sneak attack. Game Masters should use some common sense with this skill. A character can successfully prowl when there is no cover to hide behind, but in such a case he is only moving silently and can be seen easily. **Base Skill:** 25% +5% per level of experience.

Running: A regular routine of running and exercise to build speed and endurance.

Provides the following:
+1 to P.E.
+4D4 to Spd.
+1D6 to S.D.C.

Swimming: The rudimentary skill of keeping afloat, dives, swimming and lifesaving techniques. The percentile number indicates the overall quality of form as well as skill of execution. A character can swim a distance equal to 3x his P.S. in yards/meters per melee. This pace can be maintained for a total of minutes equal to his P.E./endurance. **Base Skill:** 50% +5% per level of experience.

Swimming & Fatigue Note: For humans and similar surface dwelling people, the act of swimming on the surface of the water has the same fatigue rate as running and medium to heavy exertion, especially at great speed or for long periods of time. Swimming underwater with S.C.U.B.A. equipment or other underwater equipment is considered to be light activity, unless extremely active, involved in combat or fast swimming (in which case it is considered strenuous or heavy activity).

For most aquatic life forms, including aliens and mutants, underwater activities such as fast swimming, diving, playing and underwater acrobatics are considered light activities and can be conducted for hours without fatigue. Pulling a heavy load and engaging in combat is considered medium to heavy activity.

The buoyancy of water reduces the weight of most items by 30% when used/carried underwater. This means the fatigue rate for carrying a heavy load is reduced by 30% — meaning 30% more can be carried at the normal fatigue rate. Characters can also lift 30% heavier weights.

S.C.U.B.A. (Advanced Swimming): The letters S.C.U.B.A. stand for Self-Contained Underwater Breathing Apparatus. Individuals learn the methods and equipment needed for skin diving, snorkeling and underwater swimming. A character can swim a distance equal to 2x his P.S. in yards/meters per melee. This pace can be maintained for a total of minutes equal to his P.E./Endurance. **Base Skill:** 50% +5% per level of experience. **Note:** The maximum safe depth without getting the bends is about 120 feet (36.5 m). Deeper depths are possible with depressurization, special suits and submarines. Swimming is required to S.C.U.B.A.

Wrestling: As taught in old high schools and colleges, wrestling is more of a sport than a combat skill, but it does provide some useful combat moves.

Provides the Following:
Body block/tackle does 1D4 damage and the opponent must dodge or parry to avoid being knocked down (lose one melee attack if knocked down).
Pin/incapacitate on a roll of 18, 19, or 20.
Crush/squeeze does 1D4 damage per squeeze attack.
+1 to roll with punch or fall.
+2 to P.S.
+1 to P.E.
+4D6 to S.D.C.

Pilot, Basic

Piloting Note: Moving at high speeds, taking evasive or aggressive action or any type of driving/piloting that is out of the ordinary, are considered stunts for unskilled drivers and those who take the ability as a Secondary Skill. See the combat and vehicle section for special maneuvers, skill penalties, and vehicular attacks.

Airplane: Includes old propeller, single and twin engine types, including bi-planes and modern Cessnas. **Base Skill:** 50% +4% per level of experience.

Automobile: Manual and automatic transmission; includes dune buggies, jeeps, and pick-up trucks. Anyone can drive a car without the pilot automobile skill. As long as the unskilled character drives at reasonable speeds and is following the road, they are fine, but attempting any kind of stunts, combat, or trick driving *will* result in a crash. **Base Skill:** 60% +2% per level of experience.

Boat: Sail Type: Small sailing and medium sized sailing yachts, and fishing boats. **Base Skill:** 60% +5% per level of experience.

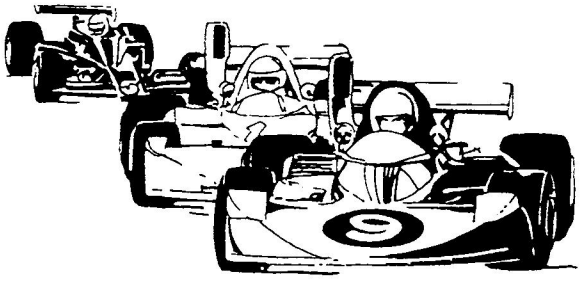
Boat: Motor and Hydrofoils: These include all types of small motor driven boats and yachts, including jet skis. Anyone can drive a small motor boat without the pilot skill. As long as the unskilled character drives at reasonable speeds or on a moderate course, they are fine, but attempting any kind of stunts, combat, or trick driving *will* result in a crash/capsize. **Base Skill:** 55% +5% per level of experience.

Boat: Ships: This includes all large sailing and motor driven seafaring vessels longer than 45 ft (13.5 m). Note that this skill only covers the actual driving of the boat. A crew will be needed to sail the craft. **Base Skill:** Sailing ships 45% +5% per level of experience. Motor driven ships 44% +4% per level of experience.

Horsemanship: The skill includes the basic principles of riding, the care and feeding of the animal, recognizing breed and quality, charging, and jumps. The percentile number is used whenever the character tries to determine breed, quality, and special jumps or maneuvers. **Base Skill:** 50% +4% per level of experience (-35% when riding an alien or monstrous creature suitable for, and trained to be, a riding animal).

Special Bonuses: The horseman has the advantage of height, leverage, and velocity when attacking on a horse. This provides the following bonuses when charging on horseback: +1 to parry and dodge, +4 damage. Note that a person can not shoot a projectile weapon of any kind (bow and arrow or gun) with any degree of accuracy. An aimed shot is impossible on a moving animal! Bursts are possible if the horse is moving quickly, but not at a full gallop. At full gallop, the shooter can fire only as *wild*.

Motorcycle: This skill includes the piloting of all two and three wheeled vehicles such as motorcycles of all types, dirt bikes, and mopeds. Anyone can drive a motorcycle without the pilot skill. As long as the unskilled character drives at reasonable speeds and follows a road, they are fine, but attempting any kind of stunts, combat, or trick driving *will* result in a crash. **Base Skill:** 60% +4% per level of experience.



Race Car: This is a specialized skill for vehicles that can travel at regular speeds above 120 mph (192 km). Characters without this skill are at -15% to pilot rolls at speeds above 125 mph (200 km). Maximum speed is typially around 220 mph (352 km). Characters with *no* driving skill can not drive at these speeds, and crash. **Base Skill:** 55% + 3% per level.

Truck: This piloting skill specifically applies to large cargo and transport vehicles like eight to sixteen wheeled commercial trucks and multi-ton transports. **Base Skill:** 40%+4% per level of experience.

Water Scooters: The knowledge and skill of piloting all types of one and two-man water sleds (underwater) and jet skis (surface sleds). **Base Skill:** 50% +5% per level of experience.

Pilot, Advanced

Note: Advanced Piloting skills involve vehicles and training that are not normally available to ordinary people. Most have highly specialized purposes or are used for military applications.

Helicopter: The specialized skill required in flying all types of helicopters, including combat 'copters (but must have the weapons systems skill to operate weapons on a combat helicopter). **Base Skill:** 35% +5% per level of experience.

Hovercraft (ground): The knowledge needed in piloting hover cycles and other hover vehicles used for ground transport. These vehicles can be tricky, because they utilize several air jets and directional thrusters that push the craft along, above the ground, on a cushion of air. The vehicles can usually attain great speeds and are capable of driving over incredibly rugged terrain and make sensational jumps over craters and ravines. Only *aliens, robots*, or *hardware characters* are likely to have access to hover vehicles. **Base Skill:** 50% +5% per level of experience.

Jet Aircraft: Includes large and small commercial transport jets, like Lears and the giant DC models. **Base Skill:** 40% +4% per level of experience.

Jet Fighters: Training includes flying, maneuvering, aerial combat strategies, and typical fighter jet weapon systems (these are just typical systems, and the weapon systems skill will be needed for a working knowledge of all jet weapon systems). **Base Skill:** 40% +4% per level of experience.

Jet Packs: This is the piloting skill of back pack-like units that strap to the back of an individual to carry him airborne. The typical jet pack is a one person unit capable of hovering above the ground and flying at an average altitude of 300 feet (91.5 m). Most people cannot use a jet pack at all, and the skill is absolutely necessary for other maneuvers like high and low altitude flight, controlled movement (between buildings or trees), stunts, and especially combat. **Base Skill:** 42% +4% per level of experience.

Submersibles: The knowledge and skill of piloting all types of submersibles, including underwater sleds, mini-subs and most types of submarines, including military submersibles. **Base Skill:** 40% +4% per level of experience. **Note:** -20% when using alien or unusual submarines. Does not include power armor or deep sea diving suits.

Tanks and APCs: Military vehicles often have unconventional controls and handle differently than conventional vehicles, especially the many ton, armored, combat vehicles such as tanks and armored personnel carriers (APC). Thus, special training is required to pilot them. **Base Skill:** 36% +4% per level of experience.

Warships/Patrol Boats: Special training in the use of military warships, combat hydrofoils, patrol boats and amphibious beachcraft/transports. Includes a basic idea of how to use sonar and targeting equipment, depth charges, torpedoes, and other common weapon systems, as well as evasive maneuvers and piloting. **Base skill:** 40% +4% level. **Note:** Characters with the motor boat or ship skill can also pilot these vessels but at a -12% penalty.

Pilot Related Skills

Navigation: Training in map reading, star charts, course computation, following landmarks, and use of navigational equipment. Includes land, air, and water navigation, as well as piloting by instruments alone. A failed roll means the pilot is off course. Roll 2D6x100 for most aircraft, 4D6x100 for jets, and 2D6x10 for ground vehicles to determine how many miles/kilometers they are off course. Roll for every hour that one is off course. **Base Skill:** 50% +5% per level of experience. Requires: Basic math, read sensory equipment, and at least minimal literacy.

Navigation: Space: The ability to navigate in outerspace using instruments, mathematical computations, sensory equipment and the stars. **Base Skill:** 40% +5% per level of experience. Requires: Navigation, basic math, read sensory equipment, and literacy.

Read Sensory Equipment: Individuals with this training can operate, maintain, understand, and "read" or interpret sensory data from all types of conventional sensor devices. These devices include radar, sonar, motion detectors, surveillance equipment, optical enhancements, instrument panels, and so on. Note that characters without this skill cannot understand nor operate aircraft, radar, or detection/surveillance equipment (including thermo-imagers and ultraviolet sights). **Base Skill:** 30% +5% per level of experience.

Weapon Systems: This is the complete understanding of weapon units and systems incorporated in military vehicles,

power armor, and robot vehicles. It includes machineguns, missile and grenade launchers, cannons, and other heavy weapons systems. Adds a special bonus of +1 to strike when using these types of weapons; this does not include hand-held weapons (*see Weapon Proficiencies*). The skill percentage is rolled when a character first attempts to familiarize himself with a specific vehicle's weapon systems. If the roll is failed, he can not figure out/find the controls and will be at -1 to strike instead of +1. He can roll once for every five minutes of study. **Base Skill:** 40% +5% per level of experience.

Rogue Skills

Cardsharp: A skill that involves the manual dexterity of hand and finger manipulation to perform tricks, palming, and other gimmicks of sleight of hand with playing cards. This includes dealing from the bottom or middle of the deck, stacking a deck (to the cardsharp's favor), hiding cards up the sleeve (and elsewhere), fancy and impressive methods of shuffling and dealing the cards, as well as "marking" cards, card counting and understanding the odds.

Marking cards often includes a complex series of Braille-like indentations, punctures or trimmed edges so that they are slightly concave or convex, all things that the delicate touch of the professional cardsharp can feel as he deals the cards. Other types of "marks" include incredibly subtle, almost indiscernible variations of the pattern on the back of cards, typically in the right, upper corner.

A failed roll means the character has fumbled the trick, missed (or misread) one of his secret markings, or was too obvious and is caught cheating! **Base Skill:** 24% +4% per level of experience. Add +4% if the character also has the *palming* skill.

Computer Hacking: This is a computer skill similar to computer programming, however, the emphasis of the skill is breaking computer access codes to gain illegal access to other computer systems and steal or sabotage their data. The character is an expert in tracing computer data, bypassing defense systems, and breaking ("hacking") codes; add a one time bonus of +5% to the cryptography, surveillance, and locksmith skills if the character is a hacker. Use the penalties listed in the hardware section whenever hacking is attempted. **Base Skill:** 30% +5% per level of experience. **Requires:** The ability to read and write, computer operation, computer programming, and at least basic mathematics.

Concealment: The practiced ability to hide small items on one's body or in hand, usually by continually moving it around from hand to hand or place to place unnoticed. Objects must be no larger than 14 inches in height or length, and six inches in width. The weight must also be 10 pounds or less (4.5 kg). The smaller and lighter the object, such as a knife, gem, key, credit card, etc., the easier it is to conceal (add a bonus of +5%). Hiding handguns and knives under clothes is also done at +5%. Larger items such as a book, scroll, club, statue, or similarly large or heavy object are more difficult to conceal on one's person for obvious reasons. **Base Skill:** 20% +4% per level of experience.

Find Contraband & Illegal Weapons: See the skill description under Military Skills.

Palming: Simply the ability to pick up and seemingly make a small object, such as a coin, key, or credit card, disappear by concealing it in one's hand. Adds a bonus of +5% to the pick pocket skill. **Base Skill:** 20% +5% per level of experience.

Pick Locks: The character knows the methods and tools for picking/opening key and basic tumbler type locks. This does not include sophisticated computer or electronic locks. It takes 1D6 melee rounds for each attempt to pick a lock. A failed roll means the lock holds; try again. **Base Skill:** 30% +5% per level of experience.

Pick Pockets: An ability to remove items from a person without their being aware of it. If a pick pocket attempt fails, the item has NOT been removed and there is a 67% likelihood of the intended victim recognizing the intent of the action. **Base Skill:** 25% +5% per level of experience.

Prowl: This skill helps the character to move with stealth; quietly, slowly, and carefully. Techniques include balance and footing, short steps and pacing, rifle positioning, prone positions for low visibility, and crawling. A failed prowl roll means that the character has been seen or heard. If the prowl roll is successful, then the character is not seen or heard and may make a sneak attack. **Base Skill:** 25% +5% per level of experience.

Safecracking: This is a specialized skill in which the character studies the strengths, weaknesses, and construction of safes and how to open them without damaging the contents inside. The fingers of the safecracker are so sensitive that they can "feel" the subtle calibration of combination locks and other locking mechanisms. When using explosives, they can use their abilities to such precision that they can "blow" the lock off a safe, security door, safe deposit box and similar without creating a big, area affect explosion or inflicting damage to the contents (a failed safecracking skill or demolitions roll means the explosion was too much and the contents are damaged). **Base Skill:** 20+4% per level of experience. **Bonuses:** Adds +5% bonus to the lock picking and demolitions skill. **Penalties:** Requires focus, concentration and keen hearing, so characters with an M.E. under 15 are -10% on this skill.

Seduction: This is the ability to make the opposite sex melt with desire. This skill is somewhat similar to the interrogation skill, in that the seducer knows how to ask the right questions to get information without being obvious. The seducer usually seems attentive, sympathetic, and alluring/sexy. Men and women, who are seduced, tend to have loose lips — meaning they tend to talk freely, say more than they should, and tell secrets. They also lose track of time, spend big money to impress and please their seducer, and lavish her or him with their affection, time and attention, while oblivious to everything else around them.

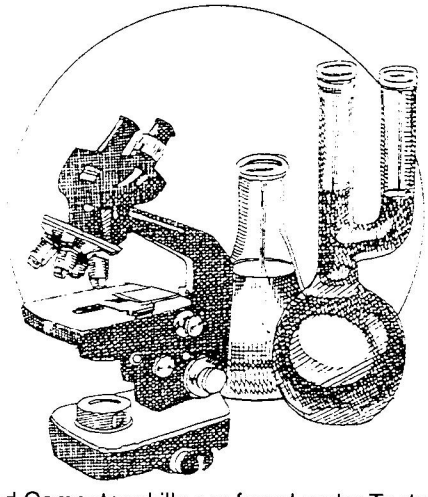
Most of all, somebody who is seduced is vulnerable. The person who is *successfully seduced* is distracted, skill performance is half and takes twice as long to perform, the character has *no* initiative, doesn't notice people or events around him/her, and is easily caught off-guard; no initiative and all bonuses are at half when attacked by a character other than the seducer. Worse, the victim(s) of seduction is completely vulnerable to the seducer! The seducer always gets the first strike/attack/action (any roll above a 4 hits or is successful). The victim has no chance of self-defense against that first attack, plus loses one attack/action from surprise or horror. In addition, the seducer is +5% to pick the pockets of, palm, or plant things on his/her victim of seduction, as well as +5% to the cardsharp, sing and dance. Research has shown that the more alcohol the intended victim drinks, the easier it is to seduce someone (+5%). **Base Skill:** 20% +3% per additional level of experience. **Skill Bonuses:** +1% for every *one* M.A. attribute point above 20, and every *two* P.B. above 17. So a character with a P.B. 23 (+3) and M.A. 24 (+4) would be +7% to successfully seduce. The seducer can influence more than one person at a time; one additional per every three levels of experience.

Streetwise: This skill instills an understanding of the darker side of city life and the scoundrels who roam those streets. The streetwise character will be able to recognize gang members by their actions and philosophies, gang colors (emblems and clothing that denote membership to a particular organization), gang

symbols mannerisms, as well as identify dangerous locations and gangland haunts. The individual will also recognize a potential brawl situation, assess a gang member's rank/power in the organization, and know some of the hangouts, modes of operation, rituals, ethics, and perhaps even notorious gang leaders of the more infamous street gangs. This skill also includes the ability to recognize and locate black market dealers/organizations, illegal clinics, drugs and arms dealers, and similar criminal outfits.

The streetwise skill also gives the character the ability to recognize characters addicted to drugs, street corner pushers, big time dealers, drug smugglers, DEA agents, and undercover agents looking to bust dealers. Similarly, the character has a good idea of what drugs cost, how to use them, and where to buy them (even if he doesn't use them himself). The character also knows most of the "street names" of common drugs, recognizes the drug when he sees it and knows the general effects and dangers it represents. He can also recognize the symptoms in others and can guess what drug a user may be high on with reasonable accuracy (roll under skill ability). **Base Skill:** 20% +4% per level of experience.

Ventriloquism: The practiced ability to throw one's voice. This can be used to create the illusion of not speaking while making a voice or verbal noise appear to be coming from someone or something else, such as a puppet, a tree, box, chair, etc. Maximum range is 10 feet (3 m) away. A failed roll means the voice is not well thrown or the ventriloquist's mouth is seen moving, so the trick does not work. **Base Skill:** 16% +4% per level of experience.



Science

Note: Literacy and Computer skills are found under Technical skills and computer hacking is found under Rogue Skills.

Anthropology: This is the behavioral study of man and other intelligent life forms and their environments. Studies include societies, customs and beliefs, religions, political structure, as well as rudimentary history and archaeological background. It is important to note that anthropology is more concerned with the study of modern races and societies than it is with ancient ones. This is especially important when dealing with other races and cultures in the present time to avoid accidentally breaking taboos or codes of behavior. It will also tell the anthropologist whether he may be dealing with a dangerous people (fear technology or magic, are cannibals, worship demons, etc.).

The skill can also be used in the examination of items/artifacts and ruins to identify the probable people/race, purpose, and technological level. The character can identify the period in which the item was used (contemporary or ancient), but is not skilled enough to tell whether an item is an authentic artifact or a forgery without much research and possibly a laboratory. **Base Skill:** 20% +5% per level of experience.

Archaeology: This is the scientific study of relics of ancient civilizations by excavation and analysis of artifacts. Studies include proper excavation (digs) techniques, preservation, restoration, and dating methods (including carbon dating), as well as rudimentary history and anthropological notes (a base 25% or +5% to the anthropology skill if also taken) background. **Base Skill:** 20% +5% per level of experience.

Astronomy: The study of the stars and other celestial bodies, their movements, positions, cycles, alignments, and interrelations with the earth and each other. This knowledge can also be used to determine direction, approximate distances, identify seasons, and tell the time of day. **Base Skill:** 25% +5% per level of experience.

Astrophysics: Includes a working knowledge of astronomy, which is the study of the stars and other celestial bodies, their movements, positions, cycles, alignments, and interrelations with the earth and each other. This knowledge can also be used to determine direction, approximate distances, identify seasons, and tell the time of day, but more importantly, it is used to study the universe and how it relates to nuclear physics, quantum mechanics, relativity, and other explanations of deep space phenomena like quasars and black holes. The skill combines astronomy and physics and also includes a working knowledge of the theories of time and space. **Requires:** Basic and Advanced math. **Base Skill:** 25% +5% per level of experience.

Biology: Basic understanding of cells, anatomy, physiology, evolution, and genetics. The character will know how to use a microscope, cultivate bacteria, and how to classify new organisms. **Base Skill:** 30% +5% per level of experience.

Botany: Plants, their categories and functions, are studied extensively. Characters will know the basics of cross-fertilization and germinating, as well as growing experimental plants. **Base Skill:** 25% +5% per level of experience.

Chemistry: The basic understanding of chemical principles and formulae. Characters know enough chemical laboratory procedures for analyzing and synthesizing chemical compounds in order to be competent assistants. Propellants for bullets can be made with this skill, but not explosives. **Base Skill:** 30% +5% per level of experience.

Analytical Chemistry: Training in chemical engineering theories useful in the analysis of compounds and their practical applications. Characters will be highly skilled in the use of laboratory equipment and can analyze and synthesize chemicals (including explosives, but their use still requires the demolitions skill). **Base Skill:** 25% +5% per level of experience. **Requires:** Chemistry, advanced mathematics, and literacy. Computer operation is highly suggested but not required.

Basic Mathematics: Knowledge of basic math, including the ability to count, addition, subtraction, multiplication, division, and fractions. **Requires:** Literacy. **Base Skill:** 45% +5% per level of experience.

Advanced Mathematics: Knowledge of all basic and advanced mathematics including algebra, geometry, trigonometry, calculus, and techniques for advanced mathematical formulae. **Requires:** Basic mathematics. **Base Skill:** 45% +5% per level of experience.

Technical

Art: The ability to draw or paint or sculpt or do craft-work. Scholastic art training indicates a professional quality, while a secondary skill indicates a talented amateur. **Base Skill:** 35% +5% per level of experience.

Business and Finance: This skill represents some form of skill in either big business or the financial world. The character can either be a manager/overseer, a CEO (depending on skill percentage and rolls) or an investor/stock broker. This is a career

skill and will have little bearing on the character's adventuring, but some players want to define their characters' occupation, and this was the only area where there were no skills to correspond to real world jobs. So here it is. **Base Skill:** 35%+5% per level of experience.

Computer Operation: A knowledge of how computers work, along with the skills to operate peripherals like keyboards, printers, and modems. Characters can follow computer directions, enter and retrieve information, and similar basic computer operations. However, this does NOT include programming or hacking. **Base Skill:** 40% +5% per level of experience. **Requires:** Literacy.

Computer Programming: Advanced computer knowledge that includes designing, programming, debugging, and testing computer programs and software. Hacking is possible, but at a penalty of -40% unless the character also has the computer hacking skill (see Rogue Skills). **Base Skill:** 30% +5% per level of experience. **Requires:** Computer operation and literacy.

General Repair/Maintenance: Not everyone can be a mechanic or electrician, but many are good with their hands and capable of doing satisfactory repairs on simple mechanisms, gears, pulleys, wheels, rope, and so on. The general repair/maintenance skill includes: sharpening blades, minor repairs on weapons, pack their own S.D.C. bullets/ammunition, sew torn clothing (it may not look pretty, but it does the job), replace a wagon wheel, change a tire, shoe a horse, repair furniture, paint, varnish, nail and assist in basic woodworking, and even do minor patchwork on armor (restores 2D6 S.D.C.).

Roll once to see whether the character can figure out what's broken, what must be done to fix it, and whether it's beyond his meager abilities. Roll again to determine success or failure in making the actual repair. If failure, the player may try again, but only twice. **Base Skill:** 35% +5% per level of experience. Reduce skill proficiency by half if the item is extremely damaged, complex, high-tech or alien.

Law (general): This general study of law provides the character with a basic understanding of laws and customs and a rudimentary understanding of legal procedures, crimes and punishment throughout the Western parts of the World (USA, Canada, Mexico, Britain and Europe). **Base Skill:** 25%+5% per level.

Language: Characters with a language skill can understand and speak in a language other than their own native tongue. Language is one of the few skills that can be selected repeatedly in order to select several different languages. Each selection gives the character knowledge of a different language and costs one skill selection each time. **Base Skill:** 50% +5% per level of experience.

Literacy: By the end of the 20th century, literacy has decreased even in industrialized nations; however, it is assumed that all heroes will be literate. Only those poor unfortunates that dropped out of school and grew up on the streets or in the wilds somewhere will not have the most basic levels of literacy. A Game Master running a grittier street campaign may require all characters to purchase literacy as a skill, but otherwise, it is here for reference purposes only. **Base Skill:** 30% +5% per level of experience, but educated individuals will have 98% literacy in their native language.

Photography: Training in the art of still photography, the use of lighting, cameras, lenses, filters, and other camera equipment, as well as storage, development, enlargement, and duplication of film/photos. **Base Skill:** 35% +5% per level of experience.

Research: Training in the use of methods, techniques, and locations for finding information, including public records, libraries, federal information services, data bureaus, interviews, surveys, demographics, trade journals, clipping services, computer services, and legal searches. This skill is helpful in locating information about people, places and things. The *game master* will ultimately regulate the availability of accessible, known information regarding a particular subject. In some cases, there may be a ton of history and information, while in others, very little or nothing at all (which may reveal something by its sheer lack of info). The research skill simply gives characters access to available data. **Base Skill:** 50% +5% per level of experience.

G.M. Note: A good rule of thumb is to let characters investigate/research something as much as they want, but keep the game moving along. If no information is available, find out where they are conducting research and say something like, "Despite the help of a clerk, and three hours of research, you still find nothing (or nothing unusual)." If the character(s) wishes to keep looking, let him, but quickly click off the hours; "Another hour and still nothing." If another player conducting research elsewhere says, "What do I find in the City County Building?" Make the answer "Nothing", or "Something quite surprising", and tell him/her something in private. Do not drag out the research aspect, but do consider a reasonable length of imaginary game time. Likewise, if the information is common knowledge or easy to locate, fast forward through what might be a couple of hours of research and tell the character what he has found.

ANY CHARACTERS CAN DO RESEARCH AND ASK QUESTIONS! However, the research skill will reduce the amount of time by half and the character is trained to notice relevant data that an untrained character is liable to overlook. Thus, for the truly mysterious, secret or difficult information, have the character with the research skill try to uncover it. Only roll to determine success on these difficult or hushed up bits of information, including addresses, unlisted telephone numbers, car license plate numbers, obscure and suppressed data.



Writing: The ability to write prose (stories), poems, or journalistically (articles, reports, news). Scholastic training indicates a professional quality, while the secondary skill indicates a talented amateur. A failed roll means an awkward and poorly written work that is boring and difficult to understand. Try again. **Base Skill:** 25% +5% per level of experience. **Requires:** Literacy.

Weapon Proficiencies

Ancient Weapon Proficiencies

Ancient weapon proficiencies cover all forms of hand-held or projectile weapons common before the advent of firearms, even if the weapon being used is a modern version, like a compound bow or Bowie knife. Each ancient W.P. provides combat training with a particular type of weapon. The result is hand to hand combat bonuses to strike and parry whenever that particular weapon is used. All bonuses are accumulative. Each W.P. counts as one skill. The character may select several W.P.s or few. Note: Characters without a W.P. *can* use any weapon, but without benefit of the W.P. bonuses.

W.P. Archery and Targeting: This is an expertise with thrown and bow weapons. It includes throwing spears, forks, slings, short bow, long bow, cross bow, and modern bows. **Bonuses:** Add 20 feet (6.1 m) to the normal effective range per level of the character, +1 to parry with that weapon (effective at level one), and +1 to strike at levels 2, 4, 6, 8, 11, and 14. **Note:** The character loses all bonuses and rate of fire is half when riding on horseback or a moving vehicle. **Rate of Fire:** Two at level one, +2 at level three, +1 at levels 5, 7, 9, and 12.

Weapon Type and Ranges	Damage Per Arrow/Weapon
Boomerangs — 60 ft/18.3 m	1D6 damage
Throwing Sticks & Irons — 30 ft/9.1 m	1D6 damage
Sling — 80 ft/24.4 m	1D6 damage
Spear — 100 ft/ 30.5 m	1D6 damage
Short Bow — 340 ft/104 m	1D6 damage
Long Bow — 640 ft/195 m	2D6 damage
Modern Compound Bow — 700 ft/213 m	2D6 damage
Traditional Cross Bow — 600 ft/183 m	3D6 damage
Modern Cross Bow — 700 ft/213 m	4D6 damage

W.P. Battle Axe: Training in all types of battle axes and picks. **Bonuses:** +1 to strike at levels one, four, eight, and twelve. +1 to parry at levels two, five, nine and thirteen. +1 to strike when thrown at level three, eight and twelve.

W.P. Blunt: Training with all types of blunt weapons, including maces, hammers, cudgels, pipes, staves, and clubs. **Bonuses:** +1 to strike and parry at level one, add another +1 to strike and parry at level four, and another +1 to strike and parry at levels eight and 13.

W.P. Chain: Training with all types of chain weapons, including ordinary lengths of chain, nunchaku, flail, and ball or mace and chain. **Bonuses:** +1 to strike at level one, add another +1 to strike and parry at level four, add another +1 to parry at level eight, and +1 to strike and parry at level 13.

W.P. Knife: Training with all types of knives. **Bonuses:** +1 to strike when thrown on level one, +1 to strike and parry at level two, add another +1 to parry at level four, add another +1 to strike and throw at level seven, add +1 to parry at level eight, and +1 to strike, parry, and throw at levels 11 and 15.

W.P. Paired Weapons: This skill is automatic at 7th level hand to hand Expert and Martial Arts, but it can also be taken as a separate skill. The effects are identical (*see Combat Terms*), but when taken as a skill, only two specific kinds of paired weapons are included. For example, the character may be skilled in paired short swords *or* paired axe and short sword, but not both (that would require two paired weapons skills). When the skill is acquired under hand to hand, it represents a high level of achievement and any single-handed weapon can be used in a pair. Unlike a separate selection of the skill, high level combatants do not have to specify their paired weapons, they can use any two single-handed weapons.

W.P. Polearm: Training in the large spear-like weapon known as the polearm. Also includes tridents. **Bonuses:** +1 to strike at levels one, five, nine, and fourteen. +1 to parry at levels one, three, six, nine and twelve. +1 to strike when thrown at levels two, five, nine and fourteen.

W.P. Shield: Combat skills with large and small shields used primarily for parrying and self defense. **Bonuses:** +1 to parry at levels 1, 3, 6, 9, 12 and 15. A shield can be used in one hand and a weapon in the other. +1 to strike with a shield (1D4 damage) at levels 4, 8, and 12. No bonus to strike when thrown.

W.P. Spear: Combat skill with large and small spears (the use of a rifle equipped with a bayonet also falls into this category). **Bonuses:** +1 to strike and parry at levels 1, 3, 5, 8, 11 and 13. +1 strike when thrown at levels 3, 6, 10 and 14.

W.P. Staff: Combat skill with large and small staffs. **Bonuses:** +1 to strike at levels 1, 3, 7, 10 and 13. +1 to parry at 2, 5, 8, 11 and 14. +1 to strike when thrown at levels 5, 10, and 15; not designed for throwing.

W.P. Sword: Combat skills with large and small swords, including fencing type training. Includes rapiers, sabers, two-handed, and short swords. **Bonuses:** +1 to strike and parry at level one, an additional +1 to strike and parry at level three, and add another at levels seven, eleven, and fourteen.

W.P. Throwing Weapons (small): See *W.P. Targeting.* Includes throwing knives, throwing axe, throwing sticks/irons, darts, bolas, and similar.

W.P. Targeting (Throwing/Missile Weapons): Expertise with a thrown weapon and proficiency with missile weapons, such as the sling, sling-shot, bolas, boomerangs, throwing sticks, throwing axes (small), throwing knives, shurikens, javelin, and spear (the use of the bow is a separate skill; see archery). **Bonuses when thrown or slung:** +1 to strike at levels 1, 3, 5, 7, 10, and 13. Characters who select both *W.P. targeting* and *W.P. bow*, or *W.P. crossbow* (See W.P. Archery), or *W.P. spear* get the usual bonuses for that W.P., plus a bonus (from W.P. targeting) of +1 to strike at levels 2, 5, and 10. **Rate of Fire:** Equal to the character's normal number of hand to hand combat attacks. **Note:** The character loses all bonuses and rate of fire is half when riding on horseback or in a moving vehicle.

Typical Effective Range & Damage per Projectile Weapon Type:

Blow-gun: 30 ft (9 m) —1D4 damage
Boomerangs: 60 ft (18 m) — 1D6 damage
Bow, Short: 340 ft (104 m) — 1D6 damage
Bow, Long: 640 ft (195 m) — 2D6 damage
Cross Bow, Small (pistol size): 120 ft (36.5 m) — 1D6 damage
Cross Bow, Light (rifle size): 340 ft (104 m) — 2D4 damage
Cross Bow, Large (rifle size): 600 ft (182 m) — 2D6 damage
Dart: 30 ft (9 m) — One point of damage.
Javelin: 300 ft (91 m) — normal javelin damage +1D4
Throwing Sticks and Knives: 40 ft (12.2 m) — 1D6 damage
Throwing Irons and Axes: 40 ft (12.2 m) — 2D4 damage
Spear: 100 ft (30.5 m) — normal spear damage +1D6
Sling or Slingshot: 80 ft (24 m) — 1D6 damage

Note: Swords, large axes, (non-throwing) knives, hammers, clubs, maces, pole-arms and most other hand-held weapons are

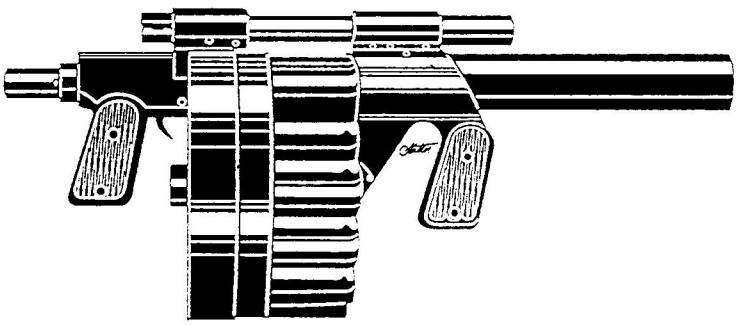
NOT designed to be thrown. Consequently, the average *throwing* range is a mere 20 feet (6 m) and the character is -1 to strike. An attacker can *try* to throw such weapons farther, but is -3 to strike for every additional 1-10 feet (3 m) beyond 20 (6 m).

Spears, javelins, slings, throwing knives/sticks/axes, and bows, can be thrown or fired by anybody without penalty at the *typical effective range* listed above.

The "Typical" effective range applies to most characters unless stated otherwise in the description of the Occupational Character Classes (O.C.C.s). Greater range and proficiency for an O.C.C. or R.C.C. is typically the result of special training or natural ability.

The average giant weapon does one additional die of damage plus P.S. bonus, and range is increased by 20%.

W.P. Whip: Skill at "whipping" or snapping with long, flexible, light weapons. **Bonuses:** Start with +1 to strike at level one. +1 to strike at 3rd, 5th, 7th, 9th, 11th and 13th levels. +1 to damage at 4th, 8th, and 12th. +1 to entangle at 2nd, 6th, 8th, 10th, and 14th levels. A typical whip and Cat-o-Nine tails inflicts 1D6 damage, a bull whip 2D4 damage.



Modern Weapon Proficiencies

Modern Weapons include firearms and energy weapons, but they do not cover modern versions of ancient weapons (see Ancient Weapon Proficiencies). These are areas of training and practiced skill with a particular class of modern weapon. Each W.P. counts as one skill selection. Modern W.P. bonuses are found in the combat section under *Modern Weapon Proficiency Explanation*. Characters with no knowledge of modern weapons can fire loaded weapons, but will take twice as long to reload and always shoot "wild"; no bonuses to strike.

W.P. Revolver: All cylinder style hand guns; not automatic (trigger must be pulled each time the gun is fired).

W.P. Semi-Automatic Pistol: All modern military pistols which fire as quickly as the trigger is pulled.

W.P. Bolt-Action Rifle (hunting & sniping): Includes most hunting rifles; not an automatic firing weapon.

W.P. Automatic and Semi-automatic Rifles: Includes all assault rifles like the M-16 and AK-47.

W.P. Sub-Machinegun: Includes all automatic and semi-automatic small arms weapons like the Uzi and Skorpion.

W.P. Heavy: Includes machineguns, bazookas, LAWS, and mortars.

W.P. Energy Pistol: Includes lasers and all types of energy firing small arms.

W.P. Energy Rifle: Includes all long range energy firing rifles.

W.P. Heavy Energy Weapons: Includes plasma ejector, rail guns, and similar high tec, mega-damage weapons.

Note: Energy weapons, including lasers, are not generally available even to most superbeings. See the Modern Combat section for details.

Wilderness

Boat Building: This skill enables the character to build a variety of rafts, small row boats, large flatbed boats, and canoes. A small raft (two man) can be made within 1D6+1 hours if the lumber or other suitable materials and tools are readily available. A large raft will take about 4D6 hours, a canoe 2D6 days, row boat 4D4 days, large flat bed 1D4x10 days. Time is doubled or tripled if trees must be cut down and wood prepared. Of course, the time can be reduced if several knowledgeable people are working on the construction. A failed skill roll means the boat has leaks. Trying to patch it will require 4D4 hours. **Base Skill:** 25% +5% per level of experience.

Carpentry: A fundamental knowledge of working with wood. The character knows how to prepare, treat, and preserve wood, recognize quality craftsmanship, can repair damaged wood and wood items, and build (chests, chairs, tables, cabinets, houses, etc.). Adds +5% bonus to the boat building skill if taken. **Base Skill:** 25% +5% per level of experience.

Hunting: The skill of killing and preparing an animal for food. **Special Bonuses:** Add the following bonuses to the appropriate skills: +2% prowl, +5% track animals, +5% skin animals, +5% wilderness survival, and +5% to cook the catch only. No base skill.

Identify Plants & Fruits: Training in the recognition of the many different types of plants and vegetation and where they grow. The emphasis is placed on edible, herbal, and poisonous plants. **Base Skill:** 25% +5% per level of experience.

Land Navigation: This skill enables the person to stay on course while traveling over land by means of observation. It includes mentally marking/recognizing geographic landmarks, estimating distance and movement, recognizing sounds, night travel, and other navigational tricks. The player should roll once for approximately every three miles (4.8 km) traveled. A failed roll means the character is drifting off course; 2D10x100 yards/meters. Consecutive failed rolls means the individual does not realize that he's off course and continues in the wrong direction.

Note: A group of average men can cover about five miles (8 km) an hour at a brisk, but relaxed, pace through grassland, along dirt roads or pavement. Travel through dense forest or jungle at a cautious pace, with eyes open for danger, is about one mile (1.6 km) an hour. Heavy rain or snow, fog, swamps, etc., will also reduce speed. **Base Skill:** 36% +4% per level of experience.

Preserve Food: Knowledge in the preparation of foods for storage and later consumption. Includes canning fresh fruit and vegetables, making jams and honey, drying fruit, vegetables, and herbs, drying meat and fish, plus various smoking, salting, and pickling methods. **Base Skill:** 25% +5% per level of experience.

Skin and Prepare Animal Hides: Training in the methods and techniques in skinning, tanning, stretching, and preserving animal hides as fur or leather. Adds a +5% bonus to the sewing skill. **Base Skill:** 30% +5% per level of experience.

Track Animals: This skill enables the character to identify an animal by its tracks, scent, spore, and habits. The individual can also follow the animal's tracks and other signs. This means he can also estimate how fresh the tracks are, what direction they are heading, whether the animal is hurt or sick, and guess its age. The habits and habitat of animals and animal behavior are also learned.

Tracking humans with this skill is also possible, but is done with a penalty of -20%. **Base Skill:** 20% +5% per level of experience.

Combat

The Palladium combat system is relatively simple, quick and realistic. It has been thoroughly play-tested and has appeared in a dozen different RPGs with great success. It is designed to be fast-moving and easy to understand. All combat moves (strikes, parries, dodges, etc.) are resolved by rolling a *twenty-sided die* (1D20).

Hand to Hand Combat

STEP 1: Determine Initiative

Any time opponents square off for battle, the Game Master must determine who has the initiative. In other words, who will attack first. Successful *Sneak Attacks* or *Long Range Attacks* will always have initiative for that melee round (15 seconds). Otherwise, whoever *rolls highest* on a twenty-sided die will attack first. In the case of a tie, reroll. Initiative is rolled only once per melee round. That roll will determine the pace for the entire melee round.

STEP 2: Attacker Rolls Strike

The next step is for the first attacker to **roll a twenty-sided die.** If the result is a four or less (counting bonuses), the attacker misses. *Any roll above a four will hit the opponent,* unless the defender can parry or dodge the attack.

Body Armor

Body armor may absorb the damage from a successful strike. To hit the physical body of one's foe, the strike roll must be higher than the *Armor Rating (A.R.)* of the protective armor.

For example: A Hard Armor Vest has an A.R. of 12, this means the attacker must roll 13 or higher to penetrate the armor and inflict damage directly to his foe's body. Deduct damage first from the physical S.D.C. of the body and, when that's reduced to zero, deduct damage from hit points.

A roll of 5-12 would usually strike, unless parried, but would only inflict damage to the body armor (A Hard Armor Vest has 50 S.D.C.). When all the S.D.C. of the armor is destroyed (reduced to zero), the armor is so tattered that it no longer affords any protection (no A.R. and no S.D.C.). Any attacks that are five or higher will strike and do damage to the character's body, unless they are parried or dodged.

Natural Armor is similar but a little different. A Natural Armor Rating (A.R.) applies to superbeings, mutants, aliens and creatures who have or transform to have a tough skin or hard body covering, like Bio-Armor and Alter Physical Structure: Stone, etc. The natural armor is so tough and resilient, that any strike below the character's Natural A.R. does no damage! It might scuff or scratch the body, but there is no substantive damage. A roll above the Natural A.R. inflicts damage, but, in this instance, the damage is first deducted from the character's (often large amount of) physical S.D.C. — S.D.C. typically afforded by the natural armor/transformation. Such immense amounts of S.D.C. can be thought of as superhuman endurance to pain and physical punishment.

STEP 3: Defender may Parry, Dodge or Entangle

Any time an attacker rolls a successful hit, the defender can choose to parry, dodge, *or* entangle.

Parrying can be done automatically by anyone trained in any form of hand to hand combat. A parry blocks the attacker's strike, preventing damage from being inflicted. *For example,* a punch can be blocked by the character's hands or arms. A weapon attack (sword, axe, mace, etc.) can be parried/blocked by a shield, sword, or other weapon or object held in the defender's hand. A weapon should only be parried with another object. Trying to parry a weapon with one's hand or arm is likely to result in a failed parry and the usual amount of damage being inflicted by the weapon. Parrying a weapon bare-handed is dangerous, and all such attempts are without benefit of the character's parry bonuses.

A parry can be performed without wasting a melee attack/action. Characters with no hand to hand combat training will lose their next melee attack every time they parry. Defending by dodging or entangling means automatically giving up the next melee attack.

Disarm means an attack designed not to injure, but to knock a weapon out of an opponent's hand(s).

Entangle means the character actually pins or snares an opponent's weapon(s) or arm.

A dodge means the character physically moves out of the path of the attack. With only a few exceptions, each dodge uses up one of the character's attacks per melee round. So constantly dodging means the defender has no opportunity to attack.

Dodging energy blasts and bullets. Energy attacks, eye beams, bullets, arrows and other fast moving aerial attacks cannot be parried by ordinary humans, and even most superhumans can't do it. However, a dodge, although difficult, can be *attempted.*

The problem is, dodging energy blasts and bullets means *timing* the evasive action just right. Even if a character can see a bad guy pointing a gun at him, he doesn't know if or when he is going to shoot. Such a *guess* is based on a response to the assailant's body language and movement — often subtle movement, such as the tensing of muscles, the movement of the trigger finger, a frown, sneer, or wisecrack, etc. In that split second, the character must make his move and hope his attacker doesn't compensate fast enough to hit. We're also talking split-second timing because bullets and energy blasts are so fast that is near impossible to move out of the way in time, even if one knows the attack is coming!

Thus, normal humans and most superhumans dodge energy blasts, rockets and other projectiles (bullets, arrows, etc.) *without* benefit of their usual dodge bonuses (straight die roll), and with a penalty of -4 to dodge! To be successful, the dodger must roll higher (after the penalty is deducted) than his attacker's roll to strike. A mean feat. This penalty can be ignored if the would-be assailant doesn't really want to hurt anybody, or if the dodger has the initiative.


POLICE

Please note that there *are* a handful of super abilities for superbeings who have superspeed and/or special abilities or bonuses to dodge or parry energy blasts and bullets.

Parrying bullets and energy blasts is even more difficult, and only a tiny handful of superbeings can try it. If an ordinary human or even the average superbeing tries it, he does so *without* benefit of parry bonuses (straight, unmodified die roll) with a -8 penalty, and must have something like a shield, piece of metal, or a weapon that can be used to parry the attack. One cannot parry bullets or energy blasts with his bare hands! Furthermore, after the substantial penalty is subtracted from the parry roll, to succeed, the roll must be higher than the strike roll of the attacker!

Note: In all cases, the defender can only parry and dodge against attacks that are within his line of vision. Attacks from the rear cannot be parried, dodged or entangled. Likewise, long-range attacks (especially from a concealed assailant/sniper) cannot be dodged or parried, and the first shot from any long-range attack, is a surprise attack and cannot be dodged or parried. After the first shot, the character(s) can dodge, run or leap to take cover, and try to figure out where the attack is coming from. This can be done by discerning the direction of subsequent attacks, the sound of gunfire (if any), muzzle or energy flash, and other tell-tale signs.

The defender always wins ties when parrying, entangling or dodging.

STEP 4: Attacker Rolls Damage

If a successful strike is not parried, dodged or entangled, the attacker hits his target and rolls for the amount of damage inflicted. Each weapon description will indicate the type and number of dice to roll to determine damage. For example, a knife does 1D6 damage (roll one six-sided die), while a claymore sword does 3D6 damage (roll three six-sided dice), and a war club, 2D4 damage (roll two four-sided dice).

In addition to the weapon damage, the attacker may also get damage bonuses from hand to hand combat skills, P.S. (strength), quality craftsmanship of the weapon, or magic enchantment. All bonuses are cumulative, so if the character has a P.S. of 20 he adds +5 to the damage. If he is also using a weapon that is +2 to damage, that is also added, as well as +2 from the hand to hand combat skill. Thus the total amount of potential damage inflicted in this example is for the weapon, say 2D6 +9 from cumulative bonuses (x2 if a critical strike). Remember, superhuman P.S. does *either* its listed damage *or* the weapon's damage, whichever is greater, plus the P.S. damage bonus. Only magical weapons combine the two ratings.

Critical strikes do *double damage*. Combined critical strikes, like a natural 20 and a jump attack, do triple damage. Add the damage bonus to the roll before doubling or tripling damage. A natural, unmodified 20 is always a critical strike. A normal human punch inflicts 1D4 damage; a normal kick 1D6.

A pulled punch/strike, whether with fist or weapon, inflicts as little damage as the attacker desires (down to one point), provided he was successful (rolled an 11 or better on a 1D20). A failed attempt to pull a punch means full damage, bonus and all, has been inflicted.

STEP 5: Defender May Attempt to Roll with Impact/Punch

If the attack is a physical impact attack, from things like a punch, kick, club, mace, hammer, staff, thrown rock, fall, explosion, and similar, the defender can attempt to *roll with the impact/punch/fall.* In order to roll with the impact, the defender must roll a twenty-sided die and *match* or better the attacker's roll to strike. Successfully rolling with a punch/impact or fall, means the character takes *half* damage! Successfully rolling with a knockout punch means the character takes double damage, but is NOT knocked unconscious or stunned. Rolling with a death blow results in the loss of half of all remaining S.D.C. or Hit Points if all S.D.C. are gone. Failing to roll with impact means the character has used up one of his melee actions/attacks and still takes full damage from his attacker. Roll with impact/punch/fall counts as one melee action/attack.

Combat Sequence

The typical combat sequence goes like this:

Step One: Everybody rolls for initiative. The character with the highest initiative rolls to strike first, the others follow in descending order.

Step Two: The one with initiative rolls to strike and adds in any strike bonuses he may have.

Step Three: The character under attack can attempt to roll a parry or dodge. The high roll wins. Defender always wins ties. A parry blocks the attack, while a dodge is an attempt to move out of harm's way.

Step Four: If the strike successfully hits, determine if the strike penetrates the armor (A.R.) and roll damage dice. Deduct damage from the armor or the physical body, depending on which is struck and damaged (when A.R. is applicable, the strike must be higher than A.R. number to hit and damage the body). The character being struck may opt to roll with impact in order to suffer half damage, but to do so will count as one of his melee actions/attacks.

If successfully parried, no damage is inflicted and the defender readies himself to counterstrike.

Now it's the defender's time to return the attack: The character who was under attack follows Steps 2-4, striking back (roll to strike). His opponent may try to parry or dodge, determine whether or not damage is inflicted (and how much) and repeat the process.

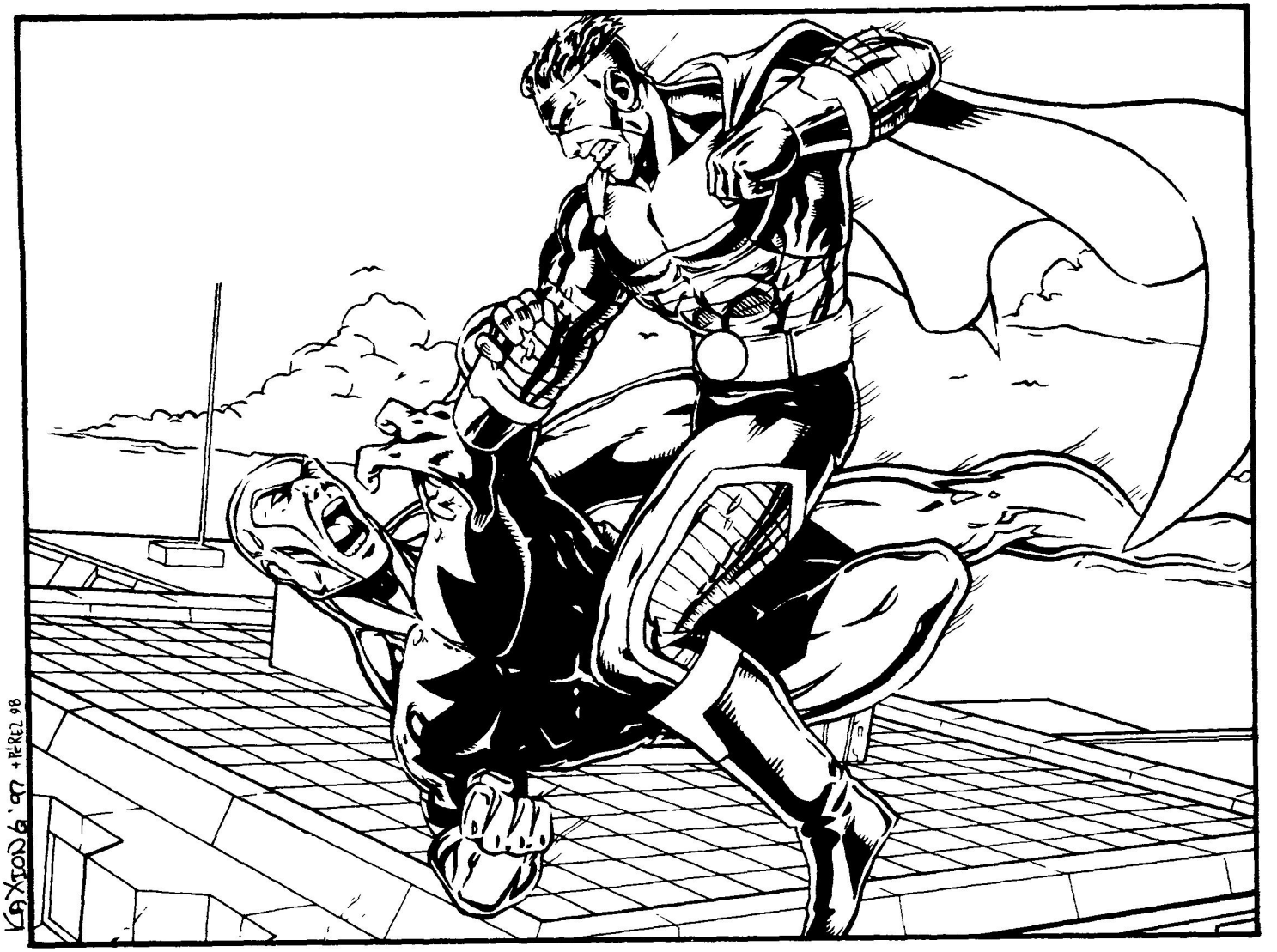
One on one combat goes back and forward like this for the entire melee round; first one strikes and the defender tries to parry or dodge, then the defender retaliates, hitting his attacker back. This goes on, back and forth until one yields/surrenders, is beaten into submission/unconsciousness/captured, or slain.

The melee round ends when each character has used up all of his attacks.

In many cases, one combatant will have more attacks than the other, that's okay. When the fighter with the least number of attacks uses them all up, all he can do is parry. Yes, this is fair. Watch a boxing match, the boxer who is faster will throw more punches (attempts to strike) than a slower or less experienced opponent. When both combatants have used up all their attacks (and all other pairs of combatants in the group have done likewise), that melee round is over and the next one begins. A melee round lasts approximately 15 seconds in fictional game time, but can last several minutes in real, player time, especially if the player group is large.

Next melee round: Start again by having everybody roll for initiative (step one) and repeat steps 2-5. This continues until one set of combatants is triumphant over the other. This can be when one side or the other are all slain, surrender, are captured or flee.

Combat Clarification on Group Combat: In group combat, each player character pairs off with an opponent. The G.M. should handle it so that one player has strikes and parries against an opponent, then the next player, and the next, and so on. In some cases, there is a dramatic effect in having the entire



combat sequence fought out between one or two players, and then the next one and the next, but as a rule, it is best to divide the action up so everybody has something to do and feels like they are contributing to the outcome of the battle.

Since villains fight dirty, and heroes are frequently outnumbered, a player character is likely to find himself under attack from two or more enemies. Depending on the hero, his super abilities and his opponents, this may or may not be a serious problem (remember, running away *is*, sometimes, the better part of valor). However, facing multiple foes means the hero must either ignore some of his attackers while he focuses on the most dangerous or important one (giving those he ignores a free shot at him without benefit of parrying or dodging them), or divide his attacks. Of course, this gives his enemies the advantage, and that's exactly why they would gang up on him. The hero can attempt to parry all hand to hand attacks that he can *see* coming at him.

Note: Parries are great in close, hand to hand combat, i.e. fisticuffs and melee weapon combat (swords, clubs, etc.), but often inappropriate or impossible against bullets and energy blasts. Dodging and taking cover is probably the necessary tactic to escape death in such situations. Those with a Natural Armor Rating will be in a better position to "stand and take" damage from guns and energy blasts, but even while the attacks initially damage only physical S.D.C. (nothing deadly), these attacks hurt, wear the character down, and will eventually lead to life threatening Hit Point damage.

Combat Terms & Moves

Note: The following combat maneuvers are applicable to many forms of hand to hand combat and martial arts. A specific or special "move" like disarm or jump kick, will be indicated under the particular hand to hand skill description and may not be available until higher levels.

Armor Rating or A.R.: The A.R. indicates what an attacker must roll above in order to strike and do damage to the character's physical body (hit points or physical S.D.C.). Any roll above the A.R. of the body armor will penetrate the armor and directly damage the person underneath. The higher the A.R., the better the protection. Any roll above four but below the A.R. hits and damages the armor only. When the armor is destroyed (all S.D.C. has been depleted), so is the A.R. protection. All subsequent attacks will hit the character's body; subtract damage first from the character's physical S.D.C. and then, when all S.D.C. are gone, from hit points.

Natural A.R.: Some superbeings and many supernatural beings, like demons, and many creatures of magic, as well as many nonhumans possess a natural protective skin, armor or magical body armor. These living creatures have a Natural Armor Rating (A.R.). Any rolls to strike *below* the creature's Natural A.R. may hit and even sting (like a slap), but inflicts *no* damage! Bullets and explosions bounce off harmlessly, stabbing swords skitter across the armor plates, scales or skin, and so on. Only by rolling

a number higher than the creature's A.R. can damage be inflicted. For example: Attacks against a mutant with a natural A.R. of 13, means only rolls to strike of 14 or higher will penetrate his natural armor and inflicts damage! Any rolls of 13 or below, only annoy, not hurt, it. A roll of 1-4 won't even hit.

Attribute bonuses: Combat and saving bonuses gained through physical or mental strengths that give a character an extra added degree of agility, strength, endurance, etc. (See the eight attributes).

Automatic Dodge: The character moves so quickly by twisting, turning, bending, ducking, bobbing and weaving, or stepping out of harm's way, and back into an attack position, that it does not use up a melee attack/action (if you recall, a normal dodge uses up one melee action). Only a select few of the Power Categories and super abilities provide an automatic dodge ability. Those that do offer it mean the character is so fast, skilled, or lucky that he can move out of the way of attacks on a reflex level equal to a parrying maneuver. When a character is trying an automatic dodge, only the automatic dodge bonuses and his P.P. attribute bonuses (if any) are used. The automatic dodge and regular dodge bonuses are not cumulative. The two maneuvers rely on different techniques and thus have separate bonuses. The use of the word "automatic" is something of a misnomer, in that the dodge is not automatic, dice still need to be rolled for a successful dodge. It is automatic in the sense that it is a quick, reflex movement that does not burn up a melee attack/action.

Automatic Body Flip: Only the Physical Training category can have this ability. Like the automatic parry and dodge, this ability is used to prevent an attack from hitting the character, but instead of simply blocking the blow, the automatic body flip allows the character to use the momentum of his attacker to throw him crashing to the ground! All without using a single one of his own melee attacks/actions to do so!

Damage is 1D6 points plus P.S. damage bonus (if any), and the victim also loses initiative (if he had it) and one melee attack. A body flip counts as one melee attack. A victim of a throw can try to *roll with impact/fall* to diminish the damage (half if successful), but other penalties are unchanged.

Another unique aspect of this ability is that it can be used to *disarm* an attacker by using the flipping action to turn the arm and bend the hand to make the attacker drop his weapon (no damage), or to flip him in such a way that no damage is inflicted, but the attacker drops his weapon. Bonuses to disarm can be applied to this maneuver along with any Body Flip bonuses.

Back Flip: The back flip involves throwing oneself backwards with the arms and shoulders, flipping the legs completely up, over, and back down on the ground into a standing position. The result is that one quickly moves backwards by a full body length. This skill also enables one to perform cartwheels as well. Doing a back flip (or cartwheel) counts as one melee attack/action and can be used as a dodge or for entertainment.

If used in place of a dodge, the character must roll higher than his opponent's strike roll, using only the natural die roll (do not include any dodge bonuses). Failure to beat the strike means taking full damage *without a chance to Roll with Punch.* Success means avoiding the attack, like a dodge.

Body Block/Tackle: This is a combination of moves that involves a body block and a knockdown attack (counts as two melee attacks). A successful body block strike does 1D4 damage plus P.S. damage bonuses, and the opponent is likely to be knocked down. A successful strike always inflicts damage (from a shoulder, elbow, or tucked head), unless his opponent dodges (no damage and no knockdown), but the victim who is hit can avoid being knocked down only by trying to maintain his balance; roll percentile dice, characters with no special balancing abilities must roll above 60% or be knocked down. Those with a special balancing ability like those from acrobatics or gymnastics must roll under their current skill level (if 45%, they must roll under 45, if 80%, they must roll under 80). A successful maintain balance means the victim is not knocked down but loses one melee attack, and takes full damage. Being knocked down causes the character struck to lose initiative (if he had it) and one attack/action for that melee round, plus he is knocked 1D6 feet away from where he was standing at the moment of the attack. A roll with impact can reduce damage by half, but counts as one melee action.

Body Flip/Throw: A judo style throw or flip that uses an attacker's own momentum and leverage to "flip" or "throw" him off his feet and onto the ground. Damage is 1D6 points plus P.S. damage bonus (if any), and the victim also loses initiative (if he had it) and one melee attack. A body flip counts as one melee attack. A victim of a throw can try to *roll with impact/fall* to diminish the damage (half if successful), but other penalties are unchanged.

Combat Bonuses: All appropriate bonuses available to the character are added to the various fighting abilities, such as strike, parry or dodge, as well as initiative and saving throws. High physical attributes, certain physical skills, weapon proficiencies (W.P.), super ability, the occasional Power Category, and magic *may* provide one or more combat bonuses. All applicable bonuses are combined and added to the character's dice rolls. Do not combine the strike bonus with the parry bonus, and so on; each combat maneuver is considered a separate category, so only the various bonuses to strike are added to the strike roll, bonuses to parry, added to the parry roll, and so forth.

Critical Strike: A powerful, special or nerve shattering strike that inflicts *double* the usual amount of damage. Critical strike/damage can be inflicted with bare hands or with a weapon.

Death Blow: A special attack designed to kill an opponent in one or two strikes! This attack is often limited in hand to hand combat to the roll of a "natural" strike number; i.e. death blow on a natural 19 or 20. Whenever the words "death blow" are presented without limitation, the character can use a death strike whenever he desires; however, he must announce his intentions to use this attack. This devastating attack counts as two melee attacks.

A death blow attack does double the normal damage, plus P.S. bonuses *direct* to hit points! This attack can be used with punches and kicks or hand-held weapons such as swords, clubs, etc. It is not applicable to bow and arrows, thrown weapons, or guns, and does not work through body armor; the armor must be removed or penetrated — penetration meaning the strike must be above the A.R. Likewise, against opponents with a Natural A.R., the attack must be higher than the Natural A.R. to affect Hit Points, but even if beneath the Natural A.R., the death blow *will* inflict S.D.C. damage ("Hey! I felt that!").

Damage: The following are some of the typical damage amounts inflicted by the various types of punches and kicks. Remember to add P.S. attribute bonuses to damage.

Hand Strikes:

Backhand Strike — 1D6
Body Flip — 1D6
Human Fist (punch) — 1D4
* Karate Strike/Punch — 2D4
Elbow/Forearm — 1D6
Power Punch — does double dice damage +P.S. bonus damage (if any), but counts as two melee attacks. Applicable to all hand strikes.

* Only available to characters with Hand to Hand Martial: Arts, and not until they reach third level.

Foot Strikes:

Average Human Kick Attack — 2D4
Karate Kick Attack — 2D6
Jump Kick — 3D6x2
Roundhouse Kick — 3D6
Snap Kick — 1D6
Wheel Kick — 2D6
Knee — 1D6

Backward Sweep — No damage, but knocks down opponent if strike is successful (he loses one melee action and initiative).
Power Kick — Does double dice damage +P.S. bonus damage (if any), but counts as two melee attacks. Applicable to all kick/foot strikes that inflict damage, except leap and jump kicks.

Disarm: The act of disarming is simply getting rid of the opponent's weapon; it does no damage. It can be used as a defensive move in place of a dodge or parry, or it can be done as an attack/strike.

The disarm move is a strike, hold or grappling maneuver that causes an opponent to drop his weapon or whatever it is he's holding. The maneuver counts as one melee attack/action. Disarm does not give the weapon to the character making the disarming move. True, the item is forced out of the victim's grasp, but it is either knocked away or falls to the ground.

When used as a defensive move, an opponent is disarmed on a roll of a 19 or 20 (include any disarm bonuses). A disarming *strike* to attack requires the usual strike roll, with the high roll winning, as usual. Thus, a successful strike means the weapon has been knocked out of his opponent's hand. A failed disarming attack does no damage and means one's opponent remains armed, is probably mad, and ready to strike.

Entangle: A defender can attempt to trap the weapon or arm of an attacker. This is done instead of parrying or dodging, and counts as one melee attack/action. An entangle is successful if the defender rolls above the attacker's strike roll. It takes one attack and a roll to entangle to keep an opponent's arm or weapon trapped/pinned every melee round. In order to get free, the entangled opponent must roll a dodge against the entangle roll; high roll wins. The character using the entangle move cannot attack without releasing his entangling hold.

Hand to Hand Combat: Fighting skills that provide the character with attacks per melee round, bonuses, techniques and special moves. Characters without combat training only have one attack per melee round and have no automatic chance to parry or to make special moves.

Hit Points: The number of points of damage a character can take before dying.

Hold (optional): Using both hands, the attacker grabs on to some part of the opponent's body and attempts to immobilize him. If the strike is successful, then the victim is helpless until released. Holds do no damage. Neither the attacker nor the victim can attack, parry or dodge while the hold is working. It's easy for the attacker to hold the victim so that some third character can attack unopposed or attack from the rear.

Getting out of a hold requires agility. Both the victim and attacker roll twenty-sided dice and add in their P.P. attribute scores. The person doing the hold also gets to add in all his bonuses to hold and from the P.P. attribute (if any). High roll wins! If the attacker wins, then the hold continues. If the victim wins, then the hold is released and combat can continue. Holds are available to characters skilled in wrestling at first level. Hand to hand: martial arts can use them at third level, expert can use them at fourth level, and basic gains them at fifth level.

Types of Holds Include:

Arm Hold: This involves twisting the arm around to the victim's back. Any items in the hand of the arm being held can be easily removed.

Leg Hold: The victim is on the ground with his leg held up. There's no way for him to get up until the hold is released.

Body Hold: Any number of wrestling holds. The victim can be held on the ground or in a standing position.

Neck Hold: The victim is held around the neck from behind. This leaves the victim totally vulnerable to attacks from any other character.

Kick Attack & Flying Jump Kicks: There are a whole range of foot-based attacks. Each kick attack works differently and does different amounts of damage.

Kick Attack: This is a conventional, karate-style kick. It starts with bringing the knee, folded, up to chest level, then the foot is completely extended. Does 2D4 damage.

Snap Kick: A very short, very fast kick. Usually delivered low, striking the opponent somewhere below the waist. It works well in confined spaces and in grappling range but does relatively little damage; only 1D6.

Roundhouse Kick: By turning the body and swiveling the hips, there's tremendous power packed into this kick. Can be used only once per melee round, and no other kicks can be used in that melee round. Does 3D6 damage.

Wheel Kick: A damaging kick that involves sweeping the leg completely around the body. Cannot come right before or right after another kick. Does 2D6 damage.

Crescent Kick: A swivel-hipped kick that sends the foot out on a sweeping arc. Does 2D4+2 damage.

Axe Kick: A very high kick that goes up and over the opponent, coming down on the neck or shoulder. Can't be used in the same melee round with any other kicks. Does 2D6 damage.

Backward Sweep: Used only against opponents coming up behind the character. Does no damage, it's purely a knockdown attack. Cannot be parried.

Tripping/Leg Hook: An attack on the opponent's legs. Does no damage, it's purely a knockdown attack. Cannot be parried.

Horror Factor (optional): All supernatural creatures, dragons and most monsters have a Horror Factor (this may be more like an awe factor when it comes to superbeings, angels and gods). The Horror Factor represents either the hideous appearance of the monster or its overwhelming aura of evil and power (or a combination of the two). Whenever a human/mortal encounters one of these monstrosities, the character must roll a 20-sided die to see whether or not he or she is momentarily stunned by the sheer horror of the thing. This Horror Factor roll might be thought of as a saving throw or mental parry. Fortunately, the character only needs to roll for the first melee round of each encounter, *not* every round of combat.

To save vs Horror Factor (H.F), the player must roll a 20-sided die. Just like a parry, the roll must be equal to, or higher than, the Horror Factor. **For example:** A slobbering creature, with a horror factor of 10, emerges from a crypt. All characters who see it must roll to save against horror. In this case, a successful save is 10 or higher. Everybody but poor Tom rolls above a 10 and saves. Tom rolls a six, so his character is momentarily stunned with horror.

A failed roll to save means the character is so overwhelmed that he or she is temporarily stunned. In game terms this means the character loses initiative (don't even roll for it), loses one attack/melee action, and cannot defend himself (no parry or dodge) against the creature's *first* attack of that melee round. Fortunately, the character snaps out of the shocked stupor quickly, and can join in the combat that same melee. By the second melee round, the character has completely recovered his senses and is functioning as normal; roll for initiative and combat as usual.

Knock Out/Stun: This special attack will momentarily knock out or stun/daze its victim for 1D4 melee rounds. Usually avail-

able on an unmodified strike of 19 or 20 and can be used in place of a critical strike, but the player must announce his intention to use a knock out attack before he rolls to strike.

Victims of a successful KO/stun attack must roll above a 15 on a D20 (P.E. bonuses apply) to remain conscious. Failure to save means results in being knocked unconscious for 1D4 melee rounds! A successful save means the character remains conscious but his head is full of cobwebs. It will take 1D4 melee round for his head to clear, and in the meanwhile, the character loses two melee attacks and all combat bonuses are reduced by half.

Jump Kicks are performed by leaping completely off the ground and attempting to land foot-first on an opponent. Jump kicks can be used only by those skilled in hand to hand: martial arts (and only at higher levels of experience). The advantage of a jump kick is that it works as a critical strike and doubles the normal damage inflicted (the listed damages double the number of dice instead of multiplying damage). The disadvantage of a jump kick is that no other attack may be performed in that melee round (all attacks for that melee are used up in the kick). The jump kick must be the character's first attack of that melee round. For the rest of the melee round, the character can only parry, dodge or move into position.

Jump Kick: 6D6 damage plus any P.S. or hand to hand damage bonuses!

Flying Jump Kick: Must be made from long range. The character launches into the air, taking a position that will smash one foot into the opponent. Does 4D6 plus any P.S. or hand to hand damage bonuses, but counts as two melee attacks.

Leap Attack: An airborne assault where the weapon and/or fists or feet are wielded in mid-leap. An attack must be made only at the beginning of a melee round and, like a jump kick, uses up *all* attacks for that melee round. Usually only a single strike can be made during a leap attack. However, if two opponents are close together, the attacker can leap between them and strike both at the same time; roll to strike for each character. After the leap, the character may not attack again until the next melee round, but can parry or dodge or move into position. Note: Automatic parries work in mid-leaps but dodges are impossible.

Magic Combat: See the magic section for details.

Maintain Balance: When some kind of knockdown attack has succeeded, and while the character is starting to fall over, this is his last chance to attempt to recover. A successful roll (over the opponent's strike roll) means that the character will immediately regain his balance and remain standing. He can continue to fight but the act of retaining balance means he used up one melee attack/action. When maintain balance is used, roll with punch/fall/impact can't be.

Melee Action: Instead of attacking, a character can elect to do something else, i.e. look for something in his backpack, drink a magic potion, run to a different position, hide, climb a tree, etc. Each action counts as one melee attack.

Melee Attack: During combat every attack action (strike, dodge, entangle) counts as one melee attack or action. Parries are automatic and don't count as a melee attack or action.

Multiple Attackers: There will be times when a character is besieged by more than one opponent. Unfortunately, he can only attack one at a time and may elect to divide the number of his attacks per melee between the attackers or concentrate on only one, attempting only to parry the others. The lone defender can parry all attacks that are within his *line of vision.* If an opponent slips far to one side or behind him, the defender cannot parry the strike because he is concentrating on the assailants in front of him.

No Hand to Hand Combat Skill: In *Heroes Unlimited™*, characters without combat training get *one* hand to hand attack/action at levels 1, 2, 5, 10 and 15. Any attempt to dodge counts as a melee action. Likewise, this character does not get an automatic parry, so any attempt to parry counts as one melee attack/action. The player must announce whether his character is attempting to parry or dodge; no announcement means no parry or dodge is made. To prevent the loss of an attack, the non-fighter must hold his ground, taking any damage from the attack, and then striking back. Any bonuses to strike or parry are from what few weapon skills (W.P.) or P.P. attribute bonuses the character may have.

Number of Attacks: Most *player* characters start off with two attacks per 15 second melee round. Additional attacks may be acquired as one advances in hand to hand combat skill and experience, as well as from the boxing skill, and special bonuses from a Power Category or the occasional super ability. The experienced, trained fighters will have an average of 4-7 attacks per melee, sometimes more!

Paired Weapons: Certain kinds of weapons, such as sais, nunchaku, knives, clubs and swords, can be used as paired weapons. Users of paired weapons can strike and parry simultaneously, can do twin strikes against a single target or against a pair of targets, and can parry two different opponents at the same time. In other words, warriors skilled in paired weapons often can do two actions for every one of their melee attacks (i.e. strike and parry). However, a twin, simultaneous strike with both weapons means losing the automatic parry and leaves the character open to his opponent's next attack without benefit of a parry (dodge is optional but uses up a melee action). Characters who select the paired weapons skill under the Ancient Weapon skill program must choose which two weapons they are skilled at using paired (i.e. paired sword and knife, or paired sword and sword, or paired sword and axe, etc.), but seventh level characters skilled in hand to hand martial arts or expert and the physical training hero are able to use any two single-handed weapons in a pair (they do not have to specify) because they have taken so much time to build up their skill to that level.

Penalties: Some types of psionic attacks, poison, drugs, illness, magic, curses, or fatigue will afflict a character with penalties. These are negative modifiers or minuses to strike, parry, dodge, damage, etc. that are subtracted from the die roll decreasing the chance of a successful maneuver. Penalties can also reduce attributes and skills performance.

Pull Punch: The ability to control the force of a hand to hand attack, whether it be a punch, kick or with a hand weapon. The character can choose to inflict half damage, quarter damage, a single point of damage, or no damage at all! A character must declare a pulled punch and the player must roll an 11 or better (1D20) to successfully pull his punch. A failed roll to pull means full damage is accidentally inflicted.

Saving Throws: Occasionally, characters must roll to save against exotic attacks like poison, gas, disease, magic, curses, psionics, etc. The following are the minimum or base saving throws needed in each category.

Coma/Death: (see coma and Hit Points)
Harmful Drugs/Toxins: 15 or better.
Magic: Basic Spell: 12 minimum, higher against powerful wizards.
Magic Circles: 13, (Protection: 16-20)
Magic Ritual: 16 or better.
Magic Wards: 13 or better.
Poison: Lethal: 14 or better.
Poison: Non-Lethal: 16 or better.
Insanity: 12 or better.

Psionics: 15 or better for *non-psionics*.
12 or better for Latent, Minor and Major Psionics.
10 or better for Natural or Master Psionics.

Simultaneous Attacks: Combatants can parry or dodge each other's attacks or they can forfeit any type of defensive maneuvers (probably taking damage from the opponent's strike) and strike back simultaneously. The advantage of a simultaneous attack is that, while opening oneself to damage, it deprives one's opponent from parrying or dodging the counter strike. The reason the attacker loses his opportunity to parry when the defender attacks simultaneously is that he cannot both attack and defend at the same time. Thus, both combatants may take damage from each other's blows. This tactic can be used by any O.C.C.

Sneak Attacks or Attack from Behind: *No initiative roll for the first melee round.* When someone sneaks up (prowl or attacks from behind or above), using the element of surprise on his opponent, the attacker has the initiative. The opponent is unaware that he is about to be attacked and has no time to prepare. The sneak attacker has the first strike. His victim stands totally unaware and does not even get a parry for the first strike. If the opponent survives the first strike, he can gather his wits and strike back and/or parry the next attack, but still lacks initiative for that melee round in which combat was begun.

S.D.C. Values

The following list are the basic S.D.C. values for a variety of objects and items. When an object's S.D.C. is reduced to zero, it is considered broken and worthless. Game Masters should exercise common sense in applying these values. For example, a normal human cannot break through a metal vault door with his bare fists, no matter how long he pounds on it or how many natural twenties may be rolled.

The S.D.C. of different weapons is applicable only if someone is specifically trying to break one (average weapon has 50 S.D.C.) A properly wielded sword can inflict and parry many times its S.D.C. without fear of breaking. On the other hand, using the sword to wedge open a door could easily snap the blade in half.

Airplane, Single Engine 400 S.D.C.
Airplane, Jet Airliner 2,000 S.D.C.
Boat, Canoe/Row Boat 40 S.D.C.
Boat, Cabin Cruiser 450 S.D.C.
Boat, Cargo Freighter 8,000 S.D.C.
Box, Cardboard 2 S.D.C.
Box, Wood Shipping Crate 12 S.D.C.
Box, Metal Shipping Crate 48 S.D.C.
Car, Compact 250 S.D.C.
Car, Luxury 450 S.D.C.
Car, Door Only 150 S.D.C.
Car, Windshield 70 S.D.C.
Car, Window (side) 35 S.D.C.
Chain (to cut or snap) 30 to 50 S.D.C.
Door, Interior, Wood 100 S.D.C.
Door, Exterior, Wood 170 S.D.C.
Door, Metal Grille 350 S.D.C.
Door, Solid Metal 600 S.D.C.
Door, Metal Safe 800 S.D.C.
Door, Bank Vault 5,000 S.D.C.
Handcuffs, Regular 60 S.D.C.
Handcuffs, Heavy 120 S.D.C.
Handcuffs, Super-Alloy 300 S.D.C. (for superhumans)
Leather Strap: Light 1-4 S.D.C.
Leather Strap: Heavy 10 S.D.C.
Leg Irons, Light 120 S.D.C.
Leg Irons, Heavy 200 S.D.C.
Leg Irons, Super-Alloy 500 S.D.C. (for superhumans)
Lock, Common Latch 40 S.D.C.
Lock, Dead Bolt 100 S.D.C.
Lock, Heavy Padlock 75 S.D.C.
Motorcycle 100 S.D.C.
Rope: Light (to cut) 6 S.D.C.
Rope: Heavy (to cut) 12 S.D.C.
String/Twine (to cut) 1 S.D.C.
Truck, Medium Sized Pickup 450 S.D.C.
Truck, Half-Ton Hauler 550 S.D.C.
Truck, Freight Hauler 650 S.D.C.
Wall, Interior Plaster 75 S.D.C. per sq. 10 ft (3 m)
Wall, Exterior Wood 150 S.D.C. per sq. 10 ft (3 m)
Wall, Exterior Brick 200 S.D.C. per sq. 10 ft (3 m)
Wall, Cinder Block 300 S.D.C. per sq. 10 ft (3 m)
Wall, Reinforced Concrete 400 S.D.C. per sq. 10 ft (3 m)
Wall: Super-Alloy 1,000 S.D.C. per sq. 10 ft (3 m; military)
Weapon, Hard Wood 40 S.D.C.
Weapon, Metal Sword 100 S.D.C.
Weapon, Small Pistol 35 S.D.C.
Weapon, Assault Rifle 75 S.D.C.
Weapon, Artillery Piece 1,500 S.D.C.
Window, Ordinary Glass 20 S.D.C.
Window, Plexiglas 35 S.D.C.



Hand to Hand Combat

Note: The basic moves of initiative, strike, parry, entangle, dodge, disarm, body block/tackle, and roll with impact are automatic to all hand to hand training.

Remember, all heroes and villains automatically have two attacks per round before they acquire combat training. Each type of Hand to Hand Combat skill offers additional attacks, starting with level one, as well as bonuses and combat maneuvers that improve with experience.

Hand to Hand: Basic

Level

1 An additional two attacks per melee round. +2 to roll with punch/fall/impact, +2 to pull punch.
2 +2 to parry and dodge.
3 Kick attacks: Karate style kick does 2D4 damage or Snap Kick, 1D6 damage.
4 One additional attack per melee.
5 +1 to strike and +1 on initiative.
6 Critical Strike on natural 19 or 20 (double damage).
7 +2 to damage.
8 Body Throw/Flip and +1 to disarm.
9 One additional attack per melee.
10 An additional +2 to pull punch and roll with impact.
11 An additional +1 to parry and dodge.
12 An additional +1 to strike.
13 Critical strike or knockout from behind.
14 An additional +2 to damage.
15 One additional attack per melee.

Hand to Hand: Expert

Level

1 An additional two attacks per melee round. +2 to roll with punch/fall/impact, +2 to pull punch.
2 +3 to parry and dodge.
3 +2 to strike and +2 on initiative.
4 One additional attack per melee round.
5 Kick attacks: Karate style kick does 2D4 damage and any two of choice.
6 Critical strike on an unmodified roll of 18, 19 or 20.
7 Paired weapons.
8 Body throw/flip and +2 to disarm.
9 One additional attack per melee.
10 +3 to damage and an additional +2 to pull punch.
11 Knockout/stun on an unmodified roll of 18, 19 or 20.
12 An additional +2 to parry and dodge.
13 Critical strike (triple damage) or knockout from behind.
14 One additional attack per melee round.
15 Death Blow on a roll of a natural 19 or 20 (if desired).

Hand to Hand: Martial Arts

Level

1 An additional two attacks per melee round. +3 to roll with punch/fall/impact, +2 on initiative, and +3 to pull punch.
2 +3 to parry and dodge, +2 to strike, and disarm.
3 Kick attacks: Karate style kick (does 2D4 damage) and any four of choice, except jump kicks.
4 One additional attack per melee round.
5 Jump kicks (all).
6 Critical strike on an unmodified roll of 18, 19 or 20.
7 Paired weapons and +2 to disarm.
8 Leap attack (critical strike).
9 One additional attack per melee.
10 Body throw/flip and +1 on initiative.
11 An additional +4 to damage.
12 An additional +2 to parry and dodge.
13 Knockout/stun on an unmodified roll of 18, 19, or 20.
14 One additional attack per melee round.
15 Death Blow (if desired; must announce his intention).

Hand to Hand: Assassin

Level

1 One additional attack per melee round, +1 on initiative, +2 to strike, and +2 to pull punch.
2 Two additional attacks per melee round.
3 +3 to roll with punch/fall/impact and +3 to pull punch.
4 +4 to damage, +3 to disarm and +2 on inititive.
5 One additional attack per melee round.
6 +3 to parry and dodge, and body flip/throw.
7 Death Blow (if desired; must announce his intention).
8 One additional attack per melee round.
9 Kick attacks: Karate style kick (does 2D4 damage) and any two of choice, except jump kicks.
10 Critical strike on an unmodified roll of 18-20.
11 Knockout/stun on an unmodified roll of 17-20.
12 +2 on initiative, +2 to strike, and +1 to disarm.
13 One additional attack per melee round.
14 +2 to damage, and roll with impact, punch or fall.
15 +2 to strike and +1 on initiative.





Notes on Super Abilities in Combat

By Wayne Breaux Jr. and Siembieda

The following are some helpful combat notes and suggestions.

Energy Expulsion Powers in combat

The bonus to strike listed in the skill description and the character's P.P. bonuses (if any) are the only ones that apply to this power — point and shoot. Do not include strike bonuses from hand to hand combat, weapon proficiencies (W.P.), Power Category, or any others.

The more powerful and experienced characters (3rd level and higher) can regulate the strength of each blast in increments of 1D6.

In addition, the more experienced superbeing (3rd level and up) can also *divide* the energy to fire two simultaneous blasts at two different targets. This means he can fire an energy bolt from both hands (or from one hand and the eyes) at an opponent in one direction and a second in another direction. However, the key word here is a "divided" attack. The amount of damage inflicted by each blast can not be greater than half his normal maximum damage. Staying with the example of a 3rd level hero, the character could shoot two simultaneous blasts, each doing a maximum of 4D6 damage. Or one shot could be a warning shot doing 1D6, while the other could be a deadly blast doing the maximum 4D6 (the max because it is a divided attack and the blasts cannot be greater than half the usual damage even if the other blast is less).

Limitations of the Divided attack: Neither blast gets any special bonuses to strike! Only the natural roll of the die (D20) counts. Moreover, both targets must be in his line of sight. However, the dual divided attack counts as only one melee attack.

Superhuman Speed Abilities in Combat

Characters with Extraordinary or Sonic Speed super abilities, cyborgs and robots (the latter two must have Spd. attributes of at least 88/60 mph to use these rules), get the impressive damage bonus of +4 damage per every 20 mph (32 km/h) they are traveling. This means a character traveling at a speed of 340 mph (544 km/h) can hit somebody or something and inflict 68 points of damage, plus his normal damage and P.S. attribute bonus (if any). However, such an attack counts as the equivalent of HALF his total melee attacks! Why, because the speedster must have some time to reach a high speed and to deliver the devastating blow.

The lost attacks are in the first half of the round, as the character builds up speed and closes with the target. Thus a character with six attacks would lose his first three and deliver the speed augmented attack during the fourth attack segment of the round. He can then stop or slow down to deliver comparatively normal punches and blows to use up the rest of his melee attacks or maintain his speed, running past his first target and coming back for another strike next melee. However, it will take him another half melee round (approximately 7.5 seconds) to reach the high speed to be able to deliver another superspeed punch, kick or body block. This means the superspeed attack can only be used once per melee round and effectively reduces the number of attacks by half (a second high speed attack on the same target would be delivered on the first action of the next melee round, if that's what the speedster wants to do).

Moreover, it takes some room to build up the necessary speed for this kind of assault. Each 10 mph (16 km/h) of speed requires at least 10 feet (3 m) of running distance, so full speed assaults may not be possible indoors.

The best a punch or kick can do from a standing position or trot — a comparatively, slow speed — is 40 mph (64 km/h), adding a bonuses of +8 to damage (plus any damage bonuses from hand to hand combat and P.S. attribute or weapon, like a club or sword).

Body blocking/tackling someone at speeds exceeding 50 mph (80 km/h) is considered ramming, and the attacker takes one third of the damage inflicted in his own attack

Sticking one's extremities in the path of a very fast moving object will hurt, so one third of the damage that would be imposed in a body block/ram is inflicted to that character and his arm or leg will be momentarily paralyzed as well as damaged. It is also applied to people attacking a speeding character that passes them at 50+ mph.

So, for example, *Brightwind*, the heroine, extends a leg to impede the progress of *Deathstreak* as he races by at 80 mph (128 km). Deathstreak's speed adds +16 damage to his attacks, and it also adds to the damage taken by anything hitting him. Brightwind inflicts 8 points of damage (the speed does not affect her damage). However, the speed modifier adds to the damage to determine how much Brightwind takes when her legs hits the speeding Deathstreak. The total damage is 24, so Brightwind takes eight points of damage. If Deathstreak would get up and do a speeding body tackle at 120 mph (192 km), a successful hit would do 1D6+24 to Brightwind and 8-10 damage to Deathstreak.

An optional rule to keep in mind when dealing with super speedsters is *knockdowns*. What if the speed demon is tripped or collides/body blocks someone? Those kinds of impacts are going to have spectacular results. Whenever a high speed collision or accident occurs, so will a Knock Down.

Optional Damage Rules: Knock-Down

The impact from an explosion, parrying a powerful energy blast, or a powerful punch/impact from a robot, robot vehicle, power armor, cyborg, or supernatural creature might knock a character off his feet, even if the damage from the attack is successfully parried. It is the force of the attack that is likely to knock the individual off his feet.

Being knocked down, or off one's feet, means losing one melee attack/action that melee round. And if thrown/hurled/pushed several yards/meters, the character is likely to lose two melee attacks.

The optional **Humanoid Knock-Down Table** can be applied to most human-sized characters, even in body armor, but usually not applicable to dragons, characters in power armor, robots, powerful supernatural beings, and characters with a P.S. of 30 or higher. But even these characters may be knocked down from impacts that inflict 30 S.D.C. or more.

Humanoid Knock-Down Impact Table (optional)

The chance of being knocked down from impact is measured by the amount of damage the impact inflicts. The greater the damage, the more likely one is momentarily knocked off his feet (losing one melee attack). **Note:** This table is strictly optional and its use and/or modification is left solely to the Game Master.

01-15 S.D.C.: No chance. Withstands the blow.
16-30 S.D.C.: 01-20% chance of being knocked off feet.
31-40 S.D.C.: 01-30% chance of being knocked off feet.
41-50 S.D.C.: 01-50% chance of being knocked off feet.
51-60 S.D.C.: 01-70% chance of being knocked off feet.
61-70 S.D.C.: 01-90% chance of being knocked off feet.
71 or more S.D.C.: 100%! Knocked off feet and stunned! The impact is so strong that, in this case, the character loses all attacks/actions that entire melee round (15 seconds).

Super-Foe Knock-Down Impact Table (optional)

Applicable to characters in power armor, robots, powerful supernatural beings (elementals, demons, dragons, etc.), characters who are invulnerable or can alter their physical structure and characters with an S.D.C. of 250 or higher. These characters may be knocked down from impacts that inflict 31 points of damage or more.

The use of this table is strictly optional.

1-30 S.D.C.: No chance. Withstands the blow.
31-50 S.D.C.: 01-10% chance of being knocked off feet.
51-70 S.D.C.: 01-20% chance of being knocked off feet.
71-100 S.D.C.: 01-40% chance of being knocked off feet.
101-150 S.D.C.: 01-60% chance of being knocked off feet.
151-200 S.D.C.: 01-80% chance of being knocked off feet.
201 or more S.D.C.: 100%! Knocked off feet and stunned; loses all attacks/actions that entire melee round (15 seconds).

The vulnerabilities of juggernauts

Invulnerable characters and superbeings with huge amounts of S.D.C. plus super abilities, are sometimes said to be unstoppable. Get real! Here are some things to keep in mind.

Unless a character has some reason for not breathing, such as an experimental side effect or natural alien environment, he is probably vulnerable to suffocation and unconsciousness from lack of oxygen/atmosphere. This includes the possibility of drowning (can he swim?). Even Invulnerable characters will be rendered unconscious if deprived of breathable air.

Along the lines of suffocation and breathable air, most of these heavily armored, so-called "unstoppable" characters are also vulnerable to disease, toxic gases, ingested poisons and drugs, and pollution (in some cases, to a lesser degree, but vulnerable nonetheless).

Certain super abilities, notably Alter Physical Structures: Stone and Metal, reduce the character's speed rating (in these cases, by half). This penalty *does* apply to superspeeds and flight powers that might be combined with Alter Physical Structure! If the character wants to run at his full speed, he must revert back to flesh and blood to do so. When he's slowed by the transformation, it may make him easier to avoid or outrun.

Water can be your friend against opponents who can alter their physical structure or who weigh a ton.

Swimming in metal or stone form is impossible! The character must resort to walking on the bottom of the lake or sea floor (how deep is it, can he survive the water pressure at great depth?), or turn back to his vulnerable human-self and swim to safety.

Fire or plasma characters getting knocked into deep water (10 ft/3 m or more), will be extinguished. The shock forcing them to return to normal (or use a different power). Being forcibly shocked back to normal will prevent them from returning to an "altered" state until 2D6 minutes after getting out of the water and onto a dry surface.

Powerful explosions or equivalent force will hurt and knock them down or at least slow them down.

These characters can usually be trapped or restrained (tied up) any number of ways, not the least of which include being

pinned under an automobile, truck or tons of debris, getting pushed into a pit, hole or elevator shaft, getting stuck in goo, using weight increasing or gravity powers against them, darkness/blindness can impair and slow them, and a number of other things.

Hey, don't fall for first impressions, hype, bravado, or reputation, think about your opponent. No matter how tough he may seem to be, there is always some kind of weakness or vulnerability that can slow him down or enable a character to escape, if not contribute to the juggernaut's eventual defeat.

Combining Super Abilities

The player and Game Master should use common sense to determine whether or not two different super abilities can be used at the same time. For example, a superbeing could not use **Underwater Water Abilities** and dive into the water and expect to use **Alter Physical Structure: Fire**. No way! Flaming stone or metal men are no problem, but flaming ice or flaming water is impossible. If two powers are not compatible, each works normally, but the two can *not* be active at the same time.

By contrast, a superbeing could use **Alter Physical Structure Fire** and **Winged** or **Wingless Flight** or **Energy Expulsion**, or **Gravity Control**, and a number of other powers, while in the altered form of a creature of fire. That is to say, he could both turn into a creature of fire and fly in this form, or fire an energy bolt that isn't made of fire as one of his attacks, and so on. However, the character could not unleash both an energy blast and a fire bolt at the same time.

Each use of a particular power counts as one melee action. In fact, the act of transforming into an **Altered Physical Structure** counts as a melee action.

Characters who might have *two* different **Alter Physical Structure** powers cannot use them at the same time; pick one or the other. Of course, the character can transform from one to the other in a matter of seconds, switching back and forth as necessary.

Note: Two powers that *alter the character's physical structure* can *not* be used simultaneously. This includes such physical altering powers as **Growth, Shrink, Bio-Armor, Body Weapons, Alter Limbs, Alter Facial Features & Physical Stature, Animal Metamorphosis, Lycanthropy, Multiple Beings/Selves, Tentacles, Stretching**, and all **Altered Physical Structure** powers.

It is wise to use different abilities in tandem to beneficial effect, whenever possible. Two examples are the reduce gravity aspect of **Gravity Manipulation** and reduce weight of **Weight Manipulation.** These powers can be used on an area or item to *augment* powers whose effects are based on weight, such as **Control Elemental Force: Water and Earth, Magnetism, Extraordinary P.S.** (throwing weight and range), etc.

In the case of **Gravity Manipulation**, the augmented power would now control/lift ten times its normal weight allowance (and do 10 times the normal damage if applicable), while **Weight Manipulation** adds one multiple per use, up to 10 times normal. Gravity and Weight Manipulation can also be used in this manner to keep transformed *Alter Physical Structure Metal or Stone* heroes from falling through weak floors or ice, prevent their leaving deep footprints, allow them to jump or be thrown farther, etc.

When combined with Control Insects and Arachnids, the Weight Manipulation ability can be used to further augment the damage and S.D.C. of giant insects by increasing their weight (the 800 pound limit still applies).

One unique combination worth mentioning are **Superspeed** with **Alter Physical Structure: Water**. A character using the water behemoth while subsequently employing the high speed attack from any superspeed ability will, in effect, create a huge wave travelling at 200 to 700 mph (320 to 1120 km) to rush over opponents, doing 6D6+20 damage and forcing them off of their feet 01-89% of the time (a maintain balance roll may be allowed). Those that are knocked off their feet by the rushing tidal wave, lose their remaining attacks that melee round and are swept 1D6x10 yard/meters away.

Some super ability effects note that to use it or to keep it in place requires concentration, which means no other power can be used for its duration (and sometimes no or few other actions can be taken; not even throwing a punch or reading a comic book). **Negate Super Powers** and **Plant Control** (specifically *Animate and Control Plants*) are two abilities that require concentration to maintain which can preclude the use of other available super abilities.

Mimic combined with **Shapechange** enables the shapechanger to grow funcional wings, tails and other appendages or an extra pair of arms or tentacles, as the case may be.

Manipulate Kinetic Energy: This super ability will affect objects repelled by Negative matter, doubling their range or damage.

Darkness Control: A character with this ability and the Minor ability of **Nightstalking** can use *Darkness Control* to cast shadows and darken an area slightly, allowing the use of Nightstalking during the day. Using Darkness Control this way requires little concentration.

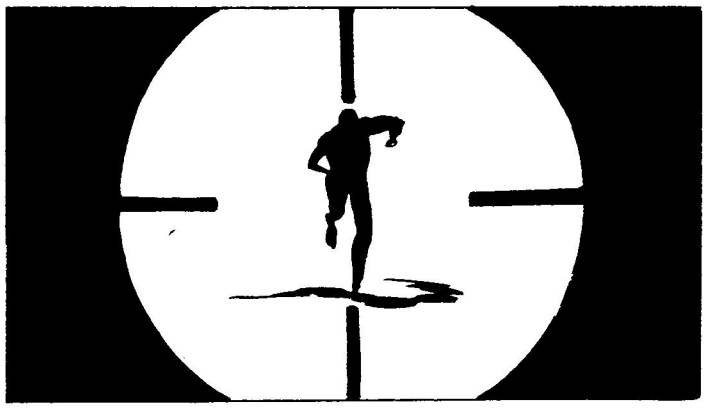
Alter Metabolism, Healing Factor, and Immortality: If a character possesses more than one of these abilities, the accelerated healing rates are not cumulative. Only the best/fastest healing rate is used, but it is increased by two points. Thus, a character with **Alter Metabolism** or **Immortality** *and* **Healing Factor** would recover 20 S.D.C. per hour and six Hit Points per hour.

An **Immortal** character with **Alter Metabolism** would recover under professional care at a rate of six hit points (2x2+2 = 6) per day for the first two days, and 10 points (4x2+2 = 10) per day for the following days. The same character would recover S.D.C. at a rate of 14 (6x2+2 = 14) per day. Any poison/toxin duration and effect reductions are not cumulative, use the slowest/best rate, but add +2 to save vs toxins if two of these abilities are possessed. All other aspects of the powers are compatible, including the instant regeneration aspects of Healing Factor and Alter Metabolism.

Bio-Ghost and Intangibility. This is a deadly combination, because the character can remain intangible for up to four of his attacks per melee round and still be able to attack, with little fear of a counterstrike. This combination is also very dangerous, because the combining of the powers can temporarily overcome the A.R. penetration restrictions of the Bio-Ghost ability, allowing the character to attack Cyborgs and Aliens with any Natural A.R. or body armor (but counts as two melee actions).

As always, Game Masters should use their judgement on which powers can be overlapped or combined in intelligent and reasonable ways. They also have the authority to modify the exact effects (penalties, damage, range, duration, saving throw, etc.), add a saving throw, or outlaw such unique combos completely. Players should try to understand and cooperate. Remember, the idea is role-playing superhumans in action packed adventures, not pimp the game system or trick the G.M.

Modern Weapon Combat



Modern Weapon Proficiencies

The system for modern weapons is basically the same as the rules found in the pages of most of Palladium's RPGs set in modern or future times. However, there have been some minor changes and clarifications, especially regarding the machinegun.

Weapon Proficiencies (W.P.) are areas of training and practiced skill with a particular type of weapon, such as a revolver, automatic pistol, or sub-machinegun. This skill provides special bonuses to strike when using that weapon. Do not add this strike bonus to your character's hand to hand combat skills, it applies only to the use of modern weapons — i.e. all types of guns, rocket launchers, energy rifles, and so on. The bow and arrow is considered an "ancient" type of weapon.

Weapon Proficiencies provide the following bonuses:

Aimed: +3 to strike with all guns, except the revolver; +4.

Burst: +1 to strike.

Wild: No bonus or penalty.

Add a bonus of +1 to strike for every *three* levels of experience beyond level one.

Training also enables the character to easily reload, disassemble, unjam, clean and otherwise maintain the weapon. Recognizes weapon quality — 30% at level one and +6% per each additional level of experience.

Combat Range & Rolls to Strike

Close quarter firefights. A roll of five or higher strikes its mark in hand to hand combat. The same is true of combat with firearms at *close range*, firefights within a 60 foot area (18.3 m).

In combat at a greater distance (61 feet and farther), the combatants must roll an eight (8) or higher to strike. High-tech sensors, optics, targeting sensors and human augmentation are so incredible that there are no further penalties for greater distances other than the limitations of vision, the movement of the target, protective cover, and the weapon's firing range.

Aimed Shot

An aimed shot means a person takes the time to carefully aim and squeeze off one, well placed shot. Each individual shot counts as one melee attack/action. Thus, if a character has four attacks per melee round he can only shoot *FOUR* aimed shots. This applies to all modern weapons. Roll to strike for each shot.

Bonus to Strike is +4 with a revolver or +3 for all others.

Firing a Burst

A "burst" involves shooting several rounds, immediately one after another. All semi-automatic and automatic weapons, pistols, machineguns and sub-machineguns, are designed for firing bursts (three or more bullets at a time). The act of shooting several rounds makes aim more hasty and the recoil moves the weapon with each shot, reducing the accuracy. The concept is that, while accuracy is reduced, the odds of hitting one's target with multiple rounds is increased because more shots are fired. **Note:** Roll to strike once for the entire burst. Do not roll for each individual bullet. If the burst misses its target, then all the rounds in that burst miss.

Bonus to Strike is +1 with all weapons.

Damage from a Short Burst: Roll the damage dice for ONE round x2. Fires 20% of the entire magazine; i.e., 30 rounds/magazine —6 rounds/bullets are fired. Uses up one attack. Can be fired at only one target.

Damage from a Long Burst: Roll the damage dice for ONE round x5 for clips with 30-50 rounds, or ONE round x2 if the clip has 15 or less rounds. Fires 50% of the entire magazine; i.e., 30 rounds/magazine — 15 rounds/bullets are fired. Uses up one attack.* Can be fired at only one target.

Damage from an Entire Magazine: Roll the normal damage dice for ONE round x10 for clips with 30-50 rounds, or ONE round x5 if the clip has 15 or less rounds. Shooting off the entire clip within a melee round is possible. 100% of the rounds are fired. Uses up three attacks that melee round.* Can be fired at only one target. Machineguns are the only exception to this rule.

Spray: Shooting a burst at several targets at once is possible, but is the same as *Shooting Wild.* You must fire a long burst or entire magazine in order to spray. See *Shooting Wild.*

* **Note:** Semi-automatic weapons fire a bullet each time the trigger is pulled, which means a pretty high rate of fire can be achieved by rapidly pulling the trigger. However, this rate is not as fast as automatic fire. Consequently, semi-automatic weapons require an extra melee action/attack in order to squeeze off a long burst (counts as two attacks), or to empty the clip in a full melee burst (counts as three attacks).

All automatic pistols and double-action revolvers are semi-automatic, as well as all commercial versions of assault weapons and some hunting rifles. Most military weapons and automatic rifles and sub-machineguns are full, automatic weapons, although some have a switch to change them from full automatic to semi-automatic or even single shot.

Shooting Wild

Shooting wild occurs when a trained character shoots without taking time to aim. This usually applies when the person is blinded, angry, running, rolling, leaping, shooting from a moving vehicle, etc.

Bonus to Strike: If the character has a W.P. for that particular type of weapon (i.e. W.P. Pistol or W.P. Sub-machinegun, etc.) there is no bonus or penalty for shooting wild — straight, unmodified roll of the dice (the G.M. can add a -1 to -4 penalty for extenuating circumstances or extreme difficulties).

Characters with no W.P. skill in that type of weapon can shoot bursts from it, but all shots are -6 to strike, and no other strike bonuses apply, not even P.P. attribute bonuses. Aimed shots by somebody without a W.P. for that type of weapon get no bonuses or penalties, they go with a straight, unmodified die roll (1D20).

When shooting wild, either *long bursts* or the *entire magazine* must be fired, and counts as two attacks if the magazine/clip has less than 30 rounds, or counts as three attacks if there are more rounds than that (up to 100 total).

Wild shooting can be fired at one target or in a wild spray. **Damage for shooting wild:** *Trying to hit one target:* Roll normal damage dice for ONE round x2 if under 30 shots were fired. ONE round x5 if more rounds (up to 100 were fired; yes, even if a 100 rounds were fired!). There is a 01-20% chance of hitting innocent bystanders in the general area of the target. Roll percentile for each character who was not under the protection of cover, but who was in the immediate target area (20 foot/6 m diameter) of the shooting.

Only one roll to strike for the entire burst is necessary.

Spraying or Strafing an Area but shooting at a specific target

Spraying an "area" with bullets can be dangerous and is considered to be *Shooting Wild.* The object of a "spray" attack is to hit several targets simultaneously or to strafe an area.

First, roll once to determine if any shots even hit the desired target area (1D20; 5 or higher strikes that area).

Second, roll to strike, at -6, to hit the *primary target* (one specific location or character). Damage is ONE round.

Third, roll 1D4 to determine how many *secondary targets* (still player characters) were deliberately hit by the spray attack (remember, the spray is designed to shoot several targets or to spray an area indiscriminately to shoot everybody in the line of fire). Damage is ONE round per each individual.

Fourth, determine how many *innocent bystanders* were shot!

There is a 01-50% chance that 1D4 innocent bystanders were struck by one round.

Indiscriminate spray of fire: There is a 01-50% chance of hitting everybody in the line of the spraying attack; usually done in a swinging, side to side motion. This attack is intended to scatter crowds or clear a path by mowing down everybody in the line of fire! This is a particularly lethal attack from machineguns. Roll percentile for each *Non-Player Character* (i.e. bystander) in the area of shooting who was not under the protection of cover; or the G.M. can make an arbitrary decision regarding how many and which Non-Player Characters (NPCs) were hit.

Player Characters can see the direction the wild shooter is turning and pointing to fire, so, in this particular case, get a normal dodge without benefit of their normal bonuses.

Damage: ONE round per each individual shot.

Bursts or Sprays From Machineguns

Bursts or Sprays from a machinegun are different. It has more lethal power, each round doing greater damage than a rifle cartridge, superior range (thousands of feet), plus it has a far greater ammunition capacity, can hit a larger number of targets, and there is a much greater chance of hitting bystanders.

General Machinegun Stats:

Light Machinegun: 5D6 damage per round/cartridge. Range: 3000 feet (914 m). Payload: 50-100 round box magazine or belt fed. Average weight: 20 lbs (9 kg).

Medium Machinegun: 6D6+6 damage per round/cartridge. Range: 3500 feet (1066 m). 100 round magazine or 250 round belt. Average weight: 30-50 lbs (13.6 to 22.7 kg).

Heavy Machinegun: 1D6x10 damage per round/cartridge. Range: 6000 feet (1828 m)! 100 round magazine or 300 round belt. Average weight: 90-110 lbs (40.8 to 50 kg).

Note: In all cases, a machinegun can fire as many as 100 rounds (bullets/cartridges) per melee round (15 seconds)!

Damage by Bursts:

Short burst directed at one target: Approx. 6-10 rounds. Damage: ONE round x3. Counts as one melee attack.

Short burst spray: Approx. 8-12 rounds. Damage: ONE round per individual struck; 01-40% chance of hitting everybody in the line of fire; usually done in a swinging, side to side motion. *Player Characters* can see the direction the gunner is turning and pointing to fire, so they can try a normal dodge without benefit of their normal bonuses.

Long burst directed at one target: Approx. 20-50 rounds. Damage: ONE round x8. Counts as two melee attacks.

Long burst spray: Approx. 30-50 rounds. Damage: ONE round x2 per individual struck; 01-50% chance of hitting everybody in the line of fire; usually done in a swinging, side to side motion. *Player Characters* can see the direction the gunner is turning and pointing to fire, so they can try a normal dodge without benefit of their normal bonuses.

Emptying the entire magazine or belt at one target: All rounds fired (50-300 depending on the weapon and ammo-feed system). 50-99 rounds fired does ONE round x10 damage! Counts as all melee attacks for one full melee round (15 seconds). Anybody entering the field of fire is cut to pieces.

100-190 rounds fired does ONE round x20 damage! Counts as all melee attacks for one full melee round (15 seconds). Anybody entering the field of fire is cut to pieces.

191-300 rounds fired does ONE round x30 damage! Counts as all melee attacks for one full melee round (15 seconds). Anybody entering the field of fire is cut to pieces.

Empty the entire magazine in a spray: All rounds fired (50-300 depending on the weapon and ammo-feed system).

50-99 rounds fired does ONE round x2 per individual struck.

100-190 rounds fired does ONE round x3 per individual struck.

191-300 rounds fired does ONE round x5 per individual struck.

Note that there is a 01-70% chance of hitting everybody in the line of fire; usually done in a swinging, side to side motion. *Player Characters* can see the direction the gunner is turning and pointing to fire, so they can try a normal dodge -5 and without benefit of their normal bonuses.

Note: Triple damage against giant, slow moving or stationary targets the size of a tank or bigger; they are much easier to target and hit. Reduce the damage (i.e. likelihood of hitting a target) by half if the machine-gunner is moving (running, mounted on a moving vehicle, etc.), or his target is fast moving (must be moving faster than 40 mph/64 km).

It takes one full melee round to reload a belt-fed machinegun, but only three melee actions to reload a magazine.

Notes About Shotguns

Most crack-barrel or pump shotguns can fire 2-6 rounds before needing to be reloaded. Each shot counts as one melee attack. It takes two melee actions to reload. Typical damage is 5D6 per shot.

A double-barrel shotgun can fire one or both rounds simultaneously (the latter doing double damage). A single or double blast counts as one melee attack. It takes two melee actions to reload. Average damage is 5D6 per single shot or 1D6x10 per double.

Buckshot scatters, and will strike the specific target plus 1D4 others within its blast area, approximately a four foot (1.2 m)


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width, diameter area. Average damage is 4D6 per shot using a lethal load, or 1D6 damage using a light load, usually meant to frighten or chase people away.

Some military shotguns are semi-automatic and can fire single shots or short bursts (only). Clip magazine has 6-8 shots, a drum magazine has 12-20 rounds. Damage: 5D6 or 6D6 per shot.

Fully automatic shotguns are very rare and can only be used by bionic and superhuman gunman with a P.S. of 20 or greater, otherwise the recoil is overwhelming (each shot after the first is -2 to strike in a cumulative manner, so shot number two is -2, shot number three -4, shot number four -6, and so on), plus the character is likely to be staggered, with a 01-40% chance of being knocked off his feet. Clip magazine has 8 shots, a drum magazine has 20 rounds. Damage: 6D6 per shot.

Range for all full length shotguns is roughly 150-240 feet (45.7 to 42.6 m).

Sawed-off shotguns have their range reduced to 60 feet (18.3 m), but increases the diameter of buckshot by an additional width of about five feet (1.5 m), damage to about a nine foot diameter (can hit as many as 2D4 characters clustered together)!

Natural Energy Blasts

Hero characters whose power enables them to emit energy blasts, whether it be fire, electricity, or other forms of energy, can use their energy attack as often as they like, with each blast typically counting as one melee attack/action. For Example: If the hero has five hand to hand attacks per melee round, he can fire as many as five energy blasts. Or he can mix his modes of attack, i.e. punch twice and blast three times, or blast once and punch or kick four times, or blast once, use some other power, punch, etc.

Firearm Tactics & Penalties

Called Shot: A "Called Shot" is required to shoot a specific target or a specific small and difficult target to strike. For example: Attempting to shoot a weapon or object out of (disarm) somebody's hand, or to shoot and damage an item in somebody's hand or off a table, to shoot somebody in the arm, leg, head, etc., to shoot an antenna or item off a vehicle, as well as to make a sniper shot. A "Called Shot" is always an *aimed shot*, but because it is a precision shot at a difficult target, all bonuses to strike are half. A natural twenty always hits and does double damage.

Ricochet Shot: The shooter can try to bounce bullets, arrows, slings, and other fired *projectiles* (depending on the specific W.P.) off of one surface and angle the shot in such a way that the projectile ricochets/bounces off and hits a different/second target! Inflicts only one point of damage to the first surface and full damage to the second. Can only be attempted as an "aimed/called shot" but without benefit of any strike bonuses; straight unmodified die roll only — needs a 15 or higher to hit. The real target has no opportunity to parry or dodge a ricochet shot.

Shooting a rifle one-handed, the shooter loses all strike bonuses, and the "aimed shot," "Called Shot," and "sniper" attack are impossible. If shooting one-handed while moving (running, from a moving vehicle, etc.) all shots fired are considered wild and -6 to strike the intended target (but likely to hit innocent bystanders). Machineguns and heavy weapons cannot be fired one-handed unless the character has a P.S. of 35 or greater, or has *superstrength* (extraordinary P.S. at 28 or more, superhuman or supernatural with a P.S. of 22 or higher).

Shooting from a moving vehicle or while running: Considered a wild shot; the "aimed shot," "Called Shot," and "sniper" attacks are impossible.

Trick Shooting: Shooting from over the shoulder at targets behind the character, or shooting while hanging upside down, while leaping, etc., are done without benefit of any bonuses when a revolver, bolt-action rifle, semi-automatic weapon or laser is used, but considered wild if shooting a burst with a semi-automatic or automatic weapon. The "aimed shot," "Called Shot," and "sniper" attacks are impossible. Trick shooting can not be attempted with heavy weapons or machineguns.

Robot & Assault Vehicle Combat

The Number of Attacks Per Melee & Combat Bonuses

This is how it works. Players will find two skills that exclusively determine the robot's number of attacks: One, the pilot's normal, hand to hand combat skill, and, two, the pilot's robot combat skill (purchased in the Robotics section during character generation). Simply combine the number of attacks gained from each skill. The total number indicates the total attacks per melee possible. Most first level pilots, with both skills, will have a total of *five* attacks per melee round.

The same is done to determine the pilot's robot combat bonuses to strike, parry, dodge, etc. This means, if the pilot has a +2 bonus to dodge in Hand to Hand Combat, and a +1 bonus to dodge in robot combat, the two are added together for a total of +3 to dodge. **Note:** Attribute bonuses are also applicable and are added to the total bonus to strike, parry or dodge.

The combining of number of attacks and combat bonuses applies only when piloting the robot! When outside of the battle armor, the pilot must rely exclusively on his or her Hand to Hand skills and not the combined abilities of the two skills. Why? Because the robot combat skill is not a physical training, but a mechanical proficiency which relies on eye/hand coordination, reflex and dexterity as they relate directly to the robot. The robot combat skill does not build physical strength, endurance or combat techniques.

Unskilled Characters in Robots and Assault Vehicles

If the pilot does not have robot combat training, he or she is limited to *one attack per melee* and no special bonuses. Also, unless he has the weapon system or read sensory instruments skills, there may be very little he can do. **Note:** If the character has any physical attribute bonuses they are transferred to the robot, but they are all he gets.

Weapon Selection

The robot pilot usually has several modes of attack available to him. These may include lasers, machineguns, grenade launchers, missiles and hand to hand combat. Weapons or modes of attack, can be used in any combination. You are limited only by the number of attacks per melee and possible payload and rate of fire restrictions. For example: A character piloting a robot has five attacks per melee. The character fires a volley of four missiles (attack #1), fires its top laser turret (attack #2), fires a long burst

from its auto-cannon (attack #3), followed by another long burst from its auto-cannon (attack #4), and punches the villain which has just lunged out from around the corner (attack #5). All this in one melee round or 15 seconds.

Wait a minute, you say. This character has five attacks, but, in the example, he fires a volley of four missiles and then continues to attack four more times. Isn't that EIGHT attack? No, and here's why.

Volleys & Bursts

One volley or one burst counts as one attack, even if a dozen, yes 12, missiles are launched. How? Because it requires only one attack/action to fire several missiles or rounds, simultaneously, at one specific target. Roll to strike and dodge as usual.

Disadvantages of Volleys & Bursts

1. The entire volley or burst must be directed at ONE specific target. The character can not divide a volley or burst between several targets. To attack more than one target, the pilot must take time to aim and fire at each, which means each counts as one individual attack that melee round. For Example: A robot is up against four armed motorcycles. The pilot decides to launch four of his 12 missiles at one of the cycles. That's one attack, leaving three more that melee. He can not fire the four missiles simultaneously at all four of the bikes. To strike all four motorcycles, the pilot must fire at each, individual one separately. However, this will take up four of the pilot's attacks that melee. See the machinegun spray as detailed under Modern Weapons Combat.

2. Must roll to strike for the entire volley or burst, as if it were one unit. This generally means that the entire volley or burst, either strikes and does multiple damage (roll for each missile in the volley), or the entire volley misses, doing no damage at all. Do not roll to strike for each, individual missile or round. Also see Missiles for related combat data.

3. Payload: Volleys and bursts usually deplete a limited number of missiles or rounds quickly. Once the payload is expended, the weapon is temporarily useless. **Note:** Unless limited by volleys, bursts, or other listed restrictions, the same weapon can be fired repeatedly in the same melee or in tandem with others.

How To Strike

The procedure for ascertaining a strike is unchanged. The attacker rolls a 20 sided die (1D20). A roll of 1, 2, 3, or 4, is an automatic miss. A roll of 5 or higher is a strike/hit, provided one's opponent doesn't dodge or parry.

When the robot suffers damage, it always comes off the robot's main body unless it is a "called shot." A Called Shot is aimed at a specific target, typically a small target on a larger potential target, like the radio antenna, radar dish or weapon on a vehicle or giant robot, or the weapon held in the hand of a human.

The only way a target can avoid being struck is by dodging out of the way or parrying the attack; the latter is very unlikely.

Strike Bonuses

Bonuses to strike can be gained by skills, such as hand to hand combat and/or robot combat and/or from a high Physical Prowess (P.P.) attribute. All bonuses are accumulative. Remember, bonuses from robot combat apply only when a robot is being piloted. This bonus does not apply to missile related combat and P.P. bonuses do not apply to modern weapon combat.

Critical Strike

A critical strike occurs when a player with a hand to hand combat skill makes an extremely high die roll to strike without the aid of bonus modifiers. An unmodified "natural" 20 is always a critical hit, regardless of hand to hand training.

Critical strikes do double damage. Optional damage tables have been provided for additional side effects from critical strikes. Their inclusion in the game is up to the GM and/or players.

Close Proximity Strike Bonuses

Technological advances have made war a long-range affair, with soldiers firing missiles at opponents 20 miles away, who appear as tiny blips on a radar screen. However, the creation of battle armor, has restored the strength of the infantry, making close range combat possible. Thus, if opponents are within close proximity of one another (within 500 ft/152 m), they gain a bonus of +1 to strike. This bonus applies to all combatants, skilled and unskilled, using weaponry or hand to hand combat with robots. It does not apply to normal hand to hand combat among humans.

Called Shots

A character may attempt to shoot a specific target or area. This is done by clearly stating what the exact target is before the roll to strike is made. Once the shot is "called," the player rolls the usual 1D20 to strike. A successful roll, above a 12, hits exactly whatever the intended target was, unless the opponent dodges.

Called shots can be an important strategy, enabling characters to disable a robot rather than destroy the whole unit. This means a character can destroy specific targets on robots and vehicles, such as radar antennas, weapon barrels, sensors, mechanical legs, arms, etc.

Note: Any shot that is not "called" will strike what is identified as the *main body* of the robot or vehicle. The main body is the largest, bulkiest part of the target and most likely to be hit. If a player calls his shot, but misses by rolling under 12, but above 4, he still strikes, but hits the main body instead of the specific, "called" target.

I avoid random hit location tables because I feel the randomness is too fluky and unrealistic.

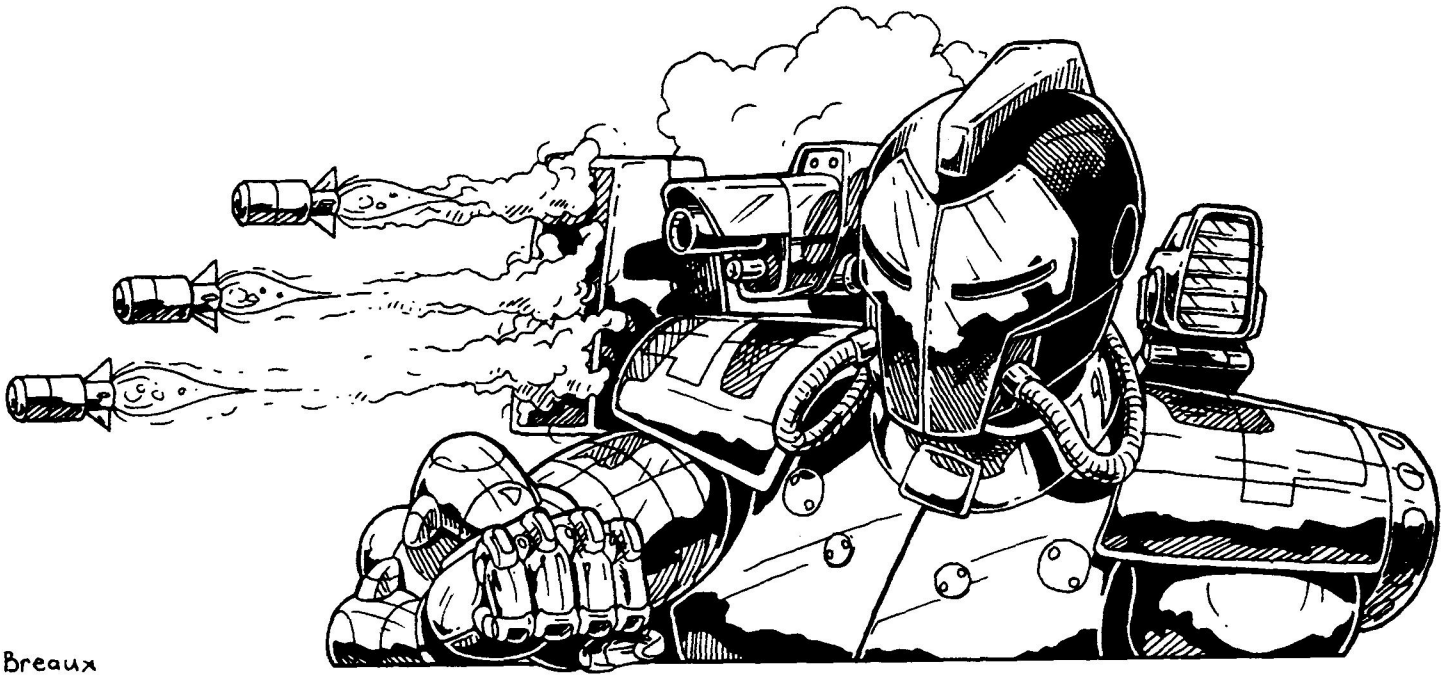
To Roll With a Punch, Fall, or Impact

This is a saving throw of sorts, or a second dodge, to minimize damage. It is much like the hand to hand combat rule. In this case, if the player fails his dodge to roll and is about to be hit by a missile(s), he has a sort of second dodge or saving throw, where the character tries not to resist the explosive impact and rolls with it. A successful roll with impact works like a dodge. The player must roll 1D20 and match or better the roll to strike. A success means the character suffers only half damage. A failed roll means a direct hit doing full damage. In Heroes Unlimited, a character can roll with the impact from explosive missiles, punches, body blocks, falls, and similar impact damage.

You can not roll with the impact of attacks from auto-cannons, machineguns, energy weapons, or plasma/napalm missiles.

The Dodge

The dodge for robots is identical to its hand to hand counterpart. The defender must roll a twenty-sided die (1D20), and match or better his attacker's roll to strike. A successful roll means he has moved out of the way and takes no damage. A failed roll means the dodge was not a success and the character is hit, taking full damage.



Missiles

The varieties and types of missiles common to Palladium's other vehicle/robot combat games is now part of **Heroes Unlimited, Second Edition**. There are four classes of missiles: short, medium, and long-range missiles, plus special *mini-missiles*. Each missile class has specific statistics, including range, speed, blast radius and destructive capability, and each class is further divided into different missile types, like high explosive, fragmentation, plasma, and so on. Not all missile warheads are of a destructive nature and there are smoke, tear gas or chemical (i.e. fire retardant, and knockout gas) types. Robots and vehicles can have a variety of missile systems and missile types built into them. The Robot and Vehicle construction rules detail how many and which categories or types of missiles a robot or vehicle can have.

Strikes: Guided Missiles

Missiles do not enjoy the pilot's combined bonuses to strike. Since they are all self-guided, missiles are launched as separate units with their own bonus of +3 to strike. Mini-missiles are usually unguided and have no bonuses to strike, except possibly from the weapon systems skill.

Rolls to strike are made on the usual, twenty-sided die. Missiles can be launched one at a time (roll to strike for each), or in volleys of two or more (roll once to determine whether the entire volley strikes its target).

It is possible to dodge one, two, or even three missiles. However, it is impossible to dodge a volley of four or more missiles (all four or more will hit and do damage). It is also possible to shoot a missile(s) down before it hits you. See Volleys and Bursts, and Dodging Missiles for more details about missile combat.

Damage From Missile Strikes

Direct hits do full damage. A volley of missiles inflicts full damage from each and every missile in the volley.

Near misses do half damage. There are two ways one can take damage from a near miss. The First is by being within the blast radius of the target struck by a direct hit. For example: Your companion, standing 10 feet (3 m) away, is hit by a high explosive missile with a 30 foot (9 m) blast area. He takes full damage from a direct hit, but you are also caught in the blast because you were standing too close together. Fortunately, your character takes half damage since he was not caught directly in the blast. Damage can be reduced by half again if the player makes a successful die roll to "roll with punch, fall or impact."

The Second way one takes half damage from a near miss is by successfully "rolling with the punch, fall or impact" of the attack. In this case, the player fails his dodge roll and is about to be hit by a missile(s). If the player can match or beat the roll to strike on a D20 with his bonuses to roll with punch/fall added in, he suffers half damage. A failed roll means a direct hit doing full damage.

Shooting Missiles

Shooting and depleting the S.D.C. of a missile can detonate and destroy it. However, there are restrictions.

1. The character must have an attack(s) available to him/her that melee to assail the missile. If all the attacks for that melee have already been used up, the character can not shoot at the missile(s).

2. Can only shoot at one missile, within the volley, at a time. A volley of six missiles would require six attacks, which is impossible at the speed missiles travel. Example: a missile travelling at 500 mph (804 km) covers approximately 750 feet (229 m) per second, or 1500 feet (458 m) per melee action. This means the player has only one or two attacks (G.M.'s discretion) to shoot at one or two missiles within the volley. Characters with Extraordinary Speed and Sonic Speed can take up to four attacks to shoot down missiles or run and/or dodge out of harm's way (same as dodging a bullet).

A "Called Shot" is necessary to hit a missile, but the small size and tremendous speed of the missile imposes a penalty of -3 (requiring a 15 to strike). If one missile is detonated, there is a 45% chance (1-45%) that its explosion will detonate the other missiles in the entire volley. The player can also use his own missiles, if available, to shoot down a missile volley. Under this circumstance, there is a 75% (01-75%) likelihood of detonating the entire volley of missiles.

3. If the S.D.C. of the missile is not completely depleted, it is damaged, but does not detonate and will still strike its target, inflicting full damage.

4. Attacks on a missile count as a normal attack.

Special Missile Defense Tactics

If a missile can not be dodged, a robot can sacrifice its arms by covering its main body with them, thus allowing the arms to take the damage instead of the body. The disadvantage of this tactic is that the arms are likely to be blown to smithereens or severely damaged and immobilized.

Dodging Guided Missiles

ALL the missiles used against characters, except mini-missiles can be assumed to be self-guided. Generally, most are preprogrammed to respond to specific images (video camera/sensor mounted in the nose of the warhead), or specific heat or radiation levels which clearly identify the enemy. Most missiles follow a straight course and if dodged will fly past the character and may detonate on something beyond him, meaning the blast radius could still catch him (especially in a building).

Smart bombs can identify the enemy and chase it down. They will keep going until they find a target, or are destroyed. They can actually dodge attacks directed at them, and turn around to attempt to hit a target if it misses, or if the target dodges the first attack.

Conventional Guided Missiles: +3 to strike.

Smart Missiles: +5 to strike, +4 to dodge, and have two attacks per melee (until it/they hit).

Contrary to what one might think, you can dodge one, two and even three, guided missiles. The dodge rules are the same as always. However, it is impossible to dodge a volley of four or more missiles launched simultaneously. A volley of four or more missiles will strike every time, with each and every missile in the volley hitting and inflicting damage. The character has two options to avoid or minimize the damage of a massive missile volley; try to roll with the impact, taking half the normal damage; or shoot the missiles down before they strike.

Missile Notes

1. The terms, light, med. or medium and heavy, found in parentheses after the warhead type, refers to the destructive force of the warhead.

2. All missiles are self-guided; +3 to strike. All missiles always strike the main body.

3. Self-guided "smart" bombs/missiles can be programmed to seek out and attack a specific target. It can change course, adjust speed to conserve fuel, dodge attacks aimed at it, and turn around to try to strike a target again if it misses the first time. +5 to strike (instead of +3), +4 to dodge; 2 attacks per melee round. Radar: 100 mile range. Smart missiles (very rare) can pursue a specific target and attack for 10 melee rounds in this manner before running out of fuel.

4. Multi-warhead missiles are usually a cluster of medium range missiles housed inside the casing of a large, long range missile. When the body casing runs out of fuel or reaches its target, it fires the four medium range missiles.

5. Plasma is a new, concentrated, liquid heat, ten times hotter than normal napalm.

6. Fragmentation missiles are missiles that send out fragments, or shards of metal, upon impact, affecting a larger area.

7. Fire Retardant missiles explode, releasing a chemical foam that puts out fires.

8. Smoke missiles release large, billowing clouds of smoke, filling the blast radius. They are used to provide cover or to mark an area.

9. A Proton Torpedo is a longer range, more powerful, explosive, energy missile.

10. The maximum range is the maximum effective range of the missile.

11. Missiles have been assigned an S.D.C.; depletion of the S.D.C. from an attack will detonate the missile.

12. The speed is provided to give players an idea of how fast the missiles travel.

13. The blast radius is the full area damaged by the missile impact. The specific target of the missile takes FULL DAMAGE, while all else in the blast radius takes half damage.

Other Combat Terms

Payload: Indicates the finite number of missiles or rounds. Energy weapons are generally considered to have unlimited payload.

Range: The maximum effective range or distance a weapon can fire; or a missile or vehicle can travel.

Rate of Fire: This will indicate any limitations as to how many times a weapon can be fired per melee, and/or the number of rounds or missiles in a burst or volley.

Generally, a weapon, especially energy weapons, can be fired repeatedly, equal to the pilot's combined hand to hand and robot combat skills. Any combination of weapons can be used per melee.



Short Range missiles

Warhead	Damage	Speed	Maximum Range	Blast Radius	S.D.C.
High Explosive (light)	2D4×10	500 mph (804 km)	5 miles (8 km)	10 ft (3 m)	5
High Explosive (medium)	2D6×10	500 mph (804 km)	5 miles (8 km)	15 ft (4.6 m)	5
Fragmentation (light)	2D4×10	450 mph (724 km)	3 miles (4.8 km)	20 ft (6.1 m)	5
Armor Piercing (medium)	2D6×10	650 mph (1045 km)	5 miles (8 km)	5 ft (1.5 m)	5
Plasma/Napalm (medium)	2D6×10	500 mph (804 km)	3 miles (4.8 km)	15 ft (4.6 m)	5
Tear Gas	None	200 mph (321 km)	1/2 mile (.8 km)	10 ft (3 m)	5
Knock-Out Gas	None	200 mph (321 km)	1/2 mile (.8 km)	10 ft (3 m)	5
Smoke (colors available)	None	300 mph (482.7 km)	1 mile (1.6 km)	20 ft (6.1 m)	5
Fire Retardent	None	200 mph (321 km)	1/2 mile (.8 km)	20 ft (6.1 m)	5

Medium Range Missiles

Warhead	Damage	Speed	Maximum Range	Blast Radius	S.D.C.
High Explosive (light)	2D4×10	1200 mph (1929 km)	50 miles (80.4 km)	20 ft (6.1 m)	10
High Explosive (medium)	2D6×10	1200 mph (1929 km)	40 miles (64.3 km)	20 ft (6.1 m)	10
High Explosive (heavy)	3D6×10	1200 mph (1929 km)	40 miles (64.3m)	30 ft (9.1 m)	10
Fragmentation (light)	2D6×10	1000 mph (1608 km)	40 miles (64.3 km)	40 ft (12.2 m)	10
Armor Piercing (medium)	3D6×10	1600 mph (2571 km)	60 miles (96.5 km)	20 ft (6.1 m)	10
Plasma/Napalm (medium)	4D6×10	1400 mph (2251 km)	40 miles (64.3 km)	40 ft (12.2 m)	10
Multi-Warhead*	5D6×10	1200 mph (1929 km)	80 miles (128.7 km)	20 ft (6.1 m)	10
Smoke (colors available)	None	1000 mph (1608 km)	40 miles (64.3 km)	40 ft (12.2 m)	10

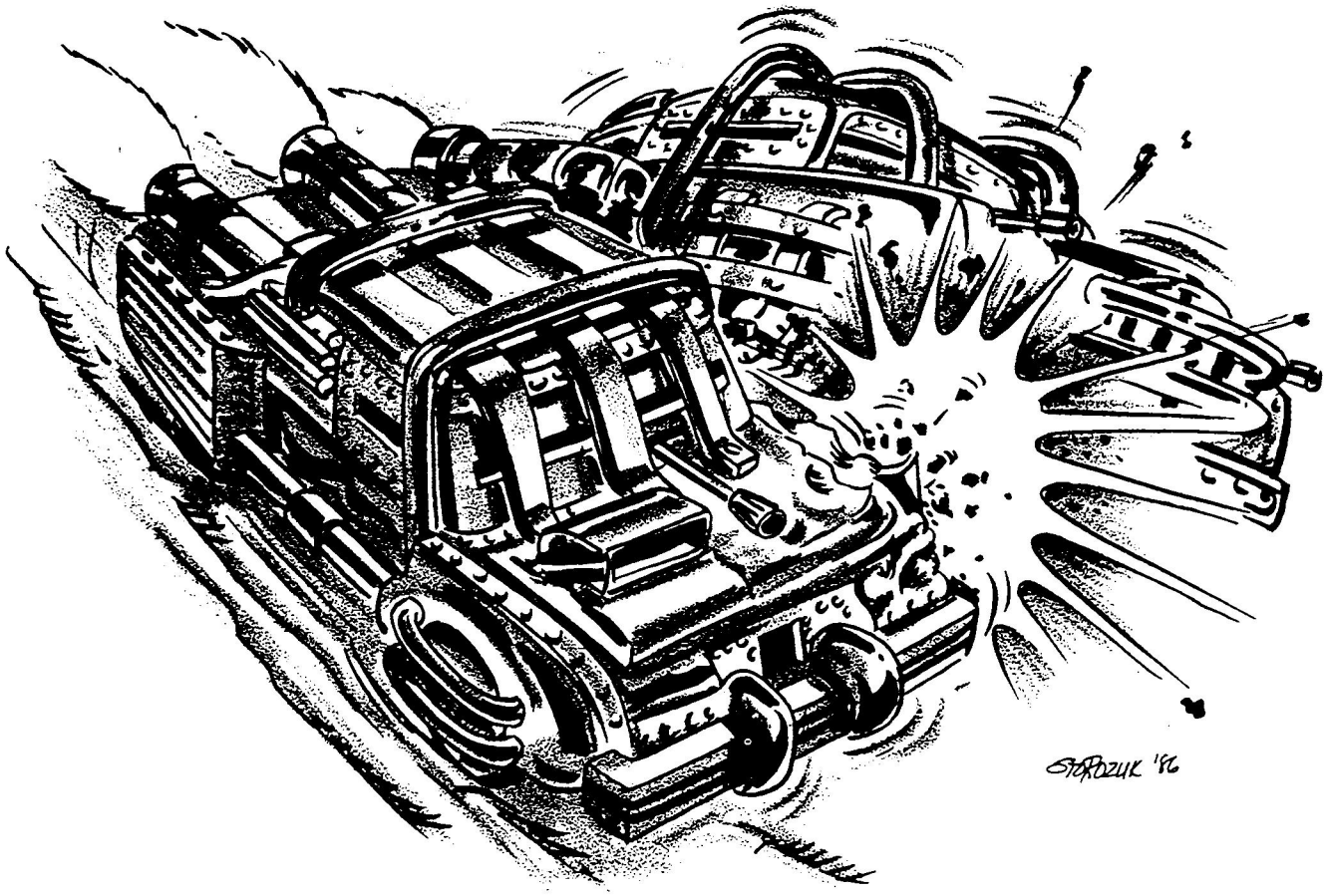
Long Range Missiles

Warhead	Damage	Speed	Maximum Range	Blast Radius	S.D.C.
High Explosive (medium)	3D6×10	2010 mph (mach 3)	500 miles (804 km)	30 ft (9.1 m)	20
High Explosive (heavy)	4D6×10	2010 mph (mach 3)	500 miles (804m)	40 ft (12.2 m)	20
Fragmentation (light)	2D6×10	1400 mph (2251 km)	400 miles (643 km)	80 ft (24.4 m)	20
Armor Piercing (medium)	3D6×10	2010 mph (mach 3)	800 miles (1286 km)	30 ft (9.1 m)	20
Plasma/Heat (medium)	4D6×10	1400 mph (2251 km)	500 miles (804 km)	40 ft (12.2 m)	20
Plasma/Heat (medium)*	5D6×10	1400 mph (2251 km)	500 miles (804 km)	50 ft (15.2 m)	20
Proton Torpedo (heavy)*	6D6×10	2010 mph (mach 3)	1200 miles (1928 km)	50 ft (15.2 m)	25
Nuclear (medium)*	1D4×100	2010 mph (mach3)	1000 miles (1608 km)	40 ft (12.2 m)	20
Nuclear (heavy)*	1D6×100	2010 mph (mach 3)	1000 miles (1608 km)	50 ft (15.2 m)	20
Nuclear multi-warhead*	2D4×100	2010 mph (mach3)	1800 miles (2893 km)	50 ft (15.2 m)	25

Mini Missiles and Special Armaments

Warhead	Damage	Speed	Maximum Range	Blast Radius	S.D.C.
High Explosive	5D6	500 mph (804 km)	1 mile (1.6 km)	5 ft (1.5 m)	1
Fragmentation	5D6	500 mph (804 km)	1/2 mile (0.8 km)	20 ft (6.1 m)	1
Armor Piercing	1D4×10	1400 mph (2251 km)	1 mile (1.6 km)	3 ft (0.9 m)	2
Plasma/Napalm (medium)	1D6×10	1200 mph (1929 km)	1 mile (1.6 km)	15 ft (1.5 m)	1
Smoke (colors available)	None	500 mph (804 km)	1/2 mile (0.8 km)	20 ft (6.1 m)	1

*Available as smart bombs, +5 to strike.



Vehicle Control & Combat

Optional rules by Erick Wujcik.

Control Rules

Automobile Control Rolls

In a larger than life game of heroics, like **Heroes Unlimited**, drivers are in constant danger of losing control of their vehicles. To avoid losing control, the characters must roll against their Pilot skill. *Control Rolls must be made for each of the following situations:*

Exceeding Cruising Speed: Any time a driver exceeds the Cruising Speed for the vehicle there's the danger of losing control. Every melee round of excessive speed requires a Control Roll. *See Road/Speed Table for penalties.*

Exceeding Road Speeds: Going too fast on back roads or trails is dangerous no matter how well built the vehicle is. Any travel over 75 mph (120 km) on a back road, or over 45 mph (72 km) on a trail, requires a Control Roll. This is not the case with Highways; a vehicle can travel all the way up to Cruising Speed on a Highway without rolling for Control. *See Road/Speed Table for penalties.*

Exceeding Maneuver Speed: Every turn, swerve or lane change while exceeding Cruise Speed or Road Speed requires another Control Roll with a -12% penalty.

Driving in Reverse: Attempting to drive in reverse at any speed over 25 mph (40 km). Roll a Control Roll with a -30% penalty.

Poor Road Conditions: Requires a Control Roll. This can include anything from rain to steep inclines. -30% or optional. *See Road Quality and Obstacle Table for specific penalties.*

Taking One's Eyes off the Road: Any time the character does not devote all of his attention to the driving of the car, a control roll must be made. During normal vehicle operation at speeds less than cruising, the roll is unmodified. When exceeding cruising speed or in the middle of combat/competitive driving, the roll has a -10% penalty.

Avoiding Obstacle: Swerving around any object requires a Control Roll, no penalty. If the swerve or dodge involves leaving the road surface then the penalty is -40%.

Loss of Control Table

The game master or player should roll on the following table every time a character fails a Control Roll. Roll percentile dice.

01-10 Pothole! Vehicle slams into something and rebounds. Or, just as likely, the vehicle bottoms out, smashes the underside into broken pavement or a pothole. Vehicle takes 4D6 points of damage to S.D.C. and Speed Class is reduced 1D6.

11-25 Out of Control! The vehicle skids out of control. Ends up off the road, in a ditch or in some other embarrassing situation. Stuck 3D6 Melee Rounds.

26-44 Stall! Forced to make a sudden stop; the car stalls out. Getting it going again takes 2D6 melee rounds.

45-76 Skid! Skid out of control and into an object. The vehicle takes half normal damage from this minor crash. Speed Class is reduced 1D6 levels. *See Crash and Damage rules.*

77-90 Crash! Skid out of control into an object. The vehicle takes full damage and occupants take half damage. Speed Class is reduced 2D6 levels. *See Crash and Damage* rules.

91-97 Totaled! Vehicle crashes and is totally destroyed. Occupants take full damage.

98-00 Roll and Burn! The vehicle goes completely out of control and rolls over 1D6 times. Vehicle takes double damage, occupants take normal damage. In 1D10 melee rounds the vehicle fuel tank will explode, doing 1D6x10 damage to anyone still inside the vehicle. The resulting fire will torch anyone trapped inside, doing 4D6 damage per melee round. *See Crash and Damage rules.*

Note: *Speed Class* is found in the Hardware section under "Building the Super Vehicle."

Road & Speed Table

Use the following table to determine how much ground is being eaten up in V-to-V combat.

		Control Roll Modifiers for:		
Travel Speed	Distance/Melee	Highway	Back Road	Trail/Broken Road
1 to 15mph	1/32 mile	SAFE	SAFE	SAFE
Over 15mph	1/16 mile	SAFE	SAFE	SAFE
Over 30mph	1/8 mile	SAFE	SAFE	SAFE
Over 45mph	1/6 mile	SAFE	ROLL	-5
Over 60mph	1/4 mile	ROLL	ROLL	-10
Over 75mph	1/3 mile	ROLL	-5	-20
Over 90mph	1/2 mile	ROLL	-10	-30
Over 120mph	1 mile	-5	-10	-45
Over 240mph	2 miles	-10	-15	-60
Over 360mph	3 miles	-15	-20	-70
Over 480mph	4 miles	-30	-40	-75
Over 600mph	5 miles	-45	-70	-85
At 720mph	6 miles	-60	-80	-95

Example: A motorcycle is going 240 mph (384 km) down a back road in a hot pursuit. Every melee, the character must make a Control Roll with a -10 modifier because the character is going over 120 (192 km). If the speed were even 241 mph (384 km) then the modifier would be -15. Every melee, the character covers 2 miles of ground.

Crash & Damage Rules

Driver or Passenger Damage

Anyone not wearing a Seat Belt must roll to see if they are thrown clear in an accident. With percentile dice, a roll of 25% or higher indicates the character bounces around inside the vehicle and takes double damage. If the roll is under that, then the character is thrown clear and bounces around outside, taking 2D6 damage for every 10 mph (16 km) of vehicle speed.

Characters wearing Seat Belts or other restraining straps take 1D6 damage for every 20 mph (32 km). The addition of a crash helmet and specially padded, asbestos suit reduces the damage by half.

Motorcycle crashes are even more deadly. With helmet and leather body covering, or some kind of protective garments, the character(s) takes 1D6 for every 10 mph (16 km). Without helmet or protective garments: 2D6 per 10 mph (16 km).

Lucky Fall: With all vehicles, motorcycle, car, van, truck, etc., there is a slim chance that each passenger and driver will be thrown clear, or luck-out with only minor damage even in a terrible crash. Roll Percentile Dice:

1-20 Lucky Fall; 2D6 total damage.

21-00 Full normal damage.

Vehicle Damage

Damage is based on relative speed. When something hits a stationary object then the only thing to worry about is the speed of the moving object. When two moving objects meet, whichever does the most damage will determine the actual damage. Round up in all cases.

Vehicle Damage Table

Motorcycle — 1D6 per 10 mph (16 km)

Automobile, Small Truck, Mini Van — 2D4 or 1D8 per 10 mph (16 km)

Full-Sized Trucks, Vans, Jeeps & Utility Vehicles — 2D4+1 or 1D8+1 per 10 mph (16 km)

1/2 Ton Trucks and Buses — 2D4+2 or 1D10 per 10 mph (16 km) 10 or 16 Wheeler Semi-Trucks — 2D6 per 10 mph (16 km)

Train (locomotive) — 2D4x10 per 10 mph (16 km)!

If Mike is driving a car north at 38 mph (60.8 km) and runs into something standing still, like a telephone pole, then both his car and the pole take 8D4 or 4D8 damage. Note the 38 mph (60.8 km) is rounded up to 40 miles — 1D8 or 2D4 per 10 mph = 4D8 or 8D4 damage.

Now let's look at Mike running head-on. Mike is travelling at 40 mph (60.8 km), a motorcycle approaches from the opposite direction at 60 mph (96.5 km). Their added speeds are 100 mph (160 km) so the damage to both vehicles is 10D8 (or 1D8x10 or 2D4x10; G.M.'s personal preference). Since Mike's car is larger/heavier and does more damage, we use the automobile damage formula rather than the motorcycle.

Pedestrian Impact Damage

Vehicle-to-Pedestrian Combat: In order to hit a moving object (mutant animal, insect or machine) requires a Strike roll from the vehicle's driver. To avoid a vehicle hit/ram attack, the target must make a Dodge roll greater than the Strike roll. Unconscious characters and stationary objects do not Dodge.

Vehicle-to-Pedestrian Damage: Anything hit by a vehicle takes full damage from the Vehicle Damage table according to

type and speed. However, vehicles themselves also take impact damage. Creatures or items under 10 lbs (4.5 kg) do 2D6 points of damage regardless of vehicle type and speed. With objects 11 to 200 lbs (5 to 90 kg), the vehicle takes one third of damage received by the target. 201 to 400 lbs (180 kg), the vehicle takes half damage. The vehicle takes three quarters of the target's damage when the size/weight is from 400 to 1,000 lbs (180 to 450 kg). Hitting anything over 1,000 lbs (450 kg) is the equivalent of a crash —both the vehicle and the target take full damage. Vehicles with ram-prows take no damage unless the S.D.C. of the ram-prow is depleted; after which, damage carries over to the vehicle.

Vehicle Combat Rules

Vehicle to vehicle combat in Heroes Unlimited shouldn't be all that different from other kinds of modern combat. That is, the game master should work at keeping things clean, quick and simple. The only two differences are in rolls to Dodge and rolls to Strike.

Control Roll penalties are applied as penalties to the character's piloting skill. Failure to roll underneath that modified skill percentage means the drive either loses control (roll again at the same penalty level to regain control, but loses 40% speed and 1D4 melee actions while fighting to regain control) or crashes.

Note: There is a -5 penalty when driving any vehicle for the first time. In other words, if a character just stole a car and is trying to escape in it, he'll have a -5 penalty on the initiative rolls.

Melee Rounds: Vehicle-to-Vehicle

The most important difference in vehicle-to-vehicle combat is that only one vehicle action, like a ram or sideswipe, etc., can be taken per melee round. So, if the driver has other Melee Actions left, he can use them to shoot a handgun out the window, grab a fire extinguisher, or get a cup of coffee. Game Masters may rule that certain involved maneuvers, like elaborate stunts or bootleg turns, take up more than one of the driver's actions in that melee round. Other than that, the melee round system is unchanged. The idea is still to get the combatants in close quarters and let 'em slug it out 'til somebody goes down.

Don't get carried away with the possible complexities of the systems. For example, avoid the trap of over-calculating the exact number of seconds required for a car going 193 miles per hour (308.8 km) to catch up with a car going 187 mph (299 km). Remember that in the real world, things are never that simple! Cars have to swerve and weave, acceleration is never constant and, at high speeds, drivers make mistakes constantly. Just read a newspaper account about a police car chase. Usually the police car is much faster than the criminal's. Even so, the chase can go on for dozens of miles at very high speeds.

Keep it simple; if the pursuer is faster, then it'll catch up. If the leader is going faster than the pursuer, then it leaves the other car in the dust. There should only be three possible conditions: 1. Either the cars are neck-and-neck, or 2. one is behind the other in firing range, or 3. the two cars are too far away for combat.

Dodge: Vehicle-to-Vehicle

In spite of their advanced Speed, vehicles have absolutely no bonus to dodge against Firearms. Why? Well, first off, a vehicle just isn't as maneuverable as a person, it generally goes in a straight line, and, even on curves, the faster the thing is going the smoother the curve; although, the Game Master may require a called shot for vehicles travelling at extremely high rates of speed. The other thing to bear in mind is the car's size (it's kind of hard to miss).

However, drivers can dodge attacks from other vehicles. When someone is attempting to cut-off, ram or sideswipe the vehicle then a Dodge roll is possible. A vehicle making a Dodge can't do anything else in that melee round.

Strike: Vehicle-to-Vehicle

Rolls to Strike in Vehicle-to-Vehicle combat are exactly like ordinary rolls to strike. The only difference is that a vehicle is several targets in one package. Every strike on a vehicle must be "called." The attacker has to specify which target is being attacked; the crew compartment (driver), a turret, or the vehicle itself.

"Ramming," or striking one vehicle with another, always attacks the vehicle itself. Area affect weapons, like explosives and fire, can attack the vehicle, the turret and the occupant(s). *See Vehicle Combat Tactics.*

Vehicle Combat Tactics, Maneuvers & Techniques

The Ram. Ramming is a vehicle-to-vehicle attack where one vehicle attempts to bash into the rear of another. The speed of the ramming/attacking vehicle must exceed 10 mph (16 km) of the vehicle it is attacking. Speeds greater than 10 mph (16 km) above the defending vehicle's constitutes a crash; use the Crash and Damage rules to determine the damage to both vehicles. Likewise, head-on collisions/rams and ramming stationary objects at speeds over 10 mph (16 km) constitutes a normal crash, damaging all parties.

Ramming damage varies with the size of the attacking/ramming vehicle.

Attacking Vehicle & Damage

Motorcycle — 4D6 damage

Automobile, small truck, mini van — 6D6 damage

Full-Sized truck, Jeep, or van — 1D4x10 damage

1/2 ton truck or bus — 2D4x10 damage

10 or 16 wheeler/semi-truck — 2D6x10 damage

Train (locomotive) is not applicable in most situations —1D4x100.

Note: The attacking vehicle also suffers damage, but only one third of that which it inflicts on its target. Only if the attacking vehicle has a ram-prow built onto it will the vehicle take no damage (the ram-prow takes the 1/3 damage).

Control Rolls: Immediately after a successful ram both vehicles must make control rolls. The attacker is -25 and the defender is -40.

The Sideswipe

When cars are neck-and-neck, they can attempt to shove each other off the road. Works exactly like the Ram except that damage is half those listed.

Control Rolls are the same as for Ramming.

The Cut-Off

The attacker pulls in front of the defender, cutting off the lane and forcing the defender to either hit/crash or swerve to avoid hitting. The attacker rolls to strike and must make a control roll. A failed strike means the maneuver is unsuccessful or incomplete and can be tried again. A failed control roll means a crash. If the attacker succeeds and the defender fails to dodge (either by missing the roll or by not rolling), then there is a collision. Use the standard Crash and Damage Rules.

Control Rolls: The attacker is at -30, and the defender is at -25.

The Block

Basically this happens when the attacker wants to keep the defender in some position. A good example is where the cars are neck-and-neck, the right hand car sees an oncoming truck in the left lane and decides to force his opponent to stay in that lane. This same technique can be used to keep one's opponent from passing as well. If the attacker rolls a successful strike, and if the defender does not try to dodge or fails to dodge, then the defender is stuck in that lane until the next melee. Neither a Sudden Brake or a Drag Race is good against a Block. To execute a block may require high speeds and/or quick maneuvering, like switching lanes, swerving, etc.

Control Rolls should be made for each block/strike maneuver and dodge/evasive action. Standard Control Rolls apply.

The Sudden Brake

When two cars are side-by-side, preferably in different lanes, one of them can attempt to get behind the other by hitting the brakes. Whether or not the braking car actually pulls behind depends on a straight, twenty-sided die, initiative roll. Both cars roll; high roll wins. However, the braking car reduces speed by half for one melee. An unsuccessful Sudden Brake means the opposing car is still side-by-side.

Control Rolls must be made with a -15 penalty.

Warning: Don't attempt to brake with anyone immediately behind you unless you want a collision.

The Bootleg Turn

This is a special maneuver that lets the vehicle completely change direction. Basically the driver turns, slams on the brakes and "fishtails" the car into the opposite direction. While in the Bootleg the vehicle has no chance to dodge.

Control Roll must be made with a -50 penalty.

Drag Racing

When two cars are neck-and-neck and trying to pull ahead of each other, that's a Drag Race. The same thing happens when one car is behind another and both decide to speed up. A lot depends on the Speed Class of the vehicle, the higher the better. However, there's a lot more to drag racing than engine performance. The driver's skill and reflexes, as well as raw luck, are just as important.

Rolls for Drag Racing are made on twenty-sided dice. There are two modifiers. First, each driver can add in the Speed Class of his/her vehicle. Second, the driver's P.P. bonus can be added.

If both cars were neck-and-neck, then the winner will be way out in front. When one car is trying to overtake another, then winning means catching up and losing means falling way behind. In case of a tie, the cars maintain their current position. A Natural Twenty is perfect luck, either leaving a pursuer in the dust or coming up neck-and-neck with a fleeing prey.

Remember, there is a -5 penalty when driving any vehicle for the first time.

Critical Damage Table (Optional)

Any time a shot on a car penetrates the armor, either by a roll over the car's A.R., or when the A.R. has been depleted, or on a called shot followed by a "natural" twenty to strike, there's a chance that the vehicle may be crippled by the damage. Roll Percentile dice.

01-05 Engine on Fire: Speed Class goes down 1D6 levels. G.M. rolls 4D10; that's how many melees the characters have before the fire spreads to the fuel tank. If they can pull over and extinguish the fire before that, then no further damage will be taken.

06-08 Tire Shot Out: Speed reduced by a third, driver must make a Control Roll at -5 per each 10 mph (16 km) that the vehicle was traveling.

09-14 Frame is Seriously Dented: Alignment problems; drop Speed Class by 1D6.

15-20 Hole in Radiator: Over the next 6 melees, engine will get hotter and hotter. After that there's a 20% chance, every melee, that the engine will suddenly stop. Steam pours out from under the hood.

21-25 Hole in Brake Line: Brakes don't work anymore. No other problems until the character tries to stop.

26-30 Electrical System Damaged: Control panel inside the crew compartment catches on fire. Until the smoke is cleared and the fire is put out, Control Rolls are an additional -30 each melee, and/or maneuver. All attacks are impossible until the smoke is stopped.

31-35 Steering Damaged: Take -50 on all Control Rolls.

36-50 Cosmetic Damage: Vehicle loses chrome, paint and trim. Looks bad, but no real damage.

51-60 Light Knocked Out: Depending on where the shot came from, either the headlights or the brake lights are knocked out. Could be serious at night.

61-65 Exterior Electronics Disabled: Any electronic devices on the outside of the vehicle are destroyed.

66-70 Battery Destroyed: Not a problem right away, but the vehicle can't be started again without a jump or a replacement.

71-75 Alternator/Generator Wrecked: The car stops recharging itself and is running off battery power alone. Will work for 8D4 minutes before draining the battery, then it'll quit.

76-85 Transmission Fluid Leak or Damage: Shifting becomes impossible and the transmission will start making hideous grinding noises. Vehicle will continue operating for another 4-24 melee rounds.

86-90 Leak in Gas Tank: Vehicle will lose one gallon a minute until the fuel runs out.

91-95 Fragments in Driver's Compartment: Roll 2D6 damage for each occupant. Driver make Control Roll at -50.

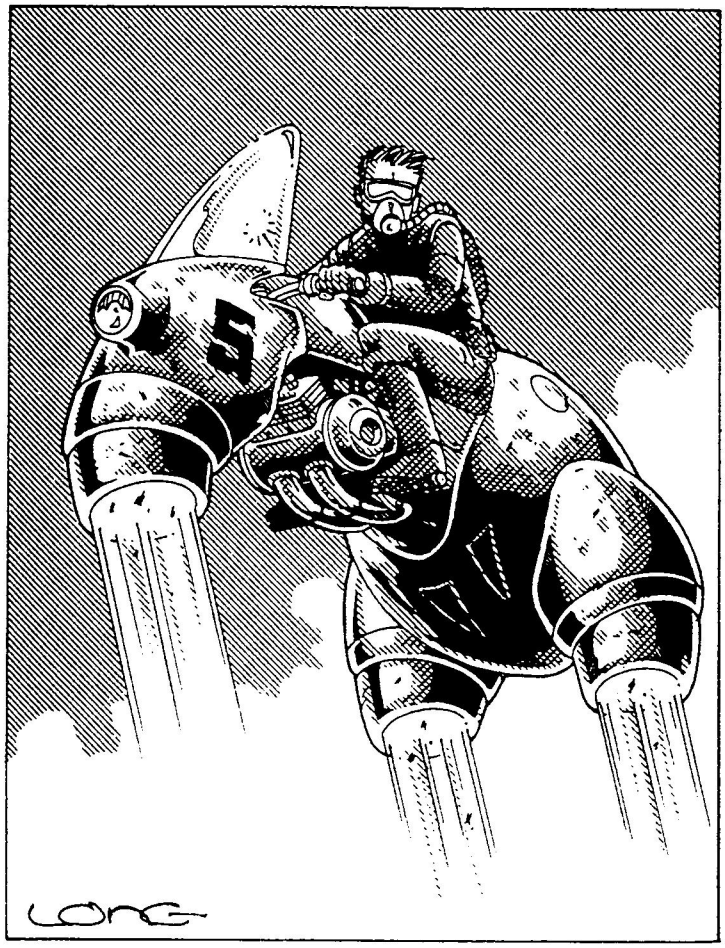
96-00 No Serious Damage: However, make a Control Roll at -10%.

Air and Space Combat Rules

Aerial Combat Tactics, Maneuvers & Techniques

Air combat really only has three possible states. Vehicles can be coming together for combat, or jockeying for advantage, or vehicles are so far apart that no combat is possible. However, the most common position in aerial combat is where one vehicle, the Dog Tail, is following another vehicle, the Dog.

Each of the special air maneuvers requires one full melee round to perform, except for a tilt dodge, which does not use any attacks/actions. At the beginning of the round, after initiative is determined, each character declares his air combat action for the round and makes any necessary rolls. Once all rolls are made, the round proceeds normally. During the round, if attacks are



possible, all of the character's attacks can be taken. If the character can not attack, he still has his full actions to do other things like work computers and radios, get coffee, use a superpower, etc.

If a player's character is battling a minor NPC or a number of them, the Game Master can save time by having only the player make rolls. For example, on a successful roll to dog tail, the PC moves into dog tail position and the NPC must tilt dodge until the PC misses a dog tail roll and the NPC can break away. When the NPC attempts to dog tail, he does so successfully when the character fails an evasive action roll. This helps to support the larger than life hero image so vital to **Heroes Unlimited** (not to mention making the G.M.'s job easier); however, tougher villains and major NPCs should be allowed to roll normally against the heroes in order to give them a run for their money. When two characters are opposing each other in rolls (like evasive action and dog tailing), two successful rolls means there is no change in the situation (see the example of combat below).

Evasive actions and stunts are so involved and chaotic, that the pilot (or gunner) can not hope to get a shot off at a target. These two maneuvers prohibit the pilot (or gunner) from attacking, but they can still take actions equal to their number of hand to hand attacks (within reason, of course).

Roll under the piloting skill to complete each maneuver.

Evasive Action

Fleeing or dodging another aircraft, obstacle, missile, or other attack by moving out of the way. This is the only way to avoid a large volley of missiles or several simultaneous attacks/bursts. All attacks are lost while engaged in evasive action; unless something suddenly flies directly in front of the vehicle, but even then the pilot is -4 to strike. This tactic will lose any attacker(s), meaning they cannot attack unless the attacker(s) engage in a "dog tail" chase.

Skill Penalty: -12% and no attacks are possible.

A failed roll means an ineffective evasive maneuver and the craft is struck by any attacks it was attempting to avoid. A failed roll also means that any dog tails can take their full round of attacks on the dog. All of the player's attacks are still forfeit if an evasive action roll is failed (the maneuver takes one melee regardless of success).

Note: ground vehicles can use Evasive Action to attempt to avoid missile volleys, but the penalty is increased to -30%.

Tilt Dodge

This is a difficult maneuver in which the pilot attempts to avoid an attack by quickly tilting or jerking out of the way at the last minute. In this way, the pilot can stay on course and continue his own attacks (if any).

Skill Penalty: -35%; -2 to strike for the round.

A failed roll means no dodge, the craft is hit and takes full damage. A tilt dodge can be used to avoid each, individual attack. A tilt dodge can not avoid more than one blast from a multiple and simultaneous assault; evasive action would be necessary (if evasive action is used in the middle of a melee round, instead of the beginning, a whole new melee round begins, unless the evasive action fails, in which case the aircraft is hit by the remaining attacks that round).

Stunts

These are sudden, severe or highly difficult maneuvers, including dives, sharp turns, dead man's drops (a nearly straight down, high speed drop), tumbles, somersaults and similar actions.

Skill Penalty: -30%; no attacks possible that melee.

A failed roll means the stunt is incomplete and serious difficulties are encountered. Roll percentile dice on the following table:

01-40 Engine chokes, stalled out and descending. Must restart the vehicle. Pilot skill roll at -25%; try once per melee. Altitude is lost at a rate of 500 feet (150 m) per melee (an *Emergency Landing* may be necessary). All attacks are defensive only and at -4 to strike.

41-70 Stunt maneuver botched, speed and altitude reduced by 1/3.

71-88 Engine difficulties; forced to make an emergency landing. Repairs will require 4D6 hours.

89-00 Engine and/or vehicle damaged beyond repair, crash inevitable. Character must parachute to safety (or use a space suit). An optional tactic is to direct the vehicle on a suicide crash into an immediate target (Requires a strike roll, and a pilot roll must be made at -20% to parachute to safety in time. Failure means the pilot suffers crash damage).

Emergency Landing

Executed when the vehicle or pilot is damaged and flight can not be maintained, like during a failed stunt roll or when called shots destroy/impair the engines.

Skill Penalty: -30%; attacks are all lost.

A failed roll will result in a crash landing.

Roll on the following table for Crash Landings:

01-31 Pilot and/or passengers survive, minor injury (1/4 damage).

32-57 Crash, pilot and passengers take half normal damage.

58-80 Pilot and passengers take full damage; or they are in critical condition/coma (zero hit points) and require immediate, extensive medical treatment. Treat as surviving death and coma.

81-83 Vehicle explodes on impact, doing 2D6x10 additional points of damage.

84-00 Passengers survive with minor injury (2D6), pilot takes full damage. An option on this result and all crash landings is for the pilot to simply parachute to safety, but in this case, the craft will take double damage on impact.

Dumb Luck comes into play when the character has no other choice. Even the worst crash can be survived if the character can roll a 20 or less on percentile. Success means they are thrown clear and take only 4D6 damage. Failure means taking full damage from the crash.

Remember to determine damage to the craft in a crash.

Shadow

This is a maneuver in which the air vehicle pursues another vehicle without detection. It is usually done by flying above and behind the pursued, using clouds as cover. The pursuer will mimic the vehicle pursued in every way, so that they will be thought to be a radar shadow or aberration.

Skill penalty: -20%; no attacks are possible without revealing one's true position and nature. While imitating the evasive actions, stunts, and so on, of the craft being shadowed, roll with the appropriate penalty for each maneuver being copied.

Dog Tail

This an offensive maneuver in which the pilot closely pursues an enemy air vehicle while locked in combat. This is the only maneuver that can follow a vehicle taking evasive action. By hanging onto the enemy's tail or "dog tailing," the attacker can usually strike with little or no fear of counterstrikes. Note that following an evading or stunt performing vehicle is as chaotic for the dog tail as it is for the dog, and no attacks are possible. Only during rounds where the dog chooses to tilt dodge, speed escape, or fails an evasive action/stunt roll can the dog tailer attack, but on those rounds, he gets his full attacks at no penalties. If the dog makes a successful stunt or evasive action roll and the dog tail fails his roll, the tail is lost and jockeying for position begins again. If both succeed or both fail their rolls, there is no change (unless a stunt roll fails and the plane crash lands). A crashing plane can not be dog tailed, but an attack run can be made every other melee round using all of the pilot's attacks.

Skill Penalty: -15%; no strike penalty.

A failed roll means the target has slipped out of striking range/area (unless the target made a successful evasive action roll, the dog tail is still in effect). Three failed dog tail rolls means the dog slips away. Roll every other melee round to maintain the dog tail position, *or* for each evasive or stunt action by the dog.

Speed Escape

With this maneuver, the pilot attempts to flee combat by using speed to take him out of range. Craft attempting to flee faster opponents will have to use stunts to escape instead of a speed escape. Once the character makes a successful skill roll, a D20 is rolled. The craft's Speed Class is added to it, as well as the character's P.P. bonus, if any. Any pursuers do the same. If a craft was dog tailing the fleeing vehicle, it receives a +1 bonus to this roll. The result works just like a combat roll. The highest wins and ties go to the defender (in this case, the fleeing vessel). If the pursuer wins, it gets a full round of dog tail attacks before the craft compare their speeds and acceleration (combat only continues if the pursuer is faster than the fleeing vehicle). If the fleeing vehicle wins the roll, it escapes that round.

Skill Penalty: -15%; no attacks are possible, and neither is dodging.

A failed roll means the vehicle has been overtaken/kept up with and it is subject to a full melee of unavoidable fire.

Some Examples of Aerial Combat

For example, in their initial tussle, the two characters jockey for advantage. Both attempt to dog tail and both succeed. They are still in a stalemate, jockeying for position. A few rounds later, one of them fails a dog tail roll while the other succeeds. The one who failed now has a tail, but is not subject to a full round of fire from the dog tail until next round, because it took all of this round for the tail to get into position. The next round the dog tries evasive action, while the tail tries to attack. If the evasive action is successful, the attacks from the dog tail will miss, and the tail must make a roll to remain in the dog tail position. A new round would then begin. Determine initiative normally. If the evasive action roll by the dog is failed, the tail does not have to make a dog tail roll (unless it is the odd numbered round) and can take his full number of melee attacks at the dog whose only option is to tilt dodge (which is useless against bursts or missile volleys). If the dog makes a successful evasion, stunt, or chicken roll and the tail fails his dog tail roll, the tail is shaken and the two can now roll to jockey for position.

Chicken Tactics

Everything we've talked about so far has dealt with the importance of the vehicle, the importance of skill, and the importance of luck in air-to-air combat. Chicken tactics bring in a new factor; *Guts*. The idea is to challenge your opponent to a test of bravery. Sure, it's foolhardy and suicidal, but it can save your hide when you're outgunned and outmatched.

Chicken Tactics take place in a singe melee round. The melee is divided up into either 10 or 5 (in the case of divebombing) opportunities, or chances, for the vehicles to chicken out and veer off. Playing Chicken in high-speed aerial combat is a very bad idea for one big reason. It's sort of like playing Russian Roulette with a fully loaded pistol, hoping for the one-in-a hundred chance that the weapon will jam.

However, there are two good reasons for playing Chicken. First, there's the possibility that your opponent will "Chicken Out." And, if the enemy drops out of the game early enough you won't have to go through with it either. The second good reason for playing Chicken is that your opponent might go through with it and fail.

Regardless of your reasons, if you're going to get killed anyway, isn't it better to have some company?

There are two, basic, "Chicken" maneuvers:

1. Mid-Air Ram Tactic: You don't really want to ram your opponent. A successful ram in mid-air is purely suicidal. The idea is to make the opponent veer off before you do.

The Mid-Air Ram Tactic can start any time a pilot is being Dog Tailed. If there is more than one Dog Tail then the player should specify exactly which vehicle is going to be Mid-Air Rammed .

At the start of the Mid-Air Ram, the penalty for either side to break off is - 10%. If both you and the enemy want to keep playing, then the game master increases the penalty to - 20%. Each time both parties ask to keep playing, the Game Master will increase the penalty by - 10%. If both pass at 100% then they will collide. At this point, attempts to use ejection seats are a good idea (see the section on saving throws and Ejection Seats).

At any point, either party can give up and return to the dog and dog tail position, or attempt to veer away. The longer the game takes, the harder it is to escape. If either character tries to

veer away and fails to veer, it's up to the other character to successfully veer to avoid a collision. There is one and only one chance to veer off for each. If both pilots fail the result is a head-on collision at full speed.

Incidentally, gunners (but not the pilot) on both craft can take one melee round of shots at the very start of the Mid-Air Ram.

Here are the possible game results:

Success #1: The enemy succeeds in veering off first. All Dog Tails are lost. You now have the choice of Dog Tailing (automatic!) the fleeing enemy and taking a free shot, or running from the combat.

Success #2: The enemy attempts to veer off and fails. You succeed in veering off. All Dog Tails are lost and you have the choice of trying for a Dog Tail, or escaping.

Failure #1: You veer off before the enemy. You are still being Dog Tailed and the enemy has a free shot.

Failure #2: You try to veer off first and fail. The enemy succeeds in veering off. The vehicle that veered off has lost its Dog Tail on you but any other Dog Tails remain. The enemy has the chance to immediately recover a Dog Tail.

Failure #3: This is the worst result. Both you and your opponent failed to veer off. The two of you collide head-on. *See the Crash and Damage Table.*

Failure #4: To give up and simply slide back into the dog/dog tail position.

2. Dodge'Em Tactic: This is a tactic for getting rid of a Dog Tail. It's done by cutting close (too close!) to large, potentially fatal, objects. Can be used with buildings, bridges, deep mountain passes, large space stations, and so forth.

At the start of the Dodge 'Em, there is no penalty to veer off. If both, or all, (since several Dog Tails may be following) parties wish to keep playing, the penalty for veering becomes -10%. If both want to continue the next melee, then the game master increases the penalty to -20%. Each melee both parties ask to keep playing, the game master will increase the penalty by -10%. Waiting past the -90% penalty means the vehicles will collide with no chance to veer. Another good time to try the Ejection Seat saving throw.

At any point, either party can give up and attempt to veer away. The longer the game takes, the harder it is to escape. There is one and only one chance to veer off. Failure means running into the obstacle at full speed.

Gunner strikes are not possible during Dodge 'Em.

Success #1: Enemy fails to veer away and you succeed. Enemy crashes.

Success #2: Enemy veers away first and then you succeed in following (a successful veer). You've lost your Dog Tail and you can try to Dog Tail the enemy or try to escape.

Failure #1: You veer away first. Provided that the enemy doesn't fail to veer, you are then subject to a full melee round of enemy fire and your opponent is still Dog Tailing you.

Failure #2: You fail to veer away. You crash at full speed. *See Crash and Damage Table.*

Damage & Crash Rules for Aircraft

If an aircraft should crash, whether it's a result of failed stunts, damaged engines, or running out of fuel, damage to both the passengers and the aircraft are determined on the following table.

Impact Damage

Vehicle Payload	Under 720 mph	Over 720 mph
Under 1,000 lbs (450 kg)	1D6 per 10 mph	1D6 times each mph
1,000 to under 9,000 lbs	1D8 per 10 mph	1D8 times each mph
9,000 to under 50,000 lbs	1D10 per 10 mph	1D10 times each mph
50,000 to 1,000,000 lbs	2D6 per 10 mph	2D6 times each mph
over 1,000,000 lbs	3D6 per 10 mph	3D6 times each mph

Notes:

1. "Vehicle Payload" refers to the payload rating found on the Basic Aircraft Forms Table in the Hardware section. It does not refer to whatever the vehicle happens to be carrying at the time of the crash.

2. Damage is based on relative speed. Collision with a stationary object (the Empire State Building, Boulder Dam, the Earth) results in both the object and the vehicle taking damage based on the vehicle's speed. Objects colliding head-on add their speeds together to determine damage. Finally, if a vehicle crashes into the back of another vehicle moving in the same direction (presumably moving a little slower), then the difference between the two speeds determines the damage.

3. The heaviest vehicle involved in a crash determines which row of the table is to be used for figuring crash damage. Remember, both vehicles take exactly the same damage.

4. Characters wearing seat belts and flight or space suits take only half damage from crashes. Characters not wearing seat belts and suits take double damage from crashes.

5. As you'll notice from the table, it is very unlikely that anyone can survive a crash involving supersonic speeds (over 720 mph). Players should try to avoid such crashes or escape by ejection. On the other hand, kamikaze crashes at high speed will do impressive amounts of damage to even the largest enemy ships and bases.

Air Vehicle Random Target Table (Optional)

Player characters should "call" their shots when firing on enemy aircraft. This means they should tell the game master exactly what they are aiming at. Choices include the crew compartments, the fuel tank, or the engines. The following table is set up so the game master can determine hit locations for non-player characters, or as a Random Hit Location Table.

01-10 Crew: One of the crew is being shot at. If the crew member is armored, then the Strike roll must be greater than the A.R. of the armor in order to hurt the character. Otherwise, the armor takes the damage.

11-20 Fuel Tank: Depending on the Strike roll, the damage will be taken by the fuel tank armor or will penetrate the tank. If the tank is penetrated, roll on the following table:

01-50 Tiny leak develops — No real problem.

51-70 Serious Leak — Fuel will run out in 1/2 normal time.

71-95 Large hole — Fuel will run out in 2D6 Melee Rounds.

96-00 Fuel catches fire — Will explode in 2D6 Melee Rounds.

21-30 Engine: If the Strike roll exceeds the engine armor's A.R., then the engine will take damage. Roll on the following table:

01-40 Minor Damage — Reduce Speed Class by 1.

41-55 Engine Stalls Out — Pilot must roll under Pilot Skill in order to restart it. Can only roll once per melee round.

56-70 Engine Catches Fire — Speed Class goes down 2D6. If the fire is not extinguished in 4D6 melee rounds, it will spread to the fuel lines.

71-00 Engine Becomes Irregular — Speed Class drops 1D6.

31-50 Cargo: From 10% to 60% (roll 1D6) of the cargo is ruined.

51-00 Vehicle Random Damage: Roll on Air Vehicle Random Damage Table.

Air Vehicle Random Damage Table (Optional)

Any time a shot on a craft penetrates the armor, either by a roll over the vehicle's A.R. or when the A.R. has been depleted, there is a chance that the vehicle may be crippled by the damage.

01-05 Control Mechanism Shot Out — Penalty of 1D10% on pilot rolls until repaired.

06-08 Landing Mechanism Shot Out — No problem currently, but the vehicle will have to land without wheels, or skid. Pilot must roll below Pilot Skill with a - 25% penalty to land without crashing. Crash speed will be from 20 to 120 mph (roll 2D6).

09-12 Streamlining is Warped — Air resistance drops Speed Class by 1D6.

13-15 Hole in Cooling System — Over the next 6 melees the engine will get hotter and hotter. After that, there's a 20% chance every melee that the engine will suddenly stop. Steam pours out from under the hood.

16-20 Weapon Systems Out — None of the weapons will work.

21-25 Electrical System Damaged — Control panel inside the crew compartment catches on fire. All flying is blind until the fire is put out. All Pilot Rolls are at a penalty of - 30.

26-30 Pilot Controls Damaged — Pilot skill rolls suffer a 2D10% penalty until fixed.

31-50 Cosmetic Damage — Vehicle loses chrome, paint and trim. Looks bad, but no real damage.

51-60 Navigation Equipment Destroyed — All further navigation must be done by dead reckoning. Navigator takes a penalty of - 35% on all further rolls.

61-65 Exterior Electronics Disabled — Any electronic devices on the outside of the vehicle are destroyed. Includes radar and radio antenna.

66-70 Battery Destroyed — Not a problem right away, but the vehicle can't be started again without a jump or a replacement.

71-75 Alternator/Generator Wrecked — The vehicle stops recharging itself and is running off battery power alone. Will work for 3 to 18 melee rounds (roll 3D6) before draining the battery, then it'll quit.

76-85 Stall! — Engine linkage temporarily disturbed. Pilot can roll under Skill on percentile to restart. Can try once every Melee Round.

86-90 Roll-Over Control Jammed — Vehicle will start rotating to the right and down. Pilot must roll under Skill every Melee Round to avoid turning upside down, and all other stunts and special maneuvers are performed at -15% (including landing).

91-00 No serious damage.

Outer Space

Fighting in space is pretty much like fighting in the air ... without the air! Here are the main points to consider.

Chicken Games — Divebombing

The divebombing tactic doesn't work in space unless there's a handy fatal object to run into. Any large asteroid, planet or sun will do. When the proper suicide-class object does appear, the game will be somewhat slower, with a - 10 penalty at every decision point. All other rules are the same.

Chicken Games — Skimming The Atmosphere

To safely enter the atmosphere means you have to slow down to Mach 100 or less. Otherwise, the friction of the atmosphere will burn right through the ship's hull. And the denser the air gets, as you go closer to the planet's surface, the more resistance you get. At anything over 6 million mph (1% lightspeed), the atmosphere at sea level takes on the relative consistency of solid steel and the ship simply crashes into thin air.

All of this makes for a wonderful, new, Chicken Game; Skimming the Atmosphere. The idea is to build up a high rate of speed (at least Speed Class 42, Mach 200) and then force any pursuer (Dog Tail) to follow you down. The longer the game goes on, the deeper you go and the thicker the atmosphere.

The game is played just like Dodge 'Em, except that every round the ships take an increased amount of damage. When the game starts, the damage is equal to the ship's Speed Class. Next stage, when the penalty increases, the damage is the Speed Class times 2. Then the Speed Class times 4. Then times 8. Times 16 and so forth. When all vehicle armor is gone the damage comes off all the component armor and the vehicle's basic S.D.C. In other words, at Speed Class 45, on round 3, the 180 points would come off the Crew Compartment, Energy Cells, and Engine Armor, as well as basic S.D.C.

Missing a roll to Veer means that the ship went down instead of up, crashing into the wall of air.

Sneak Attacks

Pulling off a sneak attack in space is hard, just because there's not a lot to hide behind. Starting behind the shadow of a planet or a space station is one possibility. Another way to do it is to play dead and pretend to be debris.

Range

Since there's no air in space, the range for all energy weapons is multiplied by ten. Projectile weapons, like missiles and bullets, have double their normal range.

Zero Gravity

This doesn't really change much in the combat system. About the only thing that changes is that you don't immediately start crashing when the ship engine's fail.

Vacuum

Any hit that penetrates a space suit is potentially fatal in outer space due to loss of air. Any hit over the A.R. of a vehicle will give it a leaking hole. Any hit over the A.R. of the Crew Compartment's armor will cause a hole, and any additional hit over the A.R. of a character's space suit will open it up and let air escape.

The size of the hole depends on the amount of damage. Holes of 12 points or less can be patched in a single melee round. Holes of 24 points or less can be patched within 6 melee rounds. Holes of greater than 24 points can't be patched. It takes 3 to 18 rounds (roll 3D6) for all the air to leave any chamber or suit regardless of the size of the hole.

ALIENS

By Kevin Siembieda & Wayne Breaux Jr.

Aliens are beings from other planets who possess unusual and extraordinary powers. Some look very much like humans while others are clearly inhuman. Their motives for coming to Earth will vary, as will their attitudes. Note that inhuman aliens with high P.B. attributes either look very much like a human, and are thus attractive, or their inhuman appearance is pleasing and attractive to humans. Since the setting is (an alternative) Earth, the standards for beauty are those of the dominant race (and our players), which is human.

It is important to recognize that not all aliens will be from superior cultures. Nor will all of them be peaceful and wise. Aliens are often just like humans. Their motives and reasons are varied, and can be wholly "humanitarian" or totally selfish. Some are peaceloving and others aggressive, even savage.

Aliens that are used to a much higher level of advanced technology will have little advantage on Earth, should they lose the weapons and devices they brought with them. Why? Well, if they are incredibly advanced, Earth is not likely to have the technological capabilities (too primitive and/or alien) to build or repair their alien mechanisms. Likewise, some otherworldly sciences (as well as cultural outlook and philosophy) may be so alien or unique that Earth doesn't have an equivalent.

In addition, specific minerals, components and/or technologies may be impossible to find or duplicate on Earth, or even in our solar system. This may mean the alien character knows how to build a particular weapon or device, but Earth just doesn't have the capabilities or raw materials for him or her to do so. On the other hand, the alien *may* (especially if the character is from the Hardware power category) be able to jury-rig, build, improve or modify certain mechanisms to make them superior to existing Earth technology.

The following rules and tables try to take into account some of the more likely variables when developing an alien character. They provide ideas regarding the alien's appearance, environment, familiarity with Earth, motives and others. These are optional (meaning all of them could be used, or only those that the Game Master and players feel are appropriate) and designed to allow G.M.s and players variety and flexibility when creating their own alien races. They are *guidelines* that can be adjusted or modified as necessary. Just be careful to maintain playing balance and some reasonable level of plausibility.

Much more extensive information on playing alien characters, including more than 80 specific, fully detailed races and a large variety of alien weapons and equipment, can be found in the updated sourcebook, **Aliens Unlimited™**, for *Heroes Unlimited* (fully compatible with this second edition). Also look for the **Heroes Unlimited™ Galaxy Guide™** (a Summer '98 release) which expands on the extensive information given in *Aliens Unlimited™*, plus **Rifts® Dimension Book 4: Scraypers** and **Delphineous's Guide to the Megaverse®**, both of which are designed for use with *Rifts®* and *Heroes Unlimited, 2nd Edition.*

Step 1: The Usual Stuff

The eight attributes, Hit Points, and alignment are determined as explained in the beginning of the book. Nothing is changed; however, physiological differences may provide bonuses and modifications to some of the attributes and S.D.C. so write them in pencil until all cumulative bonuses are accounted for. Likewise, the alien's physical appearance may result in attribute or S.D.C. adjustments and bonuses. All bonuses are cumulative.

Step 2: Alien Appearance

The unlimited possibilities for the appearance of aliens can not even be adequately condensed into a single, or even a dozen, tables, but the following table does provide a variety of possible appearances for the aliens in a **Heroes Unlimited™** campaign.

01-20 Human-like: Can easily pass for being human.

21-40 Humanoid: Resembles Earthlings closely, are bipedal, have two legs and arms, one head, two eyes, a nose and ears, but have some distinguishing alien physical characteristic(s).

Roll 1D4 times on the *Unusual Characteristics Table* in the Mutant section.

Also roll to see if the alien has strange ears or odd skin color.

01-07 Unusually tiny ears.

08-16 Unusually large or strangely shaped (pointy, etc.) ears.

17-35 Skin is consistent with the many colors and hues of ordinary humans.

36-00 Odd Skin Color

Roll percentile dice to determine skin color:

01-10 Yellow	51-60 Stark White
11-20 Green	61-70 Dark Blue
21-30 Red	71-80 Coal Black
31-40 Grey	81-90 Purple
41-50 Light Blue	91-00 Orange

41-45 Humanoid Insect Appearance: Large round eyes, antennae, claw-like hands and feet, no body hair, and a natural exoskeleton. The antennae are additional sensory organs for air vibrations, scent and sound, provides the following bonuses: +1 on initiative, +1 to dodge, half the normal penalties when blinded, and is difficult to surprise. Roll for type of exoskeleton and its bonuses:

01-40% Soft Exoskeleton: +3D4x10 S.D.C. and natural A.R. of 10; skin/chitin color of choice. Increase speed attribute 10%. Reduce P.B. by 10%.

41-00% Hard Exoskeleton: +3D6x10+40 S.D.C. and natural A.R. of 14; skin/exoskeleton color of choice. Reduce speed by 10%, and the skills prowl, swim, acrobatics and gymnastics are performed at -10% and disguise at -60%. Reduce P.B. by 20%.

46-51 Stereotypical "Classic" Alien Appearance: The traditional alien with a bald, big head, dark almond-shaped eyes, spindly arms and legs as reported by victims of alien abduction. Little or no facial features, a slit or two for a nose, long, smooth, featureless limbs, 1D4+1 fingers (plus an opposable thumb) and toes; generally a non-human appearance. These aliens also have a pale complexion. Bonuses: +2 to P.P. and +1 to M.E.


PLOG96'

52-56 Humanoid Skeletal: Sunken eyes and cheeks, very thin, long limbs, thin waist, and bony hands and body; skin may be soft and warm, or rough and hard, like bone. The shape of the body does not have to be human, and can be humanoid, animal-like or any of the general shapes noted in this table. No body hair, although some may have hair on their heads. Bonuses: +1 to P.P., +1D6 to Speed, and has a Horror Factor of 9+1D6. P.B. cannot be higher than 8.

57-61 Humanoid Amphibian: Soft, smooth skin, webbed hands and feet, semi-aquatic. Bonuses: Can hold breath for 20 minutes, the swimming skill is automatic at 90% proficiency and swimming speed is six times greater than the alien's normal running speed. Maximum depth tolerance (unless a super ability alters this) is 500 feet (152 m).

62-64 Vegetation: Composed of the same fibers and materials as Earth plant life. Bonuses: +40 S.D.C. The plant being does not register on heat or infrared sensors. They also heal twice as fast as humans, possess extraordinary strength, and draw nourishment from sunlight, water and minerals from the ground (generally don't need to eat).

65-66 Humanoid Pig: Husky build with a large, wide, pig nose and mouth, small eyes, and large ears. Can be smooth and pink with thin hair, or have coarse white, grey or brown hair and look boar-like, complete with a wild mane of hair on the head and running down the back of the neck. Bonuses: +1 to P.S. and P.E., and +3D6+6 to S.D.C.

67-70 Humanoid Atroxian: Tall, serpent-like alien with flat, wide head, round eyes, large mouth, prominent fangs (1D6 or 2D4 bite damage), long, thin neck and limbs, and a slim, pliable body; 80% are double jointed. Able to slip out of hand cuffs or bound ankles 65%, and 45% likelihood of escaping from bound limbs, straight jacket or prison sell with bars (can try to escape once per melee round/every 15 seconds). Bonuses: +1D6 to speed, +10 to S.D.C., +2 to save vs poison and drugs, natural thermal imaging sense (range 50 feet/15 m), and +5% to the Escape Artist skill.

71-73 Humanoid Reptilian: Lizard-like features, leathery or scaly skin, little or no body hair, long, clawed fingers. Bonuses: +30 to S.D.C., +2 to P.P. and +1D6 to damage from claws.

74-76 Humanoid Canine: Dog-like features, muzzle, ears, body fur or extreme body hair, round dark eyes. Bonuses: +1D4 to P.S., +2D6+4 to Spd, and +10 to S.D.C.; has excellent sense of smell and hearing (top range of human capabilities).

77-79 Humanoid Avian: Bird-like features with large, round eyes, clawed feet and hands, and feathers for hair. Only 10% have large wings, capable of flying. Most bird humanoids have no wings or the wings are small/stunted and incapable of flight. Bonuses: +1D6 damage from claws, most (80%) are ambidextrous and all have keen hearing and sight twice as good as a human's. Those with flight capable wings will have a flying Speed attribute of 1D6x10+24.

80-82 Humanoid Mineral: Rocky or crystalline appearance. Bonuses: Natural body armor with an A.R. 14, +180 S.D.C. and +4D4+10 to P.S.

83-85 Humanoid Feline: Cat-like features; bright oval eyes, fur covered body, pointy ears, and small fangs (+1D6 damage from bite attack). Bonuses: +2 to P.P., +1D6 to Spd, +10% to climb, +10 S.D.C. and 01-50% will have retractable claws (+1D6 damage from claw attacks in addition to usual punch and P.S. bonus damage).

86-88 Humanoid Ape: Resembles an ape (no tail); long arms, fur covered or extreme body hair. Bonuses: +1 to I.Q and M.A., +1D6 to P.S., and +20 to S.D.C.

89-90 Humanoid Elephant (or similar beast, hippo, etc.): Large body, short limbs, thick, wrinkled skin (A.R. 7), wide head with long nose, large ears, small eyes, and may have tusks (01-45% chance; inflict 2D4 damage). Bonuses: +2D6 to P.S. and +1D4 to P.E. attributes, +30 to S.D.C. Also add 4D6 inches (8D6 cm) to height. Weighs twice as much as a human of comparable size.

91-92 Humanoid Bison or Wildebeest: Wide, low forehead, wide nose, huge shoulders, may have horns (1D6 damage), and long hair or fur. Bonuses: +1D6 to P.S., +2 to P.E. and +24 to S.D.C.

93-94 Humanoid Rhinoceros: Large, powerful body, thick skin (A.R. 10), little or no hair, wide hands and feet, long, wide face with high ears, and a small mouth low on the face. May or may not have one or two horns (01-45% chance) above the nose. If so, it does either 2D4 (01-75%) or 2D6 (76-00%) damage. **Bonuses:** +2D6+12 to P.S., +1D4 to P.E., +2D6+6 to Spd, and +40 to S.D.C. Weighs nearly twice as much as a human of comparable size (about 80% more).

95-96 Demonic Appearance: Either fairly human in appearance but devilishly attractive (+2D4 to P.B.), with small horns, fangs, and red or bronze skin, or monstrous, with large horns or spines (especially on the head, forearm, elbow or shoulders), pointed teeth and/or large fangs, claws (+1D6 damage), and unusual skin color and texture (lumpy, scaly, slimy, etc.). A tail (only prehensile 01-33% of the time) or an extra pair of limbs (01-15 no extra limbs; 16-45 wings with a flying attribute/speed of 6D6+10; 46-80 two small arms with a P.S. of 2D6+6; 81-00 two normal arms: same P.S. as the character. In either case, the extra arms add one melee attack but do not gain the other bonuses for Multiple Limbs unless that minor ability is also possessed).

Bonuses: +2 to P.S. (which is superhuman for those with the *monstrous* appearance), +1 on initiative, +2 to save vs Horror Factor, and a +20 to S.D.C.

97-98 Humanoid but Artificial Life Form/Robot: These aliens are some sort of advanced robot or android. They will seem more human than machine-like, and possess an organic intelligence/brain, or super-sophisticated artificial intelligence on the level of a human brain. Bonuses: The character is immune to psionic powers that are not physical in nature, never tires, and rarely sleeps (only needs 3-4 hours of sleep or rest).

99-00 Humanoid Aquatic: Fish or aquatic mammal (dolphin, whale, seal, etc.) with webbed feet and hands, smooth or scaly skin, blow-hole or gills, no body hair, and dull grey to brightly colored. Bonuses: Swimming ability is equal to the swimming skill at 98%, swimming speed is 3D4x10, running speed is rarely higher than 10, can hold breath underwater for 3D6 minutes (indefinitely for gills), depth tolerance is 2D6x1000 feet, and +20 to S.D.C.

Step 3: Physiological Modifications due to Unearthly Environments

Roll percentile dice to randomly determine the environment of the alien's homeworld. If the G.M. allows it, the player can make a selection rather than a random roll, however, in this case, *random* is probably preferred and more fun than predetermination. Of course, if several players have characters that are from the same planet, then all should have the same Unearthly Environmental category and subsequent features, bonuses and penalties.

01-05 Normal Earth Environment: The homeworld of the alien is virtually identical to that of Earth; no bonuses or abilities.

06-14 High Gravity: The gravitational force of the alien's homeworld was considerably greater than Earth's. That gave the

alien greater mass and physical endurance, but he is much faster and lighter on our planet than on his homeworld.

Height: 5 feet plus 1D6 inches (1.5 to 1.7 m).

S.D.C. Bonus: 3D4x10

Other Bonuses: +2D4 to the P.S. and increase speed attribute by three times. +1 on initiative.

15-21 Low Gravity: The alien's homeworld had a much lighter gravity than Earth's. This has made the alien much taller than a typical human. Although the increased gravitational pull of Earth slows the alien down, it also provides him with somewhat greater mass.

Height: 5 feet, 5 inches plus 1D6 additional feet (2.0 to 3.5 m).

Weight: Add 1D4x100 pounds (1D4x45 kg).

S.D.C. Bonus: 1D4x10

Other Bonuses: Add 1D4 to the P.P. attribute.

Speed Penalty: Reduce normal speed by half.

22-30 High Radiation: Impervious to radiation that is normally deadly to humans. The character can also see ultraviolet light. The alien radiates low levels of radiation that will begin to harm humans exposed to him for more than a few weeks. If the alien does not wear a radiation shielded survival suit, those around him will contract radiation poisoning on a result of 1-30%; roll once per each week of exposure.

Note: The symptoms and effects of radiation poisoning are given under the Control Radiation Major Super Ability.

Height: 6 feet plus 1D6 inches (1.8 to 2.0 m).

Weight: 190 plus 1D6 pounds (87 to 89 kg).

S.D.C. Bonus: 1D4x10

31-40 Frozen World*: Extremely low temperatures are the normal condition on this planet. Temperatures will range from freezing to hundreds of degrees below zero. The alien can come from areas that experience some warmth, up to +30 degrees Fahrenheit (0 C), or constant sub-zero temperatures as low as -200 degrees Fahrenheit (or -130 C).

Height: 5 feet plus 3D6 inches (1.6 to 2.0 m).

Weight: 120 plus 2D6x10 pounds (63 to 109 kg).

The following table determines the exact temperature range a character comes from. All aliens adapted to frozen worlds must wear refrigerated environmental suits to survive outside of their comfortable range of frigid temperatures — warmth hurts.

01-39 Tropical to temperate latitudes. Average temperatures are in the teens with highs near 25 degrees Fahrenheit (average -7 to -10 C, high near -4 C). The alien becomes very uncomfortable at temperatures above 45-50 degrees Fahrenheit (7 to 10 C). Heat will begin to take its toll at 60 degrees Fahrenheit (16 C) or higher. Bonuses: +4 to save vs cold-based attacks or conditions, and suffers only half damage if the roll to save fails. Does not suffer from exposure in temperatures as low as zero Fahrenheit. Add 15 points to S.D.C.

40-64 Cold, upper latitudes. Temperatures stay at or near 20 degrees below zero (-29 C) most of the year. The alien begins to suffer heat effects at 30-40 degrees Fahrenheit (O to 4 C). Aliens from these conditions *must* wear some form of light refrigeration suit to keep them comfortable in an Earth-like environment. Bonuses: Automatically takes half damage from any cold-based attack and does not suffer from exposure unless the temperature is lower than 20 degrees below zero Fahrenheit (-29 C). Is +6 to save from cold based attacks (no damage if successful) and +25 to S.D.C. 65-00 Arctic pole areas. Temperatures hover around 40 degrees below zero (-40 C) most of the year but can drop three times below that. Heat damage begins to affect the alien at 20 degrees Fahrenheit (-7 C).

Bonuses: +40 to S.D.C. These aliens are impervious to even deadly cold, no damage, but they must wear heavy refrigeration suits to survive in Earth-like environments or temperatures above zero Fahrenheit.

41-50 Toxic Atmosphere: The alien's homeworld has an atmosphere that is poisonous to Earthlings. It is either a chemical soup of pollution, or made up of gases different than those found in Earth's atmosphere. As a result, the alien can not breathe the air on Earth. He will have to wear a breathing apparatus to survive on Earth. The alien can also be from a planet with little or no atmosphere and doesn't need to breathe at all. However, if this is the case, the character will not have a sense of smell or taste. In either situation, the alien is immune to the effects of gases, odors and many toxic airborne substances, but disease, radiation, strong liquid poisons and acids will still harm him.

Height: 6 feet plus 1D6 inches (1.8 to 2.0 m).

Weight: 180 plus 2D6 pounds (82 to 87 kg).

S.D.C. Bonus: Add 2D4x10

51-60 Vegetation World: The alien's home planet is a fertile garden of greenery. The land masses are covered with immense growths of brush and huge plants. The trunks of giant vines are used as thoroughfares and massive trees are hollowed out for homes. The alien spent much of his time climbing through the dense foliage and is likely to have evolved body features to help him get around in this environment; roll on the following table:

01-15 Prehensile feet and tail.

16-30 Prehensile tail only.

31-50 Prehensile, clawed feet only.

51-70 No fear of height and a natural acrobat; +10% on climb skill and +2 to roll with fall or impact.

71-00 No special developments; +5% to climb skill.

Height: 5 feet plus 1D4 feet (1.8 to 2.7 m).

Weight: 150 lbs plus 3D6 lbs per extra foot (68 kg plus 0.9 to 9.1 kg per extra 0.3 m).

Bonus: Acrobatics: These aliens automatically have the acrobatics skill at +10%.

S.D.C. Bonus: +10 to S.D.C.

61-70 Thermo World*: This planet is the exact opposite of the frozen world. Temperatures will range from 95 degrees Fahrenheit (35 C) to highs of nearly 300 degrees Fahrenheit (150 C). The alien can come from a variety of areas on the planet with varying ranges of temperatures. All such aliens must wear environmental suits with a heating unit to survive in places other than the tropics or a desert.

01-39 Cold, upper latitudes. Temperatures stay at or near 110 Fahrenheit (43 C) most of the year. The alien begins to suffer cold exposure at 75 degrees Fahrenheit (24 C).

Bonuses: +4 to save vs heat attacks and reduce damage by 25% even if the roll to save fails. Is unaffected by temperatures under 140 degrees Fahrenheit and gets a +15 S.D.C. bonus.

40-64 Temperate, middle latitudes. Average temperatures are 130 to 145 degrees Fahrenheit (54 to 63 C). The alien will become very uncomfortable at temperatures below 100 degrees Fahrenheit (38 C) and will suffer cold exposure at 85 degrees Fahrenheit (29 C). Aliens from these conditions must wear some form of survival suit to keep them alive and comfortable in an Earth-like environment.

Bonuses: Half damage from any heat-based attack and is unaffected by temperatures under 200 degrees Fahrenheit; +25 S.D.C.

65-00 Tropical, near the equator. Temperatures regularly reach 200 degrees Fahrenheit (93 C). The alien has a high tolerance to heat and will freeze in the pervasively cold environment

of Earth — 99 degrees Fahrenheit (37 C) or colder. These aliens are impervious to even scathing heat up to 300 degrees Fahrenheit (112 C); no damage, but must wear an environmental suit to survive in an Earth-like environment, with its wide range of temperatures.

Bonuses: +40 to S.D.C.

Height: 5 feet plus 4D6 inches (1.6 to 2.1 m).

Weight: 100 plus 2D6x10 pounds (45 plus 2D6x4.5 kg).

71-80 Twilight World: An extremely dark, night-like world, which makes the alien highly sensitive to light and dark. While the alien can see well in near total darkness, light more than 60 watts is considered bright, and 100 watts or higher is blinding. The alien must wear a protective photo-sensitive visor, goggles, or similar eye shields to see in daylight, otherwise he is blind and -8 to strike, parry, and dodge.

Height: 4 feet plus 1D4 feet (1.5 to 2.4 m).

Weight: 100 plus 2D4x10 pounds (45 plus 2D4x4.5 kg).

S.D.C. Bonus: Add 10 S.D.C.

Bonuses: Nightvision 600 feet (183 m). Sensitive hearing, about 20 decibels beyond the human range, and +1 on initiative.

81-90 Aquatic World: The alien comes from a civilization that never left the ocean to walk on dry land, or has returned to the water where they have flourished. These aliens do not have to be fish-like in appearance. They swim with 85% proficiency and a speed equal to 2D4x10 (running speed is typically 70% slower!). Aliens with an aquatic appearance are already assumed to come from an aquatic planet and may be allowed to re-roll their homeworld if they wish.

Height: 6 feet plus 4D6 inches (1.8 to 2.4 m).

Weight: 190 plus 4D6 pounds (86 plus 2D6 kg).

P.S. Bonus: +1 above water; +1D6 below water. This is a one time bonus that remains constant each time they enter the water.

S.D.C. Bonus: +10 above water and an additional +20 below.

Other Bonuses: +2 to dodge underwater, can hold breath for 1D6x10 minutes (or may have gills, and can only breathe air for 1D6x10 minutes), and has a depth tolerance of two miles (3.2 km).

91-00 Abrasive Atmosphere: High, scathing winds or a corrosive atmosphere is this alien's natural environment. The being has developed a tough, thick skin or leathery plating like an Earth rhinoceros.

Height: 4 feet plus 1D6 feet (1.5 to 3.0 m).

Weight: 200 plus 4D6x10 pounds (90 plus 4D6x4.5 kg).

A.R.: 12. This is a natural armor rating; results below 12 may hit, but they do no damage.

S.D.C. Bonus: Add 3D6x10 S.D.C.; physical strength is equal to the Minor Super Ability of Extraordinary Strength.

*** Note:** Any alien exposed to temperatures beyond his tolerance level will begin to suffer from exposure which will slowly kill the character. In game terms, it has the following effects:

A penalty of -2 on P.S. and P.P., -8 on S.D.C., and a reduction of speed by one-third is applied for every 12 hours of exposure. These penalties are cumulative for each 12 hour period. After the S.D.C. is gone, damage continues to be done and Hit Points drop at the same rate. The alien is slowly dying and needs to be put into a refrigerated/heated suit, and/or into a freezing/blistering environment to stabilize and recover. These same rules apply to humans and other aliens exposed to temperatures beyond their normal tolerance.

Step 4: Determining Super Abilities

The player can select or randomly roll a power category, depending on what the Game Master allows.

Random Power Category Table

01-10 Alien Mutant (has Super Abilities): Design as usual, including rolls on the Unusual Characteristics Table in the Mutant section and random determination of Super Abilities (see that section for tables).

11-40 Possesses Super Abilities: Select one Major and one Minor super ability, or four minor powers, or roll on the Random Ability Tables. These abilities are common to all members of that alien race, and are natural aspects of the alien's biology, like his five senses. This also means they are not affected by the Negate Super Powers ability.

41-50 Hardware or Physical Training: Create as usual, but keep in mind the alien's background, orientation and motives. Alien Hardware Weapons characters are only -40% for energy weapon construction.

51-60 Psionics: Design as usual.

61-70 Experiment (has Super Abilities): Select two minor super abilities and one major, or four minor powers, or roll on Table C in the Experiment section (rolling on tables A, B, D, E, and F are optional).

71-80 Bionic: Design as usual, but maximum P.S. is 40, P.P. is 26 and Spd. is 200.

81-90 Alien Mystic: Design as usual.

91-00 Robot: Design as usual, but maximum S.D.C.s are increased by 5%.

Step 5: Determining Education & Skills

The alien education table is more specific and restricted than the normal education table for humans. This is because alien visitors are usually part of a larger crew (you're not likely to get to Earth in a one-man spacecraft), and thus, a specialist in their field. The **Heroes Unlimited™ Galaxy Guide** offers an alternative to this system.

Randomly roll for skill range or pick one, depending on what the G.M. allows.

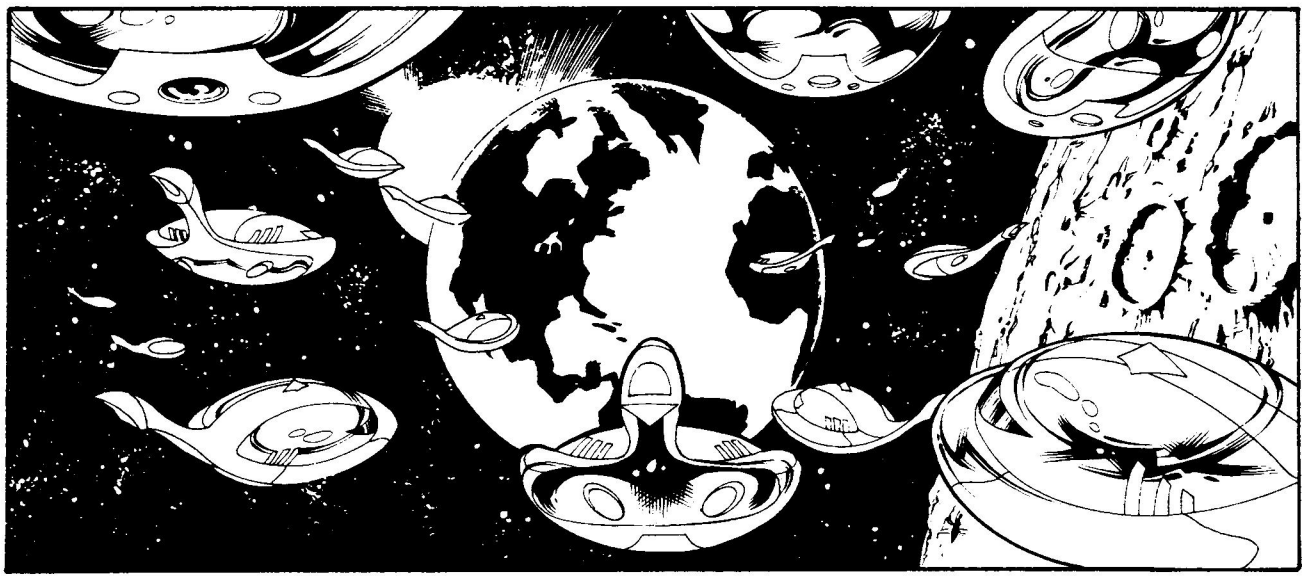
01-14 General Studies: Select three skills from science, pilot and communications, plus select nine secondary skills. **Skill Bonus:** +5% to all skills, including secondary.

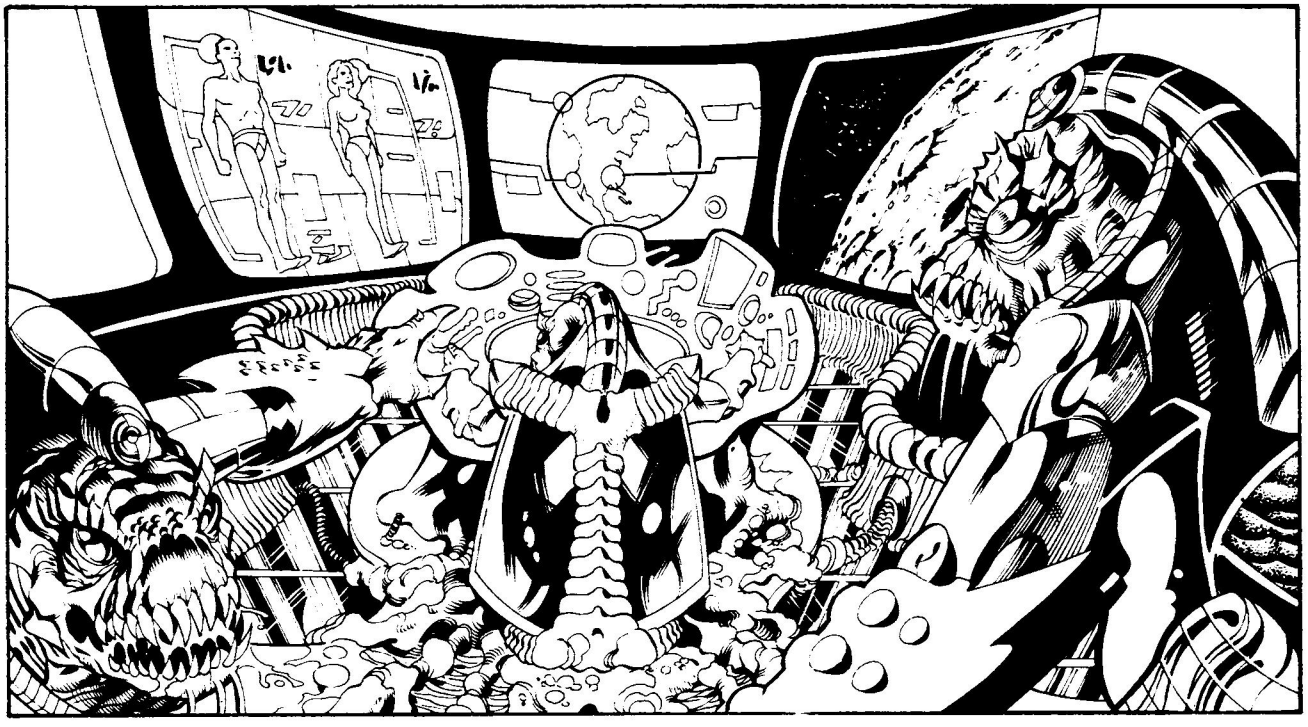
15-28 Pilot: Select five piloting skills (any), three pilot related skills, and two skills from communications and mechanical, as well as basic and advanced mathematics, computer operation, and four secondary skills. **Skill Bonus** is +15% on all piloting and *pilot related skills, +5% on all others.*

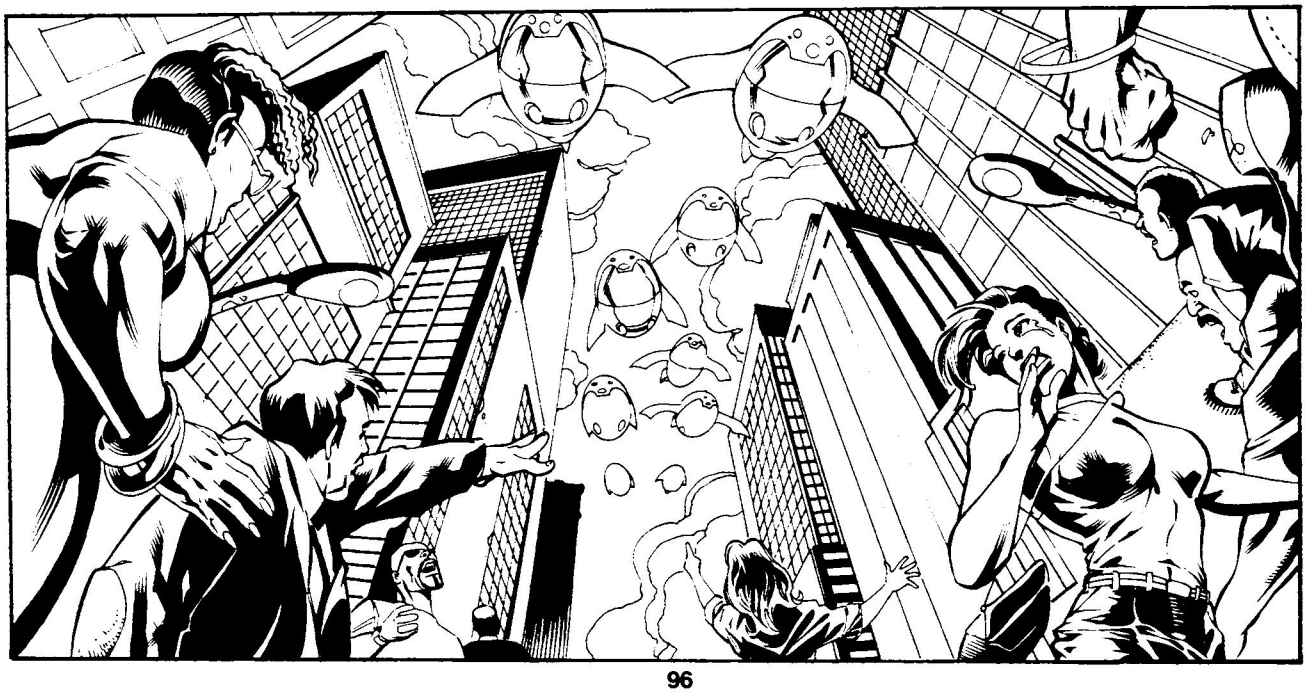
29-42 Military Specialist: Select five from espionage and five from military, 1D4 from physical, plus one hand to hand combat skill of choice, four weapon proficiencies and select four secondary skills. **Skill Bonus:** +10% on espionage and military skills only.

43-55 Science Specialist: Select five skills from science, two from medical, two from physical, two from communications, plus computer operation, basic math, and read sensory instruments. Also select five secondary skills. **Skill Bonus:** +20% to all science skills and +10% on all others, except secondary skills.

56-71 Combat Specialist: Select four physical skills plus one hand to hand of choice, six weapon proficiencies (any), one pilot,







and first aid, plus six secondary skills. **Skill Bonus:** +10% except on secondary skills.

72-85 Rogue/Smuggler: Select 1D4+3 skills from the rogue category and 1D4 from espionage, plus two from communications, weapon proficiencies, mechanical, and physical. The character also has the basic math skill and computer operation, and four secondary skills. **Skill Bonus:** 10% to all rogue and espionage skills, and +5% to all others, except secondary skills.

86-00 Engineer: Select six skills from the combined categories of electronics and mechanical, two each from science and communications, plus computer operation, read sensory equipment, and basic and advanced mathematics. Also select five secondary skills. **Skill Bonus:** +25% on all electronic and mechanical skills, and +5% on all others except on secondary skills.

Special Note: All aliens can learn three additional secondary Earth skills, but only if taught by a friendly human. Most aliens who have studied Earth can speak two languages or have a language translator (G.M. decision).

Step 6: Reason for Coming to Earth

01-19 Last of a race of people. Has come to Earth because:

01-25 Earth reminds him of home.

26-50 It's a nice place; he/she just likes this planet.

51-75 To save mankind from itself.

76-00 Crash-landed and is stuck here with no hope of repairing (or recovering) spaceship — ship is destroyed.

20-38 Crash-landed! Trapped on Earth, but will try to make the best of things; spaceship is destroyed. Feelings about Earth are:

01-20 It's an unpleasant world filled with barbarians.

21-40 It's a nice place; he/she likes it here.

41-60 Reminds him of home.

61-80 It's okay, but a bit primitive for his taste.

81-00 Undecided, but has no place else to go.

39-55 Outcast! A fugitive from his own world for political, social, racial, religious or criminal reasons. There is a 01-50% chance that the alien is being hunted/pursued by his persecutors, bounty hunters or the law. He/she has selected Earth as a new home because:

01-20 It's more primitive and life should be easy.

21-40 To be free of his world's prejudice and/or persecution.

41-60 It's a nice place and he/she likes it here.

61-80 To hide from those seeking him out for punishment or retribution.

81-00 Lost, this seems as good a planet as any to settle on.

56-70 Intergalactic Champion of Justice. The alien has come to protect Earth because:

01-20 Earth needs guidance and direction if it is to blossom into a productive member of the intergalactic community.

21-40 It caught his eye and seems like a worthy cause/place; generally likes Earth and its people.

41-60 Chose Earth because he/she likes the planet and its people, but tends to be very paternal and overprotective about his or her adopted world.

61-80 Assigned to Earth. Finds humans to be very interesting, but has not yet decided if he likes them or not. Tour of duty on Earth is at least 4D4 years.

81-00 Assigned to Earth. Finds its people primitive, aggressive, unfriendly, crude, and generally beneath him. The alien tends to be rude, arrogant, and condescending toward most "inferior" humans, but he does his job the best he can (whether the people want his help or not). Assigned for 4D4 years.

71-85 Glory hound who chose Earth to get fame and fortune. Since Earth is more primitive than the alien's homeworld, it seemed like an ideal and easy opportunity. While the alien views Earth as "inferior," he/she does not dislike it or its people. On the contrary, he/she likes it very much. It's just that he/she is superior. This character is friendly, sincere, and gung-ho, but also a condescending, arrogant braggart and show-off.

86-00 Explorer or scientist who came to study Earth and couldn't help getting emotionally involved. The alien likes the people of Earth very much, and strives to become a champion, protector or mentor to its people.

Step 7: Familiarity with Earth

01-20 No familiarity with Earth's culture, science, or laws. However, he can understand, speak, and write one Earth language quite well; 80% skill proficiency (a quick study). The G.M. can also allow a universal language translator at 88% proficiency in order to understand and speak other languages.

21-60 Some Familiarity with Earth, its major nations, cultures, customs and laws. Can speak, read, and write three Earth languages at 90% skill proficiency.

61-00 Has studied Earth extensively and is as knowledgeable about the planet, its people, customs, laws and cultures as any educated, native Earthling. The alien can speak, read, and write five different Earth languages fluently (98% skill proficiency) and may have a language translator as well.

Step 8: Equipment

Earth Clothes/Disguises

01-30 None

31-55 Several sets of clothing of varying fashion, from name brand tennis shoes and designer jeans to dress clothes.

56-75 Several sets of clothing for everyday apparel; generic labels and nothing fancy, only casual clothing.

76-00 Several suits of worn, used (shabby) and/or outdated clothes 4D6 years out of fashion.

Special Alien Weapons

There are two tables for special weapons. One is for high-tech ranged weapons, and the other is for special, high-tech melee weapons. The player should roll or choose which table he/she wishes to roll on for his character's special weapon (not likely to have both). Roll on only one of the tables.

01-40 Special Ranged Weapons Table

41-00 Special Melee Weapons Table

See the equipment section for conventional S.D.C. weapons. Also see the **Compendium of Contemporary Weapons** for over 400 different weapons, including pistols, rifles, machineguns, bazookas, laws, and mortars, plus hand grenades, scopes, riot control items, body armor, and a selection of tanks, armored cars, optional hit location tables and rules for shock and blood loss.

High-Tech Weapons

01-08 Laser Rifle: Range: 1400 feet (427 m), damage 6D6 per blast, 20 shot energy clip.

09-16 Laser Pistol: Range: 300 feet (91 m), damage 4D6, 15 shot energy clip.

17-24 Stun Pistol: Range: 135 feet (41 m). Damage to nervous system dazes victim: -8 to strike, parry, dodge, no initiative,

and reduce attacks per melee by half. Duration: 1D4 melee rounds. 10 shot energy clip.

25-32 Ion Blaster (Pistol or Rod): Range: 200 feet (61 m), damage 5D6, and a 20 shot energy clip.

33-40 Alien Submachine Gun: Range: 600 feet (183 m). Damage 4D6 per shot, 60 round magazine.

41-48 Mini-Laser: Small rod the size of a flashlight. Range: 100 feet (30.5 m). Damage 2D6; 10 shot energy clip.

49-56 Sonic Blaster: The sonic blaster generates shock blasts. The vibrations that cause the damage tend to jolt someone, even when they impact against body armor. On a roll below the armor rating, a sonic blaster does half damage to the armor. Half of any sonic damage carries through the armor and hits the person inside. Range: 80 feet (24 m), damage 3D6, 20 shot energy clip.

57-64 Sonic Disrupter: Similar to the stun gun, these weapons cause disorientation and loss of consciousness by using high frequency sound. Range: 150 feet (46 m). Physical damage is only one (1) point, but there is a chance that a person shot by the blast is rendered unconscious for 1D4 melee rounds (victims must roll a 14 or higher to save, P.E. bonus applicable; +4 to save if wearing protective armor), otherwise they lose one melee action and are -4 to strike, parry and dodge. 10 shot energy clip.

65-71 Microwave Gun: This can be either a pistol (1-60%) or rifle (61-00%). The energy from these weapons concentrates within a target as it passes through it and generates heat. The nature of the energy is such that it penetrates/bypasses force fields and all forms of natural body armor, Kevlar, ceramic, plastic, and other types of armor which are not made of metal. Microwaves are reflected by all types of metal, including material as frail as tin foil.

Range: pistol: 120 feet (36 m), rifle: 1000 feet (305 m). Damage: pistol: 2D6, rifle: 3D6. 15 shot energy clip for pistols and 20 shot for rifles.

72-80 Energy Melee Weapon. A bow type weapon or ordinary melee weapon (sword, battle axe, hammer, spear, etc.) that ripples with an energy field when activated. This energy field makes the weapon virtually indestructible and inflicts double damage when it strikes (in the case of a bow weapon, it fires beams of energy instead of shafts). In addition, the weapon can fire energy bolts; just point and shoot (typically triggered by a verbal or mental command). Range: 1000 feet (305 m), damage 5D6 per blast, up to 1D4+1 blasts per melee round (each counts as one melee attack); automatically recharges itself.

81-86 Mini-Explosive Grenades: The size of a golf ball. Effective Throwing Range: 100 feet (30.5 m). Damage: 1D6x10. Effective casualty radius is 12 feet (3.7 m). The character has 2D6+10 grenades.

Also has mini-smoke grenades the size of a golf ball. Throwing range: 90 feet (27 m). Damage: smoke covers a 20x20 foot area (6.1 m x 6.1 m). People inside the smoke cloud are -8 to strike, parry and dodge. The character has 2D6+4 smoke grenades.

87-90 A pair of Mini-Energy Wrist Blasters or Gauntlets: This weapon is typically a high intensity laser or ion blaster. Range: 200 feet (61 m). Damage: 3D6 per single blast, 6D6 per double blast (both arms are pointed at the same target and fired simultaneously; counts as one attack). Payload: 30 blasts each per hour; self-regenerating.

91-95 Mini-Missile Launcher: Can be a backpack unit (holds six, fires one at a time or in volleys of 2, 4, or 6), or a special armored gauntlet (only one for one arm) or one shoulder unit that holds two mini-missiles (takes four melee actions to reload; extra mini-missiles can be carried in a duffel bag, suitcase or backpack). Range of the missile is one mile (1.6 m), can be used as a point and shoot projectile or programmed to target one specific target (type of vehicle, uniform/costume, etc.). The character has 2D4+6 mini-missiles.

96-00 Plasma Ejector or Particle Beam Rifle: An over-sized rifle or bazooka-type weapon that fires devastating blasts of energy. Range: 1200 feet (366 m). Damage: 6D6+20. 10 shot energy clip.

Ammunition for High-Tech Weapons

Energy clips and magazines: 1D6. Recharging on Earth costs $5,000 a clip if a proper facility can be found (something can usually be jury-rigged by a Hardware character or an electrical engineer). In a space campaign, recharging only costs 100 to 200 credits and facilities are readily available.

Grenades: Special grenades like these cost 10 to 20 times their normal cost on Earth, and the alien must find someone to make them (demolitions roll at -35% to make them). On their homeworld, they can be found as easily as normal grenades on Earth and cost about the same, 20 to 50 credits/dollars each.

High-Tech Melee Weapons

The term "melee" weapon refers to ancient styles of weapons such as knives, swords, axes, spears, clubs, staves, and similar. All advanced, high-tech melee weapons are single-handed weapons. The use of two hands adds +2 to the damage plus any P.S. bonus.

Vibro-Blade weapons have their damaging edge surrounded by a high-frequency field that greatly increases their damage capacity (in the *Rifts*® setting they inflict equivalent Mega-Damage).

Energy weapons are hilts, shafts or rods with energy field generators that form their blades from concentrated light or other damaging energies (in the *Rifts*® environment they inflict equivalent mega-damage). The energy does all the damage, so P.S. bonuses are not added to the damage of energy melee weapons.

Kisentite weapons are forged from a dense meteorite metal that has an amazing hardness, and keeps a sharp edge when made into a blade. These blades are a deep blue/black color (in *Rifts*® they inflict M.D. that is equal to one-third the S.D.C. damage listed here; i.e. 3D6 = 1D6 M.D., 2D6 = 1D4 M.D., and so on).

Weapon Notes: Anyone who successfully parries one of these special weapons with a conventional one will have that normal weapon suffer minor damage. If a long sword is used to parry an energy sword, the laser beam will scorch and pit the metal of the sword. Only a kisentite or magic weapon can parry a Vibro or energy weapon and not suffer some sort of damage. Physical Strength bonuses are added to the damage done by conventional melee weapons.

01-10 Vibro-Sword: A standard-looking long sword. The generator is in the handle. Average length: 3 feet (0.9 m). Average weight: 4.2 pounds (1.9 kg). Typical Damage: 4D6.

11-20 Energy Axe: This large, axe-shaped weapon has no blade until the power is turned on and the laser blade springs forth. Average length: 2.5 to 2.75 feet (.8 m). Average weight: 2.3 to 2.8 pounds (1.0 to 1.3 kg). Damage: 5D6.

21-30 Vibro-Axe: A standard axe with a handle generator like the sword. Average length: 2.25 feet (0.7 m). Average weight: 4.5 pounds (2.0 kg). Damage: 3D6.

31-39 Kisentite Sword: Typically a long, slim blade anchored in an elaborately etched hilt and cross guard. Average length: 3 feet (0.9 m). Average weight: 3.5 pounds (1.6 kg). Damage: 2D6+3.

40-46 Kisentite Axe: A finely crafted and decorated double-headed weapon. Average length: 2.75 feet (0.8 m). Average weight: 4.6 pounds (2.1 kg). Damage: 3D6+3.

47-55 Energy Knife: A glowing blade springs from the small handle generator of the knife. Average length: 0.75 feet (0.2 m). Average weight: 0.5 pounds (0.23 kg). Damage: 3D6.

56-66 Vibro-Knife: Same as the sword and axe. Average length: 12 inches (30 cm). Average weight: 1 pound (0.45 kg). Damage: 2D6.

67-75 Kisentite Knife: A broad, double-edged blade nestled in a wide, ornate cross guard and hilt. Average length: 1.5 feet (0.45 m). Average weight: 1 pound (0.45 kg). Damage: 2D4.

76-88 Energy or Vibro-Clubs: A clubbing weapon surrounded by either an energy or high-frequency field for increased damage. Average length: 2.25 feet (0.8 m). Average weight: 3 pounds (1.4 kg). Damage: 3D6.

89-94 Neuro or Stun Clubs: Special energy clubs that overload the nervous system to daze the victim. Average length: 2.5 feet (0.8 m). Average weight: 2.7 pounds (1.2 kg). Damage: 1D6 S.D.C. plus it stuns the victim who is now at -4 to strike, parry, and dodge, reduce speed by half and has no initiative for 2D4 melees.

95-00 Energy Sword: A long (12 inches/30 cm) hilt, with or without cross guard, holds the powerful energy generator for this weapon. The balance and length of the sword give it +1 to strike and parry. Average length: 3.5 feet (1.1 m). Average weight: 1.5 pounds (0.7 kg). Damage: 5D6.

Special Vehicles

01-08 One-Man Fan Jet: A small aircraft with a single seat. A passenger may sit in the pilot's lap, but all pilot rolls are made at -10% and he suffers a penalty of -2 on initiative. Can fly as low as 20 feet (6.1 m) above the ground. Maximum speed: 300 mph (480 km) and VTOL capable. S.D.C.: 275. Range: 500 miles (800 km) before needing to refuel. The alien must have the piloting skill: airplane to fly this craft.

09-15 One-Man Hover Car: Maximum speed: 200 mph (321.8 km). S.D.C. 220. Hovers 3 to 12 feet (.9 to 3.65 m) above the ground. The piloting skill of automobile (-10%), or pilot hover vehicle must be one of the driver's skills.

16-24 Two-Man Hover Car: Maximum speed: 200 mph (321 km). S.D.C.: 340. Hovers 3 to 12 feet (0.9 to 3.65 m) above the ground. The piloting skill of automobile (-10%), or pilot hover vehicle must be known to the driver.

25-33 Hover Cycle: Can be a two- or four-person model. Maximum speed: 160 mph (256 km). S.D.C.: 170. Hovers 3 to 20 feet (0.9 to 6.1 m) above the ground. The piloting skill of motorcycle (-15%), or pilot hover cycle must be known to the driver.

34-42 Micro-Jet Hover Boots: A pair of rigid boots similar to ski boots with several small thrusters. Maximum speed: 65 mph (105 km) and is +1 to dodge while airborne. S.D.C.: 50. Maximum altitude is 600 feet (183 m). The character must have the jet pack piloting skill.

43-50 Hover Platform: A round or square platform, 4x4 feet (1.2x1.2 m) in size, that comfortably supports two people (can hold up to four). Maximum speed: 90 mph (145 km). S.D.C.: 150. Hovers 3 to 300 feet (0.9 to 91 m) above the ground. The character must have the pilot hover vehicle skill.

51-60 Detachable Jet Pack: Straps onto the person's back. Maximum speed: 90 mph (145 km) and is +2 to dodge while airborne. S.D.C.: 80. Maximum altitude is 600 feet (183 m) above the ground. The character must have the jet pack piloting skill.

61-68 Antigravity Disk: Can attach to feet, back, or chest. Maneuvered by simple hand controls, or a voice-activated computer. They are about the size of a dinner plate. Maximum speed: 160 mph (256 km). S.D.C.: 40 per disk. Maximum altitude is unlimited and can carry the character into outer space. Maximum weight allowance: 1000 pounds (450 kg).

69-77 Antigravity Ring or Medallion: Creates an antigravity field around the wearer. Maximum speed: 100 mph (160 km). S.D.C.: 8. Maximum altitude is unlimited and can carry the character into outer space. Maximum weight allowance: 500 pounds (225 kgs).

78-87 A.T.V. Hover Vehicle: Large sedan-styled hover vehicle that can hold five passengers and the pilot comfortably. Maximum speed: 180 mph (288 km). S.D.C.: 480. Hovers 3 to 12 feet (0.9 to 3.65 m) above the ground. Space and underwater flight is also possible, but the vehicle cannot fly into space under its own power.

88-95 Antigravity Suit: A close-fitting body suit that creates an antigravity field around the wearer. Maximum speed: 300 mph (482 km). S.D.C.: 45 (provides no A.R. and minimal armor protection). Maximum altitude is unlimited and can carry the character into outer space. Maximum weight allowance: 500 pounds (225 kgs).

96-00 One-Man Gyro-copter (VTOL): A small, single seat rotorcraft. There is usually no canopy, just a seat, motor, landing gear, and tail. Maximum speed: 180 mph (290 km); cruising speed: 145 mph (133 km) and is +1 to dodge. S.D.C.: 300.

Money

The alien visitor who has no familiarity with Earth is likely to have equivalent money in precious metals or stones. Those who have some familiarity with Earth may have half in real Earth currency (acquired from a previous visit). While those who have studied Earth extensively may actually have a variety of common Earth currency. Roll percentile dice to determine the amount of "money" available to the alien.

Aliens may also sell or trade a weapon, alien artifact, information, technology or service to acquire Earth currency. However, whether they get a fair price or exchange will depend on who they are dealing with and how desperate a situation they may be in. Such trades or sales can be with Earth corporations, individuals, scientists, a government, criminal organization, super hero(s) or super villain(s).

Money — Usually in precious stones or metals

01-14 2D4 x $1,000
15-29 3D6 x $1,000
30-44 4D6 x $1,000
45-59 5D6 x $1,000
60-74 6D6 x $1,000
75-88 2D6 x $5,000
89-00 2D6 x $10,000

Step 9: Other Stuff

Alignment: Any alignment can be chosen; of course, heroes and anti-heroes are usually of a good or selfish alignment.

Level of Education and Skill Selections: See Step Five of this section.

Structural Damage Capacity (S.D.C.): All aliens have a base S.D.C. of 20. This is in addition to S.D.C. bonuses for physiology, appearance and physical training.

Hand to Hand Combat: Combat skills are not automatic, and must be selected as a learned skill.

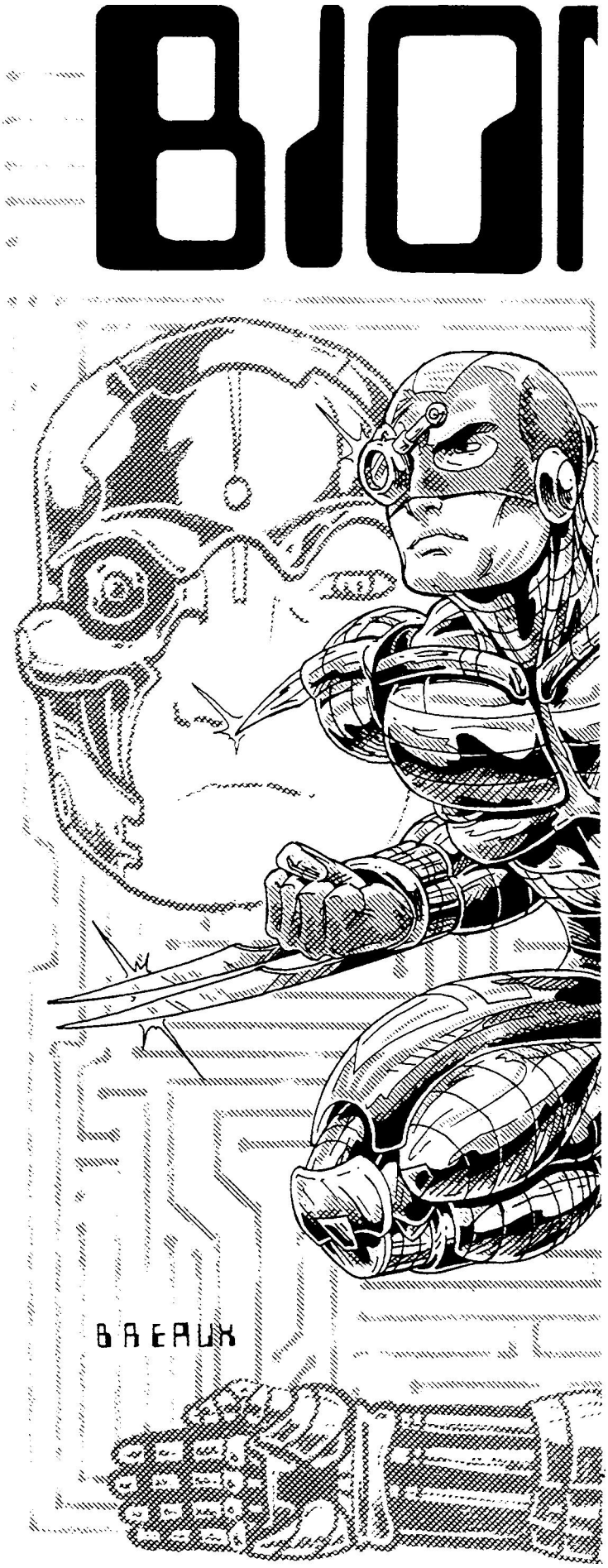
Attacks Per Melee (Hand to Hand): As with all heroes, the alien character automatically gets two attacks per melee round. Additional attacks must be gained from hand to hand combat, and other physical skills.

Weapons and Armor: Except for the special ones already determined by the Special Weapons Table, only conventional weaponry, body armor, and equipment of Earth manufacture will be available. If a special protective suit is needed, the alien character automatically gets one suit and a single spare. Any additional suits will have to be specially built or acquired. Repairs will be possible only from high-tech scientists, high-tech armor manufacturers, Hardware characters and fellow aliens.

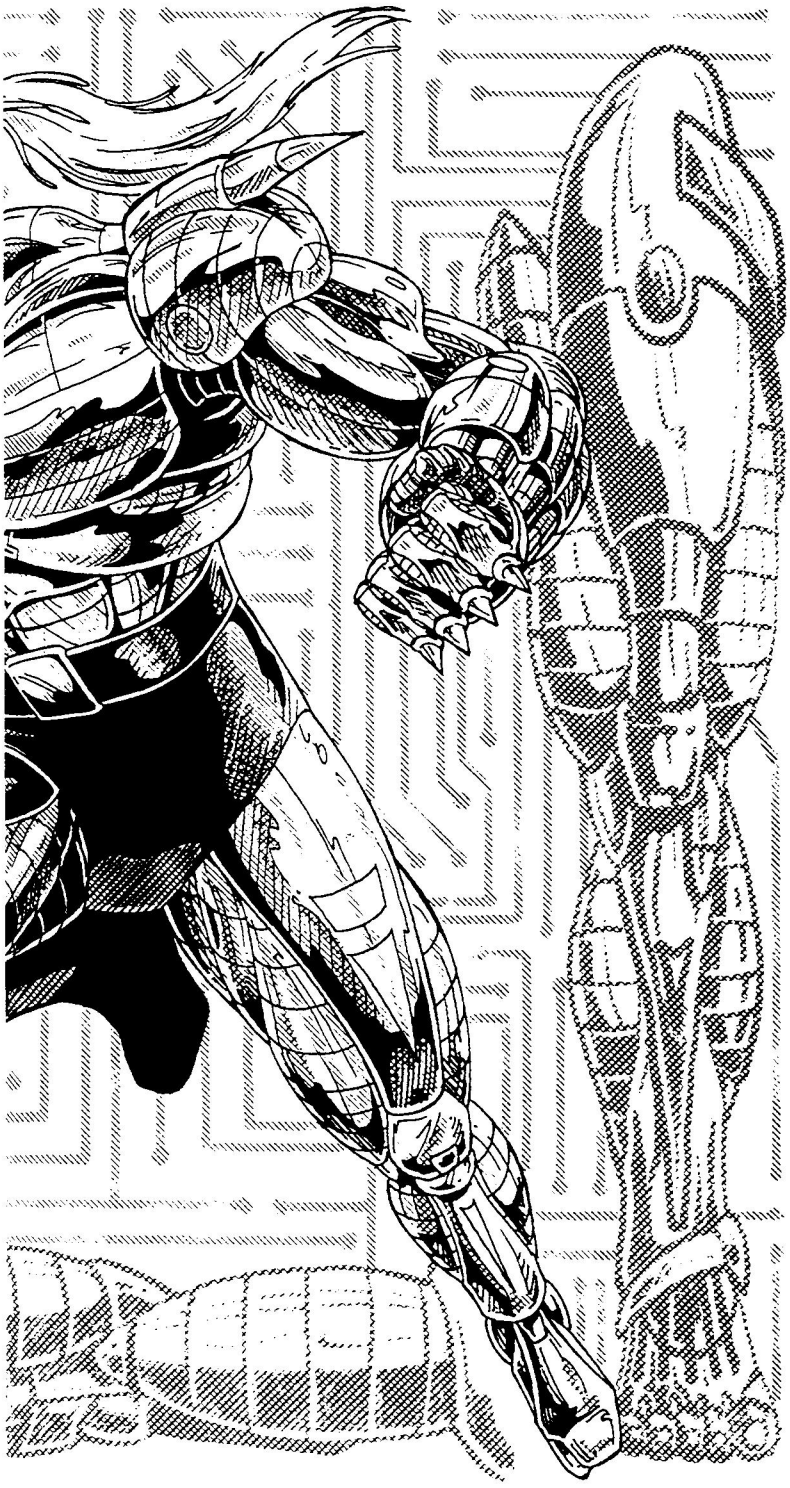
Spacecraft: It is best to assume that most alien player characters do not have a spacecraft at their disposal for Earth based campaigns.

Other Options: Game Masters may allow players to use any of the alien or "D-Bee" races presented in the numerous **Rifts® RPG** sourcebooks as well as creatures from the **Palladium Fantasy RPG®** series (see *Monsters & Animals* and *Dragons & Gods* in particular). Likewise, the characters from **Nightbane®** and **Beyond the Supernatural™** should also adapt nicely (may offer some bad guys and story ideas too). Some inhuman **Rifts®** characters will have to be converted from M.D.C. to Hit Points and S.D.C. (basically divide the M.D.C. in half and make one half H.P. and the other S.D.C.; likewise, M.D. does H.P./S.D.C. damage instead). All such outside characters must be subject to the final approval of the Game Master.

As mentioned previously, the alien races in **Aliens Unlimited™** were designed specifically for **Heroes Unlimited™** and can be selected and dropped in with little or no conversions.



BIONICS:



By Kevin Siembieda & Wayne Breaux Jr.

Bionics must not be confused with Robotics. Robots are machines. Although it may have an artificial intelligence, or even a transferred human intelligence, a robot is not alive, it is a machine that functions as an independent unit to replace a human being. Bionics, by comparison, is the integration of machine with the human body — man and machine literally made one. Bionics can be special *implants* placed "in" the body or mechanical replacement limbs. These mechanized limbs are far more than cosmetic prostheses. They are super-sophisticated, mechanical limbs that look and respond like real, flesh and blood appendages. A delicate system of sensors is implanted to react and interact with the body's nervous system. The result is an artificial limb that functions exactly like a real, flesh and blood arm or leg. A true medical miracle.

High technology makes it possible to create replacement limbs that far exceed the capabilities of the ordinary body part. Super strength, energy blasters, secret compartments, optics and sensors, can be combined to create a super-man — part flesh, part machine. Unfortunately, the art of cybernetic surgery is still new and experimental. The surgical process is long, and difficult for both the patient and the doctors. The bionic replacements are highly specialized, often designed for a specific individual, and extremely expensive. This means only the largest, high-tech corporations (which are few), the military, and other government sponsored organizations can actually afford cybernetic research.

Another important factor in bionic research is the individual who would volunteer for such experimentation and augmentation. Any surgery is painful, and bionic surgery is extremely complex, painful and traumatic. Remember, we're talking about the removal of human body parts and replacing them with mechanical ones. Few completely, physically healthy volunteers are accepted, and all applicants undergo intensive psychological analysis and preparation. Even the physically impaired individual, who might view this as a new lease on life, will suffer some physical and psychological trauma from the experience.

Then comes the practice with the new artificial mechanisms. This process is both exhilarating and exhausting at the same time. One thing the recipient quickly learns is that no matter how real they may look, or how much more powerful they may make him, they are not flesh and blood. The senses we take for granted are compensated for, but not completely or realistically duplicated. Sensors will indicate how warm, cold or soft something might be, but the bionic hand will never "feel" it in the same way that a flesh and blood hand does. That aspect of humanity is forever lost. Such is the sacrifice to become more than human and bond with machines.

Important Note: The inclusion of non-organic components to the human body disrupts its normal energies. Because of this, characters with any supernatural, magical or superhuman abilities are severely limited in the number of bionic or cybernetic implants they can have without an adverse effect (i.e. magic or superpowers are literally replaced with mechanical attributes). One limb and three small systems/organs can be implanted with no noticeable effects, but each additional cybernetic system beyond the first four *will* have severe repercussions.

Mystics or supernatural beings will have their P.P.E., all spell effects, damage, range, and duration cut in half for *each* additional implant. Any natural or magical shapechanging abilities are forever lost if even one appendage is bionic or more than one small cybernetic implant is installed.

Psychics lose half of their I.S.P., and the range, duration, and damage of all psi-powers are reduced by half for each implant or bionic body part beyond four.

Superbeings lose one melee attack and the range, damage, effects, and duration of all abilities are reduced by half for each additional bionic system above four. Any natural shapechanging abilities are forever lost if even one appendage is bionic, or more than two small cybernetic implants are installed.

All penalties and modifications are cumulative for each implant beyond the one large and three small limit. Thus seven implants would reduce all applicable categories by 1/8th their normal capabilities. Regardless of ratings, a character loses all of his special abilities (i.e. spells, psionics, super abilities, etc.) if half or more of his body (partial reconstruction) is replaced by bionics. Such a character leaves his old power category behind to join the *Bionic Category*. Note that these rules are most likely to pertain to NPCs and characters in technologically advanced or alien world settings where bionics are more readily available, such as a space campaign or Skraypers.

The disruptive effect of bionic implants on the body's energies also has some benefits to the bionic character. For example, "full conversion" bionic characters are not affected by the psionic *See Aura* and *Bio-Manipulation* abilities. Likewise, the major super ability of *Disruptive Touch* will not affect a bionic character who has both a bionic skull and spine, or an exoskeleton that protects the head.

Creating The Bionic Character

The creation of a bionic character is a little more complex than some of the other power categories, because the player actually *builds* his or her character. A budget is determined in order for the player to purchase the various mechanical parts, sensors, weapons, abilities and gimmicks that make up a cyborg. It may be wise to have some notepaper and a calculator handy to keep track of purchases and expenses.

Step One: The Usual

Determine the eight physical attributes, Hit Points, alignment and optional rounding out of your character as you would any character. Don't worry at all about low physical attributes, since those are likely to change with the addition of bionic parts. Likewise, unless a partially reconstructed cyborg (half human, half machine), S.D.C. isn't important either, for it will be replaced by the S.D.C. of cybernetic parts and armor.

Step Two: Education and Skills

Roll to determine the character's educational level and select skills as usual. The character can have any level of education, from high school to doctorate, without significantly affecting his role as a bionic superhuman.

Step Three: The Budget

Roll percentile dice on the following table to ascertain what your construction budget is. *All money must be spent.* Any money not spent gets you a hardy handshake from the financial allotment committee for coming in under budget, but that money is then permanently lost. Since it is possible that the character will have disassociated himself from his creators, it may be wise to purchase reasonable spare parts. The money cannot be spent on automobiles, handguns and other equipment, only cybernetics and related bionic weapons. **Note:** Much of the horrendous cost of an item is due to the micronization, rarity, and expense of the operation to merge machine with man.

Bionic Construction Budget

01-17	7 million	**50-66**	9 million
18-33	7.5 million	**67-84**	9.5 million
34-49	8.2 million	**85-00**	10 million

Step Four: Building a Cyborg

Now that you have a budget, it's time to build your character. To do this, flip to the bionic components section, a page or two down, and buy the desired items. However, first decide on which body parts are being replaced with synthetic ones, and second, buy the most important and basic items first, then buy up the gimmicks. An option to speed up the character creation process called *Cyborg Conversion Option* is also presented. This option provides the bulk of the bionic systems for a price, and the player spends his remaining money for customizing and improvements.

Players may make their characters as human or mechanical in appearance as personal taste dictates.

Step Five: Background Data

The following tables will provide important background information about the character and the organization that rebuilt him/her.

Conditions For Bionic Reconstruction

01-20 Healthy specimen; destitute or fantastically motivated toward bionic research. Deemed psychologically suitable.
21-40 Lost both legs or arms (or both) to disease or injury.
41-60 Paraplegic; no hope of recovery.
61-80 Deteriorating bone or muscle disease; no hope for recovery or normal life.
81-00 Completely paralyzed from a spinal injury, but no brain damage; no hope for recovery.

The Sponsoring Organization

01-25 Medical research facility.
26-50 Private Industry
51-70 Secret organization (roll again for motive)
71-00 Military

Motive for Cybernetic Reconstructions

01-20 Military
21-50 Medical
51-80 Criminal
81-00 Crime Fighting

Current Status with the Sponsoring Organization

01-19 Allowed to leave; very good, friendly relationship.
20-41 Allowed to leave after a great antagonism/conflict. Not friendly, but may aid the character.
42-64 Thrown out of the program! All ties are permanently dissolved; very angry/hostile toward the character.
65-89 Ran away; secretly hunted by the organization. Hostile, but not necessarily deadly.
90-00 Ran away; considered to be a criminal and/or extremely dangerous. Hunted by law enforcement agencies and the organization.

Other Stuff

Hand to Hand Combat: Combat skills are not automatic, but must be selected as a learned skill.

Attacks Per Melee (Hand to Hand): As with all heroes, bionic characters automatically get two attacks per melee round. Additional attacks must be developed through hand to hand combat and the boxing skill.



Weapons and Armor: Other than those built into the cyborg, only conventional weaponry and equipment is usually available. However, if the character is in the employ of the organization that built him, or on good terms with them, he may have access to all types of facilities and equipment. **Note:** A cyborg may be an alien from another planet. If so, the physical bonuses for the alien are not likely to apply (bionic stats and armor replace them), but special high-tech weapons and alien bionics (items from *Rifts®* and other Palladium RPG books, or made up by the G.M.) may be used.

Personal Money: The character has 1D4x1000 dollars of his own cash readily available (this is in addition to a possible life savings). There is also a 01-80% likelihood that the character owns a car that's 1D6 years old. Presumably, the person has an apartment and reasonable personal items.

Alignment: Any alignment can be chosen, but heroes should generally be of good or selfish alignment.

Structural Damage Capacity (S.D.C.): Although a cyborg is still human, if only a partial cyborg (40% or more is a human body), he gets a base S.D.C. of 30, which can be increased through physical training. Mechanical body parts, exoskeletons and bionic body armor are artificial means of adding more S.D.C. protection to cyborgs. The typical bionic limb has an individual S.D.C. of 40 and each additional point of P.S. that is purchased adds 2 S.D.C. to the limb (maximum total S.D.C. of 88).

The Cyborg Conversion Option

The Cyborg Conversion Option offers players three different, quick roll possibilities for their characters: partial reconstruction, full bionic conversion, and the brain transplant conversion. These options are combat models designed and built by the military, a covert government agency, or a mega-corporation. Systems include increased strength and physical prowess, high speed ratings, sensor packages, and weapon options. Improvements and additional systems are purchased with the character's remaining budget. If the G.M. allows it, the player can opt for one of the first two even if they cost more than the amount he rolled for a budget. However, the player cannot purchase additional features, improvements or weapons — every last nickel was spent on the basic conversion.

Partial Constructed Cyborg

Normally used as special operatives and spies, the partial conversion option provides a light, fast cyborg with little or no armor, but mechanical limbs and numerous sensors. If using the **Ninjas & Superspies RPG**, all systems will be plastic and ceramic components and undetectable by metal sensors.

Bionic hands and arms (2) with a P.S. of 19 and P.P. of 19. Bionic feet and legs (2) with a P.S. of 22 (for jumping) and Spd. of 188 (130 mph/208 km).

Amplified Hearing, Receive wide band radio transmissions.

All Bionic Eye Special optics and sensors.

Half suit of "light" body armor: A.R. 11, S.D.C. 120; no movement penalties. Conventional half suit can be substituted but it has a prowl, climb, acrobatics, and gymnastics penalty of -10%.

Cost: 6.8 million dollars.

Full Conversion Cyborg

This is always a heavy combat model, but not always obviously so. Nearly all have human-sized (about 6 ft, 6 inches to 7 ft/1.95 to 2.1 meters tall) and sculpted bionics with heavy armor and exoskeletons added to it. In full combat gear, these 'borgs look very much like robots, with large plates and often fear-inspiring styling. Only the face and head are obviously "human," but interior organs and other parts may also be human. The face and head are partially protected by the exoskeleton and completely protected by a removable helmet and face covering — the faceplate can be a traditional visor styling or made to look mysterious or frightening.

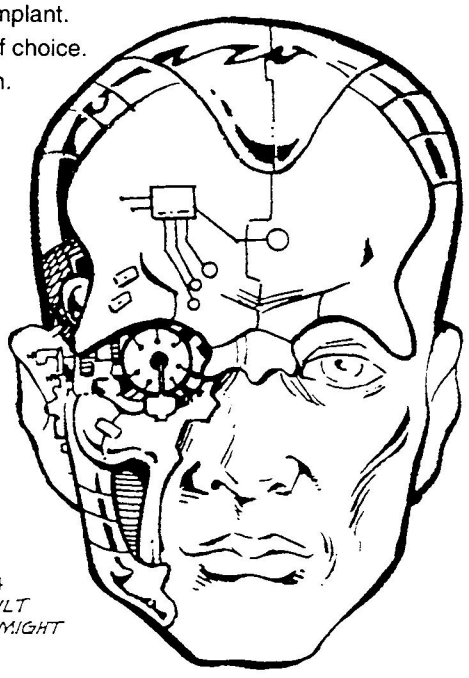
Bionic arms and hands (2) with a P.S. of 22 and P.P. of 18. Bionic feet and legs (2) with a P.S. of 24 and Spd. of 77 (53 mph/85 km).

Bionic lungs with gas filter.

"Full" Body Exoskeleton (all five). Total S.D.C. bonus: 230.

Full Bionic Body Armor: A.R. 18 and 900 S.D.C., but impairs movement: -30% on prowl, climb, acrobatics, and similar skills.

Machine Pistol implant.
Bionic weapon of choice.
Cost: $7.5 million.



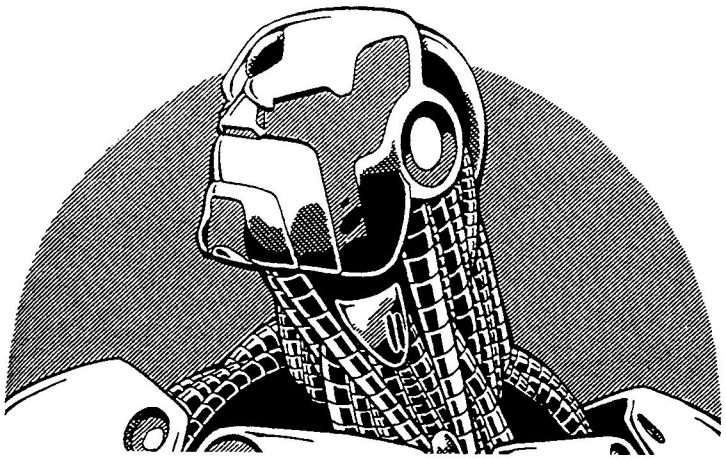
A CUT-AWAY VIEW OF WHAT A PARTIALLY REBUILT SKULL AND EYE MIGHT LOOK LIKE.

The Brain Transplant Cyborg

This option is only available to those with the largest budgets. It is similar to the Full Conversion Cyborg, but all of the character's flesh and blood components, except the brain, are replaced with bionic counterparts. This makes for a superstrong, supercapable frontline soldier, and offers a few advantages over full conversion (but only if bought as this package). Consider this the ultimate example of bionic technology. It is only one step removed from robotics; the only differences are the living brain and the general human appearance of the cyborg.

Bionic hands and arms (2) with a P.S. of 24 and P.P. of 22.
Bionic feet and legs with a P.S. of 24 and Spd. of 120 (80 mph/128.7 km).
Bionic skull, chest, heart, kidneys, mouth/throat and all internal organs.

Bionic body with "Full" Body Exoskeleton (all five). Total S.D.C. Bonus: 350
Full Bionic Body Armor: A.R. 18 and 900 S.D.C., but impairs movement: -30% on prowl, climb, acrobatics, and similar skills.
Advanced Optics.
One eye weapon of choice.
Advanced sensors includes radar and mini-computer.
Energy Weapon of choice.
Two large, retractable forearm blades.
Mini-missile launchers (2) in chest.
Cost: $9.5 million and Game Master's approval.



Bionic Components & Costs

Note: Cybernetic sensors, eyes, and ear/audio systems can be part of a partial or full bionic reconstruction or implanted in a completely flesh and blood human being without any bionic limbs or major reconstruction. Cyber-Optics and eye weapons require that one eye is replaced with one artificial, bionic eye.

Additional cybernetic implants, gimmicks and styling can be found in **Ninjas & Superspies™** (no modifications necessary, completely compatible with **Heroes Unlimited™**) as well as various **Rifts®** titles, most notably the **Rifts® RPG, Triax™ & the NGR**, and **Rifts® Japan**.

Major Body Parts

One Hand: P.S. 10, P.P. 10, **Cost:** $300,000.
One Arm: P.S. 10, P.P. 10, **Cost:** $700,000.
One Leg: P.S. 10, Spd. 10, **Cost:** $1 million.
Chest and/or Partial Ribs: Cost: $600,000.
Skull and/or Face: Cost: $500,000.
Eye (basic): simulates normal eye in appearance. **Cost:** $80,000.
Ear (basic): simulates normal ear/hearing. **Cost:** $100,000.
Mouth/Throat with voice synthesizer to simulate a normal human voice. **Cost:** $250,000.
Lungs simulate normal respiratory system. **Cost:** $95,000.
Heart functions like the real thing. **Cost:** $1 million.
Kidney functions like the real organ. **Cost:** $1.5 million.

Special Attribute Features

Increased P.S.: Extra P.S. must be purchased for each limb separately; i.e., hand, arm, and leg (includes the foot). **Cost:** $2,000 for each P.S. point above 10, with a maximum of 28 possible. **Increased P.P.:** Remember, P.P. must be bought for each of the bionic arms and hands separately. To get the strike and parry bonuses afforded by a high physical prowess, both the hand and arm must match. **Cost:** $10,000 for each P.P. point above 10, with a maximum of 24 possible.

Increased Speed: A speed of 88 (60 mph/96 km) is the maximum possible without a reinforcing exoskeleton. With an exoskeleton of legs and hips, and spine and shoulders, the maximum speed is 220 (150 mph/240 km). **Cost:** $10,000 for each speed point above 10 per *pair* of legs. **Note:** Both legs must be bionic to acquire exceptional speed. Every 20 speed points also enables the cyborg to leap four feet (1.2 m) straight up and 6 feet (1.8 m) lengthwise.

Internal Organs

Artificial Heart: 40 year life. **Cost:** $470,000.
Artificial Kidney: 30 year life. **Cost:** $420,000.
Artificial Liver: 30 year life. **Cost:** $440,000.
Artificial Spleen: 30 year life. **Cost:** $320,000.
Artificial Intestine: 25 year life. **Cost:** $80,000.

Bionic Ear, Special Features

Amplified Hearing: Equal to the minor super ability, heightened sense of hearing, including all bonuses. **Cost:** $350,000.

Ear Microphone, Radio Receiver and Transmitter is built into the ear. Enables the character to pick up and relay radio transmissions just like a hand-held radio. It is so effective that the character can transmit a whisper, or the voices of other people within 6 feet (l.8 m) of him. **Range:** 3 miles (4.8 km). **Cost:** $50,000.

Receive Wide-Band Radio Transmissions, including commercial radio (AM & FM), citizen bands (C.B.), police bands and common communications frequencies. Channels are changed by wiggling the jawbone which calibrates an implanted control/channel switch. A pocket size, hand-held remote control can also be used. **Range:** 6 miles. **Cost:** $70,000.

Bug Detector: An implant that picks up radio signals from listening devices (bugs). **Range:** 20 feet (6.1 m). **Cost:** $10,000.

Radar Signal Detector: A tiny radio receiver which softly pings in the character's ear when he's being scanned by radar. **Cost:** $10,000.

Psionic Electro-Magnetic Dampers: This is really a series of "brain" implants that distort and fog telepathic and other psionic probes. Psychic opponents find it difficult to read the thoughts and emotions of characters with the psionic dampers. Bonuses: +1 to save vs all psionic attacks, +2 to save vs possession, and +1 to save vs magic illusions and mind control. **Cost:** $500,000

Sound filtration system: This is an ear accessory that can be combined with an implanted head or jaw radio and ear receiver, or as a separate unit. The filter will automatically react to potentially damaging sounds by filtering or plugging the ear. Sounds are muffled to protect the character from deafening or disorienting levels of sound such as gunfire, explosions, heavy machinery, and painful sound waves. **Cost:** 95,000

Bionic Eyes

Special Optics and Sensors

Infrared Vision: The artificial eye emits a pencil-thin beam of infrared light (invisible to the human eye, but a beacon to another infrared optic system) to illuminate its target when in darkness. The narrowness of the beam limits the scope of vision to about 7 feet (2.1 m). **Range:** 600 feet (183 m). **Cost:** $60,000.

Light Beam: A harmless beam of light emitted from the eye that can be used as a flashlight or beacon. **Range:** 220 feet (67.1 m). **Cost:** $20,000

Macro-Eye: A robot-looking eye that enables the character to magnify tiny objects or areas at close range (within three feet/0.9 m) like a microscope! It also comes equipped with a variety of filters. Microscopic magnification ranges from 1x to 30x. It is extremely popular among medical officers and doctors. **Cost:** $40,000 per single eye. A photographic camera (still or video) feature can be added for the additional cost of $20,000, and add $10,000 to make the eye removable.

Macro-Eye Laser: This eye is very similar to the standard macro eye except that it also has a tiny surgical laser built into it. A targeting beam indicates exactly where the laser will fire before it is engaged. The laser is intended for surgery and precise, detail work, consequently, it inflicts little discernible physical damage when used as a weapon (one S.D.C. point; range: 10 feet/3 m). It is a favorite of doctors, forgers, and engineers. Microscopic magnification is 1x to 10x. **Cost:** $150,000 credits for a single eye. Note that a character would seldom get two macro-eyes of any kind.

Micro-Video Camera Eye: Can only be implanted if the cyborg has a false eye. Sixty minutes of video can be taped to record key actions or information, or 400 snap-shot style pictures for a still photo-like effect. The cyborg can control the length of exposure time, from a few seconds to 60 minutes maximum. The camera can be designed to activate by voice command or a specific eye movement, or mental impulse, or by touching a particular area near the temple. A zoom lens allows the photographing/taping of documents or images up to 300 feet (91.6 m) away. The video footage can be transmitted to video-recording systems for the making of a permanent copy. The video-eye cartridge can be erased and taped over repeatedly (an estimated 10,000 times). **Cost:** $50,000 for all control systems other than mental. Add another $50,000 if the camera eye is controlled via mental impulse.

Multi-System Eye Socket: This is a special, permanent housing that enables the character to put in and take out different types of eyes as needed or desired. Bio-system eyes do not work in this housing, only mechanical types. A character will seldom have more than one multi-system eye. **Cost:** $200,000 for the multi-system eye socket and $15,000 credits to make each eye interchangeable with the socket.

Night Sight: A passive image intensifier that electronically amplifies existing ambient light to provide a visible picture without emitting any light of its own. **Range:** 600 feet (183 m). **Cost:** $80,000; add $30,000 for telescopic capability and double the range.

Targeting Sight: A special system that superimposes target cross hairs. Add a bonus of +1 to strike. **Range:** 1500 feet (457 m). **Cost:** $50,000.

Telescopic Vision: Magnifies an image area like a gun scope. Automatic, self-focusing. **Range:** 1500 feet (457 m), 10 foot (3 m) image area, up to 20x magnification. **Cost:** $35,000.

Thermo-Imager: An optical heat sensor that converts the infrared radiation of warm objects, including warm-blooded animals and people, into a visible image. This device allows its operator to see in darkness, shadows and through smoke. **Range:** 600 feet (183 m). **Cost:** $120,000.

Third eye: This is a cybernetic eye that is implanted either above a real eye or in the center of the forehead (sometimes in the back of the head!). The mechanical eye can be any of the available artificial eyes, but is typically one of the camera eyes or a multi-optic eye. **Cost:** $450,000. **Penalty:** Reduce the character's physical beauty by 20% and, if he has an H.F., increase it by 2 points.

Ultraviolet and Polarized Sight: Enables the character to see ultraviolet light (often used in security systems). The polarized filter system reduces glare by 90%. **Range:** 600 feet (183 m). **Cost:** $30,000.

Cybernetic Sensors and Other features

Sensors all tie into the bionic eye's optic system in that the data readout is superimposed over the optics like a tiny, personal view screen. The sensors themselves can be implanted almost anywhere; usually in the hand, arm, chest, or head. The sensors can also be linked to the ear's audio, with a soft voice reporting data only the character can hear. Or the data readout can be connected to both. Add $10,000 to each if a dual link to optics and audio.

Bio-Scan: A series of implants and sensors tied to and/or built into the bionic augmentation that transmit fundamental physiological information, such as respiration, blood pressure, blood loss, body temperature, pulse rate, damage to internal organs and bionic parts, etc. **Cost:** $100,000.

Bio-Comp self-monitoring system: This is a cybernetic system that can be used in partial cyborgs and human agents with cyber-implants rather than partial or full bionics (typical of spies). Nano-implants tied to a tiny computer system monitor, measure and transmit fundamental physiological information about the person they are implanted in. The data is typically displayed on a wristwatch or bracelet style monitor, but can also be displayed and recorded on a computer or portable bio-scan monitor via a modem.

Data includes pulse rate, blood pressure, body temperature, blood sugar level, respiratory rate and difficulty breathing, and the presence of foreign elements in the bloodstream (indicating the presence of drugs or poison). **Cost:** $250,000.

Clock Calendar: A device that can be implanted almost anywhere, that continuously keeps track of the exact time down to 1/100th of a second, as well as the calendar date. Data can be transmitted as an audio report through one of the ear implants or to a wristwatch-like receiver. **Cost:** $11,400.

Gyro-Compass: A device that can be implanted almost anywhere, that can always locate North and the other directions, as well as up and down. Particularly useful when piloting aircraft. Data can be transmitted as an audio report through one of the ear implants or to a wristwatch-like receiver. **Cost:** $9,600.

Internal Comp-Calculator: A tiny computerized calculator usually connected to an ear implant or artificial eye. The computer responds to spoken, radio or computer transmitted mathematical equations. The answer is transmitted to the ear or eye implant. **Cost:** Basic cybernetic system with basic math program (addition, subtraction, multiplication, division and fractions): $40,000. Add $15,000 to include advanced math (algebra, geometry, and calculus). **Mini-Computer:** Actually a glorified microprocessor with 640K of memory. Data can be displayed via a bionic overlay or transmitted to a hand-held monitor, or to an audio relay built into a bionic ear implant. The computer can be accessed by a verbal code transmitted through an audio relay implant or a bionic ear mic. radio system. As a security measure, the computer can be designed to respond only to the character's voice pattern. **Cost:** $300,000.

Motion Detector: Registers vibrations in the air indicating movement. A collision warning system will sound an alarm to warn the cyborg of an impending collision/impact. **Range:** 60 feet. **Cost:** $80,000. **Bonuses:** Adds +1 to initiative, +1 to parry, and +2 to dodge.

Radar: A super-sophisticated, micro-radar system that can identify up to 15 targets and simultaneously track six. Rate of travel, direction and location are all indicated on the data readout. **Range:** One mile (1.6 km). **Cost:** $250,000.

Radiation Detector: Registers and pinpoints radioactivity. **Range:** 60 feet (18.3 m). **Cost:** $50,000.

Bionic Lung Features

Standard Bionic Lungs can capture and regulate air much more precisely than natural ones, enabling the character to hold his breath for seven minutes. **Cost:** $175,000.

Independent Oxygen supply can be built into the chest and lung cavity, increasing the time the cyborg can hold his breath to 15 minutes. **Cost:** Add $40,000 to lung cost.

Gas Filtration System: A miniature air filtration system that removes impurities from the air; built into the bionic lung. When exposed to gaseous toxins the system attempts to filter them out. Adds a bonus of +6 to save vs gases of all kinds. **Cost:** Add $100,000 to lung cost.

Mouth and Throat Features

Modulating Voice Synthesizer allows the character to change/ disguise his voice by altering tone, bass, pitch, etc. Adds +10% to imitate voice skill and impersonation, which is especially effective over the telephone. **Cost:** Add $150,000 to the mouth/throat cost.

Inaudible Frequency Range: The ability to emit sound frequencies inaudible to the human ear, like a dog whistle. This is excellent for communicating with a bionic mini-computer or voice actuated system. It will also allow secret conversations with other bionic characters (if they have a bionic ear) and individuals with a heightened sense of hearing. **Cost:** $80,000.

Built-In Loudspeaker: Enables the cyborg to amplify the loudness of his voice like a bull horn. **Cost:** $40,000.

Built-In Radio Scrambler: This allows the character to have security coded and decoded conversations over the radio and telephone. Note that the person on the other end must have a scrambling system to decode received messages and to transmit coded ones. **Cost:** $150,000.

Bionic Eye Weapons

Eye Laser: The eye can emit a laser beam activated by verbal code or command, or by pressing a trigger stud implanted underneath the skin near the temple.

Range: 220 feet (67 m)

Damage: 2D6 or 4D6 if two laser eyes fire simultaneously at the same target; counts as one melee attack. Cannot be divided to shoot two different targets simultaneously.

Energy Capacity: 20 blasts per hour maximum per eye.

Rate of Fire: Each blast counts as one melee attack.

Bonus: +2 to strike

Cost: $400,000

Eye Ion Blaster: The eye fires an ion energy pulse activated by a verbal code/command or by pressing a trigger mechanism implanted underneath the skin.

Range: 110 feet (33.5 m)

Damage: 2D4 (2D6+4 if two eyes fire simultaneously at the same target)

Energy Capacity: 24 shots per hour maximum per eye.

Rate of Fire: Each blast counts as one melee attack.

Bonus: +2 to strike

Cost: $300,000

Bionic Hand Weapons

Chemical Excretion: This is the use of toxins, usually combined with retractable claws or blades. The chemical is excreted on the blade and enters the bloodstream of its victims when slashed. All toxins require 2D4 melees to take effect. Saving Throw: 14 or higher. If a person saves vs toxins he is not affected.

Range: Touch

Damage: Special

Paralysis: Victims have no initiative and are -6 to strike, parry, and dodge for the first two melees that the toxin begins to take effect and then become completely paralyzed/immobile. **Duration:** 4D4 minutes. **Cost:** $50,000. **Chemical Replacement:** $8,000.

Convulsive: Victims are racked with nausea and stomach cramps; -6 to strike, parry, dodge and on initiative. **Duration:** 3D4 minutes. **Cost:** $40,000. **Replacement Cost:** $6,000.

Poison: Victims take 2D6 points of damage off their S.D.C. or Hit Points every melee for 1D6 melee rounds. **Cost:** $50,000. **Replacement Cost:** $10,000.

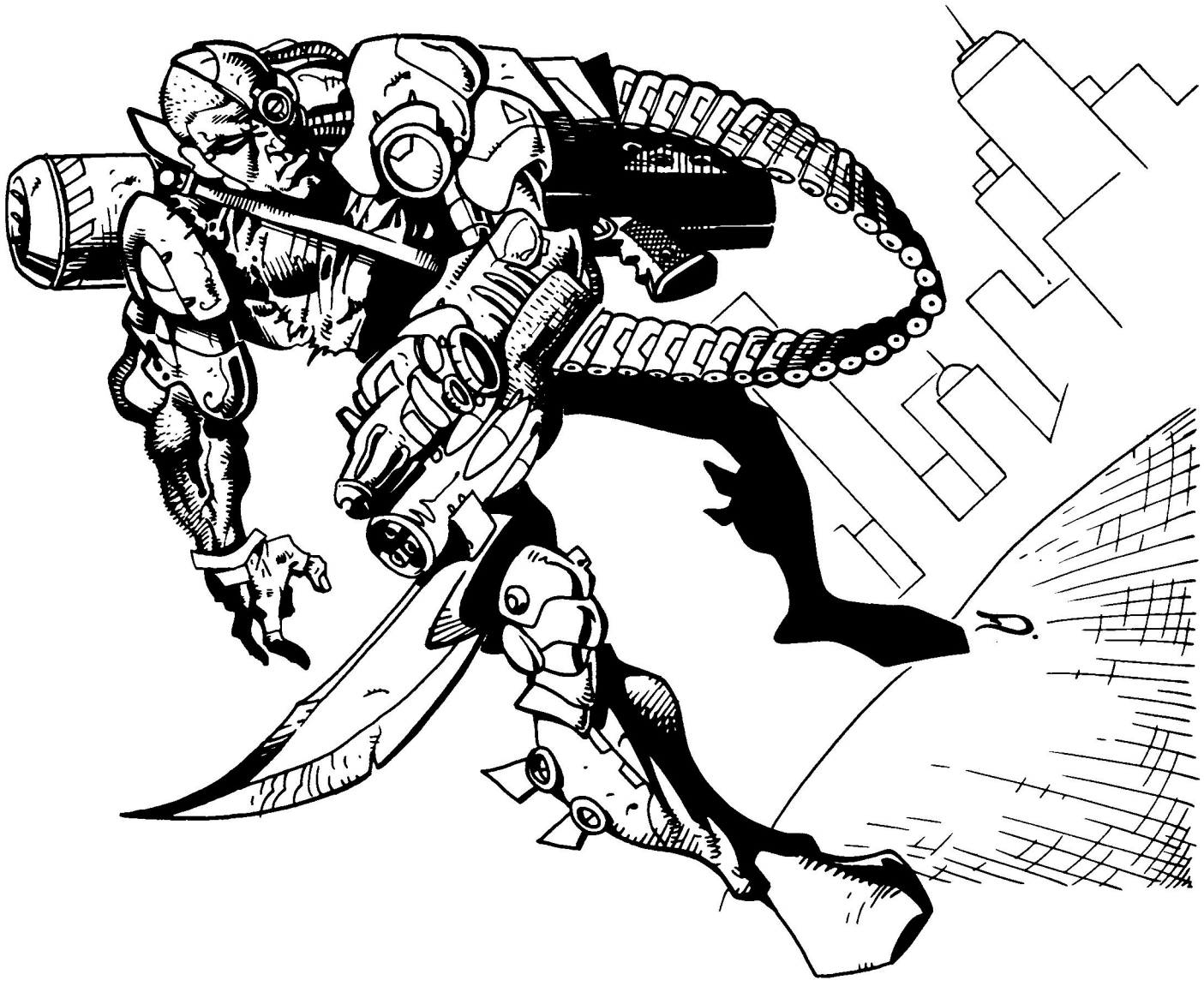
Chemical Spray: This is a toxic spray that covers a person, creating a chemical reaction.

Range: 10 feet (3 m).

Bonus: +1 to strike.

Damage: Special

Blind: This mace-like spray temporarily blinds its victims for 3D4 melees. Characters wearing protective goggles or a helmet with a visor will not be affected.



Tear Gas: This gas causes impairment of vision, difficulty in breathing, and skin irritation. Victims are -10 to strike, parry, and dodge. Duration: 4D4 melee rounds or until thoroughly rinsed with water.

Burning Vapor: This is a mild acid, doing 1D6 damage, which causes extreme skin irritation — great for shock value. Victims are -4 to strike, parry and dodge for 1D4 melee rounds (double damage, duration and penalties if sprayed in the eyes; must be a "called shot"). Skin remains red and irritated for 1D6x10 minutes.

CO2 Foam: This concentrate can be sprayed to put out small fires.

Note: All of the chemical spray apparatus costs the same: $75,000 plus $20,000 per chemical. No more than two chemical sprays can be hooked through the same unit. One unit per arm or one as a retractable rod in the leg.

Electrical Discharge: An electrical discharge erupts from the hand. For an additional $20,000, this system can also duplicate the effects of a stun gun by touching the target (*See Special Guns for details*).

Range: 20 feet (6 m) or by touch.

Damage: 1D6, 2D6 or 3D6 damage (character can adjust the degree of damage; counts as one melee attack regardless of damage amount). Can be fired as an arcing blast or the hand can be electrified to inflict damage by touch (add normal punch and P.S. damage to the electrical damage if used as an electrified punch attack). **Note:** This system is not as powerful as the Supersoldier option.

Energy Capacity: 20 blasts per hour maximum; self-regenerating.

Rate of Fire: Each electrical attack counts as one melee action.

Bonus: +1 to strike.

Cost: $250,000.

Extendible Hydraulic Hand/Arm: Typically only one limb will have an extendable, hydraulic hand. The control mechanism is typically mental or verbal and responds with the speed and flexibility of a normal arm. The arm's reach is typically increased by three to six feet (0.9 to 1.2 m). The extendible hand/arm enables the character to reach into narrow places like storm drains, ventilator shafts, and so on, as well as places normally out of reach, like a high shelf or window ledge. Typical Arm P.S.: 10 to 16. **Cost:** $250,000.

Explosive Finger Joints: One finger on each bionic hand (usually the smallest) is really a detachable (three segmented) grenade.

Range: Can be thrown about 60 feet (18.3 m); too small and light to throw any farther.

Damage: 4D6 each

Blast Area: 6 feet (1.8 m)

Cost: $600 per 3 joints (one finger).

Finger Gun: One finger fires a small calibre cartridge. The finger gun can only be built into the middle finger and/or thumb of each hand. Firing more than one finger gun simultaneously uses the volley rules.

Range: 90 feet (27.4 m)

Damage: 2D6 — normal bullet (.38), or 4D6 — exploding shell.

Rate of Fire: Each shot counts as one melee attack.

Payload: One; reloading takes one melee round (15 seconds).

Bonus: +1 to strike.

Cost: $10,000

Finger Blaster: Fires ion beams. One finger blaster can be built into each of the middle three fingers on each hand.

Range: 110 feet (33.5 m)

Damage: 2D4 (4D6 if three fingers are fired simultaneously).

Energy Capacity: 4 shots per hour maximum.

Rate of Fire: 4 per melee for each finger blaster.

Bonus: +2 to strike

Cost: $150,000

Knuckle Spikes: Spikes can be fired from the four knuckles where the fingers join the hand. The trigger mechanism can be a stud concealed in the palm, or in the index finger where the thumb can press it.

Range: 120 feet (36.6 m)

Damage: 1D4 each

Rate of Fire: One at a time or in volleys of two, three, four, or eight. Use robot volley rules when multiple spikes are fired simultaneously.

Payload: 12 total per hand; easy reload cartridges can be carried and concealed, but take 2 melees (30 seconds) to reload.

Bonus: +2 to strike

Cost: $50,000

Spike and Towline: This unit can be built into the bionic hand/arm or installed as a retractable device hidden within a bionic limb. The line has a 1000 lb (453.6 kg) test strength and a 120 foot length. A rewind device can recoil the line, but only has a 500 lb (226 kg) weight limit. The spike is usually fired from the wrist/forearm.

Range: 120 feet (36.6 m)

Damage as a Weapon: 1D6

Cost: $40,000

Note: A grappling hook can be fitted in place of the spike, but can not be concealed.

Razor Sharp Fingernails: The four fingers have razor sharp blades for fingernails. Can be used as a slashing or clawing attack rather than punch.

Damage: 1D6 +P.S. damage bonus (if any) per set.

Cost: $6,000

Retractable Claws: Razor sharp, one or two inch long claws that can be extended or retracted at will, like a cat. Slashing or clawing attacks.

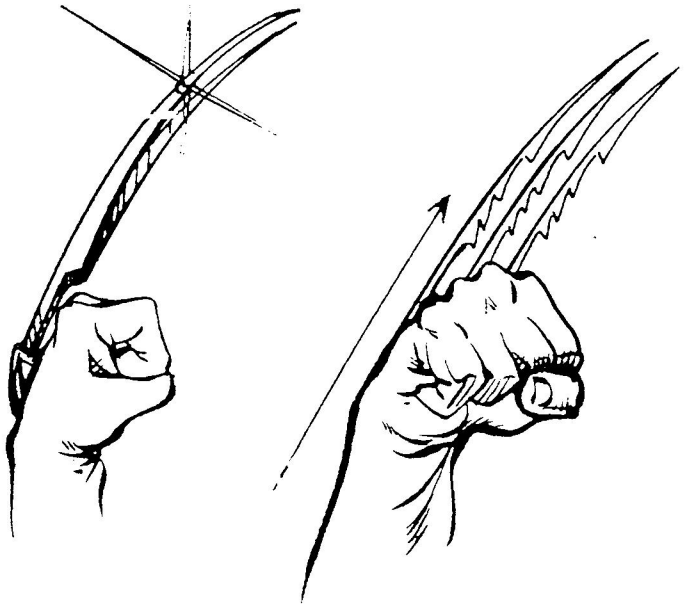
Damage: 3D6 +P.S. damage bonus.

Cost: $40,000 per hand; a set of five.

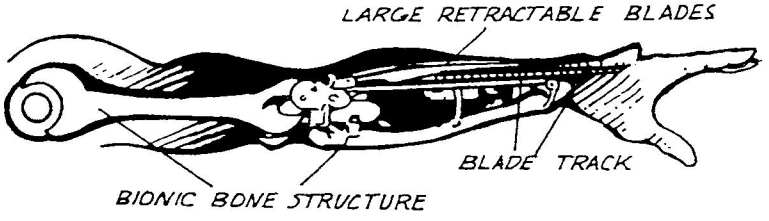
Retractable Finger Blades: Three to four inch long, double-edged blades extend from each of the fingers.

Damage: 4D4 +P.S. damage bonus.

Cost: $50,000



CUT-AWAY VIEW OF
RETRACTABLE BLADES HOUSED IN FORE-ARM



Retractable Blades (Large): These are extremely long blades that are contained in the forearm until extended. The blades extend out of an access portal on the top of the hand. No more than two or three blades can be used per each hand.

Damage: 1D6+1 per blade +P.S. damage bonus.

Length: One foot (0.3 m)

Bonuses: +1 to strike and +1 to parry.

Cost: $40,000 per blade.

Note: Implanted weapons such as retractable blades and claws add their damage to the base punching damage plus P.S. bonus damage. These items should be considered exceptional quality weapons for the purpose of determining whether they break (unlikely).

Wrist Blaster: A larger, heavier unit with greater range and power. Ion beams are used instead of lasers because they require less energy per blast, giving it a greater payload.

Range: 600 feet (183 m).

Damage: 3D6

Energy Capacity: 24 blasts per hour maximum; recharges.

Rate of Fire: 4 per melee round; each blast counts as one melee action.

Bonus: +1 to strike

Cost: $300,000

Wrist or Palm Spikes: Needle-like spikes are fired from the wrist or palm. A variation on the knuckle spikes.

Range: 90 feet (27.4 m)

Damage: 1D4+1 each

Rate of Fire: Volleys of 2, 4, or 6; use volley rules.

Payload: 6 total; reload takes 2 melees (30 seconds).

Bonus: +1 to strike

Cost: $30,000

Other Bionic Weapons

Most of these weapons can be built into an arm, leg, chest, or foot, but while the weapon itself is hidden, the clip (whether energy or bullets) will be obvious when loaded/armed. The hidden cost is for built-in weapons.

Grapnel & Launcher: A launch compartment and housing that looks like a small weapon nozzle fires a collapsible grappling hook and line. A pneumatic winch reels the line back in, helping characters to scale walls and non-metallic surfaces and hitch rides on giant bots and vehicles. The cord is a super thin, super-strong wire with a test strength of 2000 pounds (900 kg).

Damage as a Weapon: 2D4

Range: 200 feet (61 m) of lightweight wire (retractable).

Cost: $45,000

Ion Rod: The ion rod is a tube-like device that is a foot and a half to two feet long (0.6 m) and fires an energy charge. The rod can be attached to the exterior of a leg or back, or concealed in a hidden compartment inside a limb. When needed, the rod extends out of the concealed compartment.

Range: 300 feet (91.6 m)

Damage: 3D6

Rate of Fire: Single shots or automatic fire (*See Modern Weapon Combat*).

Energy Capacity: 36 charges per energy clip.

Bonus: +2 to strike

Cost: $450,000 hidden/$350,000 as a sidearm. An energy clip costs $20,000; requires two melee actions to reload.

Laser Rod: Identical to the ion rod in operation, but fires a laser pulse instead of an ion energy charge.

Range: 1000 feet (305 m)

Damage: 4D6

Rate of Fire: Single shots or automatic fire (*See Modern Weapon Combat*).

Energy Capacity: 20 charges per energy clip.

Bonus: +2 to strike

Cost: $550,000 hidden/$450,000 as a sidearm. An energy clip costs $25,000; requires two melee actions to reload.

Mini-Laser: A miniature laser that can be easily concealed in a secret compartment inside a bionic arm, leg, hip, chest, etc. The mini-laser is only slightly larger and bulkier than a pen flashlight, measuring about six or seven inches long and two inches wide.

Range: 60 feet (18.3 m)

Damage: 1D6

Rate of Fire: Single shots or automatic fire (*See Modern Weapon Combat*).

Energy Capacity: 10 shots.

Bonus: +1 to strike

Cost: $200,000 with concealment; energy clips cost $10,000 each.

Flame Thrower: A small unit with a retractable nozzle and hose, usually housed in the hip.

Range: 25 feet (7.6 m)

Damage: 3D6, plus a 01-60% chance of setting combustibles ablaze, including clothing, carpet, drapes, wood, dry grass, etc.

Rate of Fire: Five short bursts per melee, each counts as one melee attack.

Energy Capacity: 20 blasts; refilling the concealed fuel tank takes 10 minutes.

Cost: $45,000.

Concealed Arm Gun: Larger than the finger gun, this weapon system is implanted "in" the forearm where it takes up the entire length of that limb and replaces the bones with its artificial frame. The barrel opening is in the base of the palm and its length runs down the center of the arm. The weapon is totally concealed until fired. There are several types available as follows:

1. Automatic Weapon: Sub-machinegun: Four rounds can be loaded into the arm itself, providing one short burst or four aimed shots. A clip can also be used (inserted into a concealed slot in the forearm) to increase ammo capacity, but it will be obvious as it sticks out of the arm. Caseless ammo increases the concealability by eliminating ejected shells. There are two models of the arm gun: the smaller machine pistol and the larger sub-machinegun.

Range: 160 feet (48.7 m)

Damage: 2D6 per individual round or via burst. 4D6 for armor piercing or special damage rounds.

Rate of Fire: Standard automatic fire (*See Modern Weapon Combat*).

Ammo Capacity: 4 rounds internal or 15, 30 or 50 round clips.

Cost: $275,000

2. Automatic Weapon: Rifle: Two rounds can be loaded into the arm itself, providing one short burst or two aimed shots. A clip can also be used (inserted into a concealed slot in the forearm) to increase ammo capacity, but it will be obvious as it sticks out of the arm. The main advantage is increased range (although not as great as a real rifle) and increased damage and penetration value.

Range: 500 feet (152 m).

Damage: 4D6 per individual round or via burst.

Rate of Fire: Standard automatic fire (*See Modern Weapon Combat*).

Ammo Capacity: 2 rounds internal or 10, 20 or 30 round clips.

Cost: $300,000

3. Energy Weapon: Fires a high-powered laser or ion blast.

Range: Laser: 800 feet (244 m) or Ion: 300 feet (91.6 m).

Damage: Laser: 4D6 per blast; Ion: 5D6 per blast.

Rate of Fire: Standard automatic fire (*See Modern Weapon Combat*).

Payload: Five shots, drawing on an internal energy system which regenerates at a rate of five shots per every 10 minutes. Can be augmented with an Energy Clip (10 shots), but the clip sticks out of the arm. Cost: $850,000

Exterior Forearm Weapon: This is a weapon mounted on "top" of the forearm, which means it is obvious to all what it is. All the same weapons as the *Concealed Weapon Arm* are available at a cost 40% less — no concealment expense.

In addition, the forearm weapon can include a grappling hook and pneumatic rewind system or a *grenade/mini-missile launcher* (holds only one grenade or missile and takes four melee actions to reload. Grenade Range: 300 feet (91.6 m); damage: 6D6 or 1D4x10 to a 12 foot (3.6 m) radius. Mini-missile as below).

Mini-Missile Launcher: A cyborg who has *both* the bionic chest/ribs *and* the bionic lungs can get a single mini-missile launcher implanted in each side of his chest, near the shoulders. The launchers are concealed until they fire, and reloading has to be done manually, requiring one full melee round (15 seconds) per missile. Characters who use this weapon often will go



through a lot of clothes and fake skin (1 sq. ft. is destroyed with each missile launch, 3 square feet, if two are launched simultaneously). *All missile launchers come with a full payload of missiles, See Robotics for additional missile costs.*

Range: About 2,400 feet (731.5 m), point and shoot.

Damage: Varies by missile type, but high explosive (1D6x10) are the most common.

Rate of Fire: One missile at a time, or in a two missile volley, provided two are available.

Bonuses: None. Straight dice rolls.

Payload: One missile per launcher built into the body; two launchers maximum.

Note: Can also be used as a forearm mounted weapon.

Cost: $500,000 per built-in launcher; $350,000 for an arm mounted model.

Bionic Military Weapons

The following options are normally available *only* to military forces for use in heavy assaults. They are large and obvious, and therefore impractical for the average hero or vigilante. They are presented here as Game Master options and inspiration. For more of these heavy cyborg weapons, see the upcoming *Heroes Unlimited Galaxy Guide*. Note that these options require arm and spine exoskeletons and a P.S. of at least 20 to use. Also note that these weapon systems are rare and expensive. Most military cyborgs will be issued large rifles, like .50 calibers and automatic shotguns instead. See Robotics for examples of heavy assault rifles for use by superhuman foot soldiers.

Multi-Missile Arm Launcher: This system replaces the entire forearm of the 'borg, thus there is no hand on that limb (a possibly severe handicap without the proper support). The system can be switched for a normal arm, but requires a skilled mechanic or cybernetic doctor and takes three hours.

Range: Varies with missile type, usually about 1 mile (1.6 km).

Damage: Varies by missile type, but armor piercing (1D4x10) are the most common.

Rate of Fire: One missile at a time or in volleys of 2, 4, or 6.

Bonuses: +2 to strike.

Payload: Five missiles per launcher.

Cost: $1.5 million per launcher.

Shotgun Arm Cannon: Similar to the arm guns above, this system replaces the entire forearm with a double-barreled automatic shotgun. The cyborg must have a full body exoskeleton and a P.S. of 24 to use this weapon in full auto mode. This system can be interchanged with a normal arm just like the multi-missile launcher above.

Range: 80 feet (24.4 m) with shot, 120 feet with slugs (the short barrels make the range low).

Damage: Shot does 4D6, but slugs are more common (5D6). Military units will often use armor piercing slugs doing 6D6 damage and lowering the A.R. value by 2 (i.e. A.R. 16 becomes A.R. 14 against these armor piercing rounds).

Rate of Fire: Standard automatic fire, *see Modern Weapon Combat.*

Bonuses: +1 to strike.

Payload: 30 rounds. To achieve the automatic rate of fire, both barrels fire simultaneously. So, each weapon has its own ammo, but they share ammo on bursts. Reloading is done with six round tubes and takes one action per tube.

Cost: $450,000

Over-the-Shoulder Missile Launcher: This unit attaches to special shoulder plates on half or full suits of bionic body armor. It takes one action to reload each missile.

Range: Varies with missile type, usually about 1 mile (1.6 km).

Damage: Varies by missile type, but armor piercing (1D4x10) are the most common.

Rate of Fire: One missile at a time or in volleys of 2 or 4.

Bonuses: +1 to strike.

Payload: Four missiles per launcher.

Cost: $900,000 per launcher. A speed loader that reloads all four missiles in one action costs $10,000.

Micro Mini-Gun: Similar to the arm guns above, this system replaces the entire forearm with a small caliber, short-barrelled mini-gun. The weapon is a full, six-barreled, rotating gatling-style mini-gun. Its high rate of fire compensates for the small caliber rounds. The bullets will not penetrate anything with an A.R. above 14 or a natural/robot/vehicle A.R. of 12. They simply bounce off, but armor piercing rounds will work normally against any armor rating.

Range: 200 feet (61 m).

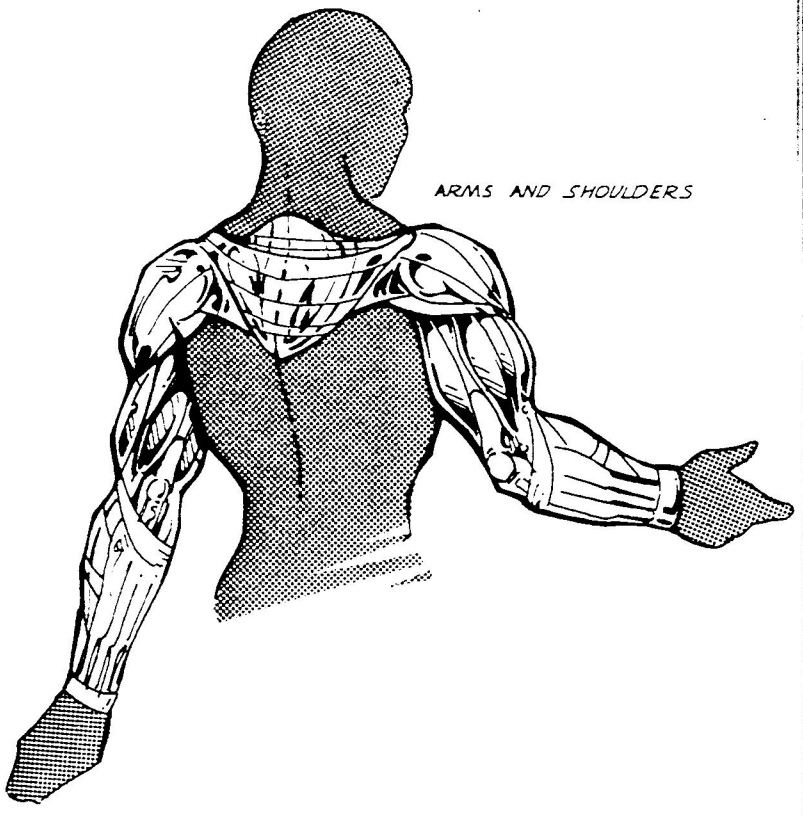
Damage: 1D6 per round or 1D6+4 for armor piercing rounds, but the weapon only fires in bursts.

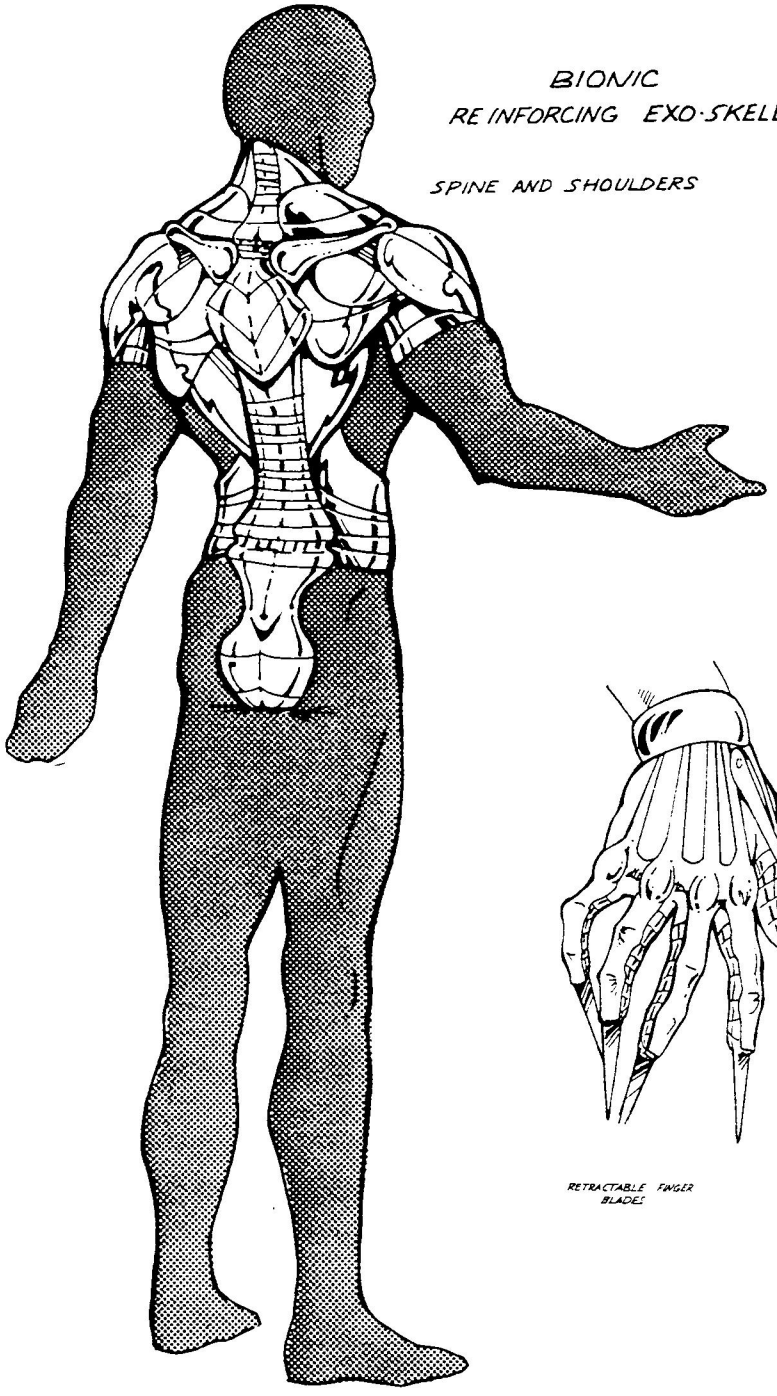
Rate of Fire: Standard automatic machinegun fire, *see Modern Weapon Combat*, but all bursts use only one melee attack, even full melee bursts.

Bonuses: None.

Payload: 100 round cylinders. A full melee round burst empties the cylinder. Replacing cylinders requires two melee actions. A triple cylinder port can be purchased that will hold and feed three cylinders before reloading. An optional belt feed cylinder allows the use of 1,000 round belts giving ten times the ammo capacity.

Cost: $1,000,000 for the weapon and 1 full cylinder. Ammo costs the same as .22 caliber bullets. Triple cylinder port costs $50,000 and the belt feed cylinder costs $100,000.

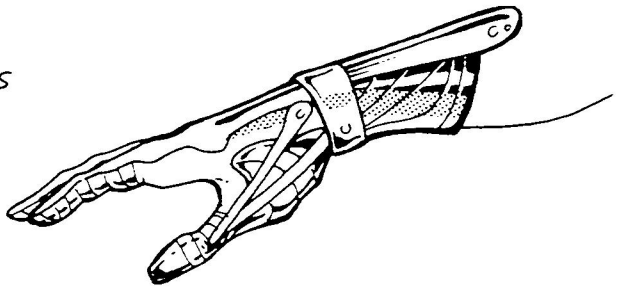




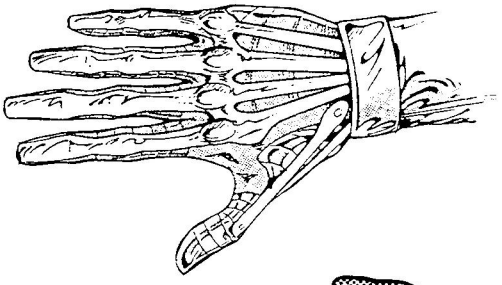
BIONIC
RE INFORCING EXO·SKELETONS

SPINE AND SHOULDERS

TOP VIEW SHOWING
EXO·SKELETON

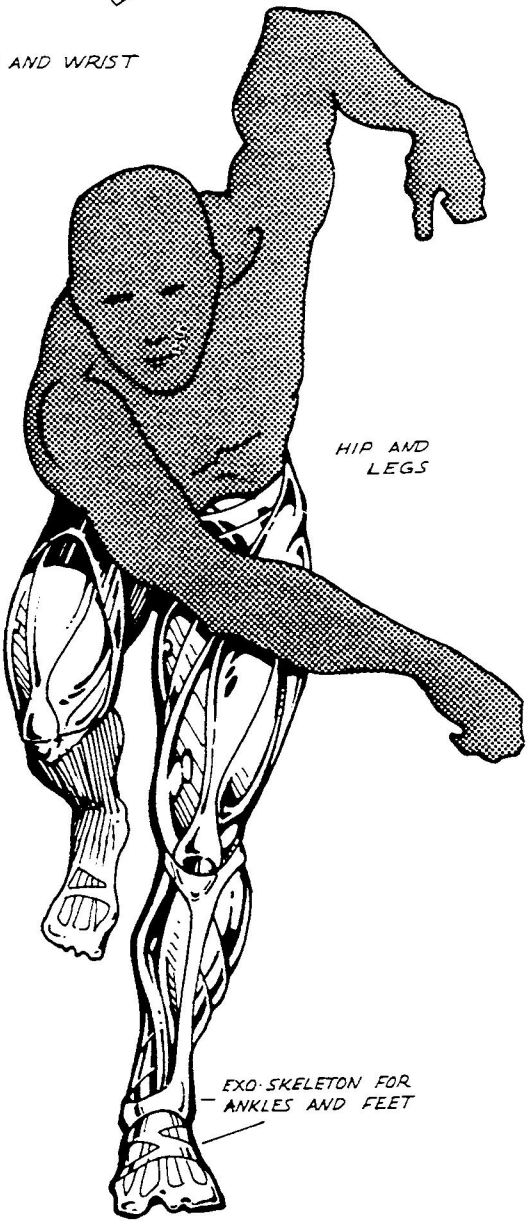


SIDE VIEW OF HAND AND WRIST



HANDS AND WRIST

RETRACTABLE FINGER
BLADES



HIP AND
LEGS

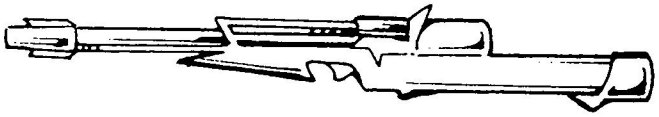
EXO·SKELETON FOR
ANKLES AND FEET

LASER ROD

ENERGY CLIP



ION · ROD



Laser Weapon Eye (1 or 2): Short range; usually draws its energy from the artificial power source of the cyborg. In the instances where this feature is used, the eye (or eyes) is unusually large or a visor-like implant rather than a human-looking eye. Sometimes the entire head is oversized.

Damage: 2D6 per single eye blast or 4D6 per double blast (both eyes fire simultaneously at the same target). A double blast counts as one melee action.

Rate of Fire: Each blast counts as one melee action.

Range: 400 feet (122 m)

Payload: Effectively unlimited.

Bonus: +1 to strike.

Cost: 330,000 per individual eye.

Bionic Armor

Bionic Body Armor is flexible and surprisingly mobile, interlocking sections of armored plates. They are NOT permanent body parts and can be taken off and replaced at any time. However, the donning of bionic body armor is a time-consuming process requiring about one hour. Taking it off is considerably quicker, consuming only about 15-20 minutes. The high armor ratings are the result of the close fitting, interlocking plates and advanced technology when compared to conventional body armors. Bionic body armor uses the normal body armor rules for penetration of A.R. and application of resulting damage.

Full Body Armor: A.R.: 18, S.D.C.: 750. Weight: 120 lbs (54.46 kg). **Cost:** $350,000.

3/4 Body Armor (covers chest, abdomen, arms, hips, legs): A.R.: 16, S.D.C.: 500. Weight: 90 lbs (40 kg). **Cost:** $250,000.

2/5 Body Armor (covers, chest, abdomen and hips): A.R.: 14, S.D.C.: 400. Weight: 80 lbs (36 kg). **Cost:** $150,000.

Half Suit (covers chest and abdomen): A.R.: 11, S.D.C. 250, Weight: 50 lbs (22 kg). **Cost:** $75,000.

Hips and Legs: A.R.: 9, S.D.C.: 200. Weight: 45 lbs (21 kg). **Cost:** $60,000.

Neck, Head and Shoulders: A.R.: 7, S.D.C. 150. Weight: 30 lbs (13 kg). **Cost:** $60,000.

Note: More than one suit of body armor can be bought and kept in reserve.

Reinforced Exoskeletons: Reinforcing exoskeletons are necessary to support joints, body connections, and bones. Without the exoskeleton, a bionic limb could be damaged, snapped and torn off, as well as being pulled apart or strained, or could tear muscles and bone. A cyborg can not lift a half ton over his head just because his arm has exceptional strength; the spine and shoulders must also be reinforced. The amount of exoskeleton a character may have depends solely on the needs and desires anticipated by the player creating him. Bonus: +1 to roll with punch, fall or impact.

Spine and Shoulders, adds 50 S.D.C., **Cost:** $1 million.

Arms and Shoulders, adds 30 S.D.C., **Cost:** $550,000.

Hands and Wrists, adds 10 S.D.C., **Cost:** $200,000 each.

Legs and Hips, adds 40 S.D.C., **Cost:** $1 million.

Feet and Ankles, adds 10 S.D.C., **Cost:** $100,000 each.

Bionic Chest and/or Ribs: Will protect the heart and lungs like body armor, providing an extra 55 S.D.C. to the upper body. **Cost:** $500,000

Bionic Skull will help protect the head and brain, providing an extra 30 S.D.C. to the skull. It can also add up to +4 to the P.B. attribute with custom sculpting (the latter adds $50,000 to the skull cost). **Cost:** $190,000.

Hard Plastic Skin that resembles human flesh can also be used. It does not feel anything like real skin. Normal weapons such as knives, clubs and low caliber bullets (.22,.25) do half damage. No special A.R.; S.D.C. bonus of artificial limbs is 15 each. **Cost:** $500 per square foot. Necessary square footage is identical to synthetic plastic skin.

Synthetic Plastic Skin that looks and feels like real human flesh can be used to cover the artificial limbs. Although slightly tougher than human skin, it does NOT provide an additional protection/body armor (S.D.C. or A.R.). **Cost:** $1,000 per square foot. It requires 22 sq. ft. to cover the average man and 17 sq. ft. for the average woman. Each arm requires 3 sq. ft., each leg 4 sq. ft., the torso 6 sq. ft., and the head 2 sq. ft.

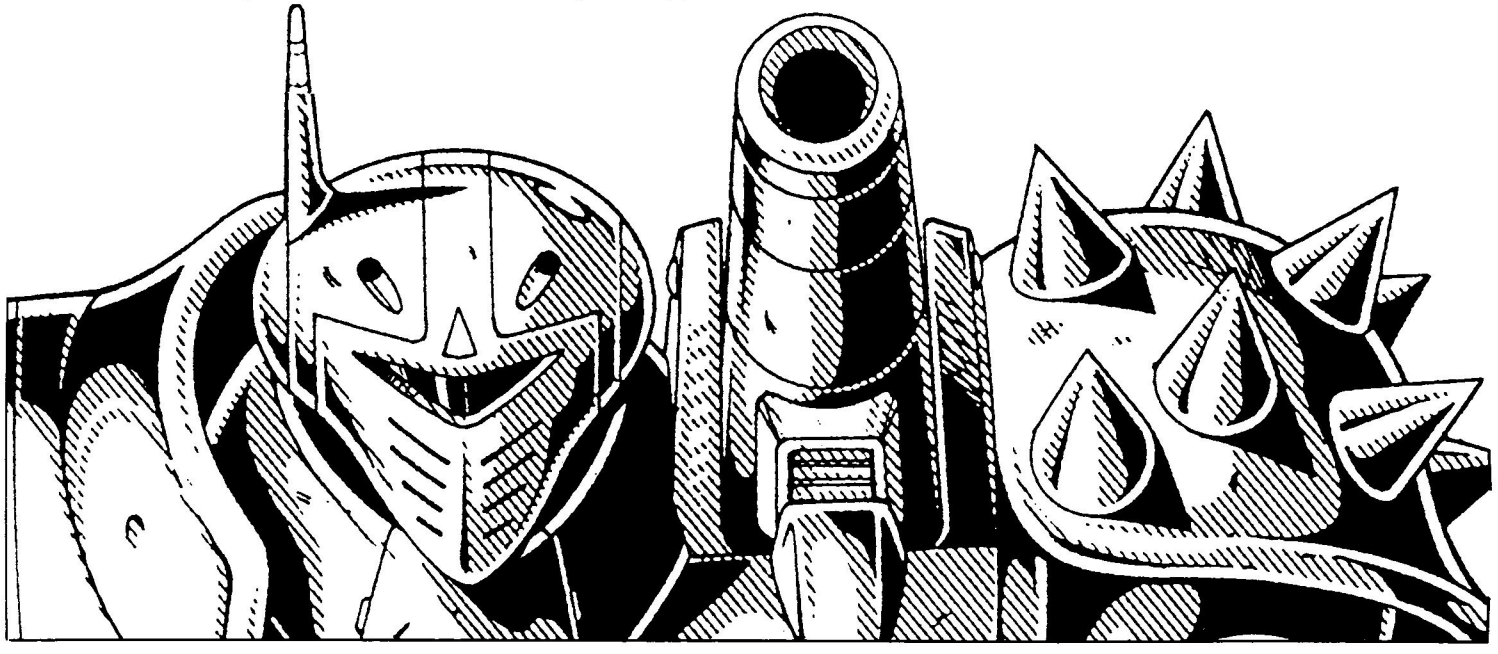
Small Secret Compartments can be built into bionic body parts to hold small tools or weapons. **Cost:** $8,000 per compartment. Number of compartments possible:

Arm — one in lower and one in upper arm; very small.

Leg — three small or two largish.

Chest — two small, flat compartments.

Special Note: Additional cybernetic implants and disguises are found in the **Ninjas and Superspies™ RPG** and can be included as additional items to purchase.



Experiments



The hero or supervillain created by scientific experimentation is a bit different from most of the other power categories in that his or her extraordinary powers are man-made.

Presumably, prior to the experiment, the character was an ordinary human being or perhaps even a physically impaired or underdeveloped human specimen. It is the experiment that has transformed and/or instilled the character with superhuman abilities. This complicates matters in several ways. It means a dozen or more people (perhaps an entire organization or government) knows about the experimental project, and, while as few as only one or two mad scientists might actually know the character's true identity (the experiment conducted without the knowledge or permission of the scientist's superiors), it is more likely that dozens of people know. Even worse, it is likely that the organization that is responsible will have some legal rights over the "volunteer test subject." In most cases, the test subject will be obligated (forced or blackmailed) to work for the organization or individual responsible for empowering him. A military sponsor may automatically enlist the character into the service of his nation (effectively a mandatory conscription), although a military or other governmental organization is likely to elicit genuine volunteers under the condition that the individual agrees to several preset conditions, including working for them.

Of course, there are governments and militaries headed by evil or insane leaders, renegades who engage in unauthorized (illegal and dangerous) experimentation, corrupt or deranged members of private industry, criminal organizations, and mad scientists who may also be capable of such incredible experiments. These groups are less likely to acquire genuine volunteers and may kidnap drunks, junkies, children and innocent people off the streets, or enlist criminals (or enemies assuming they won't survive the dangerous experiment and/or can be terminated afterward), or entice "volunteers" through promises of money, promotion, power and revenge (blackmail works too).

Whatever the case may be, the subject of experimentation is transformed and given incredible super abilities. This may sound wonderful, and as long the "test subject" gets along with the organization and enjoys his "work," there's not a problem. However, should the newly empowered superbeing clash with his creator(s) and/or employer(s), there can be serious problems. This can lead to the superbeing's unauthorized departure from his creators to operate as an independent. Such actions are typically regarded as a betrayal or even an act of treason, giving the "renegade's" sponsoring organization reason to hunt him down! Wanted fugitives are usually on the run from authorities and/or agents of their creators. This can include hired mercenaries, bounty hunters, criminals, supervillains, and even old colleagues or rivals (superhumans and otherwise). A superbeing publically branded (often such manhunts and vendettas are secret) as a dangerous criminal will find lawmen and other superheroes on his tail, as well as agents of his creator. Those assigned or enlisted to "get" the rogue superbeing may be instructed to apprehend or kill, depending on the circumstances and the code of ethics of the people involved.

Of course, if the character is on favorable terms with the sponsoring organization, they will offer support, access to superior scientific facilities and data bases, medical facilities, a secret identity, and some level of general assistance, as well as a regular salary (probably fairly substantial, 100,000 to 300,000 dollars to start). If an agent of the government, law enforcement, or a high profile private company, the superbeing's agenda and activities may be open and publicly acknowledged and promoted by the sponsoring organization. On the other hand, the character may literally be a "secret agent" with a secret sponsor, secret identity and agenda, and officially disassociated from (no links to) the people or group who created him and for whom he works.

The Creation of a Superhuman through Experimentation

There are also other considerations. These experiments often produce unintentional side effects that can help and/or hinder the individual.

Step One: The Usual

Determine the eight attributes, Hit Points, alignments, and optional rounding out data as usual. Physically or mentally inferior characters are okay, perhaps even preferred. Keep all initial attributes and bonuses written in pencil as skills and special bonuses will see them modified.

Step Two: Education & Skills

This character can come from virtually any walk of life and selections will depend largely on the sponsoring organization, i.e. some will want only those with a military background or currently in the military, or mentally or physically superior (or inferior if the experiment is meant to improve weakness, frailty or disease), and so on. Consequently, the determination of education level and skills is typically unchanged — select as usual. The character can have any level of education, from high school to doctorate, without affecting the outcome of the experiment.

It may be prudent to first determine the nature of one's super abilities and side effects before selecting skills. In this way the player can select skills that will complement his character or offset negative side effects.

Step Three: The Experiment & Powers

In many cases, the manifestation of super abilities is a one in a trillion *fluke* that was not expected and can not be duplicated. Even if the purpose of the experiment was to create a supersoldier or instill superpowers, either it has no noticeable effect on half to three quarters of its test subjects or seriously injures or kills most others. Only a tiny percentage have a successful reaction, and even then the experiment is likely to have unpredictable results — cannot duplicate the exact same effects twice. The powers themselves often defy scientific explanation.

The random elements of experiments means the player rolls once on each of the following tables to determine the general type of powers and side effects (Roll percentile dice for all). Likewise, when it is time to determine specific abilities, the player should roll on the appropriate *random* super ability tables.

Table A: The Nature of the Experiment

01-25 Chemical

26-50 Radiation or other energy.

51-75 Chemical and radiation combined.

76-00 Exposure to an unknown quantity (radiation, chemical, energy or microbes from a meteor, dimensional anomaly, alien substance or device, explosion, etc., abducted by aliens, etc.); the exact cause may never be determined.

Table B: The General Type of Experiment

01-20 A deliberate and successful attempt to create a human with superhuman powers, but results cannot be duplicated.

21-50 Accident; the manifestation of super abilities is completely unexpected, unintentional, and impossible to duplicate.

51-70 Unexpected side effect of an experiment.

71-00 A deliberate experiment to augment or alter the human body; an X-factor has produced staggering results. Cannot be duplicated at this time; requires further analysis.

Table C: The Number of Super Abilities

01-13 One Major Super Ability and three Minor abilities.

14-25 Four Minor Super Abilities only (no Major powers).

26-38 Two Major Super Abilities and one Minor ability.

39-40 One Major Super Ability and two Minor abilities.

41-52 Five Minor Super Abilities only (no Major powers).

53-64 Two Major Super Abilities (no Minor powers).

65-76 One Major Super Ability and 1D4+1 Minor Psionic powers.

77-88 Two Minor Super Abilities and two Super Psionic powers.

89-00 Three Major Super Abilities or Six Minor powers, player's choice!

The Supersoldier Option: Rather than roll on Table B or Table C, for super abilities, the player can opt to build a so-called "supersoldier," described toward the end of this section.

Specific super abilities are listed and described in the *Super Abilities Description* section. We strongly suggest using the random tables to determine specific abilities, but if a player prefers, and the G.M. allows it, he may select the abilities.

Table D: Side Effects (Permanent)

01-08 Hair Growth Stimulated; all body hair tripled.

09-16 Odd Skin Pigmentation:

01-10 Two toned; one light color for underbelly, neck, face and hands, a dark one for the rest of the body.

11-25 Light Green

26-40 Pale Blue

41-55 Stark White or Bluish White

56-70 Light Grey

71-85 Pale White

86-00 Dark Brown

17-24 Odd Skin Texture that detracts from physical beauty; -2 on P.B. attribute.

25-33 Whole Body Glows faintly in the dark; makes a great target at night; -40% to prowl in darkness.

34-40 Vulnerable to Radioactivity (even the tiniest levels): Reduce all physical attributes by half while exposed to radioactivity.

41-47 Must Physically Transform every time a power is used. Add 1D4 feet (0.3 to 1.2 m) to height, add 3D4x10 pounds (13 to 54 kg) to weight, skin color changes (roll on the previous odd skin pigmentation table). On the good side, it adds 2D4x10 S.D.C. and +1D6+4 to P.S.

48-54 Requires Energy for Nourishment: Can not eat or drink normal food; must absorb energy such as electrical, light or heat energy (not organic life energies). Must have 200,000 amps or six hours of light per day. On the good side, the character never gets hungry nor fatigues when exposed to sunlight or heat, and is resistant to energy weapons. Electricity, heat and laser blasts do half damage (punches, plasma, magic energy, and others do full damage).

55-63 Increased Mass: Physical proportions are unchanged, but mass/weight is increased; add 1D4x100 lbs (45 to 180 kg) to weight, decrease speed attribute by 20% and -10% to climb, acrobatics and gymnastics skills. Add 1D4x10+20 to S.D.C., +6 to damage from punches and kicks (in addition to P.S. bonus), and +1D6+4 to P.S.

64-70 Chemical Resistance: An automatic saving throw at +5 to save against all chemicals, drugs, toxins and pollution (only +2 to save vs magic potions). Even if the character fails to save, all penalties, effects, duration and damage are half normal. Unfortunately, this applies to good, lifesaving chemicals/drugs, as well as deadly ones.

71-77 Breathe Without Air: The character does not need to breathe air, but still functions normally, even in airless environments. Impervious to gases. On the downside, the character has no sense of smell or taste. None!

78-84 Chronic Pain: On the positive side (be that as it is), the character has developed great tolerance to pain. This means he/she can endure torture and severe injury, fighting on up to -32 Hit Points below zero, before collapsing (+5% to save vs coma). On the negative side, the character constantly suffers from some level of pain and tends to push himself. Reduce P.E. by one point, -1 on initiative, and -5% on all skills (the pain is distracting and debilitating).

85-93 Hair Permanently Falls Out: All hair on the head, face and body falls out and never grows back.

94-00 No Facial Features: (including facial hair) Except a slit for a mouth, two tiny holes for nostrils, a slight ridge just above what was once eye sockets, small narrow eyes, and button sized ears, the face is featureless. Despite this physical deformity, the character can breathe, hear, speak, and see as well, or better than ever. **Vision:** Perfect 20/20 vision, even if the person needed eyeglasses before. Can naturally see in the infrared and ultraviolet range (600 feet/183 m). **Sense of Hearing and Smell** is much sharper; adds +2 on initiative. The character can also discern between different sounds much more clearly, and is +20% to the imitate voices skill.

On the negative side, reduce physical beauty by half. Also, roll on the random insanity table resulting from trauma.

Table E: The Sponsoring Organization

01-24 Private Industry

25-50 Medical Research Facility

51-75 Military

76-00 Secret Organization (roll again for motive)

01-20 Medical

21-50 Criminal

51-80 Crime Fighting

81-00 Military

Table F: Status with Sponsoring Organization

01-20 Allowed to leave on very good terms; friendly relationship. Both the superbeing and the organization may ask the other for the occasional favor.

21-30 The powers are unknown to the organization because they manifested long after the experiment or incident. Thus, the agency (at this point in time) has no idea the character has super abilities.

31-36 Left in the cold. The sponsoring organization has been disbanded and all evidence of its existence is completely gone. Nobody — no government, industry or individual — will ac-



knowledge the program ever existed or that they even know the superbeing!

The character may have no knowledge of his past or why he was imbued with incredible power.

37-41 Ran away and is hated by the sponsoring organization! The superbeing is regarded as a dangerous renegade and loose cannon (whether he is or not) who must be destroyed! They have publicly branded the character as a psychopathic monster. Thus, he is hunted by the law as well as the organization, bounty hunters and even the occasional superhero. Media coverage is seldom positive, and will usually focus on the negative (damage, injuries, recklessness, criminal implications, past crimes, etc.)

42-50 Allowed to leave after a great antagonism/conflict. Not friendly, but may deal with the superbeing occasionally. May have enemies in powerful places, but they won't bother with him unless the superbeing causes them grief.

51-60 Ran away; secretly hunted by the organization. The sponsoring organization is hostile, but not deadly (not yet); wants the superbeing for further experimentation and research.

61-70 Thrown out of the program. All ties are permanently dissolved. The organization is very angry/hostile toward the character and is easily antagonized by him.

71-80 Ran away; considered to be a criminal and/or extremely dangerous. Hunted by law enforcement agencies and the organization that created him.

81-85 Ran away, but the organization is secret and is afraid their runaway rogue will expose them. Hunted by the organization, which is likely to use other superpowered agents as well as human agents, and will consider outside "freelancers" (supervillains, mercenaries, etc.). Initially, they'd like to apprehend (and imprison indefinitely) the rogue super being, but may decide to terminate him! On the other hand, depending on how the character conducts himself, they may eventually decide he is no danger to them and just leave him alone.

90-00 Currently employed by the organization and makes no less than $100,000 a year (probably triple). The character is loyal to his creators and their cause (good or evil — may be their pawn).

Other Stuff

Level of Education and Skill Selection: Standard; see creating a character and educational level.

Hand to Hand Combat: Combat skills are not automatic, but must be selected as a learned skill; see Hand to Hand Combat skill.

Attacks Per Melee (Hand to Hand): As with ALL heroes, the experiment characters automatically get two attacks per melee round. Additional attacks must be developed through combat or physical skills, or super (and supersoldier) abilities.

Weapons and Armor: Unless the character is extremely wealthy, only conventional weaponry and body armor are available to him. If the character is on amicable terms with the organi-

zation that created him, or in its employ, he may have access to specialized equipment. The degree of available items is left solely to the discretion of the Game Master.

Alignment: Any alignment can be chosen, but heroes should generally be of good or selfish alignment.

Structural Damage Capacity (S.D.C.): All characters spawned by experimentation have a base S.D.C. of 40, plus any additional S.D.C. from physical skills or side effects from the experiment.

Available Financial Resources: 5D6x100 dollars are available in ready cash. This is in addition to a possible life savings (see optional rules to round out one's character). There is a 01-84% likelihood the character owns a conventional car that is 1D6 years old. Presumably the character has a job, apartment and reasonable personal possessions.

Other Options: With Game Master approval, players can use experiment-type O.C.C.s from other Palladium games like **Rifts®**. The *Juicer* and *Crazy O.C.C.s* are particularly easy to adapt since they do not have M.D.C. and are experimental type characters. Use only the bonuses and special abilities as listed in **Rifts®** (not tables A-F), but roll education normally for **Heroes Unlimited™**. Equipment will of course come from **Heroes Unlimited™**, unless the characters are from another dimension or alternate future Earth.



STERANKO

The Supersoldier Option

Players may opt to build a supersoldier character rather than roll for random super abilities. The supersoldier is a catch name that means the "experiment" was a deliberate attempt to create a superior, human fighting machine. The focus is usually on tapping into the vast human potential. To bring the human body and mind to their ultimate capabilities. Although the limited use of cybernetic implants may be part of the experiment, their inclusion is minimal when compared to the bionic character. **Note:** If this option is selected, the player does not roll on Tables B & C. Likewise, the super being is much more likely to be an active agent for a government or organization, so it may not be appropriate to roll on Tables E or F unless he is no longer affiliated with that group. Do roll on Tables A and D.

Determining Supersoldier Abilities: As usual, the player can select or randomly roll for his powers as a supersoldier.

Roll for *one Minor Super Ability* and roll three times on the table that follows. If the same Supersoldier ability is rolled twice, ignore it the second time and either reroll on this table or roll on the Minor Super Abilities Table elsewhere in this book.

Supersoldier Ability Table

01-10 Attempted to Increase Physical Agility and Dexterity: Increase P.P. attribute to 22 (do not change if the P.P. is already higher) and is ambidextrous. Bonuses: +2 on initiative, automatic dodge, paired weapons, and add +5% to skills requiring manual dexterity and/or agility such as acrobatics, climb, swim, pick locks or computer operation, etc.

11-20 Attempted to make the character invulnerable: Adds 80 lbs (36 kg) to weight (muscle, not fat), skin has a natural armor rating of A.R. 13, plus gets an extra 2D6 H.P. and 4D6x10 S.D.C. An opponent's roll to strike must be 14 or higher to inflict damage. Rolls under 14 may hit, but do no damage.

21-30 Attempted to Increase Physical Speed: Triples speed attribute and enables the character to leap 15 feet (4.6 m) straight up and 20 feet (6.1 m) across; +1 on initiative, +1 to dodge, and +1 to roll with impact, punch or fall. However, the character is hyperactive, has trouble relaxing and trouble sleeping.

31-40 Mind and Body are more attuned to each other, increasing reaction time and alertness. Adds one hand to hand attack per melee, +2 on initiative, +4 to save vs Horror Factor, and +2 to save vs possession.

41-50 Bionic Implants in the head stimulate certain brain neurological, chemical and glandular activity to increase Physical Endurance and Strength. Raise P.E. attribute to 19 (if already 19 or higher, add 1D4 points), increase S.D.C. 3D6, P.S. by 2D4 points and Speed by 2D4 points. The character is not affected by physical exhaustion/fatigue for the first two hours of strenuous activity. However, the character suffers from chronic headaches and eats four times as much as normal without gaining weight, because the higher metabolism burns up the calories.

51-60 Brain Boost: Raises I.Q. attribute to 20, but will not increase an I.Q. that is already 20 or higher. Standard I.Q. attribute bonus applies, plus the character is +1 to save vs illusions and +2 to save vs Horror Factor and possession.

61-70 Physical Transformation: The character is physically altered, with fat becoming lean muscles, bones strengthening and/or healing, hair filling out, physical impairments such as poor vision and poor hearing corrected, and disease, even a terminal one, eliminated (at least for the time being; may return in 4D6 years). Bonuses: Add 1D4 to P.E., 2D4 to P.B., 1D6 to speed,

and 1D6 to P.S. plus P.S. is equal to the Minor Super Ability of Extraordinary Strength; +2D6 to Hit Points and +4D6 to S.D.C.

71-80 Bionic Weapon System is built into one of the character's hands and arms. This is not an artificial limb, but a bionic implant. The weapon responds to bio-electrical impulses from the brain and is under the complete control of the character. Unfortunately, the power system is limited to a maximum of 40 blasts per hour, but automatically recharges. P.S. of the bionic hand and arm is 20, and it has 50 S.D.C.

Select two from the following:

Electrical Discharge: Does 1D6, 2D6 or 5D6 damage (character can adjust the degree of damage; counts as one blast regardless of damage amount). Can be fired as an arcing blast or the hand can be electrified to inflict damage by touch (add normal punch and P.S. damage to the electrical damage if used as an electrified punch attack). Range: 100 feet (30.5 m). Payload: 50 per hour; self-regenerating.

Laser or Energy Blast: A concentrated bolt of energy intended for close to medium-range combat. Inflicts 2D6 or 4D6 damage per blast. Range: 400 feet (122 m). Can fire 50 per hour.

Retractable Claws: One in each finger; adds 4D4 damage to clawing/slashing or jabbing punch attacks.

Retractable Forearm Blades: A pair of blades equal in length to a short sword can extend and retract from a housing in the forearm; does 2D6 damage per strike and +1 to parry.

Rocket Hand: The bionic hand can fly off to strike an opponent or to grab something and then return to its mechanical housing. Range: 200 feet (61 m). Damage from its punch is 2D4, takes one melee action to return and reconnect. Has 18 S.D.C.

81-90 Bionic Sensor System: Built into one of the character's hands, arm or head. This is not an artificial limb, but a series of bionic implants. The sensors alert the character to certain dangers or conditions. Select six.

Clock Calendar: Accurately keeps the time of day and date.

Electronic Bug Detector: Range: 20 feet (6.1 m).

Explosives Detector: Range: 8 feet (2.4 m).

Motion Detector: Picks up motion all around the character within a 10 foot (3 m) radius, alerting him to imminent attacks from behind or above; +1 to parry and dodge.

Radiation Detector: Measures radiation and warns of dangerous levels.

Radiation Detector: Picks up, pinpoints and measures the degree of radioactivity.

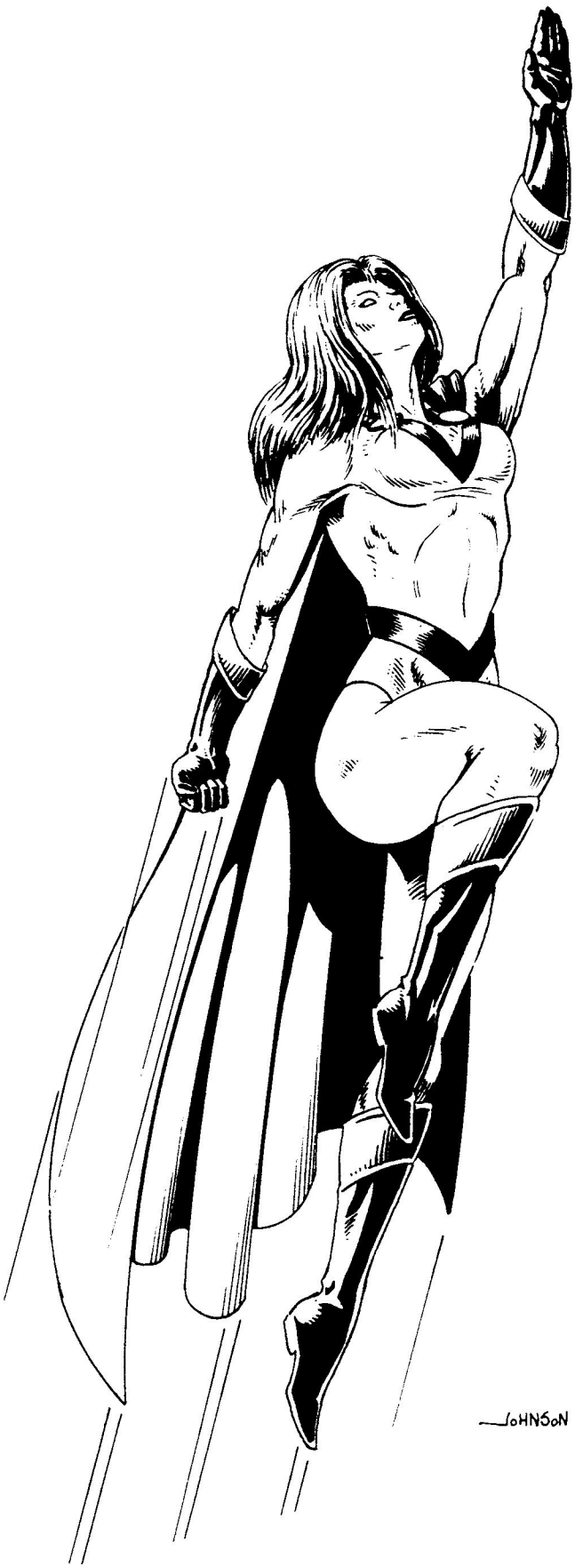
Heat Sensor: Picks up and measures heat, Range: 30 feet (9 m).

Radio Scrambler: Will distort or "scramble" outgoing radio signals, preventing interception and interpretation by the enemy. The character must be using a radio.

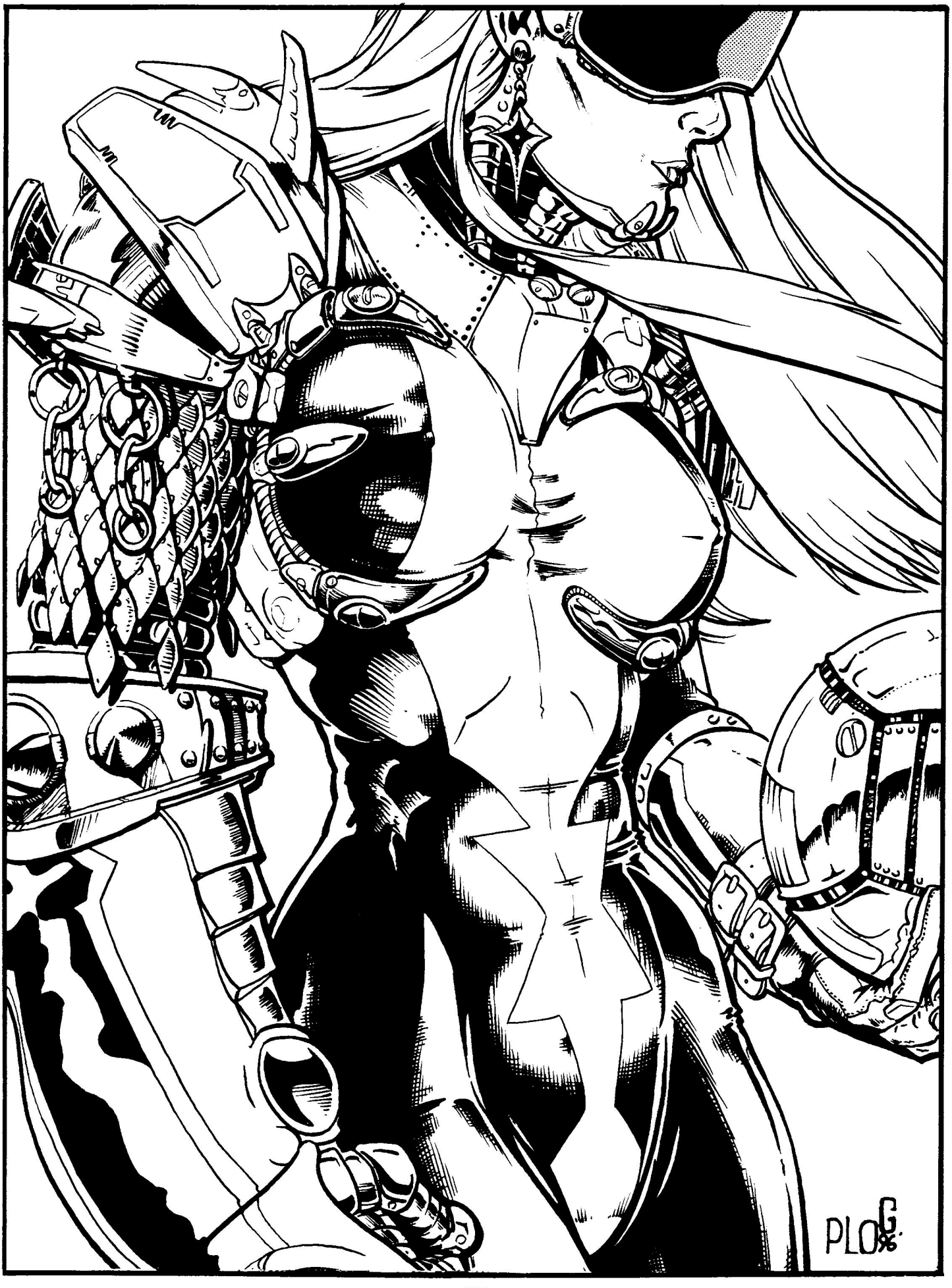
Infrared Warning System: Alerts the character whenever infrared light is focused on him.

91-00 Uncanny Targeting and Throwing: The character can throw any weapon or item designed for throwing (a ball, spear, knife, grenade, etc.) with astonishing accuracy (+1 to strike when throwing or making an aimed or Called Shot) and at twice the normal distance. Additionally, the character can fire a weapon or throw from a moving vehicle or while riding a horse, while hanging upside down or while leaping or falling without penalty!

He can also throw two items simultaneously at the same target or at two different targets (in this latter case, no bonus to strike applies to either) and only uses up one melee attack/action.



The character's ability to see and track (some say sense or feel) moving objects/targets enables him to attempt to parry or dodge projectiles (bullets, arrows, etc.) and energy blasts, but with no other bonus than +2 to parry or dodge.


PLOG

HARDWARE

By Wayne Breaux Jr. & Kevin Siembieda

The character who falls into this category possesses no unusual super ability, magic power or bionics. He or she is a normal person with an exceptional knack for building and using machines and gimmicks. This is the guy who has an incredible souped-up car and a jet pack in the trunk. As a crime-fighter, the character is likely to be physically capable in combat, and possess a number of physical skills, but the real emphasis is the man and his machines.

The Hardware character is an expert with his machines and gimmicks devices — many of which are experimental creations of his own design (or at least souped-up modifications). Many take hours and hours to design and then build. Some are potentially dangerous. Most require special training, and can be quite expensive. Consequently, the Hardware guy is not likely to outfit his super-buddies with his gizmos for personal and safety reasons.

Hardware Skill Notes

Anyone with the right skills, namely *Mechanical Engineer, Electrical Engineer,* and *Weapons Engineer,* can attempt to create the same high-tech items that Hardware characters can, like trick guns, souped-up cars, and electronic gizmos. However, Hardware characters are natural geniuses when it comes to machines, so they have a higher chance of success in building and modifying machines. The following Hardware categories present a number of special abilities, along with skill penalties for performing certain high-tech work. *These penalties apply to anyone trying to perform the listed feat.*

Thus, a character trying to hot wire a car with Streetwise or Pilot Automobile will use the penalties listed under the Hot Wire skill in the *Hardware Electrical Genius* section, and a Robotics Engineer attempting to restore S.D.C. to his damaged robot with Robot Mechanics would check for penalties under Robot Construction and Repair in the *Hardware Analytical Genius* section. In addition, anyone using a Secondary skill or alternate skill to perform a task (such as Electrical Engineer instead of Robot Electronics to repair a Type Three exoskeleton) suffers an additional penalty of -10% on top of any listed penalties.

Special, Over 100%, Hardware Skill Percentage Rules

Hardware characters are absolute naturals at their chosen area of expertise, thus they start with amazing skill percentages, even at first level. This is to reflect their capabilities and to set them apart from other characters with similar backgrounds. As the following section will show, doing the kind of unique and advanced feats that are commonplace to these characters is not easy. There are numerous penalties to skill rolls, and some of them can be substantial (like the -60% for hacking an ultra-sophisticated computer). *These penalties apply to all characters attempting the described actions,* not just Hardware characters.

In order to keep the Hardware expert continually ahead of other characters in similar fields, their incredible percentages continue to increase with experience and go beyond the 98% skill rating cap!

Players with these characters should keep track of their character's total skill percentage, even beyond 100%, because this "extra" will help to offset skill penalties. This is done by taking the over the top skill ability — say a skill with a 135% proficiency — and subtracting any penalties from that incredible aptitude. Okay, so if a penalty of -20 was applied to the skill with 135%, the Hardware character is unaffected by the penalty because he still has a 115% skill proficiency. However, to gauge success, the character still has to roll under 98%, because there is always a *chance* that even a genius will make a mistake (maybe he's too overconfident, waits too long, doesn't pay it enough attention because it is so easy, and so on). If the skill penalty was -60%, then the Hardware guy with the 135% skill would perform it at 75% proficiency instead of his maximum 98%. By contrast, even the best engineer would perform that same skill at 38% (98 - 60 = 38), so the Hardware character has a tremendous advantage.

Hardware Costs

The costs given in the respective Hardware Sub-Categories for building and buying the gimmick items are rather self-explanatory. If a character can build the item, he uses the reduced "Cost to Build" price. If he can not, or does not have the time to build the item himself, the "Cost to buy ready made" price is used. This applies to all characters attempting construction. Note that all vehicle construction prices are considered "Cost to Build" prices, so the "Cost to buy ready made" for the same item would be about ten times the "Cost to Build" prices (except for Hardware: Mechanical Genius characters).

Time Restrictions

The amount of time needed to work on a high-tech gizmo varies with the complexity of the task. The player and Game Master will have to work out, together, how much time is needed to do the work properly. Also, the man-hours of work may have to be spread out over a period of days, weeks or even months. Precision (and experimental) work requires a clear head and one's full attention. Remember, even heroes need to sleep and rest, and if the character is maintaining a secret identity, holding a part-time job, and spending time superheroing, there's not much time (or energy) left to spend creating new "toys." On the other hand, the Hardware character loves toys and enjoys tinkering almost as much as adventuring.

A reasonable formula for determining time is at least *one hour* for every one penalty point. Two or three hours per each penalty point if it's the character's own design, or something experimental, and add 10 hours per point for miniaturization. This is the time needed to "build" one prototype device. Additional time will be required for research, study of problems, analysis of new sys-

tems and theories, travel, getting/finding and/or building specific parts to the proper specifications, and finally some method in making money to purchase all the parts and materials needed. Players and G.M.s should consider all these issues.

Creating a Hardware Character
Step One: The Usual

Determine the eight physical attributes, Hit Points, S.D.C., alignments and optional rounding out data as usual. The only exception is, if the I.Q. attribute is 8 or less increase it to "9." If the I.Q. is higher than "9," that's great, just leave it alone. Nine is the minimum I.Q. for Hardware characters.

Step Two:
Education & Skill Modifications

Roll to determine the character's Educational Level as usual. Then subtract one entire Skill Program from those normally available. Why? Because each of the four Hardware categories get a handful of skills to take its place.

The character can have any level of education, from high school to doctorate, without significantly affecting him in his Hardware role. Of course, it is wise to select skills that will help support his tinkering or to round him out for his role as a superbeing.

Note: The Analytical Genius, is the only exception, he does *not* determine education as usual, but gets a special range of skills.

Step Three: Special Skills; Hardware Area of Expertise

There are now four hardware categories of expertise and abilities. Players can either select one of the categories or randomly roll.

01-25 Electrical Genius
26-50 Mechanical Genius
51-75 Weapons Genius
76-00 Analytical Genius

Once a category has been determined, go to that section and build your character. It is in each of the four sections that one's abilities, budgets and equipment will be explained.

Hardware: Electrical Genius

This character is a genius in electronics — a whiz kid when it comes to wiring, rewiring, circuitry, microchips, working on and with computers, communication devices, listening devices (bugs), and electronic gizmos of all kinds. Thus, he can use, construct, design, repair and modify electronic devices with great skill and precision. Working alone, the Electrical Genius can build equipment that normally takes a full design team months to come up with. Unlike the Analytical Genius, this character can produce finished, expert looking work.

Electrical and Related Skills and Bonuses:

The following are in addition to Scholastic and Secondary skills.

Electrical Engineer (+30%)
Read Sensory Instruments (+20%)
Surveillance Systems (+20%)
Optic Systems (+20%)
Computer Operation (+30%)
Computer Programming (+20%)
Radio: Basic (+20%)
Basic Mechanics (+10%)
Mathematics: Advanced (+20%)

Special Electrical Skills

Hot Wiring
90% +1% per level of experience.

Generally the term "hot wire" refers to car thieves who bypass an automobile's ignition by tearing out the ignition wires and connecting them to their own ignition or crossing wires to get an electrical charge to start the ignition without a key. The Hardware Electrical character can do this and more! In addition to hot wiring cars, the character can electrically bypass, redirect, rechannel, or tap into alarms, telephone lines, satellite feeds, cables (electrical, TV, and telephone), electrical circuits, surveillance/camera systems, and computer networks. Basically, the character can rewire or modify the wiring of any electronic device.

Hot Wiring/Electrical Bypass Penalties:

The following penalties apply whenever the character tries to hot wire/bypass, redirect or tap into something. They generally reflect the complexity and difficulty of the job. In some cases, more than one penalty may apply. For Example: A new model car may have an electrical alarm with keypad lock/entry, and must be hot wired for a cumulative penalty of -20%. All penalties are cumulative.

Hot Wiring Automobiles

-0% Cars built before 1985; a snap; time required, 1-2 melees.
-5% Cars built after 1985, a little more sophisticated; time required, 1D4 melees (that's still only 30-60 seconds).
-5% Auto-alarm, should be disconnected first; time required, 1D4 melee rounds.
-5% Foreign cars can be tricky; time required — 1D4+1 melee rounds.
-10% Auto Electric Lock or entry keypad, this can be a toughy; time required, 1D4+2 melee rounds.
-12% Hidden cut-off switch (automobile); time required, 1D4+4 melee rounds.
-20% High-Tech Spy or Military anti-theft/protection system (state of the art); time required, 1D6+1 minutes.

Security & Alarm Systems

-5% A common, standard alarm system, a breeze; time required, 2D4 melee rounds.
-10% A sophisticated alarm system; time required, 3D4+4 melee rounds.
-15% A superior alarm system; time required, 1D4+4 minutes.
-15% An unfamiliar type of security system, add 2D4 minutes.
-10% Tamper-proof, well supposedly; add 2D4 minutes.
-30% A super, high-tech, state of the art complex alarm system (this is the bank, museum and spy type of security alarm); time required, 4D6 minutes.

-5% if tied to a camera system, and adds 1D4 minutes.

-10% if tied to motion or heat detection system, adds 1D4 minutes.

-10% if tied to a laser system, and adds 1D6 minutes.

-10% if mechanical construction or deconstruction is necessary.

Note: A failed roll means the alarm has been accidentally triggered.

Electrical Locks

-10% A basic lock system; time required — 1D4 minutes.

-15% A more sophisticated lock system; time required — 2D4 minutes.

-25% A sophisticated lock system; time required — 3D4 minutes.

-35% A super sophisticated, complex lock system; time required — 6D4 minutes.

-15% A timer lock system (set to open only at a specific preprogrammed time; often combined with the sophisticated systems); add 2D4 minutes.

Special. An alarm system is linked with the lock system. See security alarms foradditional penalties and additional time required.

Miscellaneous

-10% to work on miniaturized systems.

-15% to correctly disarm a bomb (no penalty if demolitions is one of the character's skills),

-20% to rewire or hot wire an energy weapon.

-5% to tap into cable television.

-10% to tap into a computer system/network.

-15% to tap into telephone wires.

-15% to tap into a satellite feed (another -15% if a military or spy system).

-10% Bypass keypad entry system, commercial type; time required: 2D4 melees.

-20% Bypass keypad entry system, superior industrial or military type; time required: 1D4 minutes.

-10% Tamper-proof keypad system (often combined with the superior industrial types); add 1D4 minutes.

-15% Hot wire or shut down electrical doors, escalators, or elevators (access panel must be available): 2D4 melees.

-55% Repair/Work on super-sophisticated circuitry like robots, cybernetics, or nano or alien technology.

Computer Hacking

82% +1% per level of experience

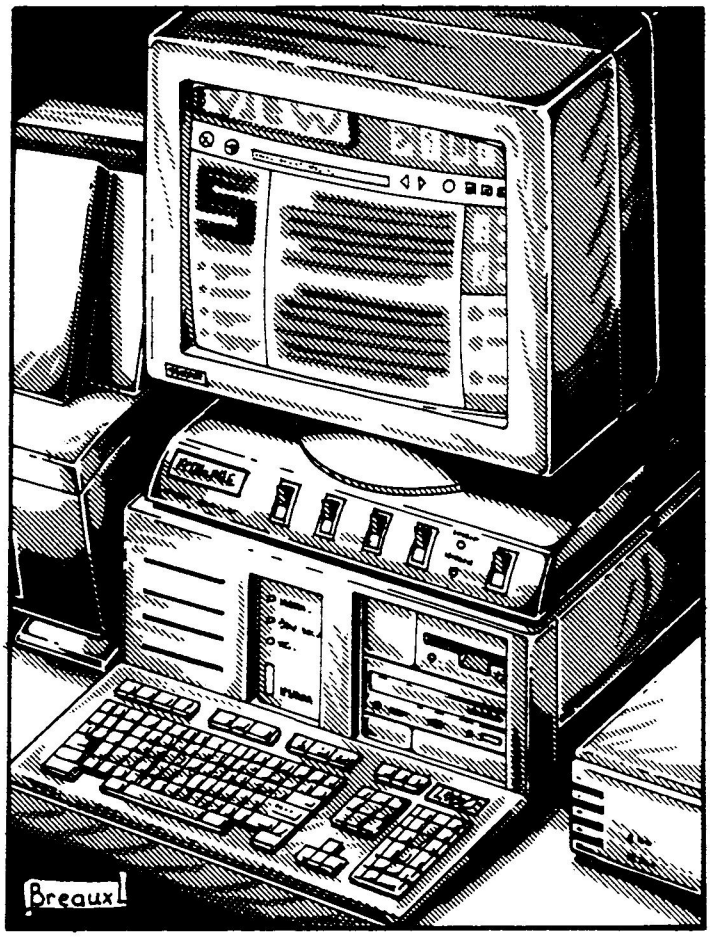
This is a slang term for a computer operator who gains access to other computers, usually by telephone modem, and breaks their security code to plunder their data or to infect it with a virus. This skill includes an in-depth knowledge of computer programs, useful in pirating computer information. Only the Special Training Super Sleuth is better than the Hardware Electrical character.

Hacking Penalties

The following penalties apply whenever the character tries to gain access to computers and computer programs that are not his own. The penalties generally reflect the complexity and difficulty of the job.

-5% to surf the Internet or World Wide Web for free.

-10% to break a simple security program; time required: 2D4 minutes.



-20% to break a moderately sophisticated security program; time required: 6D6 minutes.

-40% to break a sophisticated security program; requires 4D6 hours.

-50% to break a super-sophisticated security program or reprogramming an Artificial Intelligence; requires 8D6 hours.

-60% to break a superior military, state of the art (or alien) security program, or reprogram an advanced Artificial Intelligence; time required: 4D4 days (a "day" is a minimum of 10 hours).

-10% to decipher an unknown data code; time required: 4D6 hours.

-25% to decipher an encrypted code; time required: 3D4 days.

-15% to "lurk" undiscovered on an active system.

-5% to 10% to replace a security code with his own (must first break the original code). These are predesignated codes that the character has designed some time ago and can just be "keyed in." A good security program takes weeks or even months to design.

Time required to load depends on the complexity of the program:

Simple — 4D6 minutes

Moderately sophisticated — 2D4x10 minutes.

Very sophisticated — 1D4 hours.

Special: Changing/reprogramming a computerized system:

Simple: -5% and takes 2D6 minutes.

Moderately sophisticated: -10% and takes 1D4x10 minutes.

Very sophisticated: -15% and takes 1D4 hours.

Special: Building security codes:

Simple: -10%, and takes 3D4 days.

Moderately sophisticated: -30% and takes 1D4 months.

Very sophisticated: -50% and takes 3D4 months.

Special: Building viruses:

Simple: -20%, and takes 3D4 days. This is the annoying, but not particularly damaging type.

Moderately sophisticated: -35% and takes 2D4 months. This is a more serious and troublesome type of virus.

Very sophisticated: -60% and takes 4D6 months. This is a dangerous and destructive type of virus that can destroy memory files, cause serious malfunctions, etc., and requires an expert to find and remove it.

Note: These penalties can be applied to anybody with the Computer Hacking and Programming skills.

Electronics Construction

88% +1% per level of experience

The Electrical Genius can not only figure out, operate, tap into and bypass electronic devices, but he can also repair, build and modify them. With the proper materials, the character can construct, rebuild, combine and program calculators, computers, stun guns, telephones, radios, cameras, and everything from toasters to electrical engines. Virtually all household items, to most of the electronic equipment in the Equipment section, can be built, rebuilt, combined or modified by the Electrical Genius. Cost is typically 40% *less* than the listed prices because the character is doing all building and customization himself.

The following tables give some penalties for building electronic systems or devices. For example, building a quality laptop computer by hand is computer construction (-05%) requiring micronization (-15%), minor hardware enhancements (-10%), and complex programming (-15%), for a total penalty of -45%. Likewise, building that laptop into a robot would add a further -15% (-60% total), but integrating it into the robot as part of the control system would require robot electronics and adds -40% instead for a whopping -85% penalty. The Electronic Gimmicks section provides other specific examples.

Penalties

-15% for micronization.

-20% for microprocessors.

-40% for nano-technology.

-15% for special optic systems (thermo, nightvision, etc).

-15% for special sensor and sensory capabilities.

-20% for laser technology (computer and communications only. No weapons)

-35% if integrated into bio-systems; like cybernetics.

-5% for computer construction.

-10% for minor computer hardware/electronic enhancements.

-15% for major computer hardware/electronic enhancements.

-15% for complex memory systems and programming.

-10% for complex electronics, like expensive stereos, bugs, and optics.

-40% to robot electronics (half if the robot electronics skill is known).

-60% to work on artificial intelligences (half if the robot electronics skill is known).

-15% if implanting into or modifying a device for a robot.

-50% if dealing with alien components, devices and technology.

-10% to create a simple jury-rig of electronical stuff; lasts for 3D4 uses before it falls apart or shorts out.

-20% to create a complex jury-rigging of electronical stuff, or jury-rig with substandard components; lasts for 2D4 uses before it falls apart or shorts out.

-25% to jury-rig a means to recharge an Energy Clip.

Evaluate & Diagnose Electrical Systems

The character can accurately assess the quality of parts, electrical wiring/work, and electronic devices. He can also figure out the purpose of the machine, how it works, and how to use it, as well as diagnose potential weaknesses and actual problems or flaws. This includes determining the level of complexity, specific aspects of difficulty, and the approximate cost, parts, and time required to make repairs, corrections, or to build a copy (estimate will be within 2D6% up or down). Base Skill: 50% +5% per level of experience (-50% when dealing with alien technology, -30% when dealing with robotics, cybernetics or nano-technology). A failed roll means he has greatly underestimated the amount of time, work and cost by 1D4x10+25%.

Determining Equipment

The type and amount of equipment is limited by the character's budget. Roll on the following budget table to determine the amount of money available to the character and then flip to the equipment section to make purchases. At least 33% of the money must be spent on electrical equipment, such as listening devices, computers and so on. The rest can be spent on other items. As much as 30% of the money can be saved for later purchases.

Hardware: Electrical Budget

01-15 $15,000
16-29 $20,000
30-45 $30,000
46-60 $40,000
61-75 $50,000
76-89 $60,000
90-00 $70,000

Note: Presumably, the character has already spent 3D4x10,000 dollars on outfitting his or her workshop, equipping it with all the tools and necessary equipment of the trade. This includes a high end personal computer, and one or two additional personal computers for specialty operations and extensive multitasking. All computers have high grade color monitors and a basic printer. Other accessories can also be purchased. The workshop can be in the basement, garage or a hidden location.

Other Stuff

Alignment: Any alignment can be chosen, but heroes should generally be of good alignment.

Other Skills: Additional electronic, mechanical and other skills can be learned through Scholastic education or picked up as Secondary skills. As an electrical and building genius, the character gets an additional +10% bonus to any electronic or mechanical skills selected as Scholastic or Secondary skills.

Hand to Hand Combat: Physical combat skills are not automatic, but must be selected as a learned skill.

Attacks Per Melee (Hand to Hand): As with all superbeings and heroes, the Hardware: Electrical characters automatically get two attacks per melee. Additional attacks must be developed through hand to hand combat and boxing skills.

The Hardware character may trade three of his hand to hand attacks and reduce all of his skill bonuses, in all categories, by half to select a *second* hardware area of expertise! In this case. Mechanical, Analytical and Weapons. Once the three attacks per melee are traded away and the skill bonuses are reduced by half, they can *NEVER* be gotten back. Advancement in levels may provide extra attacks, but the character will always have three attacks less than a character of equal experience.

Weapons and Armor: Unless the character is extremely wealthy, only conventional weaponry and body armor would be available.

Structural Damage Capacity (S.D.C.): All Hardware: Electrical characters have a base of 35 S.D.C., plus any S.D.C. gained through physical training. Multiple hardware classifications do not provide additional S.D.C.

Other Options: The Game Master may allow players to use the Gizmoteer O.C.C. from **Ninjas and Superspies**, or some of his skills, in addition to or in place of the Hardware power category abilities and skills.

Some Electronic Gimmicks

All items in this section have a skill penalty listed. This is the total penalty for any character trying to build the item for the listed "cost to make" price.

Nightvision Sunglasses: The Electrical Genius can build advanced optic systems practically from scratch if he has the Optic Systems skill, and with his own little miracles of micronization, they can be turned into innocuous (not to mention, extremely cool) versions of their full-sized selves. Glasses/sunglasses can be built with the capabilities of any of the advanced optics given in the equipment section, including infrared, ultraviolet, thermo-imager, nightvision, and multi-optics (all). Controls are built into the frame as micro-switches or mini-slide bars. Ranges are 25% less than the full-sized versions. Instead of glasses, these same rules can be used to build the systems into the visor of a helmet. **Cost to build:** Infrared: $570.00; Ultraviolet: $600.00; Thermo-Imager: $1,200.00; Telescopic: $400.00; Nightvision: $900.00; Multi-Optics (all): $5,000.00. **Skill Penalty:** Infrared: -25%; Ultraviolet: -35%; Thermo-Imager: -40%; Telescopic: -15%; Passive Nightvision: -20%; Multi-Optics: -50%. **Cost to buy ready-made:** Not available on the market, but if they were, they cost as follows: Infrared: $5,200.00; Ultraviolet: $7,000.00; Thermo-Imager: $15,000.00; Telescopic: $2,600.00; Nightvision: $4,500.00; Multi-Optics (all): $50,000.00.

High-Tech Weapon Sights: Two versions will be given here, both using a micro-computer to analyze and track data. The two can be combined (-10%), linked to the above glasses (-5%), and/or other features added, but Game Masters will have to modify the construction penalties appropriately.

The first model uses thermo-imaging to identify a target, which the shooter then designates as active. From then on, until the target changes temperature or is changed by the shooter, the sight will track it and feed adjustments optically to the shooter in the form of a floating crosshair (temperature change includes entering water, death, etc.).

The second version uses motion tracking and will lock onto any object in its scan field that has independent motion (i.e. it moves when the sight does not). If the target stands still, the system loses its lock only if another moving object crosses its field. Both of these sights add +2 to strike with aimed shots and/or +1 to hit moving targets or with bursts. Neither one can be used with laser sights (although both can be put on the same weapon, just not used simultaneously). Also note that this is a version of the H&M Micro-Comps given in **Aliens Unlimited™** and is limited in that setting in the same manner as that system. **Cost to Build:** $4,800.00, **Skill Penalty:** -50%, **Cost to buy ready made:** $50,000.00

Motion Sensors: Micronized versions of the full system, this gimmick is a lot like the collision warning system of robots, but much more subtle. It scans the area around the character and warns with a quiet beep when something moves under its own power within its range. The character is almost impossible to surprise (-50% to prowl rolls). Ranged attacks are still effective and can retain the element of surprise. System range is 8-40 feet (2.4 to 12.2 m). **Cost to Build:** $12,000.00, **Skill Penalty:** -45%, **Cost to buy ready made:** $65,000.00

Micro Listening Devices: With a knowledge of Surveillance Systems, the Electrical Genius can make listening devices or "bugs" that are much smaller or more powerful than normal devices of their type. The more powerful versions are the same size as standard bugs, but have almost twice the range. The micro "bugs" are very small, and can even be made to look like actual insects for ease of concealment. A listening bug with the same size and appearance as an ant can be dropped into the edge of a flowerpot where it will be nearly invisible. Even if it is scanned, the pot is likely to be dug through before the dead ant is suspected. Likewise, flat devices can be slipped under tablecloths without leaving bulges or more easily hidden in the linings of clothing. **Cost to Build:** $30.00, **Skill Penalty:** -25%, **Cost to buy ready made:** $125-$200.00

Hand-Held, Voice-Activated Mini-Computer: This miniature computer is the equivalent of a high end, though not top of the line, laptop computer, but it is only the size of a paperback book. The top panel flips up to provide a 4"x5" screen (full color), and it has a modem, accessory cable with multiple adapters, and slim-line CD-ROM in the base. No keypad, although it can accept most types and sizes of plug-in keyboards for manual use. **Cost to Build:** $2,500.00, **Skill Penalty:** -55%, **Cost to buy ready made:** Doesn't yet exist on the market, but if it did, the cost would be $30,000.00+.

Hardware: Mechanical Genius

The Mechanical Genius is a whiz at building, modifying, repairing, maintaining and designing all kinds of mechanical devices, from pumps, engines, mechanical arms, and spring-loaded devices, to vehicles (excluding firearms; that's a special area of expertise, although this character can clean, repair and use them, he's more interested in machines other than weapons).

Mechanical Related Skills and Bonuses:

Select three Mechanical Skills (plus Mechanical engineering) — +30%
The following are in addition to Scholastic and Secondary skills.
Mechanical Engineer (+30%)
Automotive Mechanics (+25%)
Locksmith (+20%)
Aircraft Mechanics (+20%) or Robot Mechanics (+15%)
Read Sensory Instruments (+25%)
Basic Electronics (+10%)
Mathematics: Advanced (+26%)
Pilot: Race Cars (+20%)
Pilot: one of choice (+20%)

Special Mechanical Skills

Hot Wiring Automobiles

84% +1% per level of experience.

Fundamentally the same skill as the Electrical Genius.

Building Super Vehicles

84% +2% per level of experience

This special skill means the character can build, repair, custom modify, and design all types of vehicles. This is the wild-eyed, superinventor and designer of souped-up vehicles. For specifics in designing a vehicle, see the rules for *Building the Super Vehicle* at the end of the Hardware section.

The following penalties apply whenever the character tries to build or modify a vehicle. The penalty generally reflects the complexity and difficulty of the job. In some cases, more than one penalty may apply. For Example: Working to add V.T.O.L. capabilities to his souped-up automobile gets a -15% penalty, and another -20% because it is of his own design (and an aircraft/flight ability). Total penalty is -35%. Depending on the design, it might also be considered a high-tech or "gimmick" item for another –10%. All penalties are cumulative.

Vehicle Construction Penalties

-10% Adding armor and/or turrets; a failed roll means the weight and design is awkward. Reduce maximum speed by 20%, –10% on all piloting rolls, or tear it down and try again.

-10% Electrical wiring. A failed roll means not connected.

-10% Installing weapons. A failed roll means it does not function.

-5% Increasing speed and performance capabilities. A failed roll means no increase.

-10% Installing high-tech item or gimmick.

-5% Aircraft construction; any type of aircraft work other than maintenance. A complicated device on an aircraft.

-15% V.T.O.L. capabilities; tricky work.

-25% Hovercraft capability; anything, including propulsion/hover system.

-25% Underwater capability; very complicated.

-50% Space capabilities; very complex and expensive.

-50% If alien in nature.

-10% Own, original design for a ground vehicle.

-20% Own, original design for an aircraft/spacecraft.

-20% Rush Job; takes half the usual time, but may be flawed.

-10% For every 20 hours of continuous work without at least six hours of sleep.

Time Restrictions

The amount of time needed to work on a vehicle or other mechanical job varies with the complexity of the task. The player and Game Master will have to work together on deciding how much time will be needed to do the work properly. Also, the hours of work required may be interrupted with breaks for food, rest and sleep. Precision work requires an alert mind and hand not dulled by exhaustion; a 8-10 hour work day. Some estimates for work are:

1. Diagnosis of problem: 5-30 minutes depending on the complexity of the problem.

2. Maintenance such as oil change, lube job, changing or rotating tires, and similar will take 10-20 minutes per job, even for aircraft.

3. Minor body work, repairing dents and bullet holes or changing parts (like brakes, tires, and windshields), will take 8-36 hours depending on the severity of damage.

4. Adding or replacing additional body armor is a long, heavy job. Two hours per ten S.D.C. replaced or added. This time can be used for vehicles, robots, or body armor repair.

5. Major system work; Includes overhauling or rebuilding engines, replacing robot limbs, rebuilding a computer system, building a sensor or optic system, etc. 12-48 hours.



6. Adding mounts or turrets for weapon systems 6-24, hours each.

Recognize Vehicle Quality

The Mechanical Genius is so in tune with engines that his expert eye and ear can accurately determine the level of performance and quality of an engine or vehicle by listening to the engine and looking at the vehicle without ever popping the hood. He or she can also guess the vehicle's S.D.C., speed, maneuverability, weight, weapons, etc.

Recognize quality from sight sound: 50%+5% per each additional level of experience; +20% if allowed to look under the hood to examine the engine or take it for a test run. Reduce by half if observation is done from a distance (100 feet/30.5 m or farther), and -50% if an alien vehicle.

Determining Equipment

The player gets to build a *supervehicle* (or two) depending on budget. Roll on the following budget table to determine the amount of money available. Then flip to the Building Super Vehicles section at the end of Hardware. The super vehicle section will provide step by step instructions for building your ideal vehicle. At least 90% of the money must be spent on the vehicle(s) construction (more than one can be made if you wish). 5% can be spent on other equipment and weapons and/or up to 10% can be saved for future work, and or repairs.

The construction of vehicles will require a work facility at least the size of a three car garage (3000 sq. feet) for automobiles and at least four times that for aircraft. Assume 3D4x10,000 dollars has been invested in outfitting the shop with all the necessary tools, equipment and machines needed. Rent and utilities for 3000 square feet will be at least $1,600 per month; 12,000 square feet will be at least $6,500 per month. The workshop can be secret or public.

Hardware: Mechanical Budget

01-15 $200,000
16-26 $350,000
27-38 $500,000
39-50 $750,000
51-60 $1.5 million
61-70 $2.5 million
71-81 $4 million
82-90 $8 million
91-00 $12 million

The big budget vehicles and mechanical creations (costing 2-12 million) require a financial backer or sponsor — presumably a private individual could raise as much as 1.5 million on his own, especially someone with this character's talent. However, anything high is likely to mean somebody else has a vested interest in the vehicle(s) or device. Roll on the following table to determine the status with the sponsoring organization.

Status With the Sponsoring Organization

01-20 Raised all the money himself, has no investors, but his purchases and comments *may* have garnered the interest of the 01-25 Military, 26-50 Private Industry, 51-75 Criminal Outfit, 76-00 a Government (not necessarily his own).

21-30 Wealthy but ordinary investors: As long as they double their investment and get the (positive) recognition they deserve, they are happy. If they don't get repaid within the allotted period (probably 2D4 years) and received much glory (the more the better), they will sue the character for the money owed to them, plus damages and attorney fees (easily 10 times the original budget). If their reputation is smeared (like being associated with a criminal or hero with a bad reputation) they try to disassociate themselves and may even seek revenge (petty to murder).

31-50 Wealthy individual or private industry. All responsibilities have been fulfilled and the relationship remains friendly and positive. Unless the character becomes a pariah, he can freelance for them any time (and at top pay too).

51-60 Sponsored by an evil, secret or government (not his) or criminal organization (unknown to any good character) and now they want "their property" and his silence. To challenge them in any way is to evoke murderous vengeance leveled against the Mechanical Genius and his family, and/or business associates. If he gets away, they will do everything in their power to ruin his reputation and, sooner or later, kill him.

61-70 Allowed to leave after a great antagonism/conflict. Not friendly, but may aid or hire the character, if they felt the situation needed it, or it best served them.

71-81 Thrown out of the program! All ties are permanently dissolved. The character is disliked, even hated.

82-90 Ran away and took the vehicle or whatever he was working on when he left (motives will be justified if a good character). He or she is secretly hunted by the organization. Extremely hostile, but not necessarily deadly, they want their property back and some measure of revenge or justice, but are not murderous.

91-00 Ran away and took the vehicle or whatever he was working on when he left (motives will be justified if a good character). Has been publicly chastised as a dangerous and unpredictable criminal — hunted by law enforcement agencies, the organization, and possibly mercenaries and superbiengs. The organization wants "their property" back, and him imprisoned or dead.

Other Stuff

Alignment: Any alignment can be chosen, but heroes should generally be of good alignment.

Other Skills: No other mechanical skills can be selected, but piloting (Advances and basic) and electrical skills are likely; pick a skill program in one of these two areas (+15% skill bonus). Other Scholastic skills through education or picked up as Secondary skills can be from most any category except military. As a mechanical genius and builder, the character gets an additional +10% bonus to any electronic or machine (computers, piloting, etc.) skills selected as Scholastic or Secondary skills.

Hand to Hand Combat: Physical combat training must be selected as one of the character's skills, or he'll only have two melee actions to start.

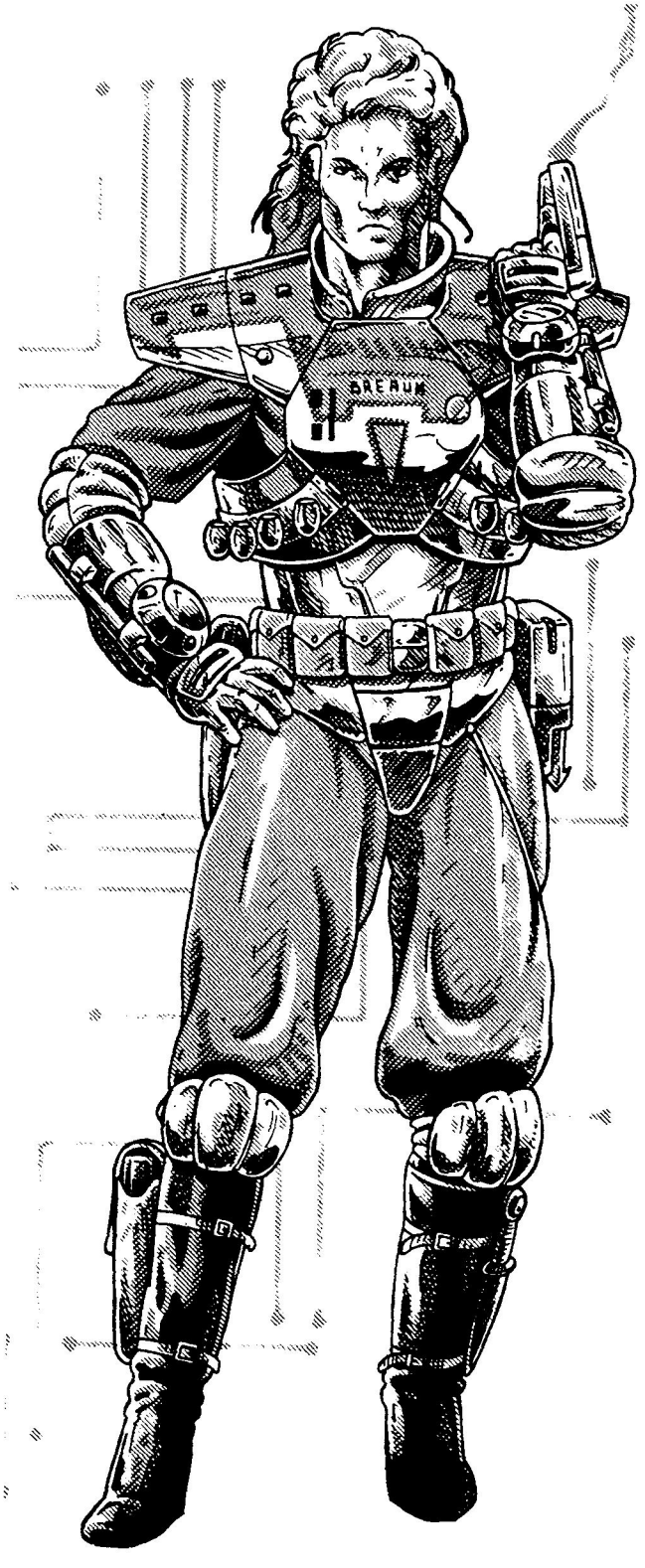
Attacks Per Melee (Hand to Hand): As with all superbeings and heroes, the Hardware: Mechanical Genius character automatically gets two attacks per melee. Additional attacks must be developed through hand to hand combat and boxing skills.

The Hardware character may trade three of his hand to hand attacks and reduce all his skill bonuses, in all categories, by half, to select a *second* hardware area of expertise! In this case, Mechanical, Technical and Weapons. Once the three attacks per melee are traded away and the skill bonuses reduced by half, they can *NEVER* be gotten back. Advancement in levels may provide extra attacks, but the character will always have three attacks less than a character of equal experience.

Weapons and Armor: Unless the character is extremely wealthy, only conventional weaponry and body armor would be available.

Structural Damage Capacity (S.D.C.): All Hardware characters have a base of 35 S.D.C. plus any S.D.C. gained through physical training. Multiple Hardware classifications do not provide additional S.D.C.

Other Options: The Game Master may allow players to use the Gizmoteer O.C.C. from *Ninjas & Superspies*, instead of this one, or allow the Mechanical Genius to create and use some of the gizmos presented in that book.



Hardware: Analytical Genius

The Analytical Genius is similar to the other Hardware areas, including a knack for building and using machines. The Analytical Genius is an amalgamation of the other three. He can tinker with just about anything — electrical, weapons, and mechanical devices — maintain, repair and modify them, but as a Jack-Of-All-Trades, has a lower skill ability at the "hands on" level. His true genius lies in theory and analysis. This means he studies and dabbles in cutting edge science which currently includes cybernetics, robotics, and nano-technology. Furthermore he just loves toys and tends to use machines in ingenious and sometimes bizarre ways — a laser can-opener, jet pack for skiing snow covered slopes, etc., and is not usually concerned with style or cosmetics (substance over style), which means crude, unfinished looking creations.

Technical Related Skills and Bonuses:

The following are in addition to Scholastic and Secondary skills.

Electrical Engineer (+15%)
Mechanical Engineer (+15%)
Weapons Engineer (+10%)
Robot Mechanics (+15%)
Robot Electronics (+10%)
Radio: Basic (+20%)
Read Sensory Instruments (+20%)
Chemistry (+20%)
Chemistry: Analytical (+20%)
Computer Operation (+20%)
Computer Programming (+10%)
Computer Repair (+10%)
Astrophysics (+15%)
Art (+10%)
Anthropology (+10%)
Biology (+10%)
Paramedic (+10%)
Intelligence (+10%)
Research (+20%)
Mathematics: Advanced (+30%)
Plus one skill program of choice (+10%) and six secondary skills of choice.

Special Skills

Analyze and Operate Devices

80% +2% per level of experience

This special skill enables the Analytical Genius to analyze devices, machines and the theories behind them in order to figure out their purpose, how to use them, how they work, and how to repair or build/duplicate one. This skill can be used to operate a pair of Russian nightvision goggles, a Chinese fighter jet, an alien power engine, or anything in between. If the item was built by the hands of man, aliens or gods, the Analytical Genius has a chance of figuring it out. Even magical items can be figured out in regard to purpose and function (how to use it), but it cannot be repaired or duplicated.

Note: Just because the character can figure out the controls and use an item, it does not mean that he can immediately disassemble and repair it. To do this, he will have to study and analyze it, and make extensive notes while taking it apart. This could take hours to months if it is extremely alien and unfamiliar.

Analysis Penalties

The following penalties apply whenever the character tries to analyze and/or use unfamiliar or alien machines and devices. The penalty generally reflects the complexity, difficulty, and strangeness of the job at hand. In some cases, more than one penalty may apply.

Note that these penalties only apply for strange devices that utilize advanced, high-tech or foreign technology (including custom built items like those of other Hardware characters), unknown technology and truly alien (otherworldly) technology.

Analysis Penalties for "Unfamiliar" Mechanisms & Technology

Note: There are no penalty for items he/she is familiar with.

Purpose:

-5% Purpose: Earth manufacture; low to medium-tech.

-10% Purpose: Earth manufacture; advanced, high-tech/foreign, including energy weapons.

-15% Purpose: Earth manufacture; advanced, robotics or bionics.

-20% Purpose: Alien manufacture and advanced technology.

-35% Purpose: Alien manufacture and technology unlike anything he has ever seen.

-25% Purpose: Magical item.

How to use it:

-5% How to use it & how the mechanism work: Earth manufacture; low to medium-tech.

-10% How to use it & how the mechanism work: Earth manufacture; advanced, high-tech/foreign, including energy weapons.

-15% How to use: Earth manufacture; advanced, robotics or bionics, includes robot vehicles and exoskeletons.

-20% How to use it & how the mechanism work: Alien manufacture and advanced technology.

-30% How to use Alien technology unlike anything he has ever seen.

-40% How to use a mechanism of alien manufacture and technology unlike anything he has ever seen, and how it works.

-40% How to use it & how the mechanism works: Magic item.

Repairs & Maintenance:

-0% Repairs and Maintenance: Earth manufacture; low to medium-tech.

-10% Repairs and Maintenance: Earth manufacture; advanced, high-tech/foreign.

-15% Repairs and Maintenance: Earth manufacture; advanced, robotics or bionics.

-25% Repairs and Maintenance: Alien manufacture and advanced technology.

-40% Repairs and Maintenance: Alien manufacture and technology unlike anything he has ever seen.

-80% Repairs and Maintenance: Magic item.

Build/duplication:

-0% Build/Duplicate: Earth manufacture; low to medium-tech.

-20% Build/Duplicate: Earth manufacture; advanced, high-tech or foreign high-tech.

-30% Build/Duplicate: Earth manufacture; advanced, robotics or bionics, including robot vehicles and exoskeletons.

-50% Build/Duplicate: Alien manufacture and advanced technology.

-70% Build/Duplicate: Alien manufacture and technology unlike anything he has ever seen.

-98% Build/Duplicate: Magic item.

Miscellaneous

When working on computers, surveillance systems/alarms, weapons and machines, use the same penalty tables as are found under the other Hardware characters.

Time Restrictions, Penalties & Bonuses

The amount of time needed to puzzle out or work on a machine varies with the complexity of the task. The player and Game Master will have to work together on deciding how much time will be needed to do the work properly. Also, the hours of work required may be interrupted with breaks for food, rest and sleep. Building, making repairs or doing precision work requires an alert mind and hands not dulled by exhaustion; an 8-10 hour work day. **Note:** In all cases, a failed roll means the character doesn't know or can't perform the job at hand. Trying again is both noble and applicable, but requires 50% more time than the first attempt. A third try requires double the amount of time, a fourth 50% more than the last time.

Some estimates for work are:

1. Quick Guess diagnosis of a problem, or determination of the purpose and operation/use of a particular machine: Simple machine/device of Earth manufacture: 2D4 melee rounds; -20% skill penalty.

Complex machine/device of advanced Earth manufacture (includes robots): 5-10 minutes; -30% skill penalty (-60% if under three minutes).

Complex machine/device of advanced Alien manufacture: 5-10 minutes; -60% skill penalty (-90% if under three minutes).

2. Proper Analysis, inspection and/or diagnosis of a problem, or the purpose and operation/use of a particular machine: Simple machine/device of Earth manufacture: 10-30 minutes depending on the complexity of the item. No penalty.

Complex machine/device of advanced Earth manufacture (includes robots): 2-8 hours depending on the complexity of the item. No penalty.

Complex machine/device of advanced Alien manufacture: 10-100 hours depending on the complexity of the item; -40% skill penalty (as noted in the previous table).

Complex machine/device of advanced Alien manufacture unlike anything seen before: 30-120 hours depending on the complexity of the item; -50% skill penalty (as noted in the previous table).

3. Minor body work, repairing dents and bullet holes or changing parts (like brakes, tires, and windshields), will take 10-36 hours depending on the severity of damage.

4. Adding or replacing additional body armor is a long, heavy job. Two hours per ten S.D.C. replaced or added. This time requirement can be used for vehicles, robots, or body armor repair.

5. Major system work. Includes overhauling or rebuilding engines, replacing robot limbs, rebuilding a computer system, building a sensor or optic system, etc. 24-48 hours.

6. Adding mounts or turrets for weapon systems, 12-24 hours each.

Note: Any of the above x100 when working on advanced alien machines and x10,000 if the alien machines are unlike anything seen before, minus the appropriate penalties.

Build/Modify Armor

80%+2% per level

One of the areas in which the Analytical Genius excels is the combination of chemistry, mechanics, and physics that creates body armors. With his knowledge, the character can repair, modify, and construct all forms of body armor. Any of the armors listed in the equipment section can be made at 1/10th the listed costs. Ancient armors require 12 hours of work for each 10 S.D.C., and modern armors require 24 hours for each 10 S.D.C.

The character can also modify armors, adding up to +10% of the total armor S.D.C. without decreasing the concealability/mobility of the armor. A maximum of +25% can be added to a suit of armor, but it will be heavy and slightly awkward (-1 to all combat rolls and -10% to prowl).

Armor Rating (A.R.) can also be increased by a maximum of two points.

In addition, the character can build a special kind of concealed armor that lines normal clothes. This hidden armor has no armor rating, and all damage comes off of it before damaging the character's own S.D.C. This hidden armor is a soft and flexible combination of Kevlar, chain mail and padding. Cost $500 per 10 S.D.C. points, with a maximum of 40 S.D.C.

Another trick is to build small weapons like pistols, stun guns, chemical sprays, smoke grenades, spike launchers, etc., into armor, especially hard armors, or combat gauntlets. Game Masters and players should use some common sense when mounting mini-weapons in armor or gauntlets.

The previous list of penalties applies to the building and/or modification of armor.

Communications: Electronic Countermeasures (Jamming)

70% +2% per level of experience

Useful for preventing the enemy's communications from working. Since all armor, power armor and robot vehicles are linked by radio transmissions, jamming can cause unit confusion and disrupt communications. Military organization breaks down, causing a loss of effectiveness for all but the best of units.

Just about any high-powered radio can be used for jamming. Armed with a radio, a small guerrilla unit can completely disrupt the maneuvers of large enemy groups. This skill also enables the radio operator to "follow" the enemy's attempted transmissions over jammed frequencies to trace their general location, a specific building, or direction. This tactic is extremely useful in finding and eliminating lone power-armor troopers.

Determining Equipment

The Analytical Genius is likely to have a small workshop, play room (pool table, dart board, computer and computer games, electronic games, and more), library (with books on every subject), and is likely to clutter his house, garage, and backyard with equipment, parts, and tools. Lying about will be boxes of electronic equipment, wire, mechanical parts, tools, books, drawings and schematics. He has already spent 2D4x10,000 on all this "stuff." The following table determines the character's budget for 1-4 suits of armor (worked into his superhero costume), gizmos, weapons, additional computers, electronics, and equipment. The budget is likely to be large enough to build a modest *exoskeleton* (see robots) or modest *supervehicle* (see the end of this section).

Hardware: Analytical Budget

01-15	$200,000		
16-26	$350,000	**61-70**	$1.5 million
27-38	$500,000	**71-81**	$2 million
39-50	$750,000	**82-90**	$3 million
51-60	$1 million	**91-00**	$4 million

The Analytical Genius rarely works for big corporations, the military or governments unless given a free hand to do as he will (a rarity) — even then he's reluctant because they are too conservative, restrictive, unimaginative, and 50 years behind the times (at least from a theoretical point of view). However, this doesn't mean that the character might not find inspiration from their programs and build upon their concepts and existing machines (which can get him in trouble).

Other Stuff

Alignment: Any alignment can be chosen, but heroes should generally be of good alignment.

Other Skills: No additional skills are available, see the skill info at the beginning of the Analytical Genius description.

Hand to Hand Combat: Physical combat training must be learned as one of the character's skill selections.

Attacks Per Melee (Hand to Hand): As with all superbeings and heroes, the Hardware: Analytical character automatically gets two attacks per melee. Additional attacks must be developed through hand to hand combat and boxing skills.

The Analytical Hardware character may trade two melee attacks, five of his scholastic skills and reduce all his skill bonuses, in all categories, by half, to select a *second* hardware area of expertise! This is something the character is not likely to even consider. Once traded away, they can *NEVER* be gotten back.

Weapons and Armor: Anything goes with this wild guy, but he won't waste time reinventing the wheel, so he usually has conventional weaponry, body armor and equipment available.

Structural Damage Capacity (S.D.C.): All Hardware characters have a base of 35 S.D.C. plus any S.D.C. gained through physical training. Multiple Hardware classifications do not provide additional S.D.C.

Other Options: The Game Master may allow players to use or create any of the gizmos presented in *Ninjas & Superspies*, including cybernetic implants.

Hardware: Weapons Expert

The weapons character is an expert with virtually all aspects of weapons — their design, maintenance, repair, construction, modification, and use. Not just a familiarity with the firing of weapons, but sniper, quick draw and trick shooting. These characters love weapons of all kinds, although most have an affinity for revolvers and bolt-action rifles (for their simplicity and accuracy) and energy weapons (because they represent the exciting new age of modern arms).

Reputation & Horror Factor: The occupation comes with a certain stigma and creates an element of fear, particularly among ordinary citizens (+1 to Horror Factor). This aura of fear and violence gives the known Weapons Expert a Horror Factor of 8 +1 at levels 3, 5, 7, 8, 9, 11, 13, and 15.

Weapon Related Skills and Bonuses

The following are in addition to Scholastic and Secondary skills.

Sniper
W.P. Revolver
W.P. Automatic Pistol
W.P. Automatic Rifle
W.P. Bolt-Action Rifle
W.P. Energy Rifle
Two Modern W.P. of choice.
Two Ancient W.P. of choice.
Demolitions (+24%)
Demolitions Disposal (+24%)
Find Contraband (+20%)
Basic Electronics (+10%)
Basic Mechanics (+20%)



Weapon Master & Bonuses

Can pick up, figure out, and use most types of handguns and rifles, as well as energy weapons, heavy weapons, light artillery and explosives/ordnance, whether they fire projectiles or energy.

+1 extra attack per melee round when using any type of "gun," from old-style revolver or bolt-action rifle to energy weapons.

+3 to disarm on a "Called shot" (the intent to disarm must be announced).

+1 to save vs Horror Factor at levels 1, 3, 5, 7, 9, and 12.

Special Skills

Make & Modify Weapons Skill

84% +2% per level of experience

Weapon Repairs: The character can take apart, clean and put together his favorite types of weapons blind folded. He can also clear jams, make repairs to weapons, pack his own bullets (a.k.a. "load shells") or make/modify his own special ammunition, jury-rig an E-Clip recharger from a vehicle, generator or robot, and custom modify weapons in which he/she has a Weapon Proficiency (W.P.). For Example: A Modern W.P. such as Revolver or Automatic Rifle, means the character knows how to best clean, unjam, condition, and maintain the weapon, as well as how to lengthen and shorten the barrel, modify the trigger to create a hair-trigger, adapt it to handle a larger or smaller slug (limited to two grades up or down, with the largest and smallest calibers being the limit for that type of weapon. That is to say, a magnum can not be made to fire a rifle shell) and adapt the principles of the weapon(s) into micronized or special *gimmick* weapons.

The Hardware: Weapons Expert can also make any and all of the special cartridges, from hollow points and Dum Dums to armor piercing and exploding shells (*See Weapons in the Equipment Section*). This skill does not include making energy weapons, but a character proficient with energy weapons who possesses the Electrical Engineer skill can modify energy weapons (if he can get a hold of them).

Penalties for Creating or Modifying a Weapon

The following penalties apply whenever any weapon is built or modified. After the weapon is constructed, the player must roll to see if it works. At first level, the character has a base skill of 86%, but then you must subtract all the appropriate penalties. Penalties are cumulative, so there are likely to be several combined penalties, especially when working with modern weapons. For Example: A revolver has three moving parts: the trigger, barrel and hammer, so a penalty of -15% would apply when modifying a revolver. Thus, the chance for success drops to 71%; still very good.

A failed roll means the weapon does NOT work. PERIOD. Of course, the character can try again and again.

Penalties for Modern Weapons

-5% For each moving part.

-5% If explosives are involved (very touchy stuff).

-5% If electronics are involved (another touchy item).

-10% If miniaturization is involved.

-10% If the character is using his own design (experimental).

-15% If the character is not familiar with the weapon.

-25% Rush job, takes half the time, but may be flawed because of it.

-30% If an energy weapon (i.e. laser, particle beam, plasma, electricity, etc.).

-50% If an alien weapon and technology.

-90% If the alien weapon and technology is unlike anything he has ever seen.

Note, cannot build or repair magic items and needs instructions to their use.

Penalties for Ancient Weapons

-10% Improve balance for throwing or parrying on an existing weapon (somebody else made it). +1 to parry.

-10% Improve sharpness of a blade (superior). +1 to damage

-25% Improve damage capability (usually involves additional mass and better balance). +2 to damage.

-25% Forge one's own weapon from scratch (good quality). +1 to parry.

-35% Forge one's own weapon from scratch with superior balance, damage and/or sharpness (add +1 to strike, +2 to parry, and +4 to damage).

-10% Own design.

-20% Rush job, takes half the time, but may be flawed

Time Restrictions

The amount of time needed to work on a weapon varies with the complexity of the task. The player and Game Master will have to work out, together, how much time will be needed to do the work properly. Also, the hours of work may have to be spread out over a period of a few days or even weeks. Don't forget, even heroes need to sleep and rest. This is precision work and requires a person's full attention.

A fair formula for determining time is one hour for every one penalty point. Two hours per each penalty point if it's the character's own design, and add 10 hours for miniaturization; quadruple the total time if working on an alien device. This is the time for the specific work. Additional time may be spent on research, travel, and getting money for parts and materials.

Recognize Weapon Quality

The character is so skilled and familiar with weapons that he can recognize the quality of a weapon by sight, observing it in use and/or by personally examining it. Thus, a character can ascertain the approximate value, condition and quality, as well as its authenticity and approximate age. Recognize quality by sight (not personally examined): 25% + 5% per each additional level of experience. Recognize quality by personal examination: 50% + 5% per each additional level of experience.

Gunfighter Paired Weapons: Revolver & Pistol (special)

The Weapons Expert can draw and shoot two handguns (or throw two knives) simultaneously at the same target, inflicting full damage from both weapons, but counts as one melee attack!

In the alternative, the two-gun attack can be divided between two *different* targets visible to the shooter and within his range of peripheral vision. The divided attack counts as one simultaneous melee action against two different foes. The quick-draw initiative bonus still applies, but the shooter must roll two separate times to hit each target (roll to strike for each) and the bonuses to strike for each divided attack are reduced by half.

Note: Parrying is not possible when two handguns are being used as paired weapons, but the character can dodge (which uses up one of his attacks) and counter by shooting.

Quick-Draw Initiative: Handguns & Rifles (special)

This is really a special P.P. bonus exclusive to the Weapons Expert: +1 to initiative for every two P.P. points above 16 (maximum P.P. 30; for a bonus of +7).

This means a Weapons Expert with a P.P. of 24 is +4 on initiative (plus any other initiative bonuses from combat and physical skills. Remember, the winner of the initiative roll shoots first. This skill combined with W.P. Sharpshooting, makes for a deadly combination. **Note:** The full bonus applies only to the use of handguns (i.e. Derringers, revolvers and pistols) and rifles (energy and conventional types). Reduce by half when using shotguns, automatic rifles, sub-machineguns, archery, knife throwing, or alien weapons similar to handguns and rifles. The quick draw is *not possible* with machineguns, heavy weapons, rail guns, artillery, explosives, hand grenades, power armor, magic weapons or weapons built into vehicles.



W.P. Sharpshooting (Special)

This skill is limited to the following weapons:

Revolvers
Automatic Pistols
Bolt-Action Rifles
Semi-Automatic Rifles
Energy Pistols
Energy Rifles

Sharpshooting is a combination of special expertise and trick shooting with a particular type of weapon. Historically, revolvers and, sometimes, rifles were the weapons used by sharpshooters. It was first developed by the Gunfighters of the Old West, and has been adopted by the Hardware Weapons Expert (the character practices all the time). Sharpshooting abilities and bonuses are as follows.

1. Gets a bonus of +1 melee attack when using one of the specific weapon types listed for the *entire melee round.*

2. Can fire a traditional two-handed weapon, like a rifle, one handed without penalty (normally the shooter loses all strike bonuses).

3. Can shoot over his shoulder by holding up a mirror and using the reflection to aim; no penalties, keep full bonuses to strike!

4. Accurately shoot while riding a horse or from a moving vehicle (normally a wild shot), but strike bonuses are half and a "called" shot is impossible.

5. Shoot accurately while standing on head or hanging upside down; all bonuses applicable at full.

6. Dodge, roll or somersault and come up shooting (normally a wild shot), no bonuses or penalties to strike; straight roll of the dice.

7. Ricochet shot! The shooter can bounce bullets, arrows, slings, and other fired *projectiles* (depending on the specific W.P.) off of one surface and angle the shot in such a way that the projectile ricochets/bounces off and hits a different/second target! Inflicts only one point of damage to the first surface and full damage to the second. Reduce bonuses to strike by half. The real target has no opportunity to parry or dodge a ricochet shot.

This can also be done with laser weapons but the ricocheting surface must be mirrored or highly polished. Other types of energy weapons, heavy weapons, mini-missiles and other types of weapons *cannot* be used to attempt a ricochet.

Note: See the W.P. Sharpshooting Specialty skill description for full details.

Determining Equipment

Roll on the following budget table to determine the amount of money available and then flip to the gimmick items in this section and the equipment section elsewhere to make purchases. At least 40% of the money must be spent on weapons and weapon related items (like ammunition, gun sights, special optics, explosives, etc.), and the rest on anything else. As much as 40% of the money can be saved for later purchases.

Budget

01-15	$15,000		
16-29	$20,000	**61-75**	$50,000
30-45	$30,000	**76-89**	$60,000
46-60	$40,000	**90-00**	$70,000

Note: Presumably, the character has already spent 2D4x10,000 dollars on outfitting his or her workshop, equipping it with all the tools and necessary equipment of the trade. This includes a high end personal computer, one additional personal computer with full color monitors and a laser printer. Other accessories can also be purchased. The weapons shop can be in the basement, garage or a hidden location.

Other Stuff

Alignment: Any alignment can be chosen, but heroes should generally be of good alignment.

Other Skills: Only those from the Weapon area of Expertise and any learned through Scholastic education or picked up as Secondary skills. As a mechanically inclined individual, the character gets a +10% bonus to any mechanical skills, as well as any military ones.

Hand to Hand Combat: Physical combat skills are not automatic, but must be selected as a learned skill.

Attacks Per Melee (Hand to Hand): As with all superbeings and heroes, the Hardware: Weapons Expert automatically gets two attacks per melee. Additional attacks must be developed through hand to hand combat and/or boxing skills.

The Hardware: Weapons Expert may trade four of his W.P. skills (an unlikely event) and reduce all skill bonuses by half, to select a *second* hardware area of expertise. However, once traded away and the skill bonuses reduced by half, they can *NEVER* be gotten back.

Weapons and Armor: Unless the character is extremely wealthy, only conventional weaponry and equipment are available.

Structural Damage Capacity (S.D.C.): All Hardware: Weapons Expert characters have a base of 35 S.D.C., plus any S.D.C. gained through physical training. Multiple hardware classifications do not provide additional S.D.C.

Other Options: The Game Master may allow players to use the gizmos, weapons and equipment found in the pages of **Ninjas and Superspies™**. A vast array of energy weapons and gimmick items can be found in the many **Rifts®** sourcebooks, most notably **Coalition War Campaign™, Triax and the NGR**, and **Rifts® Mercenaries**. These items will need to be converted and modified for use in **Heroes Unlimited™** or some of his skills, in addition to or in place of Hardware power category abilities and skills.

Some Gimmick Weapons

The following is a smattering of gimmick type weapons which the character can build or modify himself, or that can be purchased illegally (special connections). These items are not easily available to other characters outside of the Hardware: Weapons Expert category.

Explosives

- **Explosive Arrowheads** for bow and arrow or crossbow: Reduce the normal range by 10%. **Damage:** 1D6, 2D6, 3D6, 4D6, 5D6 or 6D6. **Blast Radius** is very confined; four inches (10 cm) for every 1D6 of damage. **Cost to make:** $30 each. **Skill Penalty:** -15%. **Cost to buy ready-made:** $150 each. **Note:** Smoke can also be made, but affects only a 10 foot (3 m) area.
- **Explosive Tipped Throwing Dart: Range:** Thrown about 40 feet (12.2 m). **Damage:** 1D8 or 2D4 max. **Blast Radius:** Four inches (10 cm). **Cost to make:** $15 each. **Skill Penalty:** –15%. **Cost to buy ready made:** $80 each.
- **Homemade Grenade:** Either a refurbished and reloaded military grenade or a homemade package and design. **Range:** Thrown about 100 feet (30.5 m). **Damage:** 1D4x10. **Effective Casualty Radius:** 10 foot (3 m) area. **Cost to make:** $50 each. **Skill Penalty:** -5%. **Cost to buy ready-made:** $250 each.
- **Homemade Smoke Bomb/Grenade: Range:** Thrown about 100 feet (30.5 m). **Damage:** None; creates a smoke-filled area to provide protective cover (opponents can not see into or through the smoke) or used as a signal. Opponents whose vision is obscured by smoke are -6 to strike, parry and dodge. **Color range:** Black, grey, red or yellow. **Radius of Affect:** 20 feet (6.1 m). **Cost to make:** $25. **Skill Penalty:** -5%. **Cost to buy ready-made:** $80 each.
- **Mini-Bombs (with fuses)**: These are fuse style bombs that resemble small, fat firecrackers and need to be lit with fire to ignite. Eight second fuses. **Range:** Thrown about 35 feet (10.7 m) if weighted or 15 feet (4.6 m) unweighted. **Blast Radius** is very localized — about six inches to one foot (15-30 cm). **Damage:** 2D6, 3D6, 4D6, or 6D6. **Cost to make:** $15 to $25. **Skill Penalty:** -15%, **Cost to buy ready-made:** $25 to $50.
- **Explosive Pellets:** Small explosive pellets, about the size of a ping-pong ball, that explode on impact. **Range:** Thrown about 40 feet (12.2 m). **Damage:** 2D6, 3D6, or 4D6. **Blast Radius:** About 3 feet (0.9 m). **Cost to make:** $30. **Skill Penalty:** –15%. **Cost to buy ready-made:** $80.
- **Tiny Exploding Pellets:** Little pellets, about the size of a quarter and 5 times as thick, that explode on impact. **Range:** Thrown about 20 feet (6.1 m). **Damage:** 1D6 or 2D6. **Blast Radius:** A mere four inches (10 cm). **Cost to make:** $30. **Skill Penalty:** -15%. **Cost to buy ready-made:** $80.
- **Secret Compartment** to hide two ounces (56 grams) of plastic explosive and two blasting caps, or six bullets for handguns. A fake belt buckle or the heel of a shoe are the most likely places for concealment. **Range:** Set by hand and placed on target. **Blast Radius:** Very localized. **Damage:** 2 ounces (56 grams) do 1D4x10. **Cost to make:** About $140. **Skill Penalty:** None. **Cost to buy ready-made:** $200.
- **Flash Powder:** A powder that can be ignited with a spark or burst of heat (200 degrees Fahrenheit/93 Centigrade or more) to burst into a blinding flash with a trail of smoke. Typically used for pranks and as a distraction. Those caught off-guard by the flash lose initiative and half their melee actions/attacks; a 16 or higher is needed to save. Even those who save lose initiative for that one round. **Cost to make:** About $4 per six ounces (168 grams). **Skill Penalty:** None. **Cost to buy ready-made:** $20 per six ounces (168 grams).

Note: Most explosives are sensitive to heat and will explode if exposed to fire or heat above 400 degrees Fahrenheit (206 Centigrade) for more than three melees (about 45 seconds). Plastic and gelatin explosives have a 01-50% chance of exploding each time they are hit by an electrical charge. As you can see, there are certain inherent dangers involved when using explosives.

Special Bullets

The Weapons Expert can make any of the special bullets listed in the modern weapons section for 50% of the listed cost on a successful skill roll (-15% penalty). In addition to those, some additional, special bullet types are available for the character to build. These rounds are generally only available to Hardware characters and those characters with access to military equipment. On the street, these rounds would be very rare and extremely expensive. The only exceptions to that rule are the shotgun rounds.

- Exploding (plastique): These bullets actually have small explosive charges in the tip. On impact, they explode in a four inch blast. These bullets double the damage of any round that does 3D6 damage or less, and adds +3D6 damage to larger caliber bullets. These rounds are also sensitive and a little unstable. If they are fired in bursts, there is a 01-20% chance the entire clip goes off in the weapon, doing appropriate damage based on the number of rounds left. The person holding the weapon takes half damage from being in the blast radius. The penetration value of weapons using these rounds is increased by +3 and is more likely to punch through or damage armor. **Cost to make:** $150.00 per ten. **Skill Penalty:** -20%. **Cost to buy ready-made:** Not generally available, but when they are, they average about $50.00 per bullet!
- **Depleted Uranium Core Rounds (DUC Rounds):** The core of these bullets is a pellet of depleted uranium. The density of the core adds to the mass of the round and greatly improves both damage and penetration. DUC rounds double the damage of a bullet and increases its penetration value by 50% (a P.V. of 7 becomes 10, P.V. of 9 becomes 14, etc.) — effectively reduces the Armor Rating it's up against by two points (can be considered a strike bonus). DUC rounds can only be made from bullets that do 3D6 damage or more. Many military

vehicles outfitted for anti-tank purposes have 20mm or 30mm weapons firing DUC rounds. If the Game Master wishes to further limit these rounds, he can rule that they give off minute levels of radiation, as per aliens from high radiation homeworlds. In that case, properly shielded clips and/or weapons would be needed to safely use these rounds. Such precautions will increase the cost of the weapon by five times, and/or require a weapon construction roll at -15%. **Cost to make:** $250.00 per ten. **Skill Penalty:** -45%. **Cost to buy ready-made:** Not generally available, but when they are, they average about $150.00 per bullet!

- **Shotgun Shells: Rocksalt:** This round is just what it sounds like. The shell is filled with crystallized salt. It does very little damage (1 point), but hurts and stings like hell for 1D4 days. When an unarmored character is hit by the rounds, a save vs. non-lethal poison must be made. A successful save means the penalties only last for 1D4 minutes. A failed save means the penalties last the full duration. Anyone hit by rocksalt rounds is -1 to strike and dodge. **Cost to make:** $10.00 per hundred. **Skill Penalty:** -5%. **Cost to buy ready-made:** $22.00 per hundred.
- **Shotgun Shells: Phosphorous:** These rounds spit out chemical flames with very intense heat. They will ignite combustibles 65% of the time. Damage is impressive, 7D6, but the range is extremely limited, only about 24 feet (7.3 m). Each time one of these rounds is fired, there is a 35% chance it will damage the barrel (-4 to strike). The second time a round damages the barrel, the gun is useless. **Cost to make:** $50.00 per ten. **Skill Penalty:** -20%. **Cost to buy ready-made:** $100.00 per ten.
- **Shotgun Shells: Flechettes:** These rounds are filled with sharp projectiles instead of round shot. It can be anything from needles to broken razors. Penetration is minimal (P.V. 2), but damage is high, 6D6 damage. **Cost to make:** $12.00 per hundred. **Skill Penalty:** -10%. **Cost to buy ready made:** $18.00 per hundred.
- **Shotgun Shells: Armor Piercing:** Specially shaped slugs with a teflon jacket, these large rounds mostly use their large size for penetration. Penetration value is increased by 2 (reduces A.R. by two points or can count as +2 to strike) and damage is 1D4x10. **Cost to make:** $25.00 per hundred. **Skill Penalty:** -15%. **Cost to buy ready-made:** $80.00 per ten.
- **Shotgun Shells: Glaser:** Identical in design to the pistol rounds of the same name, these rounds hold the shot together in a thin shell that ruptures on impact and transfers energy to the shot causing greater tissues damage. Penetration value is a pitiful 1, but damage is impressive 1D6x10. **Cost to make:** $28.00 per hundred. **Skill Penalty:** -10%. **Cost to buy ready-made:** $50.00 per ten.
- **Shotgun Shells: Exploding (plastique):** These rounds are identical to those detailed above, except their blast radius is one foot (30 cm). Damage is 1D6x10 and P.V. is 9. **Cost to make:** $100.00 per ten. **Skill Penalty:** -20%. **Cost to buy ready-made:** Not generally available, but when they are, they average about $50.00 per bullet!

Projectile Weapons

- **The Derringer** is a small, heavy caliber, single-shot pistol, which can be easily concealed. Length: 5 inches (12.5 cm, fits in the palm of the hand). Weight: 8 ounces (225 grams). **Effective Range:** 40 feet (12.2 m). **Damage:** .38 caliber special — 2D6 or .38 caliber power — 3D6 or .357 magnum doing 4D6. **Cost:** $145.
- **The Double Barrel Derringer** with a slightly longer double barrel. Length: 5.8 inches (14.5 cm). Weight: 14 ounces (390 grams). **Approx. Effective Range:** 40 feet (12.2 m). **Damage:** .38 caliber doing 2D6 or 3D6 or .357 Magnum doing 4D6 each. **Cost:** $350. **Note:** Both Derringers take two actions/attacks to reload.
- **Tube Guns** are homemade, single shot weapons built into a tube/pipe or old revolver barrel. They may or may not have some type of handle and function on the same principle as the derringer. Like the derringer, they can easily be concealed under sleeves, pant legs, and so on. Length: 6 to 12 inches (15 to 30 cm). Weight: 8 to 15 ounces (225-420 grams). **Approx. Effective Range:** 30 feet (9.1 m). **Damage:** Can be designed to fit any caliber pistol cartridge, from .22 - .44 caliber magnum; 1D6 to 5D6. **Cost to make:** $15.00. **Skill Penalty:** -5%, **Cost to buy ready-made:** $200. **Note:** Reloading counts as two melee actions (about 30 seconds).
- **Spike Tube:** A tube gun designed to fire a sharp spike or blade. Length: 5 to 12 inches (12.5 to 30 cm). Weight: 6 to 13 ounces (170 to 365 grams). **Approx. Effective Range:** 40 feet (12.2 m). **Damage:** 2D4. **Cost to make:** $15. **Skill Penalty:** -10%. **Cost to buy ready-made:** $160. **Note:** Reloading counts as two melee actions/attacks (about 30 seconds).
- **Spike Tube Variation:** The spike can have a strong cord attached with a tiny reel to create a mini-grappling hook-type spike and line for climbing. Although the effective range is 40 feet (12.2 m), the spike can be fired up to 80 feet (24.4 m), but is -6 to strike. **Damage:** 2D4. **Cost to make:** $15. **Skill Penalty:** -15%. **Cost to buy ready-made:** $160. **Note:** Reloading counts as two melee actions/attacks (about 30 seconds).
- **Micro-One-Shot Mechanism:** Basically, a tube gun mechanism that is built into a briefcase, fake book, etc., or disguised as a pen, cigarette lighter, cigarette case, small flashlight, and so on. Can fire bullets or spike/blade. The only limitation is the smaller the item it is concealed in, the smaller the bullet caliber (.22 or .32 cal.). **Approx. Effective Range:** 30 feet (9.1 m). **Cost to make:** $30 to $150. **Skill Penalty:** -15%. **Cost to buy ready-made:** $250 to $600, depending largely on the item it is concealed in.
- **Spring Wrist Release Mechanism:** A simple device which can hold a small object, such as a knife, derringer, tube gun, etc. Securely hidden on the forearm until triggered by a sharp gesture, which releases and springs the item into the hand. **Cost to make:** $30. **Skill Penalty:** -10%. **Cost to buy ready-made:** $130. **Maximum Weight Allowance:** One pound (0.45 kg).
- **Back-Firing Pistol:** An automatic pistol that has been rigged, as a booby-trap, to fire out the rear. **Approx. Effective Range:** 100 feet (30.5 m). **Damage:** Per caliber of pistol. **Cost to make/modify an existing weapon:** $40 (plus the cost of the weapon). **Skill Penalty:** -35%, **Cost to have it professionally rigged:** $200 (plus the cost of the weapon). **Note:** Must be an automatic pistol only, and is very inaccurate if used as a distance weapon (20 ft/6.1 m or more); -3 to strike.
- **Projectile Wrist Blaster:** A special wrist-band that fires bullets with the flick of a wrist. Maximum Payload: Four bullets; any caliber under 44 magnum. **Approx. Effective Range:** 100 feet (30.5 m). **Damage:** Varies with caliber size; typically 2D6 to 5D6. **Cost to make:** $75. **Skill Penalty:** -25%. **Cost to buy ready-made:** $600.
- **Explosive Wrist Blaster:** An apparatus similar to the previous, except that it fires two explosive shells rather than four bullets. **Approx. Effective Range:** 80 feet (24.4 m). **Damage:** 6D6 each. **Blast Radius:** Localized, one foot (0.3 m). **Cost to make:** $80. **Skill Penalty:** -35%. **Cost to buy ready-made:** $650. **Cost to make explosive shells:** $80 each; **Cost to buy ready-made:** $100 each.

- **Mini-Flamethrower:** Small enough to conceal under one's shirt, sleeve or pant leg. Spring release mechanism optional. Four foot (1.2 m) hose. **Range:** 6 foot (1.8 m) stream of flame. ***Damage:*** *3D6, plus 60% chance of setting combustible items* ablaze. **Payload:** Six blasts. **Cost to make:** $125; **Skill Penalty:** -15%, **Cost to buy ready-made:** $750.

Note: Players may also utilize weapons and gimmicks from **Ninjas & Superspies™**. Over 400 weapons from around the world can be found in the **Palladium Book of Contemporary Weapons**, with data on munitions, scopes, EOD equipment, grenades, incendiary devices, body armor, modern tanks, APCs, light artillery and more; 176 pages, completely illustrated, only $19.95 — check it out!

BUILDING THE SUPER VEHICLE (OPTIONAL)

Excerpted with modifications from ***Road Hogs™*** *and* ***TMNT® Universe*** *by Erick Wujcik.*

In **Heroes Unlimited™, Ninjas and Superspies™**, and **TMNT®**, the use of vehicles, like cars, trucks, motorcycles and helicopters, makes combat a bit different. Yet the rules are not overly complicated. The basic idea is that the vehicles are treated exactly like power armor or robots.

When you get into a car you essentially don a suit of super-powered armor ... this augments three basic things:

1. Structural Damage Capacity (S.D.C.)
2. Armor Rating (A.R.)
3. Speed

Putting a vehicle together is a five step process, an expensive five step process. Just take 'em one step at a time.

Step One: The Basic Vehicle

The purchase or construction of the basic body frame, style, housing, tires, and body construction materials and production expense.

Ground Vehicle Table Notes

Vehicle Type: The brand and model of the vehicle can be chosen by the player. For example, a sports car can be (player's option) a Corvette, Delorean, Jaguar, or Porsche. A luxury car can be a Cadillac, Mercedes Benz, Rolls Royce or Bentley.

Price: Represents the amount of money needed to replace missing parts, repair the frame, replace the tires, and generally get the vehicle moving again.

S.D.C.: The amount of damage the vehicle can take before it ceases to operate/ride.

Max. Seats: The number of comfortable seats available. This can be modified in many ways. For example, a street bike can seat two, a passenger holding onto the driver, or three if a side-car is added.

Max. Load: This is the absolute maximum weight in pounds that the vehicle can carry, including passengers. Bad roads or vehicle damage will reduce the maximum load possible. Note: A vehicle can not exceed cruising speed while carrying the maximum load.

Turrets: The maximum number of rotating weapon turrets that can be added to the vehicle. For cars and truck cabs, the turrets are built into the roof. Vans and commercial vehicles can have turrets on the sides, front or rear walls. Truck beds can have freestanding turrets.

BASIC GROUND VEHICLES

Type	Price	Main Body S.D.C.	Max. Seats	Max. Load	Turrets
Motorcycles (Gasoline/6 volt)					
Light Motorcycle	$1000	75	1	250lbs	0
Heavy Motorcycle	$2000+	100	2	450lbs	1
Small Automobiles					
Compact	$6000+	250	4	1,250lbs	1
Sports Car	$25,000+	300	2	1,300lbs	1
Jeep	$8,000+	450	4	2,400lbs	1
Large Automobiles					
2-Door Sedan	$6,500+	350	5	1,400lbs	1
4-Door Sedan	$10,000+	400	5	1,500lbs	1
Luxury Car	$15,000+	450	6	1,700lbs	1
Station Wagon	$8,000+	450	8	2,000lbs	2
Vans					
Mini-Vans	$10,000+	400	8	1,800lbs	1
Full-Sized	$8,000+	450	10	2,500lbs	2
Utility	$11,000+	500	6	3,000lbs	2
Small Truck					
Small	$8,000+	350	2	1,500lbs	1
Pick-Up	$12,000+	450	2	3,000lbs	2
4-Wheel Drive	$12,000+	500	2	2,500lbs	2
Commercial Vehicles (Diesel/24 volt battery)					
Passenger Bus	$30,000+	500	45	9,000lbs	8
½ Ton	$50,000+	600	3*	15,000lbs	6
10-Wheeler	$90,000+	800	3*	60,000lbs	10
16-Wheeler	$150,000+	1,000	4*	160,000lbs	16

*Seats indicated are in the cab of the truck; an additional 30, 60 or 90 can be seated or placed in the trailer of the truck, depending on the size.

Adding Speed to Ground Vehicles

Speed Class	Spd.	Maximum	Cruise	Engine and Alignment Cost			
				Bike	Sport	Car/Truck	Semi
1	22	15 mph	10 mph	$100	$100	$50	$500
2	44	30 mph	20 mph	$150	$200	$100	$1,000
3	66	45 mph	30 mph	$200	$300	$150	$1,200
4	88	60 mph	45 mph	$250	$400	$200	$1,400
5	110	75 mph	55 mph	$300	$500	$250	$1,600
6	132	90 mph	60 mph	$350	$600	$300	$1,800
7	154	105 mph	65 mph	$400	$700	$400	$2,000
8	176	120 mph	70 mph	$425	$800	$500	$2,250
9	198	135 mph	75 mph	$450	$900	$600	$2,500
10	220	150 mph	80 mph	$475	$1,000	$700	$3,000
11	242	165 mph	85 mph	$500	$1,200	$800	$4,000
12	264	180 mph	90 mph	$550	$1,400	$1,000	$5,000
13	286	195 mph	95 mph	$600	$1,600	$1,500	$6,000
14	308	210 mph	100 mph	$700	$1,800	$2,000	$7,000
15	330	225 mph	105 mph	$1,000	$2,000	$2,500	$8,000
16	352	240 mph	110 mph	$1,500	$2,250	$3,000	$10,000
17	396	270 mph	115 mph	$2,000	$2,500	$4,000	$15,000
18	440	300 mph	120 mph	$3,000	$2,750	$5,000	$20,000
19	484	330 mph	125 mph	$4,000	$3,000	$6,000	N/A
20	528	360 mph	130 mph	$5,000	$3,500	$7,000	N/A
21	572	390 mph	135 mph	$6,000	$4,000	$8,000	N/A
22	616	420 mph	140 mph	$7,000	$5,000	$10,000	N/A
23	660	450 mph	145 mph	$8,000	$6,000	$15,000	N/A
24	704	480 mph	150 mph	$9,000	$8,000	$20,000	N/A
25	792	540 mph	155 mph	N/A	$10,000	$25,000	N/A
26	880	600 mph	160 mph	N/A	$20,000	$50,000	N/A

Step Two: Adding Speed to Vehicles

At this stage, the vehicle isn't much more than basic transportation. Before it was fixed, it had a negative Class Engine, it could not move at all. Now it has a Class 0 Engine and Alignment, which means the vehicle can go about 5 mph. Which is fine for plowing fields, but hardly suitable for highway travel.

Important note: When you are buying speed, you are buying more than a hot engine. Without good alignment, the vehicle will shake itself to pieces before it ever reaches cruising speed. Transmission, drive train, carburetor, and exhaust also have to be modified in order to achieve higher speeds.

To buy speed, use the following table.

Table Notes

Spd: If the car were a person, this would be the equivalent to the Speed attribute. Thus, a character with a speed of 22 can run 15 mph (24 km). It's the same for vehicles, except they can go much faster. The land vehicle maximum is 880, which is 600 mph (960 km) or near the speed of sound.

Maximum: The vehicle's absolute maximum speed. Because this is pushing the machine to its limits, there must be a roll on the breakdown table for every 12 miles (19 km) driven. Note that these speeds are impossible without excellent roads.

Cruise: Safe speed for extended travel (given proper road conditions). The vehicle should be able to drive indefinitely at Cruising Speed.

Bike: Cost of equipping any motorcycle with matching speed.

Car/truck: Engine costs are the same for luxury cars, station wagons, full-sized and mini vans, small trucks, pickup trucks and all other medium-sized vehicles.

Semi: Includes all commercial vehicles, as well as tanks, construction equipment and moving equipment.

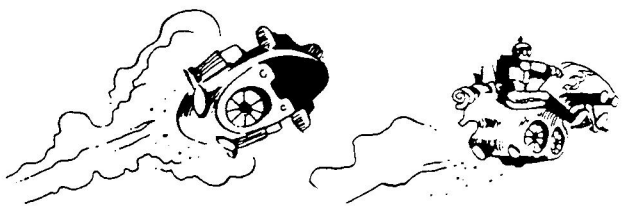
Heli: Cost of equipping a helicopter with matching speed. Helicopters are incapable of reaching the speed of sound.

Plane: Cost of souping-up a propeller driven airplane. These vehicles can neither hover, nor reach the speed of sound.

Jet: Engine costs for all conventional jet aircraft, ranging from commercial jet aircraft to jet fighters.

Scramjet: This high speed, hydrogen powered jet engine is only available as an add-on to other aircraft. The Scramjet can not operate at speeds less than Mach 2. Therefore, any aircraft with the Scramjet add-on must already be Speed Class 30 or better.

Special Option: The designer can fit an automobile or truck with hover capabilities. Set-up cost: Automobiles (regardless of size): $1 million; Small Tucks & Utility Vehicles/Jeeps: $1.2 million. Buy speed as usual; see the *Sub-Sonic Speed Class Air Vehicle Table.*



BASIC AIR VEHICLES

Type	Base Price	S.D.C.	Max. Seats	Max. Load
HELICOPTERS				
Small Observation	$200,000	150	1 or 2	400lbs
Civilian Transport	$600,000	300	2 to 6	2,000lbs
Cargo Transport	$2,000,000	500	2 to 14	10,000lbs
Combat Transport	$2,800,000	400	2 crew (10 people)	4,000lbs
Combat Fighter	$1,800,000	450	4	1,000lbs
CONVENTIONAL AIRPLANES				
Single Engine Civilian	$65,000	200	2 to 4	800lbs
Single Engine Fighter	$200,000	250	1	1,400lbs
Twin Engine Civilian	$60,000	300	2 to 4	2,000lbs
Twin Engine Transport	$80,000	500	2 crew (48 people)	16,000lbs
Twin Engine Fighter-Bomber	$110,000	350	3	14,000lbs
Three Engine Transport	$105,000	800	4 crew (60 people)	19,000lbs
Four Engine Bomber	$250,000	600	4 crew (20 people)	12,000lbs
JET AIRCRAFT				
Personal Jet Pack	$250,000	25	1	250lbs
Stunt Plane	$350,000	250	1 or 2	300lbs
Single Engine Fighter	$4,000,000	400	1	2,000lbs
Twin Engine Fighter-Bomber	$6,000,000	500	1	8,000lbs
3 Engine Passenger	$5,000,000	750	3 crew (80 people)	25,000lbs
4 Engine Wide-Body	$8,000,000	850	3 crew (120 people)	50,000lbs
4 Engine Strategic Bomber	$15,000,000	950	3 crew (48 people)	45,000lbs
HIGH-TECH VEHICLES				
Flying Harness/Jet Pack	$30,000	50	1	1,000lbs
Flying Platform/Hover Craft	$600,000	90	1 to 4	2,000lbs
Hover Vehicle — Small	$1,000,000	350	2 to 4	4,000lbs
Hover Vehicle — Large	$2,000,000	500	6 to 10	8,000lbs
Orbital Shuttle	500 Million	2,000	3 to 12	100,000lbs
Combat Fighter (Space)	800 Million	2,500	2 to 8	30,000lbs
CHARACTER FLIGHT TECHNIQUES (For comparison only)				
Mutant Animal Flight Power-160mph	—	—	P.P.	equal to P.S.
Mutant Animal Glide Power	—	—	P.P.	equal to P.S.
Robot Hover Jets	$500,000	—	5	equal to P.S.
Robot Booster Jets	$750,000	—	5	equal to P.S.
Flame Flight (Super Power)	—	—	1	equal to P.S.
Sonic Flight (Super Power)	—	—	P.P.	equal to P.S.



Table Notes

Type: This is just the general category. There are hundreds of possible variations.

Base Price: 1. Prices as listed buy only the basic framework and engine. Speed Class, weapons, armor and options are all extra.

2. For scavenging aircraft in an After the Bomb, post nuclear war setting, the base price is divided by 10. In other words, getting the hulk of a cargo helicopter back into usable shape would cost $2,000,000.

S.D.C.: Destroying all of the S.D.C. of a vehicle turns it into scrap metal. It may take considerably less damage to eliminate the vehicle's ability to fly.

Payload: This is the amount of weight that the vehicle can carry. Pilot, crew and passengers, along with their seats and harnesses, missiles, bombs and cargo; all are part of the vehicle's payload. An aircraft simply won't get off of the ground if it is overloaded. Built-in vehicle weapons and armor are not counted in the payload.

Aircraft Fuel: Helicopters, airplanes,jets and scramjets all burn vast amounts of fuel (unless outfitted with a fusion generator). To avoid getting overly complicated, the rules for fuel consumption have been simplified as follows:

1. At Maximum Speed the aircraft burns all its fuel in 15 minutes. Believe it or not, this is rather generous; many jet planes can burn their entire fuel load in under 3 minutes.

2. From 3/4 Speed to 1/4 Speed, the aircraft will burn all its fuel in 3 hours.

3. At idling Speed, about 1/10 Maximum speed, the aircraft will burn all its fuel in 5 hours.

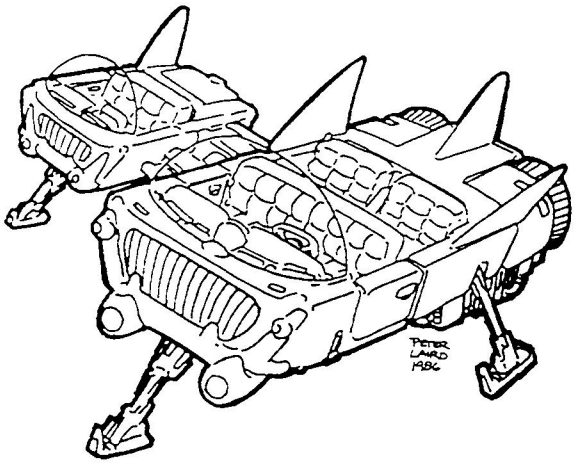
SUB-SONIC SPEED CLASS AIR VEHICLE TABLE

Class	Spd.	Maximum	Heli	Plane	Jet	Hover Craft
0	Hover	0 mph	$0	N/A	N/A	$6,000
1	22	15 mph	$100	N/A	N/A	$8,000
2	44	30 mph	$200	$0	N/A	$10,000
3	66	45 mph	$300	$50	N/A	$12,000
4	88	60 mph	$400	$75	$0	$14,000
5	110	75 mph	$500	$100	$100	$16,000
6	132	90 mph	$600	$150	$200	$18,000
7	154	105 mph	$700	$200	$300	$20,000
8	176	120 mph	$800	$250	$400	$22,000
9	198	135 mph	$900	$300	$500	$24,000
10	220	150 mph	$1,000	$400	$600	$25,000
11	242	165 mph	$2,000	$500	$700	$26,000
12	264	180 mph	$3,000	$600	$800	$27,000
13	286	195 mph	$4,000	$700	$900	$28,000
14	308	210 mph	$5,000	$800	$1,000	$29,000
15	330	225 mph	$10,000	$900	$1,100	$30,000
16	352	240 mph	$15,000	$1,000	$1,200	$31,000
17	396	270 mph	$20,000	$1,100	$1,300	$33,000
18	440	300 mph	$25,000	$1,500	$1,400	$36,000
19	484	330 mph	$27,500	$2,000	$1,500	$38,000
20	528	360 mph	$30,000	$3,000	$1,750	$40,000
21	572	390 mph	$40,000	$5,000	$2,000	$50,000
22	616	420 mph	$50,000	$10,000	$3,000	$60,000
23	660	450 mph	$100,000	$50,000	$4,000	$70,000
24	704	480 mph	$400,000	$100,000	$5,000	$100,000
25	792	540 mph	$750,000	$200,000	$10,000	$250,000
26	880	600 mph	$1,000,000	$500,000	$20,000	$750,000
27	968	640 mph	N/A	$1,000,000	$50,000	$1,000,000
28	MACH 1	660 mph	N/A	N/A	$150,000	$2,000,000

SUPERSONIC SPEED CLASS AIR/SPACE VEHICLE TABLE

Class	Speed	Maximum	Jet	Scramjet	Spacecraft**
28	MACH 1	660 mph	$150,000	N/A	N/A
29	MACH 1.5	990 mph	$500,000	N/A	N/A
30	MACH 2	1,320 mph	$1,000,000	N/A	N/A
31	MACH 2.5	1,650 mph	$2,500,000	N/A	$6,000,000
32	MACH 3	1,980 mph	$5,000,000	N/A	$8,000,000
33	MACH 4	2,640 mph	$8,000,000	$2,000,000	$10,000,000
*34	MACH 5	3,300 mph	$15,000,000	$4,000,000	$14,000,000
35	MACH 10	6,600 mph	$50,000,000	$6,000,000	$25,000,000
36	MACH 15	9,900 mph	N/A	$7,000,000	$50,000,000
37	MACH 20	13,200 mph	N/A	$8,000,000	$70,000,000
38	MACH 30	19,800 mph	N/A	$10,000,000	$100,000,000
39	1% Lightspeed	6,700,000 mph	N/A	N/A	$600,000,000
40	5% Lightspeed	33,500,000 mph	N/A	N/A	$800,000,000
41	10% Lightspeed	67,000,000 mph	N/A	N/A	$960,000,000
42	50% Lightspeed	335,000,000 mph	N/A	N/A	$20 Billion

**Roughly Equivalent to Escape Velocity, the speed required to leave Earth's gravitational field and go into orbit in outer space.
**Beyond man's real life capabilities. Any such vehicles would be government/military or private industry top secrets and experimental. Industrial facilities are definitely needed.



Step 3:
Adding Vehicle Armor

Having weapons is nice. Unfortunately, there are plenty of other people on the road with similar ideas. To keep them from putting holes in characters and vehicles, you'll need armor. Vehicle Armor is superior to character body armor and any attack rolls that hit, but do not exceed the A.R., simply bounce off. Those attacks that are higher than the A.R. damage the S.D.C. of the armor. All vehicle armor S.D.C. must be depleted before attacks can be directed at the passengers inside or the vehicle itself. These rules apply to vehicle armor, passenger armor, and all flying vehicle armor.

Ground Vehicle Armor

This armor protects the vehicle only, passengers are not covered. Only one set of vehicle armor allowed.

Light Armor: A.R.: 14, S.D.C.: 350, $2,500

Medium Armor: A.R.: 16, S.D.C.: 700, $10,000

Heavy Armor: A.R.: 18, S.D.C.: 1,400, $50,000

Passenger Armor

Armor for the passenger compartment for most vehicles includes armored glass and some reinforcing of head panels and upper panels. Because of this, Passenger Armor is not available for motorcycles (although the GM may allow it, but it would only work on attacks from the front). Only one set of armor per compartment.

Light Armor with Glass Windows: A.R. 10, S.D.C. 200, $800

Light Armor/Plexiglas Windows: A.R. 12, S.D.C. 250, $1,000

Light Armor with Window Slits: A.R.: 14, S.D.C. 300, $1,200

Medium Armor with Glass Windows: A.R. 11, S.D.C. 300, $2,000

Medium Armor/Plexiglas Windows: A.R. 13, S.D.C. 350, $2,500

Medium Armor with Window Slits: A.R. 15, S.D.C. 400, $3,000

Heavy Armor with Glass Windows: A.R. 12, S.D.C. 400, $4,000

Heavy Armor/Plexiglas Windows: A.R. 14, S.D.C. 450, $4,500

Heavy Armor with Window Slits: A.R. 16, S.D.C. 500, $5,000

Turret Armor

Turret Armor protects both the weapon and the operator. Separate armor must be bought for each turret. Only one set of armor per turret. Turrets can be used with any weapon.

Light Armor: A.R. 10, S.D.C. 300, $800

Medium Armor: A.R. 12, S.D.C. 350, $1,800

Heavy Armor: A.R. 14, S.D.C. 400, $3,500

Empty Turret: A.R. 8, S.D.C. 100, $1,000

Flying Vehicle Armor

Armoring a flying vehicle helps protect it from enemy fire. However, all that armor is heavy and the aircraft's payload is reduced for every section of armor installed.

Aircraft Vehicle Armor

This armor protects the entire vehicle. This armor must be penetrated before cargo, crew, engines or fuel are hit. Only one set of vehicle armor per vehicle allowed.

Light Armor: A.R. 8, S.D.C. 300, $2,500, 500 pounds (225 kg)

Medium Armor: A.R. 10, S.D.C. 500, $10,000, 1,200 pounds (540 kg).

Heavy Armor: A.R. 12, S.D.C. 900, $50,000, 4,000 pounds (1800 kg).

Aircraft Crew Compartment Armor

Armor can be installed for each crew station on a vehicle. Each crew station armor must be bought separately.

Light Armor/Plexiglas Windows: A.R. 12, S.D.C. 250, $1,000, 50 lbs (22.5 kg).

Medium Armor/Plexiglas Windows: A.R. 14, S.D.C. 350, $2,500, 100 lbs (45 kg).

Heavy Armor/Plexiglas Windows: A.R. 15, S.D.C. 550, $4,500, 200 lbs (90 kg).

Aircraft Drive Engine Armor

Protects the drive mechanism from enemy fire. One set of engine armor is allowed for each engine.

Light Armor: A.R. 12, S.D.C. 200, $800, 100 lbs (45 kg).

Medium Armor: A.R. 13, S.D.C. 300, $2,000, 300 lbs (135 kg).

Heavy Armor: A.R. 14, S.D.C.: 400, $5,000, 600 pounds (270 kg).

Fuel Compartment Armor (Auto or Aircraft)

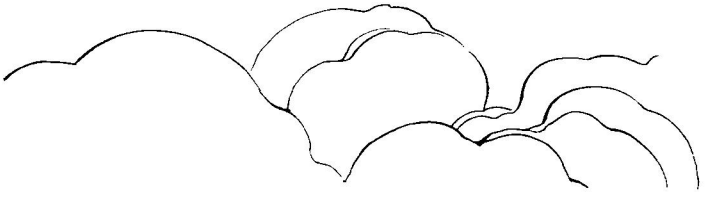
This armor serves two functions. To protect the fuel area from enemy fire, and to protect the vehicle crew from the explosion when and if the fuel gets hit. Only one set of fuel armor per vehicle allowed.

Light Armor: A.R. 10, S.D.C. 200, $500, 150 lbs (67.5 kg).

Medium Armor: A.R. 12, S.D.C. 300, $2,000, 500 lbs (225 kg).

Heavy Armor: A.R. 14, S.D.C. 400, $7,000, 900 (405 kg).

Note: Of course, you do not have to add any armor to any portion of the vehicle. It is your choice.



Step 4: Adding Weapons

Fixed Mount

This kind of weapon fires in only one direction, and aiming requires turning the entire vehicle. Usually set up to shoot straight ahead, but can be mounted in any direction. Usually used by the vehicle's pilot.

5.56 mm Light Machinegun: Damage: 5D6, Range: 2,000 feet (610 m), Cost: $1,500.

7.62 mm Medium Machinegun: Damage: 6D6, Range: 3,000 feet (914 m), Cost: $2,500.

20 mm Automatic Cannon: Damage: 1D6x10, Range: 4,000 feet (122 m), Cost: $10,000.

Automatic Cannon: Damage: 1D6x10+20, Range: 5,000 feet (152 m), Cost: $15,000.

Swivel Mount

Weapon is mounted on a swivel that can be rotated 360 degrees. A gunner must operate the weapon from an open platform or turret.

5.56 mm Light Machinegun: Damage: 5D6, Range: 2,000 feet (610 m), Cost: $3,000.

7.62 mm Medium Machinegun: Damage: 6D6, Range: 3,000 feet (914 m), Cost: $4,000

.50 Caliber Heavy Machinegun: Damage: 7D6, Range: 6,000 feet (1828 m), Cost: $8,000

Empty Turret (Fits any weapon): $1000.

Ordnance

These weapons are mounted on the exterior of the craft. All ordnance weights must be subtracted from the vehicle payload.

2.75" Rocket Launch Tube: As mini-missile. Range: 6,000 feet (1828 m), Cost: $500 each.

Anti-Aircraft Missiles: As short range missile. Range: 8,000 feet (2438 m), Cost: $4,000 each.

Flame Thrower: Damage: 4D6, 30 feet (9 m), Cost: $2,800. It does damage to everything in a 8 square foot area. All combustible items will ignite. If used on unarmored vehicles, the gas tank may detonate (30% chance)

Rockets are disposable weapons. Once used, the entire thing must be replaced. They are unguided and receive no bonuses to strike (only weapon systems bonus). Speed Class is 19. Explosion does damage to everything within a 20 square foot area. Each loaded tube weighs 35 pounds (15.7 kg).

Anti-Aircraft Missiles have built-in infrared sensors for tracking the enemy target (normal +3 to strike for guided missiles). Speed Class is 29. Explosion does damage to everything within a 40 square foot area. Each missile weighs 250 lbs (112 kg).

Step 5: Optional Modifications, Equipment & Accessories

Air-Recycling System: Allows for unlimited time in space or underwater or in impure air (gas, pollution, etc.). The unit will recycle the vehicle atmosphere so long as power remains. Cost: Includes making vehicle airtight. $200,000 for a small vehicle, $450,000 for a large one.

Anti-Missile Chaff: When triggered it sends out a canister designed to decoy enemy anti-aircraft missiles. The canister heats up, attracting the missile's heat sensors, gives off a fake radio signal, and sends out streamers of aluminum designed to fool radar-guided units. Cost: $3,500 each.

Ejection Seat: This specially built chair has built-in explosives designed to throw the chair and its occupant up and away from an injured vehicle. The parachute is designed to open automatically at the right altitude. Cost: $6,000.

Ejection Seat Hover Vehicle: An ejection seat that is also a limited hover vehicle that functions like a jet pack. Maximum speed: 100 mph (160 km). Range: 15 miles (24 km). Fuel Capacity: 15 minutes. Cost: $125,000.

External Fuel Tank: Doubles the amount of available driving or flight time. The tank cannot be armored, but can be easily dropped if damaged. Cost: $1,000 each.

Fusion Generator: A high-tech, experimental, power source. With a fusion generator installed, the vehicle can operate continuously for 3 years. Cost: $6 million.

Loudspeaker: Simply a large speaker/amplifier mounted outside a vehicle. Can be heard clearly over vehicle noise up to 500 feet (152 m) away. Cost: $400.

Luxury Accommodation: For large trucks, vans and aircraft. A decorated living area with beds (from 1-6), small kitchen with sink and stove, bathroom with shower, conference/dining table, panelling and carpeting. The kind of thing usually found in private jets. Cost: $15,000.

Maneuver Rockets: This is the only way to move or change position in the vacuum of outer space or underwater. A necessity for Scramjets that are going to operate in orbit. Cost: $15,000 each.

Night Sight Camera/Monitor: A forward mounted camera that sees into the darkness and relays an amplified image to a monitor in front of the operator. Range is 2,000 feet (610 m), and the camera clearly shows ground-based buildings, vehicles and creatures. Imaging is too slow to see aircraft. Any bright lights, including the vehicle's own headlights, blind the night sight camera. Cost: $30,000.

Pontoons: Large floats/skids that can be used for landing on water. Cost: $1,200.

Pressurized Cabin: A crew compartment that is airtight and comes with an on-board air supply. Good against poison gas, smoke, high altitude, and the vacuum of outer space. Effective underwater up to a depth of 1100 feet (335 m). Cost: $200,000

Searchlight: High-powered spotlight. Controlled by the pilot. Cost: $600.

Second Engine: This is a back-up engine for the vehicle. The full price for the second engine depends on Speed — see Speed Table. Cost: Car — $1500, truck — $3000, airplane - $30,000, jet —$60,000, plus speed costs.

Smoke Screen: The pilot can release smoke by changing the fuel mix in the engine. Available only for conventional automobiles and aircraft. Cost: $1,500.

Theft Alarm System: A tamper-proof burglar alarm. When someone attempts to open the vehicle without the alarm key, a piercing siren will sound out. Cost: $700 each.

Thief-Proof Locks: The vehicle locks have been modified so that standard pry bars and skeleton keys will not work. A thief is -35% to pick locks. Cost: $500 each.

V.T.O.L. Capacity: V.T.O.L., or Vertical Take-Off and Landing, allows planes and jets to hover in a stationary position, fly at very low speeds, and use small pads for landings. Cost: $200,000.

Winch and Cable: Woven steel cable about 1,000 feet (305 m) long and has a hook on one end. The winch can pull up to 300 lbs (135 kg), and larger loads can be handled by locking the winch and moving the vehicle. Usually used on helicopters and space vehicles. Cost: $1,600.

Radar (basic) System: 25 mile range (40 km). Cost: $40,000.
Radar Targeting Computer: 30 mile range (48 km), able to identify 20 targets and simultaneously track 10 targets flying at 600 feet (182 m) while the aircraft is flying at 18,000 feet (5486.4 m). Cost: $400,000 (has military capabilities).

Advanced Radar Targeting Computer: 62 mile range (100 m), able to identify 60 targets and simultaneously track 30 targets flying below 200 feet (61 m) while the aircraft is flying at 20,000 feet (6096 m). Cost: $990,000.

Note: Generally, all items can be built into ground and air vehicles.

Optional Equipment Exclusive to Automobiles

Some equipment is standard with any basic vehicle, including headlights and brake lights, speedometer, odometer, and trouble indicator lights for brakes, oil and temperature. Also seats, seat belts, standard pedals, steering wheel and gear-shift. AM Radio is free. Everything else must be bought.

Armored Tires: Normal tires have an A.R. of 5 and can take 8 S.D.C. damage before deflating (called shots at -3 are required to hit the tires of a car). Armored tires are specially bonded and woven with Kevlar and other materials to make them harder to puncture and deflate. Armored tires can be combined with self-inflating tires. A.R.: 10 and require 20 S.D.C. of damage to puncture and deflate. Cost: $700 per tire.

Self-Seal/Inflating Tires: When these tires are punctured and deflate, a quick seal resin coats the inside of the tire to seal it, then a mini compressor re-inflates it. The whole process only takes one melee action. This allows the vehicle to continue on its way when it would normally have been crippled. The system can only reseal itself twice before needing to be reloaded. Cost of system with two loads: $350 per tire. Cost of chemical reloads: $70.00 per load.

Fold-Down Bucket Seats: These seats are more comfortable than the standard bench seats. They can also be folded down and turned into a temporary sleeping space. Cost: $300 each.

Camper Option: Can be used with any van or larger vehicle. Includes beds (from 1-4), small kitchen with sink and stove, bathroom with shower, conference/dining table, and interior decorating with paneling and carpeting. Cost: $6,000. Of course this severely limits cargo space.

Stereo System: Picks up AM/FM/Shortwave signals and delivers the signal in stereo. Also plays tape cassettes. Cost: $600

Refreshment Dispenser: A built-in unit that delivers coffee, tea, hot chocolate or hot soup (pick one) from one spout, and soft drinks, milk, ice water or fruit juice (pick one) from another. Must be refilled every few days. Cost: $450.

Engine Readout Package: The instrument panel is modified to include a tachometer, temperature and oil pressure gauges, fuel mix indicator, and readout on the battery charge. Adds +5% to Auto Mechanics diagnosis. Cost: $550.

Radar Display: A monitor is mounted on the dash that displays the radar picture for an area 500 feet (152 m) around the vehicle. This shows solid obstacles (trees, rocks, buildings, airplanes), other moving vehicles, and moving bodies. It does not show pits, potholes, broken pavement or bodies smaller than a deer. Cost: $60,000.

Radio Locator: Directional locator that lets the vehicle operators find the exact position of a radio transmission. Useful for finding planted "bugs." Cost: $1,500. Range: 5 miles (8 km).

Trailer Hitch: Allows a trailer to be attached to the vehicle. Cost: $150.

Winch and Cable: Mounted on the front bumper is an electric winch; basically, a motor connected to a cable. The woven steel cable is 100 ft long and has a hook on one end. The winch can pull up to 300 lbs, and larger loads can be handled by locking the winch and backing up the vehicle. Cost: $800.

Fuel Efficiency Modification: Modifying the car's engine so that fuel consumption is cut by half. Cost: $3,000.

Super Fuel Efficiency: By careful tinkering, the vehicle consumes only 10% of the normal miles per gallon rate. Cost: $15,000.

Oil Slick: The pilot can release oil from a tank mounted on the underside of the vehicle. Contains enough oil for three oil slicks. Cost: $1,200

Vehicle Caltrops: A container of broken glass, nails and metal shards can be released by the pilot. Cost: $300 for each container and release mechanism. $100 per each, non-reusable container; although homemade containers can be made for about $30.

Ram-Prow: The ram-prow is a special, metal reinforced ram at the front of the vehicle. The ram may be a simple foundation of metal bars, train-like cow-catcher or any variety of metal protrusion with the purpose of ramming. The ram-prow protects the attacking vehicle from any damage that it would normally receive in a ram attack. (See "Ramming" under Combat Tactics). The ram-prow itself has 200 S.D.C., but it also adds 75 S.D.C. to the vehicle. Cost: $1,100.

Searchlight: High-powered spotlight. Mounted on a swivel next to the pilot's seat. Cost: $300

Siren: High-pitched emergency siren. Can be heard up to 2,500 feet (762 m) away. Cost: $90

Miscellaneous Equipment

Driving Suits or Armor

Motorcycle drivers wear helmets and leathers for a reason; it helps to protect them in an accident. Characters with full leathers, including heavy boots, helmet, leather jacket, leather pants and leather gloves, will reduce the amount of damage taken in a crash. The suit absorbs half the damage taken, up to a maximum of 24 points.

For example, if Fran's character crashed and took 80 points of damage, she'd only have to take 56 points off her S.D.C. and Hit Points. On the other hand, if Mike crashed with 8 points of damage, he'd take 4 points off his S.D.C. (1/2 damage) and 4 off his Hit Points (the other 1/2).

Driving suits are no protection against bullets, explosions, weapons, or hand-to-hand attacks. They are useful for crash damage only. On the other hand, regular armor, either modern or ancient, gives no protection against crash damage.

Driving armor is just a safety measure. Or, according to some bikers, "You may break every bone in your body, but, at least, the leather will keep your body from coming apart. At the very least, leathers insure that your corpse will look good at your funeral."

Cost: $250 for characters under six feet (1.8 m), $300 for average characters, $400 for characters larger than seven feet (2.1 m) or those with P.S. scores above 20.

Tool Kits

Portable Tool Kit: A portable tool kit in a leather case, about the size of a briefcase. Weighs 20 pounds (9 kg) and has everything needed for most auto-mechanic diagnostics. Cost: $150.

Trunk Tool Kit: A metal toolbox weighing 60 pounds (27 kg) and with everything needed for road repairs. Cost: $500.

Shop Kit: Actually several metal boxes and drawers worth of tools, usually installed in a garage or in a utility van (although most large vehicles couldbe modified to suit). This 1400 pound (630 kg) set has everything needed for major vehicle repairs (rebuilding engines, adjusting the frame) and modifications. Includes welding torch, hoist, and machine for mounting tires on wheels. Cost: $2,800.

Aircraft Tool Kits

Aircraft Portable Tool Kit: A portable tool kit in a leather case, about the size of a briefcase. Weighs 20 pounds (9 kg) and has everything needed for most mechanical diagnostics. Cost: $350.

Aircraft Large Portable Tool Kit: A metal toolbox weighing 60 pounds (27 kg), and with everything needed for minor repairs. Cost: $800.

Aircraft Shop Kit: Actually several metal boxes and drawers worth of tools. This 1400 pound (630 kg) set has everything needed for major vehicle repairs (rebuilding engines, adjusting the frame) and modifications. Includes welding torch, hoist, and power tools. Cost: $12,000.

Flight Suits

There are two good reasons for wearing flight suits. First, because they are protection against the thin air encountered at high altitudes. The second reason has to do with crash protection; the suit absorbs half the damage taken in a crash, up to a maximum of 48 points.

Flight suits provide no protection against bullets, explosions, or bladed weapons. They do protect against punches, kicks, body blocks and other blunt attacks; rough equivalent to an A.R. of 8. Other than that, they are useful for falling and crash damage only. Regular armor, either modern or ancient, gives no protection against falling or crash damage.

Cost: $500 for characters shorter than six feet (1.8 m), $550 for average characters, $700 for characters larger than seven feet (2.1 m) or with P.S. ratings above 20.

Space suits are designed to give full body protection from the rigors of outer space. Unprotected, a body exposed to a vacuum will experience a bunch of very unpleasant things. For starters, the vacuum will freeze the skin's outer layers and evacuate all the air in the lungs. Then, if not rescued quickly (3 melees/45 seconds), there will be an explosive and messy decompression, where the inner pressures win the battle against the skin that's trying to keep everything inside. Finally, unless the body is hidden in a shadow somewhere, there will be a certain amount of boiling and frying.

To avoid all this unpleasantness, it is highly recommended that characters wear protective space suits. The suit also gives some protection against crashes, absorbing half the damage taken in a crash, up to a maximum of 36 points. Space suits provide no protection against bullets, explosions, weapons or hand-to-hand combat. They are useful for crash damage only. The atmosphere charge of a space suit will protect the wearer for up to four hours before needing a recharge.

Cost: $25,000 for characters shorter than 6 feet (1.8 m), $28,000 for average characters, $30,000 for characters taller than seven feet (2.1 m) or with P.S. ratings above 20.

Note: Additional equipment can be used from the *Ninjas and Superspies RPG* and other Palladium sourcebooks.



MAGIC

In the incredible world of **Heroes Unlimited™**, there are virtually every manner of superbeing, including those who wield the secrets of magic.

Magic provides incredible powers and abilities that seem to tap into an unknown energy source. An energy source that, some speculate, may have an otherworldly origin. Exactly what or where the mystic energy comes from is a mystery, even to those who wield its power. What is known is that, like any source of power, it can be used for good or evil.

Obtaining Magical Abilities

There are four ways to get mystic powers. To determine which one provides the character's mystic abilities, select one of the four categories or make a random roll.

01-25 Enchanted Weapon: The character finds or is chosen by a powerful, magic weapon to serve as a new champion.

26-50 Enchanted Object: The character is gifted with magical abilities through a long lost item of magical power.

51-75 Mystic Study: The character spends years of his life devoted to learning the deepest secrets of the forgotten arts.

76-00 Mystically Bestowed: A powerful being, or force, places great power at the character's disposal for him to use as he will.

ENCHANTED WEAPON

The magic weapon, not the character, is the true source of the magic and the superbeing's power. The hero (or villain) is simply the new champion that wields the magical construct. Without the mystic weapon the character is an ordinary person armed only with his skills and wits.

The weapon is usually a common, ancient, melee weapon, such as a sword, ax, mace, or spear, covered in mystic symbols and rune writing. The weapon itself is indestructible. Most of these "rune" weapons are aligned to chaos (evil) or order (good), and their magic can only be used by people with a similar alignment. However, a few can be used by anybody. When the weapon is held by a kindred spirit (similar alignment), he or she will have a brief instructional vision. The magic weapon will identify itself, or an eerie being will appear (the item's creator, a god, etc.), identify the weapon by a particular name and whether it is a force of good or evil.

As an example, lets look at *Marvin Tecumson* who finds a sword in a curio shop. The shopkeeper tells him that it is an ancient blade, maybe 1000 years old. Marvin frowns. It appears far too sharp and new to be more than a hundred years old. Heck, the shopkeeper might even make 'em in the basement. Still, there is something about the sword. It seems to feel good in his hands, almost inviting. Marvin buys the blade for much more than he can afford. "What a chump I was," he thinks, "I really blew it now."

At home, he holds the blade and gives it a whirl. Suddenly, Marvin is in a mist filled forest. A beautiful woman (this could also be a wizard, knight, angel, child, glowing blob of energy, the sword itself, anything) smiles and says, "Marvin, you are the new Champion of Light. Take this enchanted sword, Moonwind (or any name), and use its powers to crush the evil that would devour the light." Marvin is stunned. A million questions race through his mind, but before a syllable can trickle off his tongue, he's back in his room. Marv is certain he's going crazy ... or was dreaming. He hesitantly reaches for the sword. Picks it up and mumbles to himself its name, "Moonwind ..." with a flash, Marvin is garbed in an outlandish costume (player's design). His muscles rippling with power. He and the sword are one, and suddenly, he understands the power it holds and how to use it. No words are spoken, but he knows, and a hero is born.

Determining the type of Weapon

The player can either select a type of weapon or roll on the following table. The only limitation is that the weapon must be an ancient type of melee weapon, not a modern one, and it should probably be a weapon of some dignity and flair. Roll percentile dice or pick one.

Type of Weapon
01-10 Battle Axe
11-20 Spear
21-32 Short Sword
33-45 Large Sword
46-58 Staff
59-70 Mace
71-80 War Hammer or Morning Star
81-90 Ball and Chain
91-00 Pole-Arm

Other Stuff

Alignment: Any alignment can be chosen, but heroes should generally be of good alignment.

Level of Education and Skill Selection: Standard; see creating a character.

Hand to Hand Combat: Physical combat skills are not automatic, and must be selected as a learned skill.

Attacks Per Melee (Hand to Hand): As with all superbeings, mystic characters automatically get two attacks per melee round. Additional attacks must be developed through combat skills. See hand to hand combat and boxing.

Weapons and Armor: Other than the magic weapon, unless the character is extremely wealthy, only conventional weaponry and body armor would be available. Remember, that "battle dress" (a costume) is magically created whenever the character goes into action.

Structural Damage Capacity (S.D.C.): 4D6 S.D.C. plus those gained through magic and physical training skills.



Available Financial Resources: 4D4x100 dollars are available in ready cash. This is in addition to a possible life savings (See optional rules to rounding out one's character). There is a 01-80% likelihood the character owns a conventional car. The car is 1D6 years old. Presumably, the character has a job, apartment and reasonable personal possessions.

Properties Common to all Enchanted Weapons (good & evil):

1. Totally indestructible, so blades never dull and the weapon never dents, cracks or breaks; always looks like new.

2. Well balanced and lightweight; +1 to strike and parry when using the weapon.

3. Made of black, grey, blue-grey, dark red, blood red, or bright gold or silver colored metal. It is always inscribed with rune symbols.

4. The weapon's base damage before adding P.S. or W.P. bonuses (roll percentile):

01-25 3D6 damage

26-50 4D6 damage

51-75 5D6 damage

76-00 6D6 damage

5. Affects/damages all creatures of magic, including animated dead, zombies, golems, vampires, werewolves, demons, dragons, godlings, etc. Also damages superbeings who are Invulnerable!

6. The enchanted weapon and its champion are linked until its current mortal connection is severed — killed! Consequently, anybody else who takes and uses the weapon cannot draw on its magic or be transformed into a superbeing. They can only use it as a superior quality weapon. However, if the champion is slain, the magic weapon is able to join and empower a new one after 72 hours.

Continuity Note: In the **Palladium Fantasy RPG®** and **Rifts®**, these weapons are considered *Greatest Rune Weapons*, and in **Rifts®**, or any Mega-Damage environment, they inflict mega-damage equal to their base S.D.C. damage (without P.S. bonuses).

Weapons of Order (good)

Powers & Bonuses Bestowed to its Mortal Champion

Adds 1D6x10 S.D.C. to its owner/champion.

Provides its champion with resistance against fire and cold; they do half damage.

Provides a bonus of +3 to save against all magic spells and enchantments.

Enables its owner to sees the invisible.

Creates a costume or "battle dress" out of thin air. This battle dress can be of classic, comic book superhero appearance or include full body armor (usually an ancient style of armor). Whatever the costume/battle dress looks like, the basic design will usually reflect its owner's personality and imagination. Although the costume can be damaged, ripped and torn, it always reappears fresh and new.

The weapon, battle dress and available magic are activated when the wielder speaks its name. Something like "By the power of Moonwind," or "Moonwind give me the power to ..." or "In the name of ...," and so on.

Whenever the character is transformed into battle dress (becomes a hero), he or she is magically "beefed" up and appears as an ideal version of himself; tall (6-7 feet/1.8 to 2.1 m), strong and muscular (no flab or physical infirmities), an adult (if the hero is a kid or teenager), and gets +1D4+3 to P.B. in heroic form.

Super or Magic Abilities: In addition to the powers that the weapon's champion can call upon through it, and the magical transformation of body and clothing, the Enchanted Weapon also instills the character with power that he alone commands. Pick one of the following or make a random roll.

01-33 Choice of two Minor Super Abilities.

34-66 Choice of one Major Super Ability, excluding Immortality or any of the Alter Physical Structure powers.

67-00 Magic. The hero can cast spells! Pick three spells from each of the spell levels 1-3, and a total of six selected from levels 4-8. The character doesn't have a complete knowledge of magic so he or she cannot learn additional spells. All selections are final. Available P.P.E. for spell casting is P.E. x3 plus 2D4 points per level of experience.

Powers Held by Weapons of Order (good)

The player can select six abilities from the following list which are possessed by the weapon and available to his character. These are the extraordinary magical properties of the Enchanted Weapon, and although it is the hero who calls upon the weapon to use them, they are not the powers it bestows on its mortal champion. The powers of the weapon should reflect the personality of the wielder (remember, the weapon will choose someone who should use it properly). This means a protective character defending the weak might choose healing and defensive abilities, while an aggressive, combatant champion of good may tend toward the offensive aspects like lightning bolts, superhuman strength and extra damage. Unless otherwise stated, there is no limit to how often a power can be used by its champion, and it is presumed to be in force as needed.

A good aligned weapon can be used by Principled, Scrupulous or Unprincipled characters only. To anybody else it is an ordinary weapon of superior craftsmanship, without any magical properties. The only exception is when the weapon's champion *willingly* lends it to someone for a specific purpose, like protecting an innocent from danger or evil forces. Under this circumstance, the borrower can draw upon the six powers of the Enchanted Weapon and use them as is necessary in fulfilling his or her noble mission. Its champion can continue to draw on the powers that transform him into a superbeing even though the two are apart, but he or she cannot transform back into their normal, mortal identity without the weapon. Furthermore, if separated for more than 72 hours, the character will automatically return to his ordinary human form and the weapon becomes inert (seemingly powerless). Until the two are reunited (or the mortal killed), both are powerless.

1. Healing Touch: Restores 3D6 Hit Points or S.D.C. by touching the weapon to the individual who needs healing. The magical healing leaves no scars. The healing touch can be used 10 times per day (24 hours). Although intended for helping others, its champion can draw upon its healing power as well (counts as one of the 10 per day).

2. Damage Bonus: +6 damage is added to all modes of attack used by the weapon wielder, including lightning bolts, fire-

balls, and strikes from/by the weapon, as well as punches and kicks from its magically empowered champion.

3. Spits Lightning Bolt: Can be used as often as once every melee round (counts as one melee attack). As a magical energy blast, it will affect supernatural beings, creatures of magic and those who are normally invulnerable. Damage: 6D6 if the wielder is Principled, 5D6 if Scrupulous, or 4D6 if Unprincipled. Range: 1000 feet (305 m)!

4. Spits Fire: The fiery blast can appear as a fire ball or bolt of flame that shoots out from the weapon. It can be used as often as the champion has attacks per melee (each blast counts as one melee attack). As a magical energy blast, it will affect supernatural beings, creatures of magic and those who are normally invulnerable. Damage: 5D6 if the wielder is Principled, 4D6 if Scrupulous, or 3D6 if Unprincipled. Range: 300 feet (91 m).

5. Returns to Wielder When Thrown: Returns immediately after striking (or missing) the target. Range: 100 feet (30.5 m) +15 feet (4.6 m) per level of its wielder's experience. A throwing and return counts as two attacks (one to reach the target and one to return). If the weapon misses, it flies past the target and an attack roll can be made as it returns, but only if it missed initially; plus this additional, swing around attack counts as a third melee action. Note that the thrown weapon can have only one successful attack/strike per throw.

6. Turns itself and the wielder invisible: Identical to the Wizard spell Invisibility: Superior.

7. Impervious to Fire: As long as the hero holds the weapon, he/she is impervious to fire (including magic fire). No damage or side effects. Only affects the weapon wielder, his clothes and the belongings on his person.

8. Levitation at will: Can levitate the weapon, wielder and up to 300 lbs additional (136 kg), up and down. Levitation does not allow movement from side to side, just up and down. Range: 300 feet (91.5 m) high maximum.

9. Sense Magic: The ability to sense the presence of magic other than your own. Unfortunately, the sense can not pinpoint the source of magic or identify how many. The best it can do in identifying the number of other magic sources is: a couple, a few and many. Range: within a 300 feet (91.5 m) area.

10. Fly: The ability to fly like a bird at will. Maximum speed is 50 mph (80 km). No special bonuses to dodge and parry apply.

11. Nightvision: A power that enables the hero to see clearly in the dark, including unnatural and magical darkness, much like passive nightvision/light amplification goggles do. Range: 300 feet (91.5 m). The nightvision is automatically activated in darkness and has no time limitation.

12. Mystic Shield: Creates a mystic energy shield that can be used to parry attacks like a knight and his shield. When necessary, the hero can turn his shield into a protective bubble that can enclose and protect himself and as many as six normal-sized humans. Those protected must be huddled close together and within 60 feet (18.3 m) of the weapon.

The shield has a total of 200 S.D.C. and is effective against all types of attacks, from hammering punches to lasers or explosives (all do normal damage). The mystic shield can be created instantly with but a thought. If the weapon wielder is trying erect the shield in time to block/protect himself from an incoming attack, he must roll a D20 to see if it is erected in time (+3; the character's normal parry bonuses do *not* apply). A failed roll means the hero, or those he was trying to protect, were struck before the shield was created. No shield; try again.

When it is created and used as a hand held shield to block and parry attacks, all the character's usual parry bonuses apply. A successful parry with the mystic shield means it takes all damage. The remainder of any damage above the shield's 200 S.D.C. shatters the shield and affects those behind it.

Note: The magical shield can be created as often as once every two melee rounds, but only a maximum of 10 times per 24 hours. The shield is defensive/protective in nature and can not be used to trap or imprison someone; the shield bubble won't appear because the intended use is contrary to its purpose, which is to "shield." The weapon will only activate the shield to directly protect someone from attack. Duration: The shield will remain up until destroyed (all S.D.C. depleted), the danger appears to have passed, or its champion wills it to vanish.

13. Superhuman Strength: The weapon magically increases the hero's strength to the equivalent of the Minor Super Ability of *Superhuman Strength*. Can be increased to *Supernatural Strength* (a Major Ability) if this power is selected twice. The character possesses this superstrength whenever he transforms into battle dress/costume.

14. Tongues: The ability to understand and speak any language at will, same as the spell.

15. Words of Truth: Same as the Wizard spell of the same name, but can only be used 10 times per 24 hours.

Weapons of Chaos (evil)

Properties Common to All Magic Weapons: Same as noted previously.

Dark Powers & Bonuses Bestowed to its Mortal Champion

Adds 2D4x10 S.D.C. to its owner.

Provides its owner with resistance against possession and Horror Factor, +4 to save.

Provides its owner a bonus of +2 to save against all magic spells and enchantments.

Enables its owner to see the invisible.

Creates a costume or "battle dress" out of thin air; same as weapons of Order/Good. The costume is often dark, frightening, or demonic-looking — reflective of chaos and evil.

Whenever the character is transformed into battle dress (becomes a villain), he or she is magically "beefed" up and appears as an ideal version of himself; tall (6-7 feet/1.8 to 2.1 m), strong and muscular (no flab or physical infirmities), and an adult (if the villain is a kid or teenager).

Super or Magic Abilities: In addition to the powers that the weapon's champion can call upon through it, and the magical transformation of body and clothing, the Enchanted Weapon also instills the character with power that he alone commands. Pick one of the following or make a random roll.

01-33 Choice of two Minor Super Abilities.

34-66 Choice of one Major Super Ability, excluding Immortality or any of the Alter Physical Structure powers.

67-00 Magic. The villain can cast spells! Pick three spells from spell levels 1-3, and a total of six selected from levels 4-8. The character doesn't have a complete knowledge of magic so he or she cannot learn additional spells. All selections are final. Available P.P.E. for spell casting is P.E. x3 plus 12 points per level of experience.

Powers Held by Weapons of Chaos (evil)

An evil aligned weapon's magic power can only be unleashed by Anarchist, Miscreant, Diabolic, and Aberrant characters. To anyone else it is a normal weapon, and unlike weapons of order, these selfish and evil weapons are not likely to allow others to use them or their powers in any situation; although, if doing so will greatly further the cause of evil/chaos, the weapon *might* allow itself to be used. G.M.s may also want to consider the possibility that many evil artifact weapons will have possessing, controlling, charming, or suggestive powers of some type to corrupt or influence their wielders.

The player can select six abilities from the following list. These powers are possessed by the weapon and available to his character whenever the villain calls upon the weapon to use them. They are not the powers it bestows on its mortal champion. Unless otherwise stated, there is no limit to how often a power can be used.

1. Fever Touch: A debilitating touch that harms rather than cures. If an injured person is touched by the weapon his/her condition worsens, receiving 1D6 damage and fever. The fever impairs sleep, eating, strength and thought. The victim is -3 on initiative, -3 to strike, parry, dodge and roll with impact and skill performance is -10%. Duration of the fever is 2D4 hours. A magical healing touch will cure a fever touch and negate the penalties, but because it negated the foul magic, it does not restore Hit Point or S.D.C. damage. The fever touch can be used 10 times per day (24 hours).

2. Damage Bonus: +6 damage is added to all modes of attack used by the weapon wielder, including Power Bolt, strikes from/by the weapon, and punches and kicks from its magically empowered dark champion.

3. Power Bolt: A pitch-black bolt of icy cold can be fired from the weapon. It can be used as often as the champion has attacks per melee round (each blast counts as one melee attack). As a magical energy blast, it will affect supernatural beings, creatures of magic and those who are normally invulnerable. Damage: 6D6 if the wielder is Diabolic, 5D6 if Miscreant or Aberrant, or 3D6 if Anarchist. Range: 1000 feet (305 m)!

4. Animate and Control the Dead: This macabre power enables the weapon wielder to animate and control skeletons and corpses. These zombie-like automatons have no will of their own, nor any intelligence. They will obey any simple command, such as "protect me," "slay him," and so on. They obey only the weapon wielder.

Animated dead: Each of these horrible puppets have the following abilities: 2D6+20 S.D.C. (no hit points since they aren't alive), two attacks per melee round, inflict 1D6 damage from punches and kicks (average P.S. is 10), and speed is 6 (slow moving). Animated dead can be destroyed by normal weapons, fire or exceptional means (magic, energy blasts, super abilities, etc.), but are invulnerable to disease, gases, fear, and psionics that affect the mind or emotions.

Duration: Until destroyed or the weapon wielder relinquishes his/her control.

Limitations: 20 is the most that can be controlled at a time. The control of the dead uses up two attacks per melee round, every round that they are employed.

5. Create Unnatural Darkness: An inky blackness so dark that a person can not see beyond two feet (0.6 m) ahead. Only the creator of the darkness and those with a *magical nightvision* or the Darkness Control super ability can see clearly in the blackness. Very intense light (solar), dispel magic, dispel magic barrier, and the weapon wielder can dispel the darkness. Most people within the blackness are -8 to strike, parry and dodge, making them very vulnerable to attacks from those who can see in the darkness. Superbeings with heightened senses, or radar and/or motion detectors (robots and bionics), suffer half the penalties. Duration: Until dispelled or 2D4 minutes (it can be maintained indefinitely if the dark champion is present and wills it to continue). The darkness can cover a 100 foot area (30.5 m).

6. Turns Itself and Wielder Invisible: Identical to the Wizard spell Invisibility: Superior.

7. Impervious to Fire: As long as the villain holds the weapon, he/she is impervious to normal and magical fire. No damage or side effects. Only affects the weapon wielder, his clothes and belongings on his person.

8. Fly: The ability to fly like a bird at will. Maximum speed is 50 mph (80 km). No bonuses to dodge and parry apply.

9. Nightvision: A power that enables the character to see clearly in the dark, including unnatural and magical darkness, much like passive nightvision/light amplification goggles do. Range: 300 feet (91.5 m). Note: The nightvision is automatically activated in darkness and has no time limitation.

10. Circle of Flame: Creates a circle of towering flame (10 to 20 feet/6 m tall and 3-5 feet/0.9-1.5 m thick). Anyone passing through the flame takes 6D6 +4 damage. Range: Around oneself or around others up to 90 feet (27.4 m) away. The maximum circumference of the circle is 30 feet (9 m).

11. Portal of Fear: First a large, elliptical patch of blackness appears. Seconds later, huge, black tentacles with grey blotches seem to grow out of the expanding black patch. The black patch grows to ten feet (3 m) long and the 4D6 tentacles stretch an astounding 30 feet (9 m).

Tactically, the most effective use of the Portal of Fear is to place it where it blocks a passageway. Each tentacle is easily large enough to snare one man. Once ensnared, the character must roll to save vs magic (12 or higher). A failed roll means fear and panic that causes those trapped to lose half of their attacks per melee round and all combat bonuses. A successful save means the hero is unaffected and can continue to struggle to break free or use ranged attacks at his opponent(s).

Within two melee rounds the ensnared person is pulled screaming into the portal. Another roll to save vs magic must be made (this time a 16 or higher must be rolled). Whether the save is successful or not, the individual is immediately spit out about 20 feet (6 m). If the save vs magic failed, the character is racked with fear and can do nothing but cringe in terror for 4D4 melee rounds; no attacks or actions are possible! If the save is successful the character is not affected and is free to continue to fight.

The tentacles are not alive, but ectoplasmic apparitions. Each has one attack per melee round, +2 to strike, and 50 S.D.C. Magic and normal weapons will hurt them. If one tentacle is destroyed (zero S.D.C.), its victim is freed from its iron grip, but another will try to scoop him up in its place. To pull free, a combined strength of 60 is needed, and the tentacle will immediately try to grab the character again, along with any accomplices. The entire thing disappears when all the tentacles are destroyed, or a dispel magic barrier spell is cast. Of course the villain can make it stop or vanish whenever he desires. Limitations: Only one Portal of Fear can be created at a time and restricted to three times per day (24 hours).

12. Mystic Shield: This is identical to the ability described under Weapons of Order (good).

13. Power of Darkness: At night or in darkness the villain linked to the weapon is impervious to poisons and toxic gases, +10% prowl and all rogue skills, and +1 to save vs magic, H.F. and possession.

14. Tongues: The ability to understand and speak any language at will; same as the spell.

15. Cloud of Smoke: Same as the spell.

ENCHANTED OBJECT

Enchanted Objects are similar to the Enchanted Weapon in that the source of magic and power is within the item, not the person (the living person provides the courage, intelligence and motives). Without the Enchanted Object the character is an ordinary individual armed only with his natural attributes, skills and wits.

The object is either a small item such as a medallion, pendant, talisman or ring. Or it can be an article of clothing, such as a cape, cloak, mask, helmet, belt, gloves or gauntlet. When worn, the Enchanted Object endows the person with limited mastery over the mystic arts. Unlike the magic weapon, the enchanted object is rarely affiliated with a particular alignment. Thus, good or evil can use the same item indiscriminately.

The spell casting abilities provided by the object never change and can never be increased. The character simply uses and directs the magic, but knows nothing or little about magic itself. This means he can not learn new spells or other magic.

To determine the type of magic possessed by the enchanted object, roll on the following tables. Instead of a set number of spells per day, as in the earlier edition of **Revised Heroes Unlimited™**, the Enchanted Object has a renewable P.P.E. reserve. Every 24 hours, it regenerates all P.P.E. previously spent on spell casting. This also means the holder of the Enchanted Object can cast any combination of spells, with each spell temporarily burning up the available P.P.E. When all P.P.E. is used up, the character must wait till the beginning of the next 24 hour period.

P.P.E. of each Enchanted Object: 2D6x10 +90 points. This energy does not increase with experience. The magical reserve inside the magic object can be shared with wizards or other practitioners of magic, however, it must be given willingly by the owner/wearer of the item. Stolen items can be used freely by the "new" owner.

Some objects magically provide super abilities. Except for their magical origins, these super abilities function exactly like their nonmagical counterparts, except they cost 15 P.P.E each to activate and use. Once activated, the super ability(s) remains in force until the character wants it to stop or after 24 hours, whichever comes first. At the end of 24 hours, if sufficient P.P.E. is available, the character can immediately reactivate them. One reason to turn them on and off is that the magically empowered character's eyes and Enchanted Object glow, destroying any hope of anonymity or disguise. The object, powers and character are unaffected by the influence of ley lines or nexus points. Also note that magically granted super abilities are unaffected by the Negate Super Powers ability, but are affected by magical forces or spells, like *Negate Magic* and *Anti-Magic Cloud.* If such spells are successful, all powers granted by the Enchanted Object are temporarily disrupted for 1D4 melee rounds (or for the duration one is caught in an Anti-Magic Cloud).

Magic Spells or Super Abilities

Pick one or make a determination by random roll.

01-16 Choice of three Minor Super Abilities.

17-33 Choice of one Major Super Ability, excluding Immortality or any of the Control powers.

34-50 Choice of one Minor Super Ability and three spells from each of the spell levels 3, 4, and 5. All selections are final.

51-67 The character can cast spells. Pick three spells from each of the spell levels 1-4, and a total of eight selected from spell levels 5-8. All selections are final.

68-84 The character can cast spells. Pick four spells from each of the spell levels 1-4, and a total of six selected from spell levels 5-8. All selections are final.

85-00 The character can cast spells. Pick a total of eight selections from spell levels 1-6, and a total of eight selected from spell levels 7-12. All selections are final.

Power Level of the Spell or Abilities

01-25 Equal to seventh level in power.

26-50 Equal to fourth level in power.

51-75 Equal to fifth level in power.

76-00 Equal to sixth level in power.

Note: The spell equivalent in power is fixed and does not increase as the character grows in experience. The spell's strength, range, duration, damage and effects are forever locked in the equivalent level stated in the table. However, the character's normal skills and physical training will increase as he or she grows in experience.

Other Abilities from an Enchanted Object

+2 to save vs all magic (does not include psionics).

+1D4x10 S.D.C.

One of the following special abilities; select one or roll percentile dice:

01-20 Impervious to Fire.

21-40 Invisibility at will (no limit to how often used, but restricted to 30 minute intervals).

41-50 Fly (same as Fly as an Eagle spell, duration maximum is 30 minutes).

51-60 Impervious to poison (includes deadly gases).

61-70 Shoot fire bolt from hand; range: 40 feet (12.2 m), damage: 3D6, attacks per melee are limited to two. Each blast counts as one action.

71-79 +3 to save vs psionics.

80-89 +1D4 to any one attribute.

90-00 Impervious to magic, but reduce hit points and physical S.D.C. by half. Furthermore, the character can not gain additional Hit Points as he/she grows in experience nor S.D.C. from additional physical training.

Other Stuff for the Keeper of an Enchanted Object

Alignment: Any alignment can be chosen, but heroes should generally be of good alignment.

Level of Education and Skill Selection: Standard; see creating a character.

Hand to Hand Combat: Physical combat skills are not automatic, but must be selected as a learned skill.

Attacks Per Melee (Hand to Hand): As with all heroes, mystic characters automatically get two attacks per melee. Additional attacks must be developed through combat skills. See hand to hand combat and boxing.

Weapons and Armor: Other than the magic weapon (unless the character is extremely wealthy), only conventional weaponry and body armor would be available.

Structural Damage Capacity (S.D.C.): Thirty Five S.D.C. plus any gained through magic and physical training.

Available Financial Resources: 1D4x1000 dollars are available in ready cash. This is in addition to a possible life savings (See optional rules to rounding out one's character). There is a 01-95% likelihood the character owns a conventional car. The car is 1D4 years old. Presumably, the character has a job, apartment and reasonable personal possessions.



MYSTIC STUDY

Note: There are no longer two separate categories of Mystic Study. The illusionist spells have been eliminated, although a few illusion spells are included in the spell list. If one has his heart set on an honest to goodness Illusionist, see the Palladium Fantasy RPG sourcebook, **Old Ones, 2nd Edition**; easily adaptable.

Wizardry, The Art of Spell Magic

Spell magic taps into the fabric of mystic energies and weaves it into a useful, focused force. The spoken incantation invokes and ignites the mystic energies, while the wizard's force of will and concentration molds and directs it. The ancient secrets of magic are not to be trifled with, and are a potentially dangerous force. Consequently, most masters of the mystic arts take great pains to hide them from the world. It is the repetition of specific mystic or power words that spark the mystic energies. Thus, those words are spoken softly; often whispered so quietly it is barely audible and disguised amidst a string of meaningless phrases. Only the meaningless parts of the incantation are ever spoken clearly or shouted aloud, and then only to distract from the true power words or for dramatic effect. The incantation may also be disguised with several words spoken in different, even alien, languages.

Spell Casting

The master of the mystic arts must spend years of study with another, greater, master. During those years he learns to concentrate, focus his thoughts and willpower, relax and meditate. He learns of other dimensions and evil forces. He learns the responsibility one must accept when he becomes part of the enigmatic world of magic. Then, only after this has been fully

mastered and understood, is the first simple spell taught. With that one spell the novice learns to direct and control the unwieldy energy that courses through and out of his body. Once the novice has learned to completely control that one spell, he is ready to explore the deeper mystic arts. **G.M. Note:** Typically a young mage has spent 6-12 years studying magic (2D4+4). Studies are rarely started any younger than 14 years old.

The Power of Magic

The spell casting practitioner of magic goes by many different names, wizard, sorcerer, mage, etc., but all share the fundamental power to draw upon magic energy and cast it as a spell with astonishing ... magical ... effect. Each time a spell is cast, it will temporarily use a portion of the mage's P.P.E. reserve (Potential Psychic Energy). Different spells require different amounts of P.P.E.; each spell description will indicate the amount necessary to cast it. The higher level the spell, the greater the cost. Likewise, a complete description of how magic works, P.P.E. cost, magic combat and numerous spells are presented in the section entitled, *Magic Explained*, near Psionics and the Super Abilities Description (the idea being to keep all "power" descriptions clustered together).

P.P.E.: Like all men of magic, the character is a living battery of mystic energy that he or she can draw on to create magic. The permanent P.P.E. base is 2D4x10+20+P.E. attribute number. In addition, the mage gets 2D6 P.P.E. per each level of experience. The sorcerer can draw additional P.P.E. from select other sources, like ley lines and blood sacrifices, as described in the section entitled, *Magic Explained*. **Note:** The mages of Heroes Unlimited Earth are not quite as powerful as those in magic rich environments like Rifts® Earth, Wormwood™, or the Palladium World.

Selecting Spells

In a game context, we assume the character has finished his mystic studies, is first (or second) level, and has learned a small repertoire of spells.

Select four spells from each of the spell levels 1-4, and a total of eight selected from spell levels 5-10. All selections are final.

Additional spells must be actively sought out and learned. Something that many sorcerers freelancing as "superheroes" (or villains) are not likely to find time to do. To make life easier on the Game Master and Player, we offer this shortcut that assumes the character has spent some degree of his personal time pursuing magic.

Shortcut to Gaining New Spells

Roll on the following table upon attaining each new level of experience.

01-30 Learned a total of 1D4 new spells (two minimum) selected from levels 1-3. That's the total number of spells, *not* 1D4 from each spell level 1-3.

31-60 Learned a total of two new spells, make selections from levels 4-5.

61-70 Learned one new spell, make selection from level 6 or 7.

71-80 Learned one new spell, make selection from level 8 or 9.

81-90 Learned one new spell, make selection from level 10 or 11.

91-00 Learned one new spell, make a selection from level 12 or 13. Any spells higher than this must be learned the usual way and take several months of full-time study.

Obviously, older, more experienced, mages know more spells as well as more powerful ones. As one's experience level increases, the potency and control of the spell also increases. This is usually reflected in increased range, duration, damage or saving throw; see *Magic Explained*.

A note on spell selection: The spells included in the Spell Descriptions section are by no means the totality of known spells. The list presented in this book only includes a selection of spells appropriate for heroic practitioners of magic adventuring within a modern setting. Certainly any spell listed in other Palladium role-playing games and sourcebooks can be used by characters in **Heroes Unlimited™**, provided the Game Master gives his approval. Some minor conversion may be necessary, but most are directly compatible, especially those for the Palladium Fantasy series. Also note that Animate Dead, Agony, Domination, and other less than heroic spells are mainly included for use by villains.

Game Masters, offer players only enough magic that seems appropriate, fair, and which *you* feel comfortable with. Always remember, ultimately what's available in the way of magic, and everything else, is under your control. Be careful not to imbalance your game by being too generous (or too stingy for that matter). Powerhouse characters brimming with magic or technology can make for some pretty dull or predictable adventures.

Other ways to learn new spells

There are several ways to *learn* new spells.

1. Self Research: As the character advances in level, his knowledge of the mystic arts also advances. As he takes a step forward, so does his mastery of the arts. For each level the character reaches, he is able to figure out the workings of two spells from a level equal to or less than his own. For example, when a character reaches second level, he gets to select two spells from either first or second level. The same Wizard would choose another two spells upon reaching third level, but those two can now be chosen from the first, second, or third levels. This is a directly equivalent advancement where the character's maximum spell level is equal to his level of experience, but it does not limit the level of spells he can cast (that is only restricted by available P.P.E.; see *Spell Casting*), only the level he can research/learn on his own. Each new level of experience gives the Wizard two total spell selections from all of the combined levels equal to or less than his new level.

2. Return to the Master: The spell caster's original teacher is usually willing to teach his pupil a new spell or two every once in a while. This will normally be the source of higher level spells for the Wizard when he can't wait to advance to that point, or if the spell is needed quickly for a specific reason. A simple spell (levels 1-4) will take one month of study and practice. A more difficult one (levels 5-9) will require 1D4 months of study, while the most difficult (levels 10+) will require 2D4 months. However, the teacher may decide that a particular spell(s) may not be appropriate for his student at that time (G.M.'s discretion), or he may not know it himself. The student should be smart enough to take "no" as the answer the *first time*, and bow to the Master's wisdom, taking whichever spell that might be offered (if any) as an alternative. If the student pushes his request, the Master is likely to teach him nothing until the young mage relearns the virtue of patience (2D4 months of meditative studies under the teacher's instruction; globe-hopping and crimebusting is straight out).

3. Granted 1D4 spells as a boon from a grateful supernatural being or high level wizard. However, the mage must allow 1D4 month's time for study of each spell. The period of study must be spent with the supernatural being and can not be broken except between specific spells. If broken in mid-study, the spell is lost and no further spells will be taught. This is the most rare and unlikely occurrence in a wizard's life.

4. Translation: The student of magic can attempt to teach himself a new spell by scrutinizing ancient texts, books of magic, and scrolls. A Decipher Magic spell is helpful, but it will not provide the complete knowledge needed to cast a spell. Fairly regular study of one particular spell (for no less than eight months) will give the mage enough data to *attempt* the new spell. Constant study to the exclusion of all else is not necessary, but only one spell can be studied at a time.

When the mage feels confident, he can try to weave the spell. If successful, he will add a new spell to his arsenal. If unsuccessful, he could be in for a lot of trouble. To attempt a translation, the Wizard must, after months of study, make a successful roll under *Magical Lore: Spell Translation* (8% +2% per level of experience). If the roll is successful, the Wizard has a new spell and can begin using it as part of his regular repertoire. A failed roll does not necessarily mean the spell is not translated, but it can have dangerous or devastating results. Roll on the following table to determine the results of a failed translating roll. All rolls must be made in the presence of the Game Master. Repeated attempts can be made to properly learn/translate the spell.

Success or Failure

01-11 The desired spell, but at half strength, duration, range, and damage. Another eight months of study might rectify that problem (+20% bonus to translation skill).

12-24 Nothing! A complete failure.

25-32 Failure, causing a small explosion, knocking the spell caster on his bottom and inflicting 3D6 damage.

33-42 Failure, leaving the spell caster dazed and weak. All skills are -10%, and he is -1 to strike, parry and dodge. Effects last for 1D4 days.

43-59 Failure, energy bolt strikes the spell caster inflicting 6D6 damage!

60-68 A complete success; the spell works perfectly.

69-88 Failure, instantly summons one otherworldly, mystic creature. The creature should be hostile.

89-95 Failure, opens a mystic portal to another dimension. To close the portal will require the spell caster to cast 1D6 mystic portal spells himself before he can close it. If left open, there is a 01-70% chance of something crawling out of it the first hour and a 01-40% chance of another creature crawling out of it for every day that it is left open. Bad news if the mage doesn't know the mystic portal spell! Portal closes by itself after 2D6 days.

96-00 A complete success! The spell works perfectly.

Other Magic Abilities of the Wizard

The years of study and mastery of the mystic arts provide the mage with a handful of additional abilities that relate directly to magic. These powers do not require spell casting, but most do require some expenditure of P.P.E., even if only a few points, and can be used as often as desired. **Note:** The Wizard has a number of special abilities that duplicate some spells found in other Palladium games. Wizard characters in **Heroes Unlimited™** are larger than life heroes after all, and as a result, they are a powerful compilation of all magical abilities in one character. Game Masters may want to adjust their power levels if they feel they are too powerful. If taken to a **Rifts®** or other Mega-Damage environment, the spells inflict M.D. and S.D.C. is replaced with M.D.C. Most natives of Rifts® Earth, especially other practitioners of magic, will quickly recognize them as sorcerers from another world or time.

1. Astral Projection:
Range: Self
Duration: Five minutes per level of experience.
Saving Throw: None
P.P.E.: Six

This ability, mastered through years of study and willpower, functions very much like the psionic ability.

2. Familiar Link:
Range: Self and animal; 600 feet (183 m).
Duration: Indefinite
Saving Throw: None
P.P.E.: Twenty

At third level, a practitioner of magic is experienced enough to mentally link with a small animal (mammal, bird or lizard). This link is permanent, producing a rather impressive symbiotic relationship. No matter how wild or mean the animal may have been, it will instantly consider the mage to be its friend, companion and master. To him, the animal is always docile and submissive, because the two are now one; an extension of each other. As such, both man and animal will understand each other completely. For the mage, the familiar is now a sensory extension enabling him to see, hear, smell, taste and feel everything the animal experiences. Thus, familiars make great spies, listening to conversations and prowling into areas not easily accessible to their masters. Although the familiar understands and obeys the mage, it cannot actually speak to him.

Just as the mage knows what the familiar is feeling, so the familiar knows what its master is experiencing (on an empathic and telepathic level). If one is in danger, the other will know it. The magical nature of the union also provides the mage and the familiar both with an additional six Hit Points. However, if the familiar is hurt or attacked, its master also takes the same amount of damage even if miles apart. If the familiar is killed, the arcanist *permanently loses 10 Hit Points*! There is also a 50% chance he will suffer shock from the ordeal. If he does, he will lapse into a coma for 1D6 hours. Another familiar link cannot be tried again for at least 1D4 years.

Other Limitations & Notes about the Familiar Spell:

1. Two-way telepathic and empathic communication; maximum range: 600 feet (183 m). Beyond this range the two cannot communicate but each will know if the other is in danger or hurt regardless of the distance between them. The animal will also understand spoken commands by its master on an almost human level. The mage will have a keen understanding and perception of his animal companion's reactions, growls, noises and body language.

2. The familiar possesses all the abilities common for that type of animal.

3. Familiar Size: 35 pounds (15.7 kg) maximum.

4. Typical animal types used as a familiar include: cats, dogs, coyotes, foxes, weasels, ferrets, rodents, birds, large lizards, and snakes.

3. Sense Enchantment:
Range: About 90 ft. (27.4 m) maximum.
Duration: Automatic and constant awareness.
P.P.E.: None
Saving Throw: None.

The mage's knowledge and attunement to the supernatural is so complete that he can recognize magic in almost any form, on sight. This includes magic items, magic weapons, circles, other magic users, and people controlled or possessed by mystic forces. The exact purpose or power of the enchantment is usually not known, but that it is rooted in magic is easily identifiable. This is basically an uncomfortable prickly sensation or specific "feel-

ing" or hunch the wizard gets when looking at a specific person, place, or item. Base level of perception and correct evaluation: 60% +1% per level of experience.

4. Sense Supernatural Evil:
Range: 90 foot (27.4 m) radius.
Duration: Automatic and constant awareness.
P.P.E.: None
Saving Throw: None, however a psychic mind block or a protection from magic circle will prevent the spell from working on those under its protection (note that the psychic's ability to sense evil is not blocked by the magic circles).

This is another sensitivity that the mage develops through his awareness of and exposure to magic. It enables the mage to feel or sense the presence of *supernatural evil,* including evil sorcerers (due to their connection with magic energy), demons, gods, victims of evil possession, entities, and other evil supernatural forces. It will indicate approximately how many supernatural evil presences are within the 90 foot (27.4 m) radius: one, a few (2-6), several (7-14), or many (15 or more). It can also register the intensity of the evil and pinpoint the general location of the source(s) to a particular room or part of a house/building, an area, possessed object or person, or an approximate distance (very close, near, far, etc.).

Evil emanations from human and most mortal beings are much less distinct and cannot be sensed unless the source/person has an immediate and intense evil intention (i.e. mass murder) or is a superbeing who is at least 9th level.

5. Sense Magic
Range: 120 foot (36.6 m) diameter.
Duration: Automatic and constant awareness.
Saving Throw: None
P.P.E.: Four

The practitioner of magic is so familiar with magic energy that he can sense or feel the presence of magic, especially great magic (i.e. an Enchanted Weapon or Object, other powerful magic item, ley line nexus, greater demon, demigod, god, or fellow mage who is 8th level or greater, and similar). Like a geiger counter, the individual can tell if he is near (within 20 ft/6 m), or far (toward the limit of the range) from the source of the magic. The ability can also indicate whether a person, object or place is enchanted/under a magic spell, possesses vast P.P.E., is in the process of invoking magic, or if powerful magic is being used in the area. **Note:** Practitioners of magic and most supernatural beings do not register as being magical except when actually casting a spell/using magic.

6. Special Skills of Magical Lore and Knowledge: The wizard's magical knowledge covers both the theory and application of magic forces. This includes the information necessary to properly cast spells, but his store of knowledge is much wider and far reaching than that. Some other areas of instruction all mages receive include a study and knowledge of historical and contemporary beliefs, myths, legends, folk-tales, stories and theories regarding magic, the supernatural, and the unexplained. These additional areas of study and interest include an historical and scientific viewpoint, as well as the less orthodox opinions. The following paragraphs describe some of the specific areas of study given to the mage.

Spell Translation: The ability to figure out new spells from ancient texts, legends, symbols, and magic scrolls. Base Skill: 8% +2% per level of experience.

Demons and Monsters: This is a study of demonic creatures and monster lore throughout the ages and around the world. It includes the beliefs and legends of ancient and mythical cultures in demons, possession, reputed demonic places of habitation, dragons, faerie folk, their appearances, habits, weaknesses, strengths and similar data. This knowledge also includes unusual creatures or monsters, past and present, including the Loch Ness Monster, giants, bigfoot/yeti, sea serpents, creatures of magic and others, along with their habitats, characteristics, and so on. The wizard's knowledge (on a successful roll) can help the character to recognize what may be a particular type of demon or monster by description, drawings, photos, footprints, legends, ritual, or action. Dragons, vampires, faeries, and other legendary creatures are all included in this skill. Base Skill: 30% +5% per level of experience.

Geomancy or Lines of Power: A study of ley lines, burial mounds, places of power, megaliths, and geomancy beliefs, past and present (*See Magic and Spells for greater details*). Geomancy and ley lines are the belief that certain places on earth are polarized with an unknown energy or force known as "magic" or "Potential Psychic Energy" (P.P.E.). These locations are reputed to heal, cause paranormal phenomena, attract supernatural forces, or open dimensional gateways. The study includes "known" locations of such places, such as Stonehenge and the Bermuda Triangle, as well as the many theories behind them and the legacy of legends, mysteries, disappearances and dangers linked to each. On a successful roll, the skill will provide the character with insight about the areas and enable him/her to recognize specific, known places of power, as well as recognize unknown megalithic markers, mystic symbols and signs used to mark such revered or feared places. Base Skill: 25% +5% per level of experience.

Religion: A comprehensive study of the world's religions, past and present, their beliefs, rituals, holy places, pantheons of deities and supernatural creatures (demons, spirits, angels), stories of creation, myths and legends. The skill (when successfully rolled) will help the character recognize specific rituals, their purpose, the deity(s), icons, and similar information. Base Skill: 35% +5% per level of experience.

Archaeology: In addition to his magical lore skills, the wizard also possesses a trio of other skills that are a result of his schooling in the mystic arts. Archaeology is one of them. The extensive history of magic is included in this and gives the character a strong working knowledge of normal history to provide a framework for the developments of magic. It also helps him to unearth and evaluate ancient artifacts, books, scrolls and texts.

This skill is the same as the one listed in the Skill section, but is in addition to any Skill Programs and gets a bonus of +10%.

Chemistry: Chemistry has been a part of magic from the beginning of time and spun into the lost art of magic that combined magic and chemistry, known as alchemy. This skill is the same as the one listed in the Skill section, but is in addition to any Skill Programs and gets a bonus of +10%.

Holistic Medicine: This knowledge involves the use of herbs and potion making for the purpose of healing. This skill is the same as the one listed in the Skill section, but is in addition to any Skill Programs and gets a bonus of +10%.

7. Magic Combat & Bonuses: *See the Magic and Spells section for full details.* Just as the practitioner of magic gains P.P.E. and spells during his level advancement, so too does he gain other bonuses that directly augment the effectiveness of his magical skills. These bonuses are in addition to any applicable attribute and skill bonuses.

At first level, the wizard is +2 to save against magic of any kind, +1 to save vs possession, +2 to save vs Horror Factor (if it is used in the game), and others need a 12 to resist his magic (spell strength).

At fourth level, another +1 vs magic is gained and the spell strength is +2 (characters need a 14 or higher to save against his spells).

Seventh level adds +1 to spell strength (15 or higher to save vs his magic) and +1 to save vs possession and Horror Factor.

Tenth level adds +1 to spell strength (16 or higher to save) and another +1 vs possession and Horror Factor.

Thirteenth level adds another +1 to save vs magic, and +1 vs possession and Horror Factor.

Other Stuff for The Wizard

Alignment: Any alignment can be chosen, but heroes should generally be of good alignment.

Level of Education and Skill Selection: Standard; see creating a character; however, the Wizard must give up one entire Skill Program to reflect the time devoted to learning the knowledge of the mystical arts. If converting the character to **Rifts®** or **Nightbane®**, the Wizard will have all of the individual Lore skills.

Hand to Hand Combat: Physical combat skills are not automatic, but must be selected as a learned skill.

Attacks Per Melee (Hand to Hand): As with all superbeings, mystic characters automatically get two attacks per melee. Additional attacks must be developed through combat skills. See hand to hand combat and boxing. Note that most mages are "fair" at fighting, but seldom experts (i.e. Basic Hand to Hand Combat).

Weapons and Armor: Unless the character is extremely wealthy, only conventional weaponry and body armor would be available.

Structural Damage Capacity (S.D.C.): Thirty S.D.C. plus any gained through magic and physical training.

Available Financial Resources: 1D6x1000 dollars are available in ready cash. This is in addition to a possible life savings (See optional rules to rounding out one's character). There is a 01-80% likelihood the character owns a conventional car. The car is 1D4 years old. Presumably, the character has a job, apartment and reasonable personal possessions.

Other Options: Instead of the spell casting mage/wizard described in these pages, the Game Master *may* consider the use of any of the practitioners of magic from the **Palladium Fantasy Game, Second Edition** (little if any conversions necessary), or **Nightbane®**, or **Rifts** (these two will require some conversion, especially *Rifts®*). Use the magical abilities for each magic character class as is presented in their respective RPG, but substitute modern Earth skills and background. **Note:** Game Masters should only consider doing this if they feel comfortable with it, and should make any modifications they feel necessary! Players should *not* grumble or pester the G.M. if he or she decrees not to allow mages from outside sources.

MYSTICALLY BESTOWED ABILITIES

Mystically bestowed super characters are usually individuals selected by a supernatural force of order (good) or chaos (evil) to champion their causes. The individual selected is often a very ordinary person whose moral integrity and emotional state are deemed to be exactly right to champion their cause. Once selected, the mystic force (god, demon lord, etc.) will appear to the individual, explain that he or she has been chosen to receive a great gift, given a speech about the eternal battle between good and evil, followed by a pep talk ("You can do it ... have confidence in yourself," "you are the right choice," etc.) and, finally, "poof," the super or magic abilities are bestowed.

The person is normal in every way until he/she calls upon the power within him. This can be done by force of will (mentally) or by calling on the name of the bestowing power, or a special trigger word, like ... Shazoomy! Calling upon this force will instantly transform the person into a mighty, costumed visage of power. If the person is a child, old, invalid, or normally physically out of shape, he or she will be transformed into a youthful, powerfully built figure of heroic image. The following bonuses apply only when transformed into the superheroic (or evil) figure.

Adjust all attributes as follows: These apply only when the character is transformed.

M.A. +2D6 (minimum of 18)

P.S. +2D6 (minimum of 20)

P.P. +1D6 (minimum of 18)

Spd. Multiply by five (minimum speed of 24)

S.D.C. +3D6x10.

The transformation from an ordinary Joe into a superhuman is instant. The actual change can be flamboyant, like being hit by a lightning bolt, being engulfed in a blinding flash or cloud of smoke, or subtle, and almost imperceptible to anyone except those right near the person. The change also includes clothes and costume, similar to the transformation provided by the Enchanted Weapon. Suddenly, one's casual attire is gone, replaced by a dashing costume typical of a comic book hero and reflective of the character's costumed identity and/or powers or personal tastes. The costume design is left entirely up to the player and can be as elaborate, sublime, or simple as he/she may desire. The transformation is under the hero's complete control. Only he/she, or the bestower of the power, can initiate the change. Furthermore, only the bestowing entity can permanently strip the character of his power.

A Negate Magic or Anti-Magic Cloud spell will temporarily strip the character of his/her abilities, momentarily transforming the person back into his ordinary, fragile form. However, the character gets to save vs magic with a +4 to save against the negation of magic. If a successful save is made, nothing happens, and he retains his magical powers. A failed save vs magic means he is instantly transformed from superhuman to ordinary person. The imposed transformation lasts a mere 1D6 melee rounds, but that can seem like an eternity during a fierce battle or life and death situation.

Player's Note: Because of the unusual nature of the magical transformation into a powerhouse hero, it can be fun and ironic to play a regular, totally ordinary person to a weak, scrawny or physically impaired individual (crippled, paraplegic, dying of cancer or other disease) with little or no physical skills and pitiful at-



tributes. The following optional table can be used to determine the type of physical limitations that apply to your character. If desired, physical attributes can be reduced to fit the minimum attribute requirements. Remember, this is entirely at the player's option and the player is invited to come up with his or her own frailties and background.

Physical Limitations (Optional)

01-20 Incapacitated by a debilitating disease or accident, leaving the person crippled, paralyzed or otherwise physically impaired. May select one physical skill (excluding boxing, wrestling and gymnastics). All physical attributes must be 11 or lower.

21-40 Old Age has robbed the strength of youth. Roll 5D6 in years and add it to 55 to determine years of age. May select two physical skills, but P.S., P.P. and P.E. must be 12 or lower.

41-60 Kid; still young and physically immature, even if a teenager; 10+1D6 years old. May select two physical skills, excluding boxing and wrestling. No physical attribute can be higher than 14.

61-75 Wimp, of any age — a couch potato or bookworm, who has never been very athletic; probably late teens through thirties. No physical skills. Physical attributes must all be 10 or less.

76-90 Invalid: Young or old, this person can not walk; confined to a wheelchair. Physical skills are limited to upper body only. Body building and swimming are okay; boxing, prowl, gymnastics, hand to hand combat and wrestling are right out. Physical attributes of P.E., P.S. and P.P. are limited to a maximum of 18. Speed is 2D4 crawling on the ground with the arms.

91-00 Very sick and weak from a debilitating (Parkinson's, Muscular Dystrophy, etc.) or terminal disease (cancer, AIDS, etc.). May even be a shut-in (seldom leaves the house except to go to the doctor).

Type of Bestowed Super Ability

The player whose character's powers are magically bestowed can either select one of the following or roll for a random determination.

01-25 Two Major Super Abilities of choice.

26-40 Four Minor Super Abilities of choice, plus Hand to Hand: Martial Artist.

41-50 One Major Super Ability & two Minor, plus Hand to Hand: Expert.

51-70 Select one Major Super Ability and a total of eight spells from levels 1-5.

71-80 Select a total of ten magic spells from levels 1-6 and a total of six spells from levels 7-12.

81-00 Select a total of nine magic spells from levels 1-8 and seven total from levels 9-15!

In the case of spell casting abilities, all spells start out at the same level as the character and increase in strength as the character grows in experience. However, the character is not a full practitioner of magic and does not gain additional spells as he increases in level, nor does his P.P.E. increase as drastically as that of the wizard.

P.P.E.: Spell casters get 3D4x10 P.P.E. +P.E. attribute number. Each new level of experience adds 1D6+4 P.P.E. to the character's total. As with all magical classes, these spells function just like normal spells and are affected by ley lines, negate magic spells/rituals, etc. Those with super abilities have 1D4x10+10 P.P.E.

Special Bonuses & Abilities

Creates a costume or "battle dress" out of thin air.
Appears muscular, strong, healthy and youthful.
+1 to save against magic of any kind
+1 to save vs possession at levels 1, 3, 6, 9, 12, and 15.
+2 to save vs Horror Factor at levels 1, 3, 5, 7, 9, and 13. +2 on initiative.
+2 to pull punch.

Other Stuff for the Mystically Bestowed

Alignment: Any alignment can be chosen, but heroes should generally be of good alignment.

Level of Education and Skill Selection: Standard; see creating a character.

Hand to Hand Combat: Physical combat skills are not automatic, but must be selected as a learned skill.

Attacks Per Melee (Hand to Hand): As with all heroes, mystic characters automatically get two attacks per melee. Those characters who have *no hand to hand combat skill* get two additional attacks per melee round at level one and one additional at levels four and nine. Those who have some sort of hand to hand combat training only get one additional attack at level six.

Weapons and Armor: Unless the character is extremely wealthy, only conventional weaponry and body armor would be available.

Structural Damage Capacity (S.D.C.): 1D6x10+30 S.D.C. when transformed, +10 S.D.C. in their ordinary form. Remember, S.D.C. and abilities gained from the transformation do NOT apply when in normal human form.

Available Financial Resources: 2D4x1000 dollars are available in ready cash. This is in addition to a possible life savings (See optional rules to rounding out one's character). There is a 90% likelihood the character owns a conventional car (unless paralyzed). The car is 1D4 years old. Presumably, the character has a job, apartment and reasonable personal possessions.

MUTANTS





MUTANTS

Mutants are men and women whose normal, human physiology has been changed/altered through some sort of mutation. The source of the mutation can be almost anything — genetic mutation, genetic experimentation, or exposure to cosmic rays, radiation, chemicals, alien energy, dimensional anomaly, and so on. In some cases, the exposure to the energy, chemicals or whatever, causes the body to change and mutate. In other cases, they trigger latent, mutant powers that had been dormant in the individual.

In *real life*, mutations are typically a variant gene(s) as a result of environmental adaptation, or a random change caused by an outside source. Often these real life mutations are physical impairments, like a third leg, shriveled arm, etc. Such disabilities, or because the creature is too obviously different, often result in the death of the mutant. However, we are concerning ourselves with superheroic, fantasy heroes and villains. Characters who possess natural (to them) powers and abilities that far surpass normal humans. Thus, these *fictional mutants* tend to be strong and capable, even superior to ordinary humans.

In the context of this game, all mutants are the product of some sort of physical change. A change that has given them superhuman powers. Whatever the cause, their physical and genetic structure is permanently altered. This means mutants are no longer "human" in the conventional sense. This holds true even if the character was once an ordinary, normal human being before the mutation occurred. In many cases, the powers, physiology and cause of mutation defy known scientific explanation. Sadly, it is this x-factor, this inexplicable, alien aspect of mutants, that often terrifies normal humans. Fear of the unknown and a few evil mutants who have used their extraordinary powers to terrorize, commit crimes and hurt others, has created an air of suspicion, fear and prejudice toward all mutants, whether they are heroes or villains.

Creating a Mutant Super Character

Step One: The Usual

Determine the character's attributes, Hit Points, alignment, skills and education as explained in the beginning of this book. Nothing is changed. Yes, you can still use the optional rules to determine such things as weight, place of birth, etc. However, there are additional conditions and tables presented to make the mutant more unique and interesting.

Age, discovery and growing up. Super abilities often manifest themselves in mutants during puberty. This means unless the character had some obvious physical deformity or unusual appearance, he and those around him had no reason to believe he was anything but an ordinary Joe. In fact, even in the case of physical mutations, many don't appear until the super abilities do. This means roughly 65% of all human mutants discover their powers between 13-20 years of age. About 10% are younger and 25% are older.

Surviving one's teenage and young adult years is hard enough for ordinary humans. Developing such powers at an early age only compounds an already frustrating and difficult period. Sure the powers may be "cool," at least at first, and some mutants will handle their unique gifts, and the responsibilities that come with them, with astonishing maturity, grace and natural aptitude. However, these cool super abilities will make the kid different, and human nature tends to fear, ridicule and avoid that which it does not understand. So even a power that seemed wonderful and exciting at first, may quickly be regarded as a curse.

Ultimately, how a mutant reacts and uses his or her super abilities, regardless of age and guidance, will depend on the character's alignment. However, there are other factors that will influence what becomes of the youngster or teenager. The young mutant may be terrified by his new, inhuman powers, or use them by accident (maybe hurting or scaring people), or find he cannot (yet) control them. This may cause the young mutant to panic, run away, hide, strike out at others, and so on. Even the most well adjusted and loved individual *will* feel more "weird" or "different," and probably more "alone" and/or "misunderstood" than ever before. This is especially true if the character's appearance changes, often leaving the young mutant to believe he or she is a worthless, dangerous or monstrous "freak!"

Unless the character is among other mutants, has a strong, loving family, or one or more truly loyal and caring friends, he or she will feel lost, afraid and confused. Dealing with inhuman abilities (and probably a strange appearance) can quickly turn into fear or self-loathing, and manifest itself in numerous ways: withdrawn, paranoid, terrified, angry, aggressive, violent, etc. Those who are already bullies, or involved in disruptive or criminal activities, are likely to fall into bad company and a life of trouble, if not a life of crime. Confused and frightened individuals, particularly those in their early teens or younger, are especially vulnerable to corruption or manipulation by authority figures, including superheroes, supervillians, criminals, governments and other organizations or groups. Even the best intentioned hero, relative, or group may be wrong for that individual, while the worst forces out there will try to indoctrinate, corrupt and manipulate the young superbeing for their own insidious purposes.

Player & G.M. Note: All of this should be considered and is fun to play, adding color and individuality to the characters and opening up all kinds of plots and adventuring opportunities.

Step Two: The Cause of the Mutation

01-20 An unknown, random element. A complete mystery.

21-40 Accidental encounter with "strange stuff." This can be almost anything; industrial waste, chemicals, radiation, alien substance, cosmic energy or other strangeness.

41-60 Genetic aberration. Mutant gene structure (a million in one chance of fate) is responsible for the mutation and powers.

61-75 Deliberate Experimentation (genetic, chemical, radiation, etc.). Some kind of laboratory experiment that purposely mutates the individual. **Note:** The chance of recreating the experiment and successfully creating a new, nearly identical mutant is 1%. The chance of recreating a random mutating agent that will create another superbeing is 01-03%. The likelihood of killing the subject of the experiment is 04-53%; 54% or higher means no effect.

76-80 Exposure to strange chemical combinations (deliberate or accidental) that brings out or creates a mutation.

81-00 Radiation. An unexplainable mutant transformation caused by exposure to some type or combination of radiation (usually accidental). It is likely that the radiation itself is not the direct cause of the mutation, but triggers a mutating agent (probably genetic) which has laid dormant within the individual.

Step Three: Unusual Physical Characteristics

The majority of mutants are humanoid and quite often appear to be ordinary humans. Only their unique powers set them apart from the average person. However, many also have unusual or distinctive characteristics unique to a small portion of society, ... the mutant portion. Many characteristics, such as odd hair or eye color, can be easily hidden, others like unusual skin color, texture, or extra appendages, are much more difficult to conceal.

The following table lists a variety of physical aberrations typical to mutants. Players and Game Masters should feel free to adjust or add characteristics that they find desirable. Just keep in mind that, generally, most mutants tend to be relatively human looking, because most are of human origin.

This table is optional. For players who want a completely human looking mutant, skip it, but you're missing out on some fun stuff. For those who want a really strange looking mutant, roll two times on the general table (reroll if no unusual trait happens), plus once on 1D4 of the sub-tables.

Unusual Characteristics Table (Optional)

Roll percentile dice once to determine odd characteristics.

01-30 No unusual physical traits.

31-34 Strange ears

01-20 Pointy.

21-40 Larger than normal ears by 2 or 3 times.

41-60 Tinier than normal, the size of a quarter or dime.

61-80 Alien appearance.

81-00 No ears at all! Just two small openings.

35-39 Odd skin color:

01-10 Yellow

11-20 Green

21-30 Red

31-40 Grey

41-50 Light Blue

51-60 Stark White

61-70 Dark Blue

71-80 Black (as in coal black)

81-85 Purple

86-90 Orange

91-95 Two odd colors

96-00 Metallic looking (soft and warm, but smooth and glossy like metal; gold, silver, bronze, etc.).

40-43 Ambidextrous: These characters can use the right and left hands with equal skill and dexterity. Bonuses: Adds one additional attack per melee, +1 to parry, +5 to climbing skill, +5% to escape artist, pick locks, mechanical and electrical repair skills.

44-47 Odd Hair Color:

01-10 Green

11-20 Streaked with white or other color.

21-30 Light Blue

31-40 Bright, Flame Red

41-50 Stark White

51-60 Bright Yellow

61-70 Metallic Silver, Red or Gold.

71-80 Dark Blue

81-90 Purple

91-00 Orange

48-50 Odd Face

01-20 Skeletal face, sunken eyes and cheeks, line lips, receding hairline; maximum P.B is 10, adjust appropriately.

21-40 Angelic, beautiful face, +1D6+4 to P.B.

41-60 Animal features, long muzzle, canine teeth and can *resemble* the ape, or lizard/snake, canine, feline, horse, or other animal of the player's choice.

61-80 Insect or aquatic features, large, round, dark eyes, large mouth with no upper lip (and not much of a lower one), small or flat nose, and little or no hair on the head or face; -2 points from P.B.

81-90 Face looks artificial, like a mask; -2 points from P.B.

91-00 Demonic face — has small pointed teeth, forked tongue, two mouths or a third eye, plus other odd features (pronounced forehead, odd lumps or tiny spines above eyebrows or along the jaw, etc.; -1D4 points from P.B.

51-54 Double-Jointed. A double-jointed person has extremely limber muscles, flexible bones, can pop bones in and out of their sockets with ease, and can twist, bend and fold themselves into normally impossible positions. These contortions enable the character to collapse the bones in his hands to easily slip out of handcuffs or manacles, temporarily and painlessly dislocate joints to wiggle out of ropes or straight jackets, slip through small openings and fit into small areas (suitcase, trunk, etc.).

The double-jointed mutant can attempt to escape any bonds once per melee round with the following chance for success: Hands and/or feet tied with rope, handcuffed or chained — 79% likelihood of escape.

Hands, arms, legs and body bound with rope, chains, straps or straight jacket — 46% +1% chance to escape per level of experience. Being locked inside a room, trunk or compartment will trap/hold the double-jointed mutant. However, a jail cell or compartment with an opening may allow the character to escape.

The double-jointed mutant can also contort his body to be half its normal width from shoulder to shoulder, and flatten himself from chest to shoulder blades (back) also by half. Furthermore, the nimble fellow can curl up into a ball so small and tight that he is a mere 25% his normal height and half his normal width. Note: The average shoulder width of a muscular, 6 foot (1.8 m) man is about 24 inches (0.6m), half would be 12 inches (0.3 m). Bonus: +2 to roll with fall or impact.

55-58 Unusual Eyes:

01-17 Very small (about twice as large as usual).

18-34 Round

35-55 Very Large (at least twice as big as usual).

56-75 Odd Color (red, yellow, white, etc.)

76-89 Very Elliptical

90-00 Glowing Eyes

59-64 Extreme Amount of Body Hair:

01-20 Very bushy, full head of hair.

21-40 Very hairy all over the body; head, arms, legs, chest and back. Clearly human hair. About three times the normal amount.

41-60 Human hair all over the body, so thick that it resembles fur. About six times the normal amount.

61-80 Fur; short, half inch length, covers most of body except face, feet and hands.

81-00 Fur; 1D4 inch(es) long, covers most of the body except face, bottom of feet and palms of hands.

65-68 Prehensile Feet/Toes: The feet greatly resemble those of a monkey or chimpanzee, with long, finger-like toes, and thumb-like big toes for grabbing and holding. The prehensile foot is not developed enough to throw an object or fire a gun with any accuracy (-6 to strike), but can easily pick up and hold or carry items (30 lbs/13.6 kg, or less), press buttons, untie rope, turn doorknobs, pull levers and even play the piano (although not too well; half normal skill with hands). When barefoot, the character is +30% to climb or rappel (if he has no climbing skill use the 30% as a base skill proficiency), is +1 to dodge, and can use his feet like hands. Please note that the use of feet to perform skills like computer operation or pick pockets suffers a skill penalty of -25%. Highly technical skills, such as mechanics, electronics, robotics, medical, demolitions, piloting aircraft and similar, are impossible to perform with any accuracy (30% is the best possible base proficiency with feet).

69-72 Scaly Skin: A tough, smooth, reptilian skin with small scales. Adds 30 S.D.C.

73-76 No body hair at all!

77-79 Small Horns: 1D4 inches long, protruding from forehead.

80-83 Tough, Lumpy Skin: Adds 30 to S.D.C., but reduce P.B. one point.

84-86 Sharp Teeth or Fangs and Powerful Jaws: Gives the character a bestial appearance. A biting attack does 2D6 damage.

87-89 Prehensile Tail: These characters have grown an additional appendage, a tail. While it may be difficult to conceal it, it does have some advantages. Like the prehensile tail of a monkey it can seize and grasp. Somewhat more limited than the prehensile feet, it can only be used to grasp and carry things or help climb. The tail can not be used to untie rope or string, nor fire a weapon. However, it can be used to turn knobs, press buttons, and even provides an extra attack/action per melee. Such attacks should take the form of snaring an opponent's feet or hands, snatching objects or weapons, and even binding hands or strangling. It is also possible to hold blunt objects and use them as a club. Note: No hand to hand skill, or attribute bonuses apply when striking or parrying with the tail.

Bonuses: +1 to strike and parry with the tail. The tail itself is +5 to dodge. Adds + 20% to climb when the tail is used. The tail is quite strong, able to support the character's full body weight when suspended above the ground (dangling by his tail like a monkey). However, it can only carry the equivalent of one third of the character's body weight (typically about 60 lbs/27 kg). It can drag weights of up to one half of the character's body weight, but speed is reduced by 1/3. Tail Length: 3 to 12 feet (roll 3D4). Tail Appearance: Any; monkey-like, devil-like, furry, flat, or anything the player or game master feels appropriate.

90-93 Small Retractable Claws, like a cat, in the fingers. These small claws do minimal damage; about equal to a knife (2D4 damage +P.S. damage bonus, if any). Adds a +10% bonus to climb skill.

94-97 Stocky, exceptionally broad and husky person about twice as broad as a normal human. Bonuses: Add 50 lbs to weight (22.6 kg), +1D4 to P.S. (superhuman), and 4D4 to S.D.C.

98-00 Odd hands:

01-25 Bird-like Talons for hands; claw strikes do 3D6 damage.

26-50 Extra-large hands, twice the size of normal and very strong, add 1D4 to P.S. and +6 to damage from punches, -30% to escape artist skill and -10 to palming and pick pockets.

51-75 Delicate, sensitive hands with long, slender fingers. +5% to escape artist, palming, pick pockets and similar skills that require manual dexterity and a delicate touch.

76-00 Large hands, about 50% larger than a human's with an animal or monstrous appearance and large retractable claws; does 3D6 damage +P.S. bonus, if any.

Step Four: Super Abilities

Players may choose (G.M.'s choice), or roll on the Random Super Ability Selection Table. Magic is not a mutant power, however, and psionics may be available by rolling on the random tables (see *Super Abilities Descriptions*).

Otherwise, roll on the following Super Abilities table (modified from the one found in the Super Abilities Description section). Players who would prefer to avoid random determination and "pick" powers for their mutant characters can do so, if the G.M. allows it — select one Major Super Ability and one or two Minor abilities (G.M.'s choice as to one or two). However, we strongly suggest players of mutants take full advantage of the random nature of mutants and roll on the following table and then roll for random determination of specific powers. After all, mutation seems to be random and unpredictable in and of itself, and therefore appropriate.

The Category & Number of Super Abilities

Once the number and Category of ability (Minor, Major, Psionic or whatever) are determined, roll on the appropriate random tables to determine the character's specific abilities.

01-15 One Major Super Ability and three Minor abilities.

16-30 Four Minor Super Abilities only (no Major powers).

31-45 One Major Super Ability and two Minor abilities.

46-55 Two Major Super Abilities (no Minor powers).

56-65 Five Minor Super Abilities only (no Major powers).

66-75 1D4+2 minor psionic powers (any, except super) and one Major Super Ability.

76-80 Psychic Mutant 1D4 psionic powers from each of the three minor psionic power categories and one from Super-Psionics. Select two additional minor psionic powers per level of experience *or* one Super-Psionic ability. All new abilities start at level one proficiency.

81-90 Continuous Mutation: All of the mutant's powers do not manifest themselves immediately, but over time.

At level One, roll for one Major Super Ability or one Super-Psionic power.

At level two, roll for one Minor Super Ability.

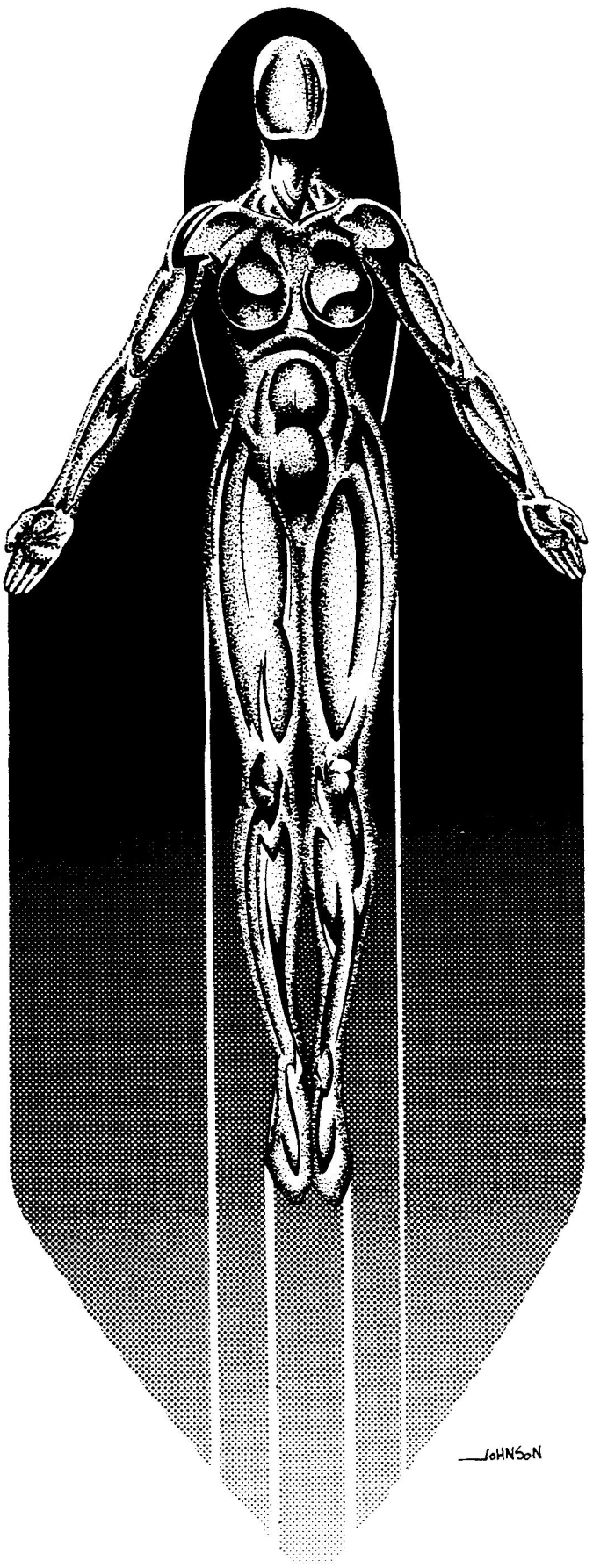
At level four, roll for one Major Super Ability or one Super-Psionic power.

At levels 6, 8, 12 and 14 roll for one additional Minor Super Ability.

91-00 Unstable Powers! This mutant's powers are unpredictable and constantly change! At level one, the mutant selects one Major Super Ability and two Minor Super Abilities. Then roll on the *Unstable Powers Table.*

Unstable Powers Table

01-20 Powers are affected by emotions. Abilities are inconsistent and fluctuate whenever the mutant faces a life and death situation (his life or the lives of others), and when extremely an-



gry or frightened. Roll once on the following table for each incident (the loss of control is not always the same).

Effects will last for at least 1D4 minutes. If the situation or danger persists, roll again.

01-20 Manages to maintain control of one's wits and powers, but the concentration and focus means losing one melee attack per round, and no initiative bonuses apply.

21-40 Powers are diminished. The duration, range, damage, penalties and effects of the mutant's existing powers are *reduced 30%* below what they should be at that level!

41-60 Powers are enhanced. The duration, range, damage, penalties and effects of existing powers are *increased 30%* above what they should be at that level! Gives in to his rage or fear.

61-80 Wild! All bonuses to strike, parry, and pull punch using one's super abilities and physical combat are lost, including bonuses gained from hand to hand combat, other skills and experience. Only P.P. attribute bonuses apply. Furthermore, the maximum amount of force — i.e. radius and damage (punches, energy blasts, etc.) — is unleashed every time the powers are used. The superbeing cannot regulate them to be less potent, damaging or cover a smaller area.

If superstrength is involved, the character strikes out with all his might whether he wants to or not (can't pull a punch). If superspeed is involved, the character can either move at roughly human speed (Spd. of 30 max., roughly 22 mph/36 km) or at 75% to 100% his maximum speed, nothing in between. The speedster will also throw punches and kicks that do maximum damage.

81-00 All offensive super abilities are momentarily gone! Can still attack with physical combat and weapons, or hide or protect oneself (or others) with defensive super abilities, but using superpowers to fight is momentarily impossible! However, the mutant *may* get a flash of insight that might help him or his teammates, such as a means of escape, an opponent's weakness, a revelation about his enemy's goal or real intention, a means to distract an opponent (so that others may escape, or help a teammate, etc.), where he left his sunglasses, or a clever witticism to mock or infuriate an opponent (**Note:** This insight is a story device that can be used strictly at the G.M.'s discretion).

21-40 Grows in power with experience and age. Gets a new power at levels 3, 6, 10, and 15. Roll percentile dice: 01-70 means one new Minor ability surfaces, 71-00 means one Major ability appears.

41-60 Trauma induced change. Every time the character achieves a new level of experience/maturity or nearly dies (knocked to zero or below Hit Points and survives coma and death), one of his minor powers disappears and is replaced by a new, different one. The new power is determined by a random roll; see tables in the *Super Abilities Description* section.

61-80 1D4 levels after First, one Minor Super Ability (player's choice) mutates into a similar Major Ability!

81-90 Body physically mutates from time to time. Reroll half of the Unusual Characteristics and make the appropriate changes (the player can determine which ones remain unchanged), plus gets one new Minor Super Ability at levels 4, 8, and 14. The physical change (but not new power) may occur from a near death experience too (player's choice with G.M approval).

91-00 Dramatic physical change when angry, extremely frustrated, frightened, afraid of dying, or actually near death (has no S.D.C. and less than 20 Hit Points and must continue to face an enemy). This transformation and accompanying super ability(s) is only available under the conditions noted above. They occur as a sort of survival mechanism or reflection of the mutant's emotions and subsequent loss of self-control. Duration is 1D6 minutes or the duration that the mutant's life is in danger, or the period the mutant remains angry or afraid (in the latter case, this is not likely to be more than 3D4 minutes). His emotions must be genuine, and the power cannot be summoned at will.

This physical change and subsequent power is determined by rolling once on the *Alter Physical Structure Sub-Table* in the Super Abilities Description section. Under the conditions noted above, the character physically transforms and possesses all the power that comes with his *Altered Physical Structure*! The Player may reroll for some other power if Adapt to Environment, Alter Body or Alter Facial Features and Physical Stature are rolled.

Other Stuff

Level of Education and Skill Selection: Standard; see creating a character and educational level.

Hand to Hand Combat: Combat skills are not automatic. They must be selected as a learned skill.

Attacks Per Melee (Hand to Hand): As with all superbeings, mutant characters automatically get two attacks per melee round. Additional attacks are developed through hand to hand combat and other combat skills, or special abilities.

Weapons and Armor: Unless the character is extremely wealthy, only conventional weaponry and armor will be available.

Alignment: Any alignment can be selected, but heroes should generally be of good alignment or at worse, selfish.

Structural Damage Capacity (S.D.C.): All mutants get a base S.D.C. of 30. The S.D.C. can be increased through physical skills, some unusual characteristics and some super abilities.

Available Financial Resources: 4D4x100 dollars are available in ready cash. This is in addition to a possible life savings (See optional rules to rounding out one's character). There is a 01-88% likelihood the character owns a conventional car. The car is 1D6 years old. Presumably, the character has a job, apartment and reasonable personal possessions.

CREATING MUTANT ANIMALS

Special Note: The following pages are a somewhat condensed version of the mutant animal creation system and animal types by *Erick Wujcik*. An expanded animal section, data, and adventures can be found in the pages of **Teenage Mutant Ninja Turtles and More Strangeness** and its supplements.

Rather than play a human mutant, the player can create and play a mutant animal that has human intelligence and (usually) a human or humanoid appearance. These mutant animal characters can be fun and different from the human ones, and worth considering.

Animal Hero Characters are the result of a mutation or some other change that results in a normal animal becoming either more intelligent, more human-like, or superpowered.

The game allows the player to create a variety of different animal mutants. For example, an animal could look exactly like a normal member of its species, but have human intelligence and psionics. On the other end of the spectrum, there might be an animal that has become so completely human that only a few,



small, physical and mental quirks identify it as different from the average human. The *Teenage Mutant Ninja Turtles* fall somewhere between these two extremes; while they are definitely human-like (they walk, talk, and manipulate objects like humans), they remain very turtle-like in appearance. Even more exotic is the possibility of a creature that exaggerates its animal characteristics away from a human direction.

Step 1: Mutant Animals & The Eight Attributes

This process is unchanged. Roll 3D6 as usual. Some animal species provide bonuses to specific attributes, but these are not applied until the initial attribute score is completely generated and any bonus die for attributes (i.e. 16, 17, or 18) is determined first.

Step 2: Mutant Animals & Hit Points & S.D.C.

Hit points are determined in the same way as the human characters; P.E. +1D6 per each level of experience.

S.D.C. is different. The physical structural damage capacity is directly related to one's size, see *Step 5: Growth Levels and the Physical Size Chart.* Additional S.D.C. may be available from natural body armor, super ability or an inherent toughness of the original animal. If humanoid/bipedal with at least partially formed hands, the mutant animal can select physical skills and increase its attributes and S.D.C. further. Only climbing, prowl, running, swimming, and wrestling might be taken by animals with no human hands (the "None" listing) — G.M.'s decision based on animal type.

Step 3: The Animal Type

What kind of animal was the character originally? Roll percentile dice to find the specific table, then roll percentile for specific animal type. **Note:** Check with the Game Master before rolling. Some G.M.s may want to restrict the kind of animals in the campaign. For example, a G.M. could decide that all the animal characters will be Rural Animals.

A dozen specific animals with complete statistics are provided in the limited space of this book. For a much more comprehensive list (approximately 100), see the original **Teenage Mutant Ninja Turtles® & Other Strangeness RPG** or the revised and up dated **Teenage Mutant Ninja Turtles® & *More* Strangeness RPG** (both also referred to as **TMNT®**). **TMNT®** and **Heroes Unlimited™, Second Edition** are complementary and interchangeable game systems. The following chart can be used to determine the character's origins, or it can simply be used to narrow down his choices. Whether it is required or not is up to the G.M.

General Animal Origin Table

01-35 Urban (rats, mice, pigeons and domestic pets).

36-50 Rural (cattle, pigs, sheep, chickens, horses and domestic pets).

51-75 Wild (non-domesticated, deer, raccoons, squirrels, etc.).

76-85 Wild Birds (falcons, hawks, owls, pheasants, etc.).

86-00 Zoo (exotic wild animals; tigers, apes, rhino, etc.).

Step 4: Cause of Mutation & Education

The next step is to determine the reason for the animal's change or mutation. Roll percentile dice and consult the following tables.

Cause of Mutation & Education

01-14 Random Mutation: This means that the animal just happened to come out like that. For example, in **TMNT®**, Splinter was an unusually intelligent and skilled rat long before the accident that created the Ninja Turtles. Roll on the Wild Animal Education Table.

15-60 Accidental Encounter: Some "strange stuff," radiation, energy, chemicals, biological, or other strangeness, causes the animal to mutate. Roll on the Wild Animal Education Table.

61-00 Deliberate Experimentation: Some kind of laboratory experiment is performed on the animal that causes the changes. The animal's structure or genetics were purposely altered for some purpose. Roll on the following tables for education and other details.

Relationship with Creating Organization

Roll percentile dice on the following table to find out the character's current relationship with the organization that created him. This also determines the character's educational level.

01-10 Adopted and raised as a member of one of the researchers' family. Still living in the home; mutually loves and is loved by family members. This mutant animal has been treated as a human and while some discrimination may have been experienced, the character will feel that humans are basically good. Educated as a normal human student in College. Select two skill programs, and eight Secondary skills. Character can buy any standard weapons, armor or equipment with 3D6 times $1,000 in savings.

11-20 Raised in the home of a researcher as a pet. Still living in the home and fairly loyal to the family members. The character will resent humans somewhat, but will still attempt to find acceptance among mankind. Trained instead of educated (No skill bonuses), three High School-type skills and 12 Secondary skills. Can spend 1D6 times $1,000 on equipment.

21-30 Raised in the home of a researcher as a pet. Escaped and hostile, but not hunted with deadly force. The character will be resentful of humans. Roll Education as a wild animal character.

31-40 Brought up as an experiment. Trained and educated with cruel punishments. The character will distrust humans. Education consists of six Physical skills and 12 Secondary skills. Escaped, and now hunted by the organization. Has 2D6 times $500 to spend on equipment purchased before the escape.

41-50 Raised as a caged, experimental animal. Character escaped and wants to destroy the organization, and has a strong distrust (and possibly hatred) of all humans. Roll Education as a wild animal character.

51-60 Educated and trained as if the character were a normal human. Character has good relationships and a balanced outlook on humans. Education: Select two skill programs and eight Secondary skills; +10% skill bonus. Functions separate from the organization, but maintains a good relationship with them. Can buy weapons, armor and equipment with 2D6 times $2,000 in savings.

61-70 Rescued from the organization and adopted by a friendly researcher at a young age. Raised while continuously being hunted by the organization. Character distrusts humans, but knows that there are some good people who deserve help and friendship. Education: Select one Military program and 10 Secondary skills; +5% skill bonus. Savings are 2D6 times $200.

71-80 Highly trained and educated as a specialist using the animal character's natural abilities. The character feels equal or superior to most humans; no ill feelings. Education consists of three Skill programs and 10 Secondary skills; +20% skill bonus. Character is a valuable employee of the organization and is paid at least triple the going rate (minimum $75,000 per year). Character has saved 1D6 times $10,000!

81-90 Highly trained as a specialist using the character's natural abilities. Taught two skill programs and 14 Secondary skills; +15% skill bonus. The animal mutant was treated as a slave and eventually escaped. He or she has stolen $30,000 to $180,000 (3D6 times $10,000) worth of cash and equipment before leaving. Character distrusts most humans. Hunted by law enforcement agencies and the organization. Considered armed and dangerous.

91-00 Raised as assassins or warriors. Knows the Espionage program, Military program, five Weapon Proficiencies and eight Secondary skills; +15% skill bonus.

Note: All skill bonuses apply only to skill programs, not Secondary skills.

The Organizations

Roll percentile dice to determine what type of organization was responsible for the creation of the mutant animal.

01-25 Biological Research Facility

26-45 Private Industry

46-50 Secret Medical Experiment Organization

51-55 Secret Criminal Organization

56-60 Secret Crime Fighting Organization

61-65 Secret Military Organization

66-70 Secret Espionage Organization

71-75 Secret Medical Research Organization

76-00 Military Organization

Wild Animal Education Table

Roll percentile dice. Roll ONLY if educated as a *wild animal.*

01-20 Everything is self-taught with no help or assistance; the animal lives in the wild. Character mistrusts humans and other animals. Basic reading, writing and arithmetic are at a low level. Wilderness skills include: Prowl (+15%), Wilderness Survival (+25%), Escape Artist (+10%), Climbing (+15%), and Swimming (+10%). There is an S.D.C. bonus of +12, a P.E. bonus of +6, a P.S. bonus of +3, +2 to P.P., +2 on initiative, and the creature gets two additional attacks per melee round, but no formal combat training unless selected as a Secondary skill. Characters can pick only one Secondary skill per level of experience. New skills start at level one proficiency. The character has scavenged 3D6x$100 in various equipment, most in poor condition.

21-40 By skulking around the fringes of society the character picks up a rudimentary education. The character probably has a small number of human friends, but distrusts people in general. Knows two High School skills, the Streetwise skill (+16%), Prowl (+10%), Hand to Hand: Basic and 10 Secondary skills. Bonuses include +1 to P.P. and +1 on initiative. The character has scavenged 3D6x$200 in equipment.

41-90 Adopted by a "mentor" who teaches and guides the character in some form of special training. This is often Ninjitsu or another martial art, but any area of special training can be selected. These characters will learn to be philosophical about all creatures. Their attitude could be summed up as, some people are good, some are bad, everyone deserves a chance to earn your trust. Ninja characters learn one skill program of choice plus three Espionage skills, two Rogue skills (excluding hacking), six Secondary skills and Hand to Hand: Martial Arts (Hand to Hand: Ninjitsu can be used if one has the **TMNT® RPG** or **Ninjas & Superspies**). In addition, the character has a choice of three ancient or Ninja weapon proficiencies. The mutant has scavenged and built 3D6x$100 worth of equipment.

91-00 Character goes public and is educated at a major university. The mutant animal likes and trusts humanity in general. Education is the equivalent of four years of college: Three Skill Programs and 10 Secondary skills; +20% bonus for all Scholastic skills. Although struggling for financing, at least 2D6x$500 worth of equipment has been collected.

Step 5: BIO-E Points & Special Abilities

Biological Energy Points

Measuring Biological Energy: BIO-E Points

Characters created from animals go through some kind of biological transformation. In the fantasy world of comic books, that usually means a change into something intelligent and more human in shape. Of course, that kind of thing just doesn't happen in the real world. Real mutation almost always results in death or disfigurement, but, in fantasy, the effects are usually good ... or at least interesting and dramatic.

In order to balance out the biological changes to animal characters, we've invented BIO-E points. Each kind of animal has a particular amount of *bio-energy* that reflects exactly how much it can change. BIO-E does not directly reflect the size or power of the animal. In fact, it's just the opposite. The more powerful the original animal, the fewer points of bio-energy it has to work with.

The reasons for this are simple. Someone rolling up, for example, a tiger, would be at a great advantage compared to someone rolling up a mouse. However, to equalize things, the tiger has fewer points of bio-energy than the mouse. After all, a tiger doesn't need much BIO-E because it's already an incredibly powerful creature.

The exact number of BIO-E points is included in the animal's description in the Animal Section. Players can "build" their character by using their BIO-E on any of the following items:

Special Abilities

Growth Steps

Human Attributes

Animal Psionics or Minor Super Abilities

Note: Players may not need to spend all their potential BIO-E points. However, any BIO-E points not used up in the creation of the character are permanently lost and cannot be used at a later date to buy any additional powers, abilities or mutations.

Growth Levels (Steps)

Animals undergoing their transmutation into intelligence will probably change in size as well. The very smallest animals, like a mouse or turtle, will either have to grow or suffer severe mental penalties due to their small size. By the same token, very large creatures will have to sacrifice some of their natural size and strength in order to gain human features.

The size of the animal character is measured in growth steps. Each animal's original size level is listed in the special section on that animal. Each additional step of growth costs 5 BIO-E. Characters can also gain BIO-E points by giving up growth steps. For each growth step given up, the character gains 5 BIO-E points. The BIO-E points gained can be applied to other changes, powers and abilities found in the animal descriptions. BIO-E points can *not* be sold, given or traded to another character.

Mutant animals of size level 12 or larger have P.S. equal to the Minor Super Ability, Extraordinary Strength.

Growth Steps Example #1: Increasing Size

Assume that you've rolled up a Size Level One creature, a mouse.

Playing a creature that small has many disadvantages, especially the penalties of -8 in I.Q., -12 in P.S. and -4 in P.E. Fortunately, you can change the character's Growth Level. By spending 25 points of BIO-E, the character can be raised to a Size Level 6. At Level 6, the character now has no penalties whatsoever. Of course, you can continue to spend BIO-E points and make the mutant mouse even larger and even gain attribute bonuses. All it takes is 5 points of BIO-E per level of increase.

Growth Step Example #2: Decreasing Size

Suppose that you've rolled up an Elephant character.

If you check the Animal Section, you'll see that Elephants have Size Level 20. You'll also notice that Elephants start out

with no BIO-E points! Since it wouldn't be much fun to have an unchangeable character, the thing to do is trade in some of the elephant's Growth Levels for BIO-E points.

Let's reduce the Elephant's Size by 6 levels. Every Growth Level sacrificed means it "gains" 5 points of BIO-E. So now the Elephant character is Size Level 14, and you have *30 points of BIO-E* to play with. If that's not enough BIO-E, then you can simply trade in more Growth Levels for BIO-E points.

PHYSICAL SIZE CHART

Growth Steps	Weight	BIO-E	I.Q.	P.S.	P.E.	Spd.	SDC
1	0-1lbs	0	−8	−12	−4	+7	5
2	To 5lbs	5	−6	−6	−2	+5	10
3	To 10lbs	10	−4	−3	−1	+3	15
4	To 20lbs	15	−2	−2	0	0	20
5	To 40lbs	20	—	−1	0	0	25
6	To 75lbs	25	—	0	0	0	30
7	To 100lbs	30	—	+1	0	0	30
8	To 150lbs	35	—	+2	0	0	35
9	To 175lbs	40	—	+3	+1	0	35
10	To 200lbs	45	—	+4	+2	0	35
11	To 250lbs	50	—	+5	+3	−1	40
12	To 300lbs	55	—	+6	+4	−2	40
13	To 350lbs	60	—	+7	+5	−3	45
14	To 400lbs	65	—	+8	+6	−4	50
15	To 500lbs	70	—	+9	+7	−5	55
16	To 600lbs	75	—	+10	+8	−6	60
17	To 800lbs	80	—	+11	+9	−7	65
18	To 1,000lbs	85	—	+12	+10	−8	70
19	To 1,500lbs	90	—	+13	+11	−9	75
20	To 2,500lbs	95	—	+14	+12	−10	80

Examples

To figure the height/length and weight for a character of Size Level 3, roll 1D6 for weight and add the number 4. Height/length is done by rolling 3D6 and adding that to 12. If we roll a 3 on 1D6 for weight, that means the character will weigh seven pounds (3 +4). Rolling an 11 for height/length on 3D6 means that the character will be 23 inches or one foot, 11 inches (0.59 m) tall or long.

Let's look at a character that's Size Level 18 and medium build. Roll percentile dice *twice*, i.e., 43 the first time and 92 the second. Add those numbers to 800 (800 +43 +92) and that gives us a weight of 935 pounds. For height we roll 2D6 and add that to 96. Let's say a 7 is rolled, it is then added to 96 which means the character is 103 inches tall; that's 8 feet, 7 inches (2.6 m).

Size Level 20 is just a little trickier. If we have a character that's Size Level 20, then for weight we roll percentile dice, multiply that by 100 and add it to 1,500.

Notes on Height and Weight

Overweight Characters: If a character rolls a weight greater than their Size Level, then the character does not move to the next Growth Level. It simply means that the character is overweight, in other words, fat.

Non-Bipedal Characters: If a character can not stand upright (Non-Bipedal) then the Height becomes the Length of the character. Length does not include the tail; long tails are 50% of total length, short tails are 10% of the total length.

Special Abilities

Every animal character has some kind of special natural defense or ability that can be useful. Consult the section on the particular animal for details. Animals can not buy the abilities of a different kind of animal.

Certain human abilities: intelligence, color vision, binocular stereovision, speech comprehension, human touch, taste and smell are automatically given to any animal character. It is because of this that the natural animal's innate abilities must be bought with BIO-E points.

HEIGHT & WEIGHT TABLE

Size	Weight	Height — Short	Height — Medium	Long
1	3D6 ounces	1D6 inches	2D6 inches	3D6inches
2	1D6 pounds	3D6 inches	12 + 1D6 inches	12 + 2D6 inches
3	4 + 1D6 pounds	12 + 1D6 inches	12 + 2D6 inches	12 + 3D6 inches
4	10 + 2D6 pounds	12 + 3D6 inches	24 + 2D6 inches	24 + 3D6 inches
5	20 + 4D6 pounds	24 + 1D6 inches	36 + 2D6 inches	36 + 3D6 inches
6	40 + 6D6 pounds	24 + 2D6 inches	48 + 1D6 inches	48 + 3D6 inches
7	75 + 3D10 pounds	24 + 3D6 inches	60 + 1D6 inches	60 + 2D6 inches
8	100 + 6D10 pounds	36 + 1D6 inches	60 + 1D6 inches	60 + 3D6 inches
9	150 + 3D10 pounds	36 + 2D6 inches	60 + 2D6 inches	72 + 2D6 inches
10	175 + 3D10 pounds	36 + 3D6 inches	60 + 3D6 inches	72 + 3D6 inches
11	200 + 6D10 pounds	48 + 1D6 inches	72 + 1D6 inches	84 + 2D6 inches
12	250 + 6D10 pounds	48 + 2D6 inches	72 + 2D6 inches	84 + 3D6 inches
13	300 + 6D10 pounds	48 + 3D6 inches	72 + 3D6 inches	96 + 2D6 inches
14	350 + 6D10 pounds	60 + 1D6 inches	84 + 1D6 inches	96 + 3D6 inches
15	400 + 1D% pounds	60 + 2D6 inches	84 + 2D6 inches	108 + 2D6 inches
16	500 + 1D% pounds	60 + 3D6 inches	84 + 3D6 inches	108 + 3D6 inches
17	600 + 2D% pounds	72 + 1D6 inches	96 + 1D6 inches	120 + 2D6 inches
18	800 + 2D% pounds	72 + 2D6 inches	96 + 2D6 inches	120 + 3D6 inches
19	1,000 + 5D% pounds	72 + 3D6 inches	96 + 3D6 inches	132 + 2D6 inches
20	1,500 + (% × 100)	72 + 4D6 inches	132 + 3D6 inches	



Human Features

Many animal characters will want to develop human-like characteristics. There are many advantages to the human form. Hands for manipulating tools and weapons. Speech for communicating with others. An Upright, Bipedal Stance that allows for simultaneous movement and use of objects. And, finally, Human Looks are necessary if the character is to pass unnoticed in human society.

For each human attribute there are three levels: *None, Partial and Full.* See the section that follows for complete descriptions. Average BIO-E costs are for reference purposes; actual BIO-E costs are listed with the *specific* animal characteristics.

Hands

None: This is a natural paw. The character can not pick up or grab objects. Many skills are impossible without hands. Only climbing, prowl, running, swimming, and wrestling might be taken by animals with hands of none (G.M.'s decision based on animal type). **Average Cost:** 0 BIO-E.

Partial: The paw develops fingers and a (non-opposable) thumb. Manual dexterity is now rough, but capable of grasping objects. All physical skills are at -20% proficiency (except for climbing, prowl, running, swimming, and wrestling). Melee weapons are used at a -4 to strike, -6 to parry. **Average Cost:** 5 BIO-E.

Full: A hand with a fully opposable thumb. No penalties for use of tools, weapons or skills. Equal to human. **Average Cost:** 10 BIO-E.

Speech

None: No vocal cords, so incapable of speech (Character MUST purchase the Telepathic Transmission ability listed in the Animal Psionics section or have full hands and devote a language skill to sign language in order to communicate). **Average Cost:** 0 BIO-E.

Partial: Vocal cords are roughly equivalent to a parrot or a poor speech synthesizer. While everything said can be understood by friends, strangers may have difficulty. The voice will be gravelly, grating and definitely inhuman. **Average Cost:** 5 BIO-E.

Full: Sophisticated vocal cords equal to that of most humans. The character can learn to sing, imitate voices and perform ventriloquism. **Average Cost:** 10 BIO-E.

Important Note: All mutated animals *understand* human speech even if they can't speak it.

Upright Bipedal Stance

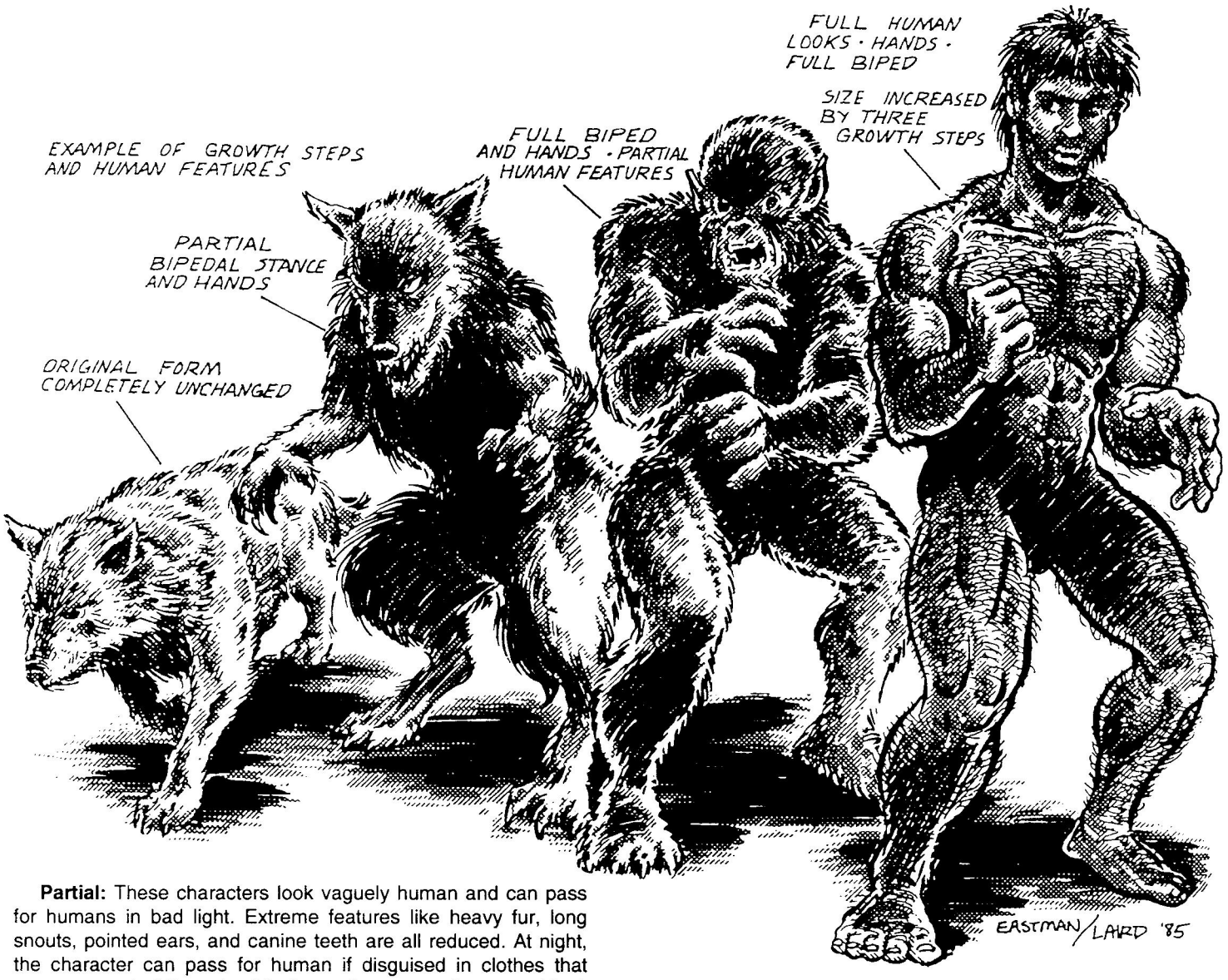
None: Character can not stand upright without support. **Average Cost:** O BIO-E.

Partial: Much like a bear, the character can stand and fight. While in the upright position, speed is only a third of normal. Running, leaping, jumping, kicking and quick turns are NOT possible while standing on two legs. The character will still drop to all fours for running. **Average Cost:** 5 BIO-E.

Full: This is a fully human bipedal stance. The character has the same unlimited movement as a normal, athletic human. **Average Cost:** 10 BIO-E.

Human Looks

None: Character still looks pretty much like an animal. In other words, a wolf character with hands and bipedal stance would still have a wolf-shaped head, black nose, snout, fur, and pointed ears at the top of the head. Nobody will mistake this creature for human; it will look like a beast or a monster, so most normal humans will regard it as one and usually assume that the mutant animal is unintelligent, wild and vicious or evil. **Average Cost:** 0 BIO-E.



Partial: These characters look vaguely human and can pass for humans in bad light. Extreme features like heavy fur, long snouts, pointed ears, and canine teeth are all reduced. At night, the character can pass for human if disguised in clothes that cover up most of the animal features. Anyone getting a good look will take the character for an intelligent half-man, half-animal alien or mutant. **Average Cost:** 5 BIO-E.

Full: This fully transforms the character into something that can easily pass for human; not a *normal* human, but a human none the less. Hair will appear in normal human amounts and places. The body will take on a completely human structure and stance, while features like eyes and teeth will look more or less normal. Animal characters will never look completely human but, with this option, they'll look close and shouldn't be immediately suspected as inhuman. For example, a badger character would still have a badger-like face, badger-like streaks in the hair and a stocky build. People will tend to say, "That ugly guy kinda reminds me of a badger," not, "That badger looks like a human." **Average Cost:** 10 BIO-E.

Note: Animal characters who are very small (under Growth Step 5) or very large (over Growth Step 12) will still be noticeably tiny or large, regardless of how human-like they might look. But, at least, a very large or very small animal with human looks will only be considered unusual humans, not an animalistic monster.

Animal Powers

The specific power or powers most natural and common to mutant animals directly relate to the type of animal the creature once was. Whatever natural abilities the animal may have had originally, as an animal, such as claws, advanced smell, wings, etc., are the only powers it may purchase. The player and G.M. should work together on figuring out what powers a specific animal would have, and assign a BIO-E cost to each. The power descriptions presented in this book (and the **TMNT® RPG**) should include most such animal powers, just make sure you select the ones appropriate for that animal. *For example:* A turtle would not get to select wings or antlers, but would certainly be eligible for natural body armor and hold breath.

It may also be wise to investigate your animal through a good animal encyclopedia. Did you know that a chicken can see in the ultraviolet range of light radiation, or that a tiger can leap 20 feet (6 m) straight up from a crouched position? The *Zoo Book* Series (available at most zoos throughout the USA) has an incredible wealth of information that can be assimilated quickly.

The **Teenage Mutant Ninja Turtles RPG** (either version) has over 90 specific animal types completely defined, as well as the Ninja Turtles and several other mutant animal characters. Check it out.

Animal "Power" Descriptions

Antlers & Horns

These are natural weapons used in ramming or ripping with the head. Damage depends on the animal, but is no less than 1D6, and rarely more than 3D6.

Claws

Claws are a natural weapon common to most animals, from mice and lizards to felines. Characters can have only one type of claws. Claws can be found on both the hands and feet. Unless the claws are retractable, they will be readily noticeable, whether or not the character has full human looks. In all cases, add any P.S. attribute damage bonus to the claw damage.

Claws & Damage:

Non-Predator: 1D4, 1D6 or 2D4 damage.

Small Predator (typically Felines): 2D6 damage

Big Predatory Felines (tiger & lion): 3D6 damage.

Digging Claws do 2D4 or 2D6 damage.

Retractable Claws are pulled back and concealed in the fingers of the character. Fingers will be thicker than normal and the fingertips will end in an unusual, pointed nail.

Climbing Claws do 1D6 or 2D4 damage and help a character in climbing. These are marked as "(climbing)." Add +30% to the climbing skill; the mutant must know the climbing skill, otherwise he climbs at a base skill of 30%.

Bird Talons: 1D6 damage.

Bird of Prey Talons: 2D6

Digging, Tunneling & Excavation

Certain animals spend a large part of their time digging underground. The extent of this power is determined by the speed of digging and even speed is moderated by the note that rocks, cement, tree roots and other obstructions will slow digging or force a detour. These things can be moved or their S.D.C. can be attacked in order to break them up to clear the path.

Digging is the ability to dig through dirt, mud or sand. The character's Physical Strength determines the speed of the digging. Only the character's body moves through the earth, no tunnel is left behind. Characters with a P.S. of less than 13 move 3 feet per melee, a P.S. of 13 through 18 means 4 feet per melee, P.S. of 19 through 24 dig 5 feet per melee, and a P.S. of 25 or better digs at 6 feet per melee. Remember, this process does NOT leave a passable tunnel.

Tunneling is a digging process that leaves a passable tunnel. Tunnels near the surface can be used as pit traps. Tunneling can be done at half the speed of Digging.

Excavation means being able to hollow out large, underground chambers as well as dig passable tunnels. Characters with Excavation can also dig under buildings, roads, and other structures to weaken their foundations. Characters can excavate about 5 cubic feet (1.5 m) per minute.

Note: Tunnels and excavations are not permanent. Gunfire, earthquakes, explosions and traffic vibrations will easily collapse them. Characters should use building materials to make their underground structures more secure.

Extra Limbs

Winged animals, like bats and birds, can use their BIO-E points to grow hands at the ends of their wings. However, these characters are likely to want entirely new/extra human arms and hands. The extra limbs appear where normal human arms are placed. Displaced wings are moved to the back, positioned behind the shoulders.

Flight

Only animals who can normally fly (have wings) can get the animal power of flight. Animal characters with flight have fully formed wings (feathered for birds, leathery for bats). The maximum flying speed is 160 mph (256 km). Characters with flight also get a +3 to dodge while flying, or +6 to dodge while at maximum flight speed. For every 40 mph (64 km) of flying speed, the character can do an additional +2 damage.

Glide

Winged characters can use this power to "ride" the air currents. Take-off requires a strong wind or jumping off from a height. Maximum speed (dependent on wind speed) is 120 mph (192 km). Gliding characters get a +2 to dodge or +4 to dodge at maximum speed. For every 40 mph of gliding speed, the character does an additional +2 damage.

Heightened Senses

All animal characters have the full range of normal human senses, color vision, stereo vision, keen hearing, smell, touch and taste. A few mutant animals can be outfitted with some of the following Heightened Senses:

Advanced Vision means that the character can see double the usual distance and detail of normal human vision.

Nightvision is the ability to see at night. There must be starlight or some other light source available to the character. If the character is in a completely blacked out area, a cave, for example, then nothing will be visible.

Ultraviolet Vision is an extension of normal vision beyond purple and violet into the (normally invisible) ultraviolet.

Advanced Hearing gives the character the ability to hear very faint sounds (light footsteps, small animals breathing). The character can also overhear conversations at a much greater distance than is normally possible. +1 on initiative.

Sonar is used by bouncing high-pitched sound waves which enable the character to "see" the locations, shapes, and sizes of objects. This power can be used in complete darkness.

Advanced Smell allows the character to detect very faint scent traces. Tracking by smell (as a bloodhound) is possible at 50% +5% per level. Characters can also recognize the distinct scents and smells of individuals and can detect when people experience extremes of emotions (60% +2% per level of experience). This is occasionally used as a lie-detector, but is rather unreliable.

Advanced Touch gives the character an increased chance (+10%) to perform delicate skills and actions like picking locks and sleight of hand. Characters can also recognize very slight differences in texture.

Hold Breath

Many of the animals listed can stay underwater for extended periods of time. If it says the animal can Hold Breath, then the character has that ability. The amount of time an animal can Hold Breath is 2D6+2 minutes. The character rolls this just once when first rolling up the mutant character. The number rolled is the amount of time that a character can Hold Breath comfortably whenever he so desires. **Note:** Just because a character can Hold Breath does not mean he can swim, the swimming skill is still needed.

Natural Body Armor

Animals with natural armor, like alligators, armadillos, rhinoceros and turtles, can transfer that power to their human form. This gives an increased A.R. (which uses natural A.R. rules) and additional S.D.C. Note that this is actual armor and is visible, even with full human looks. A human-looking armadillo may not have a domed shell on its back, but it will be covered with a layer of armored scales.

Light — A.R. 9, S.D.C. +25 (Cost: 15 BIO-E)

Medium — A.R. 11, S.D.C. +40 (Cost: 30 BIO-E)

Heavy — A.R. 14, S.D.C. +60 (Cost: 45 BIO-E)

Extra-Heavy — A.R. 16, S.D.C. +80 (Cost: 60 BIO-E).

A mutant animal can have only one type of Natural Body Armor.

Teeth, Tusks & Beaks

Sharp teeth and strong jaws are common natural weapons. Characters with "teeth" weapons will have prominent fangs and powerful jaws. This will be noticeable even if the character has Full Human Looks. The amount of damage depends on the particular animal.

Damage: Herbivores are usually equivalent to humans and do only one or two points of damage.

Carnivores:

Rodents: 1D6

Scavengers: 1D6

Predators: 2D4 to 2D6.

Tusks are teeth that stick out from the mouth. The damage is inflicted by ripping rather than biting, and does 2D4 damage. P.S. bonuses are *not* added to biting attacks.

Beak: Average Bird: 1D4 damage

Beak: Bird of Prey: 3D4 damage

Step 6: Equipment and Money

Getting the character dressed and equipped requires money. Characters with savings or with organization equipment can simply buy common items. Use the prices listed in the Equipment Section.

Characters who have to scavenge can "buy" clothing, household electronics, ancient weapons and other consumer goods, but not modern weapons, armor or surveillance equipment. Because these characters must spend a fair amount of time in alleys and junkyards, they will also be able to "build" equipment if they have the appropriate skills. The reliability of character-built equipment is equal to the character's skill level.

The availability of lock picking tools, surveillance equipment, foreign weapons, explosives and anything illegal is up to the individual Game Master, but is not likely to be common. It is likely that characters who belong to a secret organization will be able to get this kind of equipment. However, the Game Master may want to inflate prices, make equipment available only through criminal contacts, or theft (taking items from bad guys), or even prohibit them from the campaign.

Determining Animal Psionics or Minor Super Abilities

Animal Super Abilities (optional)

The animal mutant may purchase as many as two Minor Super Abilities *or* several Animal Psionic Powers (different than human psionics). If Minor Super Abilities are purchased, psionic ones cannot be, and vice versa. This is a one or the other proposition.

Like the animal abilities, the acquisition of one or two Minor Super Abilities costs BIO-E points.

5 BIO-E for any Heightened Senses.

10 BIO-E Points for any "Extraordinary" powers, or Supervision powers.

20 BIO-E Points for Superhuman Strength.

25 BIO-E Points for any minor "Energy" powers.

30 BIO-E Points for any minor Glide or Winged Flight powers (not applicable to animals who already have wings).

40 BIO-E Points for wingless flight (not applicable to animals who already have wings).

40 BIO-E Points for any other Minor powers.

Animal Psionics

To acquire animal psionics, many of which are different than human psionics, the player must *purchase* them for his character by spending BIO-E Points. He can purchase as many Animal Psionic powers as he has available BIO-E Points; typically a couple to several.

No Inner Strength Points: Animals differ from other psionic player characters in that they don't spend Inner Strength Points to use their powers. Each power can be used as often as the character likes (although no more than the number of attacks per melee —each use of a psionic power counts as one melee attack). No animal psionic can use more than one power at a time. For example, a character who is using Animal Control for the full five minutes can not use Telepathic Transmission at the same time. All aspects of Psionic combat work just like normal, including range, durations, and saving throws.

Descriptions of Animal Psionics

Animal Control

Range: 50 feet (15.2 m)

Duration: 5 minutes.

Saving Throw: Standard vs psionic attack.

Cost: 10 BIO-E

This allows a character to command creatures of his own kind. That means a lion animal character could control other lions, not tigers or other felines. Two-way communication with the controlled animal is not possible without *Animal Speech.* The controlled animal will attempt to follow any orders. If the controlled animal is wounded it is allowed an additional saving throw. The animal psionic can renew Animal Control every five minutes, but the animal can roll to save every time its influence is renewed.

Animal Speech

Range: 150 feet (152 m)

Duration: 10 minutes.

Saving Throw: None

Cost: 5 BIO-E

This allows for complete two-way communication with animals of the same kind as the character. For example, a rat animal character could do Animal Speech only with other rats, not with mice or other rodents. The animal(s) will recognize the character as one of their own and assume that any human looks are just ugly deformities.

Bio-Manipulation

Range: 160 feet (183 m)

Duration: 3D4 minutes.

Saving Throw: Standard

Cost: Each of the seven types of bio-manipulation must be purchased *separately.*

Each Bio-Manipulation affects only one victim per attack and the victim must be within line of vision or their exact location must be known to the psionic mutant. A creature using animal Bio-Manipulation can do no other psionic attack while the effect lasts because he must concentrate to keep the Bio-Manipulation attack in place. If the psionic is knocked unconscious or uses other psionics, the effects, penalties and/or damage from the Bio-Manipulation attack immediately stop.

Blind: Knocks out the victim's optic nerves. Victims are -9 to strike, parry and dodge. **Cost:** 20 BIO-E.

Deafness: Victims can not hear anything and are -6 to parry or dodge attacks from behind. In addition, the shock on their inner ear makes them -3 to strike, parry or dodge and they automatically lose initiative on all attacks. **Cost:** 20 BIO-E.

Mute: Impairs the victim's vocal cords, making speech impossible. Victims experience shock and panic and are -2 to strike, parry and dodge for the first round of the attack. **Cost:** 20 BIO-E.

Pain: The nerve centers are hit directly. Victims are -6 to strike, parry and dodge. One point of hit point (not S.D.C.) damage per minute of the attack. **Cost:** 20 BIO-E.

Paralysis: Immobilizes the motor part of the brain causing arms and legs to stop working. Victims can still see, hear, speak and think. Victims can not parry or dodge. **Cost:** 20 BIO-E.

Stun: Victims lose one attack per melee, speed is halved, and they have a -4 to strike, parry and dodge. **Cost:** 20 BIO-E.

Tissue Manipulation: Victim feels itchy, cold and hot. More frightening than physically damaging. -1 to strike, parry and dodge. **Cost:** 20 BIO-E.

Detect Psionics

Range: 240 feet (73 m)

Duration: 2 minutes.

Saving Throw: None

Cost: 10 BIO-E

This mental probe will detect psionics in others. There is a 01-75% chance that the psionic can be detected by other psychics in the area. Note that Detect Psionics can not penetrate or detect a Mind Block and the Mind Blocked character will not appear to be psionic.

Hypnotic Suggestion

Range: 12 feet; line of sight.

Duration: Varies

Saving Throw: Standard

Cost: 15 BIO-E.

The psionic mutant animal may induce his will upon another intelligent being through the power of suggestion. This is a mental attack that requires eye contact and either verbal or telepathic reinforcement. The suggestion must be a reasonable one; victims will not do things that are completely out of their character. For example: The hypnotic suggestion "kill yourself" would work only if the victim was already suicidal. On the other hand, a suggestion that, "you don't see anything unusual," would be very useful for a strange-looking animal character. This works only on intelligent creatures, not ordinary animals. A victim who saves against Hypnotic Suggestion will be totally unaware of the attack.

Mind Trap

Range: 6 feet

Duration: 2-12 (2D6) minutes. Keeping the victim in a simple Mind Trap is simple, provided the trap is a simple environment (cage, desert, ocean, dark closet or cell, etc.). The initial use of the power counts as one melee attack, plus the psychic mutant loses one attack per melee round to maintain the simple environment. However, if the psionic mutant animal wants to inflict a complex fantasy, or one that will result in mental trauma/temporary insanity, then he loses all melee attacks and movement for every round the illusion remains in place.

Saving Throw: Standard

Cost: 25 BIO-E

A psionic who successfully traps another mind can inflict whatever experience he likes onto that mind. For example, the psionic can make the victim believe that he is trapped in a small cell. On the other hand, the victim could experience an episode out of the psychic's own life or imagination. One strange effect of Mind Trap is that the victim will believe he has experienced one hour of subjective time for every minute in the trap.

Note: Victims of Mind Traps can make another psionic saving throw after they've been Mind Trapped. If successful, they will realize that the experience is an imaginary one. It won't help them get out of it, but at least they will know it's not real, time is less distorted (seems like ten minutes for every one), and, if a victim realizes the experience is imaginary, no insanity is possible.

Characters who fail to make that second psionic saving throw are driven temporarily insane by vicious psionic Mind Traps. This happens if the psionic creating the attack is himself insane, or if the experience is particularly horrible, or if the fantasy involves the death or mutilation of the victim. This does not result in permanent damage, but is serious enough for a temporary insanity to last 2D6 hours. Roll percentile on the following table for resulting insanity. Specific Phobias, Affective Disorders and Neuroses can be rolled on the Insanity Table in the Insanity Section.

01-40 No Insanity.

41-50 Character remains paralyzed and stays in the fantasy.

51-60 Character is not himself and is shaken, paranoid, and distracted/confused. Tends to mutter to himself under his breath and is jumpy. Reduce all combat bonuses by half, attacks per melee by one, and skill performance is -30%.

61-75 Phobia

76-90 Affective Disorder

91-00 Neurosis

Mind Block

Range: Self

Duration: 10 minutes.

Saving Throw: None

Cost: 15 BIO-E

This mental wall prevents the penetration of Telepathy, Empathy, Empathic Transfer, Detect Psionics and all other mental psionic attacks. The psionic will not even be aware that a psionic attack is taking place. Note that this also prevents the character from "hearing" Telepathic Transmission and he is vulnerable to psionic attacks that affect the physical body.

Psionic Claws

Range: Self

Duration: 10 minutes.

Damage: 3D6 +2 points per level of experience.

Saving Throw: None

Cost: 25 BIO-E

Psionic energy is turned into a physical force and extension of the mutant animal. It is similar to a Psi-Sword except it manifests itself as long, shimmering, hooked claws on one hand. Can be used to parry normal blades, energy melee weapons and magic weapons like flaming swords.

See Aura

Range: 120 feet (36.6 m)

Duration: 4 melees/1 minute.

Saving Throw: None

Cost: 15 BIO-E

Allows the psionic to see the alignment, estimated level of power, type of creature (human, mutant, alien, meat-eating animal, grazing animal, etc.), and the physical condition of the crea-

ture from its aura. There is a 10% chance per level that the psionic can recognize an aura that has been seen before. Mind Blocked characters are not protected from See Aura.

Sixth Sense

Range: Self, but sense danger up to 90 feet (27.4 m) away.

Duration: 4 melee rounds/one minute.

Saving Throw: None

Cost: 10 BIO-E

This is a psionic intuition that can be protection for the character. There will be a premonition of danger when something is immediately threatening to the character. This includes hidden ambush, traps or dangerous situations. Sixth Sense does not indicate WHAT or WHERE the danger is coming from. Likewise, it does not work to protect anyone traveling with the character, only danger that threatens the psychic. This doesn't mean his teammates may not also be endangered by it. **Note:** The character must specify that the power is being used. It does not work automatically.

Telepathic Transmission (Mental Speak)

Range: 150 feet (45.7 m).

Duration: Unlimited

Saving Throw: None

Cost: 5 BIO-E.

This acts as a simple, mind-to-mind, speech substitute. Animals without vocal cords will find this highly useful. Range is roughly that of human speech, except that it is not affected by background noise. There is no saving throw because it is not an attack. At worst, all the psionic can do is "shout" unpleasantries and the receiver can choose to ignore the message. The psionic can focus the Telepathic Transmission so that only one specific character will receive it, or the Transmission can "speak" to several people at the same time, so long as everyone is within the range limit of 150 feet (45.7 m). Non-psionics will assume that the Telepathic Transmission is normal speech. **Note:** You can't use this to "read" minds or pick up empathic impressions, only to communicate with words — is only good for speaking.

One problem with Telepathic Transmission is that it doesn't work with telephones or other communication devices.

Notes on Animal Descriptions

Original Animal Characteristics is a section devoted to describing the unmutated form of the animal. The Description gives a small piece of background. Length and Weight are average figures for normal animals.

The Build can be used to determine the character's height.

Size Level is the starting Growth Level of the character.

Mutant Changes & Costs starts by listing the "Total BIO-E"; the number of points the player can spend developing the mutant character. Note that these points can *not* be saved or banked, they must all be used (or lost) when the character is first rolled up. The player can spend BIO-E points on *Hands, Biped, Psionics* (or Minor Super Powers if that option is used), *Growth Steps, Speech, Looks, Natural Weapons,* and/or *Animal Powers.* BIO-E costs for each of these are with their descriptions.

BIO-E Points: Players can not save, trade or give away BIO-E points. Any BIO-E points the character has left when the character starts playing will be lost. In other words, spend all your BIO-E when you first design the character.

Animal Powers are generally abilities or attributes the character had as an animal, but are LOST when mutated. However, they can be reacquired by spending BIO-E points to get them.

Attribute Bonuses should be added to the character's attributes immediately. These are one time bonuses and do not count toward a bonus die roll.

Animal Descriptions

Alligator & Crocodile

Original Animal Characteristics

Descriptions: Alligators are the largest reptiles in North America. They are dangerous, swamp-dwelling carnivores. Their horny scales provide extra protection. Long jaws filled with conical teeth are designed for grasping and tearing apart prey. Crocodiles are basically the same.

Size Level: 9

Length: up to 20 feet (6 m), but 8 feet (2.4 m) is most common.

Weight: to 200 pounds (90 m) for 8 feet (2.4 m).

Build: Long

Mutant Changes and Costs

Total BIO-E: 40

Attribute Bonuses:

P.S. +3

P.E. +1

Spd. +1

Human Features

Hands: 5 BIO-E for Partial.

10 BIO-E for Full.

Biped: 5 BIO-E for Partial.

10 BIO-E for Full.

Speech: 5 BIO-E for Partial.

10 BIO-E for Full.

Looks: None; large snout, no external ears, large scales and an elongated body.

5 BIO-E for Partial; definite snout, no external ears, noticeable scales, and a long body.

10 BIO-E for Full; lumpy features, hairless, small ears and pointed teeth.

Natural Weapons

5 BIO-E for Teeth and powerful jaws that can do 2D6 damage.

Powers:

15 BIO-E for Light Natural Body Armor; A.R. 9 and S.D.C. +20.

30 BIO-E for Medium Natural Body Armor; A.R. 11 and S.D.C. +40

45 BIO-E for Heavy Natural Body Armor; A.R. 16 and S.D.C. +60.

5 BIO-E for Hold Breath.

10 BIO-E for Swim equal to competitive swim skill; 80%.

20 BIO-E for Quick Run. It can make a lightning dash/run at 35 mph (56 km) for a maximum distance of 2000 feet (610 m). +2 to dodge while running. Can only Quick Run once every third melee.

Bear

Original Animal Characteristics

Descriptions: There are several different kinds of bears. Smallest are the black bears found all over North America. Grizzly bears are next. Even bigger are the brown bears of Alaska (sometimes called Kodiak bears). Finally, the largest are the polar bears.

Size Level:

Black — 14 Brown — 17

Grizzly — 16 Polar — 18

Height:

Black — 4-6 feet (1.2 to 1.8 m) tall.

Grizzly — 6-7 feet (1.8 to 2.1 m) tall.

Brown — 7.5-8.5 feet (2.3 to 2.6 m) tall.

Polar — 8-9 feet (2.4 to 2.7 m) tall.

Weight:

Black — 300-400 lbs (135 to 180 kg)

Grizzly — 400-600 lbs (180 to 270 kg)

Brown — 700-900 lbs (315 to 405 kg)

Polar — 800-1000 lbs (360 to 450 kg)

Build: Short

Mutant Changes & Costs

Total BIO-E:

Black — 5

Grizzly — 0

Brown — 0

Polar — 0

Attribute Bonuses:

P.S. +6

P.E. +1

Spd. +4

Human Features

Hands: 5 BIO-E for Partial.

10 BIO-E for Full.

Biped: Partial, automatic.

5 BIO-E for Full.

Speech: None; large, round, snouted head, small eyes, furry ears on top of head, thick fur, short legs and large arms, and a small, furry tail.

5 BIO-E for Partial; definite snout, large head, heavy fur, massive build.

10 BIO-E for Full; dark circles around eyes, thick beard, head and body hair, powerful build.

Looks: 5 BIO-E for Partial.

10 BIO-E for Full.

Natural Weapons

5 BIO-E for 1D6 Scavenger Bite.

10 BIO-E for 2D6 Predator Bite.

5 BIO-E for Claws that do 2D4 damage.

10 BIO-E for Climbing Claws that do 2D6 damage.

Powers

5 BIO-E for Advanced Hearing.

15 BIO-E for Advanced Smell.

Birds of Prey

Original Animal Characteristics

Description: All these predatory birds share curved beaks (for ripping prey), sharp talons, keen eyesight and the ability to dive directly onto their prey. Included are eagles, falcons and hawks.

Size Level: 3 — 15-30 inches (0.3 to 0.8 m).

Weight:

Hawks, Falcons — 8-15 lbs (3.6 to 6.8 kg).

Eagles — up to 25 lbs (11.3 kg).

Build: Medium

Mutant Changes & Cost

Total BIO-E: 70

Attribute Bonuses:

P.P. +3

Spd. +2

Human Features

Hands: None; sharp, curved beak, eyes on the side of the head, feathers (with color and pattern of the original bird), long body with tail feathers, skinny legs with taloned feet.

5 BIO-E for Partial; small beak, large eyes, feathered body, bird-like legs and feet.

10 BIO-E for Full; sharp features, very thin hair, powerful upper body, thin legs.

Biped: Full, automatic.

Speech: 5 BIO-E for Partial.

10 BIO-E for Full.

Looks: 5 BIO-E for Partial.

10 BIO-E for Full.

20 BIO-E for Extra Limbs with Human Hands.

Natural Weapons

5 BIO-E for Bird of Prey Talons on feet that do 2D6 damage.

10 BIO-E for Bird of Prey Beak that does 3D4 damage.

Powers

10 BIO-E for Glide.

20 BIO-E for Flight.

5 BIO-E for Enhanced Vision.

Wild Birds

Original Animal Characteristics

Description: Wild birds are the common seed and insect eaters in North American forests. Included are Blue Jays, Cardinals, Robins, Sparrows, Finches, and a host of other small birds.

Size Level: 2

Length: 6-12 inches (to 0.3 m).

Weight: up to 1 pound (0.45 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 85

Attribute Bonuses:

None

Human Features

Hands: None; full beaked head, full feathered plumage (color and pattern to match the original bird), skinny, scaly legs and clawed, bird-like feet.

5 BIO-E for Partial; prominent beak, feathers instead of hair, round body with thin legs.

10 BIO-E for Full; large eyes and lips, small ears, very sparse hair, long thin legs, large feet.

Biped: Full, automatic.

Speech: 5 BIO-E for Partial.

10 BIO-E for Full.

Looks: 5 BIO-E for Partial.

10 BIO-E for Full.

20 BIO-E for Extra Limbs with Human Hands.

Natural Weapons

5 BIO-E for an Average Bird Beak that does 1D4 damage.

10 BIO-E for Bird Talons that do 1D6 damage

20 BIO-E for Bird of Prey Talons that do 2D6 damage.

Powers:

10 BIO-E for Glide.

20 BIO-E for Flight.

Buffalo

Original Animal Characteristics

Description: These huge grazing animals were virtually exterminated by hunters in the west.

Size Level: 19

Length: 9-11 feet (2.7 to 3.3 m) long.

Weight: 1,500 to 2,000 pounds (675 to 900 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: None

Human Features

Hands: 5 BIO-E for Partial; two bony fingers and a thumb.

10 BIO-E for Full; two fingers and a thumb.

Biped: 5 BIO-E for Partial.

10 BIO-E for Full.

Speech: 5 BIO-E for Partial.

10 BIO-E for Full.

Looks: None; huge head with small eyes on the sides, heavy black hair on neck and shoulders, small arms and legs, and a huge body.

5 BIO-E for Partial; very large head with small eyes and thick neck, large body with heavy upper body hair.

10 BIO-E for Full; big head, well-developed shoulders, neck and arms, and heavy body hair.

Natural Weapons

5 BIO-E For Horns that do 2D4 damage.

10 BIO-E For large Horns that do 2D6 damage.

Powers

5 BIO-E for Advanced Hearing.

10 BIO-E for 15 S.D.C.

Canine, Wild

Original Animal Characteristics

Description: Coyotes and Wolves are carnivores who hunt in highly organized packs. They are intelligent and very social.

Size Level:

Coyote — 5

Wolf — 6

Length:

Coyote — 4-5 feet (1.2 to 1.5 m) long.

Wolf — 5-6 feet (1.5 to 1.8 m) long.

Weight:

Coyote — 25-30 pounds (11.3 to 13.6 kg).

Wolf — 60-75 pounds (27.2 to 34 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E:

Coyote — 55

Wolf — 50

Attribute Bonuses:

I.Q. +4

M.E. +2

P.P. +2

M.A. +2

Human Features

Hands: 5 BIO-E for Partial.

10 BIO-E for Full.

Biped: 5 BIO-E for Partial.

10 BIO-E for Full.

Speech: 5 BIO-E for Partial.

10 BIO-E for Full.

Looks: None; full snout, pointed ears on top of head, clawed feet and hands, long tail and heavy fur.

5 BIO-E for Partial; prominent snout, pointed ears, fur; powerful, squat build.

10 BIO-E for Full; slightly pointed ears, large features, thick hair and beard, powerful build.

Natural Weapons

5 BIO-E for 1D6 Claws

5 BIO-E for 2D4 Teeth

10 BIO-E for 2D6 Teeth

Powers

5 BIO-E for Advanced Smell.

Canine, Domestic Dogs

Original Animal Characteristics

Description: Because there are so many different breeds, the figures given below are for the average, mid-sized mongrel dog. Players should roll their exact breed on the table below.

Dog Breeds

Roll Percentile for Breed. SL indicates Size Level.

01-04 Afghan Hound (SL — 6)

05-09 Beagle (SL — 5)

10-13 Bloodhound (SL — 5)

14-15 Dachshund (SL —3)
16-17 Elkhound (SL — 6)
18-25 German Shepherd (SL — 6)
26-29 Greyhound (SL — 5)
30-35 Spaniel (SL — 4)
36-40 Cocker Spaniel (SL — 4)
41-43 Terrier (SL— 4)
44-46 Bulldog (SL — 5)
47-51 Poodle (SL — 4)
52-55 Collie (SL — 5)
56-60 Doberman (SL — 6)
61-65 Great Dane (SL — 7)
66-69 Mastiff (SL — 6)
70-74 Husky (SL — 5)
75-80 St. Bernard (SL — 8)
81-83 Chihuahua (SL — 2)
84-86 Pekingese (SL — 2)
87-00 Mongrel (SL — 5)

Average Size Level: 5

Length: Varies

Weight: Varies

Build: Medium

Mutant Changes & Costs

Total BIO-E: 60 (reduce by 10 for each size level above 5).

Attribute Bonuses:

SL 3-5: I.Q. +2	SL 6-8: I.Q. +2
M.E. +1	P.S. +2
P.P. +1	P.P. +2
P.E. +1	P.E. +2

Human Features

Hands: 5 BIO-E for Partial.

10 BIO-E for Full.

Biped: 5 BIO-E for Partial.

10 BIO-E for Full.

Speech: 5 BIO-E for Partial.

10 BIO-E for Full.

Looks: None; varies according to breed (see illustration).

5 BIO-E for Partial; varies according to breed.

10 BIO-E for Full; varies according to breed.

Natural Weapons

5 BIO-E for 1D6 Teeth.

5 BIO-E for 1D4 Claws.

Powers

5 BIO-E for Advanced Smell.

Deer

Original Animal Characteristics

Description: Woodland grazing animal whose primary defense against predators is speed. There are a large variety of deer, all with roughly the same characteristics, although size can vary a lot.

Size Level: 13

Length: to 6 feet long (1.8 m).

Weight: to 400 pounds (181 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 20

Attribute Bonuses:

P.S. +1

P.E. +1

Spd. +3

Human Features

Hands: 5 BIO-E for Partial.

10 BIO-E for Full.

Biped: 5 BIO-E for Partial.

10 BIO-E for Full.

Speech: 5 BIO-E for Partial.

10 BIO-E for Full.

Looks: None; triangular head with large ears at the upper corners, widely spaced eyes, thick neck, powerful body with long, thin arms.

5 BIO-E for Partial; muzzled head, large ears, thick body with thin arms and legs.

10 BIO-E for Full; large, fluid eyes; large ears, thick neck, powerful build.

Natural Weapons

5 BIO-E for Small Antlers — 1D6

10 BIO-E for Large Antlers — 2D6

Powers

5 BIO-E for Advanced Hearing.

10 BIO-E to get +10 to Spd. attribute, and leap six feet (1.8 m) high and 12 feet (3.6 m) long; +50% with running start.

Elephant

Original Animal Characteristics

Description: This is the world's largest land animal. The elephant is used as a circus performer throughout the world. It is a useful worker with tremendous strength and a trunk that serves as a flexible (partial) human hand.

Size Level: 20

Length: to 10 feet (3 m) tall.

Weight: to 10,000 pounds (4,500 kg).

Build: Short

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses:

P.S. +4

Spd. +3

Human Features

Hands: 10 BIO-E for Partial.

15 BIO-E for Full.

Biped: 10 BIO-E for Partial.

15 BIO-E for Full.

Speech: 10 BIO-E for Partial.

15 BIO-E for Full.

Looks: None; huge head with prominent lumps on top, small eyes, huge floppy ears; loose, leathery skin with sparse hair; massive body, trunk-like arms and legs, skinny tail.

5 BIO-E for Partial; huge head with a nose that will hang below the chin; wrinkled, leathery skin that sags over most of the body; bald, powerful body and limbs.

10 BIO-E for Full; large head with bone ridge over the eyes, very large nose, large ears, bald, prominent facial wrinkles, thick neck and body, powerful arms and legs.

Natural Weapons

10 BIO-E for 2D6 Tusks.

Powers

10 BIO-E for Prehensile Trunk that can serve as an additional (partial) hand. This trunk will be long enough for the character to touch the ground without bending.

10 BIO-E to for +1D6+10 to P.S. attribute.

5 BIO-E for Advanced Hearing.

5 BIO-E for Thick Skin: A.R. 9 and +25 S.D.C.



Felines: The Big Cats

Original Animal Characteristics

Description: The great felines are basically similar. Tigers are the largest and are solitary hunters. The second largest felines are Lions who are social hunters. American Jaguars and African Leopards are roughly the same size and have the same basic characteristics.

Size Level:

Jaguar/Leopard — 12

Lion — 14

Tiger — 15

Length:

Jaguar/Leopard — 4 to 6 feet (1.2 to 1.8 m), plus tail.

Lion — 4.5 to 6.5 feet (1.37 to 2 m), plus tail.

Tiger — 6.5 to 9.5eet (2 to 3 m), plus tail.

Weight:

Jaguar/Leopard — to 300 pounds (136 kg).

Lion — to 400 pounds (181 kg).

Tiger — to 500 pounds (227 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E:

Jaguar/Leopard — 20

Lion — 10

Tiger — 5

Attribute Bonuses:

P.S. +2 (+4 for Tiger and Leopard)

P.P. +6

Human Features

Hands: 5 BIO-E for Partial.

10 BIO-E for Full.

Biped: 5 BIO-E for Partial.

10 BIO-E for Full.

Speech: 5 BIO-E for Partial.

10 BIO-E for Full.

Looks: None; large, wide head with massive jaw, broad nose, wide-set eyes, and ears on top; thick fur (with original animal markings); long, lean body; long, furred tail; powerful arms and legs.

5 BIO-E for Partial; muzzled face, whiskers, thick fur; long, flexible body; short, furry tail; powerful arms and legs.

10 BIO-E for Full; wide, flat nose; widely spaced eyes, powerful jaw; short, thick hair; lean, muscular build with large hands and feet.

Natural Weapons

5 BIO-E for the Jaguar to get climbing claws (2D4 damage).

10 BIO-E for Retractable Claws that do 2D6 damage.

15 BIO-E for Retractable Claws that do 3D6 damage.

5 BIO-E for 2D4 Teeth.

10 BIO-E for 2D6 Teeth.

Powers

5 BIO-E for Advanced Hearing.

5 BIO-E for Nightvision (60 feet/18.3 m).

10 BIO-E for Swimming; equal to basic swim skill of 60%.

10 BIO-E for 1D6+8 to P.S. attribute.

Feline: Mountain Lion

Original Animal Characteristics

Description: Found throughout North America, Mountain Lions have been called Cougars, Panthers, Pumas and other names. While smaller than lions and tigers, they are very agile and bring down deer and other prey much larger than themselves. A typical Mountain Lion will kill a deer every week.

Level: 9

Length: 4-6 feet (1.2 to 1.8 m) long, plus tail.

Weight: 100-175 pounds (45 to 78.8 kg).

Build: Long

Mutant Changes & Costs

Total BIO-E: 40

Attribute Bonuses:

P.P. +3 P.E. +2 Spd. +2

Human Features

Hands: 5 BIO-E for Partial.

10 BIO-E for Full.

Biped: 5 BIO-E for Partial.

10 BIO-E for Full.

Speech: 5 BIO-E for Partial

10 BIO-E for Full.

Looks: None; small head with large ears on top, chubby muzzle and large eyes, long fur, heavy thighs; long, furry tail; long, lean body.

5 BIO-E for Partial; large ears on top of head, large eyes, prominent whiskers, fur, small tail, large legs, clawed hands and feet.

10 BIO-E for Full; large eyes and ears, broad nose, thick hair, slim, powerful build.

Natural Weapons

10 BIO-E for Retractable Claws that do 2D6 damage.

Powers

5 BIO-E for Nightvision (60 feet/18.3 m).

5 BIO-E for Advanced Hearing.

5 BIO-E for Advanced Smell.

10 BIO-E for Swimming; equal to basic swim skill of 70%.

10 BIO-E for 1D6+5 to P.S. attribute.

Feline: Domestic Cat

Original Animal Characteristics

Description: There are a wide variety of cat breeds, but all have roughly the same characteristics. Cat characters can have spotted, striped, persian or calico body markings.

Size Level: 3

Length: 12-24 inches (03 to 0.6 m).

Weight: to 10 pounds (4.5 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses:

M.E. +2

P.P. +3

Human Features

Hands: 5 BIO-E for Partial.

10 BIO-E for Full.

Biped: 5 BIO-E for Partial.

10 BIO-E for Full.

Speech: 5 BIO-E for Partial.

10 BIO-E for Full.

Looks: None; cat-like head with ears on top and large, slit eyes; long fur, heavy thighs, long furry tail.

5 BIO-E for Partial; large ears on top of head; large, slit eyes, prominent whiskers, fur, small tail, large thighs, narrow shoulders, slim build.

10 BIO-E for Full; large eyes and ears, thick hair, large thighs, narrow shoulders, slim build.

Natural Weapons

5 BIO-E for Biting Teeth that do 2D4 damage.

5 BIO-E for Retractable Climbing Claws that do 1D6 damage.

10 BIO-E for Retractable Claws that do 2D6 damage.

Power

5 BIO-E for Nightvision (50 feet/15.2 m).

10 BIO-E for Advanced Hearing.

Frog

Original Animal Characteristics

Description: There are hundreds of different kinds of frogs in North America alone. Some are purely aquatic, but others have adapted to living on the ground or in trees. Most are insect eaters who rely on their sticky tongue.

Size Level: 2

Length: to 12 inches (0.3 m).

Weight: to 3 pounds (1.4 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses:

P.P. +1

Spd. +2

Human Features

Hands: 5 BIO-E for Partial.

10 BIO-E for Full.

Biped: 5 BIO-E for Partial.

10 BIO-E for Full.

Speech: 5 BIO-E for Partial.

10 BIO-E for Full.

Looks: None; huge, bulbous eyes at the top of the head; short, thick neck; greenish, smooth skin; round body, long, thin arms and legs; three long fingers on each limb.

5 BIO-E for Partial; bulging eyes at the top of the head, wide mouth, smooth skin, round body with long, thin arms and legs.

10 BIO-E for Full; bulging eyes, bald, smooth skin, flat nose and ears, short neck, powerful body with skinny arms and legs, three fingered hands and three toed feet.

Natural Weapons

None

Powers

5 BIO-E for Nightvision (25 feet/7.6 m).

5 BIO-E for leaping ability: Six feet (1.8 m) high and 12 feet (3.6 m) lengthwise.

15 BIO-E for swimming equal to competitive swim skill (98% proficiency and fatigues at half the normal rate).

10 BIO-E for Hold Breath.

Rodent

Original Animal Characteristics

Description: Includes Mice, Rats, Guinea Pigs, Hamsters and a wide variety of other small animals. All these animals are good scavengers and spend a lot of time underground.

Size Level:

Mice, Hamsters — 1

Rats, Guinea Pigs — 2

Length:

Mice, Hamsters — 6-8 inches long.

Rats — 8 to 20 inches long (0.25 to 0.5 m).

Weight:

Mice, Hamsters — to one pound (0.45 kg).

Rats — to 5 pounds (2.3 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E:

Mice, Hamsters — 80

Rats, Guinea Pigs — 75

Attribute Bonuses:

I.Q. +2

M.E. +1

P.P. +1

Human Features

Hands: 5 BIO-E for Partial.

10 BIO-E for Full.

Biped: 5 BIO-E for Partial.

10 BIO-E for Full.

Speech: 5 BIO-E for Partial.

10 BIO-E for Full.

Looks: None; muzzled head with pointed nose, widely spaced eyes, round ears on top of head, thick fur; long, naked tail; thick body with short arms and legs.

5 BIO-E for Partial; slightly muzzled head, ears on top of head, thick neck and body with short tail.

10 BIO-E for Full; sharp nose and protruding ears, thick hair, rounded body.

Natural Weapons

5 BIO-E for Climbing Claws that do 1D6 damage.

10 BIO-E for Biting Teeth that do 1D6 damage (2D4 for Rats).

Powers

10 BIO-E for Digging.

15 BIO-E for Tunneling.

10 BIO-E for Nightvision (100 feet/30.5 m).

10 BIO-E for Advanced Smell.

5 BIO-E for Advanced Hearing.

The Mega-Hero

In the past, the **Mega-Hero** was not included among the superbeings of **Heroes Unlimited™**. The reason: I wanted this to be a thinking man's game. I want player characters who, though powerful, were vulnerable and required players to think before they acted — to blend skills and cunning with extraordinary powers. Heroes who could not just leap headlong into a room, but who had to stop and think about the potential dangers, formulate a plan, and act upon it with skill and ingenuity. Characters with flaws and weaknesses offer drama, intrigue, and suspense. Any superman can trounce a dozen villains if he is invulnerable, super-strong, super-fast, and has a half dozen other powers. No clever plan is usually needed. No real danger exists. The invulnerable super, super-guy is just a skull basher. Personally, I feel that this type of "Mega-Hero" can get awfully stale very quickly and tends to submerge role-playing. A pitfall I had hoped to avoid.

The all-powerful superhuman is even a comparative rarity in comic books (maybe one in a hundred). A hero *should* have flaws and weaknesses, as well as strengths. It is the feat of overcoming and/or circumventing those weaknesses that help to make him or her a true hero. It is also the stuff of good, memorable role-playing. If you think about comic book heroes ... really think ... you'll recall that many of your favorites presented characters who were surprisingly human and vulnerable, Batman and Robin, The Flash, Green Arrow, Captain America, Daredevil, Spider-Man and countless others should come to mind. Even powerhouse characters like Green Lantern, Captain Atom, Iron Man, and others had human foibles and vulnerabilities. Few were truly (or nearly) invincible "supermen."

That having been said, I have included what we call the **Mega-Hero** (or villain). This supremely superpowered character is included for two reasons. One, as a direct response to the surprising number of gamers who have asked for it, and two, **Heroes Unlimited™**, can't honestly claim to present virtually every type of hero if it does not include them. Just be careful of game balance and don't forget about role-playing.

Beware of Game Balance

The Mega-Hero can be a tricky character to play, and is not recommended for disruptive, domineering, or Hack-n-Slash players. Such characters are best suited for even tempered, subtle and experienced players or in a setting where the majority of (if not all) the characters are Mega-Heroes in a mega-powerful environment. Otherwise, game imbalance, trouble and hard feelings are inevitable.

Power Gamers and Hack-n-Slashers will have a field day with Mega-Heroes, but it may become a bore, or incredibly annoying, for the rest of the group. There can be little challenge playing a god-like hero in an overall "human" setting, because there are few genuine challenges. The G.M. may find himself stuck with having to create equally mega-powerful villains and galactic conflicts, which may be fun once in a while or if the entire campaign is geared to wild, galactic adventures on a cosmic scale, but such



Mega-Heroes can be out of place in a modern urban setting. If one or two Mega-Heroes are part of a larger, but less powerful group of player characters, unless the two players handle their Mega-Heroes with some sense of reserve and consideration for others, the Mega-characters may imbalance the player group, taking time, challenges and fun from the other, less powerful characters. Worse, if such characters are played way over the top, they could actually imbalance the "world setting."

Ultimately, **Heroes Unlimited™** provides the *foundation* — the basics — for creating and playing just about any type of comic book hero, in any type of setting. It is up to the Game Master and players, and their personal tastes, that will dictate the types of characters and games they play. There's nothing wrong with "power gaming," if that's what the entire group wants to do. But recognize that the types of heroes a player group selects will often dictate what types of adventures are best suited for that combination of characters. If the entire group doesn't want to "power game," there is going to be dissatisfaction and problems. Combining one or more Mega-Heroes with a handful of less powerful characters (and some of the available types of heroes are puny compared to even some of the bionic, robot and superpowered ones) can make for a very uneven situation and lead to serious game imbalance and no fun for the weaker heroes if the tough guys grab all the action, fun and glory.

In playing any heroic adventure campaign with superhuman characters, game balance can be difficult. Players should try to work with the Game Master to keep some measure of game balance and the most powerful characters should try not to hog all the action. Time and time again, I have heard "power gamers" ask, often amidst a torrent of laughter, why anybody would want to play a Hardware, Physical or other "non-super" powered character. The reason is not everybody wants to play a flying, musclebound, invincible, superhuman, battering ram. There are all types of heroes for all kinds of personal tastes. Unfortunately, it's up to the G.M. to maintain balance and to make certain all the players, superpowerful, or cunning and resourceful (but comparatively weak), get opportunities in adventure and combat. Everybody should get a moment to shine at some point.

Muscle-brained players who like to hack and slash can often be reigned in by the restrictions of "the Law," as well as by situations that should teach them a few lessons. Here are some examples.

Regardless of a Mega-Hero's individual power, *teamwork* is often needed to win the day.

Reckless or thoughtless actions (because they are so powerful and invulnerable themselves, they forget about others) may place innocent bystanders and/or fellow heroes in jeopardy — maybe leading to immense property damage and/or the injury and deaths of innocent people (if only the powerful superhumans had waited for help or used some other tactic, etc.).

Remember, there are always consequences to every action. In the case of careless or arrogant heroes who stop the bad guys, but cause immense amounts of destruction and/or death and injury, the people will not tolerate it. This could lead to public outcry, lawsuits, and the law coming after the Mega-Hero, and very likely the members of any group with whom he's involved. He and his teammates may even get themselves branded as villains! Depending on how bad things go, the Mega-Hero's own teammates or other heroes may feel forced to bring such a "maniac(s)" to justice, or put an end to the Mega-Hero's career (forced retirement, prison or worse). These Yahoos (and not all Mega-Heroes are reckless yahoos) give well intentioned heroes a bad name.

As a Game Master, I have found in hundreds of game sessions that even the most flamboyant and disruptive players don't want to be branded "baby-killers" and "madmen." They want to be heroes who are loved and adored by the public, not hated and despised. Consequently, one or two incidents where they inadvertently hurt innocent people gets them bad press, or makes a situation worse, usually reigns them in and gets them *thinking* about the *responsibilities* that come with such great power. This inevitably leads to a more thoughtful and cautious "team player."

Those who go rogue and don't care, must inevitably be brought to justice (this is best done by NPCs rather than their fellow player characters to avoid friction within the actual players in the group).

After a few wild characters are imprisoned or killed by officers of the law, most wild or power gamers usually settle down and learn to be more of a team player, and think before they leap ... well, at least half the time, anyway, and that's usually good enough.

G.M. Note: As a referee and organizer of the game, G.M.s should, from time to time, stop the game in mid-action to explain things. Point out some likely unwanted consequences if the character(s) continues on his current course of action. Point out that it may conflict with the character's alignment, or say something like, "your character would realize that innocent people will get hurt if ..."

I think sometimes Game Masters forget they also serve as "referees," or the "director" of the story, just like the director of a film. I'm not saying to stop the guy or gal from doing something they want to do, nor to impose nasty penalties or punishments (any problems that arise from an action must be reasonable and work in the context of the adventure), but to offer some well intentioned observations and gentle warnings. Personally, the way I G.M. is that virtually anything goes, even after I've pointed out a few things. However, they've been made aware that there will be consequences, so if they proceed, their character's will have to live with those consequences. The main idea is to give the player *pause* to reconsider his or her character's actions. Then it's time for action.

Also note that *Mega-Villains* make wonderful NPCs, because, just like in comic books, a Mega-Villain, even without henchmen, is a worthy opponent for a "group" of heroes. But, hey, don't forget about those henchmen and superpowered minions or associates.

Mega-Powers

A demigod-like Mega-Hero automatically gets *all* the following bonuses, augmentation, powers and considerations in addition to super abilities, psionics or magic powers acquired through the usual character creation process. In that sense, the Mega-Hero is an option that builds on a character that has already been "rolled up." It is also an *option* that is available only if the Game Master allows it!

Okay, your G.M. has approved your creation of a Mega-Hero. Create a character as normal, but avoid the Bionic, Robot, Hardware and Special Training Power Categories. The others, even Physical Training, are all suitable for becoming a Mega-Hero.

The following powers and modifications are made to characters who are "mega." All Mega-Heroes (or Villains) get these particular items.

Supernatural P.S.: All Mega-Heroes automatically have *supernatural physical strength*, whether that P.S. is nine or fifty-nine. See the listing for Supernatural Strength elsewhere.

Increase the total S.D.C. by 50%: Include S.D.C. from superpowers when making this adjustment, i.e. Mega-Characters with *Invulnerability* get an additional 240 S.D.C. points from that power!

Enhanced Healing: Recovers from physical injury/damage 1D4+1 times faster than a normal human. This also means the Mega-Hero recovers from physically debilitating magic spells, drugs, disease, etc., quicker too (half normal duration).

Increase Range 50%: This includes the range of vision, hearing, and other senses, as well as energy blasts and the range of most other super abilities — not applicable to magic spells or psionic abilities.

Considered a Supernatural Being, meaning the character is more than a superpowered human with unusual or spectacular powers, but is actually *more than human* — +1 to save vs magic (unless that's his vulnerability), and +2 to save vs possession and Horror Factor. **Rifts® RPG Note:** On Rifts Earth or a similar Mega-Damage™ environment, the character is considered a supernatural being that inflicts Mega-Damage with his punches and kicks (supernatural P.S.), and Hit Points and S.D.C. are added together and become M.D.C., making the hero a living Mega-Damage Structure.



Special Mega-Powers

Select one, or roll percentile dice once to randomly determine which Mega-Power the character possesses. If the G.M. allows it, two powers may be selected, provided they do not include numbers 81-00.

01-10 Impervious to disease. This includes the most virulent germs and viruses on Earth or anywhere; impervious to alien disease. +2 to save vs poison.

11-20 Doesn't need air to breathe. The Mega-Hero can survive indefinitely in space or any vacuum, underwater, and in a polluted or toxic atmosphere — is impervious to all forms of airborne toxins and gases, except those created by magic. The character retains a sense of smell and taste, and is still vulnerable to most diseases.

21-30 Doesn't need to eat or drink for nourishment. The character may eat and drink for the enjoyment of the taste, but derives his or her nourishment from ambient energy (heat, light, low level radiation, etc.).

31-40 Tremendous S.D.C. Add 1D4x100+160 points to the character's other S.D.C. acquired from super abilities, skills, unusual characteristics (applicable to mutants and aliens), and so on.

41-50 Tremendous Physical Strength: +20 to supernatural P.S., and death blow on a 16-20 (if desired; must announce intention to kill).

51-60 Impervious to pressure. A normal human being is a delicate creature who cannot survive great pressure (without mechanical protection), as found at ocean depths greater than 200 feet (61 m) or which might be encountered on an alien world (the Mega-Hero suffers half penalties from heavy gravity). The Mega-Hero who is impervious to pressure can sit in a trench four miles (6.4 km) deep on the ocean floor, or on an alien world, or pressure chamber without the slightest ill effect or injury. Likewise, he or she can travel through varying degrees of pressure at rapid speed without experiencing discomfort or ill effects ("the Bends").

61-70 Longevity. Ages at a fraction of time, compared to most normal humans, roughly one year for every 10-15. This means a character who is 100 years old, has the appearance and physical body of a human in his late 20's or early 30's, by age 200 he or she will look to be 40ish. Heals twice as quickly as a normal human and is +1 to save vs disease.

71-80 Awe Factor. Whether attractive or monstrous, the character invokes a certain amount of awe, roughly equal to a Horror Factor. This means whenever the superbeing makes his *initial* appearance, all who see him (including other superhumans) must roll to save vs Awe/Horror Factor. To save, the other characters must roll a 20 sided die and either match or better the superbeing's Awe Factor. A failed roll means the awe-struck individual loses initiative and one melee attack for that round of action. All subsequent melee rounds the individual functions as normal — the Awe Factor only applies whenever this impressive (and/or frightening) being makes his initial appearance, regardless of how many times the individual may have seen him in the past.

Mega-Hero Awe Factor: 1D4+11; the character can increase his Awe Factor by permanently reducing either his I.Q. or P.E. (points can only be taken from one attribute, not divided between the two). Two points from either of these attributes will give the character one additional Awe Factor point — a maximum of three points can be added in this fashion.

81-90 Immortal. The exact reason for the immortality (godling, mutant power, magic, secret elixir/serum, etc.) may not even be known to the character, and is left to the player and G.M. to determine, if they desire to do so (it can remain a mystery or an uncertainty). **G.M. Note:** This Mega-Power should be exceptionally rare and is different, more encompassing than the Immortality super ability (major).

Special Power: Immortal regeneration: The immortal character can recover from grievous bodily injury and even loss of body parts without actually dying, although he may often *appear* to be dead.

When the immortal's Hit Points are reduced from a range of zero to 130 points *below* zero, he is racked with searing pain, is weak as a kitten and can barely concentrate. All combat bonuses are reduced to zero, melee actions per round are reduced to two (and are entirely defensive unless cornered), attributes are down 50%, and performance of all skills is -75%. At this point, the immortal's survival instincts kick in, and his one goal is to get away where he can hide, collapse and heal.

The character requires 1D4 hours of complete rest/sleep and may appear to be in a coma or dead during this recovery period.

When this time elapses, the immortal awakens, achy and sore, but with 4D6 Hit Points above zero and his usual range of abilities, attributes, bonuses, and skills all restored to normal. Bleeding will have stopped and all grievous wounds, broken bones, internal injuries, and similar damage will be well on their way to completely healing within a matter of hours and without any permanent side effects. At this stage (and for the next hour), there are scars, cuts, bruises, lumps and even open wounds (the guy looks like crap), but these will disappear as they continue to heal. One hour after awakening from the healing coma, the immortal can bio-regenerate as normal (2D6 Hit Points or 3D6 S.D.C. every 10 minutes — or roughly 1D6x10 H.P. or 2D4x10 S.D.C. per hour). When healing is completed, the character will look strong and healthy without so much as a scratch.

If the immortal suffocates (which takes five times longer than a normal human; about 15 minutes), or S.D.C. and Hit Points are reduced from a range of 131-300 points below zero, he will collapse and appear dead. This massive amount of damage is likely to mean the immortal will literally have holes blown through him, shattered bones, lost internal organs, and possibly, missing limbs. In this case, the character will appear to be dead and does not regain consciousness for 4D6+12 hours. Once conscious, he heals as above, with missing limbs regrowing over a 72 hour period.

Death is possible — Innate Vulnerabilities:

1. Being truly atomized or vaporized means the character is dead; no chance for recovery. However, if the head and approximately one third of the body remains intact, the character will eventually regenerate and return to life. However, this massive amount of damage requires 3D4 years of being in the healing coma. **Note:** The same is true if the immortal is seemingly blown in half by an explosion.

2. Incineration. If the head and half of the body is completely incinerated (reduced to ash), the immortal is slain. However, if only reduced to skeletal remains the character will regenerate and return to life. This massive amount of damage requires 1D4x10 years of being in the healing coma. **Note:** The same is true if the immortal is seemingly blown to bits, but half of him remains, albeit, in pieces.

3. Decapitation. If the head is removed from the body, the immortal superbeing will appear to be dead. However, the head and body must be buried separately (or completely destroyed). If the two parts are buried in the same grave or left within 20 feet (6 m) of each other, they will be drawn together, reattach and the character will recover within 6D6 days. Even cut apart and separated, neither head nor body will deteriorate for 100 years, and any reunion of the two within that time will result in a miraculous resurrection! After the 100 years, they rot away and the character is dead.

91-00 Undead (*by Steve Trustrum and Kevin Siembieda*). Introducing this aspect of power into a campaign requires great care on the part of the Game Master but can be fun. The character is an undead creature, some sort of vampire. As such, he gains the following advantages:

1. Is immune to poisons, drugs and toxins.

2. Impervious to the effects of heat and cold.

3. Normal punches and kicks do no damage, but similar Extraordinary, Superhuman and Supernatural Strength attacks inflict half damage.

4. Normal weapons (sword, club, etc.), bullets and explosions do half damage — magic, fire, sonic blast, and energy attacks do full damage.

5. Regenerates 2D6 Hit Points and 2D6 S.D.C. per melee round and can regenerate lost limbs (except the head) within 1D4 days.

6. No longer needs to eat food or breathe air.

7. Does not age and is immortal unless destroyed completely.

8. +1D4x10 to S.D.C.

Vulnerabilities & Penalties: Unfortunately, with the character's state of undeath comes several debilitating and deadly disadvantages as well:

1. Vulnerable to silver. Weapons made of silver or coated with it inflict normal damage.

2. Vulnerable to sunlight. Sunlight and high intensity light beams, including lasers and the super ability of *Energy Expulsion: Light*, inflict double damage! Exposure to sunlight (not artificial light) completely blinds the undead being (-8 to strike, parry and dodge) and is painful (1D6 damage per minute of exposure).

3. Vulnerable to wood. Weapons made of wood (wooden club, table leg, wooden knife, staff, arrow, spear, etc.) inflict their normal damage. Being "staked through the heart" will place the undead into an immediate stasis-like coma that resembles death. Until the stake is removed, the character is comatose and unaware of anything around him. This tactic can also be used to first immobilize and then kill by other means.

4. Physical Beauty is reduced by 1D10 points, thus determining how evident the character's body has been altered by its undead state.

5. Has a Horror Factor of 10 +1D6. Actually, this is good and bad. People, even those who come to befriend the character, feel uncomfortable around him and may never completely trust him. The H.F. comes into play against those who don't know him whenever the character makes his appearance and undead nature known, or his first move to attack. Against those who know him, the H.F. applies only when he makes a hostile move or threat against them.

6. The character must feed upon the life energy of other beings. Roll to see which applies to this particular type of undead.

01-30 Blood Drinking Vampire: Needs eight pints of humanoid blood every day; animal blood can be substituted, but makes him nausea and weak (-3 on initiative, -1 attack per melee round and reduce speed by 20%).

31-60 Life Force or Bio-Energy Vampire: Feeds on the life energy of all living creatures; unfortunately, the feeding process usually kills its victim, particularly small animals.

This feeding attack inflicts 2D6x10 points of damage direct to Hit Points, because it is literally draining the victim's life force! If the victim of this attack survives, he is weak for 24 hours, has no initiative or combat bonuses, and reduce skill performance, attacks per melee round, P.S. and speed by 75%, plus tires twice as quickly. **Note:** The Bio-Energy Vampire must feed on the equivalent of at least 55 hit points per week.

61-80 P.P.E. Vampire: Needs to consume a minimum of 25 P.P.E. from the living per week, per level of the character. In this case, the P.P.E. is extracted by attacking one or more people frightening them and drawing blood. The drawing of blood does not have to be a lethal blow, although evil characters often kill their victims because P.P.E. is doubled at the moment of death.

81-00 Energy Vampire: Needs to draw energy from a living being. This makes superbeings who can expel or turn into energy their primary targets. The Energy Vampire must feed on the equivalent of one experience level of power. This is done by either holding onto the victim or touching him while the victim is incapacitated or bound. The drawing of the energy is painful (does 3D6 points of damage) and reduces the energy being's level of power by one (i.e. a 6th level superbeing functions as if he is 5th level). This power drain lasts for 6D6 hours, but the superbeing is otherwise unharmed. **Note:** After feeding on an energy superbeing, the vampire doesn't have to feed again for four

weeks. He can continue to gorge himself with one power/experience level of his victim, giving himself one additional month of energy, but cannot drain more than half his victim's levels of experience in regards to raw power.

Generally, the Energy Vampire must feed once a week, otherwise his power level drops one experience level per every week he is deprived. When energy beings aren't available to prey upon, the character can feed on any living creature, but like the Bio-Energy Vampire, the feeding process is likely to kill his victim. See the Bio-Energy Vampire above.

The Achilles' Heel

Although these super-powered beings may have the power of a demigod (and, in fact, may claim to be a god; i.e. Thor, Heracles, Athena, Anubis, etc.), such characters will always have at least one *weakness* (see the table below). I say one, because he may suffer from a bad reputation, hot temper, underestimate opponents, insanities and other character features that could be considered a flaw, weakness or limitation.

The Game Master may pick one for the character (his choice) or allow the player to make a selection (with G.M. approval) or a random roll with percentile dice. There may also be characters and situations where *two* weaknesses for The Achilles's Heel table are appropriate or desirable, G.M.'s discretion.

Who Knows? Like any gossip, especially juicy bad stuff, word about weaknesses and foibles will spread like wildfire. Once the Mega-Hero's Achilles' Heel is discovered, it will spread through the criminal and supervillain grapevine.

If only discovered by one to a handful of bad guys, they are likely to keep this information to themselves and try to exploit it for their own gain — at least initially. However, if they fail to profit from it, or if others also discover it, they'll spread the word until 1D6x10%+30% of the criminal and supervillain underworld knows about it (a similar percentage of good guys will have caught wind of this too).

If the weakness becomes public, hits a local newspaper, magazine, or television program (the news, a news magazine, an entertainment show, etc.), this "hot" news report will spread throughout the country in a few days, and throughout the world in a week. Everybody from the Mega-Hero's mother to a six year old in Hong Kong will know about the character's one (or more) weakness.

Note: Unless a physical vulnerability states that damage goes "direct to Hit Points," damage goes first to S.D.C. Only when all S.D.C. is gone, is damage then subtracted from Hit Points. All penalties/weaknesses supersede any bonuses or abilities ordinarily provided by a super ability. For example, if the character is normally invulnerable to all things but rolls a vulnerability to magic (or fire, etc.), the vulnerability to fire applies as described in this section.

01-10 Vulnerable to Psionics. -4 to save vs psionic attacks and no other bonuses, even attribute bonuses, apply; only the natural, unmodified roll of the dice. Worse, all psionic attacks, including Telekinetic forces (punches, kicks, etc.), Mind Blasts and Psi-Sword, do *double damage*, and the effects and duration of the psionics affliction (Bio-Manipulation, Empathic Transmission, etc.) last twice as long. This penalty does not apply to drugs or magic used for mind control, only psionic forces/attacks.

11-20 Vulnerable to Magic. Magic spells inflict *double damage* and the effects/penalties and duration are also doubled when used against the Mega-Hero. Enchanted Weapons inflict *triple damage*, while the punches and kicks of characters whose powers are Magically Bestowed, provided by an Enchanted Weapon, or come from a creature of magic (dragons, faerie folk, etc.), do *double damage*!

21-25 Vulnerable to Light. Lasers and similar light energy inflict double damage. Furthermore, the character is light sensitive, must wear sunglasses, goggles, visor or other form of protection for the eyes in sunlight and bright artificial light. Unprotected eyes in moderate light will reduce the range of sight by half and the light hurts the eyes (-2 on initiative, -1 attack per melee round, and -5% on skill performance).

Sunlight or bright artificial light blinds the Mega-Hero: No initiative, -8 to strike, parry and dodge, loses one melee attack, and skill performance that requires vision is -90%. Light that would temporarily blind an ordinary human blinds the light vulnerable character for three times as long.

26-35 Deadly Metal (fairly common). Other than brute force, the superbeing's powers don't work against this metal. Any weapon or bullets made of or coated with the metal punches through the Mega-Hero's natural Armor Rating (A.R.) and does *double damage direct to Hit Points* (triple damage to M.D.C. when in a Mega-Damage environment). An opponent must roll a five or higher to hit and the Mega-Hero may attempt to parry or dodge as normal.

In some cases (G.M.'s discretion), even close contact and prolonged exposure (being in a confined area near the substance) will make the superbeing physically ill and weak — reduce S.D.C., Spd, P.S., attacks per melee round, and all combat bonuses by half while exposed to it, and for 2D6 minutes afterward. In some cases, in addition to the weakness it causes, prolonged exposure may even kill him! This is an extreme response similar to a severe allergic reaction or exposure to dangerous levels of radiation. After one hour of exposure, the superbeing suffers damage that goes direct to Hit Points; 4D6 damage for every minute of exposure after the initial hour. Once the substance is removed, the character recovers quickly from his weakness and corresponding penalties (remains weakened for 2D6 minutes). However, any Hit Point damage will require the normal healing time. **Note:** If the substance can kill the character, it should be relatively rare. Stone or another substance can be used instead, if the G.M. approves.

36-45 Vulnerable to Fire. Normal fire does double damage; being struck by a flaming torch would normally do 2D6 damage, so it does 4D6 to this Mega-being. *Magic fire* does double damage direct to Hit Points! The character has a natural fear of fire, but this is not (yet) a paralyzing phobia.

46-55 Must Transform into an Inhuman Form to Use Powers. The character looks like an ordinary healthy, perhaps even athletic, human (or a scrawny wimp, cripple, child, or aged person, as the case may be). To use his superhuman powers, the character must transform into a hulking monster. The transformation can be done at will (counts as one melee action), and the character returns to his non-super form if rendered unconscious or is slain.

Roll once on the accompanying table to determine general appearance. Players, with the approval of their G.M., can add details to their appearance.

01-15 Resembles a beautiful angel or heroic demigod (P.B. no less than 26 in this form). If the character also has wings, they radiate with light. Retains human size to 10% bigger.

16-30 Hulking humanoid monster rippling with muscles, popping veins and strange eyes. 1D6x10% larger and heavier than his/her normal form. Fifty percent will have an inhuman skin color; grey, green, red, blue, gold, silver, etc.

31-40 Resembles a frightening demon or devil, complete with horns and a tail. 1D4x10% larger and heavier than his/her normal form.

41-50 Resembles a humanoid dinosaur or reptile; 1D4x10% larger and heavier than his/her normal form.

51-60 Resembles a creature made of stone; 1D4x10% larger and heavier than his normal/her normal form.

61-70 Resembles a creature made of muck, slime or garbage; 1D4x10% larger and heavier than his normal/her normal form.

71-80 Resembles an animal with fangs, animal-like eyes, a wild mane of hair and other characteristics (may have an ape or gorilla shape, or a crouching feline posture and body language, or be bulky like a rhino or buffalo — may even have hooves, etc.); typically retains human size.

81-90 Resembles a humanoid insect with compound eyes and chitinous exoskeleton; retains human size.

91-00 Hulking, impressive, human-looking juggernaut rippling with muscles, popping veins, bronze or golden skin, and 1D4x10% larger and heavier than his/her normal form. Add 2D4 to P.B.

56-65 Solar Powered (or Night Powered). The Mega-Hero is solar powered, thus he is weaker at night: half P.S., half S.D.C., and reduce range, duration and damage provided by super abilities by half during nighttime or when trapped in darkness for more than 15 minutes. Worse, without exposure to at least four hours of light (even from an overcast day or bright artificial light) within a 24 hour period, the character's powers diminish an additional 10% per every eight hours he is trapped in darkness. Thankfully, the superbeing's powers don't plunge to zero. They stop dwindling when reduced to 30% (that's a 70% power reduction).

The character regains his power levels at a rate of 10% per hour of bright sunlight or 5% from overcast skies or artificial light.

66-70 Loves the Opposite Sex. The character loves attractive women (or men, as the case may be) and is easily distracted by them. Even if an attractive woman is in the same room or walks by, the character is distracted; -6 on initiative and unlikely to notice things around him (won't notice somebody sneaking/prowling past him, or anything out of the ordinary unless it's incredibly obvious). Furthermore, this character tends to believe/trust the opposite sex, giving them benefit of the doubt and will rush to their aid or pay them greater attention than anybody else. This also makes the character more vulnerable to seduction by the opposite sex.

71-75 Vulnerable to Cold. In temperatures at or below freezing, reduce the character's super abilities (damage, range, duration, etc.) by half, the speed attribute by half, combat bonuses by half, and supernatural P.S. turns to normal P.S. Warm clothing does not help. A self-contained environmental suit with heat, or being inside a heated vehicle or building will protect against this weakness, but may also prohibit or limit the use of certain superpowers. Furthermore, if the suit or artificial environment is destroyed or severely breached, or the character goes outside the warm area, the Mega-Hero will suffer from the cold penalties. Penalties apply within 30 seconds (two melee rounds) of exposure to cold; nearly instant.

76-80 Slow & Ponderous: Reduce the Spd attribute by half or to 8, whichever is less. If the superbeing has a fast moving power (glide, flight, superspeed, etc.) he is fast only when using that power and even then he moves at half the usual speed provided by it. That also means reducing the bonuses from that power by half.

81-85 Vulnerable to Heat. In temperatures above 90 degrees Fahrenheit, reduce the character's super abilities (damage, range, duration, etc.) by half, the speed attribute by half, combat bonuses by half, and supernatural P.S. turns to normal P.S.

Wearing light (or no) clothing does *not* help, nor does a fan. A self-contained environmental suit with air-conditioning/cooling, or being inside a cooled vehicle or building will protect against this weakness, but may also prohibit or limit the use of certain superpowers. Furthermore, if the suit or artificial environment is destroyed or severely breached, or the character goes outside its protective area, the Mega-Hero will suffer the above penalties within 30 seconds (two melee rounds) of exposure to hot temperatures; nearly instant.

86-90 Extremely Nearsighted! This god-like being needs eye-glasses or contact lenses to read and see images clearly more than four feet (1.2 m) away. Without eye-glasses, reading signs four feet (1.2 m) away is difficult and completely out of focus, blurry, unless the print is a foot (0.3 m) tall or bigger. Likewise, images of people, animals, vehicles, buildings, and surroundings are blurry and may be difficult, or impossible to identify. Anything beyond 12 feet (3.6 m) is so out of focus and difficult to distinguish, that they are little more than colors and shapes (i.e. a human is recognized as such, just as a dog, cat, or car is recognized, but their exact identity/features, expressions or identifying markings are indistinguishable from vision alone —voice, for example, will usually identify somebody the character knows).

Unless the character wears some sort of corrective lenses (glasses, goggles, visor, contact lenses), things are bit confused and depth perception is reduced. Penalties: Reduce all combat bonuses by half, -1 attack per melee round, and skill performance is -35%. Obviously, losing his corrective lenses is a constant concern.

91-95 Allergy (even if otherwise invulnerable)! Yes, an allergy (it could happen). This is a relatively common and not particularly dangerous allergy, although it does have some debilitating and uncomfortable effects. One potentially deadly situation is the allergent causing the character to sneeze or cough while he's hiding or prowling, and, in so doing, give away his position.

The allergic reaction is severe and causes sinus problems, runny nose, watering eyes, occasional sneezing, coughing, or clearing of the throat (phlegm build-up), as well as a severe headache (pressure at the temples, below the eyes and back of the skull) and difficult breathing/shortness of breath, especially if involved in combat or other physically strenuous activity.

Penalties: In addition to the discomfort, coughing, sneezing, and shortness of breath, the character is -15% on skill performance, reduce all combat bonuses by half, loses one melee attack/action, and reduce speed by 10%; sluggish and uncomfortable. There is a 01-75% likelihood that the superbeing will have to pause after every minute (4 melee rounds) of combat or heavy exertion to catch his breath. This translates into -6 on initiative and the loss of 1D4 melee actions/attacks for one round (15 seconds), plus the other penalties remain in force as well. Note: An allergic reaction is similar to a sudden and extreme head cold, which also means the character's sense of smell, taste and hearing will be impaired, including supersenses, reduce by half! An allergic reaction should only occur when trapped in close quarters with it, or when exposed to a large quantity (a warehouse full of cats or dust, etc.).

Symptoms appear within 15 minutes of exposure to the cause of the allergy; half that time if exposed to several (3 or more) or large quantities of the allergy causing agent. Within 1D4 minutes if the allergent is something that is ingested (a food allergy).

Symptoms lasts 1D4 hours for every 30 minutes of exposure to the dreaded allergent.

The most common and likely allergies will be in response to one of the following:

Dog and cat hair and dander.

Birds and feathers (including down-filled clothing, quilts, and cushions on furniture); not affected when outdoors.

Dust and/or Smoke. Pollen (Hay Fever), among others.

96-00 God Syndrome. The character believes he or she is above the law and cannot be judged (or held accountable) the same as "mere mortals." This double standard and brazen arrogance can get the character and his associates into trouble as he tends to completely disregard the laws (and sometimes morals and ethics), as well as "ordinary people," and does as he pleases. This character also underestimates his enemies, forgets about the vulnerability of humans, and is always puzzled when ordinary people are insulted or angry because of his attitude and/or lawbreaking. He or she expects the adoration of others (and sometimes says so, aloud).

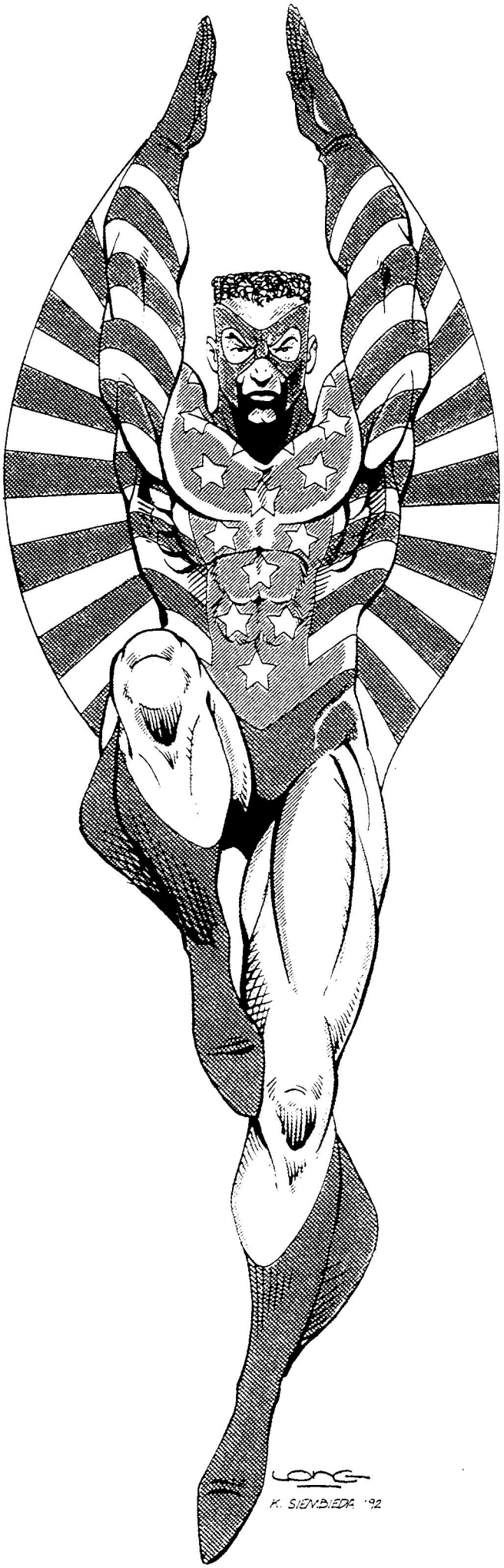
Fighting a Bad Attitude & Reputation

Mega-Hero characters should be played with caution, reserve and great consideration. Heroes with incredible powers will automatically be regarded as a cut above other heroes, who are themselves a cut above the norm. This means the Mega-Hero will be held to even higher standards than most other (less powerful) superhumans. People will be quick to judge and criticize. Remember, even a hero with the powers of a demigod must obey the law and avoid lording over others, or pay the consequences. Mega-Heroes who do not conduct themselves with a certain amount of decorum, responsibility and compassion will quickly find themselves disliked, and even hated and feared by the very people they have chosen to protect. Again, think about real life. Nobody likes a show-off, know-it-all or arrogant bastard who shoves his "superiority" in everybody's face. Such a hero, despite his tremendous powers and good deeds, will not be as well liked as other, more humble, considerate and likeable characters. Braggarts and bullies may be blamed for property damage, injuries and suffering (even problems and things he/she had nothing to do with) because of the hero's "attitude." Such characters may find themselves facing angry mobs, cat-calls, thrown food and lawsuits from the very people the arrogant Mega-Hero has just tried to protect.

Fear is another factor to consider. It is human nature to fear things and people we do not understand, or which are different or more powerful. This "fear" is often unreasoning and may manifest itself in many different ways. The following are just some likely fear responses: *fear* (avoids, hides, runs away from the hero, as well as being unsupportive, and uncooperative — not forthcoming, conceals information or even lies to him), *paranoia* (if the hero is so powerful what if he someday decides to rule over us, acts outside the law and does as he pleases, including hurting others, stands against us, becomes evil, has a secret agenda, is corrupt and dangerous, cannot be trusted, must be contained or even destroyed, etc.), *anger* and/or *resentment* (is disliked and criticized for every comment, indiscretion, accident, misdeed, etc., by the people and especially the media; sometimes even blamed for things the hero has no control over or was not party to); *envy/jealousy* (dislike, criticize and discredit other heroes, the public and/or the media because they envy the hero — wish they had his/her powers, good looks, fame, etc.); *disloyalty* (the public, media, and/or other heroes are quick to judge, believe the worst and/or turn against the Mega-Hero with the slightest provocation).

Note: Don't underestimate this; being disliked, not trusted and feared or hated *will* work against the hero.

See the section on Traditions and Legacies for more ideas about reputations.





PHYSICAL TRAINING

Step One: The Usual

Attributes: Determine the eight attributes as usual. However, write the physical attributes down in *pencil*, because they will be adjusted with bonuses from almost every physical skill selected.

Hit Points: Determine the character's Hit Points and S.D.C. last, because they will also be altered by skill selection and bonuses.

Be certain to keep careful record of all your attributes, S.D.C. and bonuses. Remember, all bonuses are cumulative. Careful selection of physical skills will enable the player to design a character to his/her exact specifications.

Step Two: Education and Skill Modification

Education: Roll to determine the character's educational level as usual. Then subtract *one skill program* selection. That is one whole skill program representing the number of skills that would have come with it. DO NOT select any physical skills as scholastic or secondary skill choices. Why? Because the character gets a special selection of physical skills to take its place; see *Step Three*, which follows.

The character can have any level of education from high school to Doctorate without significantly affecting him in his role as a fighter. Of course, it is wise to select skills that will help round out the character as a warrior, crimefighter, vigilante, mercenary, or supervillain.

Step Three: Determining Abilities — Physical Area of Expertise

Not all heroes are instilled with an extraordinary super abilities or possess super-science gizmos. There are some who rely entirely on their own, natural abilities. Counted among the ranks of the masked hero, vigilante, and so-called "superbeing" are those who fall under the category of *Physical Training*. Super-athletes and unorthodox martial artists who have honed their natural, physical bodies into finely tuned fighting machines. "Machines" of flesh and blood that have reached the pinnacle of physical perfection. Humans who rely on their strength, agility, skills, cunning and courage, and whose years of training and mastery of body and fighting arts have enabled them to transcend what we consider to be ordinary humans.

The power of characters dedicated to Physical Training is their superior physical body. They are physically tougher, stronger, faster and more agile than most professional athletes. In addition to building and mastering their bodies, they also train in the arts of combat. The use of an accessory, such as a pistol or machinegun, is acceptable, but ignores the power and resilience of the human body. This character has molded his body into a living weapon! Most prefer the elegance, artistry, stealth, and form of the human body, martial combat and the use of ancient melee weapons. Far better to use the elegant and silent bow and arrow than the barking and kicking machinegun. The bow obeys the body and mind without resistance, it becomes an *extension* of oneself, but the automatic weapon shrieks, coughs and jumps with a life of its own. This is generally the character's philosophy about modern arms and he tends to avoid them. Thus, while he can use any type of ancient or modern weapon, gimmick or vehicle as part of his arsenal, he feels most comfortable with hand to hand combat and ancient melee weapons (staves, swords, etc.). Such weapons become an extension of his own body, the sword, warhammer, mace, axe, spear, polearm, staff, bow, or whatever weapon(s) chosen, is the tooth and claw of this manhunter.

The character's years of training have made him a top athlete who has worked to bring his physical attributes and related skills to incredible levels. This warrior also has his own unique brand of fighting. The Physical character has not mastered any one traditional school of martial arts, but, instead, develops his own style of combat that includes elements and fighting techniques from street-fighting, boxing, wrestling, and a score of other martial arts (Karate, Jujitsu, Aikido, etc.). True Martial Arts Masters sometimes consider these characters as "talented strongmen and acrobats who have lost sight of the true power and wisdom" that can be acquired from a particular school of martial arts (any one of 50 different ones worldwide). Such debates may rage on forever, and individual ability, drive and focus will vary from individual to individual, but most Physical characters are indeed living weapons the equal of most martial arts masters.

Skills provided by the Physical Category:

Physical Skills: The following skills are basic to all in this power category.

Select six Physical Skills (do not select Boxing or a Hand to Hand skill. See below).

Select four Espionage skills (or Rogue if selfish or evil).

Bonuses from focus and orientation

Select the character's main focus and orientation, meaning, what two physical aspects appeal to the character most. This focus will also have a bearing on the superbeing's fighting abilities. Remember, all bonuses are cumulative, so the bonuses that follow are in addition to normal skill and attribute bonuses.

Focus is on Endurance and Strength:
+10% to physical skills when applicable.
+5% bonus on Espionage (or Rogue) skills.
P.S. is equal to the Minor ability of Superhuman Strength! All bonuses and features of this super ability apply.
+2D4 to P.E. attribute.
+1D6 to Spd. attribute.
+1D4 to P.B. attribute.
Add 6D6 to Hit Points.
Add 3D4x10 to S.D.C.
+20% to save vs coma/death.
+2 to save vs disease, toxins and poisons.
+1 attack per melee round.
+1 to pull punch
+1 on initiative

Typically studies the *Aggressive and Deadly Hand to Hand Combat*. Reduce the Hit Point and S.D.C. bonuses, above, by half if the Defensive and Fast form is selected.

Focus on Agility and Speed:
+10% to the physical skills of acrobatics and/or gymnastics, +5% to all others when applicable.
+10% bonus on Espionage (or Rogue) skills.
P.S. is equal to the Minor ability of Extraordinary Strength.
+1D4 to P.P. attribute.
+3D6+10 to Spd. attribute.
+1D4 to P.B. attribute.
Add 3D6 to hit points.
Add 1D4x10 to S.D.C.
+10% to save vs coma/death.
+2 attacks per melee round.
+3 to pull punch.
+2 on initiative.

Typically studies *Defensive and Fast Hand to Hand Combat*; take away the initiative and pull punch bonuses, above, and reduce the speed bonus by half if the Deadly form is selected.

Step Four: Special Hand to Hand Combat

The Physical Training character has such an extensive knowledge of the physical capabilities of the body that he has effectively developed his own, unique and very effective type of hand to hand combat that combines many of the aspects of martial arts, commando type combat, and boxing into a deadly combination. This skill replaces the normal boxing skill and serves as the character's hand to hand combat skill.

Again, there are two main styles of combat among those who pursue this brand of Physical Training. Each has its advantages and disadvantages.

Aggressive and Deadly Combat

Combines elements and techniques from boxing, wrestling, Karate, Kung-Fu, Judo and various other schools of martial arts with an emphasis on incapacitating, punching, kicking and/or inflicting severe damage to an opponent. Damage takes into consideration this particular character's training, physical conditioning and power. See the combat section for descriptions of special moves, flips, holds, punches and kicks.

Level **Bonus or ability**

1 +2 attacks per melee round, paired weapons (all), entangle, body flip/throw, body block/tackle, Karate style punch does 2D4 damage, Karate style kick does 2D6 damage; plus all three of the Special Combat Abilities, below.

2 Choice of two different holds, +2 to strike and parry.

3 Choice of two different kick attacks; +2 on initiative, +3 to roll with punch/fall/impact, +3 to pull punch, and +2 to disarm.

4 *+1 additional attack per melee round*, back flip.

5 Choice of two additional kick attacks, critical strike (double damage) on an unmodified roll of 18-20, and automatic knock out on a natural 20.

6 +2 on initiative, +1 to strike, +2 to parry, critical body flip/throw (x2 damage), and +2 to body flip/throw.

7 Choice of two additional holds and kicks, +2 to disarm, and +2 to pull punch.

8 *+2 additional attacks per melee round*!

9 *Automatic body flip* at +2 and choice of two kick attacks.

10 Death Blow on natural 18-20. Knockout/stun on an unmodified roll of 17-20

11 +2 to strike, +2 to disarm, +2 to pull punch, +1 to body flip/throw.

12 +10 to damage, +1 to parry and dodge, +2 automatic dodge.

13 One additional attack per melee round.

14 *Automatic dodge* at +2 and choice of two holds or kick attacks.

15 Years of body hardening exercises provide a natural A.R. of 14. All physical blows, including strikes with a blade or weapon, arrows, and even bullets, that strike with a roll of 14 or less do no damage!

Defensive and Fast Combat

Tends to combine elements and techniques from boxing, gymnastics, Aikido, Drunken Style Kung-Fu and various other schools of martial arts. It uses techniques of avoidance, disarming and using one's opponent's force against him.

Level **Bonus or ability**

1 *+2 additional attacks per melee round*, paired weapons (all), disarm, back flip, body flip/throw, Karate style punch does 2D4 damage, backward sweep kick, plus all three of the Special Combat Abilities, below.

2 +2 on initiative, +2 to strike and parry, +3 to dodge, +2 to roll with punch/fall/impact, +2 disarm, +2 to pull punch, and +2 to body flip/throw.

3 *Automatic back flip*, Karate style kick that does 2D6 damage and choice of two hold attacks.

4 *+1 additional attack per melee round*, +1 to disarm.

5 *Automatic dodge* and critical body flip/throw (x2 damage).

6 *+1 additional attack per melee round*, +1 to parry and dodge.

7 +1 on initiative, +1 to strike, +1 to automatic back flip, +2 to automatic dodge, and choice of two kick attacks.

8 *+1 additional attack per melee round*, and critical strike on an unmodified roll of 19 or 20, and +2 to pull punch.

9 Leap attack, +1 to dodge, +1 to roll with punch, fall or impact, and +2 to pull punch.

10 *+1 additional attack per melee round* and +2 to damage.

11 +1 on initiative, +1 to strike, +1 to parry and +2 to body flip/throw.

12 +1D6 to the character's speed attribute, +1 to dodge, +2 automatic dodge.

13 *+1 additional attack per melee round.*

14 Knockout/stun on an unmodified roll of 17-20 and choice of two kick attacks.

15 The character is so alert, fast and agile that he can attempt to parry thrown objects, including throwing knives, shurikens, boomerangs, spears and arrows or attempt to dodge even

bullets and energy blasts! However, to parry or dodge such fast moving attacks is difficult, so the parry and dodge bonuses are reduced by half.

Special Combat Abilities

These are abilities gained from the Physical character's training and conditioning.

1. Power Punch. This superpowerful punch draws on one's inner will or "chi," and as a result, the character can focus his attack to do incredible damage. This attack counts as TWO melee attacks/ actions, but when it is used, the character's punch does double damage. Even more impressive, is the fact that this punch will do normal damage to superbeings who are otherwise *invulnerable*, as well as to supernatural beings and creatures of magic who aren't normally affected by ordinary punches!

2. Power Kick. Like the power punch, the power kick draws on the character's inner reserves of strength to deliver a devastating blow. It also counts as TWO melee attacks/actions, inflicts double damage, and does normal damage to superbeings who are otherwise *invulnerable*, as well as to supernatural beings and creatures of magic who aren't normally affected by ordinary punches!

3. Force of Will. This is the incredible ability to stay on one's feet even after all S.D.C. and Hit Points have been reduced to zero or below. In this physically ravaged state, the character has only one attack per melee round, no power punch or kick is possible, speed is reduced by half, and all combat bonuses are reduced to zero (only natural, unmodified, dice rolls). The character can function in this state for 24 hours or until Hit Points are reduced to 40 points below zero, whichever comes first. At that point he collapses into a coma. Although -40 Hit Points is below the character's P.E. limit, his force of will and physical condition will keep him alive (usually the character would be beyond saving). However, only professional treatment can save the character's life! If treatment is successful, he will be brought back up to two Hit Points and recovers at the usual rate. Remember to consider blood loss (one Hit Point per minute/4 melees) whenever the character is below zero points. Blood loss can be stopped with first aid or paramedic treatment/skills. **Note:** If the character's focus and orientation is endurance and strength, he can function up to 60 H.P. below zero!

Step Five: Other Stuff

Alignment: Any alignment can be chosen, but heroes should generally be of good or selfish alignment.

Experience: Typically starts at first level. Their years of training have been largely in the physical area and education, thus, they are really quite inexperienced in the real world.

Hit Points: Determine as usual, plus bonuses from *Focus and Orientation.*

Structural Damage Capacity (S.D.C.): Determine as usual, plus bonuses from *Focus and Orientation*, noted earlier in this section, as well as physical skill bonuses.

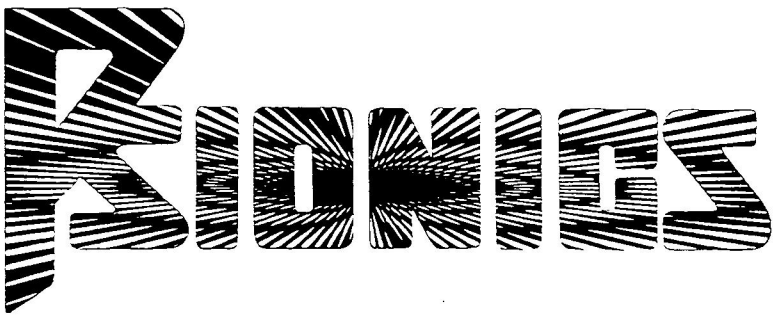
Hand to Hand Combat: The Physical Training character is the only power category that automatically has a special, predetermined hand to hand skill, as described previously in this section.

Attacks Per Melee (Hand to Hand): As with ALL super characters, the Physical Training hero automatically gets two attacks per melee, plus the additional attacks from the special hand to hand combat and *Focus and Orientation* bonus. This character typically starts with five or six attacks per round. Additional attacks are developed through experience.

Weapons and Armor: Unless the character is extremely wealthy, only conventional weaponry and body armor would be available.

Available Financial Resources: 5D6x100 dollars are available in ready cash. This is in addition to any possible life savings (See optional rules for *Rounding Out One's Character* in the character creation section). There is a 01-89% likelihood the character owns his own car. The car is 1D6 years old. Presumably, the character has at least a low paying or part-time job, apartment, and a reasonable amount of personal possessions (portable radio or CD player, TV, telephone, etc.; nothing exotic or too expensive).

P.P.E. Base: 6D6; does not increase with experience.



Psionics powers are paranormal abilities also known as Extra Sensory Perception (E.S.P.). Nobody knows how psionic powers work or why some people have it and others don't. Although mutants sometimes possess psionic powers, ordinary(?) humans seem to manifest psychic abilities much more often. Many *supernatural* monsters and creatures of magic have greatly developed psionic abilities, which has led some to speculate that psionic powers are somehow related to magic. However, the vast majority of psionic empowered superbeings don't know anything about magic. Not even modern science understands how or why psionic powers exist or work. All psionic abilities seem to come from the mind/brain of the psychic and are channeled through mental concentration and willpower. Powers of the mind include telepathy, empathy, clairvoyance, telekinesis, pyrokinesis, and many others. While it is believed that all or most humans have some degree of psionic ability, most ordinary people exhibit no or little mind powers. An average person may occasionally get a feeling about something or even sense a loved one in need, but this is hardly a world-stomping power. Psionics as a super ability, refers to exceptional, super-developed mind powers. Powers that can stop a car or read minds, truly exceptional powers.

Determining Psionic Abilities

For the sake of diversity, popular demand, and fun, the availability of psionic abilities has been added to the *Random Super Ability Table* that determines *The Number and Category of Super Abilities*, and is found in the Super Abilities Description section. Likewise, mutants, mutant animals and aliens can possess a handful of psionic powers, however, only the true psychic wields an amazing level of psionic power. These powerful psychics are known by many names, including "Master Psionic," "Master Psychic," "Natural Psionic," "Psionicist," "Psionic," and "Mind Melter," among others.

At the power level of these Master Psychics, psionic abilities are considered to be super abilities, but because they are so different from the usual superpowers, and because they are powers of the mind, they are given a classification apart from the others.

Only those players who either select or roll the psionic category on the Random Power Category Table, in Step Three of the creation process, can be a Natural Psionic.

The Psychic Hero

The Natural or Master Psionic

These characters are humans who exhibit incredibly developed mind powers. They are called "Natural" or "Master" psychics, because their abilities seem to come to them as naturally as breathing, and because of this, they can select psi-powers from any and all of the categories of psionic abilities.

Attribute Bonuses:

+2D4 to M.E.

+1D4 to M.A.

Inner Strength Points (I.S.P.) are the character's inner mental strength.

The psychic's base I.S.P. is his Mental Endurance (M.E.) x2, plus the roll of 2D4x10. The total is his starting level of raw mental power.

As the psychic grows in experience, so too does his I.S.P., adding 10 I.S.P. per each level of experience, starting with level one.

Psionic Abilities Of the Natural Psychic: The powers of a Natural Psychic are *selected* by the player. At first level, a total of ten powers are selected from any of the three combined lesser psionic categories of *Healing, Physical,* and *Sensitive.* In addition, three abilities are chosen from the *Super-Psionic* category.

As the character increases in experience, more abilities naturally develop. At *each* new level of experience (starting with level two), the character selects a total of two new psi-powers from the three combined lesser categories, and at every other level of experience (3, 5, 7, 9, 11, 13 and 15), one new Super-Psionic ability is chosen.

Save vs Psionic Attack: The Natural/Master Psychic needs only a 10 or higher to save; ordinary people need 15 or higher.

The Latent Psionic

The Latent Psychic (a.k.a. Major Psychic) has an impressive amount of psionic powers, but they are not as diverse or powerful as the Natural psionic. This is not to say that Latent Psychics are wimps compared to Natural Psionics, they are not, but the range of their psi-powers are more limited and a bit unpredictable. As a "Latent" Psychic, the character is slower to develop his powers, with them often appearing in the character's late teens or twenties. Furthermore, they often appear in sporadic clusters. Although not as formidable as the Natural Psychic, remember that it is how well you use your powers and intelligence, not how many you may have.

Attribute Bonuses:

+1D4 to M.E.

+1D4 to M.A.

Inner Strength Points (I.S.P.) are the character's inner mental strength.

The Latent Psychic's base I.S.P. is his Mental Endurance (M.E.) number x2, plus the roll of 2D4x10. The total is his starting level of raw mental power.

As the psychic grows in experience, so too does his I.S.P., adding 1D6+1 I.S.P. per each level of experience, starting with level one.

Psionic Abilities: The powers of a Latent Psionic are *selected* by the player.

At first level, the player can select a total of eight psi-powers from *one* of the three lesser psionic categories, *Healing, Physical,* or *Sensitive* — or he can select a total of six powers with selections made from any of the three combined — plus one Super-Psionic power of choice.

As the character increases in experience, more abilities naturally develop.

Roll on the following table at levels 2, 4, 6, 8, 10, 12, 14 and make selections as indicated; repeats of the same categories are okay and appropriate.

01-20 One Super-Psionic power.
21-30 Two Sensitive Psionic powers.
31-40 Three Sensitive Psionic powers.
41-60 Two Physical Psionic powers.
61-70 Three Physical Psionic powers.
71-80 Two Healing Psionic powers.
81-00 Choice of two lesser powers from any of the three categories, or one Super-Psionic power.

Save vs Psionic Attack: The Latent (or Major psychic) needs only a 12 or higher to save.

Other Stuff

Alignment: Any alignment can be chosen, but heroes should generally be of a good alignment.

Level of Education and Skill Selection: Standard; see Creating a Character and Educational Level. A psychic can come from any walk of life. In fact, since their super abilities come from the mind, they often have an easier time of concealing their powers and maintaining a secret identity.

Hand to Hand Combat: Combat skills are not automatic. They must be selected as a learned skill.

Attacks Per Melee (Hand to Hand): As with all superbeings, the psionic character automatically gets two attacks per melee round. Any additional attacks must be developed through combat skills, such as Hand to Hand Combat and Boxing.

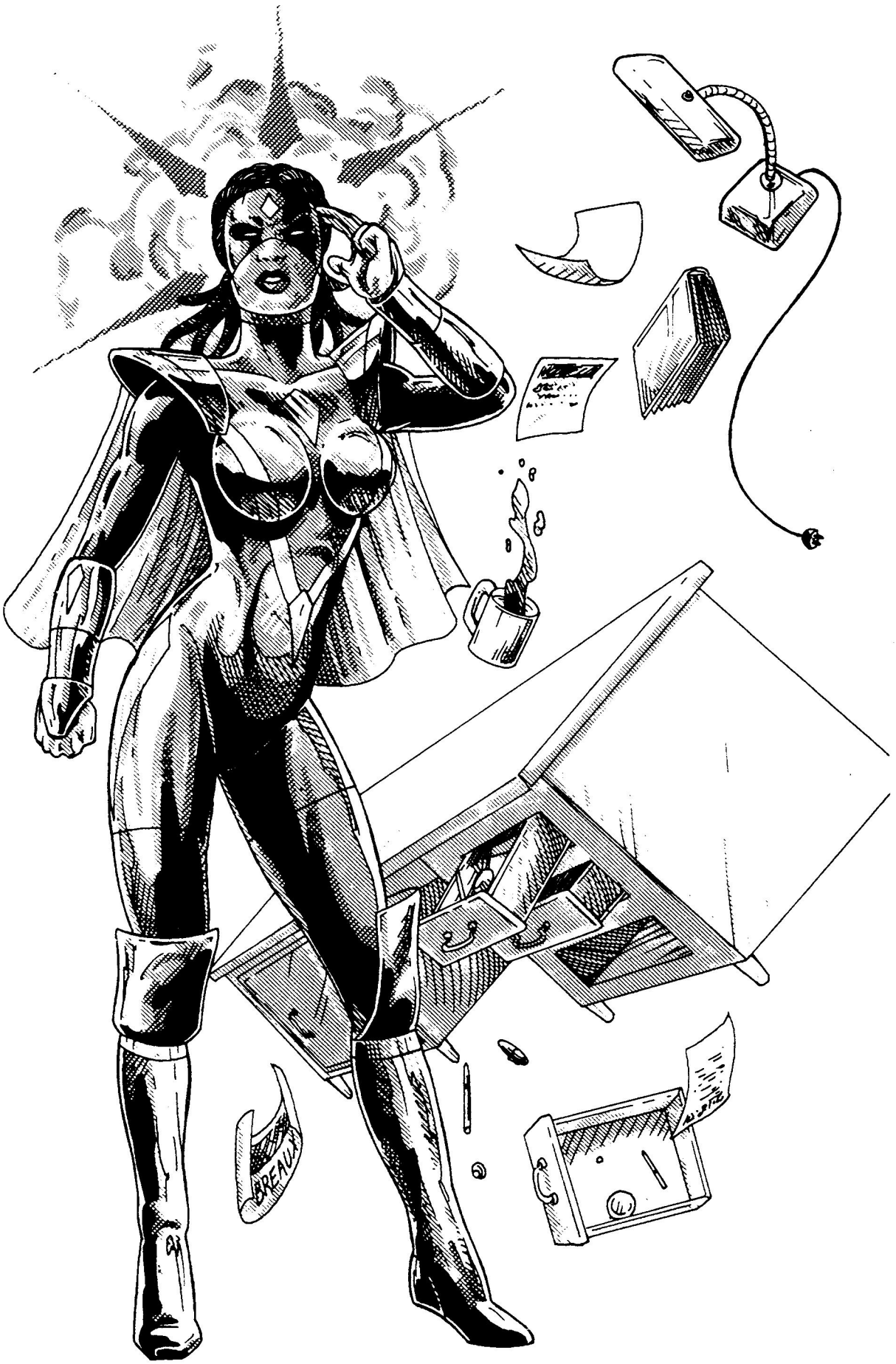
Weapons and Armor: Unless the character is extremely wealthy, only conventional weaponry and body armor would be available.

Structural Damage Capacity (S.D.C.): All psionic characters have a base S.D.C. of 30, which can be increased by selecting certain physical skills.

Available Financial Resources: 4D6x100 dollars are available in ready cash. This is in addition to a possible life savings (see optional rules). There is a 01-88% likelihood the character owns his own car; 1D4 years old and in excellent condition.

Optional Psionic Characters: With the Game Master's permission, players can substitute or add any of the Psionic Occupational Character Classes (O.C.C.s) from other Palladium RPGs for the natural or latent psionic. **Rifts®** probably offers the largest number of suitable characters, including the *Psi-Slinger™, Psi-Ghost™, Psi-Nullifier™,* and many others. Of course, there will be a certain amount of conversions and modifications to be made, but they can make a nice addition if somebody has the time. If the G.M. nixes the idea, accept his decision and work with what you have here.

Descriptions of Psionic Powers are clustered together in the last third of this book, along with magic and super ability descriptions.


BREAUX

ROBOTICS

Everybody should have at least a rudimentary understanding of what robots are. In the context of this game, we will concern ourselves only with the most sophisticated, powerful and human-like machines. Machines that either supplement the fragile human body or act completely on their own as mechanized facsimiles of the living, driven by an artificial intelligence.

As a robot character, you, the player, build and design your automaton. You are limited only by budget and the technology available, as described in the pages of this Power Category. You can play an ordinary human who dons a robot suit, a pilot who operates a giant robot or robot vehicle, or a synthetic entity —a robot or android with an artificial (or transferred) intelligence. The robot's appearance can be almost anything; human, humanoid, monstrous, animal, insect-like, or vehicle. The weapons and powers (like flight, strength, etc.) are determined by you, depending on how you spend your "budget." The creation of a robot character may take a while longer than most of the other characters, and might require a calculator to accurately keep track of expenses, but it's a lot of fun.

Step One: Determining a Budget

Roll percentile dice on the following table to determine your budget. Once the budget is determined, follow the other steps, purchasing Intelligence, Programs, Robot Body Types, Weapons and Features. *All money must be spent.* Any money not spent gets you a hardy handshake from the financial allotment committee for coming in under budget, but that money is then permanently lost.

A Purchasing Tip: It is likely that the robot is a one of a kind prototype and may be on the run from the creating organization (see *Background Tables*). As such, it may be difficult and costly to repair it if the robot is severely damaged (see *Hardware Section* for penalties when constructing or repairing robots and other high-tech items). Consequently, it may be wise to purchase some important spare parts now, for use in the future.

Robot Budget

01-15 $9.5 million
16-30 $10 million
31-44 $11 million
45-59 $12 million
60-74 $12.5 million
75-89 $13 million
90-00 $13.5 million

Step Two: Selecting a Robot Intelligence

Type 1: Mechanical Body and **Type 3: Exoskeleton Robots** do not require an artificial intelligence, since they are piloted by a living operator. Skills and abilities are those possessed by the operator/driver, although they may be augmented through the robot or exoskeleton.

Type 2: Robots and **Type 4: Androids** *must* have an Artificial or Transferred Intelligence to direct and control the machine. There are three types of intelligence systems available:

1. **Standard Artificial Intelligence:** $1.1 million.
2. **Advanced Artificial Intelligence:** $3.5 million.
3. **Transferred Intelligence/Consciousness:** $3.9 million.

1. The Standard Artificial Intelligence is a computer brain with a limited scope of intelligence. Limited, in that it operates like most standard computers and can only respond as programmed. Furthermore, the robot has limited memory and skills. Granted these super-sophisticated machines are far more complex than and superior to a desktop computer, but like the ordinary computer, it can not perform skills or react to any situations for which it has not been programmed. You can not expect a personal computer to do bookkeeping or accounting without the necessary software program. The same is true of the standard artificial intelligence. It can not perform a skill or ability for which it has not been programmed.

Nor does it have the ability to learn or speculate on matters. This intelligence must always draw upon its data banks and programming in a strictly logical and analytical way. Without proper information, it will respond with, "insufficient data," or "it does not compute." Despite this, the robot can be programmed to sound and *act* very natural, human and intelligent. **Cost:** $1.1 million.

2. Advanced Artificial Intelligence is almost human in that it can "think" in both objective and subjective terms, as well as draw its own conclusions based on available data. It can formulate basic ideas, conjecture/speculate on future events or situations, and develop or extrapolate on theories based upon analysis, past experience and speculation. Most importantly, like a human, it can arrive at its own conclusions and immediately react accordingly, responding to an unexpected or spontaneous situation just like a human. A robot with this advanced artificial intelligence (Advanced AI) can bluff, lie, improvise, take gambles (play the odds), hypothesize and even react to the emotions of the humans around it. **Cost:** $3.5 million (trillions of dollar and decades of research and development were spent on creating this AI. The cost reflects the cost of building and installing a robot version of this experimental artificial intelligence).

3. Transferred Intelligence is not artificial, but a bizarre experimental technique in which the human intellect and consciousness is temporarily transferred from the human body into a robot! The process requires a special micro-transmitter to be implanted at the base of the human test subject's skull and an electromagnetic containment and control center built into the robot. The containment and control center is where the transferred consciousness is safely housed. It is attuned to that individual's specific brain pattern, so it cannot be used by just anybody. The robot is controlled by thought and electromagnetic impulses, enabling the robot to respond instantly, like the human body.

Transfers are instantaneous (counts as one melee action) and can be done repeatedly without strain on man or machine. However, several transferals within a short period of time will cause an intense and lengthy headache (2D6 hours). The real danger remains with the human body. While the individual's consciousness is in the robot, the body drops into a coma-like state, func-



tioning on the most meager levels. There is no mind inside it to think or react. Thus, it will suffer from dehydration, starvation, exposure and physical attacks, unless measures are taken to protect it. If the human body is left in a safe place, preferably in a sunless, temperature controlled room, the body is vulnerable only to outside attacks and can be abandoned for up to 48 hours without ill effect (except being very thirsty and hungry. A prolonged coma state without a life support system will cause serious physical damage. Reduce weight by two pounds and P.S., P.P., P.E. and Speed by one point for every two days beyond the 48 hours the body is left uninhabited. A hospital or similar facility which nourishes the body with intravenous food and water, waste disposal, cleaning and temperature control will extend the safe duration of the coma state to six weeks. After that time, the body slowly weakens at a rate of two pounds and one P.S., P.P., P.E. and Spd. point per each additional week. The muscles start to atrophy after seven days and more than two weeks of inactivity can lead to serious, crippling problems. After two weeks, the muscles are stiff and sore, requiring 1D4 weeks of therapy; 4-8 weeks require 1D4+2 weeks, 9 or more weeks will require 2D4+6 weeks of therapy. The loss of P.S., P.P., P.E. and Spd. points is recovered slowly as the muscles return to normal, about one point per week of therapy. **Cost:** $3.9 million.

Notes on transferred intelligences:

- Only one robot body can be controlled/possessed at a time; even if a dozen robot bodies are prepared and available, there is only one controlling mind.
- Only robots attuned to the character's brain waves and fitted with an electromagnetic containment/control unit can be used. Armor of the intelligence containment unit is A.R.: 16, S.D.C.: 200.
- If the containment unit is destroyed, the character's mind is lost and the body is an empty, mindless shell.
- If the human body dies, the character's mind is forever trapped inside the robot.
- Range for transfer from body to robot, robot to another prepared robot body or vice versa is 50 miles (80 km).
- Skills and abilities are limited to the mind controlling the robot.
- The empty, mindless body is vulnerable to possession (no saving throw). If it should be possessed, the mind inside the robot can't go back to his human body until the possessing force is made to vacate his body!
- The human mind of the robot pilot does gain experience points from his adventures inside the body of the robot or android.

Step Three: Selecting a Robot Body

One might think that programming the artificial intelligence would be the next step, but it is helpful to know exactly what type of body and features the robot possesses, so that the skills accurately reflect its needs and capabilities.

As you read the following descriptions, you will see a world of possibilities unfold. Cars with artificial intelligences, humanoid robots that talk and look like humans, but possess the strength of a rhinoceros and the speed of a race car. Even robot animals, extra limbs, and retractable weapons.

First the four main types or categories of robots are described, followed by the various types of robot body styles.

The Four Robot Types

Type 1: Robot Vehicle: Generally, a giant-sized robot or robot vehicle controlled by a human pilot; no AI.

Type 2: True Robot/Machine Body: This is typically a humanoid, animal or vehicular robot with an advanced AI or TI (Transferred Intelligence); typically human-sized or proportional to humans.

Type 3: Exoskeleton: Robot suit or power armor that enhances the human wearer.

Type 4: Android: An advanced robot that looks and acts human; requires an AI or Transferred Intelligence.

Note on Attacks Per Melee: All **unmanned robots** with a computer or artificial intelligence, start with three attacks per melee round. To increase the number of attacks per melee for unpiloted computer robots costs $700,000 for each one attack per melee, and $500,000 each for robots with an advanced intelligence. Maximum attacks per round is *eight* total (the three to start and five that can be purchased). **Combat bonuses:** +2 on initiative, +1 to strike, +1 to parry and dodge, +4 to pull punch, +1 to roll with impact; plus any acquired through special programming and (artificial) physical attribute bonuses.

Robots piloted by a human, or controlled by a *transferred intelligence*, have the same number of attacks per melee round as the pilot/human when he's outside of the robot. Plus, the pilot can draw upon one additional attack when inside the robot (hand to hand +1 while piloting the 'bot). If the robot is designed for speed and/or combat, as many as two additional attacks per round can be purchased for the robot (i.e. up to three plus the pilot's attacks per melee round) at a cost of $650,000 each. Combat bonuses are the same as the pilot's (include hand to hand combat, attribute and skill bonuses). Added Bonuses: +1 on initiative and +1 to pull punch.

Type 1: Robot Vehicle

This type of robot tends to be less expensive because it requires a human operator or pilot and not a costly artificial intelligence. The machine can be any of the body styles, vehicular, humanoid or animal, but must be large enough to accommodate a pilot. This means the robot must always be large and bulky, at least the size of a mid-sized automobile.

Basically a super sophisticated vehicle, the pilot must operate the robot body through a series of manual controls, such as levers, joy sticks, pedals, buttons and even a steering wheel. While this might sound both difficult and primitive, it is actually no more difficult than piloting a jet or helicopter. With practice, the robot body can be made to move as quickly and as fluidly as any of the other robot types. Voice actuation and/or telemental helmet (activation/control by brain waves) will enhance maneuverability even more (*See below for cost and effects*).

Remember, the Type One Robot requires a living, flesh and blood pilot and can not function without him. For game purposes, we presume that the pilot is trained in all aspects of the robot's operations. This does not include construction, but does include maintenance and minor repairs (up to 50 S.D.C. of damages).

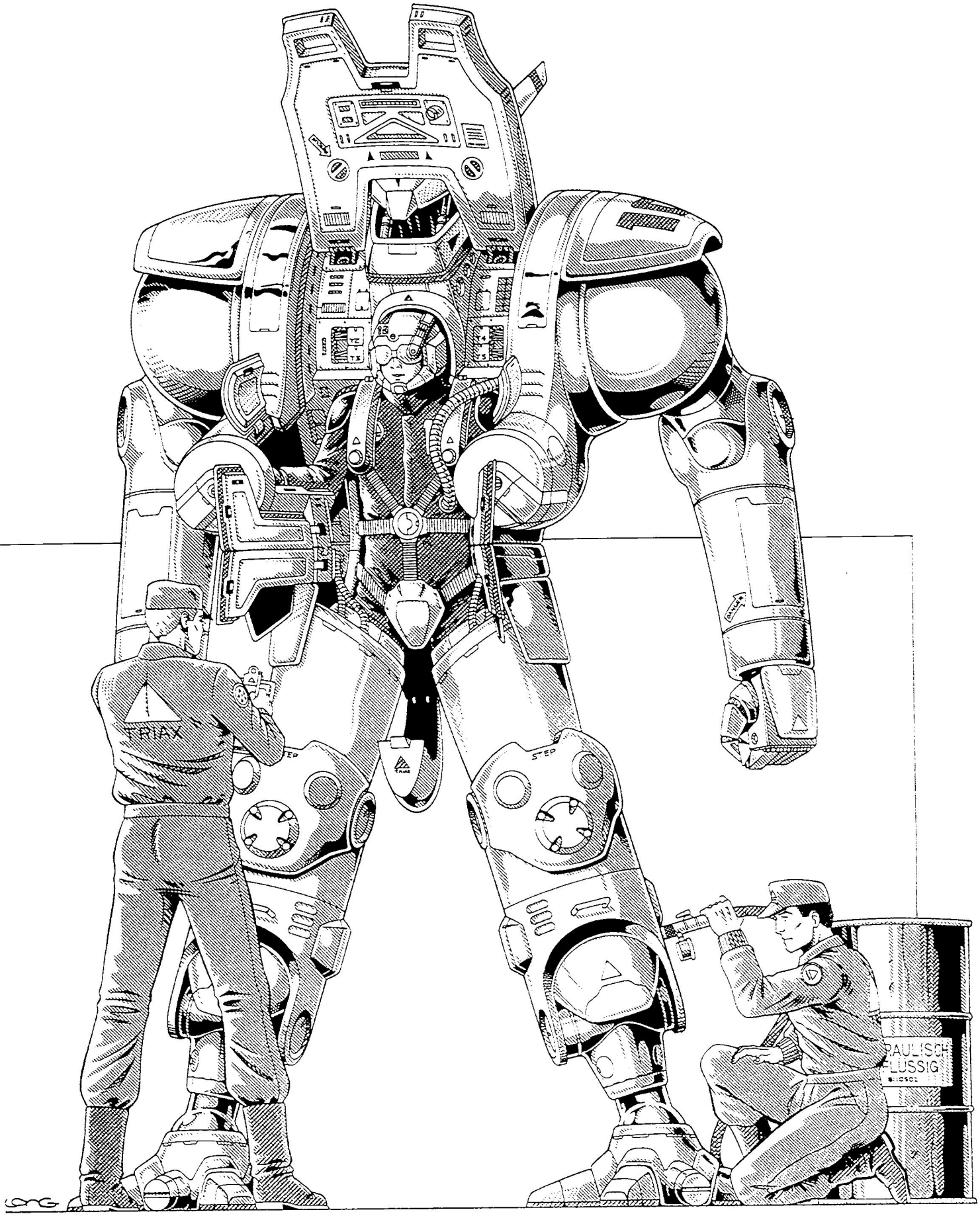
The Robot and/or Exoskeleton Pilot Character

The Type One robot pilot is created very much like any other supercharacter, except you don't roll for superpowers. His power comes through the piloting of the robot.

Attributes & Hit Points: Roll up as usual. +1D4 to P.P. attribute. Likewise with optional stuff.

Alignment: Any, but heroes are usually good.

Skills: Special Training (often Military, but not always): Select one Computer Program, one Piloting Program, Hand to Hand: Expert (can be upgraded to Martial Arts for the cost of one


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Secondary skill), the four basic skills, and one Skill Program of choice (+15% to all scholastic skills), plus eight Secondary skills.

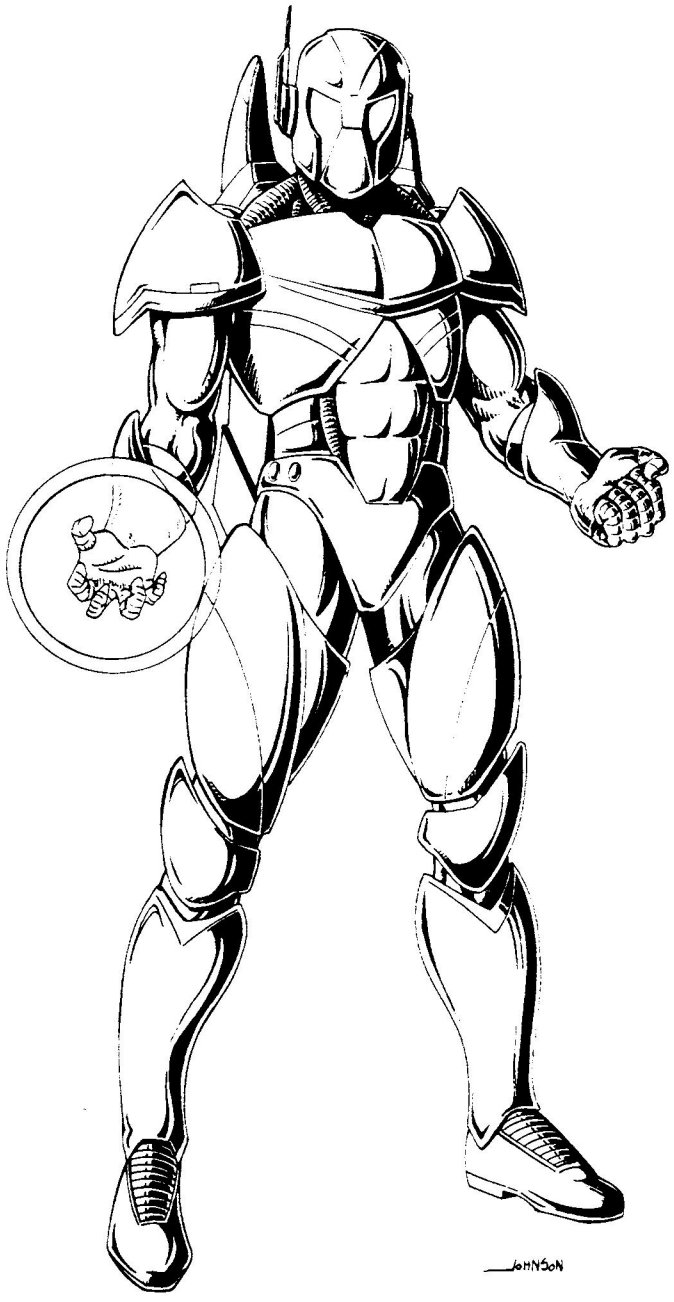
Special Skill: Pilot robot vehicles (any) 60% +4% per level of experience; -50% to pilot alien robots.

Attacks Per Melee (Hand to Hand): As with all superbeings, robot pilots automatically get two attacks per melee round. Additional attacks are developed through hand to hand combat and other combat skills.

Weapons and Armor: Unless the character is extremely wealthy, or is supplied by a wealthy sponsoring organization (often the military), only conventional weaponry and armor will be available.

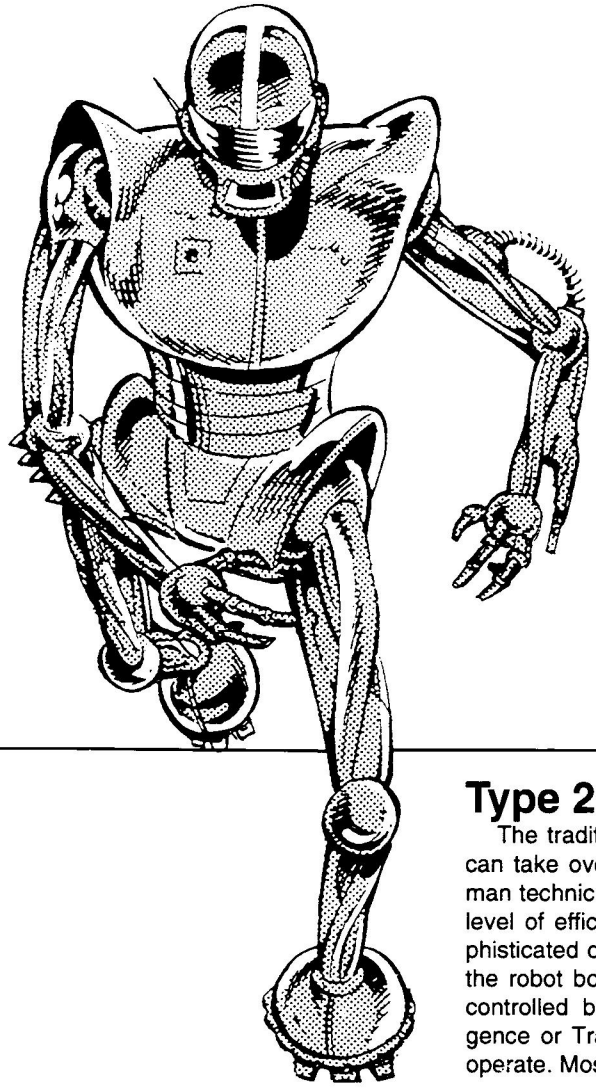
Structural Damage Capacity (S.D.C.): All robot pilots are reasonably athletic and get a base S.D.C. of 2D6+28. The S.D.C. can be increased through physical skills, some unusual characteristics and some super abilities.

Available Financial Resources: Outside the sponsoring organization which is likely to pay for all expenses of any assignment and are likely to pay for the character's housing, and a salary of 1D4x2000 dollars a month, 2D4x1000 dollars are available in ready cash. This is in addition to a possible life savings (See optional rules to rounding out one's character). The character also owns his vehicle (type of choice, including Utility vehicle/Jeep, sports car, etc., provided it costs under $50,000). The car is 1D4 years old. Presumably, the character has a job, apartment and reasonable personal possessions.



Type 3: Exoskeleton

An exoskeleton is a full, mechanical body suit designed to enhance and supplement the human body. It is not a robot per se. Instead, it is a mechanical aid, used to make a flesh and blood body more powerful. In the film ALIENS, Ripley dons an exoskeleton to combat the big mother alien. The *power armor* suits common to **Rifts®** are advanced exoskeletons combined with full



Type 2: True Robot

The traditional robot is a completely automated machine that can take over hazardous or tedious jobs, or replace skilled human technicians with increased speed, duration and a consistent level of efficiency. Basically, the Type Two Robot is a very sophisticated or super version of this kind of robot. It can be *any* of the robot body *styles*, vehicular, humanoid, animal, etc., and is controlled by an independent computer brain, Artificial Intelligence or Transferred Intelligence — it does not need a pilot to operate. Most True Robots are human-sized or a little smaller.

environmental armor. The difference between exoskeletons and power armors is that exoskeletons do not generally provide extensive armor or full environmental protection (although the latter is possible for the cost of $500,000 and the cost of additional armor is listed toward the end of this section). In **Heroes Unlimited™**, Type 3: Exoskeletons can be both power armors and exoskeletons.

The exoskeleton can not act or think on its own, because it is a mindless apparatus, a mechanical suit. Since it is worn like an article of clothing, it is usually comparatively lightweight, less heavily armored, and has fewer weapons. Power Armor tends to be heavier, armored and equipped with weapon features.

All of the rules and restrictions given for piloting robots under the Type 1: Robots also apply to the pilot of the Type 3: Robot Exoskeletons.



Type 4: Android

Androids are super-sophisticated robots designed to resemble and function as a humanoid. Most will have very human features, with synthetic skin, hair, voice, body temperature, heartbeat, pulse and even artificial blood — in fact, those designed to look exactly like humans are usually impossible to distinguish from the genuine article. An android will always have an advanced artificial intelligence or a transferred consciousness. They are almost always human-sized and humanoid or animal in shape and appearance. However, androids can be designed to look like any kind of "living" creature from aliens and monsters to dragons and demons (double body cost).

Note that *Type 2* and *Type 4 robots*, are completely machines. No matter how human they may look or act, they are not human —although some will argue (and may be correct when they suggest) robots with an artificial intelligence capable of subjective and speculative thought become more than machines and may be a life form (at least from a personality and intelligence point of view) in and of themselves. As machines, they do not breathe air and are immune to gases, poisons, drugs, disease, fatigue, mind control, most psionic attacks (a psychic can tell they aren't alive) and certain magic that affects flesh and blood or the mind. These characters do not technically have Hit Points, they have S.D.C. as would any machine, but the artificial intelligence does grow in skill and knowledge as it advances in level, because it does learn.

Note: Androids can have either an artificial intelligence or be controlled and operated by a human Transferred Intelligence.

Step Four: AI Programming

Only robots and androids that have a computer brain or an advanced artificial intelligence need to use Step Four.

Skip this step if the robot is a *Type 1: Robot Vehicle* or *Type 3: Exoskeleton/Power Armor* that requires a pilot, or is a True Robot or Android with a *Transferred Intelligence.*

Robot Alignments

A moral code is part of every robot's programming. Unless the machine is designed for evil intent or experimentation, the most appropriate alignments are *Principled, Scrupulous,* or *Aberrant.* Of course, advanced artificial intelligences can *change* their alignments as a result of their capabilities to learn and think on their own. Consequently, from a game point of view, an advanced robot or android can have *any* alignment. A robot with a comparatively simple computer brain can only follow its programming.

Programming Skills

Robot skill programs are complete areas of knowledge which have been instilled into its memory. As such, the robot character has a very complete expertise in those specific areas and a total ignorance in other areas.

Basic to all Robots: The following are considered basic skills programmed into *all* artificial intelligences and computer brains:

- Basic and Advanced mathematics (98%)
- Literacy in English and one other language (96%).
- Speaks English and one other language (88%).
- A rudimentary understanding of Biology (50%)
- Common sense laws of physics (high school level, not really a skill/science per se), and societal behavior.

Select One Skill Program. The skill level or level of skill proficiency applies to all skills within that program, including secondary skills. Skills are permanently fixed and do not increase with experience if the robot has a simple computer brain, but increase at +2% per level of experience if an advanced artificial intelligence. Furthermore, an advanced artificial intelligence can learn one new Scholastic skill (+10%) or two Secondary skills (no bonus) every level of experience, starting with level two.

The skill level/proficiency is listed in parentheses. If no number is given it starts at level one. Note that the skill proficiency levels are seldom perfect (98%). This is because of all the variations, applications and subjective reasoning involved, and also why AIs can improve slightly as they learn.

Basic Combat Program

Hand to Hand: Expert, starts at level one. All combat moves and bonuses are gained with practical experience. Number of attacks are ignored, do not use them, the robot is limited with the number purchased for it (three minimum). All W.P. also start at first level proficiency. If a computer brain, the skills never improve.

Military Etiquette (90%)
Climb (85% climb/95% rappel)
+2 to roll with impact.
+2 to pull punch.
+1 to strike with all built-in weapon systems.
W.P. Pistol
W.P. Rifle
W.P. one of choice.

Communications Program

Radio: Basic (94%)
Computer Operations (92%)
Basic Electronics (88%)
Select four Communications or Language or Literacy Skills (82%)
Select four Secondary Skills (no bonuses).

Domestic Program

Computer Operation (92%)
Cook (86%)
First Aid (86%)
Pilot Automobile (92%)
Sewing (80%)
Two Domestic skills of choice (70%)
Select four Secondary Skills (no bonuses).

Electrical Program

Computer Operation (92%)
Electrical Engineer (86%)
Select 2 Communications Skills (86%).
Select 2 Mechanical Skills (82%; excluding mechanical engineering)
Select four Secondary Skills (no bonuses).

Espionage Program

Computer Operation (92%)
Intelligence (86%)
Prowl (75%)
W.P. Knife
W.P. Pistol
W.P. Rifle
Select 2 W.P. from ancient and/or modern.
Select three Espionage skills of choice (80%).
Select two Military skills of choice (86%).
Plus the Basic Combat Program described previously.

Investigative Program

Criminal Science/Forensics (88%)
Computer Operation (92%)
Intelligence (86%)
Interrogation (80%)
Photography (88%; technical, not artistic)
Surveillance Systems (82%)
Research (88%)
Select two Communications Skills (80%).
Select three Secondary Skills (no bonuses).

Pilot Program

Automotive Mechanics (88%)
Aircraft Mechanics (82%)
Basic Mechanics (96%)
Select six Pilot Skills from basic and/or advanced piloting (86%).
Select two Pilot Related Skills (88%).
Select two Secondary Skills (no bonuses).

Science Program

Computer Operation (92%)
Computer Programming (88%)
Select four Science (84%)
Select two Medical Skills (80%; M.D. skill counts as 2 skills)
Select four Secondary Skills (no bonuses).

Social Science Program

Anthropology (80%)
Law: General (88%)
Select four Languages to speak (82%)
Literacy for each corresponding language (90%)
Select two Technical or Domestic Skills (86%)
Select four Secondary Skills.

Physical Science Program

Biology (84%)

Select four from the following Physical Skills: Archery, Boxing (extra melee attack can be added to the robot's), Climbing, Fencing, Gymnastics, Prowl, Swim: Basic, S.C.U.B.A., and Wrestling.

Select three Ancient W.P. (equal to 7th level)

Other Skill programs

Any of the skill programs available to humans can also be programmed into a robot. Use the preceding lists as a guideline. Skills not already given a percentage should be 70% to 80% —streetwise and seduction should be a meager 60%.

Optional Personality Program

Simply a program used to instill a human-like personality and traits. Players can pick one or make a random roll.

Roll for a random personality or select one:

01-10 Teacher, always pointing out mistakes so they can be corrected or so that people can learn from them.

11-18 Bold, confident, speaks with an air of superiority.

19-27 Paternal (maternal) and protective of humans.

28-36 Gung-ho, friendly, dynamic, cheerful; quick to act.

37-45 Soft-spoken and always calm, even in the worst situation.

46-54 Streetwise type, gruff but friendly; uses much slang in its vocabulary.

55-63 Mr. Protocol, always prim and proper; letter perfect in appearance, manner, language and demeanor. English accent optional.

64-72 Wisecracker, friendly but cocky and sarcastic.

73-81 Easy-going, trusts almost anyone until they are proven unworthy of trust; never the first to strike.

82-90 Gregarious and cheerful, always looks at the positive, even when things look bleak (which can be annoying).

91-00 The personality is patterned after a real person. Could be a famous personality (actor, comedian, politician, etc.), a friend, sibling, parent, or somebody on the design team.

Step Five: Background Data

The cost, technology and necessary facilities required for robot experimentation and research is astronomical. Only a multimillion dollar corporation or government sponsored agency will have the resources and facilities necessary. Consequently, the character, be he human pilot or robot intelligence, will have certain ties to the sponsoring organization. Even if a character has a Ph.D. and all the right skills, robot construction is not something one throws together by himself, in his basement. Consequently, the Game Master should require such robot engineers to roll for ties with an organization. If a copy of **Villains Unlimited™** is also available, the G.M. may wish to more fully flesh out the organization by using the rules given in that book, especially if the organization is hostile and would make a good reoccurring villain, or source of villainy. Roll once on each of the following tables.

The Sponsoring Organization

01-39 Private Industry.

40-75 Secret Organization (roll for motive)

01-25 Private experimentation to further the study of robotics. Intentions could be good, bad or indifferent.

26-62 Criminal

63-80 Crime-fighting

81-00 Governmental/Military

76-00 Military

Status With the Sponsoring Organization

01-10 Let loose into the world so that the robot or android could be studied in an urban setting. If an AI, to see how it learns and develops on its own. If a piloted robot or exoskeleton, the pilot and robot were secretly allowed to leave the organization, although he/they may believe themselves to be runaway fugitives (or the robot was "allowed" to be found and used by a predetermined individual to pilot it). Watched from a distance, 01-75% likelihood the robot (or pilot) does not know who created it, or why or what their plans are for its future.

11-25 Excellent relationship with the organization and its creators. Willingly works for or with the agency.

26-35 Antagonistic relationship with the organization that created it, but continues to serve it. Don't see things eye to eye, but continues to work for the agency out of a sense of duty, obligation, fear, or concern for others. Clashes with superiors and frequently disobeys orders to do what is right (or what it wants, if evil). This can apply to AIs and pilots of robots.

36-45 Allowed to leave after a great antagonism/conflict to serve another agency, law enforcement, group of superbeings or as an independent operative. Relations are strained and unfriendly, but the two may aid or associate with each other as the situation requires.

46-55 Washed out of the program! The robot was to be dismantled and put into storage (the pilot, if applicable, was to leave the program for any number of reasons). The robot is either considered to be stolen property or a malfunctioning renegade. In either case, it is considered extremely dangerous. All official ties have been severed, but the organization is intent on getting its property back or destroying it/the character!

56-70 Lost and wanted back. The robot was either deactivated and placed into storage where it was lost (shipped to the wrong place, misplaced and forgotten, vanished from storage, stolen, etc.), or disappeared (walked away in the confusion of an attack, emergency or field test; was believed destroyed — body never recovered). Now that the organization knows the robot exists, they want it back, and those who took it (if that's the case), punished. May use force and may involve other law enforcement agencies or superbeing agents. Among their own agents, they may use other robots or exoskeleton/power armor operatives. Their initial goal is to recover their "lost property," but failing that, they may decide to destroy it, to prevent it from falling into the wrong hands (or making them look bad; they're already in trouble for having lost it in the first place).

71-89 Runaway. The robot is either considered to be stolen property or a malfunctioning run-away. In either case, it is considered a dangerous, but prized possession. It is secretly hunted by the organization who wants it back for further study. Hostile, but not necessarily deadly. May use human and robot agents to capture the robot. Once captured, the robot will be studied, which probably means tearing it apart.

90-00 Runaway. The robot is either considered to be stolen property or a malfunctioning runaway. It has been publicly announced as an extremely dangerous and unpredictably malfunctioning machine, hunted by law enforcement agencies and the organization. Mercenaries, bounty hunters and superbeings (heroes and/or villains) may be party to the search. A reward ($100,000 to $1 million) may be offered.

Quality of the Robot

01-20 Experimental Model: Laboratory tests unfinished, but field tests have been pushed ahead as the result of budget cuts. 01-30% chance of malfunctioning. Roll percentile each time a weapon, device, or special function (extra speed, extra limbs, sensors, etc.) is used. May work one time and not another.

21-40 Prototype: The only one in existence. Lab tests completed; field testing required. 01-18% chance of malfunctioning; same conditions apply as stated for the experimental model.

41-65 Project abandoned due to lack of finances. The only existing, working model has been salvaged and is being used for personal motives (crime-fighting, committing crimes, etc.). Officially. it does not exist. 01-10% chance of malfunctioning; same conditions apply as stated previously.

66-86 Advanced field model. A top quality working system. Rarely (01-03% chance) malfunctions; same conditions apply as stated previously.

87-00 Authorized, final production model. A perfect, finished robot with what is believed to be flawless performance.

Other Stuff

Weapons and Armor: Other than the robot or android's built-in weapons or special weapons and/or equipment supplied by a sponsoring/creating organization, the AI robot will only have conventional weapons, armor and equipment available to him. Only if the individual is still affiliated with the sponsoring organization, may some high-tech items be accessible.

Available Financial Resources: None if a renegade (needs to get a paying job, trade its services for goods and money, or steal). Otherwise, only has what is made available to it.

Other Options: Game Masters may consider using other robot designs from other Palladium RPGs. Conversions will be necessary!

Rifts® sourcebooks, in particular, offer a huge selection of robot vehicles, power armor and, to a lesser degree, AI robots. The conversions may be a little sticky. It may be *best* for the player to build his own robot with these rules, based on the robots and power armor inspired by those other books and simply borrow/copy the styling, appearance and some of the ideas behind them. One quick conversion system Wayne Breaux Jr. has developed is to add up all of the robot's M.D.C. for each location, including wings, head, main body, weapons, spotlights, etc. (for example, a Coalition SAMAS would have a total M.D.C. of 650 for all of its locations), and convert that to S.D.C. (in the case of this example, 650 S.D.C.) and assign an A.R. rating; in this case, 12 or so. The weapon damages convert directly to S.D.C. or can be replaced with those in this book.

Step Six: Robot Construction

Now that you know the four major robot types, select one, pick an AI (if appropriate) and move to the *Robot Construction Selections* to build yourself a robot player character. Remember, you must spend all the money in the budget. Any money not spent is returned to the sponsoring organization and never made available again. Players may buy easy to attach parts and components as spare parts for future repairs or build a second robot. **Note:** One advantage of working with or for a sponsoring agency is that they are likely to make all necessary repairs from damages received in the line of duty.

A Note About Style: A military or sleek, futuristic look is simply a matter of style. If the vehicle already exists there is no charge. If it is a new, criminal design or major design modification there is a new body design cost. A reinforced body frame is necessary for high stress conditions like running at speeds of 300 mph (480 km) or greater, great strength, heavy armor, etc.

Selection A: Body Frames, Size, & Style

Humanoid Body Styles

- **Basic Human:** Life-size and proportion; suitable for type 2, 3 or 4 robots.

Size: 6 to 8 feet tall (1.8 to 2.4 m)
Light Frame: Weight: 110 lbs (49.5 kg). **Cost:** $500,000.
Reinforced Frame: Add 60 lbs (27 kg). **Additional Cost:** $900,000.

- **Large Humanoid:** Huge, suitable for type 1 and 2 robots.

Size: 12-22 feet tall (3.6-6.7 m), width, 6-8 feet (1.8-2.4 m).
Light Frame: Weight: 2000 lbs (900 kg). **Cost:** $1.2 million.
Reinforced Frame: Add 1000 lbs (450 kg). **Additional Cost:** $1.5 million.
Vehicle Accommodations/Seats:
1 person: (standard, no cost).
2 persons: **Additional Cost:** $10,000.
3 persons: Adds two feet (0.6 m) to width and length, and increases weight by 10%. **Additional Cost:** $30,000.
4-6 persons: Increase size and weight by 20%. **Additional Cost:** $70,000.

Vehicular Body Styles

All are suitable for type 1 and 2 robots.

- **Light Motorcycle Frame Style:** Basically an open air bike frame vehicle and windshield.

Size: 6 feet long (1.8 m)
Light Frame: Weight: 100 lbs (45 kg). **Cost:** $2,000.
Reinforced Frame: Add 200 lbs (90 kg). **Additional Cost:** $4,000.
Accommodates/Seats: 1 or 2 people.
An Original Body Design: Additional Cost: $30,000.

- **Heavy Motorcycle Frame Style:** Basically an open-air bike frame vehicle and windshield.

Size: 7 feet long (2.1 m)
Light Frame: Weight: 500 lbs (225 kg). **Cost:** $5,000.
Reinforced Frame: Add 400 lbs (180 kg). **Additional Cost:** $6,000.
Accommodates/Seats: 1 or 2 people.
New Body Design: Additional Cost: $40,000.

- **Compact Automobile:** Resembles an ordinary compact car.

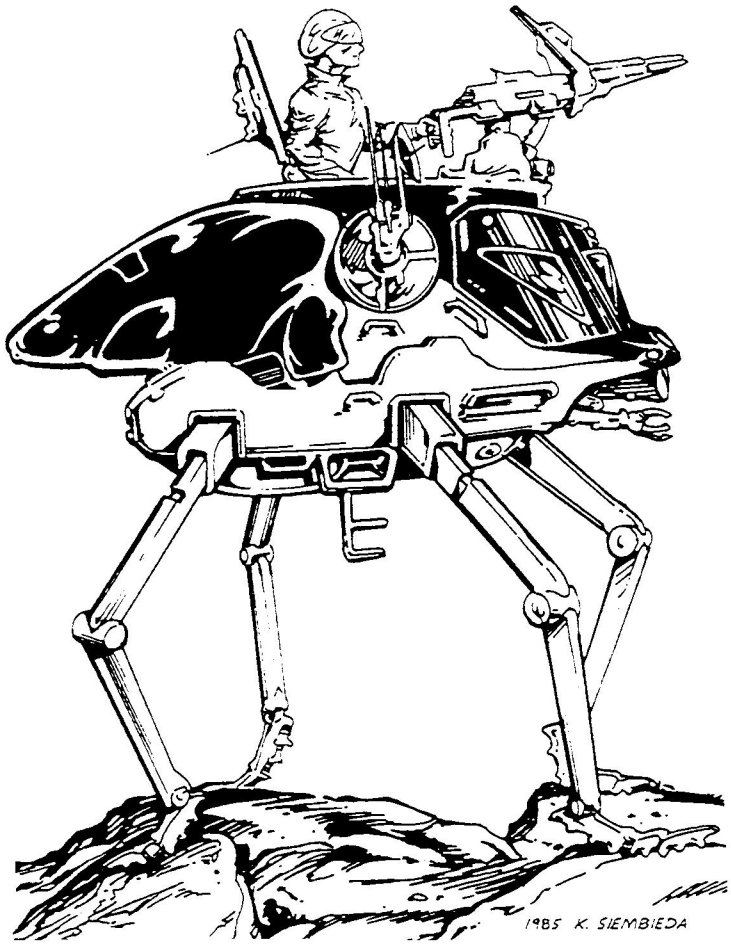
Size: 8 feet long (2.4 m).
Light Frame: Weight: 1000 lbs (450 kg). **Cost:** $16,000.
Reinforced Frame: Add 600 lbs (270 kg). **Additional Cost:** $20,000.
Accommodates/Seats: 2 to 4 people.

- **Sports Car:** Resembles any number of existing sports cars.

Size: 10 feet long (3 m).
Light Frame: Weight: 2,200 lbs (990 kg). **Cost:** $50,000
Reinforced Frame: Add 900 lbs (405 kg). **Additional Cost:** $30,000.
Accommodates/Seats: 2 people.
An Original Body Design: Additional Cost: $80,000.

- **Mid-Sized Sedan:** Resembles any ordinary mid-size car.

Size: 11-14 feet long (3.3 to 4.3 m).
Light Frame: Weight: 2000 lbs (900 kg). **Cost:** $18,000.
Reinforced Frame: Add 900 lbs (405 kg). **Additional Cost:** $40,000.



Accommodates/Seats: 4 people comfortably (squeeze 5 or 6).
Original Body Design: Additional Cost: $50,000.

- **Full Size Sedan, Mini-Van or Utility Vehicle/Jeep:** Resembles any ordinary car.

Size: 14-16 feet long (4.3 to 4.9 m).
Light Frame: Weight: 4000 lbs (1800 kg). **Cost:** $24,000.
Reinforced Frame: Add 4000 lbs (1800 kg). **Additional Cost:** $45,000.
Accommodates/Seats: 6 people comfortably (squeeze 7 or 8).
An Original Body Design: Additional Cost: $50,000.

- **Full Size Van:** Resembles any typical commercial van.

Size: 16-18 feet long (4.3 to 5.5 m).
Light Frame: Weight: 4000 lbs (1800 kg). **Cost:** $24,000.
Reinforced Frame: Add 2000 lbs (900 kg). **Additional Cost:** $30,000.
Accommodates/Seats: 8 people comfortably (squeeze 9 or 10).
An Original Body Design: Additional Cost: $40,000.

- **Tank Style:** Big, bulky, sharply angular; resembles a tank or an armored personnel carrier.

Size: 20-25 feet long (6.1 to 7.6 m).
Light Frame: Not available.
Reinforced Frame: Weight: 15 tons (13,500 kg); **Cost:** $500,000.
Accommodates/Seats: Crew of 4, but up to 8 additional can be accommodated.
An Original Body Design: Additional Cost: $150,000.

- **Jet Aircraft Style:** Resembles a modern fighter jet, although it may not fly or function like a jet at all.

Size: 30-35 feet (9.1 to 10.7 m) long.
Light Frame: Weight: 12 tons (10,800 kg). **Cost:** $690,000.
Reinforced Frame: Add 10 tons (9,000 kg). **Additional Cost:** $325,000.
Accommodates/Seats: 1 or 2, with up to 4 additional seats for the extra cost of $2,000 per seat.
An Original Body Design: Additional Cost: $80,000.

- **Spherical Style:** A round, ball shape or half ball shape or elliptical.

Size:
Small: 6 to 10 feet across (1.8 to 3 m).
Large: 12-20 feet across (3.6 to 6.1 m).
Light Frame:
Small: Weight: 500 lbs (225 kg). **Cost:** $8,000.
Large: Weight: 1500 lbs (675 kg). **Cost:** $16,000.
Reinforced Frame:
Small: Add 500 lbs (225 kg). **Additional Cost:** $6,000.
Large: Add 1100 lbs (495 kg). **Additional Cost:** $12,000
Accommodates/Seats:
Small: 4, 6 or 8 people.
Large: 4, 8 or 12 people.

Geometric Body Styles

These are generic shapes for bodies that do not resemble anything else. They can be very futuristic or stylish, or they can have multiple legs and resemble insects.

- **Cylindrical Style:** A long and tubular style similar to a submarine or aircraft.

Size:
Small: 12 to 14 feet long (3.6 to 4.3 m), 8 feet (2.4 m) across.
Large: 18 to 24 feet long (5.5 to 7.3 m), 10 feet (3 m) wide.
Light Frame:
Small: Weight: 900 lbs (405 kg). **Cost:** $12,000.
Large: Weight: 2000 lbs (900 kg). **Cost:** $20,000.
Reinforced Frame:
Small: Add 1000 lbs (450 kg). **Additional Cost:** $8,000.
Large: Add 2500 lbs (1125 kg). **Additional Cost:** $15,000
Accommodates/Seats:
Small: 4, 8 or 10 people.
Large: 4, 8, 12 or 16 people.
Add $1,000 for each seat over six.

- **Tapered Cylinder Style:** A sleek, long, narrow body, often tapering to a point.

Size:

Small: 14-16 feet (4.3 to 4.9 m) long, 5 feet (1.5 m) wide and 4 to 5 feet (1.2 to 1.5 m) tall.

Large: 18-25 feet long (5.5 to 7.6 m), 7-11 feet (2.1 to 3.3 m) wide, and 6-7 feet tall (1.8 to 2.1 m).

Light Frame:
Small: Weight: 3,000 lbs (1350 kg). **Cost:** $15,000.
Large: Weight: 8,500 lbs (3825 kg). **Cost:** $24,000.
Reinforced Frame:
Small: Add 1500 lbs (675 kg). **Additional Cost:** $9,000.
Large: Add 2500 lbs (1125 kg). **Additional Cost:** $16,000
Accommodates/Seats:
Small 4 or 8 people.
Large: 4, 8, or 12 people.
Add $1000 for each seat over 6.

Giant Animal Body Styles

- **Canine Body Style:** Resembles a mechanized dog/wolf, or bear.

Size: 12-18 feet (3.6 to 5.5 m) long, 12 feet (3.6 m) tall, and 6 feet (1.8 m) wide.
Light Frame: Weight: 2,500 lbs (1125 kg). **Cost:** $240,000.
Reinforced Frame: Add 2,000 lbs (900 kg). **Additional Cost:** $50,000.

Accommodates/seats: 2, 4 or 6 people.

- **Feline Body Styles:** Resembles a powerful, mechanized cat/lion.

Size: 16-20 feet (4.9 to 6.1 m) long, 12 feet (3.6 m) tall, and 6 feet (1.8 m) wide.
Light Frame: Weight: 3,000 lbs (1350 kg). **Cost:** $240,000.
Reinforced Frame: Add 2,000 lbs (900 kg). **Additional Cost:** $50,000.
Accommodates/seats: 2, 4 or 6 people.
Note: Increase size 20%, and weight and cost 30% for larger type animals (i.e. horse, buffalo, rhino, bear, etc.)

Animal-Bots, Life-Like Style

These are life-sized and usually life-like robot or android simulations of the real life animal. These can be obviously mechanical type one robots or type four androids complete with fur, feathers or scales.

Very tiny creatures are almost impossible to build with an artificial intelligence and other useful abilities. Consequently, robot animals are restricted to a minimum length about the size of a cat (mutant animal size level 3 & 4) or bigger. The most comfortable size seems to be 30 to 48 inches (about 0.5 to 1.2 m) long, about the size of a typical dog.

These so-called animal-bots can have an artificial intelligence, skills, voice and may even be modified to have hands or able to attach artificial hand accessories when needed.

Size:

Small: 20 to 48 inches (30 cm to 120 cm).
Large: 50 to 96 inches (1.3 to 2.4 m).
Light Frame:
Small: Weight: 40 to 90 lbs (18 to 40.5 kg). **Cost:** $125,000.
Large: Weight: 90 to 120 lbs (40.5 to 54 kg). **Cost:** $200,000.
Reinforced Frame:
Small: Add 40 lbs (18 kg). **Additional Cost:** $100,000.
Large: Add 90 lbs (40.5 kg). **Additional Cost:** $150,000.

Selection B: Power Supply

1. Liquid Fuel: Despite incredible technological advancements, liquid fuel engines are still likable, reliable and the most economical system available. The major disadvantages of this system are the use of a limited consumable fuel that must be continually replaced, and containers to hold the fuel (gas tanks). On the other hand, the fuel is cheap and easily attainable. Liquid fuel requires an exhaust system that is not suitable for androids/type 4 robots.

Basic System Cost with Fuel Tank(s): $250,000. Note: The player determines the size of the gas tank or tanks. Weight and size may be a problem for small or human-sized robots. One gallon weighs about 7 lbs (3.2 kg) — lighter than water. The fuel in a 75 gallon (280 l) tank weighs 525 lbs (235 kg) and takes up about 10 cubic feet (3.05 cubic m). Use of disposable auxiliary gas tanks is one possible solution (Cost is about $200 per 20 gallon/76 liter capacity).

2. Super-Solar Engine: A power source that collects sunlight into a super high efficiency, conversion engine and generator. This is an excellent, clean, power source with an indefinite life span. Of course, it is limited in that it must rely on a source of solar energy.

The system functions superbly while exposed to sunlight. A superior energy storage unit stores up to 8 hours worth of power, during which time the robot operates at full capacity. After the eight hour reserve is used up, the robot must recharge via solar light energy or manually recharge from another source of electrical energy. Without a recharge, an emergency reserve will engage itself. The emergency energy reserve has a mere four hour capacity. While the emergency reserve is engaged, all unnecessary functions will be shut down. Speed is reduced to 30 mph (48 km; speed factor 44), attacks per melee reduced by half and no energy weapons can fire. At the end of the emergency reserve (4 hours), the robot shuts down completely. Still a good, reliable system if proper caution is used.

The Basic System Cost: $1,000,000. A special generator and recharge unit can be purchased for those cloudy days. Cost: $1 million; weight: 6 tons (5400 kg) and is five times the size of a refrigerator.

3. Fusion Power System: The most advanced power source available. Never needs recharging or refueling for an estimated 6 years, even with constant use. This system is suitable for any large robot or vehicle type robot, 16 feet (4.9 m) or bigger. Basic System Cost: $3.2 million.

4. Micro-Fusion Power System: A tiny, micronized fusion reactor designed for small, human-sized and animal robots and androids. This miniature power system can also be used in larger robots (any size) if so desired. Basic System Cost: $5.3 million.

Selection C: Legs and Locomotion

The next thing to determine is the type of legs or other means of transportation utilized by the robot or exoskeleton. Legs, wheels, treads and flight capabilities can be combined in all robot types. If the Game Master allows the use of called shots against specific targets, the legs of a robot each have 25% of the robot's total S.D.C. Moving legs, even when walking, are difficult targets to hit, requiring a called shot at -3 (15 or higher).

Legs

1. A pair of human-sized legs and feet, suitable for type two, type three or type four humanoid constructs, will provide a speed attribute of 10. Basic System Cost: $500,000 per pair.

2. Giant-Sized Humanoid Legs: Suitable for type one and type three robots. Speed 10. Basic System Cost: $1,200,000.

3. Animal Legs, two front and two rear. Main style types are canine, feline, horse and bird. Suitable for all robot types. Natural simulated size; speed 10. Basic System Cost: Small —$350,000; medium — $500,000; large (horse size) — $1,000,000.

4. Giant "Walker-Type" Animal Style Leg Units. A four-legged all-terrain vehicle means of locomotion. Suitable for types 1, 2 and 3 robots. Speed 20. Basic (4 leg) System Cost: $2,000,000. Add $1,000,000 to make the legs retractable/folding and concealed. This can be done when there is another means of locomotion such as wheels, hover jets, etc. When needed, the robot transforms to reveal the legs and the new means of movement.

5. Insect Style Legs: Usually long, narrow, telescoping legs that resemble a tripod or insect. An excellent all-terrain method of movement. Suitable for type 1, 2, or 3 robots. Speed 20. **Note:** Maximum speed running is a speed factor of 330 (225 mph/360 km). Basic System Cost: 4 legs: $500,000, 6 legs: $750,000, 8 legs: $1.2 million. Add $550,000 for retractable, concealed leg units.

Additional Running Speed: The basic system for legs usually comes with a speed of 10 for humanoid and animal, speed 20 for walker and insect styled. Except for the insect style, run-

ning speed can be pushed close to Mach One, or about 750 mph (1200 km; speed attribute points 1100). Unlike the vehicle propulsion type systems, Mach One is the maximum possible. Of course, flight capabilities can be built into a humanoid or animal robot and a faster propulsion system included. **Note:** Flight speeds are often rated in nautical miles per hour (knots). Mach One is 660 knots.

Additional Running Speed for legs systems (including exoskeletons). **Cost:** $200 per each speed point beyond the system capabilities (speed 10 or 20). Note: See Building a Super Vehicle for a speed point equals mph chart; found in the Hardware Section.

Vehicular Locomotion

These are engines and propulsion systems designed for ground and/or air vehicles/robots. Generally, any of these systems can be utilized in any of the robot types and power systems (fuel). Note, however, that the android and life-sized robots will require a micronized system.

Wheels: Automotive size and type: $1000 per pair.
Wheels: Oversized (truck or tractor size): $2000 per pair.
Wheels: Micronized (roller skate size): $1200 per pair.
Treads: Micronized (car size): $15,000 per pair.
Treads: Full Size (tank size, 20-30 ft/6-9.1 m): $20,000 per pair.
Pontoons: Small (car size): $1000 per pair.
Pontoons: Large (airplane size, 20-30 ft/6-9.1 m): $4000 per pair.

Note: All wheels and treads are of superior strength and quality.

Wheels S.D.C. — 60 each.
Treads S.D.C. — 200 each unit.
Pontoons S.D.C. — 75 each.

Engines and Propulsion Systems

1. Fuel Injected Engine: Requires liquid fuel; conventional leaded or unleaded gasoline is the logical fuel of choice because it is the most accessible. Fuel tank(s) is required.

Estimated mileage: 40 miles to one gallon of fuel (17 km per liter).
Basic System Cost: $25,000.
Base Speed: 120 mph (192 km).

2. Turbo Engine: Requires liquid fuel; conventional leaded or unleaded gasoline is suitable; high octane preferable. A fuel tank(s) is required.

Estimated mileage: 30 miles to one gallon of fuel (13 km per liter)
Basic System Cost: $50,000.
Base Speed: 200 mph (320 km).

3. Turbo-Jet Engine: Requires high octane fuel or a special mixture, such as those used for jet aircraft. This engine can not be used for speeds under 100 mph (160 km), thus ground vehicles/robots will have to use a two engine system, with one for low speeds and the turbo-jet for high speeds and/or flight.

Estimated Mileage: 20 miles (32 km) to one gallon of fuel.
Basic System Cost: $250,000.
Base Speed: 500 mph (800 km).

4. Concealed Helicopter V.T.O.L. System: This is a flight propulsion system based on the helicopter. Rotor blades are folded in a hidden compartment that rise out and unfold when flight is required. Suitable for any robot type, except android. Note: This system is inappropriate for small, obstructed areas or indoors.

Basic System Cost: $340,000.
Base Speed: 220 or 150 mph (240 km).
S.D.C. of System: 125, but only 75 is needed to disable it.
Estimated mileage: 10 miles to one gallon of fuel (4 km per liter)

5. Hover Jet System (Experimental): A super sophisticated, twin engine system, with bottom and rear jet thrusters for V/STOL capabilities. This unique propulsion system offers ground and air capabilities automatically. The V/STOL means the robot or robot vehicle can hover stationary above the ground, make vertical take-offs and landings (fly straight up and down), as well as short take-offs and landings in horizontal flight (straight-ahead). Suitable for outer space and underwater travel.

The Base Cost varies with the major types/uses of the hover system and the robot.
Base Speed: 100 mph (160 km).
Base Altitude: 500 feet (152 m).
S.D.C. of system: 100 points of damage from called shots at -3 will disable enough of the jets to reduce the system to jump jets, another 35 points will render it totally useless. (*See later entry for details on Jump Jets*).
Estimated mileage: On a liquid fuel, it is 50 miles (80 km) per one gallon. Note: One gallon of fuel weighs 7 lbs (3.2 kg).

Hover Jet Back-Pack/Flying Harness: This can be a detachable back-pack unit or built directly into a robot's back. Appropriate for small, human-sized, humanoid or animal robots, exoskeletons and androids. Basic System Cost: $250,000.

Concealed Micro Hover System: A hoverjet system built into a humanoid or animal robot or android. The hover jets are located in the feet, rear, back and chest. When not engaged, the jets are completely unnoticeable. Basic System Cost: $1,000,000.

Standard Hover Jet System: Suitable for large robots or robot vehicles of 12 to 24 feet (3.6 to 7.3 m). Basic System Cost: $500,000. Add $200,000 for a concealed system. Add $350,000 for hover jet systems designed to fit large robots, 25 feet (7.6 m) and bigger. Each doubling of the robot's size also doubles the S.D.C. of the hover systems.

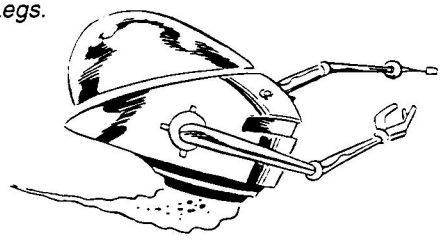
6. Jump Jets: A system of small, but powerful jets distributed across the robot at key areas, which allow it to perform amazing jumps. The jets thrust the robot into the air, then pulse lightly as it descends to soften the landing. The base system allows a robot to jump 100 feet (30.5 m) straight up or 200 feet (61 m) across. Basic System Cost: $90,000.

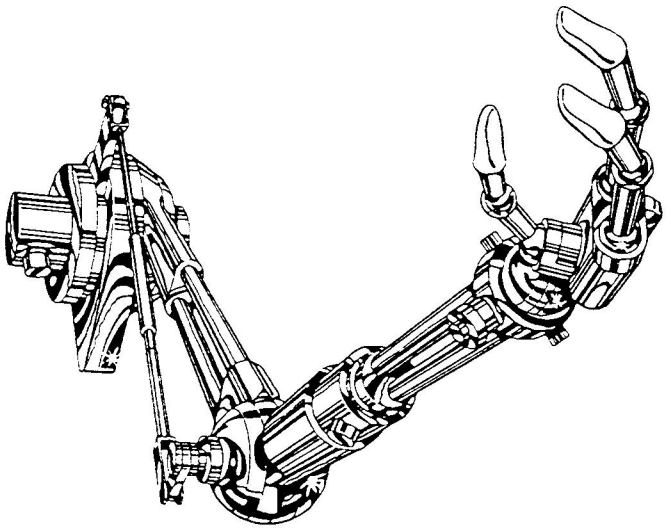
Additional Jumping distance: Each additional 10 feet (3 m) of distance costs $1,000 (distance adds to both jump types). Maximum jump distance is 500 feet (152 m) up and 600 feet (183 m) across. Hover jet systems can function as a jump jet system with maximum distances. S.D.C. of the system is 65 before being disabled, but requires called shots at -3.

Additional Speed for propulsion can be purchased at a rate of $500 per each additional point of speed. That means a fuel injected engine, with a base speed of 176 (120 mph/192 km) would cost $462,000 for 924 added speed points to achieve a speed of 1100 or Mach One (750 mph/1200 km). Note: See Building a Super Vehicle for a "speed point equals mph" chart, found in the Hardware Section.

Additional Altitude Costs: $50 for each 100 feet (30.5 m). 10,000 feet would cost $500,000. Unless stated otherwise, the propulsion system starts at zero (0) altitude.

Running: *See Legs.*





Selection D: Arms and Hands

Human-like, human-sized arms and hands with a thumb and four fingers. Up to four arms can be built into a standard humanoid body frame (although awfully conspicuous). **Basic System Cost:** $150,000 per one hand and arm unit. P.S. 10. If the Game Master is allowing called shots to specific targets, the arms of a robot have S.D.C. equal to 10% of the robot's total or main body S.D.C. Depleting the S.D.C. of an extremity (arm or leg) renders all weapons and systems in that limb useless.

Special Features for Arms and Hands

1. Increased P.S. & Cost: $2000 for each P.S. point beyond 10. The body frame must be reinforced for a P.S. of 22 or greater. Maximum robot P.S. is 30 or twice its total height, whichever is greater. Also, robotic P.S. is considered superhuman. This means that a 50 foot (15.2 m) tall robot (if one can afford it) could have a P.S. of 100 and do 2D4x10+85 S.D.C. points of damage with a punch.

2. Increased Size & Cost: $50,000 for each proportional increase. For Example: An arm and hand twice as large as normal costs $50,000 extra, three times as big costs $100,000, four times bigger $150,000, etc. The previously mentioned 50 foot (15.2 m) tall robot would require parts (arms, legs, body) eight times normal size, the arms of which would each cost $350,000 more than normal sized ones (or half a million each).

3. Detachable Remote Controlled Limb: The arm can detach at the forearm, or hand at the wrist, and can fly via rocket jets or hover system. The limb is controlled and directed with radio waves by the robot, just as a person would direct a remote control airplane. To do this, the limb must always remain in the robot's line of vision (unless proper optics are placed in/on the limb). The hand can grab, pick-up, hold, carry objects (under 18 lbs/8.1 kg), open doors, press buttons, operate a computer (if the controlling robot or person can clearly see the controls), punch (1D6 damage) and so on.

If the hand has rocket jets only, it can be launched to grab something at a distance or to attack at a distance (damage 4D6), but maneuvering is limited. Rocket jets have a maximum speed of 66 (45 mph/72 km) and a fuel supply of three minutes. Using the rocket powered fist to attack takes one attack action. A hover jet system is needed for full maneuverability of the detached hand, including hovering, turning and tight maneuvering. The Flight abilities of the hand's tiny maneuver jets are limited: Maximum speed 22 (15 mph/24 km), Maximum flight duration (fuel): five minutes, Attacks/actions per melee: two, but must be under the direct control of the main robot, which means the hand's attacks count as two of the robot's attacks that melee. **Costs:** Hover Jet System: $100,000. Rocket Jet System: $25,000. S.D.C. of limb 30.

An AI could be purchased for the hand to give it independent capabilities and attacks, but the full price for it and the programming would have to be paid (ouch). Also, an interlocking joint connector will be required to use a detachable remote controlled limb.

4. Interchangeable, Interlocking Unit for Detachable Limbs: This system allows multiple special hand/limb options to be used in a single joint. Simply pop one off and snap another in its place. **Cost:** $10,000.

5. Detachable Hand: Most often designed as an accessory for animal robots and as a quick replacement part. Fully articulated fingers and thumb with a relative P.S. of 8 (can be increased to P.S. 16 maximum). **Basic System Cost:** $50,000. **S.D.C. of hand:** 30.

6. Interchangeable Hand Units: Grip is equal to a P.S. 40.

Electromagnetic Clamp, a two finger claw. **Cost:** $90,000.

Buzz-Saw, does 3D6 damage as weapon. **Cost:** $10,000.

High-Powered Drill, has 40 different bits (can do 2D6 damage). **Cost:** $10,000.

Police Style Lock Release Gun, 75% effective, one try only. **Cost:** $150,000.

Towline, and grappling hook launcher. Reel system allows for rewinding the 300 foot (91.4 m) cable. **Cost:** $25,000.

Range: 300 feet (91.4 m).

Weight limit of towline: 10,000 lbs/5 tons (4500 kg).

Damage when fired as a weapon is 1D6.

Acetylene Torch: Cuts through two inch (5 cm) thick metal at a rate of one inch (2.5 cm) per melee (15 seconds). **Cost:** $20,000.

Range: One foot (30 cm).

Damage as a weapon is 1D6.

Weapons can be mounted in place of a hand, but are more appropriate as hand-held or retractable weapons. Any weapon type can be designed as an interchangeable component. **Cost:** $10,000 plus the cost of the weapon.

7. Utility Arms: Usually small, retractable arms and hands suitable for delicate work, repairs and assistance. The utility arm can be mounted on the exterior of the robot body and folded up to be inconspicuous and out of the way, or concealed in a secret housing within the robot itself. Such utility arms can be built into the main body of a humanoid at the shoulder, forearm, or chest. Human-sized robots are limited to a total of six arms. Giant-sized and large vehicular robots can have as many as 18 mounted almost anywhere. **Basic System Cost:** P.S. 10, $100,000 each arm unit. P.S. can be increased to a maximum of 16 at the usual cost. **Add** $35,000 for concealment.

8. Tentacles With Retractable Housing: Tentacles can be used to replace regular arms or utility arms. A full-sized tentacle arm replacement can extend up to 10 feet (3 m) long and has a three fingered claw at the end. The claw, two fingers and a thumb, is suitable for grasping, holding, and carrying, but not very adept at more articulated skills such as operating a keyboard or delicate work (-20% on such skills as computer operation, pick locks, etc.). As many as six tentacles can be used in the place of arms on a human-sized, humanoid robot. Or four tentacles in addition to the two regular arms can be used. Each tentacle's base P.S. is 8 with a maximum P.S. of 20 possible (for an additional expense). **Basic System Cost:** P.S. 8, $100,000 each tentacle. **Add** $35,000 for concealment; add the usual cost for increased P.S. or size (for giant robots, 16 ft/4.9 m or bigger; maximum length is 20 ft/6.1 m). Same S.D.C. as an arm.

Selection E: Audio, Optics & Sensors

If the Game Master is allowing called shots, the head/helmet of a robot has S.D.C. equal to approximately 10% of the robot's total S.D.C. Reducing the S.D.C. of the head/helmet by 75% will disable all optics, sensors, and other systems that feed into the helmet. Only trigger/manual activation systems are unaffected. Note: The head is a difficult target to hit (called shot at -3) and heroes will rarely risk attacking someone's head, because it is too easy to accidentally kill them (attacks against an unprotected head do damage direct to Hit Points).

Audio

1. Advanced Audio System:

Stereo hearing capacity.

Amplified hearing: 5x better than a human; hears in the full decibel range. Same as the Heightened Sense of Hearing, a minor super ability.

Hears inaudible frequency ranges such as a dog whistle.

A Wide-Band Radio Receiver (not transmitter) enables the robot to listen to the commercial radio stations, citizen band (C.B.), police bands and other radio transmission frequencies. Range: 50 miles (80 km) with a retractable antenna (half range without).

Total System Cost: $390,000.

2. Basic Listening System: Stereo hearing capacity equal to the best human capabilities, and a narrow-band radio receiver enables the robot to hear/receive commercial radio (AM & FM) and some other common communication frequencies suitable for short range radio communication. Range: 5 miles (8 km). **Cost:** $120,000.

3. Bug Detector: A small device that picks up radio signals from listening devices (bugs). Range: 20 feet (6.1 m). **Cost:** $5,000.

4. Radar Signal Detector: A tiny radar receiver which will alert the character with an alarm buzz or pinging when he is being scanned by radar. **Cost:** $10,000.

5. Wide-Band Radio Receiver and Transmitter with directional capabilities. Range: 300 miles (480 km) with a retractable antenna (150 miles/240 km without the antenna). **Cost:** $50,000.

6. Radio Signal Scrambler System is linked to the radio system to send and receive coded messages. **Cost:** $10,000.

7. External Audio Pick-Up: A sound amplification listening system. Range: 300 feet (91.4 m). **Cost:** $10,000.

8. Audio Recorder: A tape recording system with external access. Contains eight hours of tape. Of course tapes can be used repeatedly. **Cost:** $5,000.

9. Loudspeaker: Amplifies the robot's voice up to 90 decibels. **Cost:** $5,000.

10. Single Voice Synthesizer: Provides the robot with a human sounding voice. **Cost:** $30,000.

11. Modulating Voice Synthesizer allows the robot to change the tone, bass, pitch and frequency of his voice. Can imitate a voice when combined with the sound analysis computer. **Cost:** $150,000.

12. Sound Analysis Computer: A computer designed exclusively to listen to, recognize, and analyze sounds. 100,000 different sounds are programmed into its memory, including gunshots by caliber, automotive engines and other sounds. It also has the capability to analyze, compare, match and remember 10,000 new sounds. When combined with a modulating voice synthesizer, the robot can imitate a voice with 83% accuracy. **Cost:** $475,000.

13. Inaudible Frequency Transmission: The robot can speak and transmit sound frequencies inaudible to the human ear, but may be audible to other robots, cyborgs and superbeings with Superior Hearing abilities. **Cost:** $80,000.

Optics

1. Basic Robot Optic System: A color sight system with an analysis computer of 3-D images. **Cost:** $300,000.

2. Advanced Robot Optic System: Includes color vision, 3-D analysis, nightsight, infrared and ultraviolet sight. Range: 2000 feet (610 m). **Cost:** $425,000.

3. Infrared Vision: The eye emits a pencil-thin beam of infrared light (invisible to the human eye, but visible to another infrared system) to illuminate its target in darkness. The narrowness of the beam limits the scope of vision to about a 7 foot width (2.1 m). Range: 1600 feet (488 m). **Cost:** $70,000.

4. Night Sight: A passive image intensifier that electronically amplifies existing ambient light to provide a visible picture without emitting any trace light of its own. Range: 1600 feet (488 m). **Cost:** $90,000.

5. Laser Targeting System: A thin beam of light is emitted from the eyes or forehead or the weapon itself. When the light beam locates its target, a computer locks in and registers the fire command. Adds a +3 to strike when using a distance weapon (not applicable to hand to hand combat; P.P. bonuses do not apply, but the targeting sight bonus is applicable). Range: 1600 feet (488 m). **Cost:** $300,000.

6. Targeting Sight: A special system that superimposes target cross hairs. Add a bonus of +1 to strike. Range: 1600 feet (488 m). **Cost:** $50,000.

7. Telescopic Vision: Magnifies an image area like a gun scope (medium magnification). Automatic, self-focusing. Range: 1600 feet (488 m), 10 foot (3 m) image area. **Cost:** $35,000.

8. Thermo-Imager: An optical heat sensor that converts the infrared radiation of warm objects into a visible image. This device allows the robot or pilot to see in darkness, shadows and through smoke. Range: 1600 feet (488 m). **Cost:** $180,000.

9.Ultraviolet Sight: The robot can see ultraviolet light (often used in security systems). Range: 1600 feet (488 m). **Cost:** $30,000.

10. External Video and Audio Surveillance System: A high resolution video camera relays images directly to the robot's pilot or video scanners. The small camera can rotate 360 degrees for viewing all around and has a telescopic lens with a 10x magnification. Secured in a concealed housing when not in use. Range: 1200 feet (366 m). **Cost:** $40,000.

11. Video Receiver and Transmitter: Enables the robot or a robot's pilot to receive and send video and television transmissions. Range: 40 miles (64 km). **Cost:** $80,000.

12. Camera Eye: The robot's eye is really a camera capable of taking color or black and white exposures on a standard roll of 35 mm film. A different camera mechanism may be specified (for example, self-developing style film) for an additional $500. If telescopic vision is purchased, the camera eye will be able to take telephoto pictures. **Cost:** $5,500 (does not include telescopics). Film must be purchased separately.

13. Searchlight: Built into the vehicle, or shoulder(s) or head or chest, with a 90 degree arc up and down and 180 degree side to side rotation (not possible for chest units). High-powered light beam. Range: 300 feet (91.4 m). **Cost:** $30,000.

14. Spotlight Eye Beam(s): A narrower beam of light emitted from an eye(s). Range: 120 feet (36.6 m). **Cost:** $40,000.

Sensors

1. Bio-Scan: A computer monitoring of a robot pilot's vital statistics, such as respiration, blood pressure, blood loss, etc. **Cost:** $50,000.

2. Medical Survey Unit (MSU): A computerized medical system tied into the Bio-Scan computer. This complex system will compensate for certain preprogrammed conditions which might afflict the pilot. This includes, painkillers, antibiotics, vitamin boosters, adrenaline, a variety of anti-toxin/poison serums, anti-nerve gas agents, sedatives, oxygen (20 minutes), and so on. The MSU has a medical skill equal to 60%. It can roll once every four melee rounds, and on a successful roll, will restore one Hit Point or S.D.C. to the pilot. This is only an immediate effect and any remaining damage should be treated properly as soon as possible. Note: Together, the Bio-Scan and Med-Survey units can also be set up as an antipersonnel security system. The bio-scan can identify its preprogrammed pilot by his medical profile. Any non-authorized personnel attempting to pilot the robot is immediately injected with a strong sedative (no parry or dodge is possible) and an alarm sounds. **Cost:** $500,000.

3. Combat Computer: Calculates, stores and transmits data to the robot or the robot's pilot (heads up display in cockpit). Usually linked to targeting and radar systems. Adds +2 to initiative roll, +1 to strike on all weapon systems, +1 to parry and dodge. Adds 10 targets to simultaneous radar tracking. **Cost:** $900,000.

4. Chemical Analysis System: A fully automated computer analysis system that can do a complete chemical analysis of blood, drugs, liquids, and gases within 3D4 melees (45 to 180 seconds). Over 60,000 chemicals are stored in its memory with room for 1000 additions. Likelihood of a full, exact analysis is 86%. A failed roll means it can not identify the substance. **Cost:** $550,000.

5. Motion Detector and Warning System: Registers vibrations in the air indicating movement. A collision warning system will sound an alarm to warn of an impending collision/impact. Range: 60 feet (18.3 m). **Bonuses:** adds +1 to initiative, +1 to parry and dodge. **Cost:** $50,000.

6. Micro-Radar: A small, but sophisticated radar system usually used in human and animal-sized robots, and exoskeletons. Can identify up to 15 targets and simultaneously track six. Rate of travel, direction, and location are indicated. Adds +1 to initiative. Range: One mile (1.6 km). **Cost:** $250,000.

7. Maxi-Radar: A much larger and sophisticated radar system, suitable for ground and air surveillance. Can identify up to 72 targets and simultaneously track 48. Adds +2 to initiative. Range: 50 miles (80 km) and is able to detect a cruise missile-type target flying below 200 feet (61 m) while the robot itself is flying at 25,000 feet (7,600 m). **Cost:** $600,000. Ideal for giant and vehicular robot types. Not cumulative with micro-radar.

8. Radar Detector: Registers radar waves to indicate radar surveillance. Can track the source of radar emissions with 70% accuracy. Range: 4 miles (6.4 km). **Cost:** $250,000.

9. Radiation Detector: Registers and pinpoints radioactivity. Range: 60 feet (18.3 m). **Cost:** $50,000.

Selection F: Weapons

If called shots are used, the average weapon system will have an S.D.C. equivalent to its class of weapon as given on the S.D.C. Values Table (i.e. a small eye or hand weapon would have the same S.D.C. as a pistol: 35). Giant-sized weapons have twice the S.D.C. of small ones, and the two Gun Pods have 200 S.D.C. each.

Eye Weapons

1. Eye Laser: The eye can emit a laser beam activated by verbal code or internal command.
Range: 500 feet (152 m).
Damage: 2D6 human or animal-sized, 3D6 giant. Damage is for one eye laser.
Energy Capacity: 20 blasts per hour maximum.
Rate of Fire: Each shot counts as one melee attack.
Bonus: +2 to strike.
Cost: $500,000 for human-sized, $600,000 for giant.

2. Eye Ion Blaster: The eye fires an ion energy pulse activated by a verbal code or an internal command.
Range: 200 feet (61 m).
Damage: 3D6 human or animal size, 4D6 giant. Damage is for one eye laser.
Energy Capacity: 20 shots per hour maximum.
Rate of Fire: Each shot counts as one melee attack.
Bonus: +2 to strike.
Cost: $450,000 human-sized, $550,000 for giant-sized.

3. Eye Light Beam: A harmless beam of light that can be used as a flashlight or beacon.
Range: 220 feet (67 m).
Cost: $32,000.

Humanoid Robot Weapons

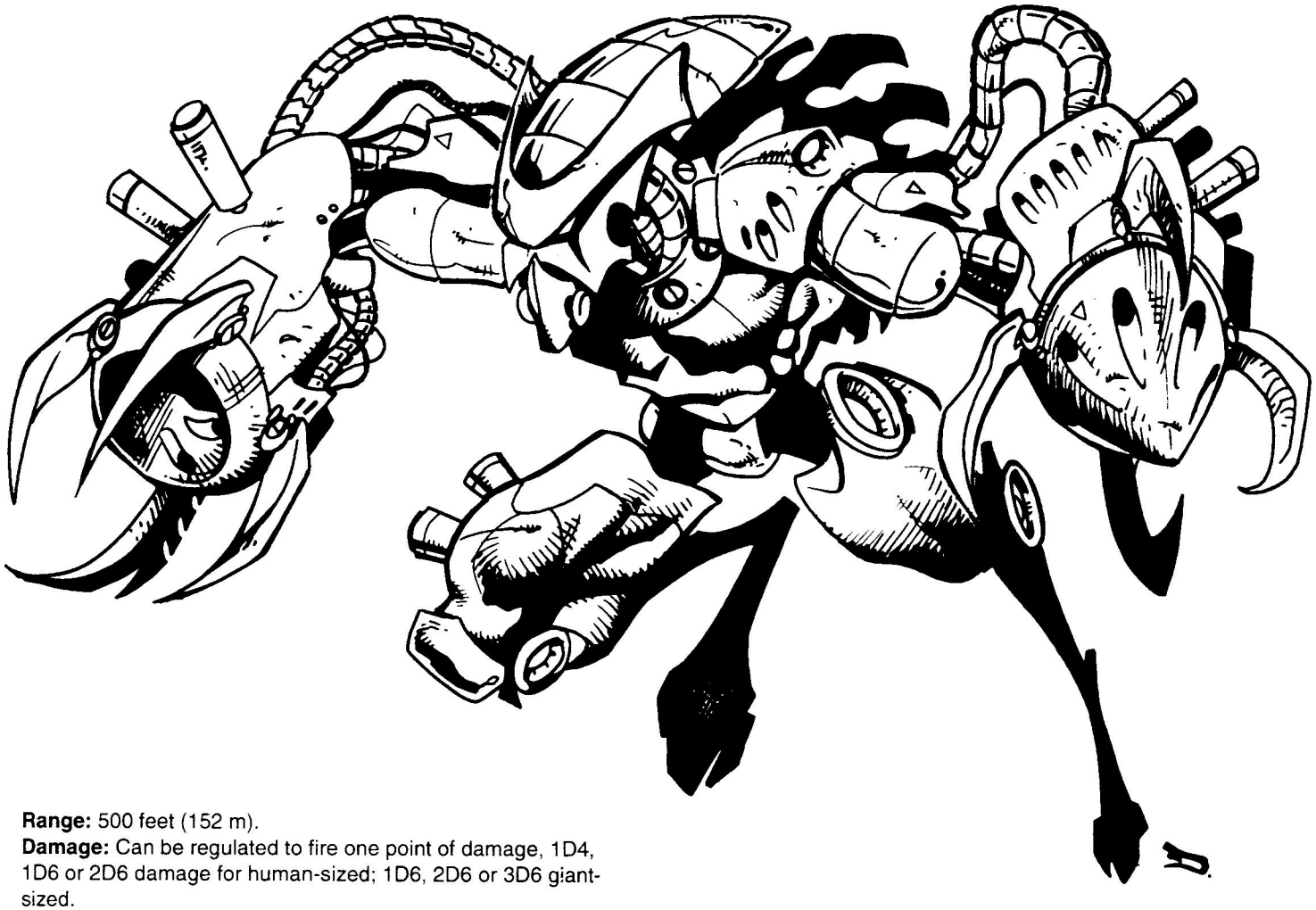
Listed damages are for each weapon of that type. If more than one of that type of weapon is fired, one on each arm for example, double the number of dice rolled for damage.

1. Knuckle Spikes: Spikes can be fired from the four knuckles where the fingers join the hand. The trigger mechanism can be a stud concealed in the palm, or in the first finger where the thumb can press it.
Range: 120 feet (36.6 m).
Damage: 1D4 each human-sized, 2D4 or 1D8 giant-sized.
Rate of Fire: One at a time or in volleys of two, three, four, or eight. Use robot volley rules when multiple spikes are fired simultaneously.
Payload: 12 total per hand; easy reload cartridges can be carried and concealed, but take 2 melee actions to reload.
Bonus: +1 to strike.
Cost: $50,000.

2. Wrist or Palm Spikes: Needle-like spikes are fired from the wrist or palm. A variation on the knuckle spikes.
Range: 90 feet (27.4 m).
Damage: 1D4 each human-sized, 1D8 giant-sized.
Rate of Fire: Volleys of 2, 4, or 6; use volley rules.
Payload: 6 total; reload takes 2 melees (30 seconds).
Bonus: +1 to strike.
Cost: $30,000.

3. Finger Gun: One finger fires a small caliber cartridge. Human-sized robots and androids can only have finger guns in the thumb and middle fingers. Giant robots can have one built into each finger. When firing more than one finger gun simultaneously at one target, use the robot volley rules.
Range: 90 feet (27.4 m).
Damage: 2D6 normal bullet or 4D6 from an exploding shell.
Rate of Fire: One per melee round.
Payload: One; reload takes one melee.
Bonus: +1 to strike.
Cost: $10,000.

4. Finger Laser: One can be built into each finger of the hand and can be used as both a cutting tool or weapon. When firing more than one finger blaster simultaneously at one target, use the robot volley rules.



Range: 500 feet (152 m).
Damage: Can be regulated to fire one point of damage, 1D4, 1D6 or 2D6 damage for human-sized; 1D6, 2D6 or 3D6 giant-sized.
Energy Capacity: Effectively unlimited.
Rate of Fire: Each shot counts as one melee attack.
Bonus: +1 to strike.
Cost: $175,000 human-sized, $250,000 giant-sized.

5. **Finger Blaster:** Fires ion beams. One can be built into each finger of the hand. When firing more than one finger blaster simultaneously at one target, use the robot volley rules.

Range: 200 feet (61 m).
Damage: 3D6 human-sized or 4D6 giant-sized.
Energy Capacity: Effectively unlimited.
Rate of Fire: Each shot counts as one melee attack.
Bonus: +1 to strike.
Cost: $200,000 human-sized, $250,000 giant-sized.

6. **Wrist Blaster:** A larger, heavier unit with greater range and power. Ion beams are used instead of lasers because they require less energy per blast, giving it a greater payload.

Range: 660 feet (201 m).
Damage: 3D6 human-sized or 6D6 giant-sized.
Energy Capacity: Effectively unlimited.
Rate of Fire: Each shot counts as one melee attack.
Bonus: +1 to strike.
Cost: $300,000 human-sized, $400,000 giant-sized.

7. **Electrical Discharge:** An electrical discharge erupts from the hand.

Range: 12 feet (3.6 m).
Damage: 4D6.
Energy Capacity: Effectively unlimited.
Rate of Fire: One per melee.
Bonus: +1 to strike.
Cost: $50,000.

8. **Spike and Towline:** This unit can be built into the robotic hand/arm or installed as a retractable device hidden within a limb. The line has a 1000 lb (450 kg) test strength and a 120 foot (36.6 m) length. A rewind device can recoil the line, but it only has a 500 lb (225 kg) weight limit. The spike is usually fired from the wrist/forearm.

Range: 120 feet (36.6 m).
Damage: 1D6 as a weapon.
Cost: $40,000.
Note: A grappling hook can be fitted in place of the spike, but can not be concealed.

9. **Retractable Blades (Large):** These are extremely long blades that are contained in the forearm until extended. The blades extend out of an access portal on the top of the hand. No more than two or three blades can be used per each hand.

Damage: 1D6 per blade +P.S. bonus or 2D4 per blade for giants.
Length: One foot (30 cm).
Cost: $80,000 per blade.

10. **Chemical Spray:** This is a toxic spray that covers a person, causing a chemical based reaction.

Range: 10 feet (3 m).
Bonus: +1 to strike.
Damage: Special.
Blind: This mace-like spray temporarily blinds its victims for 3-12 melees (roll 3D4). Characters wearing protective goggles or helmets with a visor will not be affected.
Tear Gas: This gas causes impairment of vision, difficulty in breathing, and skin irritation. Victims are -10 to strike, parry, and dodge. Duration: 4D6 melees.
Burning Vapor: This is caused by a mild acid, doing 1D4 dam-

age, extreme skin irritation, and is great for shock value. Victims are -6 to strike, parry and dodge.

CO2 Foam: This concentrate can be sprayed to put out small fires.

Note: All of the chemical spray apparatus costs the same: $50,000 plus $20,000 per chemical. No more than two chemical sprays can be hooked through the same unit. One unit per arm or as a retractable rod in the leg.

11. Ion Rod: The ion rod is a tube-like device that is a foot and a half to two feet long (50-60 cm) and fires an energy charge. The rod can be attached to the exterior of a leg or back, or concealed in a hidden compartment inside the limb. When needed, the rod extends out of the concealed compartment.

Range: 660 feet (201 m).
Damage: 4D6.
Rate of Fire: Standard automatic weapons fire. *See modern Weapons Combat.*
Energy Capacity: 36 charges per energy clip.
Bonus: +1 to strike.
Cost: $450,000 hidden/$350,000 as a sidearm. An energy clip costs $20,000; requires one melee to reload. $2000 to recharge it.

12. Laser Rod: Identical to the ion rod in operation, but fires a laser pulse instead of an ion energy charge.

Range: 1200 feet (366 m).
Damage: 3D6.
Rate of Fire: Standard automatic weapons fire. *See Modern Weapons Combat.*
Energy Capacity: 20 charges per energy clip.
Bonus: +1 to strike.
Cost: $500,000 hidden/$400,000 as a sidearm. An energy clip costs $25,000; requires one melee to reload; $2000 to recharge it.

13. Mini-Laser: A miniature laser that can be easily concealed in a secret compartment inside a bionic arm, leg, hip, chest, etc. The mini-laser is only slightly larger and bulkier than a pen flashlight, measuring about six or seven inches long (15-18 cm) and two inches wide (5 cm).

Range: 300 feet (91.4 m).
Damage: 3D6.
Rate of Fire: Each shot counts as one melee attack.
Energy Capacity: 10 shots.
Cost: $250,000 with concealment; energy clips cost $10,000 each.

14. Flame Thrower: A small unit with a retractable nozzle and hose, usually housed in the hip or back. The flame thrower can also be built to fire from the hand or mouth.

Range: 16 feet (4.9 m).
Damage: 3D6, plus a 60% chance of setting combustibles ablaze.
Rate of Fire: 5 short bursts per melee, each counts as one melee attack.
Energy Capacity: 40 blasts; recharging the concealed fuel tank takes 10 minutes.
Cost: $50,000.

15. Weapon Arms: A robot, not an exoskeleton, can forego the hand on one arm in favor of a larger weapon system that replaces the entire forearm. There are three varieties of weapon arms, laser, ion, and gun arms. Each one is basically a pair of powerful weapons of their type. Characters with only one hand are -15% on all skills. Switching the weapon arm for a normal one requires a mechanical or robotic engineer and takes five minutes with proper tools.

Range: 1000 feet (305 m).
Damage: Ion: 5D6, Laser: 4D6 (add 1000 ft/305 m to range), Gun: 5D6.
Rate of Fire: Each shot counts as one melee attack for energy weapons, standard automatic fire for the gun. *See Modern Weapons Combat.*
Ammo Capacity: 40 energy blasts per Energy Clip or 80 rounds for a gun magazine.
Cost: $350,000 for energy systems or $50,000 for gun.

Giant or Vehicular Style Robot Weapons

Note: All of the following weapons can be made concealed and/or retractable, although some of the weapons systems, such as the missile launchers, require special housing and exterior mountings. Cost: Add $15,000 per weapon for concealment or retractability.

Weapon Limit: Generally only two heavy weapons (which follow) can be incorporated per 12 foot (3.6 m) height/length of the robot. The energy weapons draw on the robot's power source. The number of human-sized weapons in a giant robot is limited only by your budget.

Game Master's Note: You may allow the inclusion of these heavy and energy weapons in the construction of Hardware: Super Vehicles.

1. Super Shotgun: This shotgun fires special rounds with shaped projectiles and larger powder charges than normal. Shot doubles the normal spread area (*see Shotguns*).

Cartridge: Special shotgun shells in 50 round clips.
Weight: 45 lbs (20 kg).
Effective Range: 300 feet (91.4 m) for buckshot and 750 feet (229 m) for slugs.
Rate of Fire: Single shot or short bursts of 3 rounds. See the *Modern Weapon Combat* section.
Damage: 5D6 per round for buckshot and 6D6 per round for slugs.
Cost: $7,000.

2. 7.62 mm Machinegun:

Cartridge: 7.62 mm in 600 round belts.
Weight: 20 lbs (9 kg).
Effective Range: 3,000 feet (914 m).
Rate of Fire: Standard for machineguns. Each full melee burst uses 100 rounds. See the *Modern Weapon Combat* section.
Damage: 5D6 per round.
Cost: $10,000.

3. .50 Caliber Machinegun:
Cartridge: .50 caliber in 800 round belts.
Weight: 70 lbs (31.5 kg).
Effective Range: 6,000 feet (1830 m).
Rate of Fire: Standard for machineguns. Each full melee burst uses 80 rounds. See the *Modern Weapon Combat* section.
Damage: 1D6x10 per round.
Cost: $20,000.

4. 40 mm Grenade Launcher:
Cartridge: 40 mm grenades.
Payload: 20.
Weight: 180 lbs (81 kg).
Effective Range: 3000 feet (914 m).
Rate of Fire: Two per melee round.
Damage: 2D4x10.
Cost: $40,000.

5. Missile Launcher Pods: There are three kinds of missile pods for robots (mini-missile, short-range missile, and medium-range missile pods) and two sizes (small and large). The size is determined by the space it occupies, not by the number of

missiles, which is why the medium-range missile launcher comes in large only. Small missile launcher pods can be built into the chest, shoulder, or legs of a giant robot, and they can be made retractable on a vehicle. Large missile launcher pods can only be mounted over one or two of the shoulders or on the back of a giant robot and in a housing on the top or sides of a vehicle's exterior.

Small Missile Launcher Pod: Payload: 8 mini-missiles or 2 short-range missiles. S.D.C. of pod is 150. **Cost of system:** $300,000. **Cost of Missiles:** Mini-missiles: $800 each; Short-range missiles: $1000 each.

Large Missile Launcher Pod: Payload: 18 mini-missiles, 6 short-range missiles or two medium-range missiles. S.D.C. of pod is 275. **Cost of system:** $600,000. **Cost of Missiles:** Mini-missiles: $800 each; Short-range missiles: $1000 each; Medium-range missiles: $3,000 each.

Rate of Fire: One at a time or in volleys of 2, 4 or 8. Note: Once the payload is fired, that's it. Missiles can not be reloaded on the spot, but one set of spares for each launcher can be carried. It requires 1D4 melee rounds to reload a single missile. Large missile launcher pods can not be made into assault weapons, but they can be made into gun pods (See below).

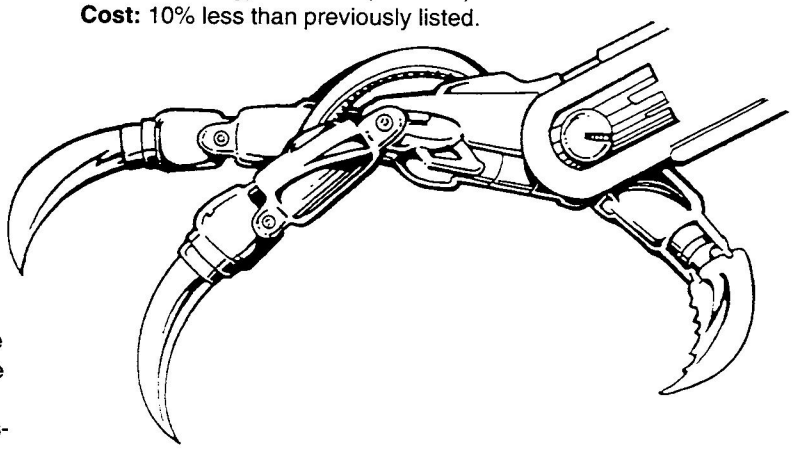
6. Laser Cannon (heavy-duty): Energy supply is tied to the robot's.
Range: 3000 feet (914 m).
Rate of Fire: Semi-automatic; *see Modern Weapons Combat.*
Damage: 5D6.
Energy Capacity: Effectively unlimited.
Bonus: +1 to strike.
Cost: $1.6 million.
Note: Counts as one heavy weapon system.

7. Ion Blaster (heavy-duty): Energy supply is tied to the robot's.
Range: 1200 feet (366 m).
Rate of Fire: Semi-automatic; *see Modern Weapons Combat.*
Damage: 1D4x10.
Energy Capacity: Effectively unlimited.
Cost: $1.1 million each.
Note: Counts as one heavy weapon system.

8. Particle Beam Cannon: Energy supply is tied to the robot's.
Range: 1200 feet (366 m).
Rate of Fire: Two.
Damage: 1D6x10+20.
Energy Capacity: Effectively unlimited.
Cost: $3.1 million.
Note: Counts as two heavy weapon systems.

9. Miniature Gatling Styled Gun: This small, six-barrelled machinegun can be mounted on the forearm, shoulder, hip, or head. It fires in bursts only and uses armor piercing ammunition.
Range: 300 feet (91.4 m).
Rate of Fire: Standard Machinegun automatic fire, but can not fire single shots. *See Modern Weapons Combat.*
Damage: 1D4+2.
Ammo Capacity: 100 round clip (30% ammunition), 500 round internal belt (150% ammunition), or 1000 round drum fed (300% ammunition).
Cost: $500,000. Belt feed adds $5,000 and drum feed adds $10,000.

10. Gun Pods: Are effectively giant-sized hand-held guns for use by giant, human-shaped robots, like oversized rifles. They can only be used by robots 12 feet (3.6 m) or taller. Unlike the other giant robot weapons, gun pods can not be built into the robot, nor can they be concealed.
Weapon Types: Any of the *Giant or Vehicular Style Robot Weapons*, numbers 1-8, previously described. Range and such is unchanged unless stated otherwise.
Payload: The weapon can have a power cord to link it to the robot to give it an effectively unlimited payload, or utilize special, giant-sized energy canisters (50 shots).
Cost: 10% less than previously listed.



Animal Features

1. Claws:

Small Claws: 1D4 damage per set, per hand. Cost: $8,000 per paw.

Medium Claws: 1D6 damage per set. Cost: $10,000 per paw.

Large Claws (tiger): 2D6 damage per set. Cost: $25,000 per paw.

Add $10,000 for Retractable Claws.

Note: Remember to add P.S. damage to the claw damage. May also be used in humanoid robots.

2. Biting Jaws and Fangs: A powerfully built jaw designed for biting and tearing.

Small Fangs & Canines: 2D6 damage. Cost: $9,000.

Medium Fangs & Canines: 3D6 damage. Cost: $13,000.

Large Fangs & Canines (tiger/wolf): 4D6 damage. Cost: $18,000.

Giant-Sized Large Fangs: 6D6 damage. Cost: $27,000; suitable only for giant robots, 12 feet (3.6 m) or larger.

Note: Do not add P.S. attribute damage bonus to biting damage. May also be used in humanoid robots.

3. Prehensile Tail: Treat as a modified tentacle.

Other Available Features

Body Armor

Standard Robot S.D.C. (start with):
Normal-sized human or animal robots have 225 S.D.C.
Giant-sized humanoid or animal robots have 450 S.D.C.
Vehicular Robots: 600 S.D.C.
Tank types: 800 S.D.C.

Note: Players can increase their robot's overall S.D.C. by adding armor.

Body Armor Costs: $10,000 per every 10 S.D.C. points, with the following restrictions. Add 10 lbs (4.5 kg) for every 10 S.D.C.

Type One: Giant Humanoid: 2000 S.D.C. maximum.
Type One: Vehicular: 1600 S.D.C. maximum.
Type Two: Humanoid, human-size: 900 S.D.C. maximum.
Type Two: Animal: 800 S.D.C. maximum.
Type Two: Vehicular: 1600 S.D.C. maximum.
Type Three: Exoskeleton, human-like: 700 S.D.C. maximum.
Type Three: Exoskeleton, giant-size: 1000 S.D.C. maximum.
Type Four: Android Human: 600 S.D.C. maximum.
Type Four: Android Animal: 400 S.D.C. maximum.

Armor Rating (A.R.)

The Armor Rating for all robots starts at A.R. 6, but can be increased at a cost of $100,000 per one A.R. point.

Androids: A.R. 15 maximum.
Robots (all styles): A.R. 17 maximum.
Exoskeletons: A.R. 15 maximum.

Special Pilot Operated Systems

1. Telemental Helmet: This device is either a head-hugging network of electrodes and impulse receivers or a full, armored helmet (A.R. 10, S.D.C. 40) with the network built into it. This system allows the pilot's mental commands to be transferred into electronic commands for the robot. It does not allow him to mentally "control" the robot as an extension of himself, but instead, translates mental pulses into specific commands, which greatly increases the response of the robot over manual control. **Bonuses:** +2 to initiative, +2 to parry and +1 to dodge. It also gives a +1 bonus to strike, but only for ranged/modern weapons. **Cost:** $900,000. Bonuses not cumulative with those of voice actuated controls.

2. Voice Actuated Controls: Like the telemental helmet, this system is designed to increase the response time and performance of a robot. Specific codes are assigned to certain routines, systems, or commands within the robot. In an exoskeleton, this system is used primarily to control weapon systems. **Bonuses:** +1 to initiative, +1 to parry, and +1 to strike with ranged/modern weapons. **Cost:** $350,000. Bonuses not cumulative with those of the telemental helmet.

3. Reinforced Pilot's Compartment: $100,000 per every 50 S.D.C. (A.R. 19). Maximum limit is 500 S.D.C. Only vehicular and giant-sized robots can have pilot's compartments. The Pilot's Compartment uses the robot A.R. rules.

4. Escape Capsule: The pilot's compartment (or some other section) is actually a smaller robot or vehicle within a larger one. If necessary, the small robot can detach and operate independently. **Player's Note:** Unless you have a huge budget, it is wise to build the larger unit as a major means of movement and weapons, while the smaller escape capsule contains the artificial intelligence (if any) and sensors. Remember, the escape capsule will need its own power and means of locomotion.

The escape capsule cost includes a modular connection system between the capsule and main robot and basic frame (any style). **Cost:** $500,000.

5. Pressurized Cabin: A crew compartment that is airtight and comes with an onboard air circulation supply, and air system. Suitable in space, underwater and against gas attacks. **Cost:** $200,000.

6. Life Support Unit: Independent oxygen supply and back-up air circulatory system and air purification. Oxygen supply is for four hours. **Cost:** $100,000.

7. Radiation Shielding: Completely stops harmful radiation of all kinds and levels. **Cost:** $50,000.

8. Underwater Capabilities: This requires the sealing and waterproofing of internal mechanisms, joints and access panels. The entire physical structure is conditioned for water pressure and stress, as well as small ballast devices and maneuver jets installed. (The pressurized cabin is an additional requirement and expense). If 75% of the robot's S.D.C. is depleted, the integrity of the cabin's seals is compromised, and it will leak. Maximum Depth: 2600 feet (792 m). Speed Underwater: 8 knots (8.8 mph/14 km). **Cost:** $300,000.

9. Flotation Device: This is a special mechanism that prevents the robot from sinking. Set to activate automatically whenever the robot is submerged. **Cost:** $150,000.

10. Refrigerator: A small refrigerator unit. **Cost:** $1000.

11. Electric Grill: Cost: $1000.

12. Microwave Oven: Cost: $1000.

13. Provisions Storage: 10 gallons of water (37.9 liters) and airtight compartment with four weeks of freeze-dried and powdered food rations. **Cost:** $2000.

14. C.D. Stereo System: Cost: $1200.

Miscellaneous

Locking Joints: This means that the joints lock into place and can not be moved or bent until unlocked (equal to a P.S. 40). **Cost:** $20,000 each.

360 Degree Rotating Body Segment: Head, shoulders, hands at wrist, and upper torso at waist, can rotate in a 360 degree circle. **Cost:** $40,000.

Self-Destruct System: Will blow up the robot, inflicting 3D6x100 damage to a 40 foot (12.2 m) area. **Cost:** $80,000.

Remote Probe: An optics video probe that is concealed inside the robot and launched when needed. It operates by remote control, following radio directions from the robot. The basic unit includes a video camera with telescopic lens (200 ft/61 m range) that transmits everything it sees and hears. Range of transmissions is 1600 feet (488 m). Moves via wheels or treads on a "quiet" motor. S.D.C. 10, Size: About 16 inches long (40 cm) and 12 inches (30 cm) tall. **Basic System Cost:** $10,000.

Note: Players can convert this unit into a mini-remote or even intelligent robot; add small utility arms, legs, hoverjets, etc. Increases size by 8 inches (20 cm). Costs as per usual robot construction.

Secret Compartments: Small secret compartments can be built into the robot to hold tools, supplies, weapons and secrets. The number of compartments depends on the size and type of robot and size of the compartment. The most likely locations on a humanoid form is in the thigh, chest and back (or inside, if a pilot is required). **Cost:** $8000 each.

Touch Sensing System: Closely simulates the human sense of touch. **Cost:** $1,000,000.

Artificial Blood System: A quarter inch (6 mm) thick circulatory system continuously flows with an artificial blood-like fluid. The pumping is done with a device that sounds like a real heart, designed to speed up and slow down according to other body movements. If the unit is cut, the artificial blood will flow realistically, clot quickly and give the appearance of a real flesh-and-blood injury. **Cost:** $500,000.

Cosmetic Enhancements: A variety of techniques and materials used to create an accurate simulation of a living creature. Usually reserved for androids (type four robot).

Realistic Skin Overlay: Looks and feels like the real thing. Complete with fake musculature. **Cost:** $250,000 for a six foot (1.8 m) humanoid.

Real Head Hair Implanted: Looks completely natural. **Cost:** $5000.

Real Body Hair: Full humanoid hair. **Cost:** $40,000.

Real Fur: **Cost:** $10,000 to $40,000 depending on the size of the animal.

Realistic Eyes: Look and act like real eyes, complete with contraction of pupils and blinking of eyelids. **Cost:** $50,000.

Sculpted Facial Features: A unique, individual face and teeth designed by skilled artists, complete with simulated muscle movement to complement full facial expressions. Frowns, smiles, looks angry, etc. Physical beauty rating of 3 to 20 available. **Cost:** $150,000.

Minor Body Characteristics: Nails, fangs, beard stubble, moles, pimples, scars, etc. **Cost:** Approximately $2000 each.

SPECIAL TRAINING

Not all comic book characters are endowed with cosmic powers or mutant abilities. Some are normal men and women whose skills and expertise place them above the norm. The Special Training character is one such example (see *Physical Training* and *Hardware* for two others). These are characters who are truly exceptional in their field — savants and individuals with extraordinary natural talent. Like most savants, they tend to excel in one particular area. An aptitude that comes almost as effortless and natural as breathing. More than this, some have taken that expertise and have decided to use it outside its usual area. They have molded their skills to fit the bizarre life style of the *superbeing*, whether crime-fighter or criminal.

As superhumans, these Special Training characters must use their skills and ingenuity to triumph over an opponent. To do so, their special "gifts" may not be enough, so most will collect an arsenal of special equipment, concealed weapons and gimmicks to help them keep their edge. Still, their real strength lies with their knowledge, Special Training and ingenuity. Although not endowed with cosmic powers or strange mutant abilities, these characters can be as deadly and dangerous as any superbeing one might encounter.

The five areas of Special Training

Players need to pick one or roll on the following random table. If the player is not happy with or comfortable with one of the Special Training categories, making a random roll is pointless, and he or she should simply pick the most appealing one.

01-20 Ancient Master
21-40 Hunter/Manhunter/Vigilante
41-60 Secret Operative/Spy
61-80 Stage Magician/Master of Illusion
81-00 Super Sleuth/Detective

The Ancient Master

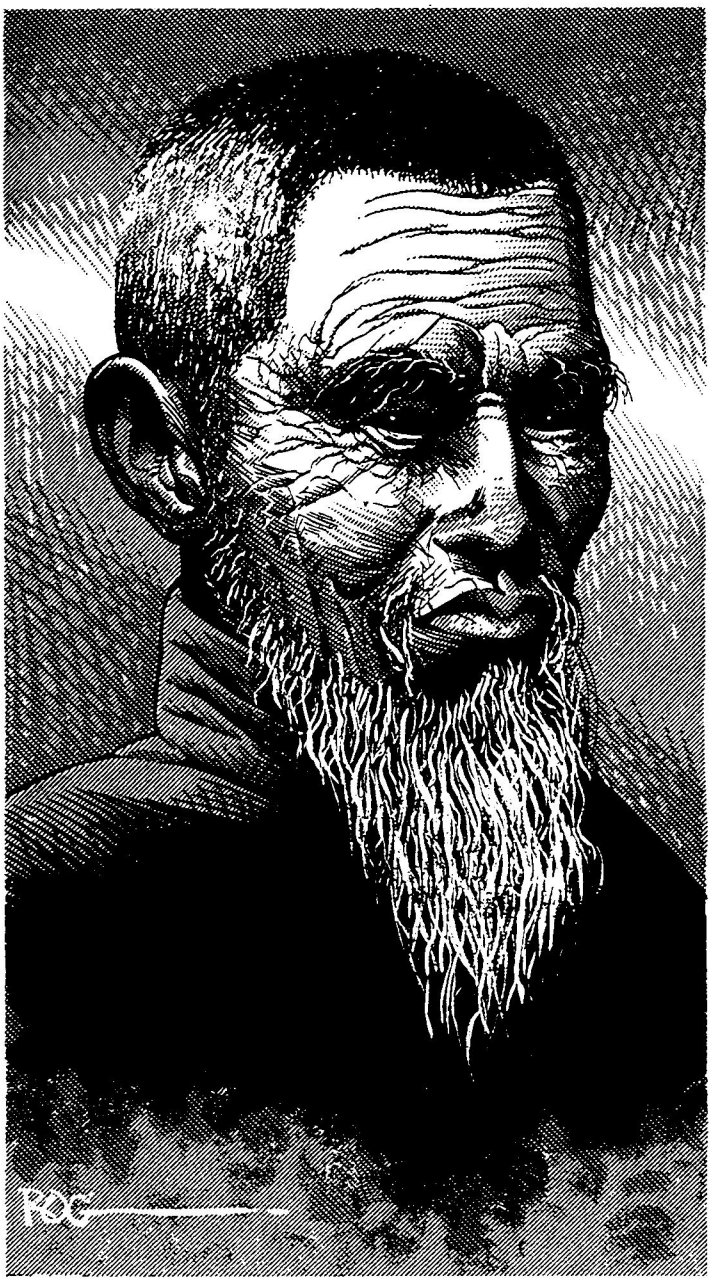
The Ancient Master is a truly different character, and as such, may be a little awkward for the inexperienced player. This is an adult, often an old man, who has devoted his entire youth to training in the martial arts and physical perfection. The last several decades have been spent in a Tibetan Monastery or similarly remote retreat, mastering the combat arts to the exclusion of all else. During this time, he or she has taught many others and has led a happy and fulfilled life. However, it is time to see the world. Thus, the character has ventured beyond the austere walls that have been his home these many years to explore the modern world. A world that seems to be as deadly and chaotic as the stories he has heard.

As a disciple of discipline and order, the Ancient Master has decided that his place is here "in the eye of the storm," to bring peace and harmony to the chaos ravaged, modern world. As a champion of order and light, one could hardly expect anything else. The modern world is his new home, and despite its strange customs, rituals and technology, the Ancient Master feels strangely at peace. Yes, he muses, "My place is here. This is my destiny." And so it is.

Step One: The Attributes & Other Character Features

Determine the character's eight attributes as usual. If even after physical skill selections, the character's physical attributes are low, raise them to the following levels: P.S. 19, P.P. 19, P.E. 20. Speed can remain where it is. If adjusted as noted above, do not add a bonus die to these exceptional attributes, they are final.

Add 2D4 to the M.A. attribute because the character is trustworthy and radiates confidence, compassion and strength of character. On the other hand, he can be quite intimidating when angry or during a fight, or if of an evil alignment. A low I.Q. is okay; wisdom and intelligence are often strangers.



Actual Age: Roll percentile dice on the table below. Regardless of physical appearance, the Ancient Master is as healthy and physically fit as an athlete half his age, and tends to look 15-20 years younger than he really is.

01-15 32 years of age.
16-30 41 years of age.
31-45 50 years of age.
46-60 60 years of age.
61-75 70 years of age.
76-85 80 years of age.
86-00 90 years of age.

Time in the modern world: Roll percentile on the table below to determine how long the Ancient Master has been in the modern world.

01-20 Two years.
21-40 One year.
41-60 Six months.
61-80 Three months.
81-00 1D4 weeks; just off the boat.

Player Note: Remember that this character is not familiar with the customs or technology of the modern world, so in many regards he should be played with a certain amount of naivete, innocence and curiosity. This should not be interpreted as stupid. He or she understands human nature, and while he/she may show one the benefit of the doubt, the character is not likely to be fooled by treachery, caught completely off-guard, walk into a trap unawares, or do stupid things — although he or she may like to "play" the fool or weak, senile old person.

Level of Experience: 1D6+3 — unlike most other characters who should start at first level experience, the Ancient Master is already experienced, at least in the ways of philosophy and fighting arts, see *Skill & Education*, below.

Hit Points: Hit points times the number of levels of experience (1D6 per level), +6D6 additional points acquired through body hardening exercises and spiritual enlightenment.

S.D.C.: 3D6x10 +6D6 and P.E. attribute number, plus those from physical skills.

Step Two: Skills & Education

Do not roll for education and skills as usual. This character has had a life of special training. Education is almost exclusively combat oriented. The only non-combat skills that have been mastered are included below. All these skills are at the same level as the character. Any new and Secondary skills start at level one.

Basic Mathematics (98%)

Speak, read and write in the character's native language (98%)

Speak and is literate in one additional language (+20%; **Note:** Be easy on yourself and make one of the languages that of the country the campaign will be set in; most likely, English).

Biology (+20%)

Art (+15%; drawing, painting or sculpting; pick two)

First Aid (+15%)

Boxing

Wrestling

Climbing (+20%)

Plus two *Physical* and two *Domestic skills* of choice (+10%).

Weapon Proficiencies are listed under Master of the Combat Arts elsewhere in this section. The character is otherwise inexperienced in most other skill areas. **Note:** Adjust these skills to fit with the character's level of experience.

Since entering the modern world, the Ancient Master has picked up several new **Secondary Skills**. These skills all start at level one and have absolutely no skill bonuses. Select 1D4+4 Secondary Skills, excluding Electrical, Espionage, Mechanical, Military, and Physical Skills.



Special: Master of the Combat Arts

The character's decades of constant study and training in the martial arts provides the following skills, bonuses and special abilities. These things are not available to Westernized Martial Arts, but only to this special class of rare masters.

Hand to Hand: Martial Arts Master

Attacks Per Melee: Eight (includes the two melee attacks automatic to all heroes and one additional attack from boxing) +1 at level 8, 10, 12, and 15. Rather than list combat by level, the abilities and combined bonuses are presented for quick, easy reference and play. **Note:** As a dedicated master, the character has bonuses and abilities not normally available to the more generic Hand to Hand: Martial Arts available to most ordinary characters.

Combat Techniques:

- Automatic Body Flip
- Automatic Dodge
- Critical Strike (double damage) from behind or surprise.
- Death Blow on a natural 17-20 (unmodified) die roll.
- Disarm
- Entangle

- Judo-style body throw; does 2D4 damage plus victim loses initiative and *two* melee attacks.
- Knockout/Stun on a natural (unmodified) die roll of 18, 19 or 20.
- All holds.
- All kicks.
- Karate style punch; does 2D4 damage +P.S. bonus.
- Karate-style kick; does 2D6 damage +P.S. bonus.
- Paired Weapons
- Can leap 12 feet (3.6 m) high and 20 feet (6 m) across with a trotting start, increase by 30% with a running start (decrease by 20% if made from a standing position).

Master Bonuses:

Note: Does not include bonuses from P.S. or P.P. attributes.
+6 on initiative; +1 at levels 7, 9, 11, and 12.
+4 to strike; +1 at levels 7, 9, 11, and 12.
+4 to parry; +1 at levels 7, 9, 11, and 12.
+5 to dodge; +1 at levels 8, 12, and 14.
+4 to Automatic Dodge; +1 at levels 8, 12, and 14.
+4 to Automatic Body Flip; +1 at levels 8, 12, and 14.
+3 to disarm; +1 at levels 6, 8, 10, 12 and 14.
+6 to pull punch; +1 at levels 6, 8, 10, 12 and 14.
+5 to roll with punch, fall or impact; +1 at levels 8 and 13. +10 to damage (in addition to P.S. attribute bonus).
+10% to save vs coma/death; +5% at levels 7, 10, 13 and 15.
+6 to save vs Horror Factor; +1 at levels 8, 12, and 14.
+6 to save vs possession; +1 to save at levels 9 and 15.
+2 to save vs mind control of any kind.

Extraordinary Strength: The character's normal P.S. is equal to that of the Minor super ability of Extraordinary Strength.

Ancient Weapon Proficiencies

W.P. Blunt
W.P. Chain
W.P. Sword
W.P. Staff
W.P. of choice (1)

Step Three: Special Abilities of the Master

1. Feign Death — 74% +2% per level of experience. A form of bio-feedback and meditation that enables the character to fall into a death-like trance. The metabolic rate is slowed to the point that the Ancient Master's body temperature drops, the pulse is undetectable and breathing seems to have stopped completely. Without hospital facilities, even a Medical Doctor or Paramedic is likely to believe the character is dead. Requires six melee rounds (90 seconds) of meditative preparation, and can be maintained for one day per level of experience without harming the Ancient Master (no dehydration, starvation, muscle atrophy, etc.).

In this state of suspended animation, drugs, toxins, and chemical damage and effects are immediately stopped, but will take effect the instant the death trance is ended, unless the trance is used to *cleanse the spirit* (see number 2). 24 hours of cleansing meditation will purge the body of all impurities, making it safe for the character to awaken.

2. The Cleansing Spirit — 70% +2% per level of experience. The character can mentally will his body to destroy disease, drugs or poisons, as well as to heal itself of physical damage. This is another spectacular example of bio-feedback/mind-over-matter. The character is so attuned to his body that he can actually boost his recuperative power a hundredfold.

To purge his body of poisons or to heal, the character must slip into a deep, uninterrupted trance for 24 hours. While in the trance, the character can not engage in conversation, combat or anything else. Although this will leave him vulnerable to attack (it takes one full melee round to snap out of the trance), he will appear to be dead. After the Cleansing Spirit has purged the body of lingering infections, poisons, etc., it can be used to heal physical damage (if uncontaminated by impurities, the character can go right into healing — consequently, the Master will usually cleanse himself once a week). Bodily injury is healed at the astonishing rate of 20 Hit Points or S.D.C. per 24 hours of meditation. Cuts heal with only slight scarring and infection from wounds that aren't completely healed is impossible.

A failed skill roll means the character cannot concentrate enough to meditate properly and the healing trance state is not possible. Can try again every five minutes, but each anxiety filled attempt is done with the cumulative penalty of -5%.

3. Positive Energy. The bio-feedback ability to momentarily instill the character with a superhuman, physical toughness. To maintain this state of positive energy, the character must continually exert his will. Reduce attacks per melee by half.

Bonuses:
P.S. becomes supernatural!
Energy attacks, including fire, electricity, lasers and even particle beams, do half damage!
Gases, poisons, drugs and chemicals do half damage and are half as effective (half duration).
+5 to save vs magic (magic weapons do half damage).
+3 to save vs psionics.

4. Channel and Unleash Physical Energy. The Master can summon and direct his "Chi" to unleash a blast of heat and force that does 3D6 damage +2 points of damage per level of experience. Counts as four melee attacks and range is five feet (1.5 m) per level of experience.

5. Extraordinary Powers: These are a result of Oriental Mysticism, command of one's Chi (inner strength/spirit), and decades of training. Pick any one:
Extraordinary Mental Affinity
Extraordinary Mental Endurance
Extraordinary Physical Endurance
Energy Resistance
Healing Factor
Heightened Sense of Hearing
Heightened Sense of Smell
Heightened Sense of Touch
Impervious to Fire & Heat
Supervision: Advanced Sight

Step Four: Equipment

Most Ancient Masters will have a small arsenal of ancient weapons, although not necessarily Oriental ones. Of course, the character will not be carrying a dozen weapons on his person (unless small, like shurikens and daggers), but he will have them available to him if he wants or needs them. Every mission or investigation may require a different set of weapons, or perhaps no weapons at all. Never uses modern weapons, except as a club or something to throw.

Weapon Strike Bonus: 1D4+1 for each W.P.

Other Personal items are at a minimum. No car (but may have a bicycle), a modestly furnished (small, even tiny) apartment, simple clothes, etc. Many keep the majority of their possessions in a backpack.

Personal Financial Resources: After getting into the country, 2D6x100 dollars. May offer services as a teacher of martial arts,

art, or philosophy, or as a language interpreter, or as a paramedic, but will consider any honest work from sweeping floors to operating a machine (if it's simple enough). Rarely seeks employment (or payment) for his fighting skills — he is not a mercenary, bully or a police officer — his use of his abilities will be in self-defense or to protect/defend/help others. The wise master will always try to avoid unnecessary violence and will try to work things out before resorting to fighting. That having been said, the character does not hesitate in using force and intimidation to combat evil.

Step Five: Other Stuff

Alignment: Any alignment can be chosen, but heroes should generally be of a good alignment.

Structural Damage Capacity (S.D.C.): As noted previously.

P.P.E. Base: 6D6+1D6 per level of experience.

The Ninjas & Superspies™ Option! Instead of creating an Ancient Master as noted above, if the Game Master allows it, the player can select a "Dedicated Martial Artist" from the pages of the **Ninjas & Superspies™ RPG**. If this is the case, the Martial Arts Master can be created using any of the 40 Martial Arts described in **Ninjas & Superspies™**, complete with the *Mystical Oriental Martial Arts Powers* — instead of those described in this section previously. This means the character does not have any of the bonuses, fighting techniques or Special powers noted in this book, but substitutes them with the ones in **Ninjas & Superspies™**. Furthermore, the character can be younger and less experienced; reduce age and experience by half.

The Game Master must approve all substitutions and can modify the N&S character any way he/she deems appropriate; some modification may be necessary to keep game balance. If N&S Martial Arts, powers and elements are included in one's **Heroes Unlimited™** campaign, players and Game Master alike may want to take a peak at **Mystic China™** as well. And while we're plugging away, Palladium's **Compendium of Weapons, Armor and Castles**, for ancient weapons, and **The Compendium of Contemporary Weapons**, are two wonderful sourcebooks filled with illustrations and stats on literally hundreds of weapons and combat related items (over 1000 between the two).

Hunter/Vigilante

This character is likely to have started his career as a professional hunter, wilderness scout or the military. The Hunter has a natural affinity for stalking prey and loves the thrill of the hunt — a thrill like nothing else. The character doesn't necessarily have to "kill" his prey to get satisfaction from a hunt. Some engage in photo-shoots or simply enjoy the challenge of following, finding and knowing they could have struck if they wanted to. Even young characters in this category are likely to have travelled around the world in search of game and challenges in the wilderness. However, the world is shrinking. There are fewer wildernesses and too few challenges. For one reason or another, the character has turned his attentions to pursuing the deadliest of game, hunting man.

The Hunter must learn the lay of the "urban jungle" and the signs that warn of danger, traps and dangerous conditions. He is an invader who must know how to traverse the man-made jungle without bringing attention to himself. He must walk among the predators and the jackals without alarming them (ideally, without their notice). To use the lay of the land to his advantage and to blend into the monsters' jungle, unnoticed, until he is ready to strike. The manhunter uses disguise, camouflage, blinds, traps and tactics like cutting his target from the herd, or striking at the leader of the pack first. His gear includes garments and equipment that hide and protect, as well as help in tracking, surveilling, capturing and/or killing his cunning and dangerous prey. He is a newcomer, an intruder in hostile territory. A predator who hunts other hunters. A manhunter, whose prey includes humans and nonhumans alike. Superpowered opponents only make the hunt all the more challenging.

The Hunter who sees himself as a hero, targets scavengers, man-killers, and weasels who prey upon the innocent and weak, especially those who hurt, maim and kill for pleasure. There are many species of these foul beasts: the pusher, pimp, thief, murderer, crime boss, enforcer, terrorist, madman, supervillain and dozens of others. All predators or jackals who stalk the streets with the same ferocity as the tiger in the jungle, only these "men" are even more murderous, vindictive and unpredictable.

There are different breeds of Hunters as well. Mercenaries and bounty hunters who do the hunting and killing for others in exchange for pay; the enforcers and hit-men who use their





strength and taste for blood to enforce the will of a boss they consider their master; vigilantes out for vengeance, and others. Each has his own methods, ethics, goals and reasons for doing what he does. For some, it's personal, for others, money, for still others, the thrill.

Step One: The Usual

Attributes: Determine the eight attributes as usual. However, write the physical attributes down in *pencil*, because they will be adjusted with bonuses from almost every physical skill selected. In addition, some attributes have been increased by his lifestyle. Attribute Bonuses for the Hunter/Vigilante:

+1D4 to P.E.

+1D6+2 to Speed.

Hit Points: P.E. attribute number +1D6 per level of experience. The character also gets a one-time bonus of +2D6 to H.P.

S.D.C.: Determine the character's S.D.C. last, because it will be altered by skill bonuses. The character also gets a one-time bonus of 1D4x10+25 S.D.C.

Be certain to keep careful record of all your attributes, S.D.C. and bonuses. Remember, All bonuses are cumulative. Careful selection of physical skills will enable the player to design a character to his/her exact specifications.

Step Two: Education & Skills

Education is fairly diverse and specialized, but the main emphasis of expertise revolves around hunting, tracking, wilderness survival and weapons. DO NOT roll to determine educational level and skill programs. Only the following skill areas are available to the Hunter.

Common & General Skills
Pilot Automobile (+10%)
Pilot: Boat of choice (+10%)
Pilot: one of choice (+10%; any)
Mathematics: Basic (+10%)
Speak Native Language (+25%)
Read and Write Native Language (+20%).
Speaks two other languages of choice (+15%)
And 2D4+3 Secondary skills.

Wilderness & Hunting Programs
Camouflage (+20%)
Detect Ambush (+20%)
Detect Concealment (+10%)
Fishing (+15%)
Land Navigation (+20% skill bonus).
Wilderness Survival (+30%)
And four Wilderness skills of choice (+20% each).

Weapon Proficiency Program
W.P. Knife
W.P. Automatic Pistol
W.P. Bolt-Action Rifle
W.P. Automatic & Semi-Automatic Rifles

Manhunter Program
* Hand to Hand: Expert
Tracking (+20% skill bonus).
Disguise (+10%) or One Rogue (+10%) skill of choice.
Find Contraband (+20%)
Intelligence (+20%)
Streetwise (+22%)
Two Rogue or Espionage skills of choice,
and two from Communications.

* Hand to Hand: Expert can be change to Martial Arts (Assassin if evil) for the cost of one Manhunter skill or skill choice.

Special Skills

1. Disguise Scent: 70% +2% per level of experience. This is the ability to disguise one's own scent by making it smell like something else. For example: A deer hunter might try to make himself smell like another deer. The hunter can also try to reduce his scent to be indistinguishable, but this is extremely difficult and has a penalty of -40% (one technique is to be high up, that the wind will sweep the scent up and away, out of the animal's scent range). A failed roll means the scent is not concealed nor disguised.

2. Trap/Snare Animals: 70% +2% per level of experience. The character has an extensive knowledge of animal traps and

snares. This includes pit traps, snares, trip wires, net traps, steel traps, drop-fall traps, and other techniques that will both capture his prey unharmed or kill it.

Penalty of -10% for large prey (including humans).

Penalty of -20% for birds.

3. Modify Weapon Cartridges: 70%+2% per level of experience. This is simply the ability to modify weapon ammunition, such as creating dum dums, hollow points, full metal jacketed, and other special cartridges. A failed roll is a dud. Note that demolitions is required to make exploding (plastique) bullets.

4. Quick-Draw Initiative: Handguns *or* Rifles (special): This is really a special P.P. bonus similar to the Hardware Weapons Expert: +1 to initiative for every three P.P. points above 16 (maximum P.P. 30; for a bonus of +4). Unlike the Weapons Expert, the Hunter must pick either handguns or rifles, not both, and he's not as skilled with them.

5. W.P. Sharpshooter: Again, this is fundamentally the same skill as the Hardware Weapons Expert, except the Hunter can only pick *one* of the following: Revolvers, Pistols or Semi-Automatic Rifles. See the Weapons Expert in the *Hardware* section for details about this ability.

Step Three: Years of Experience

Hunting may have begun as a child.

01-17 6 years
18-35 8 years
36-52 10 years
53-69 12 years
70-86 14 years
87-00 18 years

Step Four: Equipment

The type and amount of equipment is limited by the character's budget. Roll on the following table to determine the amount of money available. Then flip to the equipment section to make purchases. At least 30% must be spent on weapons, ammunition and manhunting equipment; 20% must be spent on camping, hunting and wilderness type equipment. The rest can be spent on other items. As much as 30% of the money can be saved for later purchases.

Roll Percentile Dice

01-15 $10,000
16-29 $15,000
30-45 $20,000
46-60 $25,000
61-75 $30,000
76-89 $35,000
90-00 $40,000

Note: Presumably, the character already has a nice furnished apartment or flat, a reasonable number of personal possessions and creature comforts. He owns a Jeep or other 4-wheel drive vehicle that is 1D4 years old, and in excellent condition, plus a den or workshop for storing equipment and working on his weapons, ammunition, etc. (has spent 1D4x$10,000 equipping it; this could be a secret compartment/room).

Other Stuff

Alignment: Any alignment can be chosen, but heroes should generally be of good alignment.

Other Skills: No additional skills are available; see the skill info at the beginning of the character description.

Hand to Hand Combat: Physical combat training must be learned as one of the character's skill selections.

Attacks Per Melee (Hand to Hand): As with all superbeings and heroes, the Hunter automatically get two attacks per melee. Additional attacks must be developed through hand to hand combat and boxing skills.

Weapons and Armor: Anything goes with this wild guy, but he won't waste time reinventing the wheel, so he usually has conventional weaponry, body armor and equipment available.

Structural Damage Capacity (S.D.C.): As noted previously.

Reputation: As a vigilante, the police look at the character as potentially dangerous, (although well intentioned), criminal. He is likely to have 1D4x10% of the police force on his side as sympathizers who will look the other way and who make no genuine effort to apprehend or stop him.

Finances: Add 1D6x$10,000 dollars to the Vigilante's personal savings and funds to support his battle against evil.

Other Options: The Game Master may allow players to acquire any of gizmos presented in *Ninjas & Superspies*™, including 1D4 cybernetic implants.

The Secret Operative

This is the category of superspy or special operative. The character can be an independent "freelancer" who hires out his services to individuals, corporations, governments and organizations, and/or functions as a bounty hunter or vigilante (perhaps the latter is a secret, part-time operation), but more often than not, the character is an agent working for a special team or a secret organization. The organization can be part of the government, a foreign government, secret society or low profile arm of a multimillion dollar corporation. As for the player character, he or she may be actively involved with the organization or no longer affiliated with it.

The character is trained in combat, conventional modern and energy weapons, espionage and covert operations. He or she may be dedicated to peace, freedom and justice, or simply motivated by financial gain. Villains in this Power Category may be motivated by revenge, power, glory, cash or anarchy.

Step One: The Usual

The Attributes: Determine the eight attributes as usual. However, write the physical attributes down in *pencil*, because they will be adjusted with bonuses from almost every physical skill selected. In addition, some attributes have been increased by his lifestyle. Attribute Bonuses for the Secret Operative:

+1D6 to P.S.

+1D4 to P.P.

+1D6 to P.E.

+1D6 to M.A.

Don't worry if your operative does not have incredibly high attributes (that's great), there is more to the character than natural abilities. Training and gadgets combined with cunning and resourcefulness, can turn a wimp into a dynamo. Also, note that these bonus dice do not count toward additional bonus dice for extraordinary ability scores.

Hit Points: P.E. attribute number +1D6 per level of experience. The character also gets a one-time bonus of +2D6 to H.P.

S.D.C.: Determine the character's S.D.C. last, because it will be altered by skill bonuses. The character also gets a one-time bonus of 1D6x10+40 S.D.C.

Be certain to keep careful record of all your attributes, S.D.C. and bonuses. Remember, All bonuses are cumulative. Careful selection of physical skills will enable the player to design a character to his/her exact specifications.



Step Two: Education & Skills

The secret operative falls into the educational category of special training, with an emphasis on spy stuff. The following skill selections reflect that rather narrow training. The number in the parentheses is the skill bonus.

DO NOT roll to determine educational level and skill programs. Only the following skill areas are available to the Operative.

Common & General Skills
Pilot Automobile (+10%)
Pilot: two of choice (+10%; any)
Mathematics: Basic (+15%)
Speak Native Language (+25%)
Read and Write Native Language (+20%).
Speaks two other languages of choice (+20%)
And 1D6+6 Secondary skills.

Military Program (special)
Boxing (substituted for Hand to Hand: Basic)
Running
Climbing (+20%)
Military Etiquette (+10%)
Radio: Basic (+25%)
W.P. Pistol
W.P. Semi- and Automatic Rifles
W.P. Energy Pistols (special)
W.P. Rifles (special)
Two Military or W.P. skills of choice (+10%)

Espionage Program (Basic)
Hand to Hand: Martial Arts
Intelligence (+20%)
Wilderness Survival (+15%)
Three Espionage or communication skills of choice (+15%).

Rogue Skill Program
Find Contraband (+20%)
Pick Pockets (+20%)
Seduction (+20%)
Streetwise (+14%)
Two Rogue or Physical skills of choice (+10%)

Step Three: Determining Special Equipment

The character is automatically equipped with a certain number of weapons, gimmicks and equipment. Weapons can be selected multiple times, but each selection counts toward the eight total.

1. Souped-Up Car: The player can select any type/model/style of vehicle, then select *eight* special features from the following:

- Lightly armored, A.R. 12, add 200 S.D.C.
- Bulletproof windshields, A.R. 16, S.D.C. 200 each (front and back, 2 sides).
- Souped-up turbo engine: 280 mph (448 km) maximum speed.
- Mini-Radar: 5 mile (8 km) range.
- Oxygen mask and air supply; one hour.
- Retractable, rear seat dividing wall. A bulletproof, transparent wall slides in place to separate passengers from the driver. A.R. 16, S.D.C. 150. Pilot controlled locks.
- Knockout gas (fills the car).
- Concealed, front mounted 5.56 mm machinegun with 400 rounds of ammunition.
- Concealed, rear mounted 5.56 mm machinegun with 400 rounds of ammunition.
- Concealed, front mounter laser. Damage: 5D6, Range: 3000 feet (914 m), 30 shots per hour; regenerates.
- Concealed, rear mounted laser.
- Ejection seat.
- Mini-Missile Launcher (front or rear mounted). Fires four missiles, one at a time or in volleys of 2, 3 or 4. Damage: 1D4x10 each, Range: One mile (1.6 km), Payload: 6.
- Flotation devices built into the undercarriage so it will float in water.

2. Selection of Special Weapons:

2 Energy Weapons and six energy clips for each.

Select 12 hand grenades of your choice.

Select 4 modern weapons of your choice.

3. Special Gizmos:

Jet Pack/Flying Harness: Speed: 150 mph (240 km), Altitude: 2000 feet (610 m). Gasoline powered (4 gallon tank). See Robotics for Hover Vehicle details.

Optional cybernetic implants! Select any two bionic implants from the optics, sensors and audio implants or bionic hand. **Note:** May substitute implants from the **Ninjas and Superspies™ RPG** or modify items from **Rifts®**.

4. Special Equipment Upon Assignment: As a secret agent, the character may be given (or more likely, loaned) special high-tech equipment and gizmos by the agency that employs him. Exactly what these items may include depends largely on the situation, the agency and the G.M. The agency (G.M.) should not

be overly generous, and will be hesitant to offer special equipment to agents who lose or destroy them on a regular basis (especially if he or she doesn't get results).

The character also has 2D4x1000 dollars for expenses and to acquire additional equipment.

Step Four: Background Data

The Sponsoring Organization

01-16 Criminal (intended for criminal activity).

17-36 Government (intended for any kind of needs).

37-60 Secret Organization or society (roll for motive).

01-40 Altruistic; to help mankind reach its pinnacle of greatness.

41-70 Crime-fighting

71-80 Revenge

81-90 Anarchy

91-00 Defense of one's county. This can be a good, heroic organization or a deluded extremist faction — a rogue power unto itself (anti-mutants, anti-superbeings, covering up an alien conspiracy, etc.)

61-75 Private Industry (roll for motive).

01-30 Altruistic, help people, make the world a better place.
31-60 Crime-fighting

61-79 Military prototypes (being field tested).

80-00 Public Relations: A goodwill campaign using high-tech gadgets. A corporate crime-fighter (must work with the law or get fired). Salary is 3D4x$10,000 per year.

76-86 Foreign Government (roll for motive).

01-30 Spy to study and observe the country, its underworld, government, society and technology. Attain a position of respect, trust and power for future covert operations.

31-55 Altruistic; to help make the world a better place. 56-80 Military prototypes being field tested in a foreign country.

81-90 Spy to investigate and infiltrate a team of superbeings. Attain a position of respect, trust and power for future covert operations.

91-00 Alien Culture secretly studying and trying to help mankind.

87-00 Independently wealthy tycoon worth a billion dollars or more. (Roll for motive).

01-30 For kicks, fun.

31-60 Altruistic, make the world a better place.

61-70 Revenge.

71-80 To help (secretly or publicly) one or more particular groups of superbeings (with his agents) —either because he or she believes super "heroes" are important heroic icons and protectors of the innocent in a violent world, or because he/she admires them and wishes he/she was one, but this is as close as he/she gets.

81-90 For the publicity, which means funding may be cut off as a result of bad press. Unscrupulous individuals may even publicly chastise the character or group, disassociate himself, and even hire a new agent or superbeing, or superteam to feed his or her lust for fame and glory.

91-00 Defense of one's county. This can be a good, patriotic individual, or power-hungry manipulator working behind the scenes, or a deluded extremist with his own (dangerous?) agenda.

Status with the Sponsoring Organization

01-17 Test Pilot lent high-tech weapons, vehicles, and equipment for field testing in the urban environment. The character's motives are his own and use of the equipment is left up to the character. No vigilantism or criminal actions are sanctioned, or suggested by the organization. How the character tests the items is his responsibility. If captured and the organization's name is involved, it will try to cover up its involvement as best as possible, and may even claim the items were stolen. From that point on, the Secret Operative will be black-listed from any further tests, but will be left all the current equipment (if he can get it from the authorities). This is done to help establish their alleged innocence and disassociation. The organization will honestly not pester the character in any way, afterward. However, in the eyes of the law (and, if publicized, potential other employers), the character is a dangerous criminal.

18-34 Special Government Operative: The character is a member of an elite, crime-fighting, lone-wolf program. This program sends one special agent into a trouble spot to deal with crime in his own special way. He works outside the local law enforcement agencies, and even other government agencies, as a completely independent agent. 01-88% likelihood he is disliked by the local lawmen and gets little, if any, support. 89-00% means the local authorities tolerate and assist the character, but feelings are not friendly.

35-51 Freelance Spy Turned Vigilante: This character has accumulated high-tech weapons and equipment as conditions of payment for past services rendered. Financially secure; add 3D4 x $10,000 dollars to personal savings. As a vigilante, the police consider the character to be a reckless grandstander (and most likely, a criminal). However, there is a 01-50% chance the character has 1D4+1 friends on the police force and/or local news agencies. May be asked to do freelance work for the government or other organizations.

52-68 Rogue Agent: Quit the organization for undisclosed, allegedly personal, reasons. Known to be operating as a vigilante-style hero with suspiciously high-tech equipment. The sponsoring organization dislikes the character and suspects him/her as a double agent or defector. If the opportunity arises, the old agency, or enemy organizations, and/or old enemies will help local authorities capture the character if he interferes in their affairs (could even lead to his termination). As a vigilante, the police look at the character as a potentially dangerous, (although well intentioned), criminal. He is likely to have 6D6% of the police force as sympathizers who will look the other way and who make no genuine effort to apprehend or stop him. Add 1D6 x $10,000 dollars to the Vigilante's personal savings.

69-84 Sanctioned Agent operating with the full public support of the sponsoring organization. He or she must try to observe the law (at least publicly) and cooperate with local and federal authorities in every way. Draws a monthly salary of 2D4 x $2,000.

85-00 Rejected. Thrown out of the special operative program, so he went independent (partial training from the agency, part from mercenaries and independent operatives)! All ties are permanently dissolved, and the agency regards the character with contempt and hostility. They also suspect the character of absconding with equipment, but nothing seems to be missing. The police view him as a vigilante or dangerous criminal.

Other Stuff

Alignment: Although heroes are usually of a good alignment, anarchist and even aberrant (anti-hero) are acceptable for the Secret Operative.

Structural Damage Capacity (S.D.C.): As noted previously.

Attacks Per Melee (Hand to Hand): As with all heroes, the operative automatically gets two attacks per melee plus those gained from hand to hand combat skills and boxing (typically five total to start).

Weapons and Equipment: In addition to those provided by the organization, the character may purchase conventional weapons, armor, gizmos and equipment of his own.

The Game Master may allow the character to have some of the special gizmos and equipment noted in the Hardware section as well as the many gizmos and cybernetic implants, particularly the cyber-disguises, found in **Ninjas & Superspies™**.

If the character is on good terms with the sponsoring organization, they will replace lost, damaged or used up weapons, ammunition and equipment. However, excessive consumption of goods, especially big ticket items, such as jet packs, vehicles and energy weapons, will lead to a complete cut-off of supplies. Game Masters should be stingy with heavy weapons, energy weapons and rare or expensive items. The organization will NOT supply the entire group of heroes with who the agent may associate!! However, if the group belongs to the same organization (see **Villains Unlimited™** for secret organizations), they will all have access to the same basic resources. As a spy, the Secret Operative is likely to get preferential treatment.

Other Options: If the G.M. allows it, rather than play the spy character outlined here, players can select one of the various Super-Spy or Gizmoteer O.C.C.s from **Ninjas and Superspies™**.

The Stage Magician

The Stage Magician is a professional performer of magic who specializes in *sleight of hand* and *illusions*. In the context of this game, it means he or she is a master of disguise, impersonation and rogue skills, especially those involving the hands and misdirection.

This is a normal human being without benefit of super abilities or military training. However, the character will be physically fit and have a natural talent for deception, trickery, espionage and crime-fighting. He or she has learned to use skillful "tricks" of deception that fool the eye in his/her (secret?) career as a vigilante or crime-fighter (or villain, as the case may be). In addition to mastery of sleight of hand, the character is an escape artist and contortionist. As a crime-fighter, the magician uses his/her incredible dexterity and unconventional talents to thwart evil.

The player will have to use his imagination to make this a three-dimensional character. Work out special gimmicks and techniques to pull off stunts. Smoke bombs and flash powder for a dramatic entrance or exit, clothing with secret pockets, belt buckles and shoe heels with secret compartments, and so on. Utilize his skills of palming and concealment to make an item seem to disappear, only to be plucked from behind another person's ear.

Step One: The Usual

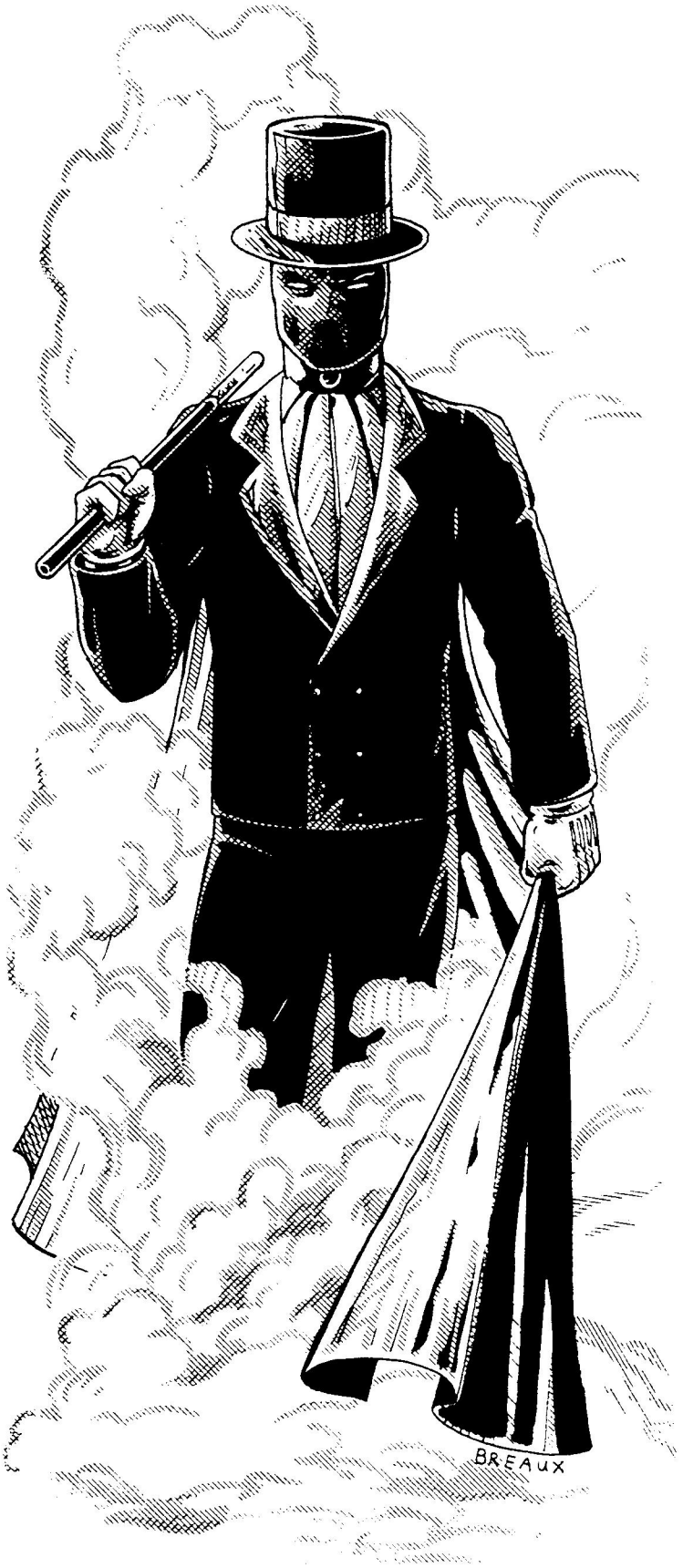
Attributes: Determine the eight attributes as usual. However, write the physical attributes down in *pencil*, because they will be adjusted with bonuses from almost every physical skill selected. In addition, some attributes have been increased by his lifestyle. Attribute Bonuses for the Stage Magician-Vigilante:

+1D6 to M.A.

+1D6 to P.P.

+1D4 to P.B.

Hit Points: P.E. attribute number +1D6 per level of experience.



S.D.C.: Determine the character's S.D.C. last, because it will be altered by skill bonuses. The character also gets a one-time bonus of 30 S.D.C.

Be certain to keep careful record of all your attributes, S.D.C. and bonuses. Remember, All bonuses are cumulative. Careful selection of physical skills will enable the player to design a character to his/her exact specifications.

Step Two: Education & Skills

Education is fairly specialized, with the main emphasis of expertise around stage magic, sleight of hand and illusion/disguise. DO NOT roll to determine educational level and skill programs. Only the following skill areas are available to the Magician.

Common & General Skills
Pilot Automobile (+10%)
Pilot: one of choice (+15%; any)
Mathematics: Basic (+30%)
Speak Native Language (+25%)
Read and Write Native Language (+20%).
Speaks one other language of choice (+15%)
And 2D4+3 Secondary skills.

Sleight of Hand Skill Program
Card Sharp (+30%)
Concealment (+30%)
Palming (+30%)
Pick Locks (+20%)
Pick Pockets (+20%)
And two Rogue skills of choice (+10%).

Illusion & Magic Skill Program
Dance (+10%)
Disguise (+20%)
Escape Artist (+25%)
Imitate Voices/Impersonation (+15%)
T.V. & Video (+15%; for illusions & tricks)
Surveillance Systems (+10%; for illusions & tricks)
Chemistry (+10%; for making stuff)

Plus One scholastic Skill Program
Equal to one year of college (+10%)

Special Skills

1. Sleight of Hand: A skill that involves the manual dexterity of hand and finger manipulation to perform certain feats. One of the tricks or gimmicks of sleight of hand is to distract the observer(s) with one hand and palm or otherwise manipulate an item with the other hand. Sleight of hand also includes a basic level of escape artistry. Techniques include hand positioning, misdirection (making the observer follow one hand or a particular action while the magician is doing something with the other hand, prepping for a trick, palming a card, etc.), tensing and relaxing muscles, keeping hand and wrist joints flexible, popping joints in and out, the study of knots, and the use of hidden picks, and tools.

To escape from locked chains and manacles, the character must have the pick lock skill as well. Note that an escape artist does not need to see the knots, locks or manacles that hold him. Escapes and lock picking can be done by touch and/or sound, as well as sight.

Penalties: The following penalties apply whenever the character tries to pick a lock or escape his bonds. They generally reflect the complexity and difficulty of the job. In some cases, more than one penalty may apply. For Example: The character may be handcuffed, arms and legs/feet tied and then locked in a chest (total darkness), for a cumulative penalty of -25%. ALL penalties are cumulative. **Note:** All the locks and vaults may be of the highest quality and supposedly unpickable; however, they are not super sophisticated, and most are designed to keep people out, not "in," so they are easier to escape from than break into. Advanced electronic bank vaults, professional security systems, electric locks and alarm systems are often beyond the capabilities of the magician/escape artist. See the *Hardware: Electrical Genius* character for the man to beat the sophisticated electronic systems.

Time Restrictions and Penalties.

A failed skill roll means that time has been spent in a futile attempt. Try again! The same attempt by any character other than the stage magician will take three times as long (and has the same penalties).

Escape and Lock Pick Penalties

-0% Rope and typical knots: One melee (15 seconds).
-5% Rope and superior knots: 1D4 melees (15 to 60 seconds).
-0% Key padlock: 1D4 melees.
-5% Combination padlock: 1D6 melees.
-15% Security combination lock: 2D6 melees.
-5% Typical door key lock: 1D4 melees.
-10% Security door key lock: 2D4 melees.
-5% Any standard key lock (doors, chests, etc.): 1D6 melees.
-5% Handcuffs: 1D4 melees.
-20% Straightjacket: 2D4 melees.
-15% Jail cell door: 2D6 melees.
-5% Car trunk: 1D4 melees.
-25% Vault door with a superior combination lock: 2D6 minutes from the outside, 2D6 melee rounds (30 seconds to 3 minutes) from inside the vault.
-80% Electric lock/bank vault: 6D6 minutes.
-20% Lack of proper tools; must use inferior improvised tool(s) like a hairpin or belt buckle.
-50% No tools at all
-10% Total darkness.

2. Contortionist: The ability to temporarily dislocate bones from joints, fold and bend the body to fit into extremely small areas or through spaces normally too tiny for a normal person. Can fold into a two foot ball and flatten self to four inches.

Bonuses:

Adds +5% to escape artist skill.

Adds +2 to roll with punch, fall or impact.

3. Juggling: The ability to toss "up" a number of objects such as balls, clubs, knives, lit torches and almost any, usually small, objects and keep them continuously in the air. As a skilled expert, the practitioner develops a superior sense of coordination, manual dexterity and reflexes which provides the following abilities and bonuses.

1. Five attacks per melee with a thrown weapon. This can include darts, knives, throwing axe, javelin, small spear, club and other small items appropriate for throwing. It does not include swords, maces, ball and chain, pole arms, staves, chairs or other objects. Add one additional throwing attack at third level and another at sixth and ninth. The throw attack takes the place of normal hand to hand combat that melee. This means the character can either attack by throwing missile weapons *or* by engaging in hand to hand combat; he cannot do both in the same melee round.

2. Bonuses: +1 to strike with any thrown/missile weapon. +1 to parry. These are both in addition to hand to hand or W.P.

3. Number of Items Juggled: Up to six objects/items at level one plus ONE for each additional level of experience. Base Skill: 50%+5% per level of experience.

Step Three: Gimmicks and Equipment

The type and amount of equipment is limited to the character's budget. Roll on the following table to determine the amount of

money available. Then flip to the equipment section to make purchases. At least 30% must be spent on tools and items that can be used for "tricks" and feats of magic. A couple sets of lock picking tools and night optics are a must. Another 20% must be spent on other items suitable for crime-fighting. As much as 50% of the money can be saved for later purchases.

Budget

01-12	$10,000	53-65	$30,000
13-24	$12,000	66-78	$40,000
25-38	$15,000	79-90	$50,000
39-52	$20,000	91-00	$60,000

Presumably, the character already has a nice, furnished apartment, and reasonable possessions. He's also likely to own a sports car (86% chance). The car is 1D6 years old.

Special Gimmicks

1. Tailor-Made Clothing with secret pockets and seams for concealment. For example, a seam or cuff can be designed to hold wire or a small tool. The same is true with tiny pouches and pockets carefully designed to be invisible upon quick examination. Note: These are small, flat pockets designed for small/tiny implements that might not be felt in a body search. Guns or wallets will be far too bulky. **Cost:** Add $50 for each hiding place/pocket and $100 to the overall cost of the clothing.

2. Belt Buckle Compartment. Cost: $35.

3. Belt with a Secret Lining to hold wire, keys and small, flat tools. **Cost:** $50.

4. Flash Powder: A simple chemical reaction causes the powder to ignite in a blinding flash and a small puff of smoke. Does no damage, but everyone exposed to the flash (within 12 feet) loses initiative. **Cost:** $20 per six ounces.

5. Itching Powder: Makes its victim itchy and uncomfortable. Lasts 1D4 hours or until washed off. Affects only bare skin. Victims are annoyed and distracted; -4 on initiative. **Cost:** $10 per ounce.

6. Goblin Dust: Often a homemade powder composed of fine soot, ash and dirt. The dust is usually packaged in small packets that can be torn and thrown or blown in an opponent's face. Large paper bags can be filled and used to hit an opponent like a club, breaking open and dumping in the person's face. There's a 45% chance of getting the dust in the person's eyes and blinding him for 1D4 melees (-6 to strike, parry and dodge). **Cost:** About two bucks for a five pound batch.

7. Mini-Smoke Bomb: A small, golf ball size and shaped item, easy to conceal or palm, that emit a cloud of smoke that fills a 10 foot (3 m) area. Colors include: grey, black, yellow, red, white and green. Cost: $5 each.

8. Mini-Stink Bombs: These look just like the smoke bomb, but emit a cloud of horrible stench. Fills a 10 foot (3 m) area and lasts 1D6 minutes. This stench is 20 times worse than the commercial prank types. Victims will involuntarily gag, eyes will water and some may even vomit. Unless a saving throw is made, the people exposed to the stench will forfeit half their attacks that melee and run out of the area. Characters who endure the stench, but fail to save, lose two melee attacks and are -1 to strike, parry and dodge. A successful save means the stench has no significant effect. Saving throw: 16 or higher. **Cost:** $30 each.

Other Stuff

Alignment: Any alignment can be chosen, but heroes should generally be of good alignment.

Other Skills: No additional skills are available; see the skill info at the beginning of the character description.

Structural Damage Capacity (S.D.C.): As noted previously.

Hand to Hand Combat: Physical combat training must be learned as one of the character's skill selections.

Attacks Per Melee (Hand to Hand): As with all superbeings and heroes, the Magician automatically gets two attacks per melee. Additional attacks must be developed through hand to hand combat and boxing skills.

Weapons and Armor: Unless the character is extremely wealthy, only conventional weaponry and body armor would be available.

Reputation: If a vigilante, the police look at the character as a potentially dangerous, (although well intentioned), criminal. He is likely to have 1D6x10% of the police force on his side as sympathizers who will look the other way and who make no genuine effort to apprehend or stop him.

Finances: See budget, above.

Other Options: The Game Master may allow players to acquire any of the gizmos presented in **Ninjas & Superspies™**.

The Super Sleuth

The detective character is steeped in the criminal sciences and investigative techniques. Yet the sleuth is more than a simple detective. The character has an uncanny eye for detail and a mind as sharp and quick as a computer. His daring sense of adventure can plunge him into a den of thieves or sneaking into a corporate headquarters, cloaked in one of his many disguises. He will stop at little to prove a theory, play out a hunch, or to secure a clue.

The character has no special powers or gimmicks. His special abilities are skills, cunning, and a lust for truth, sometimes supported by a handful of cold steel and bullets. The sleuth craves a good challenge as much as he craves adventure. The character loves nothing more than to match wits with the criminal elite.

Step One: The Usual

Attributes: Determine the eight attributes as usual. However, write the physical attributes down in *pencil*, because they will be adjusted with bonuses from almost every physical skill selected. In addition, some attributes have been increased by his lifestyle. Attribute Bonuses for the Super Sleuth.

+1 point to I.Q.

+1D6 to M.E.

+1D4 to M.A.

Hit Points: P.E. attribute number +1D6 per level of experience.

S.D.C.: Determine the character's S.D.C. last, because it will be altered by skill bonuses. The character also gets a one-time bonus of 40 S.D.C., plus any from physical skills.

Be certain to keep careful record of all your attributes, S.D.C. and bonuses. Remember, All bonuses are cumulative. Careful selection of physical skills will enable the player to design a character to his/her exact specifications.

Step Two: Education & Skills

Education is fairly specialized, with the main emphasis of expertise around research, investigation and criminal sciences. DO NOT roll to determine educational level and skill programs. Only the following skill areas are available to the Sleuth.

Common & General Skills
Pilot Automobile (+10%)
Pilot: one of choice (+20%; any)
Mathematics: Basic (+25%)
Speak Native Language (+25%)
Read and Write Native Language (+20%).
Speaks one other language of choice (+15%)
And 2D4+3 Secondary skills.

Detective/Law Enforcement
Hand to Hand: Basic (can be changed to Expert for the cost of one of these Detective skills or two Secondary skills).
W.P. Pistol or Revolver
Radio: Basic (+20%)
Computer Operation (+30%)
Criminal Science (+20%; doesn't include *Forensic Medicine*).
Law, General (+20%)
Intelligence (+20%)
Interrogation (+15%)
Research (+20%)
Surveillance Systems (+20%)
T.V. & Video (+15%) or Photography (20%)

Rogue Skill Program
Find Contraband (+20%)
Streetwise (+20%)
And two Rogue or Espionage skills of choice (+10%).

Plus One scholastic Skill Program
Equal to three years of college (+15%); see Option #2, under *Other Stuff*, before making this selection.

Special Skills

1. Computer Hacking (+30%): Same as the Rogue skill.

The following penalties apply whenever the character tries to gain access to computers and computer programs that are not his own. The penalties generally reflect the complexity and difficulty of the job. Note: This special skill can advance past 100% using the special rules given in the Hardware section.

Hacking Penalties

-5% Break simple security program; time required: 1D6 minutes.

-10% Break a moderately sophisticated security program; time required: 4D6 minutes.

-30% Break a sophisticated security program; 3D6 hours.

-50% Break a super-sophisticated security program; 6D6 hours.

-60% Break a superior military security program; 3D4 days.

-10% Decipher an unknown data code.

-10% Replace security code with your own. Time required depends on the complexity of the program:

Simple — 4D6 minutes.

Moderately sophisticated — 2D4 x 10 minutes.

Sophisticated — 1D4 hours.

Note: Presumably, these are pre-designed codes that the character has designed some time ago and can just be keyed in. A good security program takes weeks or even months to design.

2. See Through Disguise and Forgery: The character's keen eye and memory for details (as well as his own possible expertise in those areas) enables him to see through disguises and recognize forgeries.

See through Disguise: 40% +4% per level of experience.

Recognize Forgery: 48% +4% per level of experience. This includes recognizing imitation gold, diamonds, jewelry, currency, paintings, passports, falsified signatures, and so on. Note: An original or true item may be needed for comparative study.

Step Three: Equipment

The type and amount of equipment is limited by the character's budget. Roll on the following budget table to determine the amount of money available to him. Then flip to the equipment section to make purchases. At least 30% of the money must be spent on investigative type equipment like listening devices, cameras, optics, sensors, etc., 10% spent on weapons and related equipment, and at least 15% spent on other relevant items for detective work. As much as 45% of the money can be saved for later purchases.

Budget

01-15 $10,000
16-29 $15,000
30-45 $20,000
46-60 $30,000
61-75 $40,000
76-89 $50,000
90-00 $60,000

Note: Presumably, the character has already spent 2D4 x $10,000 equipping his crime lab. The laboratory facility includes several microscopes, light-boards, magnifying glasses and jeweler's tools/lenses, chemical analysis lab, darkroom, refrigerator unit, electrical facilities, tape-recorder and personal computer, laser printer, color monitor and xerox machine. The character may also have two or more other computers for multi-tasking, extra storage, and specialized purposes (one for speed, one for graphics, etc.).

The character also has an American made, mid-size automobile that is 2D4 years old. Great for surveillance — common and inconspicuous.

Other Stuff

Alignment: Any alignment can be chosen, but heroes should generally be of good alignment.

Structural Damage Capacity (S.D.C.): As noted previously.

Hand to Hand Combat: Physical combat skills are not automatic. They must be selected as learned skills.

Attacks Per Melee (Hand to Hand): All heroes automatically get two attacks per melee. Additional attacks can be acquired through hand to hand combat skills and boxing.

Weapons and Armor Unless the character is extremely wealthy, only conventional weaponry and body armor would be available.

Other Options #1: The Game Master may allow the character to have various *Hardware* items and/or gizmos from **Ninjas & Superspies™**, and even 1D4+1 cybernetic implants, particularly the cyber-disguises.

Other Options #2: The character does not get the last skill program of choice and his budget is slashed in half, but gets the four psionic powers of *object read, speed reading, total recall* and *sixth sense*, along with 1D4x10 I.S.P. plus the M.E. attribute number. Gains 1D6 I.S.P. per level of experience. Considered a minor latent psychic (needs to roll a 12 to save vs psionic attack).

Reputation: If a vigilante, the police look at the character as a potentially dangerous, (although well intentioned), criminal. He is likely to have 5D6% of the police force on his side as sympathizers who will look the other way and who make no genuine effort to apprehend or stop him.



SUPER ABILITIES

Super abilities are extraordinary powers that allow otherwise normal humans to fly, turn invisible, transform into the inhuman, project damaging beams of energy, and dozens of other superhuman things. Unlike magic, which is a learned skill in channeling a powerful force, super abilities come from within the person and are as natural to the superbeing as seeing, hearing, and speaking is to us. This makes super abilities more like psionics, but instead of hyper developed mental abilities, superpowers are much more varied, manifesting themselves in any number of amazing ways.

Who Has Super Abilities?

Super abilities manifest themselves in several ways. The most common is exposure to an outside stimulus that triggers a reaction and change in the human body; in short mutation. This exposure can be accidental or purposely induced (experimentation and deliberate genetic manipulation), but the results are the same: an ordinary human is transformed into something more than human, at least when it comes to raw power. *Mutants* can also be the result of random genetic mutation — Natural Selection gone wild. In this case, the character has probably grown up thinking he or she was an ordinary human, but at a particular time in their life (typically in the teen years or as a response to a trauma or crisis), boom, they do the impossible. This kind of super ability manifestation is most common in *alien* races that have evolved with strange genetic structures, but a number of humans also spontaneously manifest powers in this way. Their unusual power (sometimes accompanied by physical transformation) identifies them as superpowered mutants, often shunned and feared by ordinary humans.

In the real world, most mutants are deformed, crippled, or so different that they cannot survive — most die. But in the fantasy world of **Heroes Unlimited™**, mutants are normal men, women, and sometimes animals, that undergo a beneficial and astonishing transformation. They remain fundamentally human in many respects, they catch colds, can have children, and are

often driven by their emotions, desires and fears, but part of them is forever changed. Now they can do wondrous things. They are "superbeings" who can do things most humans consider impossible. What makes these superbeings into heroes or villains is how they choose to use their new found powers.

Another common source of so-called superbeings is through natural development. The body and mind of the individual simply grows up with the correct combination of natural genetic components (abilities/talents), drive and training to mold the character into somebody a cut above the norm. These individuals typically fall into the categories of *Physical Training, Hardware*, and *Geniuses*.

A category of superhuman that is often overlooked is the psychic. Individuals with extraordinarily developed Extra-Sensory Perception — mind powers. Only the psionic abilities of superhumans are more than a psychic flash of insight or the ability to levitate a quarter. They are incredible powers of the mind unleashed!

Another means of superhuman obtaining power among humans is artificial augmentation. This typically comes in the form of *Robotics* (power armor environmental suits, exoskeletons and robots) and *Bionics* (the melding of machine and man).

The rarest source of super abilities is magic. Through the channeling of mystic energies, or association with very powerful creatures of magic, mythic gods and supernatural forces, human beings can be endowed with magical or superhuman abilities. Such superpowers work just like those born of mutation or experimentation, but they are dependent on the magic that fuels them. These magical powers are stronger than most negation spells that mortals can wield, Anti-Magic Cloud being one exception, but can be cut off, stripped away by an angered or betrayed benefactor. If the character does not live up to the expectations of the greater power responsible for his abilities, be it a magical force, god, or intermediary (like a mystic weapon), the superbeing's abilities can be instantly, and permanently, removed.

In strict game terms, the power categories which receive classic super abilities are *Aliens* (if rolled on the sub-table), *Experiments*, *Magic* (if rolled on the sub-tables under Mystically Bestowed and Enchanted Object), and *Mutants*.

Terms & Notes

Number of Attacks Per Melee

Unless otherwise stated, super abilities can be used the number of times equal to the character's total hand to hand attacks per melee round. That is to say that each use of the ability counts as (uses up) *one* of the character's melee attacks/actions. The specific description will make note of any limits or special consideration, such as "counts as two melee attacks," or "uses all but one melee attack that round," or "can only be used once per round (15 seconds) but counts only as one melee action, so other attacks (using other powers, weapons or hand to hand combat) or other actions (skill performance, dodge, leaping catch, run, hide, etc.) can be performed that round."

Remember, a melee round is approximately a 15 second period of fighting and/or intense action. The average nonfighter human has two melee attacks per round, the average police officer, soldier or other combat trained individual 3-5. Superhumans and vigilantes trained in the art of combat start with two plus those gained from special training, natural abilities/powers, and skills. Thus, a first or second level superbeing will usually have 4-6 attacks per melee round, while experienced ones may have 7-10.

Saving Throws Against Super Abilities

Most super abilities have a direct and detectable effect, such as energy beams, flying metal, walls of water, etc. An opponent can attempt to *dodge* most visible blasts, punches and attacks, unless stated otherwise. Invisible or undetectable attacks, like increase weight, reduce gravity, or mind control, can not be dodged in the normal sense, but just as with magic and/or psionics, there is a chance that these effects can be fought off through force of will, or even that they will simply fail. To reflect this, a special saving throw is allowed. As usual, a D20 is rolled by the defender to fight against the effect, which typically means he must roll higher than a particular number (usually around 14-15, the exact number one must save against will be listed in the description). The defender always wins ties, i.e. if a 14 is needed to save, and the defender rolls a 14, he beats the attack.

Duration

Instant means the effect happens the moment the superbeing unleashes it. There is no delayed reaction, nor lingering effect. For example, an energy bolt is unleashed in the blink of an eye. Once it has been fired, it is like a bullet sent speeding toward its target. Like the bullet, it cannot be dispelled or made to linger. It is fired and either hits or misses its target (hitting something), and is gone. Done.

By contrast, some superpowers create an effect that lasts for several melee rounds, minutes or hours.

A melee round is approximately a 15 second combat period. During that period, the characters have "X" number of attacks or actions "per melee round."

Some superpowers have effects that last a few melee rounds to several minutes to hours. This means the effect continues without pause for the duration of the force unleashed. Some long-duration powers require the superbeing to concentrate to keep it in force. If so, knocking the character unconscious (or worse) will instantly end its effect. Others will linger for X amount of time after it they have been activated/unleashed. Under this circumstance, the character is able to strike with the long-lasting effect and make his escape or continue his attack using other means (other powers, weapons, etc.). The super ability description should indicate how long the effects, conditions, penalties, etc.. last, often "per level of experience."

Permanent! A few super abilities have effects that last indefinitely or permanently. Again, it should be obvious from the description whether or not the effect is permanent or instant.

Cancelling the Effects of a Power: In all cases (unless stated otherwise), the superbeing can cancel — stop — the effects of one of *his* own long-lasting powers (like darkness or gravity manipulation) at any time, regardless of the duration. The duration listed is the maximum possible duration. The exact length of time the power runs or remains in effect is up to the character who unleashed it. The creator of the unnatural effect can cancel/stop its influence instantly, at any time. Likewise, the character does not have to create the effect for its full duration (or damage, or range, etc.), but can impose any amount of time, as long as it does not exceed the maximum possible duration.

The effects of most long-term or area affect super abilities *stop* the instant their creator is killed. Forces that require the superbeing's control and/or concentration will stop (or run amok) when he is rendered unconscious. However, these amazing powers are so second nature to most superbeings that even forces that require their attention can be maintained while they are using other powers, skills, or focusing on other matters. This is often re-

flected in the power description when it points out that to maintain the effect, the character loses one (two or whatever) number of attacks per round that the power remains in force. Of course, there are a few in which total concentration is necessary and no other actions are possible, but these are in the minority.

A failed save means full damage and/or penalties apply. A successful saving throw means the character beats the attack and fights against its deadly power or debilitating influence. This will usually mean either one of two things; no damage or effect/penalties, or half damage and/or half the usual penalties apply as the result of a successful save. Any additional penalties, side effects, negative or favorable results will be noted in the description (for example, sometimes the duration of penalties may be reduced by half as well). Whenever such a saving throw is applicable, it will be noted in the description. **Note:** The saving throw is typically automatic and instant, like a mental parry. Thus, it does not use up a melee attack or action.

Super abilities that affect an area will only have an effect on those within their radius of influence. Those outside that radius are completely unaffected, but will have to roll to save the moment they enter that danger zone. In some cases, the only way to break the effect is to leave or avoid that area, otherwise there is no escape (no save is applicable). If so, then the moment the character(s) leave the area, the penalties or negative effects stop. The specific description will indicate whether there are any lingering side effects. In some instances, a save is not applicable or the effect of the power can only be dodged.

Animals also get to Save vs Super Abilities. Animals are always unwilling parties to mind control and unnatural influences; they tend to fear, avoid and resist it as best they can, but are -4 to save.

Inanimate Objects do not get a saving throw.

Level of Experience

The term, "per level of experience" or "per experience level" refers to the experience level of the character using the super ability. This is a very important distinction, particularly in a combat situation, because the higher the character's level of experience, the more powerful the effect of that ability — power typically being measured by the *range, duration, size* and *damage* inflicted by it.

The super ability of Energy Explosion or a blast available while in an Altered Physical Structure/State may indicate something like:

Range: 100 feet (30.5 m) +10 feet (3 m) per level of experience.

Damage: 1D6 S.D.C. per level of experience.

This means that a *third level superbeing* can fire the blast 130 feet (39.6 m), and inflict 3D6 points of damage — 1D6 per level of experience.

Range

Range indicates the maximum distance the power (energy bolt, magnetic effect, etc.) can be cast. It may be limited to "X" number of feet, "X" number of feet per level, touch, or radius (area of an effect). Unless stated otherwise, it is assumed that a particular power affects only *one* character/opponent/victim at a time. All area affects will define their radius of influence.

Line of vision is typically associated with range, and means the attacker must be able to *see* his target or opponent, as well as be within range, to use it. If the target is not seen (hiding, totally obscured by a crowd, obstacles, darkness, invisibility, etc.) or just not seen by the attacking superbeing (hiding, behind him, beyond normal vision), the power can not be directed against him. However, some powers can be directed at a specific "area" that the character can see to affect everybody (hidden or invisible people included) within that zone or radius of effect.

Touch means that the effects can only be transmitted through physical contact. This is more common among spell casters than superbeings. In most cases (but not all), the character can affect two people with one attack by touching both at the same time. When in doubt, the G.M always has final say.

Called Shot. An energy blast or power that requires the superbeing to aim and shoot, or to throw an object or manifestation, can make a "called shot." This means the character is taking careful aim at a particular target, item, person or location. A successful roll to strike means a direct hit on the desired target.

Shooting Blind. Of course, the superbeing can fire or use his abilities blindly in the hope of striking an opponent. This is roughly the same as shooting a gun blind. The attacker is -8 to strike and shoots or lashes out in blind anger, fear or frustration. Meanwhile, the intended victim can remain hidden or attempt to dodge any attacks that accidentally come too close (and with full benefit of bonuses). Any character blasting away blindly is likely to accidentally strike an innocent bystander, inflict property damage and/or strike an ally, possibly with deadly consequences. Shooting blind is always extremely dangerous and reckless.

Area Affect

Area affect powers includes forces that can be unleashed, altered or influenced in and around a particular area. They may radiate around the superbeing or be cast at a particular distance on a specific location or target within range.

Everyone in that given area or radius will fall under the effects of that power. An effect/force with a 15 foot (4.6 m) radius will affect (or has the potential to affect) *everybody* within the circle of its power, or radius. In many instances, each individual caught in its radius gets to make a saving throw, in others, each must vacate the area of effect to escape its influence. Those just outside the area or "radius of affect," are untouched and unaffected by the forces within, but if they enter that radius, they too may suffer or fall under its power (roll to save when applicable). In most cases, the area is enlarged and inflicts greater harm "per level of experience."

The superbeing is typically immune to area affects which he has created, so he can walk in and out of the area without penalty or harm. However, that same power used by a different character is likely to affect him, unless he is impervious or immune to such things (the description will usually make note of this). Thus, a character with gravity manipulation may be caught in somebody else's gravity power, and so on.

Radius is like the circular ripple that appears when a stone is dropped in a pool of water. It radiates out along the surface of the water, only in this case, the ripple stops at a particular size and continues to affect everybody within that radius or circle. In most cases, the "radius" or diameter is measured along a flat surface and affects everybody in that area up to about 10-15 feet (3-4.6 m) above the ground (or floor as the case may be). It is not usually a 3-D spherical effect that goes through the floor to the basement or to the floors above the ceiling.

I.S.P. and P.P.E.

Super abilities are natural extensions of the person who possesses them, and as a result, they do not require any form of inner energies to fuel them. Certain abilities may have limited uses per melee round, but otherwise, super abilities can be used at will.

I.S.P.. or Inner Strength Points, apply only to psionic characters. While all living beings have some level of P.P.E. (Potential Psychic Energy), only practitioners of magic, supernatural beings and creatures of magic draw upon it to fuel their magic or powers.

The Influence of Ley Line Energy

Super abilities are not generally affected by the mystical energies of ley lines or nexus points. These are places where magic energy radiates from the very earth and may be the location of supernatural or occult activity.

Levels of Power

The player must first select one of these categories before specific powers and abilities can be determined; see the section on *Creating a Character* for specific details.

Each of the 11 categories of superbeing represents a primary area of training, orientation and power. However, only *Aliens, Experiments, Mega-Beings* and *Mutants*, all denoted with an asterisk, are the primary categories that offer so-called "superpowers." Players who want superhumans crackling with raw power and strange inhuman abilities should choose one of these. The *Magic* category can also offer super abilities under certain conditions (instead of spell casting abilities) and *Psionics* presents powers of the mind, abilities somewhat different than classic "superpowers" per se.

There are eleven major categories of superhumans:

* Aliens	
Bionics	* Mutants
* Experiments	Physical Training
Hardware	Psionics
Magic	Robotics
* Mega-Beings	Special Training

Super abilities are divided into two groups: *Major* and *Minor* super abilities. The two divisions represent levels of power and a certain amount of diversity.

Minor super abilities are typically limited and specific to one or two aspects/results. They are less expansive in their scope and power than Major abilities, but can be just as formidable, especially in the right hands. Some powers are only available as Minor abilities.

Major super abilities are much broader in scope, often having several aspects, features or effects, and bonuses. They also sometimes incorporate one or more minor super abilities into their range of abilities, but not always.

A player may have Major and Minor super abilities or a handful of Minor abilities (no major ones) which, when combined, makes for an individual as formidable as any with one or two major abilities. The exact number of Major and/or Minor powers are indicated in the descriptive section on each power "category," or can be rolled on the random tables which are presented in this section; player's choice.

A new feature of the random tables is the combination of a few psionic powers with super abilities, although such combinations are comparatively uncommon in the world of *Heroes Unlimited, 2nd Ed.*™

After the level of power (Minor or Major) has been ascertained, the player must select specific powers for his character. Subject to the Game Master's preference and approval, this can be done in two ways:

One: The player can skim through the super abilities and *choose* the ones that he would like. The section describing the Power/Hero Category (Mutant, etc.) will indicate how many abilities to select for those who don't want to make random rolls. Picking powers, if sanctioned by the G.M., is okay, because it is fun to build specific characters with specific powers. On the other hand, it can be fun and, sometimes appropriate, to make a random determination of a character's powers. For one, it may introduce the player to a fun ability that he might not have otherwise tried.

Two: Roll on the Random Super Ability Tables (Major and Minor; note sub-tables) to determine specific powers.

Random Super Ability Selection Tables

Roll percentile dice for determination on each table. In the alternative, the Game Master may allow players to *pick* the number, variety and type of super abilities rather than determination by random roll. Use the random table as a guide and make all selections with the guidance and approval of the Game Master. However, random rolls can be a lot of fun, and the random unexpectedness is especially appropriate for *mutants* and *experiments* where the resulting powers should be a mystery until they manifest themselves.

The Number and Category of Super Abilities

01-15 One Major Super Ability and three Minor abilities.

16-30 Four Minor Super Abilities only (no major powers).

31-45 One Major Super Ability and one Minor ability.

46-60 One Major Super Ability and two Minor abilities.

61-75 Five Minor Super Abilities only (no major powers).

76-85 Two Major Super Abilities (no minor powers).

86-90 1D4+1 minor psionic powers (any, except super) and one Major Super Ability.

91-95 1D4 minor psionic powers (any, except super) and 2 or 3 Minor Super Abilities.

96-00 One Super Psionic power and either one Major Super Ability or two Minor Super Abilities.

Selecting Specific Abilities

Now that you know how many super abilities your character has and which type, major and/or minor, you can *choose* specific powers or randomly roll on the Major and/or Minor Super Ability Tables which follow. If the same power is rolled a second time, ignore it, and roll again (except for Multiple Limbs which *can* be taken twice if so desired). Also, incompatible results can be re-rolled, such as Energy Resistance and Invulnerability. Do not roll for more super abilities than those indicated. Random rolls should be made under Game Master supervision — no pun intended. **Note:** For the convenience of our players, super abilities from *Villains Unlimited*™ and a handful of new powers are included in this book on the tables that follow.

Random Minor Super Abilities Table

01-02 Clock Manipulation
03-04 Supervision: Advanced Sight
05-06 Manipulate Kinetic Energy
07-09 Bend Light
10-13 Flight: Glide
14-15 Heightened Sense of Taste
16-18 Energy Expulsion: Fire
19-21 Supervision: Nightvision
22-24 Power Channeling
25-27 Radar
28-31 Flight: Wingless
32-34 Heightened Sense of Hearing
35-37 Mental Stun
38-40 Nightstalking
41-43 Energy Expulsion: Electricity
44-47 Adhesion
48-50 Flight: Winged
51-54 Healing Factor
55-57 Supervision: X-ray
58-60 Alter Physical Body
61-64 Energy Expulsion: Energy
65-67 Heightened Sense of Smell
68-70 Extraordinary Attributes (roll on sub-table)
71-73 Impervious to Fire and Heat
74-76 Energy Expulsion: Electrical Field
77-78 Underwater Abiltities
79-81 Superhuman Strength
82-84 Energy Resistance
85-87 Heightened Sense of Touch
88-90 Supervision: Ultraviolet and Infrared
91-94 Energy Expulsion: Light
95-96 Horror Factor
97-98 Body Weapons
99-00 Multiple Limbs

Extraordinary Attribute Sub-table

01-16 Extraordinary Mental Affinity
17-27 Extraordinary Physical Strength
28-43 Extraordinary Speed
44-56 Extraordinary Physical Endurance
57-70 Extraordinary Mental Endurance
71-82 Extraordinary Physical Beauty
83-90 Extraordinary Physical Prowess
91-96 Superhuman Strength (new; Minor Ability)
97-00 Supernatural Strength (new; Major Ability)

Random Major Super Abilities Table

01-02 Animal Metamorphosis
03-05 Chameleon - or - Copy Physical Structure
06-07 Alter Metabolism
08-09 Spin at High Velocity
10-11 Invisibility
12-13 Energy Absorption
14-15 Item Reduction
16-18 Control Power (roll on sub-table or pick one)
19-20 Shapechange
21-22 Darkness Control
23-24 Gravity Manipulation
25-26 Plant Control
27-28 Growth
29-32 Alter Physical Structure (roll on sub-table or pick one)
33-34 Create Force Field
35-36 Cloaking (new)
37-38 Multiple Lives
39-40 Animal Abilities
41-42 Tentacles (new)
43-44 Sonic Speed - or - Slow Motion Control
45-46 Negate Super Powers
47-48 Magnetism
49-50 Stretching
51-52 Invulnerability
53-54 Force Aura
55-56 Divine Aura
57-59 Bio-Ghost
60-61 Sonic Flight
62-63 Teleport
64-65 Gem Powers
66-67 Natural Combat Ability (new)
68-69 Disruptive Touch
70-71 Sonic Absorption & Reflection (new)
72-73 Holographic Memory Projection
74-75 Mechano-Link
76-77 Multiple Beings/Selves
78-79 Supernatural P.S. (new)
80-81 Mimic - or - Negative Matter
82-83 Karmic Power
84-85 Sonic Power
86-87 Vibration
88-89 Bio-Armor (new)
90-91 Shrink
92-93 Super-Energy Expulsion (new)
94-95 Intangibility
96-97 Transferal/Possession
98-99 Weight Manipulation
00 Immortality



Alter Physical Structure Sub-Table

01-05 Alter Limbs (new) or Tentacles (new; pick one)
06-10 Intangibility
11-16 Alter Physical Structure: Plasma (new)
17-22 Lycanthropy (new)
23-28 Bio-Armor (new) or Body Weapons (minor; pick one)
29-35 Alter Physical Structure: Plant (new)
36-42 Alter Physical Structure: Ice
43-49 Alter Physical Structure: Fire
50-56 Alter Physical Structure: Stone
57-63 Alter Physical Structure: Smoke or Mist (new)
64-70 Adapt to Environment (new) or Alter Body (minor; pick one)
71-77 Alter Facial Features and Physical Stature
78-84 Alter Physical Structure: Electricity
85-90 Animal Metamorphosis or Multiple Beings/Selves (pick one)
91-95 Alter Physical Structure: Liquid
96-00 Alter Physical Structure: Metal

Powers of Control Sub-Table

01-10 Control Radiation
11-20 Control Static Electricity
21-30 Darkness Control
31-40 Control Insects and Arachnids
41-50 Control Elemental Force: Fire
51-60 Control Elemental Force: Earth
61-70 Control Elemental Force: Water
71-80 Control Elemental Force: Air
81-87 Control Kinetic Energy (new)
88-93 Control Others
94-00 Plant Control

DESCRIPTIONS OF MINOR SUPER ABILITIES

List of Minor Super Abilities

Adhesion
Alter Physical Body
Bend Light
Body Weapons
Clock Manipulation
Energy Expulsion: Electricity
Energy Expulsion: Electrical Field
Energy Expulsion: Energy
Energy Expulsion: Fire
Energy Expulsion: Light
Energy Resistance
Extraordinary Mental Affinity
Extraordinary Mental Endurance
Extraordinary Physical Strength
Extraordinary Physical Prowess
Extraordinary Physical Endurance
Extraordinary Physical Beauty
Extraordinary Speed
Flight: Glide
Flight: Winged
Flight: Wingless
Healing Factor
Heightened Sense of Hearing
Heightened Sense of Smell
Heightened Sense of Taste
Heightened Sense of Touch
Horror Factor
Impervious to Fire & Heat
Manipulate Kinetic Energy
Mental Stun
Multiple Limbs
Nightstalking
Power Channelling
Radar
Superhuman Strength (new)
Supervision: Advanced Sight
Supervision: Nightvision
Supervision: Ultraviolet & Infrared
Supervision: X-Ray
Underwater Abilities

Adhesion

Characters with this power are able to attach themselves to any solid surface by their fingers and hands, toes and feet. This means that the person can walk on walls or ceilings, can climb any surface effortlessly, and is terrific at catching fly balls.

The only limits to this power are the character's own strength and speed. Attempting to carry a heavy load greater than his/her P.S.x10 in pounds (0.45 kg), will cause the character to immediately fall off. Speed climbing and crawling along walls and ceilings is equal to half the running speed (see Spd. attribute).

Restrictions: Loose rocks, crumbling plaster, ice, oil or other slippery substances will prevent the character from adhering to a surface (polished metal, chrome, and glass are not considered slippery substances and can be held on to or climbed).

Other Abilities and Bonuses:

Automatic climbing skill equal to 90% proficiency (does not include rappelling); -15% when the character is wearing shoes and/or gloves.

Add +10% to the prowl skill but only when climbing on the ceiling, wall or other high place.

+15% to palming, pick pockets, and concealment.

+5% to acrobatics and/or gymnastics.

+1 point to P.P. attribute.

Alter Physical Body

This power gives the character the ability to alter his body in small but significant ways. The change is instant and can be maintained indefinitely.

Change fingerprints at will. To copy somebody else's fingerprints he needs a good, clear reference copy or the person's hands. Copying skill is 25% +5% per level of experience.

Change physical beauty attribute; increase or decrease 5% per level of experience.

Change appearance of age (mainly wrinkles); increase or decrease 5% per level of experience.

Change eye color (any). Can NOT copy other people's retinas.

Change height, taller or shorter, by two inches per level of experience.

Change the spacing between one's teeth. Can also lighten or darken the color of the teeth by 25%.

Lighten or darken hair color by 33%.

Lighten or darken skin color by 33%.

Add, eliminate or change one birthmark per experience level.

Bend Light

Range: Self or a light beam with a range of 100 feet (30.5 m) +15 feet (4.6 m) per level of experience.

Damage: None

Duration: One melee round.

The ability to bend light allows the character to manipulate light radiation like a prism. This can produce a number of effects.

1. Separate the color bands of light to produce a colored light beam or radiate about 70 watts of colored light (enough to light up a 10x10 foot room or to read by). The colors possible are red, yellow, blue, green, purple, and orange, as well as infrared and ultraviolet.

2. Blank Spot: The character can manipulate light and light beams, such as infrared and ultraviolet, to "bend" around him, thus making him invisible to such light. However, since the light is bent around the character, an opponent *may* notice a blank spot or ripple in the area he's looking at (roll D20, 18 or higher on initiative notices the anomaly).

3. Parry lasers and other light beams by bending the light around him. The superbeing can parry and deflect narrow light beams, including flashlights and laser beams. Roll just like a normal parry +3.

In the alternative, the character can create a sort of bubble that covers a 10 foot diameter (3 m) that will cover light around it and effectively cause lasers and light beams to curve around it, thus protecting those inside the bubble. Other beams of energy, magic, psionics, projectiles and physical force will pass through the light bubble effortlessly. Maximum range this protective bubble can be cast is 100 feet (30.5 m).

4. Deflect light beams. The character can try to deflect light beams back from where they originate or at a specific target within range of the beam. This is done first as a parry (same as #3 above) and then as a strike (counts as one melee attack/action). This targeted deflection is done without benefit of any bonuses; straight, unmodified dice roll (D20).

5. Can see into the infrared and ultraviolet light range. 100 feet (30.5 m) per level of experience.

Body Weapons

This power enables the character to alter the shape and structure of his extremities to form weapons. This means he can elongate and transform one to all of his fingers into stabbing spikes, cutting knives, or scythe-like claws; grow spikes, hooks or small knife-like blades from the knuckles; the fingers and hand into a two or three pronged fork, hatchet, hammer or metal ball, or the hand and forearm into a sword, axe, club, mace, morning star, ball and chain, trident, and so on. The weapons formed can range from any variety of blades to club-like stumps. The shapes are limited to traditional hand to hand, melee weapons (hammer, mace, sword, scythe, etc.); nothing long-range, that fires projectiles, or that can be thrown. Simple tools like a serrated saw blade, screwdriver, pick, and similar items without moving parts (no scissors or pliers) can also be made.

Keys and other items (coffee cup, pen, pencil, etc.) cannot be made, but the character can attempt to pick a lock by forming a long, thin pick-like blade (-10% skill penalty).

After 3rd level, the forehead may be lined with blades, spikes, horns, or lumps (adds 3D4 damage to head butts); one per level of experience, as well as transform his hand or hand and forearm into a lethal weapon. Sharp horns, blades or protrusions can also be grown at the elbows, shoulders and knuckles.

Creation of blade arms cannot exceed the forearm length by more than 50%, for a total forearm blade length of 34 to 40 inches (86 - 96 cm).

Damage: Damage is 1D4 for a single knife-like blade made from a finger — each finger can be turned into a blade, creating claws that do 4D4 damage. The same applies to knuckle blades, horns/hooks or spikes, each doing 1D4 damage (one per knuckle).

An arm can be molded into a club, mace, morning star, hammer or similar *blunt* weapon that does 2D6 damage +P.S. and hand to hand combat damage bonuses.

A sword, axe, glaive or similar blade weapon inflicts 3D6 damage +P.S. and hand to hand combat bonuses.

All P.P., P.S., and W.P. skill bonuses to strike, parry and damage are applicable. The weapon arm is as hard as steel and has a base S.D.C. of 4D4x10. The body weapon cannot be removed from the body.

Special Bonus: +1 on initiative and +2 to disarm. Automatically has the fighting ability of *paired weapons*. The ability to turn one's fingers, hands or arms into a weapon can be used as a surprise attack against somebody who doesn't know the character's power.

Range: Limited to reach.

Clock Manipulation

This strange power links the superbeing with machines and mechanisms that measure time. The character can stop, start, or adjust the time counting/watching mechanism of watches, clocks, computers, alarms on a time system, counters, timers (including those in explosive devices, monitors, microwaves, stoves, and security vaults), and any timekeeping device. It is important to note that the link with the timepiece provides the character with information regarding everything about it: how it works, purpose, who designed it, schedule of preprogrammed times, and a complete schematic.

For example, the character can prevent the detonation of a time bomb by linking with the bomb's clock and freezing or slowing the timing or clock mechanism, or to determine which wire is attached to the clock and detonator, or to detonate it sooner by fast forwarding the counter. Likewise, he can link with the timer or counter to a vault and adjust the clock/time so that it opens the vault whenever he wants. **Note:** Living creatures cannot be affected by this power.

Other Bonuses and Abilities:

Has an amazing sense of time (within 2D6 seconds). Never loses track of time nor accidentally late.

Can sense if a timepiece is accurate, and if not, by how much it is fast or slow, and what the problem is.

Can fix timepieces (clocks, watches, and counters) without benefit of any mechanical or electronic skills.

Is excellent at "timing" actions and movements; +1 on initiative, +1 to pull punch, +1 to roll with punch, fall or impact.



Energy Expulsion: Energy

The character can generate energy which can be released in directed pulses. The energy pulse or blast is fired from the fingertips, hand or eyes (forms one beam/pulse).

Range: 600 feet (183 m) maximum.

Damage: 2D6 +1D6 per level of experience.

Special: The more powerful and experienced characters (3rd level and higher) can regulate the strength of each blast in increments of 1D6. For Example: A 6th level hero can fire blasts doing as much as 8D6; that's 8 to 48 points of damage at maximum strength. However, his mastery over his power enables him to fire a warning shot doing a mere 1D6, a don't push your luck blast doing 2D6 or 3D6 damage, a forceful 4D6, a rock-em 5D6, a heavy 6D6, or a powerful 7D6 or full force 8D6 blast. The level of power behind the energy blast does not affect the character in any way.

In addition, the more experienced superbeing (3rd level and up) can also *divide* the energy to fire two simultaneous blasts at two different targets. This means he can fire an energy bolt from both hands (or from one hand and the eyes) at an opponent in one direction and a second in another direction. However, the key word here is a "divided" attack. The amount of damage inflicted by each blast can not be greater than half his normal maximum damage. Staying with the example of a 6th level hero, the character could shoot two simultaneous blasts, each doing a maximum of 4D6 damage. Or one shot could be a warning shot doing 1D6, while the other could be a deadly blast doing the maximum 4D6 (the max because it is a divided attack and the blasts cannot be greater than half the usual damage even if the other blast is less).

Limitations of the Divided attack: Neither blast gets any special bonuses to strike! Only the natural roll of the die (D20) counts. Moreover, both targets must be in his line of sight. However, the dual divided attack counts as only one melee attack.

Note: These controlled abilities to regulate and divide the force of a blast apply to *all* energy expulsion powers.

Duration: Instant

Attacks Per Melee: Each energy blast counts as one melee attack or action; dual, simultaneous divided blasts also count as one melee attack.

Bonuses: +3 to strike if an aimed shot, +1 to strike if shooting wild; neither is applicable to divided attacks.

Energy Expulsion: Electricity

Electrical energy bolts leap from the fingers of this living electrical generator. As the character grows in experience (3rd level and higher), he/she can regulate the degree of damage by increments of 1D6.

Range: 400 feet (122 m) maximum.
Damage: 3D6 +1D6 for each level of experience.
Special: Same as *Energy Expulsion: Energy.*
Duration: Instant
Attacks Per Melee: Each energy blast counts as one melee attack or action; dual, simultaneous divided blasts also count as one melee attack.
Bonuses: +3 to strike if an aimed shot, +1 to strike if wild.

Energy Expulsion: Electrical Field

This character can turn himself into a living dynamo, crackling with electrical energy. Standing stationary, the hero can generate a field of electricity around himself affecting everyone within a 12 foot (3.6 m) area (at least at first level). Victims caught in the field will suffer a maximum of 4D6 damage for every five seconds trapped in the field (equal of 2-3 melee attacks). Experienced characters (3rd level and higher) can diminish the field's damage to as little as 1D6 per five seconds of exposure.

While the field is up, the character is impervious to electrical and energy attacks. Projectiles, bullets and thrown objects are -8 to strike, but do full damage if they hit. Fire, other forms of energy, magic and psionics are not hampered by the electrical field.
Range: 10 foot (3 m) area +2 feet (0.6 m) per each level of experience.
Damage: 4D6 for every 5 seconds within the energy field. The damage of the field does NOT increase with experience or age.
Duration: One full melee (can be instantly renewed).
Attacks Per Melee: The erection of the field counts as two melee attacks/actions. Remaining attacks/actions can be performed from within the electrical field — dodge and parry as usual.
Bonuses: Area affect; no aimed shot or long-range attacks are possible, but everybody within the radius of the field takes damage.

Energy Expulsion: Fire

The character can emit a flamethrower-like blast or bolt of fiery energy from his hands. Like the previous energy expulsion, the severity of damage can be controlled in increments of 1D6. Remember, maximum damage is limited by the level of experience.
Range: 300 feet (91.5 m) maximum.
Damage: 2D6 +1D6 for each level of experience.
Special: Same as *Energy Expulsion: Energy.*
Duration: Instant
Attacks Per Melee: Each energy blast counts as one melee attack or action; dual, simultaneous divided blasts also count as one melee attack.
Bonuses: +3 to strike if an aimed shot, +1 to strike if shooting wild.

Energy Expulsion: Light

The ability to draw on light energy/radiation and emit a highly concentrated bolt of light, not unlike a laser beam. The light bolt can only be fired in pulses from the fingers, hands or eyes. With experience (3rd level or higher), the character can regulate the amount of damage inflicted by the light bolt in increments of 1D6.

The character can also radiate light like a human light bulb. Equal to about 100 watts, plus 25 watts per level of experience. Even at first level he can radiate enough to light up a 20x20 foot (6x6 m) room.
Range: 600 feet (183 m)
Damage: 2D6 +1D6 per each level of experience, or blinding flash; the victim, (as many as five if grouped closely together) are momentarily blinded (-8 on all combat rolls) for one melee round. The blinding flash is only effective at close range: 10 feet (3 m).
Special: Same as *Energy Expulsion: Energy.*
Duration: Instant
Attacks Per Melee: Each energy blast counts as one melee attack or action; dual, simultaneous divided blasts also count as one melee attack.
Bonuses: +3 to strike for aimed shot. +1 if shooting wild. Furthermore, the character is resistant to radiation (half damage).

Energy Resistance

This power makes the character extremely resistant to all energy based attacks. No physical damage is sustained by the first 20 points of energy attacks in a melee round. Energy attacks beyond the 20 points do only half damage.

The character's resistance to energy includes fire, electricity, lasers, and most other forms of pure energy. The person is completely invulnerable to stun-type energy weapons. Energy resistance is not effective against radiation damage, kinetic energy (punches, kicks, melee weapons, etc.), projectiles, explosive force, magic or most forms of psionics (pyrokinesis and electrokinesis fall into the *Energy Resistance* category above).
Range: Self
Duration: Constant
Attacks Per Melee: None
Bonuses: No

Extraordinary Mental Affinity

An aura of likability, confidence and trust radiates from this character. He or she is so dynamic that they are often the center of attention and make the opposite sex swoon.
Bonuses:
Increase the M.A. attribute to 24+1D6.

Skill bonus of +10% is added to seduction, pick pockets and all skills of deception and sleight of hand.

Extraordinary Mental Endurance

A very mentally stable, strong willed and striking personality that is difficult to mind control, suppress or break. This guy has a will of iron.
Bonuses: In addition to M.E. attribute bonuses ...
Increase M.E. to 21 +2D4.
Needs a 12 to save vs psionic attack (plus M.E. bonus).
+6 to save vs mind altering drugs.
+6 to save vs Horror Factor.
+6 to save vs possession.
+1 to save vs magical illusions.

Extraordinary Physical Strength

This character possesses astounding physical strength. Although this strength is in the realm of human capability, this character does not need the hours of daily exercise to maintain it.
Bonuses:

Increase P.S. to 20 +2D6 — if P.S. is higher than 20 already, add 2D6+6 to it.

Can carry 100 times P.S. in pounds and can lift 200 times P.S. of weight in pounds (one pound equals 0.45 kg). Also see *Superhuman (Minor)* and *Supernatural Strength (Major).*

Extraordinary Physical Prowess

A greatly heightened physical prowess attribute providing increased speed and agility.

Bonuses:

Add 2D4 to the P.P. attribute.

Add 3D4 to the Speed attribute.

Add one extra attack per melee round.

+3 to automatic dodge; can dodge an attack without using up a melee action.

Plus 10% to physical skills requiring dexterity and prowess, such as prowl, gymnastics, acrobatics, climb, etc.

Extraordinary Physical Endurance

An extremely tough individual who can withstand a great amount of physical strain or punishment. Fatigues at one tenth the normal rate.

Bonuses:

Add 1D6+5 to the P.E. attribute; take note of bonuses to save vs toxins and coma (see P.E. attribute bonuses).

Add 4D4x10 S.D.C.

Add 3D6 to Hit Points, plus 1D4 per level of experience.

Extraordinary Physical Beauty

An extremely attractive individual whose beauty is truly exceptional. Members of the opposite sex are particularly vulnerable to this character's charm.

Bonuses:

Increase P.B. to 20 +2D4; see attribute bonuses for the ability to impress and charm.

+10% to the investigation/research, interrogation, seduction, palming and pick pocket skills.

Extraordinary Speed

The ability to move and run faster than most vehicles without tiring. It also enables the character to sidestep attacks without losing an attack.

Bonuses:

Speed 220 mph (353 km), plus 20 miles (32 km) per level of experience!

+50 to S.D.C.

+1 attack per melee round.

+1 on initiative at levels 1, 3, 4, 5, 7, 9, 11, 13 & 15.

+2 to strike.

+3 to parry.

+2 to pull punch.

+4 to roll with punch or fall.

+6 to dodge by moving, running or diving out of the way.

+2 to automatic dodge; can dodge an attack without using up a melee action.

+4 to damage for every 20 mph (32 km) of speed. The best a punch or kick can do from a standing still position is 40 mph (64 km), adding +8 to damage. See Super Abilities in Combat for more details.

Flight: Glide

This power allows the superbeing to ride air currents to fly and hover in the air. Maximum gliding speed outdoors is 40 to 50 mph (64 to 80 km); half indoors. Diving with a boost from strong winds or from an airplane or great height (skyscraper's rooftop), is 120 mph (192 km).

Bonuses When Gliding:

+1 on initiative.

+1 to strike.

+1 to parry.

+2 to dodge.

Flight: Winged

This superbeing has physical wings that give him the power of flight. Unfortunately, wings are difficult to conceal (average wingspan is 12 to 18 ft/3.6 to 5.5 m). This can make a secret identity a



bit of a problem, and passage through narrow openings impossible. However, the wings can be carefully folded, tucked and restrained with minimal discomfort. Wings that are pulled back and strapped in place impair the character's mobility as follows.

Penalties when wings are restrained:

-1 on initiative. -1 to parry.

-1 to strike. -1 to dodge.

-1 one attack per melee round.

And reduce Spd. by 10%

Bonuses In Flight: Applicable only if there is room for the character's wings — he can hover several inches above the ground during combat in order to use his full bonuses.



Speed — 160 mph (256 km) plus 10 mph (16 km) per level of experience.

+2 to P.B. attribute.

+1 attack per melee round.

+2 to strike.

+2 to parry.

+4 to dodge when hovering or flying under 80 mph (128 km).

+6 to dodge when flying 90 mph (144.8 km) or faster.

+4 to damage for every 20 mph (32 km) of flying speed.

+40 to S.D.C., plus each wing has the equivalent of 30 S.D.C. (will not use them to shield himself). Attacking a wing requires a called shot. Wings reduced to 10 or less S.D.C. each, will reduce speed by half. If one wing is crippled (reduced to zero, or below, S.D.C.) the character cannot fly! Wings heal at a rate of 1D4+4 S.D.C. per day and lost feathers, membrane or pieces are regrown in a few weeks (until then, they look tattered and mangy; reduce P.B. by 1D6 points).

Type of Wings:

01-35 Leather

36-70 Feather

71-00 Insect

Flight: Wingless

The impressive ability to fly without any apparent means of propulsion.

Bonuses In Flight: The character can hover several inches above the ground during combat in order to use his full bonuses.

Speed 200 mph (321 km), plus 20 mph (32 km) per level of experience.

+1 attack per melee.

+2 to strike.

+2 to parry.

+4 to dodge when hovering or flying under 80 mph/128 km.

+6 to dodge when flying around 90 mph (144 km) or faster.

+4 to damage for every 20 mph (32 km) of flight speed.

+40 to S.D.C.

Healing Factor

This power provides incredible recuperative abilities and immunity to disease and toxins.

Bonuses:

+2D4 to the P.E. attribute.

+2D6+6 to Hit Points

+25 to S.D.C.

+20% to save vs coma/death.

+3 to save vs magic, poison and toxins (this is in addition to the P.E. bonuses).

+3 to save vs psionic attacks.

The Healing Factor:

Recovers 3 S.D.C. every 10 minutes (18 per hour)!

Recovers one hit point every 15 minutes (4 per hour).

Special superhealing: Can instantly regenerate 4D6 hit points two times per day (24 hour period).

Does not fatigue, whatsoever!

Resistant to fire and cold; does half damage.

Resistant to drugs, toxins, and poisons. When the character doesn't save against them, their effects (duration, penalties and symptoms) and damage are a mere one third normal.

No scarring when healed.

Broken bones heal completely, without any sign of having ever been broken, at a rate 10 times faster than normal. This means a leg fractured in several places will be completely healed in about 8-10 days instead of 11-15 weeks.

Heightened Sense of Hearing

Heightened hearing enables the character to hear tiny, almost inaudible sounds several hundred feet away.

At 75 feet (22.9 m) he can hear sounds as quiet as one decibel. At 150 feet (45.7 m) he can hear sounds as quiet as 10 decibels. At 360 feet (109.7 m) the audible perception is greatly taxed, allowing him to barely hear a normal conversation in the 30 decibel range. *See Sonic Power for the decibel scale.*

Loud or constant noise will reduce the quality of hearing perception. If the surrounding noise is in the 70 decibel area, the hearing range will be reduced by -10 feet. Continue to reduce by 5 feet (1.5 m) for every additional 10 decibels.

Range: 360 foot radius (109.7 m).

Other Abilities Include:

Estimating the distance of the sound at a 60% +5% per level proficiency.

Estimating the speed and direction of approach at 50% +5% per level of experience.

Recognize a voice or sound through intense concentration at 40% +5% per level of experience (-10% if the person is trying to disguise his voice and -20% if the person is using the ventriloquism and/or impersonation/imitate voice skill).

Imitate a voice at 30% +5% per level of experience

Bonuses:

+1 to parry.

+2 to dodge.

+6 on initiative.

Heightened Sense of Sight

See the different types of *Supervision.*

Heightened Sense of Smell

An exceptional sense of smell that enables the superbeing to identify any smell he comes in contact with.

Range: Roughly 100 feet (30.5 m)

Abilities:

Recognize/identify specific odors: 70% +4% per level of experience (+10% for very common odors, including most foods, although this character can recognize the smell of the specific ingredients in addition to the overall smell of a particular food dish).

Recognize poisons, toxins and chemicals by scent: 50% +4% per level of experience. Note: Some poison gases are odorless/tasteless/colorless.

Recognize a person by scent alone: 50% +3% per level of experience.

Track by scent: 40% +3% per level of experience. Reduce by 10% in the city. Roll for every 200 yards/meters.

Difficult to surprise this character as he is likely to smell a person, robot, animal or vehicle 100 feet (30.5 m) before it reaches him, especially if the wind is blowing in his direction (in fact, can catch scents on the wind at triple his normal range).

+1 to dodge.

+1 on initiative.

Heightened Sense of Taste

Range: Touch/Taste

Having a heightened sense of taste means being able to precisely identify the components in anything tasted. The presence of drugs or chemicals in food will be immediately apparent, although identifying the particular drug or chemical depends on the character's skill in pharmaceuticals, or chemistry, or past experience.

Characters with a heightened sense of taste will tend to be very particular about what they eat or drink. With practice, they can exactly identify the components of any food or drink, and may even be able to identify its point of origin (something of a hobby). Thus, the character can identify all the ingredients in a prepared food and even have a strong idea of their proportions. Furthermore, if the character studies wine, he will be able to identify the type, year, bottling company, and vineyard of any wine from a single taste.

Recognize common ingredients such as sugar, salt, pepper, spices, foods, gasoline, and similar, at a proficiency of 70% +4% per level of experience.

Recognize exotic tastes such as chemicals, toxins and poisons at a proficiency of 30% +5% per level of experience. Practicing to recognize an unusual taste for two months will put that taste into the common item category.

+10% to cooking skill (professional quality).

Heightened Sense of Touch

The character has an uncanny and superior tactile sense. He or she also has a very soft, delicate touch and steady hand.

Bonuses & Abilities:

He can easily recognize and locate very slight differences (scratches, cracks, dings, imperfections, etc.) in textures by touch. 70%+2% per level of experience.

Identify fabric and material by touch alone. 60% +2% per level of experience.

Notice minute changes in temperature by touch or slowly moving one's hand over an item. 60% +2% per level of experience.

Penalties for being blind are all at -5 instead of 8.

Adds +10% to skills that require a delicate, light touch, including identifying and making forgeries, demolitions, pick pocket, pick locks, palming, cardsharp, etc.

+1 to strike on an aimed or "called shot," including a thrown item or weapon.

Horror Factor (optional)

The superbeing radiates an aura of evil, horror, or power that stops people in their tracks. Everyone encountering/facing this character, even if he/she is attractive, must roll a 20 sided die to save vs Horror Factor.

A successful save is a roll higher than the H.F., and means the defender is not impressed and may attack without hesitation. He does not have to roll to save again until their next confrontation/meeting.

A failed roll means the individual loses initiative and one of his melee attacks for that round, and is the last to attack. He must roll again next melee round. Another failed roll means the same penalties are repeated.

Base Horror Factor: 10 +1 per every other level of experience.

Bonus: The character is himself +9 to save vs Horror Factor.

Note: Some readers may find this power inappropriate or funky in the heroes setting so we have made its use optional.

However, it does make sense if you think about it, especially from ordinary humans and puny or low level superbeings.

Impervious to Fire and Heat

Just as the name suggests, this power makes the superbeing completely impervious to fire and heat, including magical fire and extreme heat.

Range: Self.

Duration: Constant.

Manipulate Kinetic Energy

The ability to manipulate kinetic energy enables the character to survive falls from great heights, deflect bullets and increase the kinetic velocity of objects he *throws*.

Range: Self or held object.

Attacks Per Melee: Each kinetic attack or use of the power counts as one melee action/attack.

1. Protective Kinetic Energy Field: The kinetic aura radiates around the character and protects him from kinetic attacks/energy. As a result, damage from a fall, explosion, punch, kick, bullet, arrow, sword or club, is cut in half. Energy weapons, magic, and psionics do full damage.

Range: Self only.

Duration: As long as five minutes per level of experience.

Attacks Per Melee: The initial activation counts as one mele attack/action. The character also loses one attack/action for every melee round that the protective field is kept in force. Activated with but a thought; instant.

2. Increase Kinetic force: The character can cause one of two thing to happen with this aspect of his power.

A) Increase the velocity to inflict greater damage (doubles normal damage), or B) increase the velocity for greater range (doubles the normal range, but is -2 to strike).

In both cases, the superbeing must physically hold, charge with kinetic energy, and hurl the item. Thus, this power is only effective with thrown objects like knives, darts, clubs, axes, boomerangs, throwing irons/sticks, rocks, etc. It also includes slings and the bow and arrow, but not the crossbow or guns. The act of charging and throwing an object counts as one melee attack.

3. Redirection: Any object that the superbeing has held, charged and thrown can be mentally directed to do one of the following while it is in motion:

Return after it strikes.

Curve left or right to hit a target not in its direct path.

Suddenly drop or jump higher by one foot (0.3 m) per level of experience.

Suddenly stop in front of the intended target, stay suspended in the air for 1-2 seconds and drop harmlessly to the ground.

Only one "redirection" can be performed per attack (per thrown object) and uses up one melee attack (e.g. in addition to the initial charging and throwing attack).

4. Deflect Kinetic Objects: This is a kinetic energy parry that can deflect/knock away a bullet, arrow or thrown object (but not punches, stabs, kicks, etc., connected to a living body). The deflection works just like a normal parry, roll a D20 to use kinetic force to parry the projectile. The usual bonuses from P.P and skills are not added to this "mental" parry, but the character is +4 to parry using this aspect of his power. **Note:** Only *one* object can be parried at a time; a hail of arrows or bullets cannot be parried. Also note that if the item is deflected, it means it could hit somebody standing on either side or above him.

Some Kinetic Weapons, Normal Effective Ranges and Damage:

Arrow, Typical: 420 ft (128 m) — 1D6 damage
Arrow, Long or Composite Bow: 800 ft (244 m) — 2D6 damage
Ax (Battle or Chopping types): 30 ft (9 m) — 2D6 damage
Ax, Throwing (small): 60 feet (18.3 m) — 1D6 damage
Bola: 60 ft (18 m) — 1D6 damage, plus entanglement
Boomerang: 120 ft (36.6 m) — 1D6 damage
Darts: 60 ft (18 m) — 1D4 damage
Discus Metal: 100 ft (30.5 m) — 2D4 damage
Discus Metal with Blade Edges: 100 ft (30.5 m) — 2D6 damage
Frisbee Toy: 200 ft (61 m) — no damage
Frying Pan: 20 ft (6 m) — 1D6 damage
Hardball/Baseball: 200 ft (61 m) — 1D6 damage
Knife, Ordinary: 50 ft (15 m) — 1D6 damage
Knife, Throwing: 100 ft (30.5 m) — 1D6+2 damage
Marble/Snowball: 100 ft (30.5 m) — 1 point of damage
Metal Pipe or Chunk of Debris: 100 ft (30.5 m) — 2D6 damage
Softball: 300 ft (91.5 m) — 2 points of damage
Softball-Size Rock: 200 ft (61 m) — 2D4 damage
Shuriken: 60 ft (18 m) — 1D6 damage
Spear: 100 ft (30.5 m) — 2D6 damage
Sword (average size): 30 ft (9 m) — 2D4 to 2D6 damage
Javelin: 300 ft (91.5 m) — 1D6 damage
Throwing Irons: 100 ft (30.5 m) — 2D4 small or 2D6 large damage
Throwing Sticks: 100 ft (30.5 m) — 1D6 damage
Throwing Spikes: 60 ft (18 m) — 1D6 damage

Note: The ranges listed are the effective range when thrown with accuracy and to hit something. The ranges are easily double when a person hurls them with all his might, but are thrown wild with a penalty of -9 to strike.

Mental Stun (non-psionic)

A power that attacks the balance and motor mechanism of the brain. Victims feel light-headed, dizzy and out of sync.

Range: 60 feet (18.3 m) or by touch.

Damage: Special. Victims lose one attack per melee round, have no initiative and are -3 to strike, parry, and dodge, -6 to roll with punch, fall or impact, and skill performance and speed are reduced by 40%.

Duration: Victims suffer penalties for two melee rounds.

Attacks Per Melee: Counts as three hand to hand attacks. Each attack can only be directed at one person at a time, not an entire crowd at once.

Saving Throw: 15 or higher is needed to save. M.E. bonuses vs psionics can be applied.

Multiple Limbs

A character with this ability has an extra pair of limbs, either arms and hands or legs and feet. The limbs can be either identical to those of the superbeing or somehow different; i.e., both the natural and extra legs can be horse-like, making the character a centaur. Or the character might have two human-like arms and hands plus two tentacles or two crab-like claws, or an extra pair of normal arms and so on. The abilities of the extra arms will depend on what they are. Tentacles for example, may be prehensile but won't offer the same degree of control and versatility provided by fingers and hands.

Bonuses from a pair of extra arms and hands: One additional attack/action per melee round, +1 to parry, paired weapons,

+15% to climb, +5% to pick pockets, pick locks, palming and other sleight of hand.

Bonuses from a pair of extra tentacles: One additional attack/action per melee round, +1 to parry, +5% to climb, and entangle/pin.

Bonuses from an extra pair of legs and feet: Characters who possess an extra pair of legs can have them in any arrangement or appearance (horse, crab, insect, etc.). Bonuses from an extra pair of legs increases the speed attribute by 1D6x10 points, can leap 10 feet (3 m) lengthwise from a standstill or 20 feet (6 m) from a running start, +4 to dodge, kick with two legs does 3D6 damage, +20% to maintain balance, and +20 to S.D.C.

Note: This is the only super ability that can be taken twice. If this is done so, the character will have one extra set of arms and one extra set of legs for a total of eight limbs. A character cannot have more than this.

Nightstalking

This ability allows the character to have temporarily heightened senses and abilities while on the trail of his victim(s). It can only be used at night, or in a dim, eerie environment, such as a basement, cave, or abandoned building. Fear and darkness seem to trigger an inner power within the individual which manifests itself in the following ways.

Night Powers:

Hide in shadows/darkness: Similar to a motionless prowl —not likely to be seen or heard when hiding motionless in darkness. 73% +3% per level of experience.

Sense the exact moment of the rising and setting of the sun. Recognizes vampires and sees Shadow Beasts even when they are in shadow. Likewise, can see those cloaked in unnatural or magical darkness.

Cannot be turned into the undead.

+10% on the skills tracking, land navigation, and prowl.

Nightvision 1000 feet (305 m).

Horror Factor of 13 (optional).

+1 on initiative.

+1D6 to damage (only at night).

+50 S.D.C. (only at night).

Power Channeling

Characters with this power have an awesome ability to generate and channel kinetic energy for very specific purposes. The character creates a kinetic surge within himself when he attacks someone with his bare hands, feet, or tail, and releases this energy on contact. These superpunches deliver as much damaging energy as any of the *energy expulsion powers*, but they cannot be used at long-range, only in hand to hand melee combat. These characters can even damage metal, concrete, or armored targets with punches, kicks, head butts or flying tackles. Damage increases with level and all bonuses are applicable, except for the character's normal P.S. damage bonus, because it is the release of energy that does the damage, not the force of the blow.

Body tackle damage — 1D6 +1D4 per level of experience.

Head butt damage — 1D6 +1D6 for every two levels (3, 5, 7, 9, 11, 13, and 15).

Punching damage — 1D6 +1D6 per each level of experience.

Power Punch — 6D6x2 but uses up four melee attacks/actions.

Kicking damage — 2D6 +1D6 per level of experience.

Jump Kick — The above kick damage x2! But it uses up ALL melee attacks/actions and must be the first attack of the melee round.

Radar

The radar super ability sends out high-frequency radio waves which bounce off objects, returning and indicating the direction and distance of the reflecting objects. This power provides the superbeing with a crude type of see in the dark ability, enabling him to know/sense the location of objects and movement.

Range: 400 feet (122 m) +100 feet (30.5 m) per level of experience.

Abilities Include:

Interpreting Shapes: 50% +5% per level of experience.

Estimating Distance: 60% +4% per level of experience.

Estimating Direction: 60% +4% per level of experience.

Estimating Speed: 40% +4% per level of experience.

Estimating exact location: 50% +4% per level of experience.

Bonuses:

+4 on initiative.

+2 to parry and dodge.

+2 to strike.

One additional attack per melee.

No minuses apply when blinded or in darkness.

Note: Radar does not go through cloth, wood, glass, metal or people. Consequently, the character can not see or sense through walls or doors. Likewise, while he may sense a car, estimate its speed, direction and distance, he can not tell how many people are inside the vehicle.

This ability is especially useful in the dark, long distances, and combat (providing relatively full view of the combat area).

Disadvantages: Radar is totally fouled in the rain, snow, dust or sandstorms, and by similar obscuring conditions. No bonuses apply under these conditions, including no additional attacks per melee. If these conditions exist at night/dark or while blinded, the radar is ineffective and the character is blind and suffers all the penalties that usually apply.

Smoke and fog also fouls radar, but not as severely as the aforementioned conditions. All the abilities to estimate speed, direction, distance, shape and location are -30%. All bonuses are reduced by half.

Superhuman Strength

The character possesses superhuman strength a notch below supernatural.

Bonuses: Add 20 +2D4 points to the current P.S. attribute.

Can carry 200 times P.S. in pounds and can lift 300 times.

Fatigues at half the rate of normal humans.

Supervision: Infrared & Ultraviolet

This power enables the character to see in the infrared and ultraviolet spectrums of light radiation. Both types of light are clearly visible to this person, including infrared and ultraviolet light beams like those emitted by old-style nightsights. Infrared also provides a limited type of nightvision allowing the character to see clearly in the dark up to about 300 feet (183 m).

Supervision: Nightvision

The ability to see clearly in darkness. This includes total darkness.Range is equal to normal vision.

Supervision: Advanced Sight

This is a power that gives the character supersharp, crystal clear vision. Distancing vision is not unlike that of an eagle's. Although not telescopic, the vision is so sharp that the person can read a small sign or recognize a face/costume up to two miles (3.2 km) away. **Range:** Two miles plus one mile for every level of experience beyond level two.

Super Vision: X-Ray

A power that enables the character to see through most substances. Lead and lead alloys will block x-ray vision. It requires a few moments of concentration to see through various substances.

Abilities:

See through fabric or paper up to four inches thick instantly.

See through up to one foot (0.3 m) of wood, plaster, fabric, paper, vegetation; requires one melee round (15 seconds) per each foot of material.

See through six inches of brick, stone, concrete or metal; requires two melee rounds (30 seconds) per each six inches.

Underwater Abilities

This power enables the superbeing to function with incredible prowess underwater. Like a fish, he can breathe underwater, swim, and so on. This character can breathe and function on dry land like a normal person for an indefinite period of time — days, months, or years. However, he feels most comfortable, as well as most powerful, in water, i.e. rivers, lakes, seas, and oceans.

1. Abilities Include:

Breathe Underwater enables the superbeing to breathe underwater as easily as he does air on the surface.

Swimming is an automatic, instinctive ability enabling the character to swim with the skill proficiency of a competitive swimmer. All basic swimming techniques and styles are known; skill level 80% +1% per level of experience.

Depth Tolerance: Can survive the pressure up to 1.5 miles (2.4 km) underwater.

Extraordinary Strength Underwater: The character possesses incredible strength while underwater. Increase P.S. to 24, or if the character already has a natural P.S. of 20 or higher, add six to the P.S. The extra strength applies only when submerged in water. On dry land the superbeing's strength is his normal, natural physical strength.

S.D.C. also increases underwater; add 100 S.D.C. points. On dry land the S.D.C. reverts to normal.

Extraordinary Speed Underwater: The character's swimming speed is the Spd. attribute x5 while underwater.

2. Bonuses Underwater:

+2 to strike.

+2 to parry.

+4 to dodge.

+1 extra attack per melee round.

3. Bonuses on Dry Land:

+1 to strike.

Add 40 points to S.D.C. (Remember, the 100 S.D.C. bonus underwater no longer applies).

Note: Aquatic aliens with this power reverse it, meaning they are an underwater creature (with whatever natural underwater abilities they normally possess) who can now function on dry land (e.g. Underwater Abilities becomes *Surface/Land Abilities*). Thus, change the swimming skill to running and the underwater bonuses apply to aquatic creatures when they are on land (they can breathe air, walk/crawl, etc.).

DESCRIPTIONS OF MAJOR SUPER ABILITIES

List of Major Super Abilities

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Alter Limbs (new)
Alter Metabolism
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Mimic
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Multiple Lives
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Negate Super Abilities
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Shrink
Slow Motion Control
Sonic Power
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Sonic Flight
Sonic Speed (running)
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Stretching (elasticity)
Super-Energy Expulsion (new)
Supernatural Strength (new)
Teleport
Tentacles (new)
Transeral/Posession
Vibration
Weight Manipulation

Adapt To Environment

By Aaron Oliver & Kevin Siembieda

This power enables the superbeing to alter his body to best suit his environment. These changes to survive a hostile or alien environment happen in a matter of seconds. In the case of adaptation to a toxic atmosphere/air, the adaptation lasts indefinitely (for as long as he is exposed to that atmosphere), while the physical adaptation to an environment lasts only hours at a time.

1. Adapt to Air/Atmosphere: This power enables the character to breathe in any atmosphere, including those that would be toxic and deadly to normal humans.

The adaptation process begins the moment the character is exposed to the new atmosphere. For the initial 1D6 minutes he coughs and chokes (reduce all combat bonuses, melee actions and skill performance by 50%) and finally passes out. He will remain in a coma-like sleep for 1D4 hours while his metabolism reacts and adapts to the alien and otherwise deadly atmosphere. When he awakens, he will be able to breathe the new atmosphere without difficulty. **Note:** While the character is unconscious, he is completely defenseless, unable to wake up, even if attacked, until he has completely adapted to the new gases. The individual must go through this process every time he wishes to breathe a different type of atmosphere (even those he has adapted to in the past). However, he can instantly switch to the air of his native planet (no choking or coma-adaptation period), and alien or toxic air that he has adapted to in the past is adapted to at half the initial time (3D4x10 minutes for the coma). He cannot adapt to a vacuum (no air), or radiation, or breathe underwater; this ability applies only to "air" — gases breathed by the character.

2. Semi-Impervious to Toxic Gases: In addition to being able to breathe toxic air, the character is effectively impervious to poisonous gases, smoke and deadly pollution in the air — not that they don't have some negative affect on him. Exposure to the toxic gas/smoke/polluted air causes the character to cough and have difficulty breathing for the entire period he is exposed to the foul air. During that period reduce all combat bonuses, melee actions and skill performance by 50%, but he can continue to function on an impaired level without physical injury or any other effects (i.e. sleeping gas will *not* put the character to sleep, poison does no damage, etc.)!

If exposure to this toxin is less than 15 minutes, the superbeing completely recovers after one minute of breathing clean air.

If exposure to the toxin is over 20 minutes, the superbeing will collapse into a coma-like state; unconscious and helpless but still alive (he will appear to be dead to those without the medical knowledge of a paramedic or medical doctor). The character will recover from a prolonged exposure to toxic gas and breathe it without ill effect or penalty after 1D4 hours of exposure to it (same as adapting to a toxic atmosphere), or within 3D4 minutes after being exposed to normally breathable air.

3. Adapt to Physical Environment: This ability enables the superbeing to "adapt" his physiology to the dominant environment around him. Only one of these metabolic adaptations can be used at a time. Altering the body into any of these forms takes one full melee round (15 seconds) of concentration. The hero can maintain any of these broad changes for up to one hour per level of experience.

Arboreal: This adaptation gives the character excellent balance and mobility in an arboreal environment — i.e. living in treetops, cliffs or similar environments high above the ground. This means he has the physical abilities/skills of *climbing* and *acrobatics* with all skill levels at 89%. Plus the character has prehensile feet and can leap up to 15 feet (4.6 m) or 50% farther than usual, whichever is greater.

Arctic/Freezing Environment: The character's body instantly adapts to freezing cold temperatures. This means temperatures as low as zero Fahrenheit have no ill effect (feels like a cool Spring day) and the character does *not* suffer from frostbite, hypothermia, stiffness, discomfort from cold, or any other impairment associated with exposure to freezing environments. Even exposure to sub-zero temperatures inflicts only 10% of its normal damage and penalties.

Desert/Extreme Heat and Dry Conditions: The character's body instantly adapts to blazing heat and dry, waterless conditions. This means temperatures up to 160 degrees Fahrenheit have no ill effect (feels like a warm Spring day) and the character does *not* suffer from dehydration, heat blisters, sun stroke, fatigue, or discomfort usually associated with exposure to extreme heat and sun. Even exposure to temperatures up to 200 degrees inflicts only 20% of its normal damage and penalties. Note: The character only needs the equivalent of two glasses of water (roughly 16 ounces) per 24 hours to function at 100%.

Disease/Plague Conditions: The superbeing can increase his natural resistance to and recovery from disease (bacteria, viruses, etc.). The character is five times more resistant to disease than the average human (+5 to save vs disease) and should he catch it, the disease is never fatal and the effects, penalties, damage and duration are half normal.

Nocturnal or Underground: The character's pupils double in size to let him see in the dark — the equivalent of Nightvision with a range of 300 feet/92 m), but are incredibly sensitive to light (can only see about 20 feet/6 m in dim light and is completely blinded by daylight or bright artificial; -8 to strike, parry, and dodge, automatically loses initiative). The ears also become sensitive, doubling the hero's normal range of hearing (roughly as keen as a dog's). This means the superbeing can function in total darkness as well as a normal person in a well lit room or outdoors on a sunny day. In addition, while in darkness or underground, he is +1 on initiative, +1 to dodge and has a excellent sense of direction and depth/height.

Radiation: The effects of radiation energy (ultraviolent rays, microwaves, etc.) have absolutely no ill effect on the character; he functions unimpaired, without fear of damage or illness.

Underwater: The character can breathe water (takes oxygen from the water) like a fish, is impervious to underwater pressure up to one mile (1.6 km) deep and can swim at twice his normal Speed attribute.

Vacuum: The character can adapt to a vacuum (no air) in the sense that he can place himself in a stasis sleep (may appear to be dead) in which the metabolism is slowed to a crawl and oxygen in the lungs is preserved. This stasis sleep cannot be maintained as long as the other metabolic adaptations and is limited to a mere five minutes per level of experience. No action, even thought, is possible during stasis sleep. Awakens when removed from the vacuum.

4. Other Abilities and Bonuses: These bonuses are part of the superbeing's everyday abilities.

+1D4 to P.E.

+3 to save vs poisons and magic potions.

+15% to save vs coma/death.

Alter Facial Features & Physical Stature

The character has the ability to alter his facial features, body shape/stature and size.

1. Alter Facial Features:

Range: Self

Duration: Indefinite — as long as the character desires.
Restriction: Two times daily per level of experience.

The character can alter his face in any and every way. Facial features such as the nose, ears, mouth/lips, jaw, cheeks, eyebrows, forehead, and hairline can be aged or altered with a thought. Note that this power enables the character to grow facial hair, grow or reduce hair length, lighten or darken hair color by 50%, cause the hair to drop out, becoming bald (can grow it back in minutes) and change the color and shape of the eyes. The character simply makes a mental picture and within one melee round (15 seconds) the face is altered to fit that picture.

To copy somebody else's features exactly, the copier must have several detailed photographs (video tape is much better) of the subject's face, hands, body and other features and elements to be imitated. Best is to have the person himself available to study.

2. Alter Physical Stature/Shape & Size:
Range: Self
Duration: Indefinite — as long as the character desires.
Restriction: Two times daily per level of experience and the height can only be increased or decreased by one foot (0.3 m).

The character can alter the appearance of height, age, physical dimensions and characteristics of his body (slouch, slumped shoulders, barrel-chested, muscular, scrawny, old, young, etc.) to look like a completely different person. Note that the key word here is "appearance." No matter what the impersonator looks like, his physical and mental attributes do NOT change, only his physical "appearance." Imitating a specific individual right down to distinguishing birthmarks, scars, moles, tattoos, etc., are all possible, provided that information (and visual reference) is available.

3. Photographic Picture Memory:
Range: Self
Duration: Indefinite — as long as the character desires.
Restriction: Base skill for completely accurate recollection: 40% +5% per level of experience.

The individual has a remarkable, photographic memory when it comes to remembering faces and features about people (has an ordinary memory when it comes to remembering factual data, events, names, numbers, etc.). Thus, an identity used in the past can be recalled and used again at any time. This gives the character a vast mental file that he can draw on in a moment's notice.

4. Alter Voice:
Range: Self
Duration: Indefinite — as long as the character desires.
Restriction: Four times daily per level of experience. Base skill for completely accurate recollection and imitation of a specific person's voice and dialect: 40% +5% per level of experience. Simply altering one's voice is easy, 90% proficiency.

This is the ability to alter one's voice and speech patterns to resemble/imitate another person. Vocal ranges within the same gender are the easiest, but -25% for the opposite gender and/or extreme vocal ranges. To imitate a specific voice the imitator must hear the person speak for several minutes or more; a good quality recording will do the trick.

Note: The imitator must know foreign languages in order to speak them. In other words, if the character wishes to copy a German national who only speaks the German language, he too must speak the language.

5. Alter Finger and Hand Prints:
Range: Self
Duration: Indefinite — as long as the character desires.
Restriction: Two times daily per level of experience. Base skill for accurately copying somebody's else fingerprints: 35% +5% per level of experience.

The character can change his finger and palm/hand prints (feet too) with a thought. To copy another person's prints he must study the person's fingers and hands or view detailed photos or copies of fingerprints (the latter two have a penalty of -10%).

6. Other Abilities and Bonuses:

Add 1D6 to Mental Affinity attribute.

Add two (2) additional languages to skills.

Add +10% to the cosmetic disguise skill, if selected.

Impersonation: 50% plus 5% per level of experience. Includes copying inflections and nuances in the person's voice, movement and mannerisms, not just physical appearance.

Limitations of Note:

Size can be increased or decreased by a maximum of one foot (0.3 m).

Skin color cannot be changed, although the natural skin tone can be lightened or darkened by 20%.

Sex cannot be actually altered although masculine or feminine features and stature can be assumed. However, additional make-up, padding, wig and clothing may be required to complete the disguise.

Distinct body features such as birthmarks, moles, scars, tattoos, or fingerprints cannot be reproduced unless seen by the character firsthand or by way of detailed photographs or film.

Alter Limbs

By Aaron Oliver and Kevin Siembieda

A superbeing with this bizarre power is able to transform his flesh and blood hands, arms, legs, and feet into different *mechanical* forms.

1. Body Weapons (modified): The character can turn his limbs into a variety of ancient, melee weapons — i.e. elongate and transform one to all of his *fingers* into stabbing spikes, cutting knives, scythe-like claws, and so on; or the *fingers and hand* into a two or three pronged fork, hatchet, scissors, hammer or metal ball, etc.; or the *hand and forearm* into a sword, axe, club, mace, morning star, trident, pitchfork, and so on. The "body weapon" cannot be removed from the body. Limbs can be elongated up to double their normal length (i.e. a sword could be as long as the forearm and hand to twice as long).

Damage: These weapons inflict the same damage as the real life equivalent plus 1D6 additional damage points.

Bonuses: +1 on initiative, +1 to strike and parry with a Body Weapon.

Range: Limited to reach; up to double the reach of the normal limb.

2. Mechanized Body Weapons: The Character can alter his limbs into a variety of modern weapons and useful machines, from a pencil sharpener or wrench to a pistol or rifle.

To fire projectiles from a gun-like weapon, the superbeing loses one point direct from Hit Points, but can fire 12 bullet-like projectiles or two grenade/rocket type projectiles —bullets do 3D6 damage each, while each grenade does 1D6x10 each (affects a small, four foot/1.2 meter diameter). **Note:** To fire energy bolts, the character must also have the power of Energy Expulsion, but the weapon arm increases the usual Expulsion range by 50%. The firing of energy bolts is a natural ability when the power of Energy Expulsion is also possessed, so it does not burn up the character's hit points to fire these long-range energy blasts.

Each *motorized body part* (chain saw, electric screwdriver, drill, flashlight, siren, etc.) burns up one Hit Point for every two minutes (8 melee rounds) it is used. Hit Points, generally, recover as normal. **Note:** When the body is down to 15 Hit Points, it automatically shuts off this power. Only a character with mechanical skills can turn his limbs into complex machines and motorized devices, otherwise the character must stick with comparatively basic and simple devices, including guns.

3. Shield Arms: The character can form his hand and forearm (one or both) into a medium-size shield like those used by knights of old. The shield can be used to block/parry incoming attacks to avoid serious damage.

Punches, kicks and other blunt attacks (clubs, thrown rocks, etc.) are +5 to parry, and, when successfully blocked by the shield, do no damage.

Using a shield arm to block/parry arrows, bullets, rockets, explosions, energy beams, and flying shrapnel is a normal parry without bonuses (it is very difficult to parry these fast flying attacks). If successfully blocked by the shield, the character suffers only 10% normal damage from that attack. A failed parry roll means the attack slips past the shield, hits and does normal damage.

4. Stretch Limbs: The character can elongate his fingers, hands, and arms, or feet and legs to triple their normal length. However, they remain solid like stilts (not rubbery) and only bend at the normal joints.

5. Locomotion & Limbs: The feet (and/or hands for travel on all fours) can be transformed into wheels (roller blades, roller skates, any variety of small wheels, etc.) while the feet and lower legs can be transformed into large wheels, small tank treads, and so on. Wheels that don't require "locomotion," i.e. a motor or energy source to move, are as simple and natural to make and use as the Body Weapon (simple).

Those that do not require a motor (including pogo stick/spring-like mechanisms) increase the character's speed attribute by three times (provided the surface terrain is conducive for wheeled travel).

Those that require a motor increase the character's speed attribute by six times (provided the surface terrain is conducive for wheeled travel), but costs one Hit Point for every two minutes (8 melee rounds) it is used. Hit Points, generally, recover as normal. **Note:** When the body is down to 15 Hit Points, it automatically shuts off this power.

Characters who also have the power of Energy Expulsion can create *rocket legs* and fly at low altitudes (1000 feet/305 m maximum height above ground) and at a speed ten times faster than their normal spd attribute. When the body is down to 15 Hit Points, it automatically shuts off this power.

Note: Speed is based on (relatively) normal speed attributes and not any of the "Super-Speed" abilities. The Super-Speed will be the maximum available to a character regardless of his transformed limbs.

6. Other Abilities and Bonuses:

Add 1D4 to P.S.

Add 1D4 to P.E.

Add 2D4 to Hit Points.

Alter Metabolism

Range: Self

Duration: As indicated below.

This major ability gives the character the power to adjust his metabolic system, reducing the need for food or sleep, slowing the progression of poison, increasing his speed or alterness, and so on, by adjusting his body chemistry and metabolism. As many as four of the metabolic altering powers can be used at one time — all effects, bonuses and penalties are cumulative.

1. No Sleep. The character can function without ill effect for two days plus eight hours per level of experience. After this period, he must sleep for 16 hours, otherwise his speed, number of attacks, skill proficiencies and bonuses are all reduced by half.

2. No food or water: Enables the character to go one day per each level of experience without eating food or drinking water and without ill effect. After this time period, the character is famished and must eat the equivalent of three large dinners and drink at least one gallon (3.8 liters) of fluid.

3. Calm Self: Keeps heart rate steady and even, does not become excited, anxious or nervous. +1 to save vs magic, +4 to save vs Horror Factor, +4 to save vs mind control/hypnosis whether it is induced by drugs, psionics, magic, or the super ability, and +2 to save vs possession. Can remain focused and perform skills without penalty even during high stress situations.

Duration: Five minutes per level of experience.

Side Effect: Afterward, the character suffers from a headache for one hour — no penalties, just minor discomfort.

4. Adrenal Rush: +2 on initiative, +1 to strike, parry and dodge, +4 to P.S. and add one melee attack.

Duration: One melee round per level of experience.

Side Effect: -1 on initiative, strike, parry and dodge for one hour afterwards.

5. Hyper Metabolism: +2 on initiative, +1 to strike, parry and dodge, add two attacks per melee and triple normal speed (not applicable to flight or any superspeed powers).

Duration: Three melees per level of experience.

Side Effect: Hungry and tired, reduce normal speed by 20% and is -2 on initiative and -2 to strike, parry, and dodge for two hours afterwards.

6. Slow Metabolism: The character becomes slow and lethargic. Reduce his speed, number of attacks and bonuses by half. The condition also reduces the effects, duration and damage of poison, drugs, gases, and disease by half.

Duration: As long as necessary, a minimum of one minute even if rendered unconscious.

Side Effect: There are no penalties from using this power.

7. Accelerated Healing: Instantly restores 14 S.D.C. or 7 hit points once every 12 hours, plus normal healing. In addition, the normal rate of healing is doubled and there is no scarring. Duration: One hour per level of level of experience.

Side Effect: Leaves the character feeling a bit drained and tired; reduce speed 10%, -1 on initiative and -5% on skill performance.

8. One time Bonuses:

+1D4 to P.E.

+1D6 to speed

+15 S.D.C.

Alter Physical Structure: Electricity

An incredible transformation into a living electrical conduit and battery, as well as the ability to manipulate and control aspects of electricity. The superbeing either ripples with electrical energy with energy crackling from the eyes, or actually turns into a humanoid who appears to be an energy being composed of electricity.

1. Fire Electrical Ray: A line of electricity emitted from the fingers or eyes. This is the character's most powerful blast.

Range: 100 feet (30.5 m) +20 feet (6 m) per level of experience.



Damage: 1D6x10 +2 per level of experience.
Duration: Instant
Attacks Per Melee: Each blast counts as one melee attack.
Bonus: +2 to strike with electrical ray.

2. Mini-Lightning Bolt: The discharge of a small electrical energy bolt.
Range: 100 feet (30.5 m) +20 feet (6 m) per level of experience.
Damage: 1D6 points of damage per level of experience.
Duration: Instant
Attacks Per Melee: Each blast counts as one melee attack.
Bonus: +3 to strike.

3. Lightning Bolt: This is the character's second most powerful blast and has the longest possible range. A bolt of electricity that can be emitted from the fingers or eyes.
Range: 300 feet (91.5 m) +30 feet (9 m) per level of experience.
Damage: 5D6 +2 points of damage per level of experience.
Duration: Instant
Attacks Per melee: Equal to the hero's total hand to hand.
Bonus: +3 to strike with the lightning bolt.

4. Electric Flight: The individual can transform into a bolt of living energy and rocket himself short distances. Maximum distance: One mile (1.6 km); speed: 300 mph (482 km/h).

A full speed body block or ram at this speed does 1D4x10 damage. The electrical field prevents the person from taking damage himself. **Note:** The rate of travel cannot be easily regulated, thus the slowest speed possible is 200 mph (321 km/h).
Range: One mile (1.6 km)
Damage: None, except from ramming/collisions.
Duration: One melee (15 seconds)
Attacks Per Melee: Counts as two melee actions/attacks.
Bonus: +1 to strike.

5. Generate Electricity: The character can generate a field of electrical energy around himself (anyone who hits or touches him takes 2D6 damage; a defense mechanism) or an electrical field with a radius of four feet (1.2 m) per level of experience around himself or another. In the latter case, the energy field can be use to trap and attack, Anybody caught in the electrical field suffers 1D6 damage, four times per melee round. The attack can last two full melee rounds and counts as four attacks per melee round for the energy being.
Range: Self or other up to 10 feet (3 m) away. The electrical field has a four foot (1.2 m) radius per level of experience.
Damage: As an attack field 1D6 four times per melee round to everyone in the electrical field, or who touches it. As a self-defense mechanism, 2D6 damage is inflicted on his attacker(s) every time he is physically touched.
Duration: Two melees (30 seconds).
Attacks Per Melee: Creating and sustaining the electrical field counts as four melee actions/attacks whether placed around himself or others.

6. Other Abilities and Bonuses:
Impervious to electrical attacks (do no damage).
Fire and energy attacks do half damage.
Add 40 to S.D.C.

Alter Physical Structure: Fire

The ability to transform into a being of living fire, as well as manipulate and control aspects of fire.

1. Continuous Bolt of Flame: The character can shoot forth a bolt or tongue of flame from his hands or fingertips much like a flame-thrower. The flame can be continually maintained through concentration until mentally extinguished by the superbeing. The degree of control is so exact that the character can ignite one finger and use the flame like an acetylene torch, regulating the flame's length and intensity.

Range: 12 feet (3.6 m) +6 feet (1.8 m) per each level of experience.

Damage: 2D6 +1D6 per each level of experience.

The amount of damage can be regulated to do as little as 1D6 or full power, 2D6 +1D6 per each level of experience. That means a third level character could inflict up to 5D6 damage. The widest the bolt of fire can get is if both hands are used with fingers spread apart, cutting a flaming swath about two feet (0.6 m) wide. Damage is the same whether one or two hands are used.

Duration: Two melee rounds per level of experience.

Attacks Per Melee: Each long-lasting, continuous bolt of flame counts as three melee attacks (lasts about 7 seconds).

Rate of Fire: One Bolt of Flame can be unleashed from one hand or two simultaneously bolts (double damage) by pointing at the same target with both hands. This simultaneous double blast counts as one melee attack. Must be an aimed shot to get the +4 strike bonus. Shooting while moving/flying, or shooting wild means no bonus and is the same as firing a weapon "wildly."

Bonus: +4 to strike.

2. Fire Ball: The superbeing can create and hurl a ball of flame that dissipates upon impact. The size of the fire ball and amount of damage it inflicts can be regulated by the superbeing in increments of 1D6 up to the available maximum.

Range: 300 feet (91.5 m) +30 feet (9 m) per each level of experience.

Damage: 3D6 +1D6 per each level of experience.

Duration: Instant

Attacks Per Melee: Each Fire Ball counts as one melee attack.

Bonus: +3 to strike.

3. Create a Wall or Circle of Flame: In this situation, the superpowered being is able to create a wall or circle of flame to trap others, or to block passages. The walls of flame are 6 feet (1.8 m) deep, up to 24 feet (7.3 m) tall, and can circle as much as a 20 foot (6 m) radius.

Range: 100 feet (30.5 m) +10 feet (3 m) per each level of experience.

Duration: Six melee rounds per level of experience. The fiery character must concentrate to maintain the wall or circle of flame, which uses up two of his melee actions/attacks every round it is maintained.

Attacks Per Melee: Each wall or circle of flame created counts as one melee attack/action.

Bonus: +4 to hit a specific area.

Damage: 4D6 points to anybody who passes through the flame.

Deadly Heat Effect from Circle of Flame: The superbeing can radiate heat and increase the temperature by *50 degrees Fahrenheit every melee*. Thus, within a few minutes the character can generate heat so stifling that even entering the area causes pain and discomfort to normal people. **Note:** Each increase and maintenance of the increased level of heat uses up one additional melee attack/action of the fiery character. The initial level of heat generated by the fire starts at 90 degrees Fahrenheit. Hot but tolerable.

Example: **140 degrees fahrenheit** causes discomfort, shortness of breath and intense perspiration. People within the heat radius are likely to pass out. Roll percentile dice: 01-50% likelihood; roll for every eight minutes of exposure.

190 degrees Fahrenheit causes extreme discomfort, blurs vision, causes great difficulty breathing, and 1D4 points of damage for every one minute of exposure. 01-70% chance of passing out after every six melee rounds. Victims of the heat are -2 to strike, parry, and dodge, and -25% on skill performance.

290 to 400 degrees Fahrenheit is unbearable for most humans! Those caught in this environment will be unable to open their eyes for more than a second (effectively blind; no initiative and -8 on all combat moves), and it is extremely difficult to breathe. More importantly, highly combustible materials will burst into flame and the searing heat inflicts 1D6 points of damage for every melee round of exposure to the heat. 01-80% chance of people passing out after every 30 seconds (two melee rounds), and victims of the heat are blind (-8 to strike, parry, and dodge), in pain, and -70% to perform skills. All they will want to do is get out! Prolonged exposure, more than three minutes without any sort of protective suit, will cause first and second degree burns on the skin (2D6 damage per melee round). If exposed for six to ten minutes the character(s) will suffer from second to third degree burns on the skin (2D6 damage per melee round). Any longer than this and the character dies; reduce remaining Hit Points and S.D.C. to 1D4x10 below zero.

500 degrees Fahrenheit causes immediate pain, blindness (can not open eyes), immediate and severe labored breathing (heat will actually burn the lungs), and does 4D6 points of damage every melee round (15 seconds). 01-90% chance of those exposed to the destructive heat to pass out every melee round. Highly combustible materials burst into flame upon contact. Other combustibles like paper, hair, and clothing will catch fire within 1D4+1 melee rounds.

700+ degrees Fahrenheit creates unbearable pain, causes 6D6 points of damage every melee round, and breathing is impossible. Victims are -10 to strike, parry, and dodge, no initiative and all they will want to do is flee. 01-95% chance of passing out every melee round. Combustible material will be set ablaze within two melees. Those not killed by the heat will die within 70-90 seconds from suffocation. 2nd and 3rd degree burns result from short exposure to this heat.

4. Radiate Heat: The character can act as a portable furnace to generate heat. The heat either radiates around him or around one particular area in which he has fixed his gaze. This power is typically used to warm an area from cold and dampness or to make an area uncomfortably hot and distracting.

Range: Heat can be radiated up to 15 feet (4.6 m) +5 feet (1.5 m) per each level of experience. The area most affected is a 12 foot diameter around the area of heat or the superbeing, whichever he chooses.

Damage: Special; no higher than 140 degrees Fahrenheit.

Duration: As long as the character concentrates. No other attacks are possible when the superbeing is radiating heat in this fashion.

Attacks Per Melee: Counts as two attacks per melee.

5. Breathe Fire: The superbeing can breathe forth a blast of fire. This is a short-range attack and can be performed in human as well as fire form.

Range: 6 feet (1.8 m) +1 foot (0.3 m) per level of experience.

Damage: 1D6 +1 per each level of experience.

Duration: Instant

Attacks Per Melee: Each fire breath attack counts as one melee attack/action.

Bonus: +1 to strike.

6. Super Nova: The Super Nova is usually a last ditch attack, born in desperation, in which the hero overheats and literally explodes. The experience is usually fatal to the exploding superbeing.

Range: Self and surrounding area.

Duration: One melee.

Attacks Per Melee: One.



Damage: Special; automatically hits everything in the blast radius.

The Fiery Explosion: Total Blast Radius — 700 feet (210 m).

10,000 points of damage to a 100 foot (30.5 m) radius from the center of the explosion.

5000 points of damage for the following 100 feet (30.5 m) radius.

1000 points of damage for the next 100 foot (30.5 m).

500 points of damage for the next 200 feet (61 m).

100 points of damage for the subsequent 200 feet (61 m).

Note: The super nova requires eight melee rounds (two minutes) of concentration and is irreversible after five melees.

Roll on the following survival table.

01-10 Character lives, no permanent damage; unable to use power for 1D4 weeks.

11-25 Character survives, but permanently loses the super ability of Alter Physical Structure: Fire (no replacement).

26-40 Character survives but permanently loses all super abilities!

41-85 Character is atomized.

86-00 Character survives, but the character's power mutates into a completely new one; roll on the *Random Major Ability Table*. Also roll on the insanity tables, Neurosis and Phobia.

7. Other Abilities & Bonuses:

Natural Armor Rating when in flame form; A.R.: 14, plus the flame creates a natural protective barrier that melts many objects before they can strike the blazing hero. Attackers rolling to strike must roll above 14 to hit and do damage (S.D.C. or hit point). Any rolls of 14 or under never reach the superbeing because they are burned to a cinder or the attacker pulls away before he hits (the latter is a reaction to the fire and intense heat). This applies only to solid objects such as bullets, knives, rocks, etc. Psionic attacks, energy blasts, explosions, magic and cold attacks are not affected by the flaming A.R.. but pass right through, doing full damage.

The natural protection extends to attacks by normal human beings. Unless protected in some way, attackers will take 4D6 damage each time the person punches through the flames to strike the blazing hero.

Impervious to fire, plasma and heat (does no damage) in both human and fire form.

Eat fire. The character can perform fire-eater type tricks in human and fire form without ill effect, including juggling hot coals, walking on hot coals, swallowing a flaming liquid, etc. Eating fire does not provide any type of nourishment.

Flight is a possibility while in flame form. The player can roll to determine whether or not his/her character can fly: 01-50: Can fly when in fiery form.

51-00: Can not fly. The player can roll again to see if flight abilities have developed at third, sixth, ninth, and twelfth levels. If flight is possible, the character can hover and propel himself at a speed of 60 mph (96.5 km/h) and is +2 to dodge in flight.

Horror Factor (optional): 14 in flame form.

8. Dangerous Limitations:

The character reverts to normal when rendered unconscious.

The fire form cannot be maintained without sufficient amounts of oxygen. Furthermore, the fire will use up oxygen rapidly, so the fiery form is a liability in an airtight compartment.

A vacuum will snuff the flames in one melee round.

Intense cold, ice, chemicals, or being doused with large amounts of water may extinguish the flame, forcing the character to revert to normal. Such attacks have a 01-40% chance of suc-

cessfully dousing the flame. System shock prevents the superbeing from using his power for 2D4 melee rounds. Cold type attacks also do full damage to the fiery character.

Electricity, lasers, energy blasts, magic (including magic fire), explosive force, psionics and even physical attacks (punches, kicks, thrown objects, etc., that can get through the fiery aura of protection) all do full damage when they hit.

Turning into flame makes walking and touching normal surroundings, let alone lobbing fire balls, extremely dangerous. There is always the threat of setting objects, buildings, and the area ablaze when touched by the flame. The following table can be used. It indicates the chance of a particular type of material catching fire.

20% — Vehicles
45% — Wood Structures
65% — Warehouses or Abandoned Dwellings (old)
60% — Old, Dry Wood Structures
65% — Dry Grass or Woodlands
70% — Typical Home, Apartment or Office
80% — Flammable Materials or Chemicals
80% — Ignite Explosives

Alter Physical Structure: Ice

The startling ability to transform oneself into a being of living ice, as well as manipulate and control aspects of cold.

Snow and ice can be created by an extraordinary means of water condensation and freezing of moisture out of thin air. In this way the superbeing can create snow and ice.

1. Create Snow and/or Ice: The character can create a ball of snow or chunk of ice out of thin air, dropping it on top of somebody, or something, or covering an object with it. The superbeing can create up to 50 pounds (22 kg) of snow or ice instantly. Add 5 lbs (2.2 kg) for each level of experience.

Range: 100 feet (30.5 m)+10 feet (3 m) per level of experience.

Duration: Until it melts.

Attacks Per Melee: Each snow or ice attack counts as one melee attack/action.

Bonus: +4 to strike. This attack can be dodged.

Damage: Dropping a snow mound on top of somebody has the following effects. 1D4 damage plus it staggers and momentarily blinds the person; victim loses his next attack (one) and initiative. A 50 pound (22 kg) ice ball does 2D6 damage.

Note: The creation of snow and/or ice can be repeated in the same area to block a passage or door, cover an object, impair movement, cause confusion, and so on.

2. Create and Hurl Snowballs: The superbeing can create and throw one tightly packed snowball for up to every one of his attacks per melee for one entire round (15 seconds).

Range: 80 feet (24.4 m) +5 ft (1.5 m) per experience level.

Damage: One point each; more of an annoyance than a threat.

Duration: One melee round.

Attacks Per Melee: The creation and hurling of a snowball counts as one melee attack/action.

Bonus: +2 to strike.

Note: This can be done whether the character is in ice or human form!

3. Create and Hurl Ice Balls: The superbeing can create and throw one ice ball for up to every one of his attacks per melee for one entire round (15 seconds).

Range: 100 feet (30.5 m) +10 ft (3 m) per experience level.

Damage: 1D6 each.

Duration: One melee round.

Attacks Per Melee: The creation and hurling of an ice ball counts as one melee attack/action.

Bonus: +2 to strike.

Note: This can be done whether the character is in ice or human form!

4. Create and Hurl Ice Shards: The superbeing can create and throw 1-3 ice blades for up to every one of his attacks per melee for one entire round (15 seconds).

Range: 100 feet (30.5 m) +10 feet (3 m) per level of experience.

Damage: 2D6 per single ice shard, or 6D6 from three simiultaneously thrown shards. He can create and hurl three sharp daggers of ice in a single thrust (counts as one attack).

Duration: One melee round.

Attacks Per Melee: The creation and hurling of 1-3 ice shards counts as one melee attack/action.

Bonus: +2 to strike with a single ice blade, no bonus when throwing three simultaneously.

Note: This attack can only be done when the character is in ice form.

5. Ice Wall or Shield:

Range: A hand-held shield appears in one hand, or a medium to large ice wall (or shield to cover a small area or a person just for an instant) can be cast up to 100 feet (30.5 m) away. If trying to erect a shield or wall before an attack strikes, roll for initiative again. The high roll wins, so if the ice character matches or betters the roll of his adversary, the wall is erected a split second before the attack (punch, sword strike, bullet, energy blast, etc.) hits!

S.D.C. of Ice Wall or Shield:

Small, but thick, 5x6 ft (1.5x1.8 m): 100 S.D.C.
Medium size up to 10x8 ft (3 x 2.4 m): 60 S.D.C.
Large size up to 20 X 10 ft (6.1 x 3 m): 40 S.D.C.

Duration of Wall or Shield: Until S.D.C. is depleted or it melts. The creation of a small wall or shield counts as one melee action, but the medium and large walls use up two melee actions.

Bonus: +2 as a parrying/blocking/protection maneuver; instant creation.

6. Encase in Ice: The ability to quickly form ice around somebody or something to hold or contain it. This power may be used to create a handful of different forms, but all appear as some sort of ice block.

Range: 100 feet (30.5 m) or by touch.

Damage: Special, see each specific type of ice block.

Duration: Until it is shattered or it melts. Most melt enough to pull or smash free within 10 minutes.

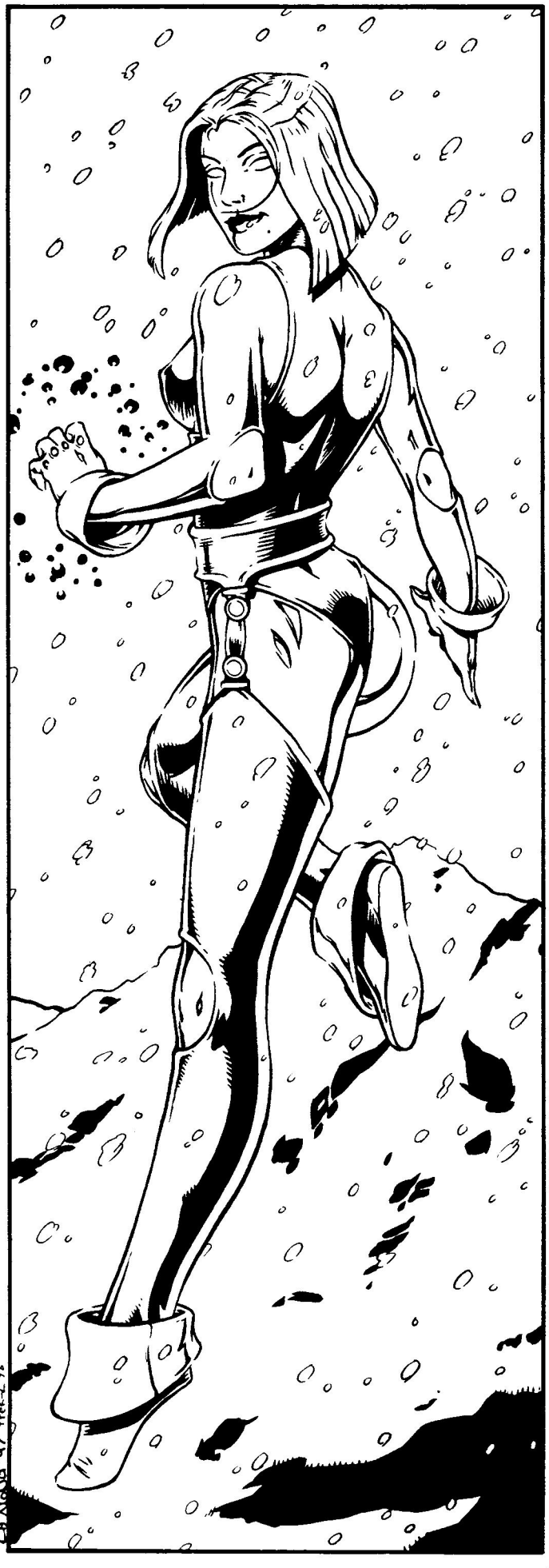
Attacks Per Melee: Each act of encasement counts as two melee attacks/actions.

Bonus: +1 to strike; automatic if done by touch.

Types of Ice Encasement & Damage: In all cases, the superbeing's mastery over ice allows him to dispel the icy encasement at any time, making 80-90% of it melt away within two melee rounds regardless of size.

Ice manacles, six inches thick, have an A.R. of 8 and 30 S.D.C.; add 2 A.R. and 30 S.D.C. for each additional six inches of thickness.

Encasing hand-held weapons in an ice block will always incapacitate both energy and conventional weapons. The block has an A.R. 8 and 30 S.D.C.; it causes 1D6 points of damage.



Encasing part of an opponent in ice is a debilitating and potentially lethal tactic. Encasing a portion of the human body, such as a hand, arm, foot, or leg (or both together), will impair movement until the ice is broken off. If one hand and/or arm is encased in ice the character is -25% to perform skills requiring his hands. If both are encased or frozen together, the character cannot use his hands and is -88% to perform skills requiring his hands. If one foot is encased in ice, reduce speed, prowl, climbing and swimming by 10%, if both feet or one entire foot and leg are encased, reduce by 40%. If both legs are encased in ice, the character is immobilized. **Note:** Such an ice block will have an A.R. of 10 and 60 S.D.C.

Damage to protected/covered skin: One point of damage for every minute that they are encased.

Unprotected, bare skin takes 1D4 points damage every minute it is encased by ice, plus the frozen limb(s) will feel numb and uncomfortable. Complete use of the limb after it is unfrozen is -10% for 2D6 minutes. Subtract damage from victim's S.D.C. first.

Encasing the entire body, excluding the head. This is a rather extreme measure that completely immobilizes the average human. The superbeing can encase his victim in a block of ice that is consistently six inches thick all the way around. That's about 200 pounds (90 kg) of ice with an A.R. of 10 and 100 S.D.C. Add 2 A.R., 100 S.D.C. and 200 lbs (90 kg) for each six inches of thickness.

It requires the superbeing one full melee round (all melee attacks/actions) to create the block, and an additional two melee rounds for every extra six inches of ice. Encasement begins at the feet and goes up to the collar bone. This prevents the prisoner from running away or using his arms and hands. In most cases, the frozen prisoner has no means of escape or combat (except for psionics, magic spell casting, ranged attacks from the eyes or mouth, or talking one's way out of trouble). However, characters with superhuman strength or *Alter Physical Structure Fire or Plasma* can use their fiery nature to destroy the ice as it is generated or to fire blast from their eyes. Likewise, those who can grow or have a supernatural P.S. of 35 or higher (or nonsupernatural P.S. of 50+) can try to push and flex the ice to make it crack and shatter. However, it will take one minute per every six inches of ice to finally break free.

Damage: Characters that are encased in ice will suffer from hypothermia and endure 4D6 points of damage per melee round of encasement. Subtract damage from the victim's S.D.C. first. Most victims can escape an ice block only if it is shattered or melted. In warm temperatures (roughly 60-88 degrees Fahrenheit) it takes about 10-15 minutes per six inches to melt enough to break free (half that time in 90+ degrees). Remains unmelted in freezing temperatures, and takes 30 minutes if the temperature is between 35 and 50 degrees Fahrenheit.

Encasing the head in ice will immediately cut off the oxygen supply, causing suffocation. Dizziness will occur within one minute, unconsciousness in two and suffocation within 4D4x10 seconds thereafter.

If only the head is covered, the victim is -2 to strike, parry and dodge, and the character is free to run to get help or try to free himself. **Note:** A "hero" that is of a good alignment (including Unprincipled) will *never* use this tactic.

Freezing water is also an ability of this superbeing. He/she is able to freeze 30 gallons of water per each melee.

7. Generate Ice:

Range: 20 feet (6.1 m), up to 60 feet (18.3 m) away.

Attacks Per Melee: Counts as one melee attack/action.

Generating ice creates a thin coating of ice which can be made to cover objects, the ground, floors, ceilings, walls, and

even animals and people. The superbeing can control his power with such proficiency that he can cover everything in his radius or one specific object or person.

The coating is one third of an inch thick and can affect an area of 20 feet (6.1 m).

If the ice is used to coat a living creature, it does 1D6 points of damage and causes discomfort, but does not impair movement.

Coating a window/glass will make looking through it impossible (only vague colors, lights and shapes can be seen).

Coating the ground will impair movement, reducing speed by half. At half speed there is a 50% chance of slipping and falling each time a person moves. Trying to travel at full speed, there is a 01-80% chance of slipping, falling (crashing, if a vehicle) and sliding 4D6 yards/meters. Each time a person falls, he loses initiative and two attacks/actions per melee round.

8. Other Abilities and Bonuses:

Impervious to cold (no damage).

The character's normal weight is doubled when transformed into ice.

Can estimate temperatures near or below freezing within 1D4 degrees of accuracy.

Exceptional balance on ice 70% +2% per level of experience, and can instinctively ice skate or slide along on ice at double running speed in human or ice form, with or without skates.

Physical Strength becomes *extraordinary* while transformed.

Horror Factor (optional): 12 in ice form.

Natural Armor Rating when in ice form; A.R.: 14 + 50 S.D.C.

The ice transformation makes the character semi-invulnerable.

Normal punches and kicks (1D4 to 2D6) do no damage. Punches and kicks from extraordinary P.S. and superhuman P.S. do half damage.

Physical blows from those with *supernatural P.S.* do full damage.

Conventional melee weapons (clubs, knives, arrows, etc.) must roll a 15 or higher to strike and do damage. Any roll under the Armor Rating (A.R.) bounces harmlessly off the icy body, doing NO damage to the S.D.C. or hit points (a natural A.R.). Those that penetrate (15 or higher to strike) inflict half damage.

Modern projectile weapons, like guns, as well as falls and explosive force, must also strike with a roll of 15 or higher to do damage, and even then only do half their normal damage. That's how effective a protection the ice is.

Teflon coated and other types of Armor Piercing bullets automatically penetrate the A.R., doing full damage. This means that unless the character dodges, he will be hit and damaged by the shell, regardless of his natural armor rating. Armor piercing bullets are specially designed to penetrate armor up to an inch thick. As always, subtract the damage from the S.D.C. first.

Lasers do NO damage, reflecting and bouncing off the surface of the ice; may hit an innocent bystander or ally.

Explosions, including grenades, dynamite, nitro, and plastic explosives, etc., all do half damage.

Fire, extreme heat (over 120 degrees), electricity, psionics, magic, and other attacks do full damage.

Alter Physical Structure: Liquid

The weird power to transform into a being of living water or water-like liquid.

1. Water Bolt: The character can instantly draw on moisture in the air, or another source of water, and fire a jet/stream of water at an opponent. The impact is about twice as hard as a normal human's punch.

Range: 30 feet (9 m) +10 feet (3 m) per level of experience.

Damage: 2D4 +1 per level of experience.

Duration: Instant

Attacks Per Melee: Each blast counts as one melee attack.

Bonus: +2 to strike.

2. Water Behemoth: The character can draw on an existing body of water (not just air moisture, unless it's raining) to increase his size and mass 2, 3, 4, or 5 times his normal size when in water form.

Range: Self

Duration: 8 melees per level of experience.

Attacks Per Melee: The character can increase his size one size level per melee round, which burns up two melee actions.

Bonus: +1 to strike.

Penalties: -1 to dodge, speed is reduced by 30%.

Size, Weight and Bonuses: The superbeing's normal size starts at seven times his human weight, but retains his human size. This means a normal, six foot tall (1.8 m), 200 lb (90 kg) man weighs 1400 lbs (636 kg) and is still six feet tall (1.8 m) when transformed into his regular watery form.

Two times his normal water form, the character would be 12 feet (3.6 m), 5,600 lbs (2,545 kg). A punch or kick does +2D6 damage; a power punch does double damage. Add 70 points to S.D.C. at this size.

Three times bigger, the water being is 18 feet (5.5 m), 12,600 lbs (5,727 kg). A punch or kick does an additional +3D6 damage, a power punch does double damage, and the P.S. is considered to be *Superhuman* (same as the minor super ability). Add 150 points to S.D.C.

Four times bigger creates a 24 foot (6.8 m) giant weighing 22,400 lbs (10,182 kg). A punch does +4D6+6 damage, a kick +5D6+10 damage, and the P.S. is considered to be *Superhuman* (same as the minor super ability). Add 300 points to S.D.C.

Five times bigger is a 30 foot (9.1 m) giant weighing 35,000 lbs (15,750 kg), roughly 3535 gallons (13,433 liters) of water. A punch does an additional +5D6+12 damage, a kick 6D6+20, and the P.S. is considered to be *Supernatural* (same as the major super ability). Add 500 points to S.D.C.

Note: It only takes the equivalent of two melee actions (about 4 seconds) for the character to increase his size per each size level (i.e. five times bigger counts as ten melee attacks/actions or about one and a half melee rounds/22 seconds). However, the increased size is difficult to maintain and only lasts two minutes (8 melee rounds) per level of the character's experience. For Example: A first level character can only maintain the supersize for 2 minutes/8 melees, at second level four minutes (16 melee rounds), at third level six minutes (24 melee rounds), and so on. When the time has elapsed the character will shrink to normal size, shedding all the extra water and flooding the immediate area with as much as 3535 gallons (13,433 liters) of water.

3. Water Merge: The character can completely merge into water and can not be seen. In the water form, the character does

not breathe in the conventional sense (the water is oxygenated); thus he can stay in or under the water for an indefinite period of time. Traveling speed in water is one third normal running speed. Maximum depth tolerance is unlimited.

4. Manipulate Shape: The water being can squish, mold and puddle his physical form. This means he can pour himself through the crack under a door, through a keyhole, down a drainpipe, or squeeze through bars, chains, ropes, etc. If there is a crack water can get through, so can this liquified character.

5. Limited Invulnerability: Projectile weapons such as bullets, arrows, or thrown objects do no damage, passing right through the water being. Likewise, physical blows (hand to hand punches, kicks, cuts, stabs, clubbing, etc.) do no damage. Also, gases do no damage.

Electricity, energy, fire and heat do full damage, as do psionics and magic.

Laser/light energy does half damage.

Explosions will blow the character apart, but he suffers no damage and the superbeing can reform within 2D6 minutes.

Intense cold that begins to freeze water causes a chemical change that hurts the water being.

6. Other Abilities and Bonuses:

Add 30 to S.D.C. at normal size.

Physical Strength becomes Extraordinary while in water form (see the minor super ability, Extraordinary P.S.).

Human weight is increased 7x.

The character radiates no heat when in water form; thus he cannot be detected or tracked by infrared or heat sensors. When merged completely with water, he is completely invisible even to sonar.

Horror Factor (optional): 12 in water form (+3 when 3x bigger than normal).

Alter Physical Structure: Metal

A power that transforms the character into a juggernaut of living metal (**Note:** No additional armor or weapons can be bolted or welded to the character). Unlike some of the other physical transformation powers, the metal being has no energy to control or manipulate. His power lies in brute strength, physical endurance and a tremendous natural armor.

1. Natural Armor Rating and Immense Structural Damage Capacity (S.D.C.): When transformed into a creature of metal, the superbeing is nearly indestructible.

A.R. 17, S.D.C. 800 (S.D.C. applies only when in metal form and is the total S.D.C., not a bonus).

This means, in most cases, an attacker must roll an 18 or higher to strike and inflict damage. Any roll to strike under the Armor Rating (A.R.) bounces harmlessly off the metal body (natural A.R.). Rolls above the A.R., 18 or higher, inflict full damage to the S.D.C. of the armor. When all 800 S.D.C. points are gone, damage is done to Hit Points.

Normal punches, kicks, knives, swords, clubs, bullets, and similar attacks do no damage whether the roll to strike is 18 or higher, or not.

Only *Extraordinary, Superhuman* and *Supernatural P.S.* are strong enough to inflict damage from punches. In the first two instances, the attacker must roll an 18 or higher to do (full) damage, but those with a *Supernatural P.S.* inflict full damage when their roll to strike is 18 or higher and half damage (to the 800 S.D.C.) even with attacks that fall under 18 (unless the metal being parries).

Fire and plasma blasts, electricity, laser, and energy bolts do full damage only if the roll to strike is 18 or higher, otherwise they do no damage.

Impervious to cold (no damage).

Resistant to heat; no damage if under 200 degrees Fahrenheit, 201-299 does half damage, 300 or hotter does full damage. Magic fire also does full damage.

Armor Piercing bullets, explosive rounds, grenades and light explosives inflict full damage when their roll to strike is 18 or higher and half damage (to the 800 S.D.C.) even with attacks that fall under 18 but over 5.

Gas, ingested drugs, magic and psionics have full effect.

Powerful explosions and destructive forces such as a fiery inferno with intense, blast-furnace heat (300 degrees Fahrenheit or greater), hurricanes, earthquakes and similar do full damage and do not require a roll to strike above the A.R. Why? Because the damaging force is immensely powerful (in most cases an act of nature) and affects everything within its area of destruction. If the metal character is caught within the damage radius, he is injured.

Can endure underwater pressure up to depths of 1200 feet (366 m).

Can function in a vacuum until air supply is gone.

2. Increased Mass and Strength. Weight is quadrupled. The physical strength is increased by 20+2D4 points (roll one time to determine how strong the character is whenever he transforms) and is considered to be *Superhuman* (same as the Minor Super Ability) whenever transformed into metal form.

Can carry 200 times P.S. in pounds and can lift 300 times. Fatigues at half the rate of normal humans.

3. Other Abilities, Bonuses & Things of Note:

S.D.C. of metal (800) recovers at three times the normal rate.

Unless physically heated (metal holds heat well), the metal form is cool enough to avoid detection as a living being by infrared or heat sensors.

Horror Factor (optional): 13 in metal form.

Speed is reduced by half when in metal form.

The character still has to breathe, and is susceptible to gases, drowning, suffocation and disease in the same situations as normal humans; however, he can hold his breath for twice as long.

Alter Physical Structure: Plant

By Aaron Oliver and Kevin Siembieda

This power allows the character to take on the appearance and subtle abilities of a plant.

1. Survive without Food (photosynthesis): While in plant form, the hero can absorb sunlight and water from the environment, allowing him to survive indefinitely without food as long as enough sunlight and water are available.

2. Water Storage: In plant form, the character is able to store large amounts of water for survival. He can absorb enough water in 1D4 hours to allow him to survive for two days per level of experience. This power also allows him to filter salt water into fresh water for his body.

Through concentration, the character can release this water through his hands. The equivalent of one glass (roughly 8 ounces) of water can be released, running down the fingers, per minute, but with a limit of 64 ounces total per 24 hours. All stored water will be released when the hero reverts back to human form (he's soaking wet and standing in a puddle).

3. Difficult to Smother and Doesn't Breathe Oxygen: While in plant form, the character breathes through his entire body and is nearly impossible to smother. On the other hand, the character is more susceptible to gases and chemicals that kill plants (-2 to save). Defoliants inflict serious damage to the character (impro-

vise as the G.M. deems appropriate; say a spray or glass of plant killer does 2D6 damage, and being covered/bathed in the stuff does 2D6x10 damage, etc.).

Note that the humanoid "plant" breathes carbon dioxide and releases oxygen — making him the ideal person to be stuck in an airtight compartment; he breathes the carbon dioxide breathed out by humans and the humans breathe the oxygen released by the plant.

4. Increased Healing and Regeneration: In plant form, the character heals S.D.C. and Hit Points twice as fast as humans.

Lost limbs can be regrown (just as a plant regrows leaves and branches) but the process takes 1D4+1 months and the limb starts out as a scrawny, shriveled appendage that slowly grows back to its full, normal shape. The nose, ears, fingers and toes can be regrown in one month.

5. Secrete Plant Resins: The superbeing can secrete a variety of plant resins and fluids from the palms of his hands.

Range: Touch

Damage: Special

Duration: Varies with type.

Attacks per Melee: Each secretion counts as one attack/melee action (plus the act of touching a potential victim), but can only be used up to four times per melee round.

Types of Plant Secretions: The different types that can be created are poison ivy, aloe, sap, and toxins. The plant character can secrete as much as eight ounces (227 grams) per melee round, but cannot unleash more than 16 ounces per hour, unless noted otherwise. In most cases, 16 ounces goes a long, long way.

Poison Ivy/Poison Oak/Rashes: This potent substance causes a severe reaction on skin, including a rash with tiny lumps, severe itching, a slight burning sensation at the rash, and watering eyes. Scratching the rash will only make it worse (spreads and may turn into running sores). Those afflicted may have trouble sleeping (it hurts, in a dull way, to lay on the rash). The rash and reaction lasts long after the secretion is washed off; goes away in about 3D4 days. There are several creams available that will reduce the itching and soothe the irritated area.

Victim Penalties: The irritation of the rash and itching are distracting: -10% on skill performance and -2 on initiative. While engaged in the act of scratching or spreading ointment to soothe the itching, the hero has no initiative, loses two melee attacks and all combat bonuses are half for his first melee action. Perhaps more importantly, those with the affliction will be "marked" by the tiny bumps and redness of the rash, as well as by the tell tale itching. **Note:** This resin can be inflicted on a person by direct touch from the superbeing or by secreting it on an item and then having somebody else touch it and then touch their body (typically face, neck, hands and arms are the most vulnerable). The secretion on nonporous objects becomes inert when it has dried (about 1D4+4 minutes after being coated), while porous objects (clothes, fabric, newspaper, human hands, and similar) will remain contaminated for 1D4 hours. Contaminated items, clothing and hands can be washed clean with water (or soap and water). Touching the rash has a 50% chance of spreading the rash to the person touching it.

Aloe: This is a very soothing chemical that is often used to treat burns and other skin irritations (including poison ivy and other rashes). It can be used to counter the effects of any of the other plant resins mentioned, giving relief of the irritation or burning pain for 4D6x10 minutes per application. Aloe can also be used as a hand lotion to make skin (and leather) softer, smoother and more flexible. It has no healing properties on normal wounds, injuries or disease.

Sap: In this case, sap is a strong, gooey adhesive that can be used to glue broken items back together or to stick enemies in one spot. When layered on a half inch or more thick, it is strong enough to (at least momentarily) glue and hold a human being or an object of up to 300 pounds (135 kg) in weight. A combined P.S. of 20 or higher is required to pull free of the adhesive sap. A P.S. of 28-30 may be required if a large amount of sap is used or if a good portion of the body/item is stuck in it. **Note:** The character can secrete twice as much sap per hour. Also note that there are a variety of solvents (including turpentine, gasoline, and Bestine) that will weaken the sap (only needs half the P.S. to pull free) and, in sufficient amount, completely wash away the resin.

Toxins: This substance imitates countless natural poisons produced by plants worldwide. The immediate exposure by touch (poison absorbed through the pores of the skin while the toxin resin was still wet or damp) does no immediate damage, but after 15 minutes, the victim must roll to save vs lethal poison every 15 minutes for 1D4 hours. Each failed roll means the character takes 2D6 damage directly to Hit Points. Most hospitals and doctors' offices (as well as some experts in herbs) will have drugs that can quickly neutralize and counter the effects of such poisons (no subsequent damage from the point the medication was administered). At least three ounces must be secreted to affect someone.

Toxin in the bloodstream via ingestion (i.e. eating contaminated food) or injection has a much more immediate and deadly effect. One ounce will make the victim feel woozy within 1D4x10 seconds and seriously ill within one full minute (-2 on all combat bonuses, -10% on skill performance and Spd attribute). In addition, a roll to save vs lethal poison (accompanied by stabbing pain or cramps) is required every ten minutes for two hours. Each failed roll means the character takes 4D6 damage directly to Hit Points. Most hospitals and doctors' offices (as well as some experts in the use of herbs) will have drugs that can quickly neutralize and counter the effects of such poisons (no subsequent damage from the point the medication is administered).

6. Other Abilities and Bonuses:

Add 2D6x10 to S.D.C. in plant form.

Add 2D6 to P.S. in plant form.

While in plant form, the character has an A.R. of 10.

The character is immune to all plant toxins in either form.

In plant form, the character radiates no heat and therefore cannot be detected by infrared or heat sensors as hot or as human (blends in with surrounding plant life).

Horror Factor (optional): 13

Character Note: These powers and the "plant form" can also be used for *plant aliens* who cannot change their physical form (i.e. turn from human to humanoid plant, and vice versa), but which are humanoid or intelligent forms of plant-life as their natural state of being.

Alter Physical Structure: Plasma

By Aaron Oliver and Kevin Siembieda

This amazing metamorphosis enables the character to transform from flesh and blood into either an energy sphere (with a pair of energy tentacles or arms) or a humanoid-shaped mass of highly energized, bluish-green or reddish purple superheated gas known as plasma. In this form, the character is effectively a creature of pure energy.

1. Plasma Bolt: The hero can fire a flaming bolt from his hands. It will instantly light any flammable material and 2 or 3 bolts will melt through a strong metal door.

Range: 200 feet (61 m) +20 feet (6 m) per level of experience.



Damage: 1D6x10 +2 per level of experience.
Duration: Instant
Attacks per Melee: Each blast counts as one hand to hand attack/melee action.
Bonus: +2 to strike

Note: A small bolt that does 4D6 damage or a scatter shot of four tiny bolts (each doing 1D6 each; counts as a burst attack) can be fired instead, and up to 50% farther.

2. Plasma Touch: The mere touch or punch of this plasma being causes 1D6x10 damage! If he concentrates, the character can reduce the amount of damage to a mere 4D6 damage, but the amount of focus necessary reduces the superbeing's number of attacks per round by half (round down). The fiery energy being will also vaporize most objects he touches or tries to pick up. See *#7 Dangerous Limitations*, for more details.

3. Partial Invulnerability and Intangibility: Since the character's body is composed of very loose, fast moving molecules in this gaseous state, objects of greater mass and density (bullets, arrows, knives, swords, even people) pass right through him. However, the plasma body is so hot that most wooden, plastic, glass objects and bullets will be vaporized halfway through the body. Large pieces of metal and stone are partially melted and people are severely burned (if not killed) — all take 2D4x10 points of damage! Explosive force, fire and radiation do no damage to the character in his plasma form, but electricity and most energy attacks do half damage (see *Vulnerabilities* for other weaknesses).

4. Melt Obstacles: Because of the great heat generated by the character's plasma body, he can melt through most walls, doors, floors, and most other materials by pressing against them. The plasma being can burn through any materials other than stone/brick/concrete and strong metals (iron, steel, titanium, adamantum, etc.) at a rate of half a melee round/7 seconds per six inches (0.15 m) of material. Ice is melted through twice as quickly but the cold and icy water inflicts 4D6 damage to the plasma being per every six inches of thickness melted. Stone, Kevlar and strong, dense metals require one full melee round (15 seconds) per inch (25.4 mm). A force field will completely stop the plasma being but suffers 2D4x10 damage per each melee round the character presses against it.

The intense concentration of heat also makes it impossible for the hero to hold anything while in this form without setting it on fire or burning it. Clothing and other items worn on the body when the superbeing transforms are somehow preserved and unaffected. Likewise, magic and invulnerable/indestructible items (including Mega-Damage items in an S.D.C. world) are not usually affected by the heat.

5. Flight: As a superheated gaseous entity, the character is lighter than air, so his natural state is to hover and fly. Through willpower and manipulation of the plasma energy, the character can move in different directions — up, down, forward, backward, etc. Maximum speed is 60 mph (96 km) +20 mph (32 km) per level of experience. Maximum altitude is 60,000 feet (18,288 m).

6. Other Abilities and Bonuses

Add 60 S.D.C. in Plasma form.

Impervious to fire and heat of any intensity.

7. Dangerous Limitations & Disadvantages: While in the plasma form, a touch from this character can be devastating. Contact (the equivalent of a touch or punch) with mortal creatures of flesh and blood (humans, animals, etc.) inflicts 1D6x10 damage whether the plasma character intended to or not! The fiery energy being will also vaporize most objects he touches or tries to pick up. This means although the character possesses tremendous destructive capabilities, he is extremely limited when it comes to human interaction and he must be extremely careful not to accidentally injure or kill innocent bystanders, or cause tremendous property damage. **Note:** Use the table under *Dangerous Limitations* described in the **Alter Physical Structure: Fire** super ability elsewhere in this section.

8. Vulnerabilities/Flaws:

Cold and water based attacks (superpowers, magic, chemical, etc.) do double damage.

Magic weapons and creatures of magic do normal damage; double if the attack is cold or water based.

Being placed in a vacuum is painful, inflicting 3D6 damage per minute.

The character speaks in a raspy voice while in this form, and retains all his normal five senses (sight, hearing, etc.) as well as other applicable super abilities.

Horror Factor (optional): 13

Alter Physical Structure: Smoke or Mist

By Steve Trustrum and Kevin Siembieda

This major ability enables the superbeing to change his physical form into a smoke or mist-like entity. The character typically appears as a strange moving mist with a vaguely humanoid shape about twice the size of a solid human. Such an intangible state provides the following abilities:

1. Semi-Intangible and Impervious to Most Attacks: All physical attacks such as punches, kicks, sword strikes, arrows, bullets, force blasts, poison, and even lasers will simply pass harmlessly through the wispy character.

However, magic and psionic attacks have full effect, and heat, fire, and plasma also inflict full damage.

Explosive force, while causing no damage, will hurl the smoke or mist character 3D6 yards/meters away per every 30 points of damage unleashed by the explosion. Plus there is a 01-60% chance that the smoke or mist form is temporarily dissipated, taking the character 1D6+4 melees to reform, during which the character can do nothing save put himself back together.

Freezing cold (and below) and heavy rain do no damage but reduce the character's Flight speed by half.

2. Dissipate Lasers: Any laser or similar light based attack passes harmlessly through the character while he is in mist or smoke form. The light or laser will continue through the mist or smoke character and hit whatever is behind him. However, the light and energy are diffused as they pass through, so when it hits, it does half damage and effective range is also reduced by half. Note that *infrared* light beams and optics are diffused by mist (half range and blurred vision) and completely blocked by smoke (cannot penetrate to see beyond the smoke cloud). Passive nightvision scopes and thermal optics will see right through both.

3. Flight: Hovering and slow flight is the wispy character's natural state. He can fly at a speed equal to his Spd attribute. Trying to move against strong winds (25 mph/41 km or higher) reduces flight speed by half, and forward movement is impossible against winds greater than 40 mph (64 km). However, travelling with the wind (in the same direction) allows the wind to help propel the character and to travel at 50% faster than his normal speed. Maximum Altitude is limited to 500 feet (152 m); double if swept up by a strong wind.

4. Silent Movement: Moves silently, equal to a natural prowl skill at 80% proficiency; still visible and smoke or mist is often out of place or a sign of danger, especially indoors.

5. Alter Shape: The character can change his shape to be a relatively condensed human-like form made of smoke or mist, a billowy cloud of smoke, or a snaking stream or trail of mist. He can float low to the ground, at eye level or a few hundred feet in the air, stay relatively condensed, or disperse himself to cover a large area (10x10 feet/3x3 m). As a mist or smoke, the character can flow through keyholes, cracks, and under doors. **Note:** Cannot pass through solid objects or through air tight doors or containers, nor force fields.

6. Special Attack: Obscure Vision: The smoke state of being causes anyone trying to look through him to the other side, or who is deliberately enveloped by the character, to have his vision obscured by the smoke. As many as four people clustered close together can be affected. Those in the smoke cloud can only see faint blurs of movement and shadows outside the cloud, and even then they can only see things no more than 10 feet (3 m) away. Victims of smoke obscured vision are -2 on initiative, -5 to strike, -4 to parry and dodge, and -20% to perform any skill that requires good visibility while in the smoke.

Victims of mist obscured vision are -1 on initiative, -3 to strike, -2 to parry and dodge, and -10% to perform any skill that requires good visibility while in the mist. In addition, they can see movement and shadowy figures up to 20 feet (6 m) away.

The living smoke or mist can deliberately try to cover and cling to *one* moving victim to keep his vision obscured. To escape, the victim must roll a successful dodge or use an acrobatic maneuver to bolt, for the moment, outside the cloud. To recover a potential victim, the mist and smoke superbeing must make a successful roll to strike — +3 when victims are caught unawares or don't realize what they are up against. He has no bonus, whatsoever, when the smoke being is known and is being deliberately avoided.

7. Special Attack: Choke/Gag Opponent: Smoke is by its very nature toxic to humans. By engulfing an opponent in a smoke cloud, not only is his vision obscured (see *Obscure Vision*, above for cumulative penalties) but those caught in the smoke will have their eyes water and burn, and find it difficult to breathe (smoke inhalation). This shortness of breath and coughing imposes the following penalties: -2 attacks per melee round, -10% on skill performance and -10% on Spd attribute, plus obscured vision penalties (above). The choking and penalties last for as long as the character keeps his victim(s) covered by his smoke form. The living smoke entity can deliberately try to cover and cling to *one* moving victim to keep him coughing and his vision obscured. To escape, the victim must roll a successful dodge or use an acrobatic maneuver to bolt, for the moment, outside the cloud. To recover a potential victim, the mist and smoke superbeing must make a successful roll to strike — +3 when victims are caught unawares or don't realize what they are up against. He has no bonus, whatsoever, when the smoke being is known and is deliberately avoided.

8. Vulnerabilities:

Like intangibility, when this power is in use, the character cannot pick up, carry, or use any solid objects. Nor can he make just a part of his body human while the rest is vapor; either he is entirely made of smoke or mist or he is entirely flesh and blood.

Other than the special attacks noted previously, or via the use of psionics or other appropriate super abilities, the superbeing cannot make physical attacks (punch, kick, etc.) nor use weapons while in smoke or mist form. Attacks per melee are used as movement actions or one of the special attacks, above.

The character cannot talk in any voice above a loud whisper while in this form. However, he retains all his normal five senses (makes a great spy) and applicable super abilities.

Wind, air magic and elemental powers that control the wind (such as the Wind Rush spell) can be used to blow the smoke or mist superbeing away, or even to dissipate him.

Trying to move against strong winds (25 mph/41 km or higher), flight speed is half. Against winds greater than 40 mph (64 km), the superbeing cannot move and may be slowly pushed away (01-50% chance).

Sudden, powerful gusts and winds that are greater than 50 mph (80 km) will blow the creature of smoke or mist away, 1D4x10 yard/meters per every 10 mph (16 km) above 50. There is a 01-60% chance that the smoke or mist form is temporarily blown apart/dissipated by such strong wind and a definite result from winds of 90 mph (144.6 km) or greater. It takes the character 2D6+6 melees to reform when blow apart by powerful winds, possibly much longer if such winds (like in a storm, tornado or hurricane) persist — must wait until the storm ends. While scattered to the wind, the character can do nothing save try to put himself back together.

Heat and fire based attacks (fire, plasma, superpowers, magic, etc.) do full damage. Most other energy based attacks, excluding lasers, do half.

Freezing cold (and below) and heavy rain do no damage but reduce the character's Flight speed by half.

Psionic attacks, magic weapons and creatures of magic inflict normal damage; double if the attack is heat or fire based.

Being caught in a vacuum immobilizes the character.

Horror Factor (optional): 10



Alter Physical Structure: Stone

Another transformation power that turns the character into living stone. Like the metal transformation, the real power rests in the incredible toughness and raw strength of the transformed individual.

1. Natural Armor Rating and Immense Structural Damage Capacity (S.D.C.): When transformed into a creature of stone, the superbeing is nearly indestructible.

A.R. 16, S.D.C. 600 (S.D.C. applies only when in stone form and is the total S.D.C., not a bonus).

This means, in most cases, an attacker must roll a 17 or higher to strike and inflict damage. Any roll to strike under the Armor Rating (A.R.) bounces harmlessly off the stone body (natural A.R.). Rolls above the A.R., 17 or higher, inflict full damage to the S.D.C. of the stone armor. When all 600 S.D.C. are gone, damage is done to Hit Points.

Normal punches, kicks, knives, swords, clubs, bullets, and similar attacks do no damage whether the roll to strike is 17 or higher, or not.

Only *Extraordinary, Superhuman* and *Supernatural P.S.* are strong enough to inflict damage from punches. In the first two instances, the attacker must roll a 17 or higher to do full damage; 16 and below does one quarter of their normal damage amount to the 600 S.D.C. Those with *Supernatural P.S.* inflict full damage when their roll to strike is 17 or higher and half damage (to the 600 S.D.C.) even with attacks that fall under 17 (unless the stone being parries).

Fire and plasma blasts, electricity, laser, and energy bolts do full damage when the roll to strike is 17 or higher, and half damage if 16 or below.

Impervious to cold (no damage).

Resistant to heat; no damage if under 200 degrees Fahrenheit, 201-299 does half damage, 300 or hotter does full damage. Magic fire also does full damage.

Armor Piercing bullets, explosive rounds, grenades and light explosives inflict full damage when their roll to strike is 17 or higher and half damage (to the 600 S.D.C.) even with attacks that fall under 16 but over 5.

Gas, ingested drugs, magic and psionics have full effect.

Powerful explosions and destructive forces such as a fiery inferno with intense, blast-furnace heat (300 degrees Fahrenheit or greater), hurricanes, earthquakes and similar do full damage and do not require a roll to strike above the A.R. Why? Because the damaging force is immensely powerful (in most cases an act of nature) and affects everything within its area of destruction. If the stone character is caught within the damage radius, he is injured.

Can endure underwater pressure up to depths of 800 feet (244 m).

Can function in a vacuum until air supply is gone.

2. Increased Mass and Strength. Weight is tripled. The physical strength is increased by 14+2D4 points (roll one time to determine how strong the character is whenever he transforms) and is considered to be *Superhuman* (same as the Minor Super Ability) whenever transformed into stone form.

Can carry 200 times P.S. in pounds and can lift 300 times. Fatigues at half the rate of normal humans.

3. Other Abilities, Bonuses & Things of Note:

S.D.C. of stone (600) recovers at three times the normal rate.

The character radiates no heat in stone form and is invisible to infrared and heat sensors.

The character can accurately recognize most types of natural stone and minerals at a skill level of 60% +4% per level of experience. He also has a good working knowledge of the stone's physical density, weight and integrity/strength.

Speed is reduced by half when in stone form.

The character still has to breathe, and is susceptible to gases, drowning, suffocation and disease in the same situations as normal humans; however, he can hold his breath for twice as long.

Horror Factor (optional): 13 in stone form.

Animal Abilities

This power gives humanoid characters the traits, abilities and instincts of a particular *type* of animal, however, it does *not* actually transform the person into that animal.

Which specific type of animal abilities the character possesses can be selected from or determined by rolling on the following Random Animal Type Table.

Random Animal Type

01-10 Fish	51-60 Cat; big, wild
11-20 Cat; small, domestic	61-70 Bird
21-30 Bear	71-80 Nocturnal
31-40 Mustelid	81-90 Hoofed
41-50 Canine	91-00 Reptile

The character can also control (to a limited degree) any animals that fall into his general type. Actual communication in the form of spoken dialog is impossible, but the character understands the general meanings of grunts, growls, and whines, as well as facial expressions and body language. Meanwhile, the animals will regard the superbeing as one of their own and the leader of the pack, thus obeying simple commands, following his

lead, coming to his defense, and responding to him in a favorable and friendly manner. Commands will be limited to stop, go, attack, wait, run, etc.

Animal Type Descriptions:

Bear

Physical Traits: Add 50 pounds to the weight; hands are thick, with heavy, short fingers; ears are small. The character is tough. husky and bulky, yet nimble.

Abilities and Bonuses:

1. Cold does half damage.
2. Add 2D6x10 S.D.C.
3. Add 1D6 to P.S. attribute, which is Superhuman.
4. Add 3D6 to P.E. attribute.
5. Extraordinary sense of smell: Tracking by smell is possible (like a bloodhound) at 40% +4% per level of experience. Recognize common scents, 40% +4% per level.
6. Recognizing a person's scent is also possible, with a 48% +1% per level of experience effectiveness. However, this individual must be well known to the character.
7. Can control 2D4 bears or dogs.

Bird

Physical Traits: Large, round eyes; tends to be thin, but muscular.

Abilities and Bonuses:

1. Glide: Same power as the Minor Super Ability.
2. 180 degree arc of vision. This superior peripheral vision makes it extremely difficult to sneak up on this character.
3. Extraordinary vision is approximately six times better than a normal human's. That means an 18 inch (.4 m) object can be seen clearly, in perfect detail, up to one mile (1.6 km) away, and a large dog or bigger up to two miles (3.2 km).
4. +2 on initiative.
5. +1 to parry.
6. +2 to dodge.
7. Also possesses an excellent sense of smell, although not on a superhuman level.
8. Can control 3D6 birds +1D4 per level of experience.

Canine

Physical Traits: Pointed ears, large flat nose, and small, pointed, canine-like teeth.

Abilities and Bonuses:

1. Double speed attribute and add 10 to it.
2. Add 1D4x10 S.D.C.
3. Add 1D6 to P.S. attribute.
4. Add 1D6 to P.E. attribute.
5. Extraordinary sense of smell allows the character to detect very faint scent traces and follow them. Tracking by smell, like a bloodhound, is possible at a skill proficiency of 50% +4% per level of experience. Recognize common scents, 70% +3% per level.
6. Recognizing a person by scent is also possible at 56% +2% per level of experience.
7. Keen hearing, but not on a superhuman level; can hear about twice as well as an ordinary human.
8. Can control 2D4 dogs +1D4 per level of experience.

Cat: Small, Domestic Type

Physical Traits: Large slanted eyes, and pointed ears.

Abilities and Bonuses:

1. Natural climbing skill: 50% +3% per level of experience. 2. Natural prowl ability: 56% +3% per level of experience.
3. Exceptional balance and agility: 60% to maintain balance and walk a tightrope (does not increase with experience).
4. +4 to roll with punch, fall or impact.
5. Superior vision allows the character to see about twice as well as a normal human. Nightvision — 60 feet (18.3 m).
6. Add 1D6 to P.P. attribute.
7. Leap up to 6 feet (1.8 m) straight up or double that lengthwise (12 ft/3.6 m).
8. Can control 2D6 domestic cats +2 per level of experience.

Cat: Big, Wild Predator Type

Physical Traits: Large slanted eyes; large, pointed ears and add 30 pounds to the weight (all muscle).

Abilities and Bonuses:

1. Natural climbing skill: 60% +5% per level of experience. 2. Natural prowl skill: 60% +3% per level of experience. 3. Superior vision allows the character to see about two times better than a normal human. Nightvision: 100 feet (30.5 m).
4. Add 1D6x10 S.D.C.
5. Add 1D6 to the P.S. attribute.
6. Add 2D4 to the P.P. attribute.
7. Extraordinary leaper: 20 feet (6.1 m) straight up and 40 feet (12.2 m) across/lengthwise.
8. Roar that can be heard up to 1.5 miles (2 km) away. 9. Can control 2D4 cats of any kind, wild or domestic, +1 per level of experience.

Fish

Physical Traits: Small ears, roundish eyes, pale complexion, and slightly webbed fingers and toes.

Abilities and Bonuses:

1. Natural swimmer with a 98% skill proficiency. Swim speed is five times normal speed.
2. Breathe underwater (and on land) indefinitely.
3. Physical Strength (P.S.) becomes doubled when underwater only.
4. Nightvision — 60 feet (18.3 m) out of the water; 200 feet (61 m) underwater.
5. Add 1D4x10 S.D.C. (applies in and out of the water).
6. Add 1D4 to P.P. attribute.
7. Depth tolerance: 2 miles (3.2 km).
8. Can control 4D6 fish of any kind +1D6 per level of experience.

Hoofed

Note: This includes horses and cloven hooved animals, like deer, antelope, buffalo, cattle, sheep, etc.

Physical Traits: Long face; powerful, muscular legs, and pointed ears.

Abilities and Bonuses:

1. Add 10 points (7 mph/11 km) to the character's speed attribute per level of experience. Maximum speed can be maintained for one hour before rest is needed.
2. Add 1D6x10 S.D.C.
3. Add 2D4 to P.E. attribute.
4. Add 2D4 to P.S. attribute.
5. Keen sense of hearing, about double a normal human's.
6. Leap up to 6 feet (1.8 m) high and 15 feet (4.6 m) lengthwise.
7. Kick attack does an additional 2D6 damage (plus any possible P.S. damage bonus).

8. Can control 2D6 +1 hoofed animals of any kind.

Mustelid

Note: This family of animals includes the wolverine, badger, ferret, ermine and weasel.

Physical Traits: Reduce height by 3D4 inches (do not adjust weight); has small eyes, small furry ears, a stout, husky build and clawed fingers.

Abilities and Bonuses:

1. Natural climbing skill — 60% +4% per level of experience.

2. Natural digging abilities:

Digging: This is the ability to dig through dirt, mud or sand. The character's Physical Strength determines the speed of the digging. Only the character's body moves through the earth; no tunnel is left behind. Characters with a P.S. of less than 13 move at a rate of 3 feet (0.9 m) per melee, a P.S. of 13-18 move at a rate of 4 feet (1.2 m) per melee, a P.S. of 19-24 move at a rate of 5 feet (1.5 m) per melee and a P.S. of 25 or better dig at a rate of 7 feet (2.1 m) per melee round.

Tunneling: This is a digging process that leaves a passable tunnel behind. Tunnels near the surface can be used as pit traps. Tunneling can be done at half the speed of digging.

Excavation: The ability to hollow out and build large, underground chambers. Characters with Excavation can also dig under buildings, roads, and other structures to weaken their foundations. Characters can Excavate about five cubic feet per minute.

Note: Tunnels and Excavations are not permanent. Gunfire, earthquakes, and traffic vibrations will easily collapse them. Characters can use building materials to make their underground structures more secure, but that takes a considerably longer time to build.

3. Excellent sense of direction and depth when underground; 60% +4% per level of experience.

4. Clawed fingers do 2D4 damage as weapons/punch.

5. Super flexible backbone (this is true about all mustelids); +6 to roll with fall, punch or impact, and can bend and flex better than any human (+10% to escape artist and gymnastic skills).

6. Nightvision — 200 feet (6 m).

7. Add 1D4x10 S.D.C.

8. Add 1D6 to P.S. attribute.

9. Can control 1D6 of any type of mustelid +1 per level of experience.

Nocturnal Anima!

Physical Traits: Large, round eyes.

Abilities and Bonuses:

1. Extraordinary vision approximately 10 times better than a normal human. This means the character can clearly see an 18 inch item up to one mile away (1.6 km).

2. Nightvision — 600 feet (183 m).

3. Extraordinary sense of smell allows the character to recognize common scents at 40% +4% per level of experience and track by smell is at 35%+5% per level of experience. Identify person by scent is only a 40% chance.

4. Natural Prowl skill is 60% +5% per level of experience.

5. Add 20 S.D.C.

6. Add 1D4 to P.P. attribute.

7. Can control 2D4 of any type of nocturnal animal +1 per level of experience.

Reptile

Physical Traits: Round eyes, small ears, rough skin, and minimal body hair.

Abilities and Bonuses:

1. Double speed attribute.

2. Leap up to 8 feet (2.4 m) straight up and 15 feet (4.6 m) lengthwise.

3. Natural climbing skill is 80% +2% per level of experience. Rappelling is included.

4. Exceptional balance: Maintain grip, hold or footing is 70%+2% per level of experience. Walk tightrope is 60% + 2% per level of experience.

5. Add 1D4x10 S.D.C.

6. Add 1D6 to P.P. attribute.

7. Can control up to 3D6 reptiles of any kind +1D6 per level of experience.

Animal Metamorphosis

The character can completely transform into a particular type of animal, such as canine, feline, etc. As an animal, the person gets all the inherent abilities and defenses that animal form may offer, while retaining his own memory, I.Q., S.D.C., hit points and ability to speak. All physical attributes change, up or down, as best fits the animal. The animal shapechanger can change from humanoid to animal, and back again, at will. Each transformation counts as one melee action. If the optional Horror Factor rules are used, anyone seeing the change must roll against a horror factor of 11.

To determine which general type of animal the character can transform into, select one or roll on the following table.

Animal Metamorphosis Table

01-10 Rodent

11-20 Mustelid

21-34 Cat

35-50 Canine

51-60 Bird

61-70 Hoofed

71-80 Bear

81-90 Reptile

91-00 Any and ALL animals

Animal Abilities

To determine the average abilities of a general animal type, use the descriptions provided under the *Animal Abilities Major Super Ability*, that precedes this one and the basic notes about animals provided below.

For even greater depth of information on over 200 specific (as well as general types of) animals, see the **Palladium Book of Monsters & Animals**. Although this book is designed for the *Palladium Fantasy RPG* series, the animals are suitable for any S.D.C. setting (modern, ancient or futuristic) and even the monsters, monstrous races, elementals and entities are suitable for use in *Heroes Unlimited* with some modification (mainly to their background). It is a wonderful sourcebook.

General Bonuses Applicable to Most Animals

+1 to save vs disease.

+1 to roll with impact, punch or fall.

Fatigues at one quarter the rate of humans.

Retractable Claws:

Feline: Small Cat (lynx, bobcat), damage — 1D6.

Feline: Large, Predatory Cats (lion, tiger) — 2D6 damage.

Claws:

Bear — 2D4 damage.

Digging (badger, wolverine), damage — 2D4.

Miscellaneous (rodent, lizard, etc.), damage — 1D4.

Talons: Birds of Prey — 2D6 damage.

Teeth: Damage by General Type

Bear — 2D4 damage; Polar Bear — 2D6.

Canine — 1D6 damage; Wolf — 2D6.

Feline, Large — 2D6 damage; Tiger/African Lion — 2D6+4.

Feline, Small — 1D6 damage.

Mustelid — 1D4 damage; Badger/Wolverine — 1D6.

Herbivores — 1D4 damage (horse, goat, ape, human).

Bird Peck with Beak — 1D4 damage.

Birds of Prey — 1D6 damage with hooked beak.

Antlers:

Small Antlers — Adds 1D4 to head butt and ram damage.

Large Antlers — Adds 2D4 to head butt and ram damage.

Horns:

Small Horns — Adds 1D6 to head butt and ram damage.

Large Horns — Adds 2D6 to head butt and ram damage.

Hooves:

Small — 1D6 from a kick, in addition to normal P.S. damage.

Large — 2D6 from a kick, in addition to normal P.S. damage.

Average Speed by General Animal Type:

Bear — about 30 mph (48 km) in 3 to 10 minute spurts.

Wild Canine — about 35 mph (56 km) maximum for up to an hour.

Small Wildcats — 15 mph (24 km) in spurts of 10 to 20 minutes.

Large Wildcats — 30 mph (km) in spurts of 10 to 20 minutes.

Cheetah — 90 mph (144 km) in 3 to 5 minute spurts.

Deer/Antelope — 30 mph (48 km) maximum for up to an hour.

Horse — 40 mph (64 km) maximum for up to an hour.

Elephant — 25 mph (40 km) for up to an hour long.

Rhinoceros — 35 mph (56 km) in 3 to 8 minute spurts.

Alligator — 35 mph (56 km) in 2 minute spurts on the ground or underwater, although typical swimming speed is 6-15 mph (9.6 to 24 km) and walking speed is about 2 mph (3.2 km).

Lizards — 10 to 20 mph (16-32 km) in 2 to 5 minute spurts.

Typical Birds — 30 mph (48 km); double when diving.

Birds of Prey — 40 mph (64 km); double when diving.

Note: Most four legged animals can instinctively swim at a speed roughly 75% less than their running speed.

Bio-Armor

By Kevin Siembieda, inspired by Aaron Oliver

The Bio-Armor power is a type of transformation, but is not included among the more powerful Alter Physical Structure because it doesn't so much alter the superbeing's body as it creates a protective covering. The exact appearance of the armor will depend on the mind set, personal taste and alignment of the superbeing (i.e. those attracted to power may be big and bulky, others sleek and almost skin tight, while the armor of those with a darker nature may look menacing and covered with small spikes, etc.).

The main body color (the majority of the armor) is one consistent color, typically metallic silver, gold, bronze, copper, molten red, chrome, pewter, light grey steel, medium grey steel, dark steel-blue, blue-black, or black. Additional highlights and markings are usually limited to parts of the limbs and/or chest to create the illusion of gloves, boots, insignia, or stylish lines and patterns. These additional markings can be a different color than the main body but never consist of more than two additional colors (typically just one extra color or shade). Any of the previous colors can be selected.

1. Natural Armor Rating & Organic Armor: With a thought (faster than a single melee action, and +2 on initiative to put it up before being struck by an attack), the character can cover his body with a metallic substance that has been dubbed "organic metal." This protective covering can be seamless or made of plates that seem to appear like magic. Beneath the armor is the flesh and blood person.

Natural Bio-Armor A.R. 16: Any attack equal to or below the A.R. 16 does no damage.

Any rolls to strike above 16 will do damage first to the Bio-Armor. When the S.D.C. of the Bio-Armor is depleted, it disappears and all subsequent damage is inflicted to the flesh and blood character.

Armor S.D.C. 200 plus 20 per level of experience.

Lightweight, increases the character's weight by 30%.

Increase the character's size by 10%.

Excellent mobility, no movement or skill penalties apply.

If the Bio-Armor is completely depleted of its S.D.C., it cannot be recreated with full S.D.C. for 24 hours. However, a light partial armor (upper body, arms and hands only; A.R. 13, 80 S.D.C. +5 per level of experience) can be created after eight hours.

Clothing is covered by the armor.

2. Partial Armor: The character has such control over his Bio-Armor that he can create the armor to cover a comparatively small part of his body rather than the entire body. This means the superbeing could make one (or both) hands and arms covered with armor (the length of one arm is the smallest area possible), or just the head and upper body (head, chest and stomach), or just the upper body (hands, arms, chest and stomach) or just the lower body (feet, legs and groin). The entire amount of available S.D.C. and full A.R. of 16 can be directed to that one area of the body, so one arm and hand could have 200+ S.D.C. and A.R. 16. **Note:** When full armor is up, the S.D.C. is automatically (and subconsciously) distributed to where it is needed most.

3. Resistant to heat, fire and cold: Such environments and attacks inflict half the normal damage against Bio-Armor (including those generated by magic or psionics). Furthermore, the character's heat signature is 20% lower than a normal human.

4. Other Abilities & Bonuses when armor is in place:

+1D6 damage (punches, kicks, head butt, using hand-held melee weapons like a sword or mace, etc.).

Add 1D4 to P.S.

No reduction of speed or mobility.

5. Disadvantages:

When in metallic form, the superbeing is a bit taller and heavier which can be a problem in some situations.

It is virtually impossible for him to walk among ordinary people unnoticed, because he looks more like a knight or robot than an Ordinary Joe.

Armor disappears if the character is rendered unconscious.

Does not protect against psionic or magical attacks, nor against gases or disease (breathes air like everybody else).

Bio-Ghost

Characters with this strange power feed on the biological energy/life force of others. Although potentially lethal, it takes many draining attacks to kill somebody. Here's how the power works.

The effects of the Bio-Ghost power

Whenever the bio-ghost feeds, he momentarily becomes intangible (about three seconds) and can walk completely through

living creatures, people or animals, absorbing their energy. Actually, just turning intangible and sticking one's hand into somebody else will allow the character to drain the energy he needs. The character with the bio-ghost power can become intangible at will, but only to feed. The momentary intangibility prevents most victims from fighting back and hurting their ghostly attacker. **Note:** This power does not enable the character to walk through walls or use the intangibility in any other way.

The victim of one bio-ghost touch feels momentarily weak, losing initiative, 1D6+1 S.D.C., and two melee attacks (immediately — stunning the victim who must pause from the action for the two melee actions/attacks he loses) before he can resume combat. The weakened state and penalties last for a period of 1D4 melee rounds (15 to 60 seconds), then the victim recovers completely without lasting ill effects.

The victim of many touches over a short period of time is not given an opportunity to recover and suffers the cumulative effects of losing 1D6+1 S.D.C. for each subsequent touch. The duration of their lost initiative and two lost melee attacks is also extended 1D4 melees per touch. When the S.D.C. points are gone, the character begins to lose 1D6+1 hit points! While this sort of attack is not likely to kill the average superhuman, it can be lethal to most *normal humans* and animals. The danger to superbeings is that the Ghost Touch will weaken and slow them down, making them more vulnerable to attacks from others. Bio-Ghost characters who don't want to harm anybody will want to use their draining touch on several different people or animals to feed upon.

A single touch/pass gives the Bio-Ghost the energy that a normal human gets from a snack or light meal. Two touches gives the Bio-Ghost the equivalent energy of a large meal and gives him a +1 initiative bonus. *Each additional touch*/pass (3 or more in less than ten minutes/40 melees) gives the character extra energy, strength and speed, via Bio-Supercharging.

Bio-Ghost Supercharging

The character can use the Bio-Ghost touch once per melee (every 15 seconds) up to a maximum of twelve times per four hours. The first two attacks only fill him up, the following ten touches supercharge the character with the following results. All effects are cumulative, but temporary, lasting about an hour depending on the level of activity. **Note:** When a character knows he's about to enter battle, he/she is smart to supercharge to some degree before it starts. Maximum supercharging can be accomplished in two and a half minutes.

The Cumulative Powers & Bonuses (per each extra touch):

Add one point to P.S. which becomes superhuman for the duration of the supercharge.

Add five points to speed.

Add five points to S.D.C. (can replenish lost S.D.C.)

+1 to save vs poison/toxins/drugs.

Replenishes 1D4 hit points (if any are lost).

After eight bio-ghost touches in under five minutes, the character gets two additional melee attacks and an additional +2 on initiative.

Note: The supercharging can be performed as often as every four hours (six times daily), but afterwards the character is weakened and cannot recharge himself to even normal strength for two hours. During this weakened period he suffers the following penalties: reduce P.S. by 10 points and reduce initiative and speed by half.

A need for bio-energy

Whenever the Bio-Ghost becomes hungry, tired/fatigued, or suffers significant amounts of physical damage, he must feed. A good rule of thumb for the G.M. is to weaken the character whenever he has physically exerted himself for a significant amount of time, such as working with little sleep or food, intense combat (more than sixteen melee rounds/five minutes), and periods of intense or prolonged exertion, over 30 minutes, possibly less depending on the circumstance (the maximum supercharge will double all these time periods).

An ordinary day will require the Bio-Ghost to feed like any normal human, about twice per 24 hours. The superbeing can eat normal food for personal enjoyment (taste), but he must draw on the biological energy of other living creatures to sustain his existence.

The character will know it is time to feed when he starts to feel hungry. If he does not draw on bio-energy, the character's legs will feel like they weigh a ton, and the rest of his body feels weak and aches. At this point, all melee attacks, bonuses and speed are reduced to half. 1D4 minutes later, the individual turns completely intangible and must feed. When this uncontrolled hunger response happens, he has only two melee attacks, no bonuses and speed is reduced to one quarter. The individual can remain in this state without feeding for as long as 1D4 days before lapsing into a coma, still intangible. The character can last in the coma state for another 1D4 days before dying — then just vanishes. To snap him out of this coma, he only needs to touch/pass through a living creature two or three times.

Note: The Bio-Ghost's intangibility has difficulty passing through dense material. Thus, while the character has no problem passing through articles of clothing and normal skin, he cannot penetrate body armor with an A.R. higher than 12. Nor can he absorb bio-energy from robots, cyborgs, mutants, aliens or beings with a natural A.R. of 13 or higher.

Chameleon

A truly unique power that allows the person to blend into and adapt to his environment.

1. Chameleon is an ability that enables the character to change color and texture to blend into his environment. A sort of bio-aura surrounds the character so that even his clothes seem to change and adapt to the surrounding area. Movement destroys the effectiveness of the chameleon ability.

Chances of being unseen:

90% Undetectable if completely still.

70% Undetectable if moving 2 feet (0.6 m) per melee or less.

20% Undetectable if moving 6 feet (1.8 m) per melee round.

Totally ineffective if moving any faster.

Duration: Indefinite; can use power at will.

2. Adhesion: The ability to stick to surfaces. The power is identical to the minor super ability of Adhesion described earlier.

3. Hold Breath for up to 10 minutes.

4. Feign Death by lowering one's body temperature and respiration. This requires five minutes of preparation and meditation. It can be maintained for 10 minutes per level of experience. While feigning death, the character is only vaguely aware of what's happening around him, but is fully aware of anything done to his body, and can snap out of the fake death trance in a heartbeat.

5. Natural Prowl Skill is 60% +5% per each additional level of experience.

6. Other Abilities and Bonuses:

+10% to the disguise and impersonation skills.

+5% to the climb and wilderness survival skills.

Cloaking

The character is completely invisible to all forms of mechanical detection, photographic devices and sensors including radar, motion detectors, heat sensors, and cameras (appears as barely noticable smudge or blur on the film or video tape). This means he is invisible to robots and all mechanical sensors and optic systems, and can walk through electric eyes, light/laser sensors, motion detectors, scanners, and cameras, and not activate them or be photographed. An alarm will be triggered only if a physical "contact" (used on windows and doors, trip wire, etc.) is broken. Even artificial robot intelligences and bionic sensors and optics will be fooled; they see only a slight blur that is hard to follow or target. Likewise, lie detectors, metal detectors, X-ray machines, EKGs, Cat-Scans, retinal scanners, bionic implants, and any detection or scanning device directed at him will not work (they can't find anything to scan). Devices *used by* the character (including sensors, scanners, optic systems, etc.) work perfectly. **Note:** Other devices, like wrist watches, electronic tools, guns, jet packs, vehicles, etc., work perfectly on or directed at this character, only "detection" and "scanning" devices are useless against him.

1. Other Abilities & Bonuses:

The character tends not to be noticed even by people.

+10% to prowl, palming, and concealment skills.

2. Disadvantages & Limitations:

The power is always "on."

Life-saving medical equipment that scan or monitor the body are powerless to help this character, and even automatic doors at stores and toys with sensor eyes will not respond to this character — of course, machines and devices that require the physical push of a button, turn of a key, steering, and other physical operations will respond to this character.

The character can never be photographed so he can't keep a personal record of himself. On the other hand, there are no photographs or photographic evidence that can be used against him either (drawings made from eye witness accounts can be made, but are less accurate).

Can be seen by the naked eye and sensed by psionic abilities.

Range Limitations of the Cloaking power: Self and all possessions on his person. At third level the character can extend this aura of protection to include one additional person or large object (motorcycle, jet pack, cart, etc.), provided that the individual or item is within three feet (0.9 m) of him or touching. **Player Note:** Electronic Cloaking can *not* be combined with the power of invisibility.

Control Elemental Force: Air

The power to manipulate and control aspects of air and atmospheric conditions.

1. Wind Rush:

Range: 300 feet (91.5 m)
Damage: Special
Duration: One melee (15 seconds).
Attacks Per Melee: Each wind rush counts as two melee attacks. **Bonus:** +3 to strike.

The air manipulator can create a short, powerful wind gusting to 60 mph (96 km), and can direct it at a specific target or area. The wind is so powerful that it will stagger or knock people down, and blow away all objects in its path weighing less than 30 pounds (13.6 kg), as well as break ordinary window glass.

Directed at one specific target, the wind is a hard-hitting, focused blast that has a 01-70% likelihood of knocking down a person and items weighing up to 300 lbs (136 kg). If a wide (20 feet/6 m maximum) gust of wind, the likelihood of being knocked down is marginally less; 01-60%. Everyone caught in the wind is staggered (if not sent sprawling), speed is reduced to one quarter normal speed, one attack per melee is lost, and all attempts to attack are -6 to strike. Items weighing 30 lbs (13.6 kg), or less, will be sent flying 1D6x10 yards/meters away. Vehicles or characters weighing over 300 lbs (136 kg) have no fear of being knocked over, but speed is still reduced and the penalty of -6 to strike still applies because of the wind's force and flying debris.

2. Whirlwind: The superbeing can summon winds to create a rotating windstorm of limited intensity. Moving in an inward and upward spiral motion, the 75 mph (120 km) winds will suck, hurl, and dash to the ground anyone or anything within 20 feet (6 m) of it. Anyone caught in the wind cannot attack or speak for one melee round. They will be snatched up and hurled approximately 20 feet (6 m), taking 4D6 points of damage. The wind will affect anything weighing less than 700 lbs (315 kg).

Range: Affects a 20 foot (6 m) radius but can be created up to 300 feet (91.5 m) away.
Duration: 8 melee rounds (90 seconds).

3. Ride the Wind: This ability enables the superbeing to manipulate air currents and wind speed to carry himself, and an additional 200 lbs (90 kg), aloft. Riding the Wind is not the ability to fly, but is, more accurately, the ability to hover, rise above the ground (up to 30 feet/9 m per melee round), and glide. The gliding is very limited and requires the concentration of the air controller. If he is knocked unconscious or severely hurt (S.D.C. or hit points suddenly reduced by 80%) he loses all control and plummets to the earth. **Note:** He can still use his other powers while aloft.

Range: Self
Duration: 10 minutes per level of experience.
Maximum Speed: 15 mph (24.3 km).

4. Change Wind Direction: The superbeing can change the direction of the wind in a small area by manipulating air currents.

Range: 320 foot (97.5 m) radius.
Duration: Four minutes per level of experience.

5. Stop Wind/Control (wind) Speed: Again, by manipulating wind currents, the superbeing can completely stop the wind in this small area.

Range: 160 foot (49 m) radius.
Duration: Four minutes per level of experience.

6. Create Air Bubble: This character can create and maintain a bubble or pocket of air. This can be done underwater or in a place where there is at least a minute quantity of oxygen. The bubble offers protection from gases, foul odors, etc.

Range: Self or 60 feet (18.3 m) away.
Duration: 12 minutes per level of experience.
Saving Throw: None
Bubble Radius: 6 feet (1.8 m)
Speed: Those inside can move and the bubble will follow, but at a limited speed factor of 10 (about 10 mph/16 km).

7. Call Lightning: The character can call down a lightning bolt to strike a specific target. It can be used indoors or out. All attempts to dodge are at -3.

Range: 200 feet (61 m) plus 20 feet (6 m) per level of experience.
Duration: Instant
Damage: 6D6
Saving Throw: As a dodge.
Attacks Per Melee: Each lightning bolt counts as one of the character's melee attacks/actions per round.
Bonus: +2 to strike.

8. Atmospheric Manipulation: This incredible power enables the superbeing to actually alter atmospheric conditions.

Range: 500 foot radius (152.5 m) +100 ft (30.5 m) per level.
Duration: 15 minutes per level of experience.
Attacks Per Melee: Each act of manipulation counts as two melee attacks/actions.

Altered Atmospheric Conditions: The superbeing can create any one effect per melee round, and maintain it or combine effects, adding one to another. For Example: He might first darken the sky, increase the wind speed, then create a fog, and throw in a thunderclap or two. Effects such as fog or darken sky will last for 15 minutes per level of experience, and, once created, stay in force without any effort oh his part, thus enabling the superbeing to go about other activities or use other powers. **Note:** The character can also dispel his atmospheric changes at will; skies return to normal within 30 seconds.

1. Darken sky: Heavy overcast; creates a dark, ominous sky.

2. Cause a loud, eerie thunderclap that will frighten (01-80% chance of panicking) animals, making them want to run away, as well as startle people (roll to save vs Horror Factor).

3. Increase or decrease the wind speed 5 mph (9 km) per melee round, up to a maximum of 60 mph (96.5 km).

4. Increase or decrease precipitation 10% per each melee round, up to 90% — creates extremely humid conditions with a 01-45% possibility of a light fog and 01-25% chance of a light rain.

5. Dispel a fog at a rate of 10 square feet per melee round.

6. Create a fog at a rate of 10 square feet per melee round.

7. Create cloud cover. Within two melee rounds (30 seconds), the skies (under his control) fill with clouds, making seeing above the clouds impossible (ideal for concealing aircraft and flying allies).

9. Other Abilities and Bonuses:

Resistant to cold and electricity (does half damage).

Can accurately sense air temperature within 1D4 degrees.

Control Elemental Forces: Earth

The power to manipulate and control aspects of the earth. To use any of these powers there must be a vast source of earth (stone, dirt, clay, sand, etc.) within a 600 foot (183 m) radius. The earth is molded and manipulated, not created.

1. Wall of Earth: The superbeing can create a wall that's 20 feet (6 m) long by 12 feet (3.6 m) high by 3 feet (0.9 m) thick.

A dirt wall has an A.R. 10 and 200 S.D.C.

A clay or sand wall has an A.R. 11 and 300 S.D.C.

A stone wall has an A.R. 15 and 400 S.D.C.

All attacks strike the wall and do full damage to its S.D.C. A roll that is higher than the A.R. will go right through the wall and may hit somebody or something behind it. However, this means the shooter is firing blindly and is -5 to hit. Additionally, the projectile or energy blast punching through the wall uses up some measure of energy doing so, thus a projectile that penetrates the wall's A.R. does half damage and the damage of an energy blast is reduced by 25%.

The wall can be molded into a circle, "L" or "V" shape, dome, or straight line. It rises from the ground and does not magically appear out of thin air, nor in mid-air above the ground.

Range: 120 feet (36.6 m) +10 feet (3 m) per level of experience.
Duration: Permanent, until knocked down, destroyed or dispelled by the creator.
Attacks Per Melee: The creation of a wall counts as one melee attack/action.
Bonus: +1 to parry or on initiative (as the case may be); i.e. to create a wall or slab to block an incoming attack.

2. Tower of Earth: This power enables the superbeing to call forth a great mound of earth or stone to rise up out of the ground, carrying anything above it skyward. Victims pushed skyward are temporarily knocked off balance, losing two attacks, and are -5 to strike, parry or dodge for the first melee round. After that, the victim can attack as normal (ranged attacks may be necessary if stuck on the tower). If the victim falls he will take 1D4 damage per each six feet (1.8 m) of height.

The S.D.C. of the tower is 120 per each six feet of height (at first level, a 12 ft/3.6 m tower has 240 S.D.C.). The tower will disappear back into the earth after four minutes have elapsed. The superbeing can maintain or recreate the tower, by force of will, at the end of the four minutes for an additional four minutes.

Range: 100 feet (30.5 m).
Height of the Tower: Up to 12 feet (3.6 m) at level one, +6 feet (1.8 m) per each additional level of experience. Width at the top of the tower is a diameter of six feet (1.8 m).
Duration: Four minutes, unless the creator wills it to remain for another four minutes at the end of the initial duration.
Attacks Per Melee: Creation of each tower counts as one melee action.
Saving Throw: An opponent can try to dodge this bizarre and unexpected attack, but is -10 because of the element of surprise (an attack coming up from the ground beneath their feet).

3. Hurl Earth: The character can actually cause chunks of earth to raise up and then hurl them at a target at speeds of approximately 70-90 mph (112-144 km). Up to 50 lbs (22.6 kg) can be affected per melee attack. This chunk of earth (dirt, clay, rock, concrete, etc.) can be hurled as one large chunk or several small chunks.

Range: 100 feet (30.5 m) +10 feet (3 m) per experience level.
Duration: Instant — each earth hurling action counts as one melee attack/action whether it's one pound (0.45 kg) or 50.
Damage:

1D6 damage per 10 lbs (4.5 kg) of dirt, sand, or clay.

2D6 damage from a 1-10 pound (0.45 to 4.5 kg) stone; baseball to grapefruit sized rock.

5D6 damage from an 11-20 pound (5 to 9 kg) flying rock; football to soccer ball sized.

1D6x10 from a 21-39 lb (9.5 to 17.5 kg) rock; basketball size.

2D4x10 from a 40-50 pound (18 to 22.6 kg) rock.

Attacks Per Melee: Each rock attack uses up one melee action.

4. Quicksand: This power enables the superbeing to transform normal earth and stone into a pool of quicksand. Ideal for combat outdoors; it can be created on a concrete sidewalk, bottom floor, or asphalt street, but cannot be created on any floor above ground level, nor inside a vehicle.

Range: The size of the circular quicksand pit is a maximum of 12 feet (3.6 m) in diameter, and can be cast up to 60 feet (18.3 m) +6 feet (1.8 m) per level of experience. Line of sight — must see his intended target. The quicksand can be created directly under the target(s) or as a trap (easily concealed by leaves, papers, plastic, and other light coverings). Can only be created on the ground.
Depth: Eight feet (2.4 m) +2 feet (0.6 m) per additional level of experience. The superbeing can regulate the approximate depth in increments of one foot (0.3 m).
Duration: Three minutes per level of experience. At the end of the duration, victims (dead or alive) once trapped in the quicksand appear on top of solid ground. The superbeing can restore the ground to normal at will.

Damage: Depends on the superbeing. The quicksand can be deliberately made about five feet (1.5 m) deep, enough to trap and delay the average sized human, but allowing for the head to remain above the suffocating soup of dirt/sand and fluid. In the alternative, the superbeing can make the quicksand deep enough to swallow his opponent and kill him.

If the quicksand covers a victim's head he will suffocate and die (takes roughly three minutes for the average human).

Anyone entering into the quicksand will find himself sinking at a rate of two feet (0.6 m) per melee round (15 seconds). Struggling to pull oneself out, swim, move forward, etc. doubles the sinking rate per round! Those trapped in quicksand continually sink. If close to the edge (typically, one falls in and slides 1D6 feet/0.3-1.8 m away from the edge), one *may* be able to pull himself out, but best movement is one foot (0.3 m) per melee round. Victims can be pulled, flown or levitated out by others or, when applicable, under their own power. But such a rescue will take at least one full melee round or, more likely, two.

Quicksand can also be used to trap, delay and engulf vehicles.

Debilitation: Those trapped attack from the pool at -5 to strike, parry and dodge, attacks/actions per round are reduced by half and such action (other than psionic attacks which don't require movement) will cause the character to sink at a rate of four feet (1.2 m) per melee round.

5. Rend Earth: The superbeing can split the earth like a mini-earthquake, creating a 15 foot (4.6 m) wide, 20 foot (6 m) deep, and 40 foot (12.2 m) long crevice. These are the maximum measurements and can be adjusted to the superbeing's desire by increments of one foot (0.4 m). The opening can be made up to 140 feet (42 m) away and can be performed once every melee round. Thus, its creator can add to its length every 15 seconds or create several different chasms.

This ability also enables the superpowered character to create openings in the walls of concrete, brick, plaster or stone (not wood) buildings. Even after the superbeing closes the wall, there will still be a noticeable crack, and at least minor structural damage, varying with the size of the earlier opening.

Range: 140 feet (42 m) +40 feet (12.2 m) per level of experience.

Duration: The openings in the earth will remain until closed by the superbeing.

Damage: Falling into the chasm does 3D6 damage. Climbing down takes about two melee rounds; climbing up its sheer wall, four melee rounds. Rappelling is the best way up and down.

Vehicles falling into the chasm will suffer 1D4x10 damage if they weren't moving or were travelling under 10 mph (16 km). Otherwise, add 4D6 damage for every additional 10 mph (16 km).

Crushing damage: The creator of the opening can also close it at any time (counts as two melee actions and only one can be closed per melee round, and not the same round that it was opened). It will close in one melee round (15 seconds) and will crush everything that has fallen into it like a giant vise! Damage is 2D4x10+40 (double damage to vehicles and large, crunchable objects). Dense, solid objects will suffer one quarter the damage, but will be completely buried. **Note:** Those not killed by this are buried alive and will suffocate within 3-4 minutes. Superbeings who can dig tunnels should be able to dig themselves out. Those with Superhuman or Supernatural P.S. *may* also be able to slowly dig their way out, provided they don't run out of air. Those who have vast amounts of S.D.C. will survive the crushing but will suffocate unless they don't need to breathe air or can hold their breath for a long period. Those with energy expulsion powers will be able to blast themselves an underground cavity to avoid being crushed and may also be able to blast an opening to the surface. People trapped inside vehicles that survive the crushing damage may also have a pocket of air. In chasms opened in urban areas, sewer and drain pipes may be ripped open (or be opened) to provide an escape or temporary safe haven.

Attacks Per Melee: The opening or closing of a chasm can only be performed once per melee round (15 seconds) and uses up two melee actions, so other attacks can be made within that same melee round.

6. Sand/Dust Storm: Dust and/or sand particles can be manipulated to fill the air to create a sand or dust storm.

Range: Affects a 30 foot (9 m) radius, and can be cast 200 feet (61 m) away +10 feet (3 m) each additional experience level.

Duration: Four minutes.

Damage: No physical damage other than the sting of pelting sand, but those caught in the storm are blinded (-8 on all combat moves), all sense of direction is lost, the power of radar or motion detection is obliterated, speed is reduced by half, and talking (and spell casting) is impossible unless the mouth is covered by something more than one's hands. Opening one's mouth will cause the character to cough and choke on the sand.

Attacks Per Melee: This ability can only be performed once per melee round, but uses up only one melee action, so other attacks by other means can be made during that same round.

7. Encase in Earth: A very powerful, but controlled, ability with which the superbeing can cause earth (dirt, clay, sand) or stone (including concrete, asphalt, marble, earthen tiles, and similar) to rise from the ground to engulf an object, vehicle or living creature. The superbeing has absolute control over the earth and can encase just a foot or leg, or the entire body.

Encasing a whole body in a dirt or stone cocoon will not harm the imprisoned person, although it is hot and uncomfortable, unless the head is encased. Encasing the head will cause suffocation within 3-4 minutes — a tactic a hero with a good alignment would never do.

To encase something or someone, it must be touching/standing on the ground! Encasement starts with the feet and moves up the body. The superbeing can manipulate 400 pounds (180 kg) of dirt or 200 pounds (91 kg) of stone per melee round!

Range: Up to 120 feet (36.6 m) away.

Duration: Until the victim or object has broken free, or until the superbeing releases it. The superbeing can negate the encasement at any time, which will cause the cocoon to crumble away and go back into the earth without a trace.

Saving Throw: Intended victims get to dodge out of the way, but are -2 to dodge.

Attacks Per Melee: Encasing half or more of a character in stone counts as two melee attacks/actions, but only encasing the hands, arms or feet counts as one.

Types of Earth Encasements: The following is a list of the various stages of encasement, their weight and S.D.C. Use this list as a basic guide for encasing other objects and vehicles. Remember, concrete can be used as if it were stone. However, once a sidewalk or wall is ripped up to encase someone, it is permanently damaged. The cement (as with earth) can be put back, but will be cracked, loose, and crumbly. Metrics Note: 10 pounds equal 4.5 kilograms.

Encasement	Earth	Stone/Concrete
Foot/Ankle	30 lbs, S.D.C. 20	20 lbs, S.D.C. 40
Foot/Leg	60 lbs, S.D.C. 40	40 lbs, S.D.C. 80
Lower Body	120 lbs, S.D.C. 80	90 lbs, S.D.C. 160
Whole Body	300 lbs, S.D.C. 160	200 lbs, S.D.C. 320
Hand/Wrist	30 lbs, S.D.C. 20	15 lbs, S.D.C. 30

Hand/Arm 50 lbs, S.D.C. 30 30 lbs, S.D.C. 60
Car Tire (each) 50 lbs, S.D.C. 25 30 lbs, S.D.C. 50
Sports Car (small) 400 lbs, S.D.C. 120 200 lbs, S.D.C. 180
Mid-sized car 800 lbs, S.D.C. 240 400 lbs, S.D.C. 360

Snaring one's target: The character using his earth powers to snare an opponent must roll to strike, while his opponent can attempt to dodge (parry is not applicable); high roll wins. Encasement works best on stationary targets; +8 to strike. Moving Targets are much more difficult to snare: Walking or slow-moving targets: +1 to strike; fast moving or running targets are -5 to strike. Flying, hovering, or waterborne targets can not be affected.

Note: Just as with encasement in ice, superhumanly strong characters can spend all of their actions fighting to break free of the encasement. Damage for a normal punch for that character is rolled for each attack. When 80% of the S.D.C. is destroyed the character can pull free. Of course, those whose entire bodies are encased or whose arms are pinned, are powerless — flexing to break free inflicts 10% the normal damage of a punch.

Control Elemental Force: Fire

The power to manipulate and control aspects of fire.

1. Fire Blast: The character can create a fiery bolt or blast out of thin air and hurl it at a target. The blast can come from his hands, a finger, eyes and/or mouth.

Range: 100 feet (30.5 m) +10 feet (3 m) per experience level.
Damage: 4D6 +2 per level of experience.
Duration: Instant
Attacks Per Melee: Each Fire Blast counts as one melee attack.
Bonus: +2 to strike.

2. Spontaneous Combustion: This ability causes any combustible material to ignite. Spontaneous combustion does not create a blazing fire, only the spark to start a fire (although a Fuel Flame can quickly change that). Combustible material must be available to burn, whether it be old rags, dry wood or gasoline. Human body hair should not generally be considered a combustible material in regard to this power.

Range: 30 feet (9.1 m)
Duration: Instant
Attacks Per Melee: Each use of this power counts as one melee attack.

3. Fuel Flame: Much like the pyrokinetic power of the same name, Fuel Flame quadruples the size of an existing flame or ignites a smoldering ember. The fire can be fueled every melee round, increasing the flame to four times its previous size each new round.

Range: An area up to a 120 foot (36.5 m) radius can be affected and the power can be used on fires up to 300 feet (91.5 m) away.
Duration: Four minutes where the flame burns unnaturally large and hot.
Attacks Per Melee: Each use of this power counts as one melee attack.

4. Create Flame Wall: The fire controller can not create a fire wall out of thin air, but can control an existing fire (even a small one) to form a blazing wall or circle. He can even make a fire, right at hand, suddenly race 60 feet (18.3 m) away to form a wall or circle. **Note:** The wall can only be as large as the fire present; thus, it could be a tiny wall or a mammoth wall depending on the size and strength of the fire.

Range: 60 feet (18.3 m)
Damage: Anyone passing through a flame wall will receive 4D6 points of damage, plus highly combustible materials will ignite.
Duration: 10 minutes.
Attacks Per Melee: Once per melee, but counts as two melee attacks/actions, so other types of attacks can be used during the same melee round.

5. Extinguish Fire: This ability permanently extinguishes any fires within range. This can be done once every other melee. The fire controller can also bend this power to part or cut a swath through fire (10 ft/3 m wide and 300 ft/91.5 m long).

Range: An area up to 120 feet (36.5 m) in radius can be affected and the power can be used on fires up to 300 feet (91.5 m) away.
Duration: Permanent (until a new fire is made).
Attacks Per Melee: Each use of this power counts as two melee attacks.

6. Create Smoke: The character is able to generate a dense, grey-black cloud of smoke. The smoke cloud can be created from fiery material up to 300 feet (91.5 m) away. The cloud can easily cover a 30x30x30 foot area, fill a room, etc.

Range: 100 feet (30.5 m)
Duration: Four minutes.
Damage: The smoke makes breathing difficult and causes the eyes to water and the nostrils and throat to burn — temporarily blind (-8 on all combat moves), and reduce speed and attacks per melee by half. Those in the cloud cannot see outside, and those out cannot see in.
Attacks Per Melee: Each use of this power counts as two melee attacks.

7. Other Abilities & Bonuses:

Invulnerable to fire, smoke & heat (no damage), including magic ones.

Can accurately sense air temperature above freezing within 1D6 degrees, as well as the temperature of fires and hot items.

Control Elemental Force: Water

The power to manipulate and control aspects of water. To use any of these powers there *must* be a source of water within a 1000 foot (305 m) radius. Without an ample source of water, the superbeing can not use the powers. The water source can be a sewer, water pipeline, underground stream, pond, lake, ocean, or rain. However, any underground source of water cannot be more than 1000 feet (305 m) from the surface.

1. Calm Water: The ability to impose one's will over the forces of nature, reducing the intensity of water turbulence. The size of waves, their speed and potential damage are reduced by half. The calming effect can be repeated in the same radius only after the initial effect lapses or is cancelled.

Range: 300 foot (91.6 m) radius, up to 1000 feet (305 m) away.
Duration: 12 minutes.
Attacks Per Melee: Uses up all melee attacks/actions for one full round.

2. Create Waves: The character is able to manipulate large sources of water to create a variety of waves in water or on land.

Range: 300 foot (91.6 m) radius, up to 1000 feet (305 m) away.
Duration: Instant
Attacks Per Melee: Counts as two melee attacks/actions.
Bonus: +4 to strike
Damage by Size of Waves: The size and speed of the waves can be controlled by the character with the following effects:

Small Wave: 2-8 feet (0.6 to 2.4 m) tall, does 1D6 damage to all objects and people struck.

Large Wave: 10 to 20 feet (3 to 6 m) tall, does 5D6 damage +2 points per level of experience. Affects everything hit by the wave.

Huge Wave: 24 to 36 feet (7.3 to 11 m) tall, does 6D6 damage +1D6 per level of experience.

Note: Huge waves have a 01-84% chance of capsizing small vessels, 01-60% chance to capsize medium vessels, and a 01-20% chance against ships and ocean liners, but only when the character is fifth level or higher.

Characters and objects hit by the wave, on land or deck top, are likely to be knocked down and carried 1D4x10 yards/meters away. The likelihood of this is:

Small wave — 01-40% for items 500 lbs (225 kg) and under.

Large wave — 01-70%, for items 1000 lbs (450 kg) and under.

Huge wave — 01-80%, for items 2000 lbs (900 kg) and under.

If a person is washed away by the wave he loses 1D4+1 melee attacks/actions. If hit by a wave, but not washed away, the person loses one attack (momentarily blinded).

3. Water Slam: A Water Slam is a comparatively small, but powerful, wave that rises up like a hand and slams down on one specific target. The water slam towers to about 16 feet (5 m) tall and 6 feet (1.8 m) wide. It can also be used on land if sufficient water is available; 200 gallons (760 liters) or more. (Designer's note: Yes, I realize that the range, damage, and size are different than the psionic Water Slam. That's because, while similar, the two are different).

Range: 140 feet (42.7 m) +10 feet (3 m) per level of experience; line of vision.
Damage: 2D6 +1 per level of experience. In addition, victims of a slam lose initiative and one melee attack/action.
Duration: About 7 seconds, half a melee.
Attacks Per Melee: Each use of the Water Slam counts as two melee attacks/actions.
Bonus: +3 to strike.

4. Water Spout: This is the tricky technique of summoning up a spout-like wave that pushes its victim skyward, bouncing atop the water spout. A large body of water must be available.

Height of Spout: 12 feet (3.6 m) per level of experience.
Weight Limit: 600 lbs (270 kg) per level of experience.
Range: 90 feet (27.4 m) +12 feet (3.6 m) per experience level.
Duration: One melee round.
Attacks Per Melee: The creation of each spout counts as one attack/action.
Damage: Being dropped from a spout into water does 1D4 damage per every 24 feet (7.3 m) of height. Being dropped on the ground does 1D6 per each 12 feet (3.6 m) of height. Victims bobbing around on the constantly moving water spout are -6 to strike, parry, dodge, and initiative while atop the spout.

Note: A spout or tower of snow can be made if the conditions are right; sufficient soft snow (not packed down) must be present. Victims are -2 to strike, parry, dodge and initiative atop the snow tower, which is much more stable and less turbulent than flowing water. All other conditions are the same as the Water Spout.

5. Wall of Water: This power calls up a wave which will suspend itself to create a wall of water. The wall can be up to 6 feet (1.8 m) thick, 30 feet (9 m) tall and 30 feet (9 m) long. The water can be molded to the shape of a long, straight wall, circle, dome or "L" or "V" shape. Because of the vast amount of moving water, it is impossible to see beyond the wall. This ability requires a vast amount of water, like a very large swimming pool, lake, river, etc.

Range: 160 feet (48.7 m) +10 feet (3 m) per experience level.
Duration: Five minutes per level of experience.
Attacks Per Melee: The creation of a Wall of Water counts as two melee attacks/actions.
Damage: None per se. However, it will slow and deflect bullets and lasers, making them -8 to strike and reducing the damage they do: 25% for bullets, explosions and energy blasts; 50% from laser and other light based attacks or probes. Fire type attacks that pass through the Water Wall will see their damage reduced by 70%!

The wall also possesses the force of moving water, so it requires individuals trying to push through it, two melees to do so. Those with Superhuman or Supernatural P.S., as well as vehicles, can go through the wall in one melee round.

Characters who slam into the wall at superspeed will punch through it and only use up two melee actions, but impact is dramatic and feels hard, causing that character to suffer 1D6 damage for every 50 mph (80 km) of speed.

Note: A snow wall can also be erected if there is a sufficient amount handy. The wall is not packed snow and is a somewhat less effective shield. Bullets and lasers are -5 to strike (mainly because targets can not be seen through the wall) and damage reduction is only 10% and 25% respectively. Fire attacks passing through do half damage. It takes one melee round to blindly plow through by force and one melee action with a vehicle or at superspeed. However, when the character comes out the other side, he has no initiative (impact damage from high speed is only one point per 50 mph/80 km).

6. Whirlpool: This ability creates a huge, spinning whirlpool in any large body of water (lake, river, sea, etc.). This watery funnel pulls and sucks all objects in or on the water into its whirling center, crushing and dragging them down into the depths. Objects caught in the outer edge will be snagged in the pull and drawn toward its center in a spiraling circle, at a rate of ten feet (3 m) per every two melee rounds (30 seconds).

Range: 300 feet (91.5 m) away +20 feet per experience level.
Duration: Eight minutes. The creator of the whirlpool can cancel it at any time and can create a new or additional one every minute (4 melee rounds).
Attacks Per Melee: The creation of a Whirlpool must be done at the beginning of a melee round and uses up all attacks!

Damage: The whirlpool affects a 30 foot (9 m) radius and does 4D6 points of damage to everything in its grip every melee round. Victims in the water will become dizzy and disoriented, have no initiative, are -4 to strike parry and dodge, and lose half their melee actions (spend them trying to keep their heads above water). Plus there is a 01-33% chance of drowning. Victims can be pulled, flown or levitated to safety. Large boats and ships may be able to pull themselves away; 01-66% chance of boats pulling free, roll once each melee round.

7. Create an Air Bubble (underwater only): The superbeing can create an air bubble underwater, affecting a maximum radius of eight feet (2.4 m). The bubble can be created around oneself or to encircle as many as a dozen people up to 140+ feet (42.7 m) away. The bubble cannot be moved easily; normally floating along with the tide with a slight, upward drift (about 10 feet/3 m per minute). Through intense concentration the person who created the bubble can direct it, moving at a speed factor of 6. Controlling the bubble consumes most of the person's concentration, preventing him from using any other power unless the bubble is allowed to drift (no control of movement).

The bubble can be punctured and destroyed by any type of attack, from those inside it as well as outside. Thus, those inside cannot use any weapon or power that emits a projectile or force because it will "pop" the bubble. Many psionic and some magic powers can be used without fear of popping the bubble.

Range: Self or 140 feet (42.7 m) away +10 feet (3 m) per level of experience.
Bubble S.D.C.: 50
Duration: Eight minutes per level of experience.
Saving Throw: Not applicable.

Damage: Not applicable.

Attacks Per Melee: The creation of each air bubble counts as three melee attacks/actions. The superbeing can typically create one or two bubbles per melee round, but can only move one at a time.

8. Walk on Water: This is exactly what it sounds like; the superbeing is able to stand, walk, run or float atop water (including a water spout or wave without penalty), but speed is reduced by half.

Range: Self or others within a 4 foot (1.2 m) radius of him.
Duration: 10 minutes per level of experience.
Attacks Per Melee: The activation of this power counts as one attack/action and maintaining it uses up one melee action every round, but other attacks or actions can be taken that same round.
Other Abilities & Bonuses:

Accurately sense depth underwater within 1D6 feet.

Accurately sense direction underwater.

Resistant to cold underwater.

Depth tolerance is an impressive 1000 feet (305 m).

Can hold breath underwater for 1D4+4 minutes.

Control Insects & Arachnids

The superbeing can control and direct an army of ordinary insects or spiders, like a general leading his troops. The creatures understand him and follow his every command to the best of their ability.

1. Communicate with and understand all insects. Insects understand the commands of their controller, but while the character is able to mentally direct his insect army and can sense basic emotions such as fear, hunger, anticipation, etc., he cannot actually speak with them. This means he cannot have a fly or spider spy on somebody and report back to him with what they heard.

Range: 400 feet (122 m) plus 10 feet (3 m) per level of experience.

2. Summon insects. The character is typically able to mentally summon up 100 common insects or arachnids per level of experience, and as many as two different insect or arachnid classes. The number of common colony insects like ants can be far greater (see the individual insect descriptions). Note that while under the character's control, even two insect classes that are natural enemies, like ants and spiders, will work together in harmony. The call is irresistible, all types of insects and/or arachnids will respond.

Range: One mile (1.6 km) radius.
Duration: Regulated by the character; pretty much as long as he wants them — up to the maximum number under his control.

3. Mentally control insects. The character can mentally control all the insects he has summoned. If the controller is physically moved beyond his range of control or is rendered unconscious, his mental influence over the insects is broken and they will leave the area.

Range: 400 foot (122 m) radius plus 40 feet (12.2 m) per level of experience.
Duration: As long as the character desires.
Attacks Per Melee: Each command counts as a melee action, however, once the bugs are sent on their task, the superbeing is able to take other actions or issue new commands. While maintaining control/influence over the insect swarm, even if no new commands are issued, the character loses one attack/action per melee round.

Damage by Types of Insect Attack:

1. Blinding swarm: This can be flies, flying ants, moths, butterflies, gnats, or other flying insects. They create a living cloud and fly up the nose, into the eyes and mouth, collide with the face, and crawl on the body of everyone in the swarm cloud. Victims in the bug cloud are -5 to strike and -9 to parry and dodge, as well as lose initiative, reduce speed by half, and lose one melee attack swatting away bugs. Optional: Swarm Horror Factor 11; may frighten people away, especially women and children.

2. The itching swarm: This attack has the same goal and penalties as the blinding swarm, except they are crawling insects that cover the body, climb into the eyes and orifices and itch. Optional: Swarm Horror Factor 12.

3. Biting swarm: These are biting flies, ants, beetles, spiders, or other insects or arachnids. Normally the bite is little more than an irritant, but this time their numbers are so great and the bites so numerous that they collectively inflict physical damage.

Ants and *flies* typically inflict 1D4 damage per melee.

Beetles and *large biting insects* inflict 2D6 damage per melee.

Nonpoisonous spiders inflict 3D6 damage per melee.

Note: Also see specific damage and attacks described under the specific insect descriptions.

Optional: Swarm Horror Factor 13, may frighten away people.

4. Stinging swarm: These are stinging bees, wasps, hornets or similar insects or arachnids. Normally the sting hurts but is not deadly unless somebody is allergic, however, this time their numbers are so great and the bites so numerous that they collectively inflict serious physical damage.

Stinging insects like *bees* or *hornets* typically inflict 3D6 damage per melee round and the victims are -2 to strike, parry and dodge. **Note:** Also see specific damage and attacks described under the specific insect descriptions. Optional: Swarm Horror Factor 14; very frightening.

5. Swarm of Poisonous Arachnids: These include poisonous spiders, like the black widow and scorpions. Even though the sting from one of these arachnids is dangerous, this time their numbers are so great, and the stings so numerous, that they can kill.

Poisonous arachnids typically inflict 3D6 damage from a single sting. A group of 10-40 will inflict 2D6x10 damage per melee round unless a poison/toxin saving throw is made, in which case the damage is reduced by half. Even if the victim saves vs poison he or she suffers from dizziness and nausea and is -4 on initiative, and to strike, parry, and dodge. **Note:** Also see specific damage and attacks described under the specific insect descriptions. Optional: Swarm Horror Factor 16, people should run for their lives.

4. Increase Hit Points of Insects. The superbeing has the power to increase the Hit Points of one particular class of insects in the group he has summoned. For example: If the character is controlling both red ants and fire ants, he can only increased the Hit Points of one type of ant, not both. The increase is *temporary* and the bugs will eventually return to normal.

Range: 400 feet (122 m) plus 10 ft (3 m) per experience level.
Duration: 1D4 hours per day.
Hit Point Increase: 10 hit points each (temporary).
Number of Insects Affected: 50 per level of experience.

5. Create Giant Insect. The character is able to increase the size of one individual insect to use as a living tank or to ride like a horse. After a certain amount of time (the duration is erratic — 1D4 hours) the insect reverts back to its normal size.

Range: 400 feet (122 m) plus 10 feet (3 m) per level.
Duration: Remains giant for 1D4 hours each time used.
Restrictions: This power can only be performed three times per

day (24 hour period), and can only transform one insect each time. That's a total of three giant insects a day.

The General Abilities of Insects Transformed into Giants:

1. The insect becomes a giant: 10 ft (3 m) in length!

2. Armor Rating & S.D.C.: Cockroaches, earwigs, crickets, moths, butterflies, and similar soft bodied insects have a natural A.R. of 13 and an S.D.C. of 100 as giants.

Flies, bees, wasps, ants, grasshoppers, most arachnids, and reasonably heavily armored insects have a natural A.R. of 16 and an S.D.C. of 200 as giants.

Beetles, Praying Mantis and some ants are heavily armored and have a natural A.R. of 18 and an S.D.C. of 300.

3. Average number of attacks: Four for the average insect, and six for arachnids, but may vary with the type of insect —predators like the Praying Mantis will also have six at giant size.

4. Damage: Small pincers or mandibles inflict 2D6 points of damage, 3D6 from medium-sized ones, and 4D6 from large mandibles (typically beetles), Praying Mantis bite or claw attack, and spider bites.

5. Speed: Running is typically about 15-25 mph (24-40 km).

6. Speed flying: is typically about 30 to 60 mph (48-96 km).

7. Insect Vision: Most flying insects have polarized vision and heightened sense of taste and smell equal to the minor super abilities. Some arachnids can see the infrared and/or have thermo-imaging capabilities.

Important Note: The wonderful sourcebook **Mutants in Orbit**, for both **Rifts®** and the **After the Bomb®** sf series, contains rules for creating mutant insects complete with insect powers, abilities, chemical scents, BIO-E, hostility index, and a dozen mutant insect types with data for both the S.D.C. and M.D.C. systems. Suitable for use with *Heroes Unlimited 2nd Ed., TMNT RPG, Rifts®, Robotech®,* and any of Palladium's role-playing games.

6. Other Abilities and Bonuses:

Recognize and identify insect species 60% +5% per level of experience.

Bugs never bite or bother this character. Even those not under his direct control will not see him as a threat and ignore him.

Immune to all insect bites/stings and poisons made from insect venom, including Black Widow spiders and scorpions.

Can create insect armor by covering himself in bugs (preferably beetles with a hard shell); A.R. 12, 1D4x10+30 S.D.C.

Insect Descriptions

The following information only includes a small sampling from the insect kingdom, but most insects will fall into one of these categories. Pay heed to the "habitat" section of the stats. For example: If your character is in upstate New York, he can't summon fire ants which are indigenous to the southern United States and Asia. Likewise, if it's winter or you're in a frozen, winter environment, no insects can be summoned outdoors. Indoors may be another story. Most houses, ships, and large buildings will contain spiders, cockroaches, centipedes and even the occasional fly or moth all year round. A character with this power may also breed and bring his own insects with him (kept in a container), releasing them as needed. The insects' speed and number of melee attacks are reduced by half in freezing temperatures (less than 32 degrees Fahrenheit/zero Celsius) and they will die in 2D6+10 minutes.

Stats are provided for both the normal sized creature (first) and giant versions. All insects and spiders, normal or giant, can climb the sides of buildings — only polished metal, glass and similar nonporous surfaces are too slick to climb.

Common Red Ants

Size: Up to 3/8 inch.

A.R. 4

Hit Points: 1

Attacks Per Melee: 2; bite injects venom.

Natural Abilities: Climb 99%, venom does no damage unless 30 or more individuals attack, at which point 1D4 points of damage are done each melee round, unless a save vs poison/toxin is successful. When provoked they emit a repulsive odor of formic acid that is barely noticeable from even a swarm of tiny ants, but terrible if released from a giant.

Speed: 4 running, 15 flying.

Habitat: Throughout southern Canada and the entire United States east of the Rocky Mountains.

Behavior: These ants are fiercely aggressive. A typical colony ranges in size from 2,000 to as many as 4,000 individuals and can be found in exposed soil or under stones, logs, stumps, and in dead trees.

Number Of Individuals That Will Respond When Called: 2D6x100

Abilities When Giant Size: A.R. 16, S.D.C. 200, Speed: 20 running or 44 flying (30 mph/48 km). Attacks Per Melee: 4. The insect is +2 on initiative, +5 to strike, parry, and dodge. Bite does 4D6 damage, head butt 3D6, and kicking with one of its legs does 3D6 damage.

Crush/squeeze with mandibles: 5D6 damage. Venomous bite does 6D6 damage unless a save vs poison is successful (half damage).

Emitting formic acid counts as one melee attack and causes the prey's eyes to water and burn and the nose and throat to be irritated and burn with the following penalties: -3 to strike, parry and dodge. Or the acid can be sprayed into wounds causing an additional 2D6 damage, plus the penalties.

Can pick up and carry huge objects with their mandibles; up to four tons (8,000 lbs/3600 kg) and has the equivalent of superhuman P.S. This means the giant ant can easily pick up and throw a car, use it as a giant club, or toss it around like a toy.

Carpenter Ants

Size: Up to 1/2 inch.

A.R. 6

Hit Points: 2

Attacks Per Melee: One; bite is irritating but has no venom and a single bite does no significant damage.

Natural Abilities: Climb 99%, chew through wood 99%, bite does no damage unless 30 or more individuals attack, at which point 1D6 points of damage is inflicted each melee round.

Speed: 3 running, 11 flying.

Habitat: Throughout eastern North America, west as far as Texas.

Behavior: Somewhat stronger and tougher but slower than their red cousins. They nest in the wood of dead trees, logs, stumps, and old wood in buildings. A typical colony may contain up to 2,500 workers, a single queen, and several males.

Number Of Individuals That Will Respond When Called: 2D6x100

Abilities When Giant: A.R. 18, S.D.C. 300, Speed: 15 running or 32 flying. Attacks Per Melee: 4. Insect is +1 on initiative, +5 to strike, parry, and dodge. Bite does 4D6, a head butt does 4D6 damage. Kicking with one of its legs does 4D6 damage. Can pick up and carry up to five tons (10,000 lbs/4500 kg)

with its mandibles, enabling this giant to easily pick up or throw a Mack truck. Can chew through a door or two foot thick tree in 1D4+1 melees. Crush/squeeze with mandibles: 6D6 damage.

Emitting formic acid counts as one melee attack and causes the prey's eyes to water and burn and the nose and throat to be irritated and burn with the following penalties: -3 to strike, parry and dodge. Or the acid can be sprayed into wounds causing an additional 2D6 damage, plus the penalties.

Fire Ants

Size: Up to 1/2 inch.

A.R. 4

Hit Points: 1

Attacks Per Melee: 1; bite injects venom.

Natural Abilities: Climb 99%, venom does no damage unless 30 or more individuals attack, at which point 2D4 points of damage is inflicted each melee round, unless a successful save vs poison/toxin is made (1D4 damage if the save is good).

Speed: 5 running, 10 flying

Habitat: Throughout the southern United States from Florida to California and Mexico and Central America.

Behavior: These ants are fiercely aggressive and extremely vicious if provoked. A typical colony numbers from 1,500 to 2,000 members. They nest in exposed soil or under the corner of stones, and other objects. Underground nests consist of a loosely constructed, irregular mound of dirt about two feet (0.6 m) in diameter.

Number Of Individuals That Will Respond When Called: 2D6x100

Abilities When Altered In Size: A.R. 16, S.D.C. 200, Speed: 25 running or 44 flying. Attacks Per Melee: Six (very aggressive). Insect is +3 on initiative, +6 to strike, parry, and dodge. Bite does 4D6+3, head butt does 3D6 damage, and kicking with one of its legs does 3D6 damage. Can pick up and carry up to four tons (8,000 lbs/3600 kg) with its mandibles (the ant could easily throw or pick up a car and use it as a giant club). Crush/squeeze with mandibles: 5D6 damage.

Venomous bites from giants inflict 6D6 damage (in addition to the bite itself) unless a save vs poison/toxin is made (a save reduces the damage by half). Emitting formic acid counts as one melee attack and causes the prey's eyes to water and burn and the nose and throat to be irritated and burn with the following penalties: -3 to strike, parry and dodge. Or the acid can be sprayed into wounds, causing an additional 2D6 damage, plus the penalties above.

Common Grasshopper

Size: Up to three inches long.

A.R. 4

Hit Points: 2

Attacks Per Melee: 2; spit "tobacco juice" (actually the contents of their stomachs) when provoked or handled.

Bonuses: +2 to dodge, +1 to strike.

Natural Abilities: Jump/fly 99%, "tobacco juice" does no damage at their natural size. Have the ability to "sing" (a loud buzzing or clicking noise) by rapidly rubbing their legs against their front wings, or by clicking their front wings together.

Speed: 4 running, 8 leaping, 15 when in flight.

Habitat: Throughout most of North America, Canada, Central America and the world.

Behavior: Rather docile unless threatened or provoked. Make excellent riding beasts when transformed into giants.

Number Of Individuals That Will Respond When Called: 100 per level of summoner.

Abilities When Altered In Size: A.R. 16, S.D.C. 200, Speed of 20 running, 30 leaping and 44 when in flight. Attacks Per Melee: 4. The insect is +1 on initiative, +3 to strike, +4 to parry and +6 to dodge. Bite does 2D6 damage. Head butt does 4D6 damage. Hind leg kick does 6D6 Damage. Can jump up to 300 feet (91 m) in a single leap when giant sized.

Spitting "tobacco juice" on a victim causes a painful burning sensation (caused by digestive acids) if shot into the eyes. Victim is blinded until the fluid can be washed out of the eyes. Victims are -8 to strike, parry and dodge until the "tobacco juice" is removed with water. Getting hit with the juice on the body causes no damage, but stinks, and the character may vomit from revulsion; roll to save vs non-lethal poison/toxin. A failed roll means the person loses two melee attacks and initiative while he vomits. Spitting counts as one melee attack.

Singing (see natural abilities above) causes such a racket that all characters within a 50 foot (15.2 m) radius have difficulty hearing and are distracted; -3 on initiative and -2 to parry, or dodge.

Common Honey Bee

Size: Up to 1/2 inch.

A.R. 5

Hit Points: 2

Attacks Per Melee: 2; sting injects venom.

Bonuses: +2 to dodge, +2 to strike.

Natural Abilities: Fly 99%, sense of direction 99%, find and collect pollen and honey 99%.

Stings do no significant damage unless 30 or more individuals attack, at which point 3D6 points of damage is inflicted every melee round. Due to the pain and discomfort of the stings, the victims are -2 to strike, parry, and dodge and lose initiative.

Speed: 5 running, 22 when in flight.

Habitat: Throughout most of North America and the world.

Behavior: Rather docile, but when threatened or provoked they become extremely aggressive and vicious. Scents and odors, called pheromones, play an important role in the life of a bee. The act of stinging releases an "alarm odor" that excites and attracts other bees to form a common defense. A bee is able to sting only once. After stinging, the stinger is left in the victim's body, and the bee will die a short time later. They make excellent riding beasts when transformed into a giant.

Number Of Individuals That Will Respond When Called: 100 per level of the caller.

Abilities When Giant Size: A.R. 16, S.D.C. 200, Speed 20 running and 88 when in flight (60 mph/96 km). Attacks Per Melee: 5. The insect is +7 to strike, parry, and dodge while in flight. When on the ground it is +3 to strike, parry, and dodge. Bite does 2D6 damage, sting 3D6, head butt does 3D6 damage, and hind leg kick does 2D6 Damage. Has ability to jump/hop 8 feet (2.4 m) vertically and 16 feet (4.9 m) horizontally.

The bee can create a powerful rush of wind by turning around and furiously beating its wings. Range of the wind blast is 120 feet (36 m). Wind gusts as high as 50 mph (80 km). The average person caught in the gust is unable to physically attack or move forward. Victims must roll a saving throw vs losing balance or having an item (gun, sword, etc.) blown from their hands; must roll an 18 or higher, P.P. bonuses are applicable to the save. A failed roll means it will take the victim an additional melee to fully recover, and 2D4 melees to find and gather up any equipment blown away.

The venomous sting does an additional 6D6 damage from the poison. Roll to save vs poison. The stinger can not penetrate body armor that has an A.R. of 17 or higher. There is a 01-65% chance that the bee's stinger will break off in the person (causing an additional 2D6 damage). If the stinger is broken, the bee will continue to fight by biting for 1D6 melees then dies.

Yellow-Jacket Hornet & Wasps

Size: Up to 3/4 inch.

A.R. 7

Hit Points: 3

Attacks Per Melee: 2; sting injects venom.

Bonuses: +2 to dodge, +2 to strike.

Natural Abilities: Fly 99%, sense of direction 98%, create paper nests 98%.

Stings do no significant damage unless 30 or more individuals attack, at which point 3D6 points of damage is inflicted every melee round. Due to the pain and discomfort of the stings the victims are -2 on initiative and to strike, parry, and dodge.

Speed: 5 when grounded, 22 when in flight.

Habitat: Throughout all of North America, Mexico, South America and the world; as far north as the Arctic Circle.

Behavior: Easily angered, becoming extremely aggressive when threatened or provoked. Their stings are more dangerous than a honey bee's and the stinger is not lost after a sting attack. They make their nests out of paper and build them in trees and in bushes close to the ground. The Yellow-Jackets' toughness makes them excellent riding beasts when giant, but because of their volatile temperament, they are hard to control (rider is -2 on all combat rolls because the hornet doesn't enjoy having a passenger and is resistant to respond to his commands).

Number Of Individuals That Will Respond When Called: 100 per level of the caller.

Abilities When Giant Size: A.R. 16, S.D.C. 200, Speed of 25 running and 88 when in flight (60 mph/96 km). Attacks Per Melee: 7. The insect is +8 to strike, parry, and dodge while in flight. When on the ground it is +4 to strike, parry, and dodge. Bite does 2D6 damage, sting 4D6, head butt 3D6 damage, and a kick from a hind leg does 3D6 damage. Has ability to jump/hop 8 ft (2.4 m) vertically, and 16 ft (4.8 m) horizontally. Ability of wind rush same as the bee.

Venomous sting does an additional 6D6 damage from the poison. Roll to save vs poison. The stinger can not penetrate body armor that has an A.R. of 17 or higher. After stinging the hornet and wasp do not lose their stingers and do not die. It can attack, stinging numerous times.

Horse Fly

Size: Up to 1/2 to 5/8 inch.

A.R. 6

Hit Points: 4

Attacks Per Melee: 2; bloodsucking bite is painful and itches.

Bonuses: +3 to dodge, +1 to strike.

Natural Abilities: Fly 98%, sense of direction 98%, suck blood 98%. Bite does no damage unless 30 or more individuals attack, at which point 2D4 points of damage is inflicted per melee round.

Speed: 6 running, 28 when in flight.

Habitat: Throughout all of North America, Mexico, Central America and the world.

Behavior: Excessively pesky. Their bites are painful, and become swollen and itch badly. When they bite they also suck blood and can pass on livestock diseases (Tularemia and Anthrax) to other animals and occasionally humans. The diseases are treated with penicillin, but if left untreated they can eventually lead to death. Roll to save vs poison/disease. A failed roll means the victim becomes sick a few days later with a terrible fever and nausea. Reduce all bonuses, number of attacks, skill proficiencies and speed by half. Remains sick until he receives medical treatment/vaccination.

The horse fly is a tough and hardy insect, making them difficult to kill. They can be found in swarms near water or wherever livestock or cattle are found. When giant size, the horse fly is a tough hombre, like a flying tank.

Number Of Individuals That Will Respond When Called: 100 per level of the caller.

Abilities When Giant Size: A.R. 16, S.D.C. 200, Speed of 22 running, 220 (150 mph/241 km) when in flight. Attacks Per Melee: 5. The insect is +7 to strike, parry, and dodge while in flight. When on the ground it is +3 on initiative, +4 to strike, parry, and dodge. Head butt does 5D6 damage. Kick with legs does 2D6 damage. Has ability to jump/hop 8 ft (2.4 m) vertically, and 16 ft (4.8 m) horizontally. Ability of wind rush the same as the fly. Has advanced sight same as the minor super ability.

Bloodsucking bite: The bite inflicts 2D6 damage, but the Horse Fly can continue to suck blood, inflicting an additional 2D6 damage per blood sucking attack (each counts as one melee attack). Victims of six or more bites must also roll to save vs poison/disease. A failed roll means the individual gets sick 1D4 days later. Also the victims of six or more blood draining attacks will feel a bit weak from blood loss; -2 on initiative and -1 to strike, parry and dodge. The effects are cumulative for every six blood draining attacks.

Praying Mantis

Size: Up to 8 inches (203 mm).

A.R. 6

Hit Points: 4

Attacks Per Melee: 3

Natural Abilities: Climb 98%, fly 96%, and prowl 95%. Exceptionally skilled at stalking prey 98%. Can rotate head nearly 180 degrees. Foreleg pincers are used to hold prey while they eat them alive with their powerful mandibles. A Praying Mantis has two brains, one in its head, another in its abdominal region. If it loses its head to decapitation, the insect can continue to fight on for 2D6 melee rounds. The female is larger than the male and more aggressive. No real threat to humans at their normal size (but a terrifying and efficient killing machine when giant).

Bites do no damage to humans unless 30 or more individuals attack, at which point 1D4 points of damage is inflicted every melee round.

Speed: 4 running, 22 when in flight.

Habitat: Throughout all of the United States, Mexico, Central America, Southern Canada, Japan, China, Asia and most of the world (originated from the Orient).

Behavior: Remarkably strong and tough, but somewhat slow moving, except during combat. A vicious and efficient hunter. Stalks and eats other insects such as ants, fruit flies, house flies, and many others, including their own kind. They will occasionally eat raw meat. After mating, the female often decapitates the male and eats him. They make exceptional riding beasts and monsters when giant. **Number Of Individu-**

als That Will Respond When Called: 1D4x10 per level of the caller.

Abilities When Altered In Size: A.R. 18, S.D.C. 300, Speed of 22 running, 44 when in flight (30 mph/48 km). Attacks Per Melee: 6. The insect is +5 to strike, parry, and dodge when in flight. +3 on initiative, +7 to strike, +9 to parry, and +5 to dodge on the ground. Stalking/prowl ability even at giant size is 70%. Bite does 5D6 damage, forearm claw strike 4D6, head butt does 4D6 damage and the kick of the other legs (total of four) does 3D6 damage. Abdomen/tail swat does 5D6 damage. Can also pin and opponent and crush/squeeze. Can carry up to six tons (12,000 lbs/5400 kg) with its forelegs and can pick up a Mack truck. Has the ability to jump/hop 20 feet (6 m) vertically and horizontally. Has advanced sight and taste the same as the minor super abilities.

The two foreleg pincers are large, serrated and spiky, and inflict 4D6 damage from a hit/swat. They are designed for grabbing, pinning/incapacitating its prey (1-60% chance) and crushing; 6D6 damage for the initial grab and crush, 3D6 damage per each additional crush/squeeze melee attack. The Praying Mantis' standard attack is to hold its prey pinned in it huge arms and bite at the head and throat. A giant Praying Mantis instinctively sees humans as prey.

Jumping Spider (arachnid)

Size: Up to 4 inches.

A.R. 5

Hit Points: 3

Attacks Per Melee: 3; fangs inject venom that liquifies tissue.

Natural Abilities: Climb 98%, jump 98%, prowl 90%, nightvision is 20 times its body length. Exceptionally skilled at stalking prey. The Jumping Spider hunts using its exceptional vision (nearly as acute as a human's) and amazing jumping abilities. The spider's eight (8) eyes allow it to see in nearly every direction and it is impossible to surprise.

This type of spider does not spin a web to capture its prey, but will anchor itself with a strand of silk for safety before making a life threatening jump. It can jump 40 times its own body length. After capturing its prey the spider unsheathes two large fangs that it sinks into the victim and pumps in a toxic venom. The venom liquifies the victim's tissue which the spider later sucks out. Venom does no damage unless 30 or more individuals attack, at which point 2D6 points of damage is inflicted per melee round. One Jumping Spider is no real threat to a human being at their normal size, but a terrifying and efficient killing machine when giant.

Speed: 6 running, 10 jumping and running

Habitat: Throughout the world.

Behavior: Remarkable hunting and stalking abilities. A vicious and efficient predator. Stalks and eats other insects such as fruit flies, house flies, the Praying Mantis, and others, including their own kind. Usually have elaborate coloring and are covered in hair. They make excellent riding beasts when alteredt to giant-size because of their speed and agility, but are difficult to mount.

Number Of Individuals That Will Respond When Called: 1D4x10 per level of the caller.

Abilities When Giant Size: A.R. 16, S.D.C. 200, Speed running is 50 (35 mph/56 km) or 66 jumping and running (45 mph/72 km). Attacks Per Melee: 7. +4 on initiative, +8 to strike, parry, and dodge. Head butt does 4D6 damage. Kick, crush with one of its eight (8) legs does 4D6 damage. Can leap 40 ft (12.2 m) high and up to 400 ft (122 m) horizontally. Has advanced sight, nightvision, and advanced taste the same as the minor super abilities, prowl 80% and climb 90%.

Venomous bite: The bite inflicts 3D6 damage plus the poison does an additional 6D6 unless a successful save vs poison/toxin is made (half damage if successful).

Note: The *Black Widow Spider* is basically the same as the scorpion. The *Tarantula* on the other hand, is not poisonous. Its venom inflicts 1D4 damage and causes the person to itch for 3D4 days. During that period, the victim is -2 to strike, parry and dodge and -3 on initiative (very distracted). The Black Widow and tarantula are found in similar environments as the scorpion.

The Typical Scorpion (arachnid)

Size: Up to 5 inches.

A.R. 5

Hit Points: 2

Attacks Per Melee: 3; fangs inject venom that liquifies tissue.

Natural Abilities: Climb 98%, jump 80%, prowl 90%, nightvision is 20 times its body length. Each scorpion's sting injects poison that does 3D6 damage. When stung by a swarm of 10 or more scorpions, the victim endures 2D6x10 damage per melee unless a poison/toxin saving throw is made (half damage). Even if the character saves vs poison, he suffers from dizziness and nausea and is -4 to strike, parry, dodge, and initiative.

Speed: 5 running

Habitat: Deserts and arid land throughout the world, including the western and southwestern United States, California, Mexico, Central America, Africa, China and Australia.

Behavior: A skilled predator that feeds on insects and tiny rodents. A vicious and efficient hunter. They make excellent riding beasts when giant because they are very stable and quick.

Number Of Individuals That Will Respond When Called: 1D4x10 per level of the caller.

Abilities When Giant Size: A.R. 16, S.D.C. 200, Speed running is 50 (35 mph/56 km). Attacks Per Melee: 6. The arachnid is +8 to strike and parry, +4 to dodge, and +3 on initiative. Large foreleg pincers inflict 3D6 damage from a hit/swat or 4D6 damage per attack to crush with pincers (1-40% chance of pinning an opponent). Bite does 2D6 damage, head butt does 2D6, kick with one of its eight legs also does 2D6 damage. Can leap 20 ft (6 m) high and horizontally. Has advanced sight, smell and taste the same as the minor super abilities.

Venomous Stinger: The stab from the large stinger does 4D6 damage plus the poison does an additional 6D6 unless a successful save vs poison/toxin is made (half damage).

Greater Stag Beetle

Size: Up to 4 inches.

A.R. 7

Hit Points: 5

Attacks Per Melee: 2

Natural Abilities: Climb 98%, fly 70%, and prowl 75%. Has large, paired mandibles nearly as long as its body. Their bite is painful and causes one point of damage each time bitten. The Greater Stag Beetle is no real threat to humans at its normal size, but is terrifying to behold when giant.

Speed: 3 running, 12 when in flight.

Habitat: Throughout the world.

Behavior: Extremely powerful and aggressive, but is not very agile and is a clumsy flyer. They are primarily burrowers, feeding on decaying plant matter, roots, dung, dead insects and the occasional live insect. They make excellent riding beasts when giant, because of their physical power, armor and endurance.

Number Of Individuals That Will Respond When Called: 1D6x10 per level of the caller.

Abilities When Altered In Size: A.R. 18, S.D.C. 400, Speed of 22 (15 mph/24 km) running or 33 when in flight (22.5 mph/36 km). Attacks Per Melee: 6. The insect is +5 to strike, parry, and dodge. Head butt does 5D6 damage, kick/crush with one of its six legs does 5D6 damage. Rake/slash with claws on the ends of legs causes 4D6 damage. Bite with huge mandibles does 1D6x10 damage! Can pick up and carry up to six tons (12,000 lbs/5400 kg) and can easily throw a truck.

Natural armor is extremely tough, P.E. is equal to 30, and can take large amounts of damage; truly a living tank when a giant. It has advanced smell and touch (antennae) the same as the minor super abilities.

Mutant Insects &

Mutant Insect Player Characters

See **Mutants in Orbit™**, a sourcebook for **Rifts®** and **After the Bomb®** series, which contains rules for creating intelligent, humanoid mutant insects complete with insect powers, abilities, chemical scents, BIO-E, hostility index, and a dozen specific mutants insect types with data for both the S.D.C. and M.D.C. systems. Check it out! They make great monsters and villains and outrageous player characters. Ideal for use with **Heroes Unlimited™, Aliens Unlimited™, Ninja Turtles RPG,** and **Rifts®**.

Control Kinetic Energy

By Aaron Oliver and Kevin Siembieda

This superpower alters how quickly something moves; a deceptively powerful ability over the energy of movement itself.

1. Null (slow) Movement. Enables the superbeing to drain the kinetic energy involved in movement to quickly slow its speed to reduce impact damage.

Range: Self via a Null Field (10 foot/3 m radius around the character) or an attack directed at a specific target (one per level of experience; line of sight/must be visible to the naked eye) up to 100 feet (30.5 m) +10 feet (3 m) away per level of experience.

Damage: None; reduces speed.

Duration: One minute per level of experience or until the desired effect is achieved — directed attacks, especially against such things as bullets or a runaway cart or out of control vehicle, may last only a few seconds, with the desired effect being to slow and/or stop the moving object. Unless the target is motorized or living, once it is stopped, it is stopped and the null force ends (unless the Null Field is erected, then it lasts one minute per level, as noted above).

Extended use of the power and its influence is necessary only against motorized/self-propelled and living subjects who fight the force directed against them and continuously try to move and/or increase their speed to resist the nullifying force.

Attacks per Melee: Each use of the Null Movement power counts as two melee attacks/actions.

Bonuses: +2 on initiative when using this power.

Automatically strikes all objects that enter a Null Field, or any object or individual targeted for a "direct" attack provided it/he is visible. In the case of guns and bullets, if the superbeing sees the weapon pointed at him and knows his opponent is about to fire he can either direct his power at one or more specific bullets or raise a Null Field — roll for initiative to see if the Null Movement power was projected in time. A failed roll means the superbeing failed to slow it in time.

Saving Throw: Living creatures and robots can resist the power's effects by rolling a saving throw of 14 or higher against each "directed" attack against them.

The Null Movement Field will reduce the speed of all things that enter it, including attacks from behind. Mindless moving objects and projectiles will see their speed and the damage they would normally inflict reduced by half. The same is true of punches, kicks, and physical attacks from humanoids, animals, robots, androids, and cyborgs unless they save against this power (needs to roll a 14 or higher to save).

In the case of the Null Field, a living creature or robot can roll to save against its effect at the beginning of each melee round. A successful save means he is not slowed by the superpower for that entire melee round (moves at his normal speed and does full damage), but must roll again at the beginning of the next melee round. Should the individual resisting the Null Field fail to save, he is slowed for that entire melee round, but gets to roll in an attempt to save each and every subsequent melee round.

Effects in the Null Field: Living creatures, robots, and androids are slowed by about 25%. Running speed, damage from physical blows, attacks per melee round and combat bonuses are all reduced by one quarter.

Rockets and other objects moving at 400 mph (640 km) or faster can only be slowed by 33% +2% per level of experience and will inflict at least 50% their normal impact damage.

An explosive force that does 150 S.D.C. damage or less can be reduced by 50%. Greater explosive force can only be reduced by 10% +2% per level of experience.

A "Directed" Null Movement attack means the superbeing is focusing his power to slow momentum at one to a handful of specific targets (one per level of experience). In each case, the target of this attack must be visible to the character and within his range of influence (100 ft/30.5 m +10 ft/3 m per level of experience). When used on thrown objects (rock, bottle, sling stone, spear, etc.) or small projectiles (arrows, bullets, etc.; nothing larger than a launched grenade), the character can slow them down to 10% of their original speed — to the point where bullets or thrown object bounce harmlessly off their target (no damage other than a bump or pin prick). A large rolling or falling object suddenly seems to fall in slow motion and can be easily dodged (+6). If it still hits, damage from impact is primarily due to the weight of the object and inflicts one tenth its normal damage.

Against unmanned and man-piloted motorized machines (driven vehicles, rockets, etc.), the intended speed is reduced by 50% +2% per level of experience. And impact damage is reduced accordingly.

When a "directed" attack is used on living creatures, Artificial Intelligences (AI), robots and androids, these targets get a chance to save against each anti-movement attack; 14 or higher to save. A successful save means they fight and inflict damage as normal (the superbeing with this power can *try* to slow those who saved in the next melee round, if he so desires). *A failed save* means they are slowed down to a point where their physical attacks do only 10% of their normal damage and can be easily dodged (+6 to dodge). Furthermore, their running speed, attacks per melee round and combat bonuses are all cut in half —duration is one melee round (15 seconds).

2. Increase Movement (of others)

Range: 200 feet (61 m) +10 feet (3 m) per level of experience.

Duration: One melee round per level of experience.

Damage: Mainly that suffered from collisions, as well as debilitating penalties and confusion.

This power enables the superbeing to temporarily *DOUBLE* the speed of a moving object or living being. Unfortunately, it is used to inflict bodily harm rather than as a blessing.

Increasing the speed of projectiles (bullets, arrows, thrown objects, etc.) will inflict 50% more damage when they hit and effective range is also increased by 50%.

A vehicle going a nice, safe 30 mph (48 km) suddenly and inexplicably races forward at 60 mph (96.5 km) with potentially deadly consequences — zooms through a traffic light, slams into another car (or cars, or a wall, or a building), or loses control going around a corner, hits a pedestrian(s), etc.). Likewise a person walking or running may suddenly find himself going twice his intended speed. Moving so much faster than expected or intended will come as a surprise (loses initiative and one melee action due to confusion), will make it very difficult for a victim to control his actions, especially walking (no combat bonuses), and is very disorienting (and to ordinary people, probably terrifying). Before a person knows what happened, he or she may walk or run into one or more people, knock people over, or run into an object, moving traffic, or over a ledge, and get seriously hurt. Furthermore, even if running down an open field or straightaway, the afflicted character is not used to such fast speed and may lose his balance, stumble, fall, and have great difficulty stopping (as well as walking), overshoot targets, and combat moves (strikes, parries and dodges) are done without benefit of bonuses due to the confusion and uncontrollable speed response of all limbs. All penalties are cumulative. **Note:** Only characters used to moving at superhuman speed will be unaffected (in fact, they get one additional attack/action per melee round). The power does *not* work on the superbeing himself.

Typical collision damage for an average human running into an object (wall, dumpster, light post) or another person is 2D6. Add 2D6 damage if heads are banged, and 3D6 damage for tumbling down a flight of stairs. Otherwise, use fall, collision and impact rules in the combat section. Of course, extenuating circumstances (hurling down several flights of stairs, great speed, flipping into the lion's cage at the zoo, etc.) may result in greater damage than noted above.

One last, unfortunate side effect of this power is that the affected person/vehicle is unable to stop moving at double his normal speed until the duration ends! Thus, to move, he must take deliberate baby steps at what would normally be a crawling speed (although he'll crawl twice as fast too).

3. Redirect Kinetic Energy. This aspect of the super ability enables the character to "redirect" the kinetic force/energy.

The superbeing can effectively stop the damaging impact force of his attacker and send it right back at him a split second later. This "bounce back" of energy does no harm to the superbeing who can control kinetic energy, but hits and hurts his attacker; turning the attacker's own energy and ill intentions back on himself.

To do this, the kinetic superbeing must make a successful parrying motion and desire to send the force of his attacker back at him. A successful parry on the part of the kinetic superbeing means the attacker is struck by his own blows! **Note:** If a speeding bullet (or any projectile), all the energy is drained so the bullet either bounces off the superbeing like a harmless toy pellet or stops in mid-air and, just before hitting, falls to the ground. An instant later, the energy from the bullet is hurled back at the shooter.

In the alternative, the superbeing can "deflect" the kinetic energy (and the damage it normally inflicts) harmlessly into the air.

Deflect energy to another target. The controller of kinetic energy can also try to redirect the energy at a completely different target, however this requires greater concentration and counts as one melee attack/action. If the redirected energy is aimed at a different target (i.e. someplace or somebody other than where the original attack came from), the superbeing must roll "to strike" without benefit of any special bonuses to strike.

Damage: The bounce back damage is *half* the original damage because a certain amount of energy is spent to bounce it back (i.e. if a bullet would have done 4D6 damage, the force sent back at the shooter does 2D6 damage).

The bounce back happens in the blink of an eye, and is so fast, the shooter is not likely to move or be able to attempt a dodge. Thus, unless the original attacker was moving faster than 60 mph (96.5 km) when he punched or fired a projectile, the bounce back attack always hits! **G.M. Note:** If the opponent has superspeed (any) he can always attempt a dodge. If there is a real question as to whether a particular character could have dodged the bounce back attack (maybe he could have?), make both characters roll initiative. High roll wins, so the would-be dodger may attempt to dodge if he wins the initiative roll.

4. Other Abilities & Bonuses.

The superbeing can accurately gauge the precise speed of the vehicle he is travelling in and current trajectory/heading at 98% proficiency. The two percent of the time he's not certain, his estimate will be within 3D6 percent.

Accurately estimate the speed and trajectory of moving objects he can see. 68% +2% per level of experience.

Estimate the direction and trajectory of a projectile that has already hit its target; i.e. by examining where a bullet struck he can determine, with reasonable accuracy, what angle and the location from which it is most likely to have been fired. 50% +2% per level of experience.

Never gets motion sickness (loves to go fast) and can handle great speed and "G" forces without blacking out or suffering from any of the other symptoms caused by tremendous speed on the human body (can endure double the normal maximum amount).

Control (Others)

This power can be used against any intelligent creature or living creature. It can temporarily bend the will of its victim so that he (it) is under the complete control of the superbeing. The affected person will do absolutely anything the controller requests (other than kill himself or a loved one). All questions will be answered truthfully and in as much detail as requested. However, the controlled character will answer and obey only the person controlling him.

Range: 12 feet (3.6 m) +5 feet (1.5 m) per level of experience.

Duration: Four minutes, but can be extended by trying to repeat mind control on that character as soon as the initial duration ends.

Damage: A situation in which the controlled character can be made to fight or do something dangerous. All victims of control are -2 on initiative and -1 to strike, parry and dodge because of the disorienting influence of being controlled. Victims will remember their actions after being controlled.

Saving Throw:

Non-Psionics must roll a 15 or higher to save;

Psionics must roll a 12 or higher to save;

Animals have little chance of saving against this attack, and must roll a 17 or higher to save.

Note: +2 to save when two or more people are controlled at the same time.

Attacks per melee: One attempt to Control Others can be made once each melee round (every 15 seconds). However, this counts as an *EXTRA attack*, in addition to any physical attacks or use of other superpowers. This means that if a character has five hand to hand attacks per melee round, he can strike five times plus one mind control attack.

Limitations and Restrictions:

1. Line of Sight. To control an individual, the subject must be visible and within range. The character possessing the control power must see or be keenly aware of the person(s) under his control to maintain his influence over him. If he steps out of range, the person under his control will snap out of it within 1D4 melee rounds (a minute or less).

2. Eye contact is an important factor. Without eye contact, the success ratio drops considerably. This means intended victims hiding behind him, behind a locked door, in another room, or looking away are all +5 to save vs mind control because there is no eye contact.

If Eye Contact is made, the intended victims have no automatic bonus to save other than a possible psionic or M.E. bonus, even though this is not a psionic power.

3. Mind Control Over One Individual: This power is at its strongest when only one person is controlled. An individual who has missed his first saving throw is completely controlled for the full duration of four minutes. If the controller tries to maintain control for another 4 minutes, the victim gets to roll vs mind control with a +1 bonus to save. If the controlled person is commanded to take his own life or the life of a loved one, the character gets an automatic saving throw to break free of the controlling influence at +5 to save. Even if he fails to save, he will not obey that particular command. Likewise, if a person is commanded to do something that is extremely contrary to his or her beliefs or ideals, that character gets an automatic saving throw to break free at +3 to save. Otherwise, the controlled individual will follow the orders of his master (for the moment). This includes revealing secrets, opening security doors, disarming alarms, going to sleep, turning away, standing still and closing his eyes —doing nothing, taking a captive to the rest of the group, defending his controller and even fighting allies (just not to the death).

4. Controlling several people at a time is possible, but takes its toll on the controller. There is no exact limit as to how many individuals can be controlled, but the greater the number, the more difficult it is to maintain control on each. Thus, for every four people controlled, the group of them is +2 to break free (or save) from their mental bonds. Each victim of control gets to roll a save vs control every two minutes (8 melee rounds) and this bonus is added to any saves as a result of a heinous command (see #3 above). This bonus to save vs control applies only to groups of people controlled simultaneously, and not individuals.

5. Controlling animals is fairly simple. It requires eye contract and they must be within range. The character with the control power can control up to four animals without any problem. Five or more and the group resistance factor becomes the same as people (see #4, above).

6. Other Abilities and Bonuses: Characters with the control power are +6 to save against control by others or any psionic mind control, such as mind bond, mind wipe, hypnosis, telepathy and mind control (psionic). Bio-manipulation, empathy, empathic transfer, mind bolts and all kinetic powers are not mind control attacks and, as such, the bonus of +6 does not apply. This bonus is in addition to any possible M.E. attribute bonuses.

+6 to save vs possession.

+2D4 to M.A. attribute.

Note: Heroes of a good alignment, principled, scrupulous, and even unprincipled, will never intentionally cause an innocent person to commit a crime or jeopardize their life. Nor will they usually use their power to blackmail people for their own personal gain.

Control Radiation

This impressive power enables the superbeing to control the dangerous properties of nuclear and other deadly types of radiation as well as heat generated by nuclear reaction.

1. Generate Extreme Levels of Deadly Radiation: The superbeing can cause himself to emit extreme levels of nuclear radiation deadly to humans. A radiation suit, environmental body armor or similar shielding is needed to avoid damage. The area where the radiation was emitted will remain irradiated and dangerous for 4D6 melee rounds if it was exposed to more than five minutes of radiation.

Range: Effects up to a 50 foot (15.2 m) radius and can be cast up to 200 feet (61 m) away.

Damage: 3D6 per melee round of exposure and any fraction thereof. Everybody exposed to the radiation must roll percentile dice. A roll of 01-30 means they have radiation sickness.

Duration: One melee round for a quick zap that counts as two melee attacks/actions.

Or the deadly radiation can be maintained as long as the superbeing remains in range and concentrates/wills to maintain the radioactivity. In this case, no other attacks are possible when radiating extreme radiation levels and the radiation can be maintained indefinitely (usually several minutes).

The victims of nuclear radiation poisoning have the following symptoms: Physical nausea, headache, loss of appetite, and vomiting. Left untreated, the victim will take 3D6 points of damage daily (does not recover until treatment is received) and suffer from hair loss, ulceration of the skin, bone marrow depression, bloody diarrhea, lung fibrosis, premature thickening and hardening of the artery walls, and the possible development of a malignancy and eventual death. Unless treated, the sickness remains and can be lethal, especially to normal humans.

Combat Penalties: Reduce all bonuses and P.E. attribute by half, reduce speed and skill proficiencies by 10%, and reduce the number of melee attacks by one. These penalties apply as long as the person is sick. Immediate treatment will see recovery within 3D4 days, but add three days to the recovery time for every one day treatment is delayed. The average superhuman recovers twice as quickly.

Attacks Per Melee: Varies; see Duration.

2. Use Self as a Radioactive Dampener: The character's body becomes a sponge that absorbs all the nuclear radiation in the immediate area, making it safe for others. The radiation dampening aura radiates around the character and moves with him. Comes in handy when dealing with radiation leaks that endanger others. The character cannot prevent a nuclear explosion, nor absorb the massive amounts of radiation that would be released in a nuclear blast but can reduce the level of radiation by 5% per level of experience and damage by 1% per experience level.

Range: 100 foot (30.5 m) radius, plus 10 feet (3 m) per level of experience.

Duration: As long as the character concentrates, but no other attacks are possible when dampening radiation.

Attacks Per Melee: Uses all melee attacks/actions.

3. Detect Radioactive Elements: This is the ability to sense the presence and general location (near or far) of hidden or buried uranium, plutonium, radium, thorium, polonium, and any other radioactive elements, isotopes or sources. The character is unable to determine the exact amount, again getting only general impressions (large, pretty big, little, etc.). He can also sense the presence of nuclear power systems.

Range: 200 feet (61 m) +20 feet (6 m) per level of experience.

4. Generate Intense Light/Glow: The individual can cause his body to glow, generating a superbright light that makes it impossible to look at him. All attacks directed against him are -5 to strike, and other combat in the brightly lit area is done at -3 to strike, parry and dodge, because the light makes it difficult to see without squinting and blinking. The light generation ability can also be used to light a large area.

Range: 500 feet (152.4 m) in diameter; at about 200 feet (61 m) from the glowing character, there are no penalties to see, unless looking toward the center.

Damage: None, other than penalties, but people within 100 feet (30.5 m) of the character have a 01-30% chance of contracting radiation sickness.

Duration: Half a melee round (7 seconds) per every two melee actions spent.

Attacks Per Melee: Counts as two melee actions/attacks and lasts about seven seconds.

5. X-Ray Vision: The ability to see through walls, floors, metal, etc. Lead and lead alloys are the only substances that the character is unable to see through. Same as the minor super ability described earlier. Range is roughly equal to normal vision.

6. Discharge Nuclear Fire From Hands: The character has the ability to release flamethrower-like streams of nuclear flame from his hands. The severity of damage can also be controlled in increments of 1D6.

Range: 100 ft (30.5 m) plus 10 ft (3 m) per level of experience.

Damage: 3D6 +1D6 for each level of experience.

Duration: Instant

Attacks Per Melee: Same as hand to hand.

Bonuses: +3 to strike if a careful, aimed shot.

7. Generate Heat & Heat Bolts: The character can generate intense nuclear heat from his body or throw it from his hands. Can radiate heat at a rate of 50 degrees per melee round up to 2000 degrees Fahrenheit (740 Centigrade); starts at 100 degrees. See *Alter Physical Structure: Fire* for the effects of extreme heat.

The intense heat field can also serve as a protective field that can stop bullets, crossbow bolts, and other small projectiles by melting them before they reach the character. Roll as if it were a parry. A successful parry means the bullets were vaporized before they hit and inflict no damage. Entire bursts and volleys can be destroyed in this fashion (roll once to parry/vaporize a burst). A failed parry means they hit and do full damage.

Range: A 20 foot (6 m) radius around the superbeing.

A directed blast of heat from his hands at a specific target has a range of 100 feet (30.5 m) +5 feet (1.5 m) per level of experience.

Area of Effect: See *Alter Physical Structure: Fire* for the effects of extreme heat.

Damage: Area Effect: See *Alter Physical Structure: Fire* for the effects of extreme heat. Also see melting points below.

Directed Heat Bolts inflict 1D6 damage per level of experience.

Both attacks emit radioactivity and those exposed have a 01-30% chance of contracting radiation sickness.

The generated heat can melt many types of body armor and metals, causing the individual to be burned by the molten slag (2D6x10 damage, the victim loses all attacks for four melee rounds/one minute, and will need medical treatment). Melting concrete or asphalt can cause burns to the feet and legs. Substances with a higher melting point, like concrete, brick, iron, nickel, manganese, and silicon, will not instantly melt but must receive a sustained heat for a certain period of time, sometimes lasting several melees (see Melting Point Temperatures/Damage below).

Duration: Radiating heat (and radioactivity) from his own body lasts one melee round for every two melee attacks spent doing so. A heat bolt is instant.

Attacks Per Melee: Radiating heat counts as two melee attacks per every melee round it is maintained. A heat bolt counts as one melee attack/action.

Melting Point Temperatures/Damage:

200 to 400 Degrees Fahrenheit: Instantly ignites gasoline, kerosene, lamp oil, all flammable gases, and all highly flammable fabrics and materials. It will ignite wood and melt asphalt, plastic, rubber, platinum, tin, gunpowder, explosives, and products made from sulfur, sodium, or phosphorus. Can also cause water to boil to scalding temperatures. Damage: The usual damage caused by fire or explosives. 1D6 damage from stepping on melted asphalt with shoes or other protective covering (6D6 if barefoot), plus initiative, speed and the number of attacks are reduced by half while walking/running over the boiling surface.

401-700 Degrees Fahrenheit: Can melt lead, aluminum, magnesium, and zinc, but heat must be sustained for one (1) full melee. Concrete and brick can be made extremely brittle but won't melt at this level. Damage: Walking through molten substances causes 1D6x10 damage plus initiative, speed and the number of attacks are reduced by half while walking/running over the boiling surface. Damage to concrete and brick: reduce the affected area's A.R. and S.D.C. by half (brittle and more fragile).

701-1200 Degrees Fahrenheit: Can melt calcium, gold, copper, silver. The heat must be sustained for three (3) full melees before the materials become liquid. Damage: Walking through the molten substance causes 2D4x10 damage plus initiative and all but two melee attacks/actions are lost, and speed is half while walking/running over the boiling surface.

1201-1500 Degrees Fahrenheit: Can melt iron, nickel, manganese, silicon, and potassium. At this level the character can melt a lot of rocks to create a large amount of molten lava, and can turn entire cars and small trucks into molten slag. The heat must be sustained for six (6) full melees. Damage: Walking through the molten substance causes 2D6x10 damage plus initiative and all melee attacks/actions are lost, and speed is reduced by 70% while walking/running over the boiling surface.

1501-2000 Degrees Fahrenheit: Can melt concrete, brick, and rock. Walking through the molten substance causes 3D6x10 damage plus initiative and all melee attacks/actions are lost. Speed is reduced by 80% while walking/running over the boiling surface.

Note: Having one's body armor or vehicle melted on top of him causes 2D6x10+40 damage, the victim loses all attacks for four melee rounds/one minute, and will need medical treatment for second and third degree burns on 2D4x10% of his body. Reduce physical beauty by half from permanent scarring.

Substances & Metals that are NOT dramatically affected:

Several substances and metals are not affected by this heat and melting power due to their high melting points or ability to quickly dispel heat:

Carbon and carbon based objects: Most living creatures, humans, animals, and plants (life forms do have the possibility of contracting radiation sickness though), or carbon based products such as carbon fiber body armors, diamonds, etc. However, the heat will cause some damage and touching boiling substances causes severe damage.

The metals Titanium, Chromium, Tungsten, and Vanadium all have melting points well beyond the character's maximum heat generating temperature. These metals will still conduct the heat burning skin or igniting any flammable touching them. Fabricators' Inc., "Flexi-Steel" body armor is made from a combination of Tungsten and Vanadium (see **Villains Unlimited™**).

8. Other Abilities & Bonuses:

Impervious to all types of radiation.

Impervious to heat, fire and molten slag, including magic fire.

Can accurately sense radiation levels.

9. Disadvantages:

The use of this power may endanger innocent bystanders.

The character is constantly radiating small but potentially dangerous amounts of radiation. To prevent this he must concentrate on absorbing/holding in the radiation which reduces the number of attacks and bonuses by half.

Lead lined body armor, vehicles, walls, etc., block the deadly effects of radiation but can still melt if the heat generating ability is used. Environmental body armor and radiation suits will also protect against radiation.

Control Static Electricity

This major power sounds a bit lightweight but, in the right hands, it can be quite formidable.

1. Joy Buzzer Shock: A startling jolt of electricity.

Range: Touch

Damage: Inflicts one S.D.C. point of damage but is startling. The shocked person loses initiative and there is a 1-50% chance the person will drop anything he/she is holding, or release an opponent that is being physically restrained, entangled, pinned or otherwise held.

Duration: Instant

Attacks Per Melee: Each jolt counts as one melee attack.

2. Static Cling: On the amusing end, this static charge can cause hair to stand on end, dresses to ride up, and clothing to cling and crinkle, making them look messy and feel uncomfortable.

On the more menacing end of the spectrum, static cling can be used to manipulate clothing, like capes, jackets, scarves, ties, shoelaces, and hats, to cover, untie, and/or enwrap a person's head or wave in his face, temporarily blinding and/or distracting the individual. Likewise, the clothing and shoelaces can encircle the legs, causing the person to stumble (reduce speed by 25%), or around the arms, impairing movement.

Range: Can be cast up to 40 feet (12.2 m) plus 10 feet (3 m) per level of experience.

Area of Effect: 20 feet (6 m) plus 5 feet (1.5 m) per level of experience.

Duration: Five minutes plus two minutes per level of experience.

Attacks Per Melee: Each static burst/manipulation counts as one melee attack. Creating the initial static area effect uses up one attack.

Damage: None, other than combat penalties: in all cases involving entanglement, the victim loses one melee attack and initiative. If the head is completely covered, the character is blind (-8 on all combat moves) until the article is removed. Victims require 1D4 melee actions/attacks to completely remove/unravel the clinging article of clothing.

3. Static Charge: Charges the air with static electricity, causing hair to stand on end and bristle, paper to rustle and fly into the air, and clothing to cling and undulate. The charge creates a very uncomfortable, chaotic and distracting environment where things are moving into the air, across the floor, and along one's body. It can also do all the things that can be done with Static Cling, above, only on a larger scale.

Range: Can be cast up to 60 feet (18.3 m) plus 10 feet (3 m) per level of experience.

Area of Effect: 20 feet (6 m) plus 5 feet (1.5 m) per level of experience.

Damage: None, other than combat penalties. All those in the area of effect lose initiative and two attacks/actions every melee that the static charge is in force.

Duration: Three minutes plus one minute per level of experience.

Attacks Per Melee: Costs two melee attacks/actions to put into force. Each specific Static Cling attack/manipulation counts as one melee action/attack.

4. Static Energy Bolt: A disruptive force.

Range: 20 feet (6 m) plus 10 feet (3 m) per level of experience.

Damage: 1D6 points of damage, plus it also disrupts power tools and electrical equipment. A static energy bolt will erase computer disks, cause distortion on audio tapes, and if directed at electronic devices, like televisions, computer monitors, radios, clocks, simple power tools, and similar, it causes a sudden energy overload, temporarily (1D6 minutes) rendering the item useless.

Duration: Instant.

Attacks Per Melee: Each bolt counts as one melee attack.

Bonus: +3 to strike.

5. Crackling Static Electrical Field: Streams of crackling electricity and sparks of energy encircle the superbeing. The field appears to be a protective force field or that the individual is supercharged with energy. The spectacle is impressive and frightening, scaring away the average citizen (Horror Factor 14); H.F. 9 to superbeings over 2nd level who know better). The crackling field makes an impressive light show but offers no defense except that anybody touching the person is shocked, suffers 1D4 points of damage and there is a 01-50% chance of being knocked off one's feet (losing initiative and one melee attack).

Range: Self and about six inches (0.15 m) beyond.

Damage: 1D4 S.D.C. and possible knock-down.

Duration: Five minutes plus two minutes per level of experience.

Attacks Per Melee: This power has no offensive capabilities, but other superpowers can be used while it is in place.

6. Static Dust Cloud: A sphere of static electricity collects particles of dust and lint into a large cloud. The movement of the cloud can be directed by its creator and used to obscure the vision of opponents and to cover a getaway.

Only shadowy forms can be seen of the people inside the cloud or on the other side of the cloud (-4 to strike a shadow image). Entering the cloud causes one's hair to stand on end and lint and dust to cover the body and get into the eyes, causing blindness (-8 to strike parry and dodge while in the cloud).

It takes one full melee (15 seconds) to become unblinded once having exited the cloud. Even after emerging from the cloud, the lint and dust will cover the body like a dusting of powder. Mutant animals with fur will find this particularly annoying and will have to bathe to get undusty. This power can also be used to cover glass and plastic like computer and TV screens, camera lenses, eye glasses, windows, etc.

Range: 40 feet (12 m) plus 10 feet (3 m) per level of experience.

Area of Effect: 20 feet (6 m) plus 5 feet (1.5 m) per level of experience.

Damage: 1D4 S.D.C. from the static shocks in the cloud, as well as the disruption of power tools and electrical equipment. A static energy bolt will erase computer disks, cause distortion to audio tapes, and if directed at electronic devices, like televisions, computer monitors, radios, clocks, simple power tools, and similar, it causes a sudden energy overload temporarily rendering the item useless while in the cloud and for 1D6 minutes afterward.

Duration: Two melee rounds (30 seconds) plus two per level of experience.

Attacks Per Melee: The creation of the static dust cloud counts as two melee actions/attacks. To maintain it use up one of the superbeing's attacks per each round that it is in force.

Copy Physical Structure (Major)

Unlike the Alter Physical Structure abilities that allow the character to change himself into a specific substance, this ability lets the character mimic the properties of any substance with which he is in physical contact. The armor ratings and structural damage capacity received are noticeably less than those of the true Alter Physical Structure abilities. To copy the properties of a substance, the character must touch the material with his bare skin for at least 15 seconds/one melee round.

Duration: The character can maintain his inhuman physical form for five minutes per level of experience.

Limitations: He can change his physical form as often as once every five minutes but no more than six times per hour.

Natural Body Armor & S.D.C.: Like any *natural* body armor, attack rolls below the A.R. inflict no damage. Rolls above the A.R. inflict full damage to the S.D.C. and then hit points.

Increased P.S.: When transformed into an inorganic substance, the character's P.S. becomes Superhuman for the duration of the transformation.

Traits of the physical form: The character also has the traits of the material he has become. This means wood, cloth, ice, rubber and plastic will float on water, but suffer double damage from fire and heat. Metals, stone/concrete, and dirt/clay sink like the proverbial stone in water, triple the character's normal human weight/mass and reduce speed by half. Fire and heat attacks and bullets do half damage (energy attacks and all others do full damage) to metal and stone characters, while the superbeing's punches and kicks do additional damage indicative of his Superhuman P.S. (see the minor super ability of *Superhuman Strength*).

Substance Copied	A.R.	S.D.C. Bonus
Ceramic or Kevlar	15	200
Cloth/Fabric or Padding	8	60
Glass*	11/6	80
Metals: Soft (Aluminum, copper)	14	270
Metals: Hard (Titanium, steel)	16	400
Rubber, Plastic or Ice	13	150
Stone, Concrete, or Brick	15	300
Wood, Dirt or Clay	13	180

* Glass has an A.R. of 11 against unarmed hand to hand attacks, but only 6 when up against metal, stone or energy weapons. Furthermore, impacts from blunt metal weapons, guns, explosives and falls have a 01-36% chance of shattering a body part provided the A.R. is penetrated and at least one point of damage is inflicted. A shattered character can reform and turn back to normal but it will take 3D4 minutes to turn completely back to normal (3D4 hours if the shattered parts are scattered).

While transformed into an unnatural substance, the character has a Horror Factor of 12 (optional).

Create Force Field

This is the formidable power to generate an invisible or semi-transparent field of energy/force. The force field can be mentally shaped as a wall, circle, dome, box, or bubble. It can also be created around the superbeing like a form-fitting body armor or protective aura.

Range: Self (any) or others (any type excluding the form-fitting armor) 40 feet (12.2 m) per level of experience.

Duration: 10 minutes +2 minutes per level of experience, or until the force field is destroyed or cancelled by the field's creator. Note that a new one can be erected the instant the duration for the current one elapses (provided there is sufficient S.D.C. available).

Attacks Per Melee: The creation of a force field counts as two melee actions/attacks.

Bonus: +2 to create a force field as a shield/wall to block or parry an attack.

Maximum Size: Approximately a 40 square foot (12.2 m) area, plus 10 feet (3 m) per level of experience.

Maximum S.D.C.: The character's P.E. attribute number times 100. This means a character with a P.E. of 9 can create a force field of up to 900 S.D.C. strong!

1. Multiple Force Fields: Two or more protective fields can be created as long as their combined, total S.D.C. does not exceed the maximum possible S.D.C. For example: A character with a P.E. of 9 has up to 900 S.D.C. (P.E. 9x100) that he can use to build force fields. The total 900 S.D.C. can be put into one powerful force field or divided into two with 450 each (or any combination: 400 S.D.C. for one, 200 for a second and 300 in reserve for others), or six force fields with 150 S.D.C. each and so on. Once all the available S.D.C. has been used in the creation of one or more force fields, no others can be created, unless one of the current ones are dispelled and a new one created.

Recovery of Force Field S.D.C.: The force field's loss of S.D.C. affects the creation of other force fields because it temporarily drains the super character. So if a force field has lost 240 S.D.C., the character with 900 points available, now only has 660 to work with. However, he regains force field S.D.C. at a rate of 200 an hour or 3 per minute.

2. Body Armor/Protective Aura: The character can create a light force field that follows the contours of his body to as a sort of invisible body armor.

Limitations of the Body Armor Field: Maximum S.D.C. is 200 points at any given time. Constant concentration to maintain the flexible body shield means the character loses one attack per melee and is -2 on initiative for every melee round that it is in place. Speed and movement are not impaired.

Gases, disease, and radiation are still a danger and will penetrate the force field. Only the "bubble" closes out gases.

3. Bolts of Force: The character can create small, nearly invisible, bolts of force which can be fired at an opponent like a thrown stone or projectile.

Range: 40 feet (12.2 m) +10 feet (3 m) per level of experience.

Damage: 2D6; feels like getting hit by a rock or cannonball.

Duration: Instant.

Attacks Per Melee: Each force bolt counts as one melee attack.

Rate of Fire: One Bolt of Force can be unleashed from one hand or two simultaneously (4D6 damage) by pointing at the

same target with both hands; counts as one melee attack. Must be an aimed shot to get the +2 strike bonus. The character can also fire a force bolt from his forehead, but the +2 strike bonus does not apply and only one bolt can be fired. Most superbeings with this ability like to point for better aim.

Bonuses: +2 to strike, and because they are barely visible, opponents are minus -4 to parry and dodge force bolts.

S.D.C. Cost of Each Bolt: Burns up five S.D.C. per each bolt fired, which will temporarily use up S.D.C. that may be needed for a protective force field.

Darkness Control

A power that allows the character to create and manipulate darkness.

1. Create Darkness: The character can create an area of total darkness that is so black, normal vision, nightvision and light amplification optic systems are ineffective. Those trapped in the darkness are blind and -8 to strike, parry and dodge. The firing of weapons and energy blasts is equal to shooting wild and likely to hit an innocent bystander or comrade. **Note:** Infrared optics, thermo-imaging optics, heat sensors and exceptional hearing can be effective in this darkness (reduce penalties by half).

The creator of the unnatural darkness can expand, contract and move the darkness (speed of 6) at will.

Range: 140 feet (42.7 m) +10 feet (3 m) per level of experience.

Area of Affect: Up to a 30 foot (9 m) diameter, +10 feet (3 m) per each additional level of experience.

Duration: Five minutes or until the character dispels it.

Attacks Per Melee: Each act of creating darkness counts as one melee attack/action. Other actions during the same melee are possible.

Horror Factor (optional): 13; humans, especially ordinary folk, tend to be frightened by the dark.

2. Shadow Meld: The ability to become invisible in shadows or darkness. The only requirement is that the shadow or area of darkness must be man-sized or bigger. Exposure to light will dispel the darkness shadow and reveal the character. Ideal for hiding.

3. Nightvision: The superbeing can see perfectly in ordinary, magical and his own unnatural darkness.

Range: 600 feet (183 m) in normal darkness; 30 feet (9.1 m) in his own, unnatural, darkness.

Disruptive Touch

This lethal power actually disrupts the nervous system of the person who falls victim to it. The superbeing possessing the Disruptive Touch must physically touch his opponent to have any effect. The touch will induce its effects on bare skin and through all normal fabrics (cloth, suit coat, etc.), but will not affect those in robots, exoskeletons, environmental body armor, force fields or transformed into an inorganic substance (rock, metal, fire, etc.).

Range: Touch

Saving Throw: 15 or higher without benefit of bonuses. A successful save means the victim suffers 1D6 damage but is otherwise unharmed (no penalties).

Damage & Penalties by Type of Disruption:

1. Disrupt Optic Nerves temporarily blinds the person; victims are -8 on initiative, -8 to strike, parry and dodge and skills requiring sight (which are most skills) are -90% to perform. Duration: 3D4 minutes.

2. Disrupt Nervous System immobilizes the motor part of the brain causing temporary paralysis. Victims are completely incapacitated. Duration: 3D4 minutes.

3. Touch of Pain. Another attack that wracks the nervous system and inflicts 3D6 damage per each touch (first to S.D.C. and then Hit Points). Duration: Instant.

4. Death Touch! This is by far the most dangerous of the disrupter touches. The touch causes 6D6 damage and shocks the nervous system, plunging the victim into a coma unless a successful saving throw of 15 or higher is made. If the saving throw is successful, the person only suffers physical damage and is NOT placed in a coma.

Those who fall into a coma are subject to the normal surviving coma/death rules but side effects from physical damage are not applicable. Those who fail to save vs coma/death ... die.

Coma Saving Throw Bonus: Because this is an unnatural effect, the victim's body is slightly more resilient, providing a bonus of +10% to save vs coma/death. Duration: 1D6 minutes before recovery can be attempted.

Note: The use of the Death Touch also takes its toll on the character inflicting it. The superbeing himself is drained each time he uses the Death Touch (the other disruption touches do no damage). Side effects on the superbeing from using the Death Touch include: Reduce speed by half, -2 to strike, parry, dodge, and -2 for all saving throws. Duration of these penalties is 2D6 melee rounds. Side effects from multiple or continuous use of the Death Touch are cumulative.

Duration: Varies per type of disruption touch, see above.

Attacks Per Melee: Each Disruptive Touch counts as one melee attack — only the Death Touch counts as two melee attacks/actions.

Other Abilities and Bonuses:

Impervious to his own touch.

Add 1D6 to P.E. attribute.

Add 1D6x10 to S.D.C.

+10 to save vs coma/death.

Poisons, toxins and drugs have only half their usual effect, damage and duration. Magic potions have full effect.

Divine Aura

This major power provides the character with the aura of divinity, like that of the mythical Greek gods. The character carries himself with an air of superiority, charisma, and of being larger than life. An average person will feel intimidated and may actually believe the character is some sort of demigod.

1. Awe and/or Horror Factor 14: Enemies must roll a 15 or higher on a twenty sided die to avoid being momentarily awestruck. A failed roll means the individual loses initiative, one of his melee attacks, and is the last to attack in that melee round. In this case, roll each melee round in which the character with the divine aura is attacked or speaks.

2. Followers: Whether he wants one or not, the "divine" character will get one follower or devotee per each level of his experience. Each follower is so awestruck and impressed by the superbeing that he or she will devote his/her life to him. Such followers are constantly under the influences of the Divine Aura (no saving throw applies), will follow his exploits, support and defend his positions and actions, never doubt him, and will do whatever they can to help. These devotees believe whatever the divine superbeing tells them regardless of contrary opinions or evidence, and will do anything he asks of them without question or hesitation, even sacrificing their lives for him or his cause. **Note:** Devoted followers are always characters with a low self esteem and intelligence (I.Q., M.A. and M.E. of 8 or lower), so they tend to be low level minions, thugs, and fanatics. If one dies, a new one will take his place. In addition, the divine character is likely to have a less fanatical fan following and, unless he does something terri-

ble, is likely to have popular favor. **3. Power of Command:** As often as every three melees (45 seconds), the character can issue a simple, attention drawing command. Not a complex set of instructions or plans or something completely contrary to the person's nature, but things like, "stop," "look," "listen," "no," "duck/look out," "unhand her," "give it to me," and so on. Everybody hearing the command is likely to pause and/or obey, at least for an instant. Roll to save vs psionic attack/mind control or lose and be forced to obey and lose one melee attack/action in the process. Followers devoted to the character will get bonuses from such commands ("get him," "kill," etc.) and are +1 on initiative, +1 to strike, parry and dodge, and get one additional melee attack. **Note:** Each command counts as one melee attack.

4. Power of Voice Amplification: The superbeing's voice is deep and booming, as if spoken on a loudspeaker, and is clearly heard for up to 1600 feet (488 m) — the desired volume and range can be controlled and done at will at no cost of melee actions. Can be used simultaneously with other powers.

5. Power of Illusion: The character can create the illusion that he is twice as big as he really is; +2 to Awe/Horror Factor.

6. Other Bonuses:

+2D4 to M.A.

+2D4 to M.E.

+1D4 to P.B.

+1D4x10 to S.D.C.

Energy Absorption

This character is a sort of living energy sponge that can soak up, store, and harmlessly convert and release energy. This means the character is impervious to heat, fire, laser blasts, electricity and other forms of energy. The only exception is kinetic energy, meaning punches, kicks, thrown weapons, bullets, explosions, falls, and so on, which will do full damage.

1. Draining Touch: The character can drain the energy out of an item, like a car battery or energy pack, by touching it. Maximum absorption capacity is one gigawatt per level of experience. That's the rough equivalent of 10,000 car batteries.

2. Energy Discharge: The character can touch an electrical/energy conductor and send a power surge into the system, at least temporarily short-circuiting the system (3D4 melee rounds), if not frying it completely (01-25% chance, or G.M.'s discretion). Maximum discharge is 10,000 watts per level of experience.

3. Energy Flash: The character can discharge a sudden energy flash that will strike everyone within the area of the discharge. Unfortunately, the character can not control or direct the energy to strike a specific target, so innocent bystanders and allies within the radius of effect will all take damage.

Range: 10 feet (3 m) per level of experience.

Damage: 2D6

Duration: Instant

Attacks Per Melee: Counts as one melee attack/action, but can only be performed once per melee round.

4. Glow: The storage of energy can be released as light. This character can glow with up to 500 watts of light (equal to a very bright light bulb). The light can be restricted to a specific part of the body, like a hand or arm, or the entire body. If the latter, looking directly at the character is difficult and attackers are -1 to strike, parry and dodge when fighting him.

Range: Self only.

5. Shoot Light Beam: The light beam is completely harmless in that it does no damage. However, it is so bright that it can be used to temporarily blind an opponent (for 1D4+1 melee rounds) if shot at the face. Blinded opponents are -8 on all melee actions for the first melee round and -6 to strike, parry and dodge for the remaining ones in which vision is impaired (sees spots and has blurred vision).

The beam can also be used as a beacon or searchlight. Maximum width of the beam is two feet (0.6 m) if both hands are put together with fingers spread wide, otherwise about 8-12 inches (around 0.3 m).

Range: 2000 feet (610 m).

Damage: None

Duration: Instant or indefinitely.

Attacks Per Melee: Each light blast counts as one melee attack or action. To maintain a continuous beam for the entire melee round (15 seconds) uses up all but one melee attack or action (i.e. can walk and use light, or use light and read, use light and do a skill, etc.). **6. Other Abilities and Bonuses:**

Add 1D6x10 to S.D.C.

Add 1D4 to P.E. attribute.

Impervious to energy attacks, heat and fire,

Force Aura

The superbeing can surround his body with a powerful energy field that augments physical strength and protects like armor to shield him from harm. When the force aura is activated, the character is surrounded by a pale glow that radiates 1-2 feet (0.3 to 0.6 m) around the body. At fourth, eighth and 12th level of experience, the character can extend the force aura around one additional person, but they must be within four feet (1.2 m), and none of them can move from where they stand. They can still defend themselves or attack, but are rooted to that spot.

Bonuses when Force Aura is in place:

+4 roll with punch, fall, or impact.

+10 to P.S., which is considered to be Superhuman.

+4 to P.E.

A.R. 14; all attacks 14 and under do no damage, those 15 and higher inflict damage to the force field.

200 S.D.C. +10 per level of experience; the aura works as a natural armor rating and defense.

Horror Factor (optional): 10

Limitations: While the aura is active, the character cannot physically touch anyone with his bare hands/skin; the force aura serves as a barrier. However, he may still punch or kick, but it is the force field that actually touches his opponent. He can also use and strike with a weapon that he held in his hand prior to activating the aura if it is longer than two feet (0.6 m).

When multiple people are protected, the aura must be dropped to move, touch anything, to pick up and use weapons or tools (unless they are giant-sized, but such items are used at a penalty of -1 to strike and/or parry) or to perform most skills.

Gem Powers

This major ability allows the character to draw powers and abilities from gems, as well as reshape gems into various forms. "Gems" include crystals but not glass.

1. Gem Shaping: The character can mentally shape a gemstone as if it had been cut and polished by a professional, adding facets and accents as desired. The person must be holding the gem and requires a minute or two of concentration. Elegant and intricate designs can be accomplished and are especially desirable for earrings, rings and necklaces. This power enables villains to cut gems to disguise their original appearance and to sell them at near full market value (75% of market), rather than find a fence or criminal gem cutter. **Note:** All changes are permanent.

For every level of experience, there is a 10% chance of success. A failed roll means the stone is ruined — worthless.

2. Power Stones: The character can draw certain innate powers and properties from various precious and semi-precious stones. The powers listed are identical to the psionic or super ability of the same name.

Requirements: All stones must be free of any serious flaw, and must be cut and polished to have a faceted/crystal appearance. Chips and slivers cannot be used, only whole stones in crystal cut. Only one type of power can be focused and released from a particular gem at a time. They may be made into rings and other jewelry for easy access.

Limitations: A particular power can be drawn from small gems three times and large gems six times. After the third or sixth use, the gem crumbles and turns to dust. Even after the first use, the gem will become flawed or discolored (worth half normal value).

Range: Touch. The user must hold it or have it on his/her person and mentally concentrate on using the gem(s). If the power gem is dropped or lost, that particular power instantly stops (but that usage is still used up).

Damage and Abilities: Varies with the gem; can activate one gem power per melee round and can combine up to three different powers/gems.

Duration: One minute/four melee rounds per level of experience. All bonuses and powers are temporary. Attribute bonuses from super abilities provided by gems are *NOT* applicable, only the basic "power."

Penalty: Remaining focused on the use of the power gem(s) means the user is -2 on initiative and dodging.

The Powers of the Stones:

Agate (red-orange): Bio-regeneration (psionic). Average Gem Cost: 2D4x10 dollars per small stone, double for large stones.

Amethyst Crystal: Any of the following psionic powers can be drawn from this crystal: detect psionics, hypnotic suggestion, and meditation. The use of each one counts as one usage of the gem and contributes to its destruction. Average Gem Cost: 4D4x10 dollars per small stone, triple for large stones.

Aquamarine: Underwater abilities (minor super ability). Average Gem Cost: 4D4x10 dollars per small stone, triple for large stones.

Black Tourmaline: Mind block (psionic). Average Gem Cost: 2D4x10 dollars per small stone, double for large stones.

Diamond: Invulnerability (major super ability) or Wingless Flight (minor super ability). Average cost for a small, nicely cut diamond: 1D4x1000 dollars. Large diamonds cost 12,000 dollars +1000 per carat. The diamond must be at least one carat to use the power of Invulnerability (counts as a large gem).

Emerald: Invisibility (major super ability). Average cost for a small, nicely cut emerald: 4D4x100 dollars. Large emeralds cost 1,000 dollars per carat.

Garnet: Empathy (psionic). Average gem cost for a small, nicely cut garnet: 1D4x100 dollars. Large garnets cost 500 dollars per carat.

Quartz (clear): Bend Light (minor super ability). Average cost: 3D4x10 dollars per small stone, triple for large stones.

Quartz (ruby): Energy Expulsion: Light/Laser (minor super ability). Average Gem Cost: 4D4x10 dollars per small stone, quadruple for large stones.

Quartz (smoky): Energy Resistance (minor superpower). Average Gem Cost: 4D4x10 dollars per small stone (triple for large stones). Ruby (red): Energy Expulsion: Fire (minor super ability). Average cost for a small, nicely cut ruby: 3D4x100 dollars. Large rubies cost 2,000 dollars per carat.

Sapphire (most colors): Empathy or Empathic Transfer (psionic). Average cost for a small, nicely cut sapphire: 2D4x100 dollars. Large sapphires cost 2,000 dollars per carat.

Star Sapphire: Bio-Manipulation (psionic). Average cost for a small, nicely cut star sapphire: 1D4x1000 dollars. Large star sapphires cost 3,500 dollars per carat.

Zircon: Impervious to Fire/Heat (minor super ability). Average cost for a small, nicely cut zircon: 4D4x100 dollars. Large zircons cost 1,500 dollars per carat.

Gravity Manipulation

The control and manipulation of gravity.

1. Reduce Gravity:

Range: Self or item/person up to 200 feet (61 m) away.

Area Affected: Self, others, or 20 foot (6 m) radius.

Duration: The effects will last as long as the gravity controller maintains his concentration.

Attacks Per Melee: Fortunately, only minimal concentration is required, enabling him to engage in combat or other actions while using this power. However, he can not use any other gravity power. Each use counts as one melee attack/action, and to maintain the Reduced Gravity, the character must spend one melee action on it per each round.

Abilities & Bonuses: The superbeing can reduce gravity to a fraction, with the following results:

The affected person, whether it is oneself or others, can carry up to 100 times his normal weight capacity.

Leap two feet (0.6 m) for each P.S. attribute point. Example: P.S. of 10x2 = 20 feet (6 m). That's up or lengthwise.

Natural Running Speed is tripled.

+3 to dodge.

Throw objects, even huge, heavy objects, great distances. If the object can be lifted overhead, it can be thrown a distance of 400 feet (122 m). Reduce the distance by 50 feet (15.2 m) for every 1000 pounds (450 kg) of weight.

Remember, this effect can be placed on oneself, or others within the 200 foot (61 m) range, or on an area (20 foot/6 m radius) up to 200 feet (61 m) away.

2. Increase Gravity: This ability is the opposite of the reduce gravity effect, enabling the superbeing to create bone crushing gravitational conditions.

Range: 200 feet (62 m) away +10 feet (3 m) per level.

Area Affected: Self, object or 20 foot (6 m) radius.

Duration: Same as Reduce Gravity.

Attacks Per Melee: Fortunately, only minimal concentration is required, enabling him to engage in combat or other actions while using this power. However, he can not use any other gravity power. Each use counts as one melee attack/action, and to maintain the Increased Gravity, the character must spend one melee action on it per each round.

Abilities & Bonuses: Increase weight up to 50 times the object's or person's normal weight. Actually, the weight is not altered, but it's the gravitational pull that makes it seem to weigh more. Speed is reduced by five points per every 200 lbs (90 kg) of weight.The gravity effect can be concentrated on one individual target (object or person), effectively immobilizing him or it.

The gravitational pull is such that he can not move or be budged — no combat bonuses.

-6 penalty on all combat moves.

Speed factor of those affected is reduced to one point, skill performance is -90% and the victim has only one melee action per round.

A heavy gravity area affect will increase the weight of everybody in the area by 30 items plus they suffer the following penalties: Movement is difficult, no combat bonuses, -3 penalty on all combat moves, Speed factor of those affected is reduced to three points, skill performance is -60% and the victim has only half his melee actions/attacks per round.

3. Zero Gravity: The character can create an area with no gravity at all. Anything within the radius of effect, or any one specific target, is completely weightless and will float 10 feet (3 m) above the ground. People caught in zero gravity are -2 on initiative, -2 to strike, parry and dodge, and speed is reduced to one point — just floats helplessly. Double the floating height and penalties when directed against a single individual or object rather than a radius.

Range: 20 feet (6 m) per level of experience.

Area Affected: 6 foot (1.8 m) radius.

Duration: Same as Reduce Gravity

Weight Limit: The maximum amount of weight that can be made weightless is 10,000 lbs (that's 5 tons/4,500 kg), plus 1000 lbs (450 kg) additional per each level of experience.

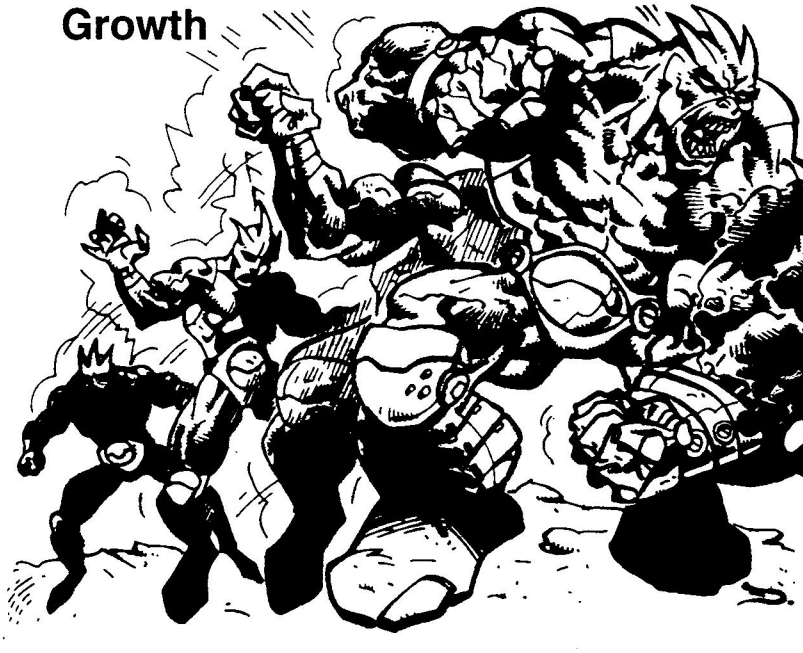
Zero gravity can be made to affect one person, object, or an area.

4. Antigravity Flight (self): This power gives the character the ability to fly by manipulating gravity to hover or propel himself through the air.

Maximum Speed: 20 mph (32 km).

Height/Altitude: Effectively unlimited, because he can defy gravity. However, travelling higher than 30,000 feet (9144 m) without a space suit and oxygen supply or environmental armor, the character will find the air thin and difficult to breathe as well as cold. Penalties: Loses two melee attacks per round and could lose consciousness and fall to the earth (impact is automatic death). Breaking the ceiling of the atmosphere can send the character into outer space with the obvious lack of air and other deadly conditions.

Growth



The ability to greatly increase one's size and mass.

1. Maximum Height: Two feet for every one P.E. attribute point. This means a character with a P.E. of 14 can increase his size by 28 feet (8.5 m).

2. Weight Increases at a rate of 50 lbs (22.6 kg) per foot. So 28 additional feet (8.5 m) of height also means 1400 pounds (630 kg) of weight, plus an additional two thousand pounds (900 kg) for every 8-10 feet (3 m) above 20 (6 m).

3. S.D.C. increases at a rate of 20 for each additional foot of height. An extra 28 feet (8.5 m) means an extra 560 S.D.C.

4. Strength increases at a rate of one for each additional foot of height. 28 extra feet (8.5 m) means +28 to the P.S. attribute. Remember to adjust the increased damage bonuses from P.S. over 16 at each new size. After the character reaches double his normal size (typically about 12 feet/3.6 m for humans), the P.S. is considered to be Superhuman when it comes to lifting and carrying weight (see the Superhuman minor ability).

5. Other Abilities and Bonuses:

Increase the P.E. attribute to a minimum of 14 or add 1D6 to the existing P.E. (subsequent P.E. bonuses that *may* result, apply only while giant-sized).

Optional Horror Factor: 9 when eight feet (2.4 m) tall; add +1 for each six feet (1.8 m) of additional height.

The bonuses that follow apply when the character is 20 feet (6 m) or bigger:

+2 to strike and parry;

Speed is doubled.

6. Penalties: The character is a huge target and likely to draw the attention and attacks of the enemy more so than less obvious characters.

Access to vehicles and buildings will be difficult if not absolutely impossible. Likewise, hiding, prowling and being inconspicuous is impossible when giant-sized.

-4 to dodge when giant-sized.

Holographic Memory Projection

This major super power enables the character to function like a living camera, able to record and project/replay events he has seen and mentally recorded. The image is a three dimensional, semi-opaque, holographic image that appears as the character remembers it. If the superbeing didn't witness something first hand, that element/aspect will not be part of the memory image projected. Also, the image is presented from the character's viewpoint, and is not a perfect 360 view with zoom lens action. That is to say, people and events not personally witnessed by the character, like something not in his field of vision, are not recorded and cannot be projected. All events are presented accurately (total recall in this regard) and can be recalled at will for 24 hours +24 hours per level of experience after the event took place. The images of people extremely well known to the character and key events and participants in a traumatic experience can be accurately projected without limit. **Note:** Magical illusions cannot be recorded and replayed. However, the character will instantly recognize an illusion and cannot be affected by it. The same principle applies to optical illusions and other holographic projections.

The character does not have to expend tremendous concentration to record an event (it's as if a camera is running and taping everything seen through his eyes). However, he must stay focused on observing and not directly participating in the action (i.e. a cameraman recording the things around him without actually engaging in the event/battle himself). Becoming involved in combat or other intense activity will prevent the recording of events.

The replayed images cannot be modified or enhanced in any way. The lighting, size of images, and their true color remains as it was seen, typically life-sized. The image does not necessarily require a wall or dark area, it can simply be projected into any empty space, and can be projected up to 100 feet (30.5 m) away. It takes 1D4 melee rounds (15 seconds to one minute) to find and recall a memory for projection. A head injury or insanity can block or erase a memory block. Likewise, a psionic mind wipe can erase memories.

This power is perfect for espionage, where the character can look at blueprints, diagrams, memos, maps, books, computer screens, demonstrations, and actual items and record it all!

1. Creating illusions via holographic projection is another feature of this ability, but they lack sound and can be easily recognized as fake at close range, thus these illusions are most effective as momentary distractions. The recorded visual memories can be projected to create what appears to be a 3-D and very real image. The image can be a wall, door, vehicle, weapon, police officer, guard dog, crowd of people, heroes, villains, etc. Note too, that the image can be a moving sequence (as it really happened in the past) or freeze framed (somebody just standing there).

Range: Project image up to 100 feet away (30.5 m). Recording range is also 100 feet (30.5 m).

Area Affected: Can cover up to a 100 foot area (30.5 m).

Damage: None, other than being distracted, or momentarily stunned, or faked-out and scared away. (**G.M. Option:** Can use a Horror Factor type response to frightening illusions, but the H.F. should never be more than 12 and works only when the illusion is initially created).

Limitations: If touched or examined closely (within five feet/1.5 m) the image is clearly semi-opaque and not real. However, from a distance this can be very effective. Another limitation is the absence of sound, which can be a real giveaway. Furthermore, the projected image must have been a real event/experience, not a dream, hypnotic image, telepathic image, magic illusion nor television or film image (unless the TV and the image being played on it were shown — not very real or scary).

2. Creating Illusionary Disguises is another ability. The character can create a holographic illusion over himself to look completely different, turning into an old man, police officer, businessman, woman, robot, etc. The best disguises, are the simplest, like changing the color and style of clothes, hair, and facial features. This requires far greater concentration, causing the illusion maker to lose two melee attacks/actions. Furthermore, this illusionary disguise suffers from the same limitations as the projected illusions, most notably, it is an obvious hologram when touched or seen up close (5 ft/1.5 m). Impersonation is also possible if the character has the espionage skill, but the illusionary disguise will not hold up under close scrutiny.

When using an illusionary disguise, photographs, video and all film will reveal what looks like a double exposed image of the character and another (his disguise) and it is too blurry/obscured to make out his features. Everybody else in the picture looks fine. The same is true of photographing the larger, holographic illusions/images — it can't be done.

Immortality

The character who possesses this super ability does not age and is immune to disease and sickness. Although he can still be killed by weapons and violence, he will not die a natural death. Once he reaches physical maturity (for humans that's roughly 20 years old), the body stops aging and will retain its youthful appearance and physical attributes forever. No wrinkles will appear, no loss of muscle tone, no hardening of the arteries, no heart attacks, etc. Nothing associated with aging, illness, or natural death will ever affect the character.

Bonuses & Abilities:

Immune to all diseases, sickness, and radiation.

Natural toxic gases and poisons do only one third their normal damage and effects last only one third as long. Man-made poisons, drugs, chemicals and toxins last half as long and are half as effective and damaging.

Heals twice as fast, without scarring. Limbs and appendages that are amputated do *not* regenerate. Can recover from damage as excessive as 50 Hit Points, +10 H.P. per experience level, below zero, provided he has not been decapitated or the brain or heart completely destroyed.

+3 to save vs Horror Factor.

+5 to save vs possession.	+1D6 to P.B.
+2D6 to Hit Points.	+1D4 to M.E.
+2D4x10 to S.D.C.	+1D4 to P.E.

Intangibility

This power affects the bonding element of molecules, making the person and 20 lbs (9 kg) of additional material on his person intangible — seen but not touched. While intangible, the character is seen as a semitransparent, ghost image of himself. He is the perfect spy, being nearly invisible and silent. His appearance alone can be quite harrowing.

1. Abilities of Note:

Limited Invulnerability. Intangibility means that punches, kicks, sticks and stones, bullets, lasers, missiles, explosive force, and most conventional attacks pass right through him harmlessly, like a ghost.

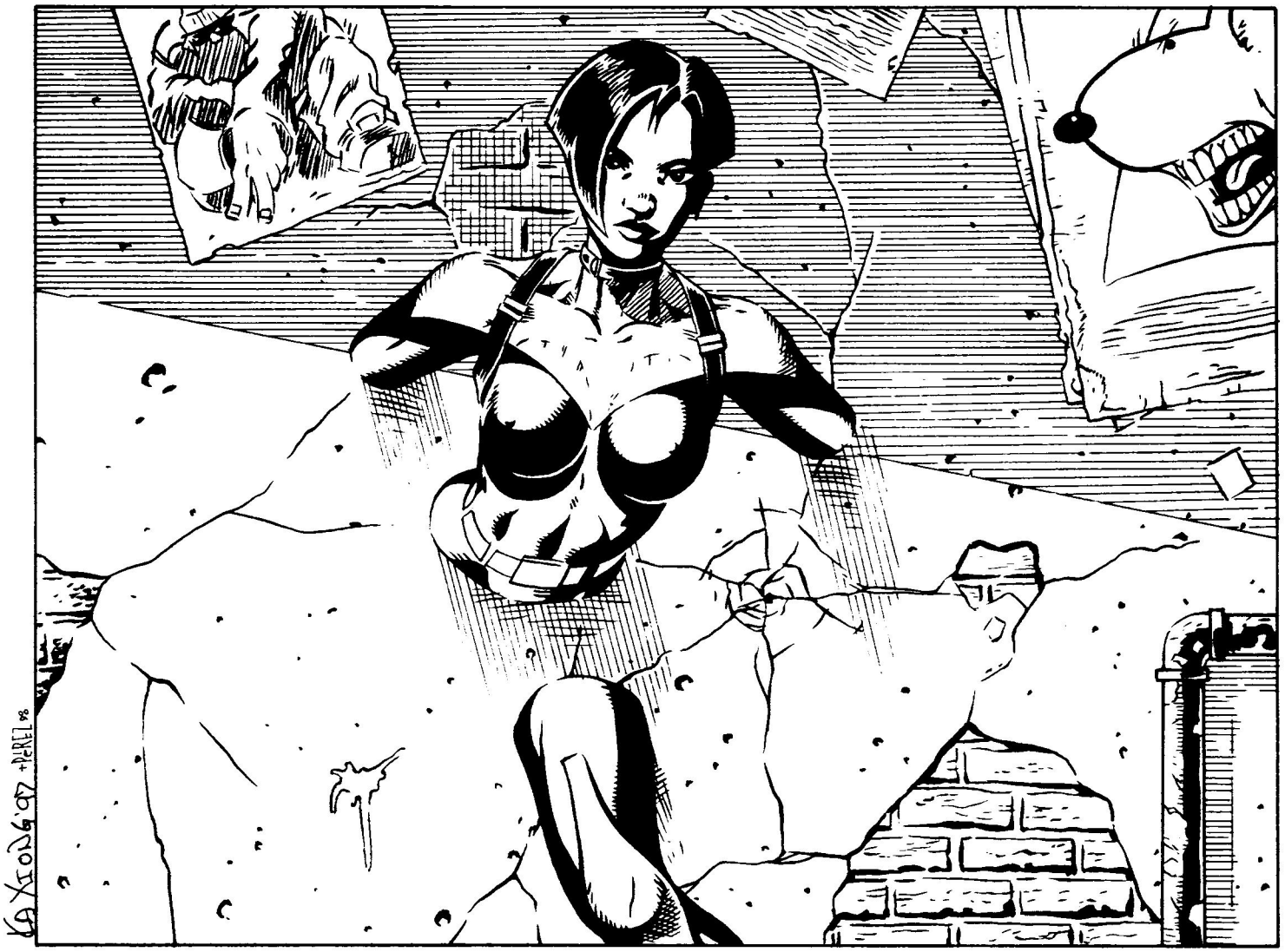
The character can walk *through* any substance, stone, steel, earth, machines, force fields, etc., without affecting it or himself.

Sink into the Earth. The intangible state allows the character to will himself to sink into the earth/ground up to his nose and walk on the dense molecules, effectively walking through the earth. Likewise, he can actually walk on the dense molecules of smoke or fog (and thus into the air), as well as walk on water. These all require concentration and use up three melee actions per round to maintain.

No combat while intangible. Just as the intangible character cannot pick up or touch any object or person, he can not engage in combat. Any punches he would attempt will pass harmlessly through the person.

Nor can he partially materialize or materialize a portion of his body. To materialize while partially in an object will result in instant and painful death. The intangible character cannot throw an intangible object and expect it to become tangible and strike its target (it doesn't work that way). To attack, the superbeing must first become tangible and then attack. Likewise, small machines on the superbeing's person do not function while intangible. Passing through computers or electrical equipment does not affect or harm the machines, although the character will feel a tingling sensation from the electricity.

The character can become tangible or intangible nearly at the speed of thought (counts as one melee action), but it can only be performed a maximum of four times per melee round.



2. Other Abilities and Bonuses:

Add 1D6 to M.A. attribute.

Add 1D4x10 S.D.C.

Add +20% to prowl ability.

Horror Factor (optional): 14 when semi-transparent or walking through walls; may be considered to be a ghost.

3. Vulnerabilities & Limitations While Intangible:

The superbeing is not invulnerable to all attacks. Electricity, which stimulates and agitates molecules, does half damage. And intense heat or fire does 30% its normal damage.

Psionic attacks have full effect. Gas and smoke attacks are particularly effective, as the gaseous substance passes right through and into the blood stream, doing full damage/effect.

Falls and explosions cannot harm him.

Cannot glide or float into the air.

The intangible person cannot touch and feel, or pick up or carry anything, but can speak, hear and smell as normal.

Invisibility

The superbeing and anything he is wearing or carrying, up to 100 lbs (45 kg) in weight, can be turned invisible at will. Any object(s) exceeding the 100 lb (45 kg) weight limit will remain visible, but the character and much of his other gear will still turn invisible. In this case, a visible object carried by an invisible character will be seen as floating in air.

Neither normal vision nor nightvision can detect invisibility; however, infrared optics, thermo-imaging systems, heat sensors and motion detectors detect his presence and can be used to locate an invisible interloper.

Although the invisible character is imperceptible to the eye, he retains his physical mass, meaning that he cannot go through walls nor do weapons or attacks pass through him. This also means he still makes noise (footsteps, breathing, bumps, knocks, etc.) and may be tracked down and pinpointed by the noise he makes, if not careful.

Duration: The invisibility can be maintained indefinitely and created and cancelled at will.

Attacks Per Melee: Each act of turning invisible and visible counts as one melee action/attack.

Other Abilities and Bonuses:

The invisible character can attack and fight opponents in his invisible state. However, tremendous pain, death or loss of consciousness will automatically turn him visible.

Opponents who cannot see their invisible antagonist are -6 to strike, parry or dodge him (the penalties are not as extreme as being blind, because even slight sounds and air movement will give an adversary in close combat some idea where he is).

Opponents with Extraordinary Sense of Smell or Hearing are only -3 to strike, parry and dodge an invisible assailant. Opponents with heat or infrared sensors or vision suffer no penalties and see the character to counter and strike back.

The superbeing can automatically see the invisible.

Add 1D4x10 S.D.C.

Can create a Horror Factor of 9 by making noises and moving items while invisible — "spooking" others.

Invulnerability

An impressive power that makes the character an almost indestructible juggernaut. Most physical attacks do no damage whatsoever! This means cold, fire, heat, electricity, lasers, other types of energy, bullets, punches, falls, and so on, do no damage!

Supernatural punches, bites and kicks inflict half damage; Extraordinary and Superhuman P.S. attacks do no damage, although they sting a bit.

Gases, drugs, chemicals, poisons, toxins, disease and radiation will affect the invulnerable person, but are reduced to half the usual potency (half damage, duration, and effect). Deadly poisons, radiation and disease cannot kill this character, only make him sick.

The character is only, truly, vulnerable to psionics, spell magic, magic illusions and magic weapons, all of which have full effect. However, energy type magic, like fire balls, does no damage.

The character still needs to breathe and eat, so he can die from drowning, suffocation, or starvation, but he can hold his breath and survive without food four times longer than the average human (hold breath for about 12 minutes; go without food for 80 days).

Note: Certain extreme situations like ground zero at a nuclear explosion or Super Nova, and fiery reentry into an atmosphere from space, *might* hurt or even kill the character (G.M.'s call). However, most crashes, explosions, collisions with vehicles, and free falls from 30,000 feet (9144 m) will not harm the character.

Also note that while the character may be incredibly difficult to injure and kill, he can be delayed, slowed down and immobilized. Knocking the character into a pit, elevator shaft, off a cliff, etc., will require him to spend time climbing out to get back into action. Pushing him into tar or other sticky goo/adhesive will hold him or slow him down. Likewise, he can be imprisoned, trapped and manacled. Dropping 20 tons of brick and concrete from the side of a building on an invulnerable character won't hurt him, but it will take a looooong time for him to dig out — may need outside help to free him and he could be pinned or buried for hours if not days (hope there's an air pocket).

Other Abilities and Bonuses:

Add 4D6x10 S.D.C.

Add 3D6x10 to Hit Points.

Add 1D6 to the P.E. attribute.

Add 1D4 to the P.S. attribute, which is considered Superhuman when it comes to lifting and carrying things.

Add +20% to save vs coma/death (this is in addition to any P.E. bonus).

Item Reduction

This super ability enables the character to reduce inanimate, nonliving objects to a fraction of their normal size, weight and mass. The character simply touches an object and if it is within his weight limit, it will instantly shrink to a fraction of its true size. Items reduced this way remain small until the character, or someone else with this power, returns them to normal size. Reduced objects also reduce in mass proportional to their size. This will make them very light and able to be carried in pockets or purses.

Two characters with this power can work together to reduce a large or heavy object that would normally be beyond their range of power, but two characters may also be necessary to enlarge it.

Range: Touch or one foot (0.3 m) per level of experience.

Weight Reduction & Limitations: The maximum weight a character can reduce at any one time is 150 pounds (68 kg) per level of experience. This means a character would have to be fourth level to reduce a medium motorcycle (approximately 580 pounds/263 kg) or any other item that weighed 600 pounds (270 kg).

The weight is reduced to one/one hundredth its original weight, so 150 lbs (68 kg) would be transformed to one and a half pounds (0.68 kg).

Size Reduction: The object can be reduced to as small as one/10th scale, so a six foot statue would be reduced to about seven inches (177 mm) tall.

Attacks Per Melee: Each use of the reduction power counts as one melee attack/action. However, the shrinking power can only be used twice per melee round when shrinking large, heavy items, or four times per melee if each object weighs less than 50 pounds (22.6 kg).

Important Note: A vehicle, exoskeleton, body armor, space suit, helmet, clothing, and similar item cannot be shrunk if there are people inside them, or if a person is physically or mentally linked/attached to them. This also applies to bionic limbs, weapons and implants. However, items held in someone's hands can be shrunk to the size of a toy. This also means a tiny gun (if the trigger could be pulled) would fire a bullet that inflicts the damage of a pea shooter — the bullet may sting or even do a point or two of damage, but nothing more; range becomes inches instead of feet.

The following is a very brief, general listing of vehicles and items with general weights for quick, comparative reference. Note that most weapons and equipment descriptions will list weight (if not, fake it).

Pistol 2-5 lbs (0.9-2.3 kg)

Rifle 5-10 lbs (2.3 to 9 kg)

Exoskeleton: 250-400 lbs (113-180 kg).

Motorcycles:

Scooters and lightweight bikes: 150-250 lbs (67.5-112.5 kg).

Street bikes: 500-600 pounds (225-270 kg).

Hovercycles: 650-900 pounds (290-405 kg).

Hogs: 700-1,200 pounds (315-540 kg).

Cars:

Small sports and compact cars: 1,600-2,750 lbs (720-1240 kg).

Two-man hover cars: 1,500-2,000 lbs (675-900 kg).

Mid-size cars & mini-trucks/vans: 2,800-3,500 lbs (1260-1575 kg).

Six person A.T.V. hover car: 3,500-5,000 lbs (1575-2250 kg).

Full-sized trucks/Jeeps: 4,000-8,000 lbs (1800-3600 kg).

Cargo trucks or 10 wheeled cabs: 10,000-20,000 lbs (4500 to 9,000 kg).

One-man gyro-copters: 1,700-2,200 pounds (765-990 kg).

Karmic Power

An unique power that can adjust the odds in the character's favor. The character is able to influence his luck and those around him via a sort of Karmic aura. Karma is an energy of positive or negative effect. Theoretically, it is an aspect of the constant struggle between good and evil; order and chaos. This means that only characters with a good alignment, principled,

scrupulous or unprincipled, can have this power. If the character's alignment is *evil or anarchist*, a different super ability must be selected.

When the cause is just, the motives good and/or selfless, the following bonuses apply to the character:

+6 to roll with punch, fall or impact.

+2 to strike.

+4 to parry.

+3 to disarm.

+2 on initiative.

+3 to automatic dodge.

+6 to save vs poison/toxins/gases.

+6 to save vs psionic attack and possession.

+4 to save vs magic.

+20% to save vs coma/death.

An opponent's Death Blow does not kill; only stuns the character.

Critical damage attacks do normal damage.

Knocks opponent unconscious (if so desired) on a roll of a natural 20 to strike; unconscious for 3D4 melee rounds.

+10% on a skill if it is to save a life or help an important cause.

Add 1D4x10 to S.D.C.

Note: Under this noble situation, opponents get no bonuses to strike, parry or dodge the Karmic character. Straight, unmodified dice rolls only.

The Karmic power can also affect others if the superbeing wants them to and focuses his spirit/chi on them. Through intense concentration the character can instill the above combat and saving bonuses at half strength to another good guy, although only 1-3 bonuses apply at a time — i.e. the Karmic character is effectively rooting that the other character hits or dodges, etc. While transferring the bonuses of his good will, the Karmic character cannot take any action himself, not even to defend himself.

Up to one person per every other level of experience can be affected simultaneously, as long as they are within 150 feet (45.7 m) of the Karmic character and in his line of sight.

In the alternative, the superbeing can use his powers to foil an enemy or adversary — the above bonuses (halved) can be turned into penalties (i.e. -1 to strike, -3 to save, etc.) that work against the bad guy.

Influencing others requires the Karmic character to root for or against other characters, like a cheerleader or spectator at a sporting event; "Come on, you can do it ..." "Look out! Dodge, Move," or "You can take that guy, I know you can," or "Miss, you rat," "you stink ... you can't hit him," and so on.

Bad Karma occurs when the Karmic superbeing does something cruel, unnecessarily selfish or petty, evil or anything strictly against his alignment. Bad Karma will occur whether the character wants it to or not (who would want it?). The first transgression results in his personal Karma bonuses becoming zero even when trying to help others. A second or more actions contrary to his alignment, or a horribly evil or selfish act, like intentionally betraying a friend, will turn all his bonuses into penalties (i.e. -6 to roll with punch, fall or impact; -2 to strike, -6 to save vs ... , -20% to save vs coma, -1D4x10 S.D.C., etc.)!

At this point, only extensive and diligent actions of good and/or self-sacrifice will restore the Karmic powers (G.M.'s discretion as to how long this will take, but it may take days or deadly action to restore the Karmic balance). Any relapse will result in the same penalties, and any horrendous act could see the powers gone for good.



Lycanthropy

By Aaron Oliver and Kevin Siembieda

In ancient times, this strange ability was seen as a curse rather than a blessing, but in this world of superbeings, it is considered just one more super ability. The superpower of Lycan-

thropy is not a disease or magical curse, but a genetic mutation that allows the character to change from his normal human form into a mutant animal-like creature. Even in this modern age, the shapechanger is often considered a "Werebeast" (werewolf, weretiger, etc.). The person can change at will, but the transformation counts as one melee attack/action.

To determine the character's exact animal nature, roll on the following table. The listed abilities are the same as the *Animal Powers* described in the *Mutant Animal* section. **Note:** Animal abilities and bonuses only apply when in animal form.

Lycanthrope Animal Table:

01-20 Bear. Animal Powers: Claws (Climbing and +1D6 damage), Digging; Heightened Senses: Nightvision and Advanced Smell; Teeth: Predator (2D6); plus (special) supernatural P.S., +2D6 to P.S. and 6D6+20 to S.D.C.

21-40 Wolf. Animal Powers: Digging; Heightened Senses: Nightvision, Advanced Hearing, and Advanced Smell; Teeth: Predator (2D6); plus (special) supernatural P.S., leap 10 feet (3 m) high and 15 feet (4.6 m) long, and one additional attack per melee round.

41-60 Rat/Mouse. Animal Powers: Digging, Tunneling and Excavation (all); Heightened Senses: Nightvision, Advanced Hearing, and Advanced Touch; Teeth: Rodent (1D6); plus supernatural P.S. and +3 to save vs poison and disease.

61-80 Big Cat (Lion, Tiger, Leopard, etc.). Animal Powers: Claws (Retractable and +2D6 damage), Heightened Senses: Nightvision and Advanced Smell; Teeth: Predator (2D6); plus (special) supernatural P.S., +1D6 to P.S., +4D6 to S.D.C., leap 20 feet (6 m) high and 30 feet (9 m) long, and one additional attack per melee round.

81-00 Small Cat (Jaguar, Ocelot, Lynx, etc.). Animal Powers: Claws (Retractable and +1D6 damage), Heightened Senses: Nightvision, Advanced Hearing and Advanced Smell; Teeth: Predator (2D4); plus (special) supernatural P.S., +1D4 to P.S., +2D6 to S.D.C., leap 15 feet (4.6 m) high and 20 feet (6 m) long, and one additional attack per melee round.

Other Abilities Applicable to all Lycanthropes:

Animal attribute bonuses are only applicable when in mutant form. Any additional superpowers (not animal powers) can be used in either state. Any Unusual Characteristics or other mutant features the hero possesses will be apparent in both forms. Aside from his natural, animal abilities, the character also has a few extra abilities:

Enhanced Healing. The character heals two times faster than a normal human and can regrow lost limbs, fingers, ears or nose in 48 hours!

Add 1D6x10 S.D.C. while in animal form (in addition to any noted for specific animal type, above).

Add 3D6 to Spd. while in animal form.

Disadvantages:

The gravity effects during a full moon or solar eclipse will cause the character to either:

01-50 Lose control of his transformation ability, transforming at random every 1D6x10 minutes. He will be unable to change *back* and forth at will during these times until he is sixth level or higher.

51-00 Lose control of his humanity; is more animal than human, reacting on instinct and emotion rather than rational thought.

Is vulnerable to silver; weapons made of, or coated with silver, inflict double damage.

Animal form is frightening and monstrous looking (wolfman or worse). Horror Factor 12+1D4 (P.B. attribute is not applicable in animal form). It is not easy to conceal or disguise this inhuman appearance.

Magnetism

The power to direct, control, and manipulate aspects of magnetic forces.

1. Attract Metal: The character can attract or pull to him up to 3000 lbs (1350 kg) of iron or iron alloys. To magnetically affect the object, it must have at least a 20% iron/steel composition. The strength of the pull is equal to an attribute of a Superhuman P.S. of 30. Furthermore, the character can also use his power of magnetism to lift and carry such weight with relative ease.

Maximum Weight which can be attracted is 3000 lbs (1350 kg), plus 20 lbs (9 kg) per level of experience. The magnetic force can be focused on one specific target or a 160 foot (48.8 m) area. In the latter case, he attracts everything that has metal. Thus, the character can pull a gun out of somebody's hand, pull somebody to him by the buckle on their belt, pull or tear a car door off its hinges, and so on.

Range: 160 feet (48.8 m) +5 ft (1.5 m) per experience level.

Damage: None, unless the superbeing uses the power to pick up and then throw the object (cancelling the magnetic attraction and repelling it). Heavy objects up to 3000 lbs (1350 kg) can be thrown up to 30 feet (9 m), while those weighing under 200 lbs (90 kg) can be thrown 100 feet (30.5 m); +1 to strike. Impact/crushing damage will vary dramatically, see some guidelines under #2. 2000+ pounds (900+ kg) should do approximately 1D6x100 damage.

Duration: Regulated by the character.

Attacks Per Melee: Each use of the magnetic force counts as one melee attack/action. Using the power of magnetism to lift and throw a heavy metal object counts as two attacks.

2. Hurl or Repel Metal Objects: In many ways, this ability is the reverse of the attract metal power. The character can repel objects which are at least 20% iron. This repelling action sends metal objects flying and can be focused against one specific item, several objects or any small metallic objects within a 20 foot (6 m) radius around the character. To send one or more objects flying, the superbeing must either touch it/them or look at them and will it (must be within 10 feet/3 m of the metal objects). To repel all metal items around him uses up all melee attacks, and they fly off in an uncontrolled manner; no strike bonus — a scattershot type attack. Flying objects can make excellent weapons.

Range: By touch or line of sight within 10 feet (3 m) or 20 foot (6 m) radius around the character.

Maximum flying/throwing distance is 200 feet (61 m) +10 feet (3 m) per level of experience.

Duration: Regulated by the character.

Attacks Per Melee: Equal to the character's total hand to hand melee attacks.

Aimed Shot: +2 to strike with 1-4 items launched at the same target.

Damage from magnetically thrown objects: Varies with the weight and size.

Tiny Items such as paper clips, keys, pens, bottle caps, and similar items, sting when they hit, but do no damage.

Small Items weighing a half pound to one pound inflict 1D4 damage each.

Small Items weighing 2-6 pounds (0.9-2.7 kg) inflict 1D6 damage. If a weapon, dagger, sword, spear, etc. it will inflict the damage normal for that weapon. Bullets magnetically launched, not fired from a gun, will do half their normal damage.

Medium Items weighing 10-25 pounds (4.5-11.3 kg) inflict 2D6 points of damage. If a weapon, dagger, sword, spear, etc., it will inflict the normal damage for that weapon.

Large Items weighing 30-60 pounds (13.6-27.2 kg) inflict 3D6+2 points of damage each.

Heavy Items weighing 70-100 pounds (21.7-45 kg) inflict 6D6+4 points of damage each.

Large or Heavy Items weighing 120-200 pounds (54-90 kg) inflict 1D6x10+6 points of damage.

Large or Heavy Items weighing 210-350 pounds (95-157 kg) inflict 2D6x10 points of damage.

Note: Repelling numerous metal objects is similar to firing a wild gun burst; only a handful of items will hit, but several targets are struck simultaneously.

3. Magnetic Field: By placing a magnetic field around himself the character can stop or deflect metal objects, including thrown items and even automobiles. Speeding automobiles, large missiles, rockets and characters traveling at superspeed (and wearing metal) will see their speed reduced by 50% the moment they enter the magnetic field, which gives the superbeing an opportunity to dodge with a bonus of +2.

The magnetic field will also erase any magnetic tapes (computer and video tapes included), disrupt electrical frequencies, and reduce electrical attacks by half damage.

The character can also use the field to propel himself toward (or away from) any iron object that is equal to or greater than his own body weight. Maximum speed of travel is about 20 mph (32 km), and has a very limited range of 200 feet (61 m) plus 10 feet (3 m) per level of experience. This same ability can enable the character to hover, levitate/rise straight up into the air, or appear to walk in mid-air.

Range: Self (a tight field) or up to a 30 foot (9 m) circle with the character in the center.

4. Magnetic Touch: The character can make a small magnetic field around his hands and/or feet enabling him to climb or cling to metal objects (vehicles, doors, gates, towers, construction beams/girders, etc.) that have at least 20% iron. This magnetic grip is equal to double his normal P.S. making it virtually impossible to pull him or it loose or to lose his grip. Thus he can scale the outside of buildings by using magnetism on the metal girders underneath the concrete or brick facade, cling or climb along the bottom of a helicopter, and so on.

5. Magnetize Objects: The superbeing can make an iron object temporarily magnetic. Magnetized items are much like the kind of magnets available in the commercial market. They are most suitable for attaching to iron or steel objects. The time required to magnetize an object is five minutes per every one pound of weight.

Range: Touch

Duration: 2D4 days.

6. Other Abilities:

Accurately sense magnetic north.

Accurately sense the presence and location of magnets or magnetism up to 1000 feet (305 m) away.

Sense Iron: The magnetic empowered character can sense the presence (and vague location) of iron, steel and iron alloys within a 30 foot (9 m) radius. The exact size of the item or items is impossible to discern. Impressions will be felt as to whether there is much, little, or none. Location will be sensed as nearby or at the edge of the range. This ability can be used to detect objects and ore beneath the ground up to one foot (0.3 m) deep per level of experience.

Is himself impervious to the effects of magnetism from other superbeings; each one's power cancels out the other's.

Mimic

This formidable power enables the superbeing to imitate or "mimic" another person's physical and mental attributes, including psionic powers, super abilities and innate magic abilities derived from enchanted weapons, objects or bestowed. However, the Mimic cannot copy memories, skills, education, spell knowledge/spell casting or experience. Nor can the superbeing copy/absorb mechanical augmentation/implants such as those gained through Bionics or Robotics, nor the skills and training of Hardware or Special Training. Only the raw physical, psychic and/or extraordinary power can be imitated. Thus, while a mimic may copy a super ability, raw physical strength or psionic powers, he does not get that person's knowledge. Instead, he retains all of his *own* memories, goals, skill knowledge, and training. I don't mean to be redundant, but I don't want this power misconstrued as something it is not.

Example: A second level mimic copies the power of a sixth level mutant with the ability of Energy Expulsion. This enables the mimic to fire energy bolts doing damage equal to his sixth level opponent because that's the level of *raw power*. He does not get any of the 6th level bonuses to strike, parry or dodge which may have been developed through experience. Likewise, while the mimic has copied his opponent's entire *physical structure*, including P.S., P.P, P.E., P.B., Spd., S.D.C., Hit Points, and any other super abilities or psionics, the mimicking superbeing still thinks like himself, keeps his own I.Q., M.A., and M.E., and fights and performs skills with the experience and knowledge of a second level character.

The physical appearance and facial features of the mimic generally remains unaltered (he does not duplicate the other character's exact appearance), although unusual physical traits such as wings, odd skin color, horns, tail, natural body armor, altered physical structure, and similar physical traits will appear on the mimic. Furthermore, the mimicking superbeing will retain his own basic features, voice and skills. Of course, he also retains his power to mimic others, however, any other super abilities he may possess are temporarily replaced by the one(s) he is duplicating. He can only use other natural powers when he is not mimicking others.

Range: Touch or anybody within a 100 foot (30.5 m) radius of the superbeing.

The mimic can duplicate a person's raw powers by touching him/her or by being within close proximity (~~60~~ 200 foot/~~18.3~~ 61 m radius). If the character being copied should go beyond the superbeing's radius of influence, the imitated power will fade away.

Duration: Copied super abilities, psionics and physical attributes (including H.P. and S.D.C.) can be maintained as long as the character being mimicked is within the ~~60~~ 200 foot (18.3 m) radius of the mimic.

The imitated powers will disappear within 2D4 minutes after the person being copied steps out of range. However, as long as that individual remains within the ~~60~~ 200 foot (18.3 m) radius, the mimic can retain and use the duplicated powers as long as desired.

Attacks Per Melee: Whatever is normal for the mimic superbeing before any powers are duplicated; i.e. a 2nd level mimic has four attacks per melee round even when using super abilities duplicated from a 6th level superbeing who has six attacks per round. Only the super ability and its level of power are duplicated, including any special bonuses, abilities, and extra attacks per melee round.

The act of mimicking counts as one melee attack but can only be performed once per round. Other abilities or actions can be taken during that period. Each use of a superpower uses up its normal number of attacks per melee round; typically 1-2, but sometimes more.

Switching to mimic a different character's super abilities and raw physical power can be done once every melee round (15 seconds). So the character can switch the powers he's copying when he desires, provided more than one superhuman is within his range of influence.

Power Level: The duplicated super ability or psionic power is the same, in every way, as the character it is copied from. Thus, the power level — range, damage, duration, etc. — is equal to that of the character from which it was duplicated regardless of the mimic's own level of experience. Thus, a high level mimic who duplicates the abilities of a 1st level superbeing has first level powers (but high level personal skills, experience and bonuses), while a low level mimic who duplicates the powers of a high level superbeing will use the super abilities at that high level of power.

The hand to hand combat, attacks per melee round, bonuses from experience, skill proficiencies, memories and expertise of the mimic are unchanged regardless of the level of "power" he duplicates.

Note: If the character whose powers he is duplicating has more than one super ability, the mimic will have them all, but he can only duplicate/mimic one individual at a time. He cannot take one power from one guy and another power from a second or third character.

Saving Throw: None. Those being mimicked are powerless to prevent it. Note that the powers and physical essence of true supernatural beings, including vampires, spirits, entities, demons, gods and alien intelligences, *cannot* be mimicked. God-like superbeings and demigods are not (usually) true, supernatural gods.

Mechano-Link

A bizarre ability that enables the character to link with any kind of machine so that man and machine become one. This means that vehicles respond to a mere thought, adding to their normal mobility, and weapons become more precise.

1. Bonuses using vehicles and machines:

+20% to all piloting skills known to the character. A base skill of 60% to pilot any vehicle not known to the character, including alien ones, via the link.

+20% to all pilot related skills.

+20% to all computer, electrical and mechanical skills.

+2 to strike with modern weapons, including energy weapons. No bonuses on ancient melee weapons (swords, spears, etc.).

60% base skill ability to understand and operate unknown or alien machines.

2. Computer Merge. The character can merge and communicate with any computer system regardless of preventative programs, codes or defenses. The character has the ability to communicate directly with computers and computer-directed machinery. This also includes robots, modern cars (the ones with on-board computers) and computerized factories. The link can be as direct as touching the machine itself, or can be remote if the machine has some kind of modem (telephone) link.

Once the link is established, the character can examine any of the machine's data or programming, and can completely reprogram the machine. Performing a Mechano-Link with a sentient machine, one that has reached the level of self-programming and self-awareness, will mean he can communicate with the machine's artificial intelligence, but cannot seize control of it, reprogram it, or force it to do his bidding. This power does NOT include the ability to command machines.



Multiple Beings/Selves

The character can produce multiple, living, breathing and thinking copies of himself! The copies can be thought of as extensions of the original being! In all cases, the duplicates regard the original as their leader and obey him without question or hesitation.

All copies have the same exact skills, experience points, memory, powers (other than creating more duplicates), and physical traits as the original at the time of duplication. However, clothes and physical possessions are not duplicated; in other words, the duplicate is created totally naked and must acquire his own clothing and equipment. Of course these will typically be provided by the original creator.

Only the original can make copies, this is the only ability not passed on to the duplicates. The copies work well together but can operate independently. When separated, each senses what the others are feeling (fearful, happy, sad, etc.), as well as their general health (sick, injured, dying, etc.) and general location (city, country, near, far). The original being is always the master/leader/commander, and is the only one who can make the others do anything he wants.

Each duplicate is at the same experience level as the original was at the moment they were created and do not grow in experience independently. Nor does the original gain any experience from his duplicates. To completely assimilate the copies' memories and experiences (but not experience points), the duplicate must merge back with his creator.

Note: No duplicate possesses the power to make other duplicates of himself. Furthermore, if the original dies, the dupes disappear. However, they will remain if the original is knocked unconscious or lapses into a coma.

When a duplicate is injured or dies, each of the current copies and the original creator sense it. However, only the originator suffers any permanent side effects.

Injured duplicates, even those on the verge of death, can be reabsorbed by their creator and saved, but the original creator must be within 100 feet (30.5 m) of the copy(s) to do so. Copies are completely restored within 48 hours. Duplicates can only be merged into the original, not into each other. A duplicate cannot refuse merging other than by running away, but this never happens unless the copy has suffered severe trauma, mind control or possession.

Death: If the copy should die, his recent experiences die with him, and the creator will not know who or what killed him or what transpired to lead to his death.

That duplicate is forever lost, cannot be recreated, so if the character was able to make four duplicates, now he can only make three.

Everything the duplicate has experienced is lost.

The original creator permanently loses one P.E. and one P.B. point and 2D4 S.D.C. points.

How Many Duplicates are Possible? Roll percentile dice.

01-50 One copy can be created per every *two* levels of experience, with a maximum of seven at 14th level or higher. At first and second level, only one copy can be made, at fourth level, two completely identical beings, and so on.

51-00 One copy can be created per each level of experience, with a maximum of 15. In this case, the duplicates are all one level below the original when it comes to skills, experience points, memory, and powers (other than creating more duplicates).

Creating copies in an instant. As few as one or as many as all available duplicates can be created in a single melee action (about 2-3 seconds)! Which means an opponent might suddenly find himself facing several opponents where only one had stood moments before.

The advantages of this power are extraordinary! It enables the superhuman to create competent and 100% loyal assistants who are as capable as he is. It allows him to be in one or more locations at a time (no limit in range/distance), create the perfect alibi (I was right here with dozens of witnesses), and many more. The downside is that careless use of this power can cause serious and permanent physical or psychological damage. Ordinary people who witness the duplication process react with a Horror Factor of 6 +1 for each duplicate.

Duration: Indefinite. A duplicate can remain out and about for years, although most characters with this ability use their power carefully and keep the majority of their duplicates inside or near them until needed.

Range: Self. The duplicate appears standing next to the original.

Attacks Per Melee: The creation of one to the maximum number counts as one melee action. Each duplicate possesses the exact same number of attacks per melee round, abilities and experience as their creator.

Multiple Lives

This bizarre, major super ability allows the character to completely and automatically regenerate his physical body shortly after the apparent moment of death! The regeneration occurs when the character is completely dead, not just in a coma or near death. As long as the body is not disintegrated, regeneration will occur, even if dismembered and scattered.

The character's life force/essence is so powerful that it will not easily succumb to death. The moment the physical body dies it turns to dust. The life force then drifts to a reasonably safe location and begins to generate a new body. Scientists speculate the body is formed in a way similar to how a psychic medium can create ectoplasm, only this organic substance becomes real living flesh and turns into the new body identical to the old. The life force, can travel up to 100 miles (160 km) in its search for a safe and isolated location for regeneration. **Note:** Only the body is recreated, not material possessions, weapons, armor, or implants. The recreated body will be perfect in the sense of being disease free, healthy, unscathed, and with all body parts complete and fully functional. The new body will look identical to the previous one, including attributes (other than P.E.), moles and birthmarks. Memories, insanities, and phobias are part of the life force and will be included in the regenerated character. Finally, no additional insanities result when the character dies, since death is actually a normal part of its existence.

The regeneration process takes 6D6 minutes per level of the dead character. Unfortunately, the life force is drained with each regeneration and results in a somewhat weaker character — one experience level lower and minus two points from the P.E. attribute. Reduce Hit Points, skills, and experience points appropriately. Experience points are dropped to the minimum number for that level. Consequently, a ninth level character with a P.E. of 18 would be reborn as an eighth level character with a P.E. of 16 and the regeneration process would last 6D6 minutes times nine; as long as five and a half hours.

The character can regain and exceed the lost level by gaining new experience points in the usual way, however the P.E. is permanently lost.

1. Vulnerabilities:

While in energy form (when seeking a regeneration location), the life force is immune to all attacks. However, while engaged in the act of regeneration, the character is vulnerable and can be destroyed. The swirling mass of ectoplasm and crackling life energy has a character's physical amount of Hit Points. If damage is inflicted upon it during regeneration, and that damage exceeds 33% more than the available Hit Points, the character is slain and the ectoplasm and energy vanishes as if it never existed!

A character's life force is able to regenerate itself 8+1D4 times. The last time is it. To die afterward means final death.

A first level character who dies and comes back to life will be weak and temporarily loses all combat bonuses and one melee attack, and skills are 20% for 3D4 weeks. This is because the life force is simply too weak for a complete regeneration in that early stage in life. Any experience points are obliterated and experience starts at zero.

2. Other bonuses:

Can regenerate missing or damaged limbs and organs in 48 hours; never scars.

Heals twice as quickly as normal humans.

+1D6 to P.E. (a one time bonus).

+10% to save vs coma and death.

Impervious to the effects from a vampire's bite; can't be turned into the undead.

Negate Super Abilities/Powers

The Negation power will momentarily prevent other superbeings from using any of their superhuman powers while they are within range and/or the target of the debilitating attack. The Negation attack is a powerful, psionic type bio-manipulation bombardment that confuses and blocks the parts of the brain that control the super abilities, effectively making them temporarily inert. This ability only affects so-called "super abilities" and is powerless against psionics, magic, mechanical abilities or physical training and skills.

Being knocked out, or in tremendous pain, or forced to concentrate on something else (like an all-out attack) will instantly break the influence of the negation. Of course the character can stop the Negation at any time.

Note: The power of Negation can be used on one specific individual at a greater range, or to blanket an area that will negate the super abilities of any superhuman within its radius of influence.

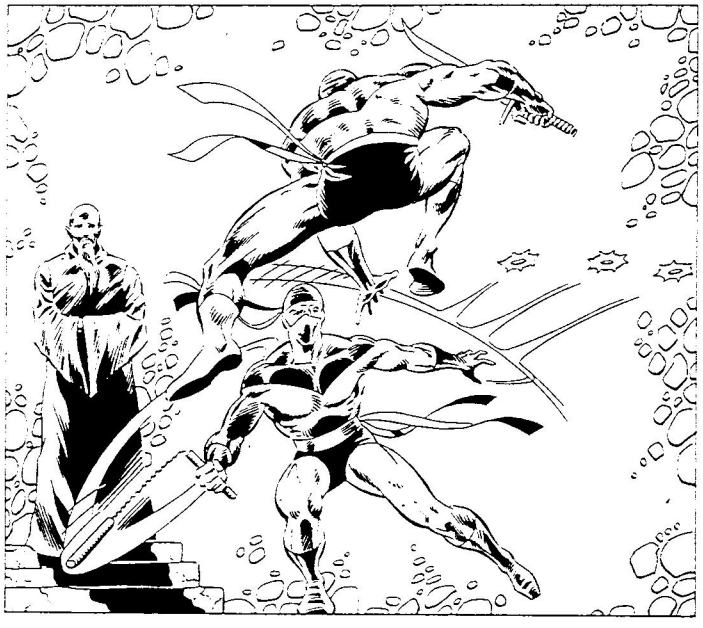
Range: 120 feet (36.6 m) plus 10 feet (3 m) feet per level of experience when focusing on one specific target. A blanket area Negation can affect an area that is a 10 foot (3 m) radius per level of experience. It can be cast up to 60 feet (18.3 m) away or radiate from around the Negator.

Damage: Temporarily negates/stops/prevents super abilities.

Limitations: Does not affect psionics, magic, bionics, or physical attributes/training or skills. Requires concentration and focus.

Duration: While the Negator is concentrating and focused on his target(s).

Attacks Per Melee: The superbeing must concentrate and stay focused on the target of his Negation. This means he can only perform two other actions/attacks per melee (defensive moves not included), unless he drops the Negation attack. Similarly, skill performance is -25%.



Natural Combat Ability

By Aaron Oliver and Kevin Siembieda

A unique ability that enables the character to subconsciously adapt and adjust his fighting style and capabilities to the situation. He can face and use virtually any fighting style imaginable (type of martial arts, boxing, wrestling, etc.) and within 15 seconds, adapt to fight on roughly the same level, using the same techniques and moves. The superbeing can fight in the same style as his opponent, enabling him to counter and strike effectively. Thus, if an opponent has expert hand to hand, the character with the *Natural Combat Ability* fights on roughly the same level (with the bonuses listed below). Likewise, if he encounters a Ninja or alien with an otherworldly style of martial arts, within one melee round, the character will be fighting with a comparable style (but not level of experience). This means he never needs to take any course in hand to hand combat or even self defense, he will simply know how to do these things whenever necessary (when an opponent is a wimp or unskilled fighter, the superbeing with this ability fights in a style roughly equivalent to *Hand to Hand Expert*).

Additionally, the Natural Fighter instinctively and instantly knows how to use most types of weapons, from swords to guns, to energy weapons! He just picks it up and uses it without any need for instruction or training.

Note: A character with this power can not learn any form of Hand to Hand combat or martial arts skill (including boxing and wrestling) nor any Weapon Proficiencies (W.P.). He doesn't feel the need to do so, and is correct, he doesn't.

1. Natural Fighting Ability, Grace and Speed: The Natural Fighter get's the following combat abilities and bonuses regardless of the exact type or style of combat he is using:

+3 Attacks/actions per melee round at first level (five total, to start).

+1 additional attack at experience levels 2, 4, 6, 8, 10, 13, and 15.

+1 on initiative at levels 1, 3, 4, 5, 7, 9, 11, 13 and 15.

+1 to disarm or entangle at levels 1, 3, 5, 7, 9, 11, 13 and 15.

+1 to pull punch at levels 1, 3, 4, 5, 6, 7, 9, 11, 13 and 15. +1 to roll with impact, punch or fall at levels 1, 2, 4, 6, 8, 10, 13, and 15.

Automatic dodge ability; works like a parry in that the dodge is a defensive maneuver that does not count as a melee action!

Back Flip: 72% plus 2% per level

Paired Weapons

Exceptional balance: 70% +2% per level of experience.

2. Damage from Hand to Hand Combat.

Punch does 1D6+2 damage.

Power Punch does 2D6 damage +2 per level of experience, but counts as two melee actions.

Kick attack (ordinary) does 2D4 damage.

Karate-Style Kick does 2D6+2 damage.

Jump Kick: counts as two attacks, automatic Critical Strike.

Jump 10 feet (3 m) high by 15 feet (4.6 m) long; increase the latter by 50% if the character has a running start.

Leap Attack (critical strike).

Head Butt does 1D6 damage.

Knockout/Stun on roll of 19-20.

Judo-Style Throw/Flip, victim takes 2D4 damage and loses initiative and one melee attack.

3. Other Abilities and Bonuses:

+1 to save vs Horror Factor at experience levels 2, 4, 5, 6, 8, 9, 10, 13 and 15.

+1 to save vs possession and mind control at levels 3, 6, 9, 12, and 15.

Can pick up and use any type of melee weapon (sword, spear, club, ax, shuriken, bow and arrow, etc.), as well as modern firearms and energy weapons, and instinctively knows how to use them (how to shoot, reload, clean, etc.)! However, all such weapons are used with only a +2 to strike/shoot (aimed shot) and parry. Rate of fire, when applicable like bow and arrow, is equal to the character's number of attacks per melee round, plus one.

Negative Matter

Negative matter is different from both positive and negatively charged matter (matter/anti-matter). Negative matter exerts a sort of *negative gravity* that repels all forms of matter, both positive and negative energy. Bodies of positive matter and negative matter of the same weight will move away from each other because of gravitational repulsion. Connecting the two will result in continuous movement in the direction of the positive matter, because

the negative matter will push away the positive. This reaction, in turn, attracts the negative. This push-pull reaction is constant and results in acceleration and movement.

A character with this power is able to charge his body with negative matter. This results in the repulsion of positive matter that is equal to or less than the character's body weight/mass. Bullets and other projectiles cannot touch him and suddenly swerve around him (01-50) or ricochet back in the direction from which they were fired (51-00). This also means that punches and kicks thrown in his direction are pushed back like a slingshot — the attacker swings at the character, but as his fist rushes near his face or body, the momentum is turned against him and slings his arm backward (may hit people standing behind or next to him).

Negative matter only repels weight equal to or less than itself. A negative matter character can affect an amount of weight equal to his own body weight. This means people trying to approach him are pushed away unless they weigh significantly more that the negative character. Those who weigh less than the character will find it absolutely impossible to approach or reach the person as long as he is transformed into negative matter.

Any person (or object) that weighs as much as the negative matter being or within 20 pounds (9 kg; more or less) is slowly pushed away and cannot approach any closer than 3D4 feet.

People and objects that weight *half* as much as the character are pushed away to about twenty feet (6.1 m) and cannot get any closer.

All small, light objects fly away from the negative matter being — repelled by the negative force. This means when such a character enters a room, all light items within a 50 foot (15.2 m) radius of the character will fly away from him/her with dangerous results. Likewise, doors will fling open and tables and chairs will skitter across the room.

Items weighing less than five pounds (2.3 kg) fly away at a bullet-like speed up to 600 feet (183 m) and inflict random, unaimed damage like a scatter shotgun blast. Items weighing six to 15 pounds (2.7 to 7.3 kg) are flung about 300 feet (91 m). Items weighing 20 to 50 pounds (9 to 22.6 kg) are flung about 100 feet (30.5 m).

Note: Only characters (or objects) who are 50 pounds (22.6 kg) or heavier can resist the force, but even they see their speed reduced by half. Only characters who are 200 pounds (90 kg) heavier or greater than the negative matter being are not affected and can attack without restriction. The character also has no defense against energy attacks, magic or psionics.

As an offensive weapon, the character can tightly hold an item like a knife or bullet and turn himself into negative matter. This will make the knife want to fly away out of the character's grasp. When the knife or bullet (marble, newspaper, dinner plate, etc.) is released, it will shoot out of his hand and away from him at extreme velocity. Items will do damage relative to their mass. A newspaper, paper clip, plastic cup, rubber ball, computer disk, pencil, pen, remote control and similar items will inflict no more than one or two points of damage. A rock the size of a golf ball, metal ball bearing, spike, dart, fork, butter knife, exacto-knife, scalpel, bullet cartridge and similar items will inflict 2D6 damage. A large item like an ax, sword, spear and so on will inflict their normal damage +2D6 additional points.

Duration: The character can maintain his negative matter form for 5 minutes per level of experience, with a maximum total of one hour per day (24 hour period) per level of experience.

Plant Control

The character can direct, manipulate and grow plants at an astounding level.

1. Animate and Control Plants.

Range: Area of 40 feet (12.2 m) +10 feet (3 m) per additional level of experience, at distances up to 100 feet (30.5 m) plus 10 feet (3 m) per level of experience away.

The character can mentally manipulate all plant life within a 40 foot (12.2 m) radius around him. Thus, he can cause any vines, weeds, shrubs, or trees to trap and ensnare an animal, entangle someone, or cover something. He can also manipulate the larger plants to grab and hold something. Although the limbs of the plants can be made to move and function like hands and arms, they are still restricted by the fact that the plant is rooted in the soil.

This control requires the full concentration of the character, preventing him from taking other actions.

Notes on plants: Since the superbeing is likely to use this ability to impede movement and to attack, here are some basic statistics:

Weeds, grass, soft plants: S.D.C. 1D6, inflicts no damage.

Heavy weeds, vines: A.R. 5, S.D.C. 2D6, damage 1D6 per melee, +2 to strike.

Bushes, shrubs, small trees: A.R. 6, S.D.C. 4D6 + 4, damage from strangle is 2D6 per melee or 1D4 damage for hitting or whipping.

Average trees: A.R. 8, S.D.C. 4D6x10, damage is 2D4 per each hit.

Large trees: A.R. 10, S.D.C. 6D6x10, damage is 4D6 per hit.

Maximum Attacks by a Plant Per Melee: Six. All attacks must be within the character's line of vision.

Entanglement can be utilized within the entire radius of control, even outside the line of vision.

2. Grow Plants: The character can grow most plants and shrubs, from seed to maturity, in 1D4 melee rounds (a minute or less). Trees and large, tree-size plants grow at a rate of 8 feet (2.4 m) per melee round, up to 200 feet (61 m) tall.

The growth is temporary, and the plants will return to their original, normal size within 20 minutes or at the character's command.

3. Alter Wood: The character can alter the strength of wood by increasing or decreasing its S.D.C. This applies to any kind of wood item; doors, ladders, chairs, tables, an area of floor, club, and so on.

Items at one foot (0.3 m) can have their S.D.C. increased or reduced by 10.

Items 2-4 feet (.6 to 1.2 m) can be increased or reduced by 30 S.D.C.

Items or areas of wood 5-10 feet (1.5 to 3 m) can be increased or decreased by 100 S.D.C.

Wood items larger than this are limited to an increase or decrease of 100 S.D.C.

Living wood/trees can be increased or decreased by 25%.

4. Wither Plants:

Range: 20 feet (6 m) away +10 feet (3 m) per level of experience.

Area of Affect: 20 foot (6 m) radius.

Attacks Per Melee: Plants (not large bushes or trees) can be withered once per melee — reduced to one Hit Point and vulnerable to frost, other conditions or additional damage that can kill it.

5. Other Abilities and Bonuses.

Recognize and Identify Plants: 85% +1% per experience level.

+10% to climb trees or vines.

Add 1D4x10 to S.D.C.

Shapechanger

These masters of disguise can actually change all aspects of their physical appearance: height, weight, hair, eyes, skin color, features, etc. Voice imitation is not included, but a 15% bonus can be applied to the imitate voices skill. Large extra appendages, such as wings and extra limbs, cannot be imitated, however, tails, horns, claws, fangs, etc., can all be grown. ALL changes are REAL physical changes, not just clever make-up, which means claws and fangs add to combat damage (use animal abilities stats as guidelines).

A shapechanger can transform into any humanoid creature, including great apes, but not lesser animals.

Size Limit: No smaller than 2 1/2 feet (0.76 m) tall and no larger than 12 feet (3.6 m) tall. No damage or dodge bonuses apply when large or small; the eight attributes remain unchanged.

Other Bonuses and Abilities:

+15% to imitate/impersonate voices.

+15% to disguise skill.

+5% to streetwise skill.

Horror Factor may apply when a monstrous shape is taken, but is rarely more than H.F. 10.

Shrink

The power to shrink blatantly defies the laws of physics, enabling the character to greatly reduce his size and mass.

First, players roll to determine the minimum size the character can shrink down to. The superbeing has total control over his shrinking power and can stop at any size not exceeding his minimum limitation. No, the character cannot reverse the process and grow to giant-size. He can resume his normal size at any time.

Determining Maximum Reduction in Size

Roll	Natuaral Minimum Size	Prowl Ability
01-24	Six inches (15 cm)	55%
25-50	One inch (2.5 cm)	75%
51-75	1/8 of an inch (3 mm)	90%
76-80	Minute speck	99%

In the last case, the character is about the size of the period at the end of this sentence.

The prowl ability only applies when shrunken. If a prowl skill is also chosen, add a 20% bonus to the character's prowl ability when shrunk (except when 1/8 of an inch or smaller; automatically 90% or 99% respectively).

All distances and speeds are reduced from feet or yards to inches.

Determining Mass

Second, the player rolls to determine whether or not the character's mass is altered when reduced. This determination is crucial in defining the character's powers.

Mass Table

01-50 Mass is reduced with size.

51-00 Mass is constant/unchanged.

1. Reduced Mass means that the superbeing's mass/weight is reduced proportional to the size. Reduce the weight by 25% for each 12 inches reduced. At six inches the weight is four ounces; at one inch tall the weight is half an ounce; at one eighth of an inch the weight is a mere fraction of an ounce, and smaller is virtually weightless.

Speed is converted from feet/yards/meters traveled per minute to inches per minute. Six inches tall: Spd x20 = How many inches per minute can be run. One eighth of an inch: Spd x10 = How many inches per minute can be run, and half that if smaller.

Physical strength is also reduced. Six inches tall: P.S. is one half; One inch tall: P.S. is reduced to one third; at one eighth of an inch, P.S. is reduced to one quarter, smaller and P.S. is a mere three points.

S.D.C. & Hit Points: In all cases, S.D.C. is half when the character shrinks even to his maximum miniaturization. Hit Points are unchanged regardless of size, so the minuscule superbeing is incredibly tough and durable for his size.

Bonuses:

+6 to dodge. Also see prowl, above.

Disadvantages: The tiny character is ...

-5 to strike large opponents.

-10 to parry large objects/opponents.

Other abilities of these tiny heroes include the ability to grab onto an animal's fur, shoelaces, pants cuffs, leg hairs, etc., and remain unnoticed. This tactic is often used to get a free ride, but can also be used to hide, spy upon others and make surprise attacks. Likewise, they can hide inside a pocket, a fold in an article of clothing or small container (briefcase, purse, jar, etc.).

At one inch or smaller, the superbeing can glide on air currents/wind, under 8 mph (12.8 km), at a rate of ten feet (3 m) per



melee (15 seconds). Stronger winds are dangerous, preventing controlled gliding. Thus, there is a 01-65% chance of being carried off in the opposite direction up to 1D6x100 yards/meters, as well as a 01-50% chance of being dashed into the ground, a wall, or other object and taking 4D6 points of damage. Roll once every minute to determine the effects of the wind current.

When one inch or smaller, stomping or striking down on the tiny, but disproportionately strong and tough character, does minimal damage, roughly one point of damage for every 1D6 (or six) points of damage that would normally be inflicted. This is because the attacker has difficulty with leverage, surface displacement of energy over a comparatively large area, and because the tiny character will be pushed into grass, carpet, dirt, etc., all of which cushion the force of the blow.

2. Constant Mass: Constant Mass is truly unique, for even though the person shrinks to the size of a fly or dust particle, he retains ALL his original weight/mass and physical strength!

Can you imagine the surprise when an opponent tries to grab the tiny superbeing and can not, because he still weighs 180 lbs (81 kg)? Or an opponent tries to step on the little guy and is instead knocked down or tripped by him?

The character can hold doors closed or objects down by leaning his full weight against them. This also means the diminutive character can try to hold doors or windows shut unseen — "It must be jammed," and even punch people — the equivalent of severely stubbing one's toe or bumping or banging into something (normal punch damage, plus any P.S. bonuses). These are the kinds of things this little titan can do despite his tiny size.

Speed is still reduced because of the character's tiny size. Same as listed under reduced mass.

Physical Strength is unchanged. The tiny character does full normal damage plus any P.S. attribute bonuses. Body blocks and tripping directed at an opponent's feet, ankles and legs are very effective, doing full damage plus a 01-75% of being tripped/knocked down (lose initiative and one melee action, plus may be more vulnerable to the tiny superbeing's attacks. Ignoring the conditions of leverage, the tiny character can throw knives, bricks, objects, overturn tables and chairs, and so on. Range of thrown objects is a maximum of 12 feet (3.6 m).

Wind has no effect on this miniature person; he's basically like a tiny, but heavy stone. Of course this means he *cannot* glide on wind currents or hitch rides on animals or in somebody's pocket (weighs too much), however, he can hitch rides on vehicles such as cars, trucks, trains, airplanes, etc.

Other abilities include leaps of up to 4 feet high and 4 feet (1.2 m) long.

+3 to dodge

Disadvantages: If larger than an inch, he suffers full damage from attacks. If one inch or smaller, he takes half damage from attacks, because the tiny superbeing is harder, heavier and less resilient. Cannot hitch rides in pockets or on animals (too heavy).

Note: Regardless of mass and weight, at maximum miniaturization, attackers will find the character is -6 to strike with a gun, energy blast and most long-range weapons even at close quarters, -3 to strike with punch or hammering blunt attacks, and -4 to strike with a kick or stomping attack (not to mention the tiny character is +3 or +6 to dodge).

Slow Motion Control

The superbeing has the awesome ability to slow or distort time for short periods within a limited range. Time itself will actually slow within the area under his influence. The time distortion is not permanent and time "snaps back" to normal within a few seconds after the character has stopped using his power. Only the character who possesses this ability is unaffected within the area of effect.

1. Slow Individuals and/or Vehicles: The superbeing can slow up to two individuals or one vehicle (car, truck, etc.) per level of experience, for 15 to 60 seconds; 1D4 melee rounds. Victims of the time distortion feel as if they are weighted down and cannot move quickly no matter how hard they try. None of those affected have initiative, plus reduce all combat bonuses, attacks per melee, and speed of the affected persons or vehicle by half. Likewise, damage inflicted by slowed attackers is also half.

Range: Limited to a specific handful of targets up to 140 feet (42.7 m) away, +5 feet (1.5 m) per level of experience; or a 40 foot (12.2 m) radius area affect radiating around the superbeing. Even in this latter case, the character can only slow two individuals or one vehicle (car, truck, etc.) per level of experience, for 1D4 melee rounds. Thus, not everybody in the area of effect will be affected — slowed. As usual, the character can mentally direct the power to slow specific targets.

Duration: 1D4 melee rounds; roll for each character or target affected.

Saving Throw: None; the desired target is instantly affected.

Attacks Per Melee: This aspect of the power can only be used once per melee round, but only counts as one melee attack, so the character can take other actions or attack in other ways during that same melee round.

Note: The character using the time distortion power is not affected by his own power.

2. Split-Second Slowing (Automatic Dodge): The ability to slow time and speed for a split-second to allow the character to determine the path of an adversary's attack (punch, kick, lunge, trajectory of a bullet or thrown item, etc.), and sidestep it. This character can even dodge a bullet or burst of bullets, energy blast or thrown weapon, as long as he can see it and knows it's coming. Roll to dodge with an additional +2 bonus.

An *automatic dodge* works like a parry in the sense that the character can move or twist to dodge/avoid an attack *without* using up a melee attack or action. Roll for each attempt to dodge.

Area Affected: Self; can try to dodge any and all attacks coming from within his line of sight, including peripheral vision (about 180 degrees). The superbeing can also try to dodge attacks from behind which make noise (a screaming charge, whistling wind, etc.), but without benefit of any dodge bonuses.

Duration: Takes a split-second.

Attacks Per Melee: None! The power is constantly in effect (like the ability to hear) and the act of dodging, in this case, does not use up any hand to hand attacks. However, if the character is dodging multiple (3 or more) simultaneous attacks or attacks in rapid succession, the +2 bonus does not apply and the character will use up one melee action for every wave or burst attack he is dodging, whether successful or not.

Bonus: Automatic dodge at +2, as noted previously.

3. Slow Metabolism: This ability allows the superbeing to slow his or another willing or unconscious character's metabolism to extremely low levels. It can be used to simulate death, slow bleeding, or slow the spread/effects of disease, or poison/toxin through the body; half damage and duration from toxins. Adds a bonus of +1 to save vs poison/toxins/drugs and +10% to save vs coma.

Area Affected: Self, or one other character no farther than 40 feet (12.2 m) away.

Duration: As long as the superbeing desires and concentrates. No other attacks or actions are possible while the character is concentrating to slow the metabolism of his own body or another.

4. Mentally Control Clocks/Timers — 85%: The character has the strange ability to mentally slow or stop the internal

mechanisms of clocks, wristwatches, and all timepieces. Comes in handy to prevent the detonation of a timer activated bomb, or to throw off a time release lock on a bank vault.

Range: 100 feet (30.5 m) or by touch.

Area Affected: Up to four different clocks/timepieces within the specified range.

Duration: As long as the character desires and concentrates. No other attacks/actions are possible while the character is concentrating. The clock is slowed (as desired) or stopped completely for the duration. At the duration's end, it resumes its function as normal.

5. Slow Aging Process: This innate and ongoing process slows the ravages of time on the superbeing's face and body. The character will look and feel younger than he really is and doubles the average life expectancy to about 150 years (at 50 he or she will look to be 25, at 100 he or she looks 50).

Range: Self only.

Duration: Constant.

Bonus: A one time bonus of +6 to the Physical Beauty (P.B.) attribute. Take note of attribute bonuses for the ability to impress and charm.

6. Additional Bonuses:

Has an uncanny sense of time and is never late unless he wants to be. Knows the day and time within 1D4 minutes without having to refer to a timepiece.

+3 to save vs time altering powers, magic or effects from others, including kinetic energy attacks that slow things down.

Add one extra attack per melee round.

+1 to initiative at levels 1, 5, and 10.

+1 to strike.

Sonic Power

The ability to manipulate and control aspects of sound.

1. Hear Wider Spectrum of Sound: Loudness or intensity of loudness is measured in decibels. This superbeing can hear even one decibel of sound at a great distance (1000 feet/305 m).

Range: 1000 feet (305 m) +100 feet (30.5 m) per level.

This enables him to:

Estimate the distance of the sound — 50% +6% per level.

Estimate speed of approach/departure — 40% +6% per level.

Recognize the type of sound — 50% +10% per level.

Pinpoint the exact location of sound — 24% +6% per level

Can use sound to reduce the penalties for blindness, activity in total darkness or fighting the invisible. Penalties for being blind or fighting the unseen are reduced by half: -4 to strike, parry and dodge while blind, instead of -8.

Guidelines for the Decibel Scale:

A 20 decibel sound is 10 times louder than a 10 decibel sound; 30 decibels is 100 times louder; 40 decibels is 1000 times louder, etc.

One decibel: The smallest difference between sounds detectable by the human ear.

10 decibels: A light whisper.

20 decibels: A quiet conversation.

30 decibels: A normal conversation.

40 decibels: Light traffic.

50 decibels: Loud conversation.

60 decibels: Shouting

70 decibels: Heavy traffic.

80 decibels: Loud noise, subways, rock concerts.

90 decibels: Very loud; thunder.

100 decibels: Jet plane take-off; temporarily deafening.

140 decibels: Extremely loud, painful, deafening.

Sound waves travel better and faster through solids and water because of the denser molecules. Thus, the character can hear clearly through walls by leaning his ear against the wall or floor.

Note: The range of all hearing abilities is reduced by half in the city during the day, because the ambient noise makes it difficult to focus on specific sounds.

2. Emit High-Pitched Whine: This ability enables the character to emit a high-pitched frequency or whine which will hurt, deafen and distract all who fall prey to it. Victims are -6 on initiative, and -6 to strike, parry and dodge. Victims also take 1D6 points of damage each melee round (subtract damage from S.D.C. first). The only defense is to plug the ears. Plugging ears (both must be plugged) with fingers reduces damage and minuses by half, but also prevents counterattacks that require the use of the hands. Plugging ears with cotton, tissue or cloth reduces the damage by half and penalties by one point. Ear plugs will prevent any damage and reduce penalties to only -2.

Note: The sonic character must concentrate to maintain the sound frequency and can not use any other sonic power simultaneously. However, the character can engage in hand to hand combat without penalty.

Range: 180 feet (54.6 m) +5 feet (1.5 m) per experience level.

Area Affected: 30 foot (9 m) radius, with hero as focal point.

Damage: 1D6 per melee round.

Saving Throw: None; only save is to plug ears.

3. Sonic Boom or Blast: A narrowly focused blast or bolt of concentrated sound waves that hits like a shotgun blast.

Range: 200 feet (61 m) +10 feet (3 m) per experience level.

Duration: Instant

Damage: 1D4x10; +10 damage for any attacks underwater.

Attacks Per Melee: Each Sonic Blast counts as one melee attack.

4. Sonar: This is the emitting of high-frequency sound waves underwater which bounce off objects, returning and indicating the direction and distance of the reflecting objects.

Range: 400 feet (122 m) +100 feet (30.5 m) per level of experience.

The ability Includes:

Interpreting shapes: 50% +8% per level of experience.

Estimating Distance: 60% +8% per level of experience.

Estimating Direction: 50% +8% per level of experience.

Estimating Exact Location: 34% +6% per level of experience.

5. Other Abilities and Bonuses:

+1 on initiative at levels 1, 3, 5, 7, 9, 12 and 15.

+1 to parry and dodge.

+1 to strike.

Add 1D4x10 S.D.C.

Sonic blasts/attacks do no damage.

Resistant to the effects of loud, damaging or otherwise dangerous levels of sound; half the penalties and damage.

Sonic Absorption & Reflection

By Aaron Oliver and Kevin Siembieda

This power allows the character to absorb sound waves and/or redirect them. It will also enable the superbeing to absorb sonic attacks of any form without harm.

1. Sonic Absorption. The superbeing can dampen any dangerous level of sonic energy, loud sound and the resulting shockwave, and reduce them to a harmless, soft level (reduce them by

up to 75%, while he himself is completely impervious to any damaging effects whatsoever). Thus, he can physically block and absorb any sort of sonic blast or shockwave to protect others without harm to himself — the sound shockwave stops with him.

Range: Self and up to a 10 foot (3 m) radius per level of experience.

2. Reflect Sound. The character can "reflect" any type of sound or sonic attack back at his attacker, or "deflect" it harmlessly into the air (must be careful about what's above and around him), or completely absorb it. He takes no damage or penalties from reflecting, deflecting or absorbing the sonic blast. If reflected or deflected, the sonic blast will be 10% less powerful; reduce damage or effect accordingly.

The character can "absorb" the loudest or most dominant sound to make it quieter (can reduce the sound level by 75%), or "reflect" it back from whence it came; a sort of sound feedback. This sound reflection creates an echo effect: the same sound or talking, etc., that was made/said just a couple of seconds ago. This ploy can make talking difficult and/or create confusion, as well as frustration.

3. Sonar and Radar.

Range: 400 feet (122 m) plus 100 feet (30.5 m) per level of experience.

The superbeing can gauge the distance, speed, approximate trajectory and location of solid objects and people via reflected and bouncing sound waves in all directions at once. On land this is radar, underwater, this is sonar. This radar-like sense enables the character to sense/know where things are and navigate in total darkness, and makes him aware of movement all around him, making surprise attacks from behind impossible when this sonic sensing ability is on. **Note:** This Radar/Sonar sense can only be used when the other abilities are not, which means he must turn it on and off as necessary. Otherwise, it can be activated for one hour at a time per level of experience, but is off when asleep or unconscious.

The Radar and Sonar abilities provide the following:

Penalties for being blinded or being trapped in total darkness are only -3 to strike, parry and dodge.

Interpreting Shapes: 50% plus 5% per level of experience.

Estimate Distance: 60% plus 3% per level of experience.

Estimate Direction: 50% plus 5% per level of experience.

Estimate approximate speed and trajectory of a particular moving object or target: 50% plus 3% per level of experience.

Pinpoint Exact Location of something smaller than man-sized: 40% plus 3% per level of experience.

+1 to dodge.

Cannot be surprised by attacks from above or behind when this ability is turned on.

4. Other Abilities and Bonuses:

Immune to the effects of loud, damaging or otherwise dangerous levels of sound; cannot be hurt or deafened, even temporarily.

Sonic blasts/attacks do no damage.

The sense of hearing is about twice as good as a normal human and can filter out any background noises to focus on one particular sound or handful of sounds, i.e. a conversation.

Remembers and recognizes all kinds of sounds. Accurately identifies sounds at 60% +2% per level of experience; roll for exotic, strange or uncommon sounds, not everyday, commonplace sounds.

Sonic Flight

The power to fly at the speed of sound, Mach One. That's approximately 700 mph (1126 km/h), or about one mile (1.6 km) every five seconds and 11.6 miles (18.6 km) per minute. The sonic flight ability also gives the character superior vision, dexterity and reflexes. However, unlike the sonic speed power, the thrust of this ability is flight and not overall speed. Thus, its bonuses are nowhere near as impressive as those with sonic speeds. However, they do offer some other unique abilities.

Other Abilities and Bonuses

+1 melee attack.

Add 3D4x10 S.D.C.

Add 1D4 to P.E. attribute.

+2 on initiative (applies at all times).

+1 to strike while in flight only.

+2 to parry while in flight only.

+6 to dodge while in flight only.

Sonic two-fisted punch (ram style) at 400 mph (643.6 km) or greater inflicts 1D4x10 damage to one's opponent and 3D6 to the sonic character. Counts as two attacks.

Sonic flying body block/ram at 400 mph (640 km) or greater does 2D4x10 damage, plus humanoid opponents weighing under 400 pounds (180 kg) are knocked off their feet and tumble for 2D6 yards/meters, and causes them to lose initiative and two melee attacks/actions. **Note:** Unfortunately, the speeding superbeing also takes 5D6 damage, himself, and the attack counts as three melee actions/attacks.

Extraordinary vision ten times greater than a normal human's (about equal to an eagle), which means a two foot (0.6 m) object can be seen, with perfect clarity, two miles (3.2 km) away.

Nightvision — 1000 feet (305 m).

Maximum Altitude: 45,000 feet (13,716 m).

Unaffected by thin air, high altitudes or G-force under 10.

Can hold his breath for five minutes +20 seconds per experience level.

Resistant to cold (half damage), and can tolerate cold temperatures as low as freezing with no discomfort.

Can go from zero to 700 mph (1126 km/h) in four seconds (the rough equivalent of one melee action) but such acceleration causes a small sonic boom punctuating his departure (unwise for stealth).

Flying is quiet, other than a loud rush or dull whistle of the air like a howling wind. Of course, a quick take-off will cause a sonic boom. However, gliding or flying under 100 mph (160 km) is silent.

Can stop quickly, make sharp turns and hover at will.

Note: The act of taking off and stopping or landing each counts as one melee action.

Sonic Speed

The power to run at supersonic speeds. This means the character can run at the speed of sound, Mach One, or approximately 700 mph (1126 km/h). That is roughly one mile (1.6 km) every five seconds and 11.6 miles (18.6 km) per minute.

In addition to running at incredible speed, the character has sharper vision, quicker reactions and greater dexterity than normal humans. Despite what one might think, superspeed in hand to hand combat requires a comparatively slower, more measured, and controlled pace, but the results are still devastating.

Other Abilities and Bonuses:

+1 melee attack/action per round (15 seconds) at levels 1, 3, 6, 9 and 12.

Add 4D4x10 to S.D.C.

Add 1D6 to P.E. attribute.

+6 on initiative.

+1 to strike.

+3 to parry.

+4 to automatic dodge against hand to hand combat and combat using melee weapons (sword, axe, club, etc.). An Automatic Dodge means the act of dodging does not use up a melee attack or action.

Dodging bullets, energy blasts, projectiles and thrown objects can be attempted, but without benefit of any dodge bonuses; unmodified dice roll only (it's difficult even for a super-fast character to dodge these fast moving, long-range and often silent, or quiet, attacks).

+6 to roll with punch, fall or impact.

+1 to pull punch at levels 1, 3, 4, 5, 7, 9, 11, and 14.

Normal Punch — 1D6 damage.

Fast Punch or Kick — 2D6

Super-Fast Punch — 4D6 damage.

Super-Fast Kick — 5D6 damage.

Super-Fast "Power" Punch or Kick — 1D6x10, but counts as two attacks.

Body block/ram at 400 mph (640 km) or greater does 2D4x10 damage, plus humanoid opponents weighing under 400 pounds (180 kg) are knocked off their feet and tumble for 2D6 yards/meters, and causes them to lose initiative and two melee attacks/actions. **Note:** Unfortunately, the speeding superbeing also takes 5D6 damage, himself, and the attack counts as three melee actions/attacks.

Leaping Ability (with a running start) — 60 feet (18.3 m) high or 100 feet (30.5 m) lengthwise.

Swimming Ability (applicable only if the swim skill is known): Maximum speed is 300 mph (258 knots); can dive 300 feet (91.5 m) and has a maximum depth tolerance of 350 feet (107 m).

Can go from zero to 700 mph (1126 km/h) in four seconds (roughly one melee action) but such acceleration causes a small sonic boom punctuating his departure (unwise for stealth).

Running at superspeed is relatively quiet compared to the roar of a jet engine or race car, but the patter of feet on the ground and the air displacement makes a loud sound of rushing air like the roar of hurricane or tornado winds. Furthermore, a quick take off creates a sonic boom. The wind caused by the superspeed will also whip up clouds of dust and send paper and similar light items whirling in the air as the character runs by or comes to a sudden stop. Running under 100 mph (160 km) is considered quiet; a soft wind sound.

Can stop on a dime and make sharp turns.

Superior vision about five times better than normal humans, which means an 18 inch sign can be read a mile away.

Nightvision — 500 feet (152.4 m).

Note: The acts of taking off and stopping each count as one melee action.



Spin at High Velocity

This superbeing has the ability to spin himself, like a top, at incredible speeds.

1. Spin Self At High Velocity: The character can spin himself at high velocity, but no ground friction is caused because the character is actually riding on a small cushion of air.

Spinning Speed: 220 mph (353 km), plus 20 mph (32 km) per level of experience.

Traveling/running Speed: 100 mph (160 km), plus 10 mph (16 km) per level of experience.

2. Deflect Projectiles and Gas Attacks While Spinning: While spinning, the character is impervious to bullets, thrown weapons (knives, shurikens, arrows, etc.), and all gas attacks. Any projectiles or gases are blown off course by the high velocity winds caused by the superbeing's spinning ability. There is a 01-30% chance of a projectile or gas attack meant for the superhuman being deflected and hitting a comrade or an innocent bystander. Psionics, magic, and energy attacks are not deflected and do full damage. **Range:** Self; **Duration:** Constant while spinning.

3. Create and Control Mini-Tornados: The superbeing creates the tiny tornadoes by spinning in one spot for one melee round (15 seconds), stopping, and sending the swirling wind forward towards a target. The direction and movement of the tornado can be controlled while the creator concentrates on it, but he cannot perform any other melee actions/attacks if he is directing the mini-tornado — each attack of the tornado counts as one of his. However, he can still parry and dodge attacks directed at him without losing control of the mini-tornado. Any retaliatory attacks must come from the twister.

Range: 100 feet (30.5 m) plus 20 feet (6 m) per level of experience.

Duration: One full melee (15 seconds).

Attacks Per Melee: The creation of a mini-tornado uses up all but one attack in an entire melee round. It then exists for one subsequent melee round (15 seconds) after its creation. Each attack of the twister in that subsequent melee round counts as one of its creator's attacks.

Damage: One mini-tornado is strong enough to pick up, hurl, or knock down a man or as much as 300 lbs (135 kg) — this amount is doubled at levels 5 and 10.

Anyone caught by a mini-twister is completely helpless while in the tornado (no attacks, not even mental or magic ones). When the tornado stops/disappears the individual is dropped to the ground and is dizzy and disoriented for 1D4 melee rounds (-2 on initiative, -2 to strike, parry, and dodge and speed is half; poor balance — legs are wobbly). Physical damage is a mere 1D4. A character is "caught" by the twister if touched by it or comes within five feet (1.5 m) of it. In this capacity, the mini-tornado is an area affect attack that snatches up and incapacitates everybody around it within the five foot (1.5 m) radius.

Or the tornado can be used to strike somebody, actually picking them up and slamming or hurling them into a wall, the ground or other solid object. Does 6D6 damage and the victim loses initiative and one melee action! This is an instant attack and counts as one melee attack/action.

4. Fling Fusillade of Small Debris While Spinning: This power enables the character to use his spinning vortex to pick up and hurl pebbles, sand, dirt, dust, paper and garbage. Unfortunately, this ability does not allow for accurate aiming or selective targeting. Both friends and foes will be peppered by the flying debris and tiny particles. Characters without a protective face covering (eyes, nose and mouth) will have difficulty seeing or speaking, because the particles fly in their eyes, nose and mouth.

Range: 100 feet (30.5 m) away, affects a 20 foot (6 m) radius.

Damage: 1D6 and temporarily obscures vision: Victims are -4 on initiative and -4 to strike, parry and dodge.

Attacks Per Melee: The spinning debris cloud uses all the melee attacks of its creator and must be mentally sustained for the entire melee round.

Bonus: Affects all in the radius of its influence.

5. Tunneling Ability: The superbeing has the ability to tunnel through soft earth or sand by spinning at high speeds, like a drill. The friction caused by the character's passage superheats and tightly packs the sides of the tunnel preventing an accidental collapse. The tunnel's height will be the same as the character's height. For every 10 feet (3 m) of tunneling, the character has a 01-30% chance of striking a large rock/boulder, tree roots, metal piping, and/or chunks of concrete causing 3D6 damage to himself as he punches through it or spins around it after the initial impact.

Range: Self; 10 foot (3 m) length of tunnel per level of experience per melee round (15 seconds).

6. Spinning Airborne Leaps: The character can create enough velocity to take off into the air and leap/fling himself 10 feet (3 m) per level of experience into the air and 20 feet (6 m) per level of experience lengthwise. With practice, the height and distance can be controlled as the spinner desires.

7. 360 Degree Vision While Spinning: While spinning, the character cannot be surprised from behind or by most close-range ground attacks, but can be surprised from above. Even when spinning at maximum speed, the character has an excellent sense of direction and speed, and can effectively see in all directions on the ground; normal range of vision as limited by one's surroundings.

Range: Self; equal to normal vision.

Duration: Constant, while spinning.

8. Other Abilities and Bonuses:

Can rise straight up into the air and hover there while spinning; 10 feet (3 m) per level of experience.

Can spin and create a cushion of air to stop himself from falling and to land softly, without harm. Needs at least two seconds of falling time, so this tends to be ineffective on falls less than 80 feet (24.4 m); counts as one melee action.

Excellent sense of balance: 84% +1 per level of experience.

Excellent sense of speed & direction: 80% +1 per level.

+3 on initiative (applicable at all times).

+1 extra attack per melee round.

+1 to strike.

+1 to parry.

+3 to dodge.

+6 to inflict damage from punches, kicks, and body blocks while spinning only. This is in addition to normal damage, P.S. bonuses and/or hand-held weapons.

+2 to save vs impact, punch or fall.

+1 to pull punch.

+1D6 to P.E. attribute.

+25 to S.D.C.

Stretching (elasticity)

This is a very interesting power because it has several, uniquely different, applications. The super ability makes the character's body super-elastic and malleable, enabling him to distort and elongate limbs or the entire body.



1. Stretching Body Appendages: The most notable plus to this aspect of the ability is the vastly increased range of reach, i.e. the character could stretch his body 150 feet (45.7 m) and his arms an additional 20 feet (6.1 m) to punch or grab somebody (or thing) up to 170 feet (51.8 m) away!

Neck: 15 feet (4.6 m)

Finger(s): 5 feet each (1.5 m)

Arm(s): 20 feet each (6.1 m)

Leg(s): 40 feet each (12.2 m)

Body (maximum length): 150 feet (45.7 m)

Nose, ears, toes, only one foot (0.3 m).

2. Stretching Contortions: Use of the superhumanly elastic body to twist and contort into strange, but helpful, shapes.

Flatten the entire body to as little as two inches thick, but like dough flattened by a rolling pin. The body's mass is pushed and spread out to about four feet for every 60 lbs (27 kg) of normal weight. A flattened character can slowly glide on the wind like a big tarp, drop himself on top of one or more opponents to frighten and/or cover them (not really a wrapping or entangling attack as it is an obscuring one; those covered are -2 on initiative, cannot see beyond the large, flat "thing" covering them and lose 1D4 melee actions pushing or pulling free). A flattened character is also more difficult to see if flattened against a wall or floor (+10% to the prowl skill; otherwise a base 50% ability to hide unnoticed, +15% in the dark). This latter tactic can be used to lay in wait and then grab or ensnare 1-4 people when they step onto or in front of the flattened being. Opponents suffer the same penalties and lost time to escape as when the elastic character drops on top of somebody.

Flattening or allowing oneself to be flattened (i.e. run over by a tank or steamroller) will reduce damage from being run over by heavy vehicles or large, heavy falling objects (i.e. the side of a building) to a comparatively tiny 5% of the normal damage for that incident.

A flattened character *may* also be able to slide under some doors or through large cracks.

Condensed ball. Condense the entire body into a compact ball of one and a half feet/18 inches (0.45 m). In this condensed state, the elastic character can better hide ("nothing here but a ball;" +10% to the prowl skill; otherwise a base 45% ability to hide unnoticed, +10% in the dark). As a ball, he can slowly roll or bounce, and is +2 to dodge in this state, but speed is half that of the character's normal running speed.

Escape Artist! The elastic superbeing can squeeze into (and out of) containers and enclosures too small or narrow for normal humans his size; he can fit into an area as small as a duffle bag or beach ball. He can also easily squeeze through bars or pipes as narrow as three inches apart or four inches in circumference. This absolute elasticity and (somewhat limited) malleability also enables the character to contort out of straight jackets, ropes, handcuffs and most conventional means of restraint and confinement equal to a natural escape artist skill with a base proficiency of 60% +3% per level of experience.

Entangle/rope the entire body of an opponent. Wraps his stretched arms (and/or body and legs) around an opponent to completely tie and restrain him as if he were wrapped up, neck to ankles, in rope, chains or cloth. The victim of this restrictive attack cannot move or physically attack (arms and legs are held tight). Furthermore, the tightly bound prisoner has no leverage and the elastic body wrapping is typically done in two or three overlapping layers, meaning the trapped victim needs a combined P.S. that is four times greater than his captor's (the elastic character). Even if he or she and several allies have the combined strength to pull him free, it will take 1D4 +1 melee rounds per level of the elastic superbeing's experience to get completely untangled (remember the elastic character will be flexing his muscles and resisting any attempts at escape). **Note:** If the victim(s) mouth is not covered he can cast spells, talk or shout, and eye beams or psionic powers can always be used. As many as six people can be tied together in this unusual fashion, but the combined P.S. needed to get free is reduced to two times the captor's P.S. if 3-6 people are so bound.

3. Bounceability: The character can puff himself up like a balloon and bounce. In this form, punches, kicks, collisions, explosive force and falls do no damage. The height of a self-initiated bounce from ground level is about six feet (1.8 m), double to triple if deliberately struck or pushed by a powerful superhuman, explosive force or speeding vehicle. Propelling himself with his elongated arms and bouncing will triple his normal speed!

4. Special Maneuvers: Trick moves using the elastic body.

Gliding is possible by flattening one's arms and/or legs, or body, to catch the wind to float on air currents. Average gliding speed is 8 mph (12 km) and requires a wind of at least 10 mph (16 km). The maximum speed possible if dropped from an airplane or great height (3000 ft/914 m or higher) is 20 mph (32 km).

The old rope trick. The elastic character uses his arm, body or arms and body as a lasso to snare an opponent like a lariat. This lasso attack does not entangle the entire body, but lassoes/grabs one limb or the upper torso, possibly pinning both arms to the body. Counts as one melee action/attack.

The squeeze play is a variation on the rope trick in which the snared and entangled opponent is squeezed as the character

contracts his body. This can also be done when a victim is completely entrapped. Yes, this can kill, but good aligned characters will never use this ability to torture or kill, only to restrain and subdue. Damage is 1D4 per each "squeezing action," each of which counts as one melee attack.

5. Other Abilities and Bonuses:

Add 2D4x10 S.D.C.

Add 1D6 to P.E. attribute.

+1 to strike.

+2 to parry and dodge.

+6 to roll with punch, fall or impact.

Projectiles, such as bullets, arrows, and thrown objects, as well as punches and kicks, all do half damage.

Energy, fire, and heat attacks, psionics and magic do full damage.

Horror Factor (optional): 10 when stretching.

Super-Energy Expulsion

By Aaron Oliver and Kevin Siembieda

This power is very similar to the minor energy expulsion powers, but is more powerful and varied, and grants additional bonuses not included with the minor powers.

1. Energy Expulsion: The player must choose what type of energy his character can unleash: Energy, Light, Electricity, Fire, or Sound. The exact nature of the blast depends on the specific type of energy chosen, but the effects and force unleashed are similar. The damage from these blasts can be controlled in increments of 1D6, or the hero can choose to fire a mini-blast, doing only one point of damage. Thus, a fourth level character can unleash a blast that does as little as one point of damage to 1D6 or 2D6 damage, etc., or a full power blast of 7D6! Only the Super-Blast cannot be reduced, it always does maximum damage.

Range: 600 feet (183 m) plus 20 feet per level of experience.

Damage: Normal blast: 3D6 plus 1D6 per level of experience.

Super-Blast: 1D6x10+1D6 per level of experience (+30 damage points for characters 6th level and higher), but must be done as the first attack of a melee round and uses up all but one of the character's attacks/actions for that round.

Duration: Instant

Attacks per Melee: Each normal blast counts as one hand to hand attack. Divided attacks are the same as described under the Minor ability of *Energy Expulsion: Energy.*

Bonuses: +3 for an aimed shot, +1 for shooting wild.

2. Absorb, Channel and Fire Any Type of Energy! The superbeing can momentarily *absorb* massive amounts of energy (the equivalent of something that would inflict 80 points of damage or more), *channel* it through his body (stopping the energy from spreading or zapping out uncontrolled, or from overloading and exploding), and unleash that energy as powerful blasts. This means by standing in a blazing inferno, the character can unleash blasts of fire; by tapping into a generator or grabbing live electrical wires, he can fire electrical blasts; by taking a mega-powerful laser blast he can in turn, fire (in this case, one) a laser blast back; and so on. The ability to fire a different type of energy than usual is limited to how long the character is exposed to the high amounts of energy he is channeling.

Range: 600 feet (183 m) plus 20 feet per level of experience.

Damage: Same as number one, above.

Duration: Instant

Attacks per Melee: Each normal blast counts as one hand to hand attack.

Bonuses: +3 for an aimed shot, +1 for shooting wild.

Deadly Limitation: Every melee round that the superbeing absorbs and channels this powerful and deadly energy, he suffers 2D6 points of damage direct to Hit Points. Thus, if he taps this energy for too long a period, he could die.

Note: This power can also be used to stop and redirect energy that might otherwise overload and explode, or cause tremendous damage all around the energy source as the energy flows unchecked. This is done by absorbing the energy and unleashing it as an energy blast (one for every melee action available to the character) into the air or someplace safe. It is a tactic that can be used to buy precious seconds to save lives and/or buy enough time to turn the energy source off.

3. Aura Effect: Rather than fire an energy bolt, the superbeing can unleash the energy as a spherical "flash" of energy that hits everybody and everything around him, within ten feet (3 m). Usually, some sort of residue will be left from the burst, such as wisps of mist, smoke, ash or frost.

Range: 10 feet (3 m).

Damage: 1D6 +1 per level of experience; plus there is a 01-60% chance that those exposed to the energy flash are temporarily blinded for 3D6 seconds (up to one melee round; -8 on all combat maneuvers while blinded).

Duration: A few seconds; counts as two melee actions.

Bonuses: Automatically hits everything within range.

4. Ricochet Blast: The character can ricochet or bounce his energy blast off of objects to hit a target. For each ricochet, there is a -1 to strike and a -1D6 to the damage. A ricochet shot can only be done as many times as the character has dice of damage; i.e. a character with 4D6 Energy Expulsion: Fire could ricochet three times and still do 1D6 damage to the target when it finally hits. If a shot is ricocheted so that is hits an enemy from behind, then the enemy is at a -4 to dodge (unless he has radar, then no penalty applies).

Each ricochet does 1D6 damage to the object from which it was ricocheted. Shots can be ricocheted off of a person, but the character must make a strike roll and it adds a -2 to strike instead of the normal -1. The same is true of ricocheting the blast off any object smaller than man-sized. Thus, it's best to ricochet a blast off large objects such as walls, doors, desks, automobiles, lamp posts, etc.

5. Other Abilities and Bonuses:

The character is impervious to (no damage from) the energy that is the same as the type he normally expels.

The character only takes damage from all other forms of energy, including sonic blasts/sonic shock waves, fire, heat, and radiation.

The superbeing can cause his eyes, hands, or similar parts to glow, providing up to 60 watts of light, the equivalent of a desk lamp.

Supernatural Strength

The character possesses supernatural strength, incredible raw physical strength that is even more than superhuman. **Note:** Most supernatural beings (vampires, demons, gods, etc.) will possess supernatural strength. Many demigods, godlings, spirits, and lesser supernatural beings are more likely to possess only superhuman P.S.

Bonuses: Add 30 +2D6 points to the regular P.S. attribute roll. Note that physical skills do not add to supernatural P.S., but certain super abilities may.

Can carry 300 times his P.S. in pounds and can lift 500 times!

Fatigues at one tenth the rate of normal humans.

+2 to pull punch.



Supernatural P.S. Damage Table

Note: Add the usual P.S. attribute damage bonus to the damage noted below. The damage bonus can be left off if the character is trying to pull his punch or the attack is only a slap. Also, unless stated otherwise, a bite or head butt will inflict half the normal punch damage (with no P.S. damage bonus).

P.S. 15 or less: Inflicts 1D4 S.D.C. on a restrained punch, 2D4 on a full strength punch, or 3D6 S.D.C. on a power punch (counts as two melee attacks).

P.S. 16 to 20: Inflicts 1D6 S.D.C. on a restrained punch, 2D6 on a full strength punch, or 4D6 on a power punch (counts as two melee attacks).

P.S. 21 to 25: Inflicts 2D4 S.D.C. on a restrained punch, 3D6 on a full strength punch, and 6D6 with a power punch (counts as two melee attacks).

P.S. 26 to 30: Inflicts 2D6 S.D.C. on a restrained punch, 4D6 on a full strength punch, or 1D4x10 on a power punch (counts as two melee attacks).

P.S. 31 to 35: Inflicts 2D6+2 S.D.C. on a restrained punch, 5D6 on a full strength punch, or 1D6x10 on a power punch (counts as two melee attacks).

P.S. 36 to 40: Inflicts 3D6 S.D.C. on a restrained punch, 6D6 on a full strength punch, or 2D4x10 on a power punch (counts as two melee attacks).

P.S. 41 to 50: Inflicts 4D6 S.D.C. on a restrained punch, 1D6x10 on a full strength punch, or 2D6x10 on a power punch (counts as two melee attacks)

P.S. 51 to 70: Inflicts 5D6 S.D.C. on a restrained punch, 2D4x10 on a full strength punch, or 3D6x10 on a power punch (counts as two melee attacks).

Mega-Damage (Rifts®) Note: Characters with supernatural P.S. automatically inflict *Mega-Damage*. See **Rifts® Conversion Book One**, page 26, or **Coalition War Campaign** and select other **Rifts®** titles for the Mega-Damage table. Applicable only in an M.D.C. settting.

Supernatural Damage and Hand Weapons: When wielding a melee weapon, such as swords, clubs and knives, a supernatural being inflicts the weapon damage plus P.S. damage as described in the previous table.

Optional Rule: Normal weapons are in danger of breaking when wielded by somebody with supernatural strength. A good rule of thumb is to assume a weapon is in danger of breaking whenever total damage inflicted exceeds more than three times the weapon's maximum base damage capability. For example, in the case of a 2D6 sword, inflicting more than 36 points of damage in a single attack might break it. Every time that amount of damage is inflicted, there is a 01-25% chance that the weapon will break. Heavy, sturdy weapons, and very well-crafted blades (a master smith's Katana, for example) can withstand 10 times their natural damage capacity (i.e. a 2D6 sword can withstand 120 damage); the odds of their breaking, even when used by somebody with supernatural P.S., are slim. Magical weapons and artifacts are generally indestructible and are at no risk of breaking.

Tentacles

By Aaron Oliver and Kevin Siembieda

A superbeing with this power has the ability to create long, tough tentacles from his body, usually the hair, arms or from the torso are around the arms. These tentacles are under the complete control of the hero and work like an extra pair of arms or prehensile tails.

1. Tentacle Abilities:

Length: 6 feet (2 m) plus one foot (0.3 m) per each level of experience after level one.

Width: 1-6 inches in diameter (the character decides).

Number of Tentacles: The superbeing can create and use one pair (two tentacles) per level of experience. He can elect to make a few or as many pairs of tentacles at a time as he desires.

Tentacle P.S.: Half the character's normal P.S. per tentacle, so if the character had a P.S. of 15, each tentacle would have a P.S. of 8 (round up).

Tentacle S.D.C.: 50; if a tentacle is severed or destroyed (loses all S.D.C.), the character suffers 3D6 damage from his normal S.D.C./Hit Point reserve, loses that one tentacle plus the extra melee attack provided by the *pair*. This tentacle cannot be recreated for 2D6 hours.

Damage: When a tentacle is used to strike (punch or whip), it inflicts 1D6 damage per tentacle used. Several tentacles can be made to strike the same target simultaneously to inflict a dramatic amount of damage, however, roll to strike for each *pair*. A miss means both tentacles in the pair miss and do no damage to the intended target. A successful roll to strike means both in the pair hit and do cumulative damage (each tentacle that hits does 1D6 damage, so a pair does 2D6 damage, two pair 4D6 damage, and so on).

Combat Notes: Each pair of tentacles provides one additional attack per melee round, in addition to the character's normal number of attacks. For example, if the character normally has six attacks per round, but makes three pairs of tentacles, he now has nine attack per round! For each pair of tentacles used to hold or perform some other action (hold a prisoner, carry a package, climb, etc.), the extra attack available to it becomes an "action" that is in use and does not count toward an actual attack.

The tentacles are roughly equivalent to prehensile tails. They can pick up objects, support the character above the ground, grab, pin or tie up an opponent, and even hold and use (with limited ability) melee weapons (clubs, swords, etc.), but strike and parry without benefit of the character's usual bonuses (unmodified dice rolls only). They cannot fire guns.

For a victim to pry lose of an entangling tentacle, the combined P.S. (if more than one person is trying to pry the tentacle loose) must be two points higher than the tentacle. If a pair of tentacles is entangling and holding a victim, the combined P.S. must be four points higher than the combined P.S. of the two tentacles. For example, if the two tentacles holding a victim have a P.S. of 14 each, the combined P.S. necessary to pry both interwoven tentacles apart and free the captive is a P.S. of 32 (14+14+4).

Tentacles can form back into the person's normal skin or hair and become completely unnoticeable. Tentacle S.D.C. heals three times faster than normal.

Teleport

The superbeing can instantly transport himself from one location to another in the blink of an eye.

Weight Limitation: Self and an additional 1000 lbs (450 kg).

Number of Teleports per Melee Round: Roll on percentile:

01-33 Once per round. In this case, the act of teleporting does not use an existing melee action/attack, but counts as an extra action whenever it is used (i.e. normally has five melee attacks, so can make five attack plus teleport as a 6th action).

34-66 Twice per round. Each teleportation counts as one melee attack.

67-00 As often as four times per round (15 ~~minutes~~). Each teleportation counts as one melee attack.

Chances for a Successful Teleport: While teleportation can be very handy, it can also be extremely dangerous, especially if the area one is teleporting to is unknown to him.

Teleporting to a familiar location, or one that is clearly visible from one's starting point: 99%; -6% if 'porting to a place seen live via television or similar actual time transmission.

A place seen only a few times (2-6 times before): 88%.

A place seen only once: 50% +1% per experience level.

A place never seen, but described in detail: 38%.

A totally unknown place: 12%.

Results of an Unsuccessful Teleport

01-60 Totally wrong place. No idea of present location; 3D4 miles beyond the normal range.

61-85 Teleports 300 feet (91 m) above ground level. The ensuing fall does 1D6 damage for every 30 feet (9 m) of height; that's 1D6x10 damage from maximum height.

86-00 Teleports into an object; instant death.

Range: Maximum distance of five miles (8 km).

Duration: Instant

Transferal/Possession

This devastating power enables the character to transfer his consciousness into another person's body. Once inside another's body, he completely takes over, suppressing the consciousness and personality of his host body. The memories and thoughts of the character being possessed are still his own and can not be read by the possessing character. Likewise, the possessed person can not read the thoughts of the superbeing who has temporarily seized control of his body. In fact, the person will have no recollection of events that occur while his body is controlled by another. It will be as if he fell asleep the whole time. Any reports of heroics or uncharacteristic actions will come as a complete surprise.

When inside another's body, the superbeing retains only his own memories, personality and skills. Any super abilities, psionics or special physical attributes are left in his own body and are totally unusable. Only the abilities of the host body can be used. This means, if the body is weak, slow, or physically undeveloped, the usurping invader may find the kind of reaction time, acrobatics and combat he's used to, impossible — this is especially true when seizing control of ordinary humans with one or two attacks per melee round and nonathletic bodies. The possessing character's knowledge of hand to hand combat will increase the number of attacks of an ordinary human to three or four, and provide hand to hand combat bonuses (typically half of normal). However, bonuses the character is used to, from high attributes, super abilities and other physical traits will not apply to the host body. **Note:** The Game Master will help establish the physical condition, aptitude and limits of the host body. Of course, if a superbeing is possessed, the character can use that being's powers and bonuses, but all bonuses are half due to lack of experience with them.

What happens to the character's real body while he possesses another body? Good question. The body drops into a dreamless, sleep-like trance. Without a mind to control it, the body is just an empty shell. As you might suspect, this leaves it defenseless against attacks and the elements. Thus, it is wise to leave the body with friends who can protect it, or in as safe and hidden a place as possible. **Note:** The abandoned body is totally defenseless against psionics, magic, or being possessed itself (no saving throws apply).

Range: 30 feet (9 m) +10 feet (3 m) per each additional level of experience.

Damage: None from the act of possession, but the invader controlling the body may accidentally (deliberately if evil) use the body for dangerous things and injure or destroy it. The body can die, although the innocent victim gets a +20% bonus to save vs coma and death once the possessor vacates the body.

Duration: The transferal is instantaneous and the character can maintain the possession indefinitely.

Attacks Per Melee: One attempt per melee round, and counts as one melee action whether successful or not.

Saving Throw: Same as psionics. Non-psionics must roll 15 or higher, psionic individuals must roll 10 or higher to save against being possessed.

Other Abilities and Bonuses:

+6 to save vs being possessed himself (counts only when inside his own body).

+2 to save vs all mind control powers, magic and drugs.

Add 1D4 to M.E.

Add 1D4x10 to S.D.C.

Vibration

The manipulation of vibration and air flow.

1. Shock Waves: The superbeing is able to create shock waves to that ripple through the earth to crack sidewalks, walls, buildings, etc. Damage is inflicted to everything within the path of the shock wave.

Range: 120 feet (36.6 m) +10 feet (3 m) per level of experience. The width of the shock wave is six feet (1.8 m). The character can control the range to a few feet or to the maximum distance.

Duration: Instant.

Attacks Per Melee: Each wave counts as two melee attacks.

Damage: 2D6 per each level of experience.

Bonus: +2 to strike.

2. Shock Blast: An amplified bolt of force that can be fired like an invisible concussion blast.

Range: 200 feet (61 m) +10 feet (3 m) per level of experience.

Damage: 4D6 (6D6 underwater).

Duration: Instant.

Attacks Per Melee: Each Shock Blast counts as one melee attack.

Bonus: +4 to strike.

3. Vibrate Through Substances: The character can make his body vibrate so quickly that he is able to pass through solid matter! The only limitations are that he can only vibrate through inorganic (non-living) material, such as rock, concrete, processed wood, steel, etc., and speed is reduced to one third normal.

Range: Self

Duration: As long as necessary, typically 7-15 seconds.

4. Vibrate to Become Intangible: The character can vibrate so fast that any physical attacks, such as bullets, knives, punches, etc., pass harmlessly through him. Energy attacks, fire, electricity, etc., do one third normal damage. **Note:** The character is also semitransparent when intangible.

Range: Self and items on his person

Duration: One minute for every P.E. attribute point.

Attacks Per Melee: Takes the place of all melee attacks and actions while intangible.

5. Feel Vibrations: The character is so sensitive to vibrations that he can physically feel changes in air currents caused by the movement of others. This means he can not be snuck upon or caught by surprise from a nearby opponent (long-range blasts and bullets are effective because of their great speed). This also means the character is like a living motion detector; able to sense the presence of nearby movement and even estimate their numbers and speed of approach. Base skill: 01-66% accuracy +2% per level of experience.

Range: 30 feet (9.1 m) +5 feet (1.5 m) per level of experience.

6. Vibrating Punch: The superbeing can vibrate his hand and forearm to inflict 1D6 points of damage in addition to his normal P.S. and P.S. damage bonuses.

7. Other Abilities and Bonuses:

+4 on initiative.

+1 to pull punch.

+2 to parry.

+2 to dodge.

+2 to roll with punch, fall or impact.

Add 1D6x10 S.D.C.

Double normal speed attribute.

Weight Manipulation

This power enables the character to reduce or increase the mass of organic and inorganic matter. This has dozens of applications. By reducing the weight of objects, he can carry what might normally have been a thousand pounds as if it were 20. On the other hand, he can make a key weigh 100 lbs (45 kg). Making an opponent heavy will slow him down or even cause him to fall through the floor.

Range: Self or other up to 100 feet (30.5 m) +20 feet (6 m) away per level of experience.

Duration: Special

Attacks Per Melee: Each weight manipulation attack counts as one melee attack/action.

Limitations:

1. Each weight increase or decrease attack has a maximum of one hundred pounds. This means, if a character has four hand to hand attacks per melee round, he can opt to use the weight power four times, decreasing or increasing the weight of one particular target up to 400 lbs (180 kg) — 100 lbs (45 kg) per each attack —or divide his attacks by affecting the weight of four different targets.

2. Each attack must be directed at one person or item at a time. No simultaneous, multiple attacks or area affect.

3. Duration is six minutes on someone or thing that has its weight adjusted, or indefinitely if the character is intentionally concentrating to maintain the weight change for a longer period. However, to maintain the weight increase for more than six minutes, the superbeing loses one melee attack per round.

4. Maximum weight increase is 10,000 pounds (5 tons)!

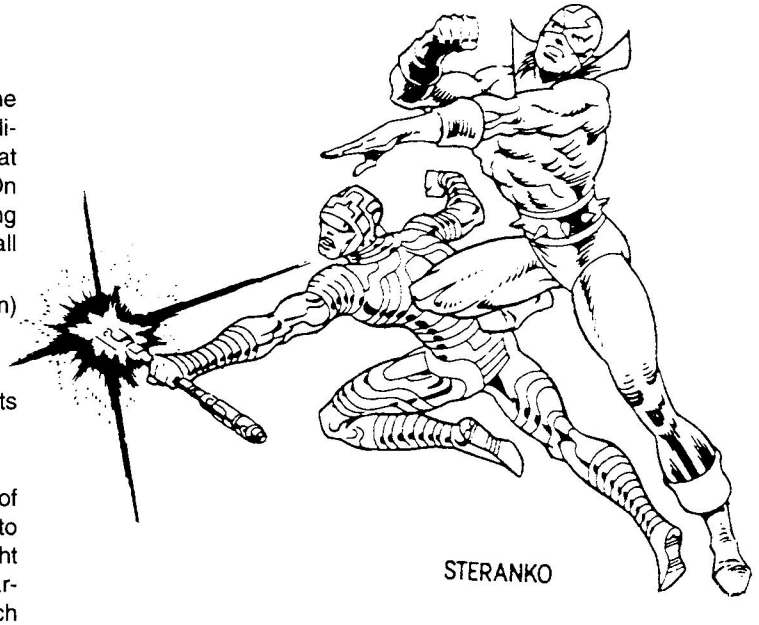
Some Effects of Note:

Weightlessness is being effectively without weight. This means victims of weightlessness will float and bob along 1D4 feet (0.3 to 1.2 m) above the ground, speed is reduced to a speed factor of one, and wind will float them away. Unless the victim possesses some means of flight, gliding, telekinesis, gravity manipulation or magnetism, he is -5 to strike, parry and dodge, and loses one attack per melee round. Worse, damage from the physical blows of the weightless person is 25% their normal damage!

By contrast, the superbeing with this power masters weightlessness and suffers no combat penalties, although his physical attacks only do 25% their normal damage. He can also glide on air currents at speeds of 8-18 mph (12-29 km) in light wind or at the speed of the wind in stronger gusts. No special bonuses apply to gliding flight.

Increased weight will also increase one's S.D.C. 20 per each 100 lbs (45 kg) because of the increased mass. If regulated just right, this can help the superbeing survive many situations, especially if he wishes to become an immovable object himself. The punch of the heavier character does more damage too. Add 1D4 per each 100 lbs (45 kg), to a maximum of 800 lbs (360 kg) or 8D4 damage. After 800 lbs (360 kg) the character can barely lift his arms, all physical attacks/actions are reduced to two per melee round, and speed is reduced to a speed factor of 3. No significant movement is possible beyond 1400 lbs (630 kg). This weight increase can also be used to immobilize an opponent in a minute or less.

Note: The S.D.C. of one's opponent is also increased by 20 S.D.C. per each 100 lbs (45 kg) of weight. Characters from heavy gravity environments may require greater weight for the same effects.





Descriptions of Abilities

Inner Strength Points (I.S.P.)

Every use of a psionic ability temporarily uses up a certain amount of psychic energy we call Inner Strength Points (I.S.P.). Each specific psionic power will indicate exactly how many I.S.P. are required to perform that ability. When a psionic has exhausted all of his I.S.P., he is unable to perform any more psionic feats until he acquires sufficient rest.

Meditation & Recovery of Inner Strength Points

Meditation is a skill/ability automatically known to all psychics. It is the only ability that can be done at any time and costs no I.S.P. to perform. Meditation is not so much a psi-power as it is a mental discipline that enables the psychic to concentrate deeply and focus one's abilities and thoughts. The exact techniques for meditation may vary from focusing on a mental object or notion to chanting or humming a mantra. The result, regardless of technique, is a deep relaxation and focus to achieve insight and harmony into one's self and the world around him.

A relaxing meditative state also offers the following benefits to all psionics: one hour of meditation restores six (6) I.S.P. and is the equivalent of two hours of sleep/rest for the physical body.

Inner Strength Points can also be restored during sleep and/or total relaxation at a rate of two (2) per hour.

Saving Throws Against Psionic Attacks

Psionic attacks which assail the mind, emotions, or physiology of a person can always be fought off through the force of one's own will and mental endurance. Psionic attacks that fall into this category include empathy, empathic transmission, mind wipe, telepathy, hypnotic suggestion and bio-manipulation. Some psionic attacks for which there is no saving throw include levitation, pyrokinesis, telekinesis, presence sense, healing touch, force field, and mind bolt. However, a parry or dodge may be appropriate in some cases, like dodging a mind bolt or telekinetic attack.

All saving throws are made with a 20 sided-die. **Non-psionic** characters must roll a *15 or higher* to save vs psionic attack. **Psionic** characters need to roll a *10 or higher* to save. **Note:** Be certain to add any possible bonuses from the M.E. attribute and/or any other sources of psychic protection.

The Influence of Ley Line Energy

Range and **duration** are increased by 50% when near a ley line (within two miles/3.2 km) and doubled when within one mile (1.6 km) of a *nexus* point.

Damage from psionic energy attacks such as psi-sword, pyrokinesis, electrokinesis, and telekinesis is doubled when within a mile (1.6 km) of a ley line *nexus* point (there's no additional damage from being directly on a ley line or nexus).

Attacks per Melee

Equal to the number of physical, hand to hand attacks (usually 2 to 5).

Psionic Abilities in Animals

Most large mammals seem to have innate, natural psychic senses that warn them about the presence of supernatural forces. As odd as it may seem, animals associated closely with humans on a friend/helper level have the most pronounced psi-abilities. Thus, dogs, cats and horses exhibit the greatest extra-sensory perception.

Each animal has the following abilities: See the invisible, sense evil, sense magic, sixth sense and empathy (receives only). Each ability is an automatic instinct that helps the animals *avoid* the supernatural. **Range:** 600 foot (183 m) area. The animals will sense the use or presence of these forces in the area, including the presence of supernatural and psychic beings, people and creatures. The animal's reactions will always be the same; intense nervousness, jumpiness, whimpering, hissing, growling, howling and alertness when psionic and magic energies are sensed to be nearby. If possible, the animals will try to leave the area if they get the opportunity. Only a loyal canine companion may stay with his human friend/master.

When cornered face to face with the source of magic or supernatural forces, the animal will attack and attempt to flee. A dog or cat will raise the hairs on its back, bare fangs and growl or hiss in a menacing warning. A horse will whine, stomp and rear. If the person or creature does not back off, the animal will attack. The cat and horse will attack only to make a path of escape and to let the unnatural being know that they are aware of its true essence. 60% of the time (01-60), all canines will attack with the intent to kill! The remaining 40% of the time (61-00), the animal will flee. **Note:** Dogs, cats, and other animals *cannot* be trained to sniff out magic or supernatural creatures. Their natural instinct is to run away. They will NOT search out these forces for anybody or any reason, and will flee as soon as the opportunity arises.

Psionics

Note: The number in parentheses indicates the amount of I.S.P. needed to use the psi-power.

Healing

- Attack Disease (12)
- Bio-Regeneration (self) (6)
- Deaden Pain (4)
- Detect Psionics (6)
- Exorcism (10)
- Healing Touch (6)
- Increased Healing (10)
- Induce Sleep (4)
- Lust for Life (15)
- Mask I.S.P. & Psionics (7)
- Psychic Diagnosis (4)
- Psychic Purification (8)
- Psychic Surgery (14)
- Resist Fatigue (4)
- Suppress Fear (8)

Physical

- Alter Aura (2)
- Deaden Senses (4)
- Death Trance (1)
- Ectoplasm (varies)
- Ectoplasmic Disguise (12)
- Float (8)
- Impervious to Cold (2)
- Impervious to Fire (4)
- Impervious to Poison/Toxin (4)
- Levitation (varies)
- Mind Block (4)
- Nightvision (4)
- Resist Fatigue (4)
- Resist Hunger (2)
- Resist Thirst (6)
- Summon Inner Strength (4)
- Spontaneous Combustion (6)
- Telekinesis (varies)
- Telekinetic Punch (6)
- Telekinetic Leap (8)
- Telekinetic Push (4)
- Teleport Object (10)

Sensitive

- Astral Projection (8)
- Clairvoyance (4)
- Empathy (4)
- Mind Block (4)
- Object Read (6)
- Presence Sense (4)
- See Aura (6)
- See the Invisible (4)
- Sense Evil (2)
- Sense Magic (3)
- Sense Time (2)
- Sixth Sense (2)
- Speed Reading (2)
- Telepathy (4)
- Total Recall (2)

Super Psionics

- Advanced Trance State (10)
- Bio-Manipulation (10)
- Bio-Regeneration (super) (20)
- Cure Insanity (30)
- Electrokinesis (varies)
- Empathic Transmission (6)
- Group Mind Block (22)
- Hydrokinesis (varies)
- Hypnotic Suggestion (6)
- Insert Memory (25)
- Invisible Haze (30)
- Mental Illusion (20)
- Mentally Possess Others (30)
- Mind Block Auto-Defense
- Mind Bolt (varies)
- Mind Bond (10)
- Mind Wipe (special)
- P.P.E. Shield (10)
- Psi-Shield (30)
- Psi-Sword (30)
- Pyrokinesis (varies)
- Telekinesis (super) (10+)
- Telekinetic Force Field (30)
- Telemechanics (10)

Healing Powers

Attack Disease

Range: Touch

Duration: Special

I.S.P.: 12

The psychic can reduce the symptoms of disease in a debilitating psionic melding. The psychic touches his patient, linking himself to the sick individual, and draws part of the illness into his own body (this takes 1D4 minutes of concentration). Once the sickness has been drawn into the psychic, it reduces the effects, penalties and normal duration of the disease in the sick individual by half. Likewise, the psychic also exhibits the symptoms and penalties of the disease but also at half the normal severity and his symptoms last only 1D4 hours. This power does not work against magic diseases and curses, as well as lethal and chronic diseases like cancers, tuberculosis, polio Alzheimer's, Parkinson's disease, ebola, and similar.

Bio-Regeneration

Range: Self

Duration: Permanent

I.S.P.: 6

Saving Throw: None

The ability to mentally heal oneself of disease, poison, or physical damage. Unfortunately, this ability is limited to the healing of oneself and cannot help others. The process requires one full minute of concentration, meaning the psychic cannot use any other psionic power during that time. Bio-regeneration does not restore missing limbs, but does restore 2-12 (2D6) hit points, or 3-18 (3D6) physical S.D.C. points per melee round. In addition, when cuts and scrapes are healed through bio-regeneration, there is NO scarring. The psionic can regenerate as often as once every other minute.

Deaden Pain

Range: Immediate proximity; touch or within 3 feet (0.9 m).

Duration: One hour per level of experience.

Length of Trance: Two minutes (8 melee rounds).

I.S.P.: 4

The ability to deaden pain can be used as a painkiller which temporarily negates existing pain or as an anesthetic to be used for surgery.

Detect Psionics

Range: Self; sensing range is 30 feet (9 m) per level of experience.

Duration: One minute per level of experience.

I.S.P.: 6

This is a mental probe that will indicate the presence of psionic energy within the immediate area. The probe can not be used to pinpoint the exact location of the psychic energy nor the level of power other than a vague sense of weak, medium, or powerful. However, it will indicate whether an individual is psychic when the probe is directed at a specific person (does not reveal the type or strength of the person's powers other than low, medium, or high). It will also indicate whether a group mind block is in effect or if a person is psionically possessed.

Exorcism

Range: Immediate area; touch or within 8 feet (2.4 m).

Duration: Instant, if successful.

Length of Trance: 30 minutes of preparation and 6D6 minutes with the possessed person or animal. **Note**: can only exorcise the living.

I.S.P.: 10

The healer can perform a rite of exorcism that uses psychic energy to expel the loathsome possessing entity, spirit or evil being from its mortal, host body. A completely successful exorcism will free the victim of the supernatural force that controls him and send it back to its own non-earthly world. A partially successful exorcism will drive the evil force out of the possessed person or animal, but does *not* send the damnable thing back to its own dimension. Thus, it can try to possess the healer or flee to wander the world in search of new victims. An exorcism can only be used on living persons or animals whose bodies are inhabited by a supernatural entity or creature.

Roll to determine success for an exorcism at the end of the time period. First, roll to see if the being has been expelled from its victim's body. **Success ratio:** 28%+7% per each additional level of the psychic's experience.

Second, roll to see if the thing is forced back into its own dimension. **Success Ratio**: 21%+7% per each additional level of the psychic's experience. A failed roll means the creature can remain in our dimension, but it must leave the area and can not possess the same individual for at least six months. **Note:** The chance of a successful exorcism against some of the more powerful supernatural beings, like a god, godling or demon lord, is half the usual success rate.

During the exorcism, the possessing force can use whatever powers it may have, as well as physical attacks or any special psychic abilities of its host body. Fortunately, the rite of exorcism weakens the creature, reducing its number of attacks per melee by half. It is wise to always have one or more assistants to help defend against the being's attacks and actions. Sedating the physical host body will immobilize it, but will not prevent the possessing creature from using psychic attacks or its natural powers. Too many assistants or spectators can be a liability, for the creature may attempt to flee by possessing one of them. An exorcism can be attempted on the same individual as often as the psychic desires.

Healing Touch

Range: Touch.

Duration: Instant, with lasting effects.

Length of Trance: Two minutes (8 melee rounds).

I.S.P.: 6

The healing touch is a remarkable healing ability that can instantly heal cuts, burns, bruises and similar physical wounds. The touch restores 2D4 hit points *or* 2D6 S.D.C. The healing touch can only be used on other living creatures, but never on the psychic himself (see bio-regeneration).

Increased Healing

Range: Touch or within 3 feet (0.9 m).

Duration: 2D4 days.

Length of Trance: 1D6 hours.

I.S.P.: 10

The healer is able to stimulate *another* person's healing energies, dramatically increasing one's recuperative powers. Hit points and S.D.C. recovery are double the normal professional treatment rate.

Induce Sleep

Range: Touch or within 6 feet (1.8 m).

Duration: One hour per level of experience (or until awakened).

Length of Trance: Two minutes of preparatory meditation.

I.S.P.: 4

Saving Throw: Standard; plus unwilling victims are +5 to save vs psychic attack.

This is not an offensive ability, but is intended to bring relief, rest, and to help the recuperative powers of those who are ill, exhausted, or suffering from insomnia. The ailing person will fall into a normal, restful sleep from which he or she can be easily roused. Unwilling victims of the induce sleep psi-power get a +5 bonus to save. Furthermore, this power cannot be used against an opponent in combat or who is presently on his feet, alert and active.

Lust for Life

Range: Touch

Duration: 3 rolls vs coma recovery.

I.S.P.: 15

By the laying of hands, the psychic can instill a lust for life into someone who is in a *coma* and apparently dying. This adds a bonus of 6% per each level of the psychic's experience to the comatose character's *recovery from coma rolls.* Example: a second level Psi-Healer adds 12% to the save vs coma, third level 18%, etc. The percentage bonus is subtracted from the coma percentile the character must roll above to survive, *reducing* the risk of a fatality.

Mask I.S.P. & Psionics

Range: Self

Duration: 10 minutes per level of experience.

I.S.P.: 7

This is a psionic power that enables the character to completely mask all spiritual aspects of his psionic energy and powers. Even the aura is temporarily altered. As a result, other psychics, Dog Boys, Psi-Stalkers, and creatures who can sense psionics or see aura will not detect psionics in a character who is masked. However, the masked psychic must "block" himself from the world, which means he cannot use any of his psionic senses or abilities, nor receive empathic or telepathic impressions until he lets the mask go.

Psychic Diagnosis

Range: Touch or within 3 feet (0.9 m).

Duration: Immediate knowledge.

Length of Trance: 2D4 melees of meditation.

I.S.P.: 4

Saving Throw: None

The psychic healer can sense physical pain, external and internal injury, disease and possession with absolute clarity. This pinpoint accuracy enables the character to suggest treatment or to conduct psychic surgery.

Psychic Purification

Range: Touch

Duration: Immediate

Length of Trance: 6D6 minutes of meditation.

I.S.P.: 8 **Saving Throw:** None

The healer can use his abilities to slow a person's metabolism and destroy chemicals, drugs, poisons, and toxins in the body. The effects of the drugs/impurities are immediately halted at the beginning of the meditation, and completely destroyed/negated by its end. Damage sustained prior to the psychic's intervention still exists. This power is ineffective against magic potions, spells and faerie foods.

Psychic Surgery

Range: Touch

Duration: Varies with injury.

Length of Trance: 2D6 minutes of preparatory meditation, plus the duration of the surgery, which is half the time of conventional modern medicine; as is the recovery time of the patient.

I.S.P.: 14

Psychic surgery is used to repair broken bones and internal injuries, the removal of foreign objects (arrowheads, bullets, etc.), or when a character has suffered so much damage that he or she has lapsed into a coma (zero or less hit points). *The recovery from a coma* (near death) is equal to treatment from a modern hospital, and 01-66% when psychic surgery is used. Note that there is absolutely no scarring from psychic surgery and minimal pain (no pain if the deaden pain psi-ability is used). No tools are needed, only the psychic's hands. **Note:** A psychic diagnosis *must* be made before surgery is possible.

Resist Fatigue

Range: Self

Duration: One hour plus 20 minutes per level of experience.

Length of Trance: 1D6 melees of preparatory meditation.

I.S.P.: 4

A mind over matter discipline which enables the character to engage in physical activity without suffering from exhaustion. Although fatigue is temporarily suspended, the psychic will feel extremely tired and may even collapse when the psi-power's time limit lapses.

Suppress Fear

Range: Self or others by touch.

Duration: One minute per level of experience.

I.S.P.: 8

Saving Throw: None

This power temporarily suppresses the chemical and psychological components of fear in the subject. As a result, the character is unable to feel the emotion, even if intellectually, he realizes he is in danger or is facing a terrifying situation. This enables the character to take perfectly rational actions rather than respond with the typical "fight or flight" reactions of those who are frightened. While this power is activated, the character automatically succeeds on any check to resist horror factor, even if magically induced. This power can be used on the psychic himself or on others.

Physical Psionic Powers

Alter Aura

Range: Self

Duration: One hour per each level of experience.

I.S.P.: 2

Saving Throw: None

A truly unique power that many psychic investigators claim is impossible or does not exist. The power enables the psychic to manipulate his physical energy in such a way that it changes his aura. The altered aura will send the wrong message to those who can see auras. Alterations include:

- General level of experience can be made to seem much lower (level 1 or 2) or much higher (2D4 levels higher) than it really is.
- Conceal the presence of psychic powers.
- Conceal level of base P.P.E. (made to seem much lower).
- Conceal the presence of magic.
- Conceal fatigue, sickness, or injury (looks fresh and healthy).

Deaden Senses

Range: 160 feet (48.8 m); line of sight.

Duration: 2D6 minutes; roll for random determination of duration.

I.S.P.: 4

Saving Throw: -1 to save.

This is another form of bio-manipulation, only less severe or noticeable — victims seldom realize they've fallen under the influence of this psionic attack. The psychic is able to induce a physical influence on a single person to make him or her less alert. This is typically used on guards, sentries, and searchers to escape their notice. The victim of this psionic attack momentarily becomes less alert and attentive to the things around him. Small sounds, odors, movements, and details go unnoticed (+10% to the following skills against this befuddled character: camouflage, prowl, palming, pick pockets, cardsharp, forgery and disguise) and the deadened character is slow to react; reduce spd by 10%, -1 on initiative, and -5% on skill performance.

Death Trance

Range: Self

Duration: As long as the psychic senses he must feign death, up to a maximum of four days.

I.S.P.: One

A state of mind over matter that slows the metabolism to such a degree that it creates a temporary state of suspended animation, simulating death. Without hospital facilities, even a medical doctor is likely to believe the character is dead (01-89% likelihood). The effects of drugs, toxins and chemicals are slowed to a crawl, doing no damage or effect, but will take full effect the instant the death trance is stopped (unless treatment is administered first). While in the death-like state, the psychic can not be roused or respond to any type of stimulation, including psychic probes. This means he is incapable of attacking or defending himself in any way until the trance is broken.

Ectoplasm

Range: 40 feet +5 feet per level of experience (12.2 +1.5 m).

Duration: 4 minutes (16 melees) per level of experience.

I.S.P.: Vapor: 6 I.S.P.; Solid: 12 I.S.P.

This mystifying ability enables the psychic to create a slightly luminous, vapor-like substance that is extruded from the pores.

Ectoplasm has two forms: an invisible vapor and a luminous, solid state.

The vapor is a sort of floating, probing finger that can snuff out candles, open doors, knock over or pick up small objects (weighing under 9 ounces/255 grams), tap somebody on the shoulder, rustle leaves and knock on a door. The ectoplasmic vapor can be seen only by its creator, psychics and supernatural beings who can *see the invisible* (or with infrared optic systems). Ectoplasm, although an invisible vapor, has *physical properties*, which means it cannot go through walls or other solid obstructions. Thus, a person walking into an ectoplasm stream may feel a slight sensation, like walking into a spider's web or brushing against a cotton ball. Often a person will unwittingly walk into and snag the stream of floating ectoplasm, pulling or stretching it along without being aware of it. In such cases, the psychic must maneuver the snagged portion to loop around the human obstruction. The creator of the vapor can control the length of the vaporous stream like a floating tentacle. Although the vapor cannot go through solid objects, it can slip through keyholes, cracks under doors or loose seals around a window — if a breeze can blow through the crack, so can ectoplasm. The only drawback is that the character must be able to see the ectoplasm to maneuver it.

The solid state of ectoplasm can be a startling sight, for it is clearly visible to everyone. In this form, the ectoplasm can be shaped into an extra limb, such as a hand, or arm and hand, or tentacle, or even a foot. The ectoplasmic limb appears as a white, slightly luminous appendage connected to a trail of ectoplasm stretching back to its creator like a lifeline of silly putty. The appendage and its connecting line can hover, float, levitate and fly (at a speed of 18). The solid ectoplasmic limb has much greater strength, able to carry, lift or hold up to 40 lbs (18 kg), but can not squeeze through the tiny openings that the vapor can. An opening must be at least the size of a quarter for solid ectoplasm to fit, and then the limb must be turned into a thin tentacle and reformed on the other side of the opening. Solid ectoplasm can also be used to create a face or even a full figure, although detailed features are impossible. Ectoplasmic images may explain apparitions reported during some seances.

Ecto-Combat: The ectoplasm vapor and solid form both have an *automatic dodge* against all attacks directed at any of its parts/length. That means an attempt to hack the middle of the ectoplasmic stream/connecting line will see that portion of the ectoplasm suddenly swerve, loop or bend with a life of its own to avoid the attack. The dodge at the midsection (or anywhere else) does not count as a melee attack/action by the appendage at the other end. The appendage also gets an automatic dodge in addition to its attacks/actions per melee.

A vapor or solid appendage *must* be controlled by its creator at all times (except the automatic dodge); thus, it has the same number of melee attacks/actions as its creator. So, if the psychic has four attacks per melee, the ectoplasm appendage also has four attacks. However, each attack/action by the ectoplasm counts as one of the character's attacks/actions that melee.

The solid ectoplasm appendage is not a great tool for combat. It limits the person's attacks/actions per melee and has a minimal strength equal to a P.S. attribute of 4. An ecto-punch or kick does a mere one point of damage. Damage can be increased by the appendage using any type of hand-held weapon under 40 lbs (18 kg) and less than five feet (1.5 m) in length. Small weapons like daggers, short swords, throwing axes, hammers, clubs, etc., can all be used but at -4 to strike and parry (modern weapons, such as a pistol or revolver, can be used, but are *minus* 10 to strike). **Note:** The *vapor* can not use any weapons weighing more than 9 ounces(255 gm) and can inflict no damage of its own.

Ecto-Combat Statistics

- Vapor and solid get an automatic dodge against all attacks, including multiple or simultaneous attacks.
- +5 to dodge; applies to vapor and solid.
- +1 to parry; applies to vapor and solid.
- +1 to strike; applies to vapor and solid.
- -4 to strike and parry when using a weapon.
- Astral S.D.C. is 40 plus one hit point. Applies to vapor and solid. If the ectoplasm is destroyed the creator takes one hit point and 10 S.D.C. of physical damage.
- Vapor inflicts no physical damage, but can touch, tap or pick up and carry objects weighing 9 ounces (255 gm) or less.
- Solid ectoplasm inflicts one point of damage in combat or by weapon.
- Attacks or actions per melee are equal to its creator's. Each melee attack/action by the ectoplasm, excluding dodges, counts as one of the character's attacks that melee. A pair of ectoplasmic limbs will divide the attack between the two equally.
- Sunlight or bright artificial light (250 watts) reduces the range to half.
- Maximum range possible for vapor and solid is 40 feet (12.2 m) plus 5 feet (1.5 m) per level of experience.
- One full melee (15 seconds) is required to create an ectoplasm vapor or solid appendage.
- Half a melee (7 seconds) is needed to withdraw/return ectoplasm into its creator.

Ectoplasmic Disguise

Range: Self

Duration: 10 minutes per level of experience.

I.S.P.: 12

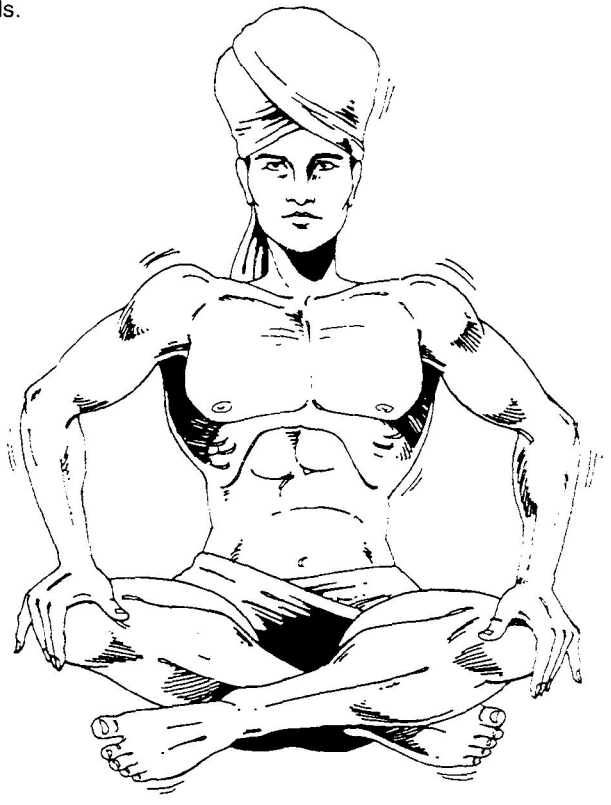
This is an enhanced control over ectoplasm that gives the psychic the ability to cover and disguise his physical features. Ectoplasm is created as normal, with the mysterious pseudo-substance rising from the pores of the skin. Instead of forming wispy tentacles, the ectoplasm covers the face. As it solidifies, it becomes a sort of putty-like material that can be mentally shaped and molded by the psychic. Once the desired shapes and features are achieved, the psychic can make the ectoplasm look like real flesh. The best way to create an ectoplasmic disguise is for the psychic to look at a photograph or a frozen video image and concentrate on that image — the ectoplasm automatically molds into that shape/image, including skin color. Not only can the psychic create a mask to hide his facial features, but he can also change the shape and bulk of his body — adding a pot belly, muscles, a tail or extra eye, etc.

Level of proficiency: 50% +3% per level of experience (add +16% if the character has the disguise skill). This percentage applies primarily when trying to accurately imitate a specific person's identity. In most other cases, the disguise is successful in that it obscures the psychic's true identity.

Problems & Limitations: An ectoplasmic disguise is especially effective from a distance, but does not hold up against close scrutiny. The ectoplasm always has a bit of a "dull" and "pasty" appearance, regardless of skin color. If punched, cut, scraped, etc., the ectoplasmic covering will tear away and, in a matter of seconds, noticeably reform to cover the tear/damage.

The psychic must concentrate on maintaining his disguise, which means his attention is divided and concentration hampered. While the disguise is maintained, the psychic suffers the following penalties: -4 on initiative, and reduce all combat bonuses, attacks per melee, running speed and skill performance

by half! To perform better, the character must relinquish some his control over the disguise with notable results, like features obviously shifting, drooping or even melting. If the character is seriously injured, knocked unconscious or slain, the ectoplasm melts away, turns into floating globs and disappears in a matter of seconds.



Float



Range: Self

Duration: 2 hours

I.S.P.: 8

Saving Throw: None

This ability controls the distribution of body weight and creates a mild telekinetic field which enables the psionic to float effortlessly on water or one foot in the air per level of experience. On the water, the character can float and rest without exerting any physical energy to do so.

Using a psionic float in the air allows the character to sit or lay (or sleep) comfortably above the ground as if on a cushion of air. The only down side is he may get blown away during a strong wind (at least until he cancels the power). Float can also be used to break a fall by slowing the rate of descent until the character is gently hovering above the ground. Roll 1D20 to roll with fall or impact. Using the psionic float, a successful roll means no damage. A failed roll means half damage. Counts as two melee actions.

Impervious to Cold

Range: Self

Duration: 20 minutes per level of experience.

Length of Trance: 1D4 melees for preparatory meditation.

I.S.P.: 2

A mind over matter discipline which enables the character to suffer absolutely no ill effects or discomfort from exposure to even extreme freezing conditions.

Impervious to Fire

Range: Self

Duration: 3 minutes per level of experience.

Length of Trance: 2D4 melees for preparatory meditation.

I.S.P.: 4

Another mind over matter discipline enabling the psychic to endure intense heat, fire, boiling water, hot coals, and so on, without suffering pain, damage or scarring. Magic fires inflict *half* damage.

Impervious to Poison/Toxin

Range: Self

Duration: 2 minutes (8 melees)

I.S.P.: 4

The character can negate the full effects of poisons and toxic chemicals which he has ingested (eaten or drank) or introduced into the bloodstream, as long as he/she has advance knowledge of its deadly properties. A poison, toxin, or drug which has been unknowingly inflicted (and starting to take effect) can be negated too, but will do half damage or effect before it can be completely negated. **Bonuses:** Identify poisons: 30%+4% per level of experience; +2 to save vs poisons and drugs.

Levitation

Range: Up to 60 feet (18.3 m) away.

Duration: 2 minutes per level of experience.

I.S.P.: Small: 2, medium: 6, large: 6 per every 10 pounds of weight.

Saving Throw: None

Levitation is a limited form of telekinesis that can raise an object (or a person) straight up into the air and suspend it there (hover). Small objects weighing two pounds (0.9 kg) or less are the easiest to levitate. Maximum height is eight feet (2.4 m) plus one foot (0.3 m) per each level of experience. Medium-sized objects weighing 3-20 pounds (1.4 to 9.1 kg) are more difficult, requiring greater concentration. Maximum height is six feet (1.8 m) plus one foot (0.3 m) per level of experience. Large objects or people weighing over 20 lbs (9.1 kg) cost six I.S.P. plus one I.S.P. for every 10 lbs (4.5 kg) beyond 20 (.19 kg). Thus, a 125 lb weight (56.7 kg) would require 17 I.S.P. to raise it into the air. Maximum height is 4 feet (1.2 m) plus one foot (0.3 m) per level of experience.

Mind Block

Range: Self

Duration: 10 minutes per level of experience.

I.S.P.: 4 (per each duration period)

This is the ability to completely close or block oneself from all psychic/mental emanations. When intentionally closed to supernatural or psychic forces, the character cannot sense anything, cannot use psychic abilities, nor be influenced by others. A mind block will prevent penetration of telepathy, empathy, hypnotic suggestion and empathic transfer. It can be an invaluable protective mask when dealing with malevolent psychic forces. Adds a bonus of +1 to save vs all psychic and mental attacks.

Nightvision

Range: Self, visual range about 600 feet (183 m)

Duration: 10 minutes per level of experience.

I.S.P.: 4

The psionic can adjust his visual capabilities through a form of bio-manipulation. The eyes are made to become much more light sensitive and basically work on the same principles of mechanical light amplification. The eyes simply amplify existing light, such as candlelight, star and moonlight, to see clearly. There must be some source of light to see (cannot see in total darkness).

Note: If suddenly exposed to light brighter than a single candle, the psychic will be temporarily blinded for 3D4 melee rounds. The nightvision power can also be used to change one's vision to polarized sight, reducing glare as would a pair of polarized sunglasses.

Resist Fatigue

Range: Self

Duration: One hour +20 minutes per level of experience.

I.S.P.: 4

A mind over matter discipline which enables the character to engage in physical activity without suffering from exhaustion. Although fatigue is temporarily suspended, the psychic will feel extremely tired and may even collapse when the psi-power's time limit lapses.

Resist Hunger

Range: Self

Duration: 6 hours

I.S.P.: 2

Another mind over matter discipline that subdues any feeling of hunger, allowing the character to function at full effectiveness without nourishment. It is important to point out that while the psi-power makes the person not feel hungry, the body is burning vital sustenance which could result in malnutrition or starvation. Character loses 3 lbs (1.4 kg) of weight per day. **Note:** A psychic can survive without food for up to 60 days, functioning as normal by continually using resist hunger. On day 61, the character will lapse into a coma. Under this extreme condition, 60 days of food deprivation while still physically active, the character is -20% to save vs coma/death.

Resist Thirst

Range: Self

Duration: 6 hours

I.S.P.: 6

This ability is fundamentally the same as the resist hunger psi-power, except it applies to the consumption of water. It does not negate the long-range damage from dehydration and can result in a coma after 20 days of deprivation.

Spontaneous Combustion

Range: Touch or 10 feet (3 m) and must be in the line of vision.

Duration: Instant

I.S.P.: 6

Saving Throw: None

This pyrotechnic ability enables the psionic to manipulate combustible material, causing it to ignite. Spontaneous combustion creates only the spark to start a fire, not a roaring wall of flame. Combustible material must be present to burn. This power works best on extremely combustible materials such as paper, dry wood, dry leaves, old dry rags, hot coals, lamp oil, and similar items. It cannot be used to set a person's hair or clothes on fire.

Summon Inner Strength

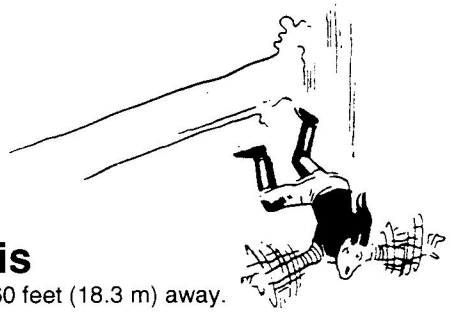
Range: Self

Duration: 10 minutes per level of experience.

I.S.P.: 4

This psi-power enables the character to draw on his inner reserves of strength to ward off pain and fatigue. Every time the psychic calls upon his inner strength, the following bonuses apply:

- Add +10 S.D.C.
- Add +2 to save vs poison or toxins.
- Add +5% to save vs coma/death.
- Fatigue is temporarily forgotten and the character can function as if he was completely rested for the full duration of the summon inner strength power.



Telekinesis

Range: Up to 60 feet (18.3 m) away.

Duration: 2 minutes per level of experience.

I.S.P.: Small: 3, medium: 8, large (over 20 lbs/9 kg): 8 +1 per every 10 lbs (4.5 kg) of weight.

Telekinesis is the ability to move objects without any means other than directed psychic energy. The character can make an object hop, fall, roll, rise into the air, suspend it there (hover) or make it fly across the room.

In order to move an object by telekinesis, the item must be clearly visible, within the psychic's range (60 ft/18.3 m) and the point of focus. The psychic must concentrate on what he is doing, thus each telekinetic feat counts as one of the character's physical attacks. The total number of telekinetic attacks is equal to the character's number of physical attacks per melee; usually 3 or 4. Telekinetic attacks can include hurling an object as if thrown, or causing it to buzz about a room, or to swing and hit with it as if a club controlled by an invisible hand. Several objects can be telekinetically thrown around within the same melee round, but not simultaneously. The psychic can only concentrate on one item at a time. **For Example:** A psychic with four hand to hand attacks per melee can perform four attacks with telekinesis. First, he makes a flower vase fly from the table, aiming it at his opponent's head. Second, he makes the lantern hurl at the guard by the door. Third, the table is suddenly flipped up on end and, fourth, the door flung open. Four melee attacks or actions using telekinesis.

As we can see in the example, telekinesis can be used to do more than making objects fly around. The telekinetic power can be used to open doors, flick switches, press buttons, turn knobs and dials, open windows, make a rocking chair rock, and so on. The range of possibilities is extensive, when you stop and think about it.

It is easiest to move or hurl small objects weighing two pounds (0.9 kg) or less. Maximum height or distance is 60 feet (18.3 m). Medium-size objects weighing 3-20 pounds (1.4 to 9 kg) are more difficult to manipulate and the maximum height or distance

is reduced by half; 30 feet (9 m). Large or heavy objects weighing over 20 pounds (9 kg) are the most difficult to maneuver, reducing maximum height and distance to 15 feet (4.6 m). I.S.P. cost for large, heavy objects is 8 I.S.P. for the first 20 pounds (9 kg) plus one I.S.P. for each additional 10 pounds (4.5 kg) of weight. This means it would cost 19 I.S.P. to move 125 pounds (56.7 kg) —8 I.S.P. for the first 20 lbs +11 I.S.P. for the remaining 105 pounds (47.2 kg).

Combat Bonuses:

- +3 to strike with telekinesis; physical/skill bonuses to strike do not apply when telekinesis is used.
- +4 to parry with telekinesis, by using a controlled object to parry or sheer telekinetic force to block an attack. Counts as a medium, heavy object; costs 8 I.S.P.
- Damage from Hurled Objects:

  Small: 6 ounces to 1 pound (0.17-0.45 kg) — 1D4

  Small: 1.1 to 2 lbs (0.5-0.9 kg) — 1D6

  Medium: 3 to 4 lbs (1.0-1.9 kg) — 2D4

  Medium: 5 to 10 lbs (2.0-4.5 kg) — 3D4

  Medium: 11 to 25 lbs (4.6-11.3 kg) — 3D6

  Large: 26 to 40 lbs (11.4-18.1 kg) — 4D6

  Add 1D6 for each additional 20 lbs (9 kg) of weight.

Note: Telekinesis is not a force field, thus, while it can be used to parry/block a punch, kick, club, knife or even sword, it cannot stop projectiles, arrows, gas/fumes, flying tackles, and similar attacks. Furthermore, a failed roll to telekinetically parry means the psychic did *not* parry and *is* struck by his opponent.

Telekinetic Punch

Range: By touch or one foot (0.3 m) per level of experience.

Duration: Instant

I.S.P.: 6

Saving Throw: None.

This telekinetic power enables the psychic to deliver a powerful force through telekinetic energy that feels like a punch or kick. A telekinetic punch will inflict 4D6 plus P.S. bonus, and a kick will do 5D6 plus P.S. bonus. The I.S.P. is spent whether or not the punch or kick actually hits the target (roll to strike as normal). The power is used in conjunction with a normal, physical attack, so the telekinetic attack *can* be parried or dodged by the enemy. Every time the power is used, the psychic must make a save of 14 or higher, or he will take 1D6 points of damage himself as a result of wrenched muscles or a dislocated joint from the extra strain on his body.

Telekinetic Leap

Range: Self - leaping range is increased by 3 or 5 feet/0.9 or 1.5 m per level of experience.

Duration: One melee attack/action (leap)

I.S.P.: 8

Saving Throw: None

This telekinetic application boosts the person's leaping ability, propelling the psychic an additional 3 feet (0.9 m) for high jumps, and 5 feet (1.5 m) for broad jumps (lengthwise), per level of experience. This power can be used in conjunction with a leap kick attack (damage: 6D6+6 plus P.S. bonuses), but the character will take 2D6 points of damage himself from the hard impact. An acrobatics or gymnastics roll, or a roll with punch, fall or impact, may be needed to land safely after one of these leaps.

Telekinetic Push

Range: By touch or one foot (0.3 m) per level of experience.

Duration: Instant

I.S.P.: 4

Saving Throw: None.

The psychic can effectively create a telekinetic force that pushes away an attacker or anything within range (a door, chair, cart, statue, etc.). The pushing force has the rough equivalent of a P.S. 16 +1 per level of the psychic. The telekinetic push is roughly equal to a body block and does 1D4 S.D.C./hit point damage, will knock most ordinary humans back two yards/meters and has a 01-60% chance of knocking the person off his feet (if so, that character loses initiative and one melee action). Characters weighing more than 200 pounds (90 kg) or who possess robotic P.S. or supernatural P.S. are only shoved a foot or two and there is only a 01-12% chance of being knocked off their feet. Inanimate objects weighing under 50 pounds (22.6 kg) are "pushed" or slid across the ground twice as far, roughly four yards/meters.

Teleport Object

Range: Touch

Duration: Immediate

I.S.P.: 10

Saving Throw: None

This is the ability to cause physical matter to disappear and reappear at a different location. Such teleportation is limited by the level of the psychic. A psionic character can teleport one pound per level of experience a distance of 50 feet (15.2 m) per level of experience. This is one-way teleportation; once sent away, the psychic cannot call it back. It is also helpful to know where one is teleporting the object.

- Teleporting small objects to any place in one's clothes (pocket, purse, sack, backpack, saddlebags) is automatically successful.
- Teleporting it into somebody else's pocket, sack, etc., who is within clear line of sight has an 80% likelihood of success. If in a thick crowd, there is a -20% penalty and a failed roll means it could have been teleported into anybody's pocket!
- Teleporting the object to any open location (not inside a trunk or pocket) that the psychic can *see* clearly, like to another table, the corner of the room, one of the ceiling rafters overhead, etc., is 88%.
- Teleporting the object to a familiar place (a place well known to the character) is also 88%.
- Teleporting the object to an unfamiliar place (has been there only a few times or never paid much attention to the place) has a 60% chance of success.
- Teleporting the object to a completely unknown place (outside the room, down the hall, into the adjoining room, to the surface, etc.) has a 45% chance of success.
- A failed success roll means the teleporter has no idea where the object is — and it could be within a radius anywhere within the character's range.

Sensitive Powers

Astral Projection

Range: Self

Duration: 5 minutes per level of experience.

I.S.P.: 8

Through intense concentration/meditation (4D4 minutes of preparation), the psychic can free his mind, or inner self, from his physical body. This psychic inner self is the astral body, a whitish, transparent, ghostly image of the character's physical form. A long silver thread or *cord* connects the astral body with its physical self. If the cord is severed, the character is likely to die of sudden shock as body and soul are torn asunder. There is only a 30% chance the astral self can locate its physical body without the silver umbilical cord (roll best 2 out of 3).

The physical body lapses into a coma-like trance when the astral self has left it. In this state the body is completely helpless. It can not walk, move or think; it's completely catatonic. Meanwhile, the astral form has the same number of attacks per melee, bonuses, hand to hand, skills, knowledge and psychic powers that he or she has in the material plane.

The hazards are threefold. **First,** if the physical body is killed, the astral body is forever lost and will die, fade away, within six hours. **Second,** if the astral body gets lost or captured while in the astral plane, the body will begin to waste away and die. (**Note:** One minute of time in the physical world can be an entire day or even a week in the astral plane). **Third,** the astral body is vulnerable to psychic attacks and attacks from ghosts, entities and creatures of the Astral Plane (see **Nightbane World Book One: Between the Shadows** for in-depth information about the Astral Plane and the Dreamstream).

There are two levels of astral projection, *coexistence* (physical body and spirit form) in the material world and/or *the Astral Plane* (another dimension). Astral projection from the physical body into the *material world* creates a ghostly specter of the astral self which can be seen only by other psychics, young children under 13 years old, animals and most supernatural creatures. While in astral form, the character automatically gains the ability to float, fly (mach one/670 mph maximum), see the invisible, pass through solid objects, is impervious to physical harm (including cold, heat and energy), and can see and hear as usual. The astral body cannot communicate with the physical world except through telepathy or empathy, nor speak to, smell or touch anything on the material plane. The astral self is little more than a mute, ghostly observer. Of course, this is a great way to locate invisible supernatural entities, as well as spy on people in the material plane (although limited to short sprints. See duration).

Traveling in astral form has its own very special dangers. While the character can see the invisible and other astral travelers, they can also see him. This makes him susceptible to their psychic and astral form attacks; astral travelers can engage in hand to hand combat against other astral beings. The most vulnerable target is the silver cord which is the astral traveler's lifeline to the physical world. Fortunately, the cord has an *Astral S.D.C.* which is two times that of the person's physical hit points and S.D.C. combined! Furthermore, the thread-like silver cord is a difficult target to hit; attackers are -6 to strike. The astral body also has two times the S.D.C. and hit points of the physical body. This means if the character has 18 hit points and 28 S.D.C., both the astral body and its silver cord have 92 Astral S.D.C. each (18+28=46 x2 = 92 each). Remember, magic and psychic powers have full effect on the astral body. This includes exorcism, which will force the astral traveler to leave the immediate area (400 ft/122 m radius) and prevents him from returning for 24 hours.

Entering the Astral Plane is like entering the twilight zone. After a minute of concentration the astral gateway appears as a bright patch of shimmering, white light. Once the astral traveler passes through it, he will find himself in an endless expanse of white light, and rolling, white clouds. There is no up or down, no bottom or top; no north or south, no land or air or sea, just endless, slowly swirling white. Time too, is in a different or altered state, for what would seem to be a week in the Astral Plane is barely one minute in the physical world. Time and space are twisted and distorted, so the astral traveler can travel from one end of our planet to the other, in the blink of an eye, by simply hopping through the Astral Plane. While this may sound wonderful, the Astral Plane has its dangers. **First**, the distortion of space and time makes it extremely difficult to find the material world and one's dormant, physical body. Even trying to follow the silver cord can lead to nowhere.

To return from the Astral Plane to the physical body, roll on the following table: Each roll will determine the astral traveler's state of mind and sense of direction. The percentile dice can be rolled up to three times per melee (15 seconds). The player must roll "definitely certain" to successfully return. The player may keep trying until he succeeds or time elapses.

Location of the Physical Body

Roll Percentile Dice to Return from the Astral Plane

01-30 Hopelessly lost (roll again).

31-50 Uncertain, confused (roll again).

51-76 Fairly certain of location; on the right track (roll again).

77-00 Definitely certain of location. (Whew! Made it Back).

Astral travel with a *partner* is a much safer way to travel, because if one can find his body, he can lead the other one out with him.

Note: Traveling on the material plane in astral form is infinitely easier than travel in the Astral Plane. To find the physical body, the character need only return to where he left it. If it has been moved or hidden, the astral self can sense its location with a 60% chance of success (roll once per melee).

The other danger lies in being attacked by other beings who live in the Astral Plane. Entities and elemental creatures of magic live in that dimension or travel through it. These beings are usually hostile, evil forces. While the astral body can not touch or communicate with the material world, the astral body is quite solid to other inhabitants of the Astral Plane. The astral body is also vulnerable to magic and psychic powers, as well as physical assault by astral entities.

The energy which composes the astral plane is responsive to thoughts and desires. The strongest astral beings can mentally or magically control that energy to mold a small area to look like whatever they imagine (see *Nightbane RPG World Book One: Between the Shadows*). This means that the astral plane is made up of hundreds or thousands or even millions of tiny astral "kingdoms" adrift within the vast whiteness. Exactly what these kingdoms look like is up to the entity that creates it. Some may look like a modern city, other castles or forests, while still others, a frightening landscape. Perhaps this is where legends of visitations to heaven and hell originate? It is always wise to avoid an astral kingdom, because only the most powerful entities and astral beings can create and maintain them.

Clairvoyance

Range: Self; although the image could pertain to people or places thousands of miles away.

Duration: 6D6 melee rounds.

I.S.P.: 4

Base Skill: 58%+2% per level of experience.

Clairvoyance enables the psychic to see or feel glimpses of the possible future. This is achieved through meditation or intense concentration in which the clairvoyant thinks about a particular person, event or place. Add +5% to the base skill if the person involved is a friend or loved one. Clairvoyance is unpredictable and cannot be turned on and off like a light bulb. Sometimes it works (if the roll is under the base skill) and sometimes it does not (when the roll is above the base skill). A failed roll means the psychic received no insight to the future, despite the expenditure of I.S.P.

A clairvoyant trance can be attempted as often as *twice every day*. The message can be a sudden feeling that somebody is in need ("... something's wrong. It's ... it's ... Janet! I've got to see her!") or, more often, a sudden flash of insight — a sudden image that races through the mind. The image is like a brief snippet from a movie or a dream. Often all the details are not clear, but the potential danger is. For example, the psychic character is in a trance or meditation, thinking about his/her friend Janet. Suddenly, the mind is flooded with an image of Janet rushing down a crowded street. It's twilight, like morning or evening. She seems very upset. Janet races into the street, ignoring the traffic. There's a gang of thugs riding down the street like madmen. The squeal of horses (or bystanders). Janet screams. The image ends. Is Janet hurt? Killed? Unknown, but the danger is clear. There are also other hints of information: the time of day, Janet seeming upset, rushing, etc. The glimpse into the future could be twenty minutes, eight hours, 24 hours, or a week. The psychic has no way of knowing. Of course, he has the advantage of recognizing the potential danger as it begins to unfold and may be able to avoid it, stop it, or change the outcome. The image may last a few minutes or be a sudden flash lasting but a few seconds. The flash could be a peculiar noise, insignia, a face, or a specific image like a particular door, object, or person.

It is important to note that sometimes a clairvoyant image will occur unintentionally, without the psychic trying. These most often manifest themselves as dreams or nightmares during sleep. The clairvoyant dream is exactly like the image from a meditative trance described previously. The precognitive flash of the future may also occur unbeckoned while awake, but this is extremely rare. These brief glimpses of the possible future happen because the clairvoyant is acutely attuned to his world. Anything that might hurt or change that world (including people and places) will often be foretold in a flash of insight.

Game Masters: Be careful not to reveal too much. Use the examples provided as a guide. Remember, these are brief glimpses of the possible future, not a motion picture. The psychic cannot engage in any actions, combat or otherwise, during a moment of clairvoyance, or the image will instantly stop. It usually requires 2D4 melee rounds of concentration or meditation before the image occurs. Remember, a failed skill roll means absolutely nothing happens, but still burns up the 4 I.S.P. and time.

Empathy

Range: 100 foot area (30.5 m)

Duration: Two minutes (8 melees) per level of experience.

I.S.P.: 4

Saving Throw: Standard; a save vs empathy means the psychic can not get a clear sense of the emotions of that particular person. To save vs empathy, the person must roll to save once each melee round that the psychic is using empathy. Mind block will prevent any empathic emanations from the blocked person.

Empathy is a psi-ability that makes the psychic aware of, or feel, the emotions of other people, animals and supernatural creatures. The strongest emotions are easiest to sense: hate, anger, terror, love, etc. Probing for emotions can often be used to establish that somebody or something is nearby, but cannot be used to pinpoint an invisible or hiding person/creature. Empathy can be especially helpful in recognizing and communicating with ghosts and other supernatural beings.

Questioning a person/being while using empathy can be very handy in establishing how they are reacting to you. In a limited sense, empathy can be used like a lie detector to see if the emotions match the verbal response. **For Example:** "Did you know the deceased?" The verbal answer is no, but there is a sudden flare of nervousness and fear (or hate or sorrow). This doesn't mean the guy is the killer, but it might mean he is lying about knowing the deceased. Further questions might pull out a strong emotion such as anger or hate (or happiness), which may confirm the psychic's suspicions that this character might be involved in the murder. However, remember that this is, at best, circumstantial evidence and definitely inadmissible in court. Physical proof must be found, but the empathic readings may put characters on the right track. Also, remember that although the empathic psychic is feeling the person's real emotions, he is interpreting their significance. A very nervous person may always radiate fear or anxiety, while a cold-blooded, pathological killer may feel nothing at all and stay calm and cool as he lies through his teeth. The feeling of hate may mean that the person did know the murder victim, or knew of him, and hated him for any number of reasons. That does not mean he killed him. As you can see, interpreting emotions can be a tricky thing.

Haunting ghosts and entities rarely mask their emotions. Thus, the psychic can easily tell if one or more is nearby (within 100 ft/30.5 m) and what it is feeling. "I sense great sorrow." or "Do as it says! It is angry, almost crazed. I think it will carry out its threat if you try to stop it."

Mind Block

Range: Self

Duration: 10 minutes per level of experience.

I.S.P.: 4 (per each duration period)

This is the ability to completely close or block oneself from most psychic/mental emanations. When intentionally closed to supernatural or psychic forces, the character cannot sense anything, cannot use his psionic abilities, nor be psionically influenced by others. A mind block will prevent penetration of telepathy, empathy, hypnotic suggestion and empathic transfer. It can be an invaluable protective mask when dealing with malevolent psychic forces. It also adds a bonus of +1 to save vs all psychic and mental attacks.

Object Read (Psychometry)

Range: Touch

Duration: Varies; usually about 2D6 minutes.

I.S.P.: 6

Saving Throw: None

Base Skill: *Impressions:* 56%+2% per level of experience. *Images:* 48%+2% per level. *Present:* 38%+2% per level of experience.

This uncanny ability enables the psychic sensitive to receive impressions and images from an object regarding its use, history and last owner. This is done by holding the object and concen-

trating on a specific line of thought, or by opening up to a general impression (the latter is always more vague and random). Just as a psychic must open himself to sense evil or magic, he must open himself to the object. If successful, he will receive impressions and/or images revealing bits of information.

Impressions include: General alignment of its last owner (good, selfish, evil), general emotional state of mind (anger, happy, sad, hate filled, confused, etc.), the object's general purpose (what it is used for), whether or not the last owner is living or dead, and whether the item has been used with/by magic or supernatural forces. Object read will also conclusively indicate whether the item is currently enchanted or contains a supernatural force/entity (as well as *its* alignment and emotions). If the item *is* possessed, an object read makes the reader totally vulnerable to possible psychic attack (no bonuses to save) from the force contained inside it.

Images: The psychic can also see images of isolated events which have happened in the past. This will provide brief *snippets* of images and events that will offer glances of the previous owner and others close to him. Traumatic and emotion filled events/images are the easiest to see. Impressions will accompany the images, adding to the story as it unfolds. *Information includes:* approximate age, height, weight, build, race, sex, sometimes occupation, hair color and length; special facial or body features, such as a scar or tattoo or beard (very often the exact facial features are out of focus, blurred or obscured); the object's use/purpose; and some special event, usually very traumatic, important or happy. Often the event image will be fragmented as if it was a piece of movie film edited by a crazy man. The event will always be one in which the object was involved in some way.

The present can also be glimpsed, but costs an additional 4 I.S.P., with no guarantee of success. Sometimes the psychic can focus in to see and feel the last owner at that very moment. This will provide an idea of what is his current state of mind/emotion, appearance/dress, general location (that is to say, a bedroom, office, street, outdoors, etc.; no address or sense of distance is provided), general features (shaved his beard, dyed hair, etc.) and so on. The psychic may be able to identify a place or person by its features, provided he has seen it before or sees it in the near future.

The success or failure of an object read: Roll percentile dice once for impressions and once for images. The roll must fall under the character's base skill ability to succeed. A roll higher than the base skill means failure and the psychic feels and/or sees nothing. Impressions and images are two different things, so *roll for each.* The psychic may get no impressions, but see images or vice versa. The present cannot be seen unless the psychic was successful on at least one of the previous readings of impressions or images. Once an object has been read it cannot be read again by the same psychic, even if he did not see or feel a thing. Of course, the psychic can attempt to object read other items, but each attempt will cost 6 I.S.P.

Presence Sense

Range: 120 foot (36 m) diameter.

Duration: 2 minutes (8 melees) per level of experience.

I.S.P.: 4

Saving Throw: None

Presence sense is a sixth sense which will alert the character to the presence of supernatural and magic creatures in the area. The ability cannot pinpoint the location of the presence, but will give the psychic the impression of whether it is near (within 50 ft/15.2 m) or far (beyond 90 ft/27.4 m). It will also give the character a vague idea of how many presences there are; one (1 or 2), a few (3 to 6), several (7 to 14), or many (15 or more). The psychic will also be able to tell if one or more of the presences are incredibly powerful — applicable only to demon and deevil lords, greater elementals and gods.

The psychic can sense the presence of humans and animals too, but with much less accuracy. Typically, the sensation is one of, "We are not alone." The person's distance is undeterminable and the number of people is limited to a sense of one, two or many (and that is only right 50% of the time).

See Aura

Range: 60 feet (18.3 m) and must be visible.

Duration: 2 melees (30 seconds)

I.S.P.: 6

Saving Throw: None, but a mind block will hide the presence of psychic abilities, the amount of P.P.E., and possession by a supernatural force.

All things, organic and inorganic, have an aura. The aura has many distinctions and can be used to see or sense things invisible to the human eye. Seeing an aura will indicate the following:

- Estimate the general level of experience. Low (1-3), medium (4-7), high (8th and up).
- The presence of magic (no indication of what or power level).
- The presence of psychic abilities.
- High or low base P.P.E.
- Healthy or sick.
- The presence of a possessing entity.
- The presence of an unusual aberration which indicates a serious illness, nonhuman, mutant, or supernatural being in disguise, but does not specify which.

Note: Cannot tell one's alignment from see aura.

See The Invisible

Range: 120 foot (36 m) distance.

Duration: One minute per each level of experience.

I.S.P.: 4

Saving Throw: None

The character can see forces, objects and creatures which can turn, have been turned, or are naturally invisible. Even if the creature has no physical form, the psychic will be able to discern the vaporous image or energy sphere which is the being. This includes ghosts, entities and the astral form.

Sense Evil

Range: 140 foot (42.7 m) radius.

Duration: Two minutes (8 melees) per level of experience.

I.S.P.: 2

Saving Throw: None

This psi-power is a much more refined ability to feel the presence of evil. All supernatural creatures radiate their alignment, good or evil. A psychic sensitive will automatically feel supernatural evil without spending a single I.S.P. However, to get a clearer picture of the evil force(s), the character must open himself and use the sense evil ability.

The sense evil psi-power will indicate the general number of *supernatural evil:* one, a few (2-6), several (7-14), or many (15 or more). It can also register the intensity of the evil and pinpoint the general location of the source(s) to a particular room(s), possessed object or person. It can also indicate distance; i.e. very near (within 15 ft/4.5 m), near (within 50 ft/15.2 m), or far (60 to 140 ft/18.2 to 42.7 m). The character can track the source of supernatural evil, like a bloodhound, by sensing how close it is to him; the stronger the sensation, the closer the creature.

Evil emanations from human beings are much less distinct and cannot be felt unless the source/person has an immediate evil intention, is incredibly evil, is psychotic, or possesses psychic powers (the latter amplifies the evil aura). A mind block will prevent sensing an evil alignment and mask evil intentions.

Sense Magic

Range: 120 foot (36 m) radius.

Duration: Two minutes per level of experience.

I.S.P.: 3

Saving Throw: None

The ability to sense magic is much like the one to sense evil. The psychic can feel magic energy, tell whether it is near (within 20 ft/6.1 m) or far (up to 120 ft/36 m away) and follow the emanations to pinpoint their source as a particular place, room, person or object. **Note:** Invisible beings or objects can only be traced to a general area, like a specific room or corner.

The psychic will also be able to sense whether or not an object has magic powers, if a person or item is enchanted/under a magic spell (this does *not* include psychic powers or possession), or when magic is being used within the sensing area —practitioners of magic do *not* radiate magic energies until they expend magic energy to cast a spell or to activate a ward or circle.

Sense Time

Range: Self

Duration: 15 minutes per level of experience.

I.S.P.: 2

The psychic is able to accurately measure the passage of time, down to within 1D4 seconds. This can be useful when in an environment where the passage of time can be lost, and especially when the character must meet with or do something at a precise moment in time, like gauging exactly when a bomb will detonate, when a switch must be turned on or off, and so on.

Sixth Sense

Range: 90 feet (27.4 m)

Duration: Until the danger passes or happens.

I.S.P.: 2

Saving Throw: None

This power gives the psychic a precognitive flash of *imminent danger* to himself or somebody near him (within 90 ft/27.4 m). The character will not know what the danger is or where it will come from, nor who it will be directed at when in a group. All he will know is that something life threatening will happen within the next 60 seconds (4 melees)! The sixth sense is triggered *automatically,* without the consent of the psychic, whenever his life is in great peril, or the life of somebody he greatly cares about (friend, loved one, etc.). The sixth sense is only triggered by an *unexpected, life threatening* event which is already set into motion and will happen any second. The power *cannot* be called upon at will to sense for traps or ambush. Instead, it works like an automatic reflex. If the character has used all his I.S.P., the sixth sense is temporarily rendered inoperative.

Bonuses:

The sudden flash of insight provides the following bonuses. All bonuses apply only to the initial melee round when the attack occurs.

+6 on initiative roll

+2 to parry

+3 to dodge

The character cannot be surprised by a sneak attack from behind.

Speed Reading

Range: Self

Duration: 3 minutes per level of experience.

I.S.P.: 2

This is the ability to read and comprehend the written word extremely quickly. Reading speed is 30 pages per minute. The psychic will retain the information as he would normally. Highly technical texts will reduce the speed reading by half (15 pages per minute) and may require two readings. The character must be literate to use this power.



Telepathy

Range: Read surface thoughts up to 60 feet (18.3 m) away or two-way telepathic communication up to a distance of 140 feet (32.7 m).

Duration: 2 minutes per level of experience.

I.S.P.: 4

Saving Throw: Conditional. When a person suspects that he is being telepathically probed he can resist, getting the *standard* saving throw. Mind blocks will completely prevent telepathic probes or communications as long as the block is up.

The power of telepathy allows the psychic to eavesdrop on what a person is thinking at a particular moment. This is done by focusing on that one person and picking up on his or her surface thoughts. *Surface thoughts* are those thoughts and musings uppermost in a person's mind. A deep probe into memory is not possible. Although the psychic can read the thoughts of several people, he can only do so by focusing on one person at a time. Simultaneous, multiple mind readings are impossible.

Limited telepathic communication is also possible. The telepath can *send* a directed thought message to one person at a time. The message must be as brief and as clear as possible. Like, "John, I need you immediately. Hurry!" or "Stop! Don't do that." "Come here," "Look Out" or "Press the green button." However, two-way telepathic communication is not possible except between two psychics who both have the power of telepathy.

Total Recall

Range: Self

Duration: Permanent

I.S.P.: 2

The character remembers every word he reads or hears, or everything he sees. Specific blocks of information can be recalled in perfect detail at will. Each block of information costs 3 I.S.P. to recall in absolute detail. If all I.S.P. have been expended, the memory is a little fuzzy, so exact quotes and details may be impossible to recall. *Roll percentile:* 01-50: Remembered in full detail, word for word; 51-80: Details are forgotten, but the full essence of the ideas are clear; 81-00: Can only recall the most basic concepts; no details nor strong comprehension.

Super Psionic Powers

Advanced Trance State

Range: Self

Duration: Up to 8 hours per level of experience.

I.S.P.: 10

Saving Throw: None

This meditation state puts the psychic into a deep trance in which he can heal at double the normal rate and recover 12 I.S.P. per hour. While in the advanced trance state, the psychic actually hovers in mid-air in either a sitting or prone position.

In the alternative, the psychic can put himself in a state of suspended animation or stasis sleep. The character's metabolism slows down to a crawl, roughly one-tenth that of normal, and may appear to be in a coma or even dead. While in stasis, the character doesn't need to eat or drink, he can survive on one-tenth the normal amount of breathable air, and the effects/damage of any toxins, drugs or disease are stopped, giving the body valuable time to fight and destroy it (must remain in stasis for at least two days to do so, otherwise takes effect the instant the psychic awakens). Furthermore, while in this state, the psionic character can sense danger and extreme changes around him, and can wake up in an instant to defend himself.

Bio-Manipulation (The Evil Eye)

Range: 160 feet (48.8 m)

Duration: 4-16 minutes (roll 4D4); the duration is half when used against creatures of magic and supernatural beings.

I.S.P.: 10

Saving Throw: Standard

The psychic is able to induce physical trauma to the nervous system of others by sheer force of will and psychic energy. This psi-power is often known as "the evil eye."

There are seven types of bio-manipulation effects. Each affects only one person per attack and can be used in any combination. Intended victims must be within line of vision or their *exact* location known to the psychic. Each costs 10 I.S.P. to inflict.

This psychic power enables the psychic to temporarily manipulate specific biological functions or conditions in human, animal, and most supernatural life-forms. The duration can be extended 4-16 (4D4) minutes per additional 6 I.S.P.

Blind: Temporarily knocks out the victim's optic nerves, rendering that person quite helpless. Victims are -9 to strike, parry and dodge.

Deafness: Can be caused by manipulating the eardrum. Victims cannot hear anything, and are -6 to parry or dodge attacks from behind. In addition, the shock of suddenly becoming deaf makes them -3 to strike, parry or dodge any attacks, and they automatically lose the initiative while deaf.

Mute: Impairs the victim's vocal cords, making speech impossible. Victims are likely to be shocked and panicked, making them -2 to strike, parry and dodge, but only for the first melee round. Magic that requires the spoken word cannot be performed.

Pain: By manipulating the nerve centers, the psionic can induce terrible pain that shoots throughout the body. Victims are -6 to strike, parry, and dodge, and take one point of damage off their hit points (not S.D.C.) per each minute affected.

Paralysis: Immobilizes the motor part of the brain, causing legs and arms to stop functioning. Victims are completely incapacitated for the duration!

Stun: This attack disorients and confuses its victim. Victims forfeit one attack per melee round, speed is cut by half, and all combat bonuses are reduced by -4.

Tissue Manipulation: Affects the tissues connecting nerve fibers which can cause a variety of effects. By irritating the nerve fibers a victim will suddenly feel itchy, as if suddenly breaking out in a severe rash. Through endothermic manipulation, the victim can be made to suddenly feel cold or hot while everyone around him feels fine. This is done by manipulating the body chemicals which absorb heat. ALL three conditions are more annoying or frightening than physically impairing. In each case, the victims are -1 to strike, parry and dodge, and -1 on initiative.

Saving Throw: Standard; if a character successfully saves against the attack he is not affected at all. This applies to all seven bio-manipulative attacks.

Bio-Regeneration (Super)

Range: Self

Duration: Permanent

I.S.P.: 20

Saving Throw: None

Another bio-manipulation power that enables the psychic to direct his psionic energies to immediately self heal. The character must concentrate for one full minute while his body instantly heals itself. 4D6 hit points and 4D6 S.D.C. points are simultaneously restored at the end of 60 seconds! There is no scarring and the bio-regeneration process can be performed every minute. S.D.C. and hit points cannot be restored beyond the character's normal range.

Cure Insanity

Range: Others by touch.

Duration: Special

I.S.P.: 30

Saving Throw: Standard and automatic; the character saves whether he wants to or not.

Most types of insanity can be cured at least temporarily. Only schizophrenia, organic retardation, insanity caused by brain damage and those inflicted by magic, including curses, cannot be cured with this power. Since the insanity is beyond the subject's control, the character rolls to save vs psionic attack whether he wants to be cured or not.

A successful save vs psionic attack means no cure, but the 30 I.S.P are expended nonetheless. Try again?

If the insane character fails to save vs psionic attack, he is temporarily cured of that particular insanity. There is a 1-10% chance that the insanity will resurface; roll once at the end of every week (7 days) or when the character faces a traumatic situation similar to the one that caused the insanity in the first place. Once it resurfaces, the insanity stays until it is cured again in some way.

Each specific insanity must be targeted and attacked individually. Thus, if a character has three phobias, the psionic must use this power three times and expend 90 I.S.P., provided the subject doesn't successfully save.

The psychic can make the cure *permanent* by permanently spending 2D6 of his I.S.P. base.

Electrokinesis



Range: Varies

Duration: Varies

I.S.P.: Varies

Electrokinesis is a psychic power that allows the psychic to exert amazing physical control over electricity.

1. Electrical Resistance: The psychic can manipulate his body so as to become resistant to electricity. Up to 60,000 volts will inflict no damage or ill effect. Currents greater than 60,000 volts, including lightning and magic electricity, do half damage. **Range:** Self. **Duration:** 3 minutes per level of experience. **I.S.P.:** 4.

2. Electrical Discharge: The character can cause *static* electricity within a six foot (1.8 m) area, as well as emit an electrical discharge by touch. The discharge can be a little jolt (one point of damage) or inflict up to 2D6 damage. Each discharge counts as one of the psychic's attacks per melee round. **Range:** touch or 10 feet (3 m) per level of experience. **Duration:** Instant. **I.S.P.:** 2 per little jolt, or 4 per each discharge (2D6 damage).

3. Manipulate Electrical Devices: Through focused thought, the psychic can enforce a limited control over electrical devices, such as turning off and on light switches, computers, televisions, radios, blenders, flashlights, toys (battery and plug types), and all types of electrically operated devices. He can also manipulate the controls of the device, such as volume, channel selection, tuners, speakers, change speed, dim lights, and so on. A dozen different electrical functions can be manipulated each melee round. This can mean flicking the light off and on six times (12 functions/6 off, 6 on) or turn on the T.V., turn its volume up to the max. and turn on 10 other appliances (12 functions in all). **Range:** 45 feet (13.7 m) +5 feet (1.5 m) per level of experience. **Duration:** Two minutes per level of experience. **I.S.P.:** 4 points. The character does not need to see the devices to manipulate them. He can feel their presence.

4. Sense Electricity: The psychic can sense or feel electricity and pinpoint its exact location with reasonable accuracy. This ability also enables the character to sense approaching electrical and ley line storms. **Range:** 45 feet +5 feet per level of experience (13.7 m +1.5 m/level). **Duration:** Two minutes of extreme sensitivity when he can pinpoint every source of electricity in the area. **I.S.P.:** 2 per every two minutes. **Base Skill:** 55%+5% per each additional level of experience. *A failed roll* means only 1D6x10% of all the electrical devices/sources of electricity could be sensed.

Empathic Transmission

Range: 60 feet (18.2 m)

Duration: 2D6 minutes (2 to 12 minutes)

I.S.P.: 6

Attacks Per Melee: Equal to the individual's physical attacks; usually three or four per melee round.

Saving Throw: Standard

This incredible ability enables the psychic to instill a powerful emotion into another living creature; person, animal or supernatural being. Each psychic attack/transmission can only affect one creature at a time. Several supernatural creatures have this ability or some aspect of it.

Despair or Sorrow: Invokes great emotional upheaval, deep sorrow and a sense of loss. There is a 01-50% chance of the victim surrendering or leaving without a battle; furthermore, victims are -2 to parry and dodge.

Confusion: Disorients the person so badly that he has no sense of direction, time, or of what is exactly going on. Victims are -3 to strike, parry and dodge, and lose initiative completely.

Fear: Invokes unreasoning terror. Victims are -3 to strike, parry and dodge, plus there is a 01-66% chance that those affected will turn and run.

Hate or Anger: Will prompt those affected to act rashly, charge, attack, argue violently, etc. Victims are likely (01-60% chance) to attack, kill, harm, or betray those they dislike; +1 (yes, that's plus) to strike, -1 to parry and dodge.

Love or Peacefulness: Will induce a deep feeling of serenity, dispelling anger, hatred, sorrow, and so on. Hostile opponents are likely (01-60% chance) to reconsider their actions, deciding not to attack, show mercy, leave without being overtly cruel or destructive, halt a rampage, and so on. It does NOT make its victims docile sheep, but curbs hostility.

Trust: Will make its victim believe everything the psionic tells him, but only while under the empathic influence. Life threatening suggestions that go against deep-seated fears or ideal provide an additional saving throw against the suggested action, with a bonus of +3 to save.

Group Mind Block

Range: 120 foot (36.6 m) radius.

Duration: 10 minutes per level of experience.

I.S.P.: 22

The master psionic can instantly erect a mental barrier or mind block to protect himself and those within a 120 foot (36.6 m) radius. The group mind block works just like the individual mind block power. It can be a means of protecting those around the psychic from psionic probes and mind attacks, but it can also be used to prevent outside forces (good or evil) from communicating via telepathy or empathy. Thus, a villainous psychic can use the group mind block for his own evil purposes. Everyone within the 120 foot (36.6 m) radius of effect will be automatically blocked, but the effect is not detectable so they are not likely to know that they are being mind blocked (only a detect psionics will indicate a group mind block)!

Hydrokinesis

Range: Varies

Duration: Varies

I.S.P.: Varies

This ability enables the character to use psychic energy to sense and influence water.

1. Sense Chemical Impurities: The psychic can sense whether or not water, is polluted, drugged or contains other substances. The exact nature of the additive or pollutant may be unknown, but he will know that it is not completely natural.

When sensing water, first roll to determine the purity of the water (crystal clear and drinkable, dirty but drinkable, or fouled and undrinkable/hazardous). **Base Skill:** 70% +2% per each additional level of experience. If polluted, roll to determine the general nature of the pollutant. This will identify whether it is a chemical/drug (not deadly, but will cause a reaction if drunk) or poison (a deadly or harmful toxin if swallowed). **Base Skill:** 35%+5% per each additional level of experience. **Range:** Self; water touches the lips or six inches from the lips. **Duration:** One minute (4 melee rounds). **I.S.P.:** 2 per minute.

2. Boil Water: The psychic can increase the temperature of water raising it to boiling point within one minute (four melee rounds). Up to one gallon (3.8 liters) can be affected. Once set to boiling, it will take the usual amount of time to cool. This power cannot be used to boil the water or blood in a living creature.

Range: 8 feet (2.4 m) +2 feet (0.6 m) per level of experience. **Duration:** One minute (4 melees). **I.S.P.:** 3 per gallon (3.8 l) of water.

3. Water Spout: An ability that enables the psychic to control and hurl water. The effect can be used to make water bubble (but not heated), shoot straight up like a geyser, or a water blast hurling across a room like a short, powerful spray from a garden hose. Up to one gallon of water can be manipulated and hurled up to a distance of 20 feet (6 m). **Note:** The fluid must be 75% water to be controlled, and can include a punch, hot coffee, chicken soup, tea, beer, etc. Forget about hurling ice (frozen does not count), paint, oil, gasoline or cake batter.

Making water leap, seemingly with a life of its own, can be startling to others and a great distraction. Hurling normal water or a cool drink into somebody's face/eyes will momentarily blind and surprise the individual, causing him/her to lose initiative and one attack that melee. Hurling hot or boiling water on the body (especially the crotch or exposed skin) will have the same results. Hurling *boiling water* in the *face* is horribly painful, causing 2D4 damage, loss of initiative, loss of all attacks for 1D6 melee rounds and temporary blindness (-10 to strike, parry and dodge). Characters of a good alignment will not hurl boiling water in the face unless in life and death circumstance.

Hurling Range: 20 feet (6 m). **Duration:** Instant. **I.S.P.:** 5. **Bonus:** +1 to strike; roll to strike. **Note:** The psychic can influence up to one gallon of water up to 20 feet (6 m) away, whether he can see it or only feel its presence. Making water bubble or rise up like a fountain can be maintained for up to 30 seconds (2 melees).

4. Sense Water: The character can sense the presence of any water exposed to the open air automatically, at no cost of I.S.P. **Range:** 20 feet (6 m) per level of experience. **Duration:** Permanent. **I.S.P.:** None. **Note:** Underground rivers, airtight containers, etc., cannot be sensed.

Hypnotic Suggestion

Range: 12 feet (3.6 m), plus requires eye contact.

Duration: Varies with each circumstance and subject; rarely more than a few hours maximum.

I.S.P.: 6 per idea or attempt to implant an idea.

Saving Throw: Standard

The power of suggestion is a psionically boosted form of simple hypnosis. The power is limited to relaxing/calming somebody down, putting a person or animal in a light sleep, helping a person to relax and focus on a particular thought (good for helping someone to remember things), and implanting subtle ideas. The implanting or "suggestion" of an idea must be subtly worked into a comment. The suggestion must be kept simple and clear, such as "You know you can *trust* me" or "You feel like you have a fever. Yes, you do have a fever. You're burning up (with *fever*). You should *lie down*." or "You don't want to go there."

The power of suggestion can also be used to make the victim imagine sounds and images. "Did you hear that? Listen! *Footsteps!* You hear the *footsteps* ... yes, you do!" Or, "At *midnight the specter appears.* Everybody who is ever present *sees the specter at midnight.*" The poor individual who fails his savings throw will, indeed, imagine he sees something at midnight.

Insert Memory

Range: Touch

Duration: Permanent

I.S.P.: 25

Saving Throw: Standard; although innocuous false memories or ones that deal with something the character wanted to know/remember, may not be resisted at all (G.M.'s or the player's call).

An artificial memory can be implanted into the mind of the subject. This memory is completely convincing and will affect all related actions of the victim. For example, the psionic could tell the victim: "Your brother was captured and tortured by aliens when you were a child." This would mean that the subject might have a good reason to hate aliens. However, there is no guarantee that the subject will react in any particular way. In our example, the subject might hate his real brother, or he may still believe that all aliens are *not* evil, just as all humans are not good or evil. Implants that are seemingly unimportant or not strongly defined (rumors, hearsay, etc.) are the easiest to implant in a character's mind because the memory doesn't conflict with *real* memories or the character's alignment or ethics. Things like, "We met at the tavern last night;" or, "I heard a rumor about ...;" and similar. When asked where he heard that, the character won't remember, but will react with "I know that's what I heard, and I don't want to deal with anybody like that." Even rumors and little things can affect a character's feelings or judgement.

The only chance that the victim has of detecting an artificial memory is when it conflicts with obvious reality (i.e. the character never had a brother), strong beliefs, strong emotions, or alignment. But even if the victim disbelieves the memory or realizes it's false, it still remains.

Invisible Haze

Range: Self

Duration: Six minutes.

I.S.P.: 30

Saving Throw: Standard

The powers of the mind are awesome and this is but one of the more spectacular abilities. The psychic transmits a powerful hypnotic suggestion that telepathically tells *all* who look upon him that they cannot see him! Thus, one moment he is there and the next second he's gone. The character and everything on his person disappears.

The victim of this psionic attack will either think he was mistaken about what he saw (not likely unless seen in a crowd or under conditions of poor visibility), or realize that the character has turned invisible before his very eyes. All who see the psychic, get to roll to save vs psionic attack as normal. Those who fail to save cannot see the character for the full duration of the psionic power. Even characters who can see the invisible and see aura cannot "see" the invisible psychic (the same is true of characters who have modern or ultra-modern optic systems and sensors). Why? Because the psionic is not actually invisible at all! They just "think" he's invisible.

Those who make a successful save vs psionic attack see the character without difficulty (the psychic can cast another invisible haze if he wants to, making all who can still see him have to roll to save again).

Attacks against an invisible foe are -6 to strike, parry, and dodge, and -6 on initiative, unless the invisible character picks up or throws a visible object.

Mental Illusion

Range: 90 feet

Duration: Special

I.S.P.: 20

Saving Throw: Standard

This power is an incredible psionic hypnotic suggestion that causes the victim to see, hear, feel and interact with an illusion-

ary being. This being can be a horrible, attacking monster, friend, family member, a seductive woman, or anything in between. Only the character affected sees this mental image, although it may, in his mind, seem to react to others around him. For example, if one of his comrades approaches him, the afflicted character may shout a warning or leap in front of him in order to protect him from the monster (that only he sees). Likewise, the illusionary being may look at or point to other characters who are within the afflicted person's line of vision. However, it directs all its actual attacks or efforts toward the one who is afflicted. The being reacts as the character would expect it to react, which may rely entirely on what he believes it to be or be influenced by the hypnotic suggestion.

To instill the mental illusion, the psychic must implant some basic ideas and imagery. For example: "Don't take my word for it, your own comrade (insert name of person) has joined me. He'll explain everything, won't you my friend?" Or, "You fool! Even the great (insert name of a hero, villain, friend or family member) serves me. Oppose me and you must face him/her first. Defend me (so and so)." If a monster, the psychic might say, "Suffer now at the hands of my baal-rog demon servant (or troll, dragon, or any monster). It will tear you and your friends apart! Die!" And the creature attacks. It's important to note that this mental monster will react and possess powers and abilities that the afflicted person *believes* it has or should have. Consequently, if the character doesn't know what a baal-rog is, he will picture some kind of demonic thing that may not even remotely resemble the genuine creature. This means the afflicted character will envision and empower the monster based on any pictures and stories he may have seen and heard.

The same person can be inflicted with a *similar* image by this power, but the two can never be exactly the same because the action is really happening inside each individual's mind.

Powerful psychics often use this power to trick, distract, divide and delay their opponents.

The psychic can also use this power to make another person believe he is a completely different person; friend, loved one, acquaintance, stranger or monster. The afflicted person will react to him exactly as he perceives him. For example: The psychic says, "Please don't hurt me, I'm just an old woman." Suddenly, instead of his enemy standing in front of him, he will see an old peasant woman. Or he might say, "What are you doing? It's me (insert name of friend, acquaintance, etc.). This ploy is especially effective if the afflicted character could not clearly see who the psychic was (in darkness, shadows, mist, back turned, hood covers the face, etc.). Of course, the psionic must act the part or the afflicted character will become suspicious and realize that the character may be his old nemesis psionically or magically disguised.

Mentally Possess Others

Range: Touch

Duration: 5 minutes per level of experience.

I.S.P.: 30

The master psionic can completely take over and control another person. The psychic essence of the controlling mind is transferred into the body of another individual. While in the victim's body and mind, the psychic retains all his own knowledge and identity. He cannot read the mind of the person he now possesses, nor access any knowledge from the victim's memory. Only the physical body can be controlled, like a living robot, but the psychic still retains all his own skills and psionic powers.

During the period that the victim is possessed, the person goes into a trance state and remembers nothing about the things that happen while he is possessed. Meanwhile, the psychic's natural body falls into a coma-like state and is vulnerable to attack unless protected by others.

The possessing character can return to his own body at any time regardless of distance. When his essence leaves the body of the possessed, the victim suddenly becomes conscious again, as if suddenly being woken up.

Mind Block Auto-Defense

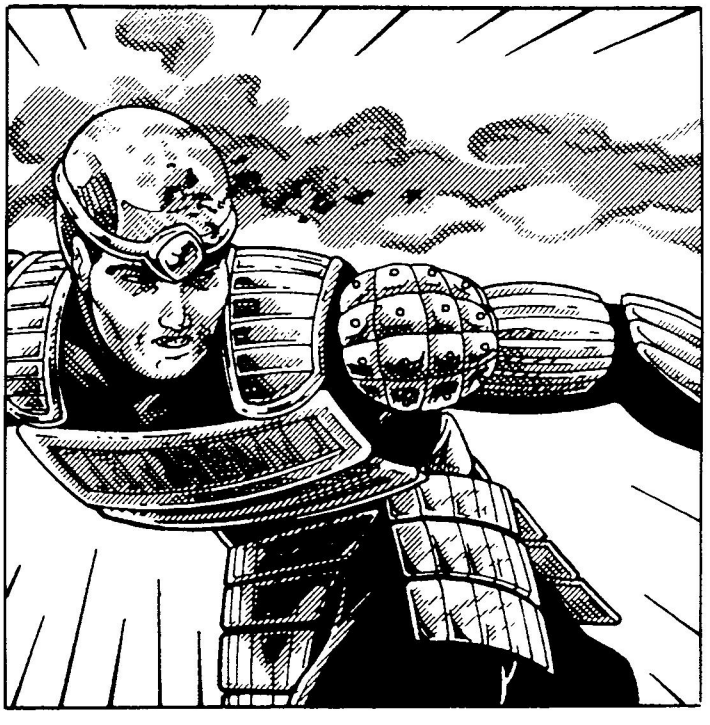
Range: Self

Duration: Special

I.S.P.: Special

The moment the psychic is being mind probed, a personal mind block automatically snaps into place. It also alerts the psychic to the fact that he or she is being probed or attacked by empathy or telepathy. The character must consciously and willingly lower the mind shield and open himself to the psi-probes in order to receive a telepathic or empathic message. Otherwise, the automatic defense mind block will stay in effect until the probe/attack is over.

The I.S.P. cost is different in that the character must permanently give up 14 I.S.P. when this power is selected. However, the mind block will automatically take place whenever under telepathic and empathic probes and other mind attacks, such as empathic transmission, at no additional I.S.P. cost; it engages automatically.



Mind Bolt

Range: 100 feet (30.5 m) per level of experience.

Duration: Instant

I.S.P.: Varies

The psionic can focus his psionic energy into a powerful bolt of mental force and hurl it at a visible target with amazing accuracy. The amount of damage the bolt inflicts depends on the amount of energy expended.

Every six I.S.P. does 1D6 damage, so six I.S.P. equals 1D6 S.D.C. damage, 12 I.S.P. equals 2D6 damage, 18 I.S.P. 3D6 and so on. All mind bolts are +4 to strike, but adding an additional 10 I.S.P. increases the strike bonus to +8. Remember, ley lines and nexus points increase the range and damage.

Mind Bond

Range: Touch

Duration: Special

I.S.P.: 10

Saving Throw: Standard

The mind bond creates an instant mental link between the psychic and another person. When this happens, *each* will learn EVERYTHING there is to know about the other. This includes all skills, secret identities, phobias, etc. Both individuals retain a complete memory for only 3D4 hours. After that, the characters must roll under 15% to recall any particular item. After one month, *all* memories from the other person completely disappear. Players should bear in mind that only the psychic knows the memories are not permanent, thus the other person would have no reason to make notes or act quickly before the memories fade.

Note: Skills and skill bonuses are also temporarily absorbed, meaning that the psionic possesses all of his victim's skills and skill bonuses. Physical attributes, S.D.C. and attribute bonuses gained through physical training are NOT acquired.

Alien or extremely mentally and/or emotionally disturbed minds can permanently impair the psychic's own mind as a result of the bond. If bonded with an alien or extremely disturbed person, roll on the following table for a permanent insanity.

Roll on Insanity Table

01-40 No Insanity

41-80 Phobia

81-90 Affective Disorder

91-00 Neurosis

Mind Wipe

Range: Touch

Duration: Special

I.S.P.: Special

Saving Throw: Standard; a successful save means the person is unaffected and still retains his memory.

To mind wipe an intelligent creature, the psychic must make physical contact, touching his victim's temples to erase whatever he desires. This is done by verbal suggestion and can erase any past event, knowledge, skill, and so on. The process takes about three minutes to complete.

The loss of memory is temporary, lasting 1D4 days for every 10 I.S.P. expended. The memory can be permanently erased if the psionic exerts 50 I.S.P. at once. A psionic can also permanently wipe a mind completely blank by expending 50 I.S.P. and permanently sacrificing four Mental Endurance (M.E.) points. This is an extremely grueling process for the psychic and the loss of the four M.E. points is permanent, even if the opponent successfully saves against the wipe and is not affected.

P.P.E. Shield

Range: Self

Duration: Six minutes per level of experience.

I.S.P.: 10

Saving Throw: Not applicable.

A psionic defense that can be used to prevent P.P.E. vampires, and mages from siphoning off one's psychic energy. The shield works similarly to a mind block, only it prevents others from draining one's P.P.E.

Psi-Shield

Range: Self

Duration: Five minutes per level of experience.

I.S.P.: 30

Saving Throw: Not applicable.

A companion power to the psi-sword, in which the psionic can create an energy shield out of thin air. The shield can be used to parry all hand to hand combat attacks including attacks from dragons, golems, and magic — even magic fire balls and dragon's breath cannot damage or penetrate the shield. The shield can be used to parry energy blasts and projectiles but at −3.

Psi-Sword

Range: Self

Duration: 5 minutes per level of experience.

I.S.P.: 30

Saving Throw: Not applicable.

A psi-sword is an incredible weapon composed of psionic energy that is mentally willed into existence! The sword appears out of thin air as a shimmering blade of energy that resembles a glowing sword. The creation of the psi-sword is a very personal thing and requires years of mastery and great psionic power.

The sword's actual appearance will generally reflect its creator. A character who is impressed by strength and power will create a huge claymore-like weapon. A character who prides himself on speed and agility is likely to create a rapier or saber type blade, while a hero who enjoys cunning and subterfuge may create a short sword. Each is equally powerful regardless of its form and size. The master psionic can even change the shape and color of the sword to fit his current mood.

The character can create the psi-sword after only a few moments of concentration (about 15 seconds/one melee round) and maintain it for five minutes per level of experience. This means a third level character can create and maintain a psi-sword for 15 minutes at the cost of 30 I.S.P., while a sixth level character must expend the same 30 I.S.P. but can maintain the weapon for thirty minutes. If the psychic is knocked unconscious, the weapon disappears. Likewise, the character can willingly dispel the weapon with a thought (costs another 30 I.S.P. to create a new one); it cannot be given to another character to use.

Psi-sword damage: 4D6 points at level three (one can not select this power until level three), +2D6 at levels four, seven, nine, twelve, and fifteen. The psi-sword does full damage against creatures of magic, demons, supernatural beings and creatures or armor that is impervious to normal weapons (this is not a "normal" weapon). The sword's creator can adjust the weapon to inflict a minimum of 2D6 points of damage or increase it by increments of 1D6 up to the character's current maximum. **Note:** In a mega-damage environment, the psi-sword does mega-damage.

Pyrokinesis

Range: Varies

Duration: Varies

I.S.P.: Varies

Pyrokinesis is a psychic power that gives a character the power to manipulate fire.

1. Fire Resistant: The psychic can endure great heat and fire with minimal ill effect. **Damage** is reduced by half. Magic fires do full damage. **Range:** Self. **Duration:** 5 minutes per level of experience. **I.S.P.:** 2.

2. Spontaneous Combustion: The ability to create a spark that will ignite combustible material, such as paper, old rags, dry grass, gasoline, hot coals, etc. **Note:** Human hair should not be considered a combustible material. This is a slow fire, starting with a tiny spark and grows. Initially, it is not a roaring blaze. **Range:** Can be ignited up to 30 feet away (9 m). **Duration:** Instant combustion; the fire will last and spread until it is put out or there is nothing to burn. **I.S.P.:** 2.

3. Fuel Flame: The character can feed the fire with psychic energy, doubling it in size. Affects a 10 foot (3 m) area. **Range:** Up to 30 feet (9 m) +5 feet (+1.5 m) per level of experience. **Duration:** Instant reaction. **I.S.P.:** 4.

4. Extinguish Flames: The power to instantly put out an area of fire. Affects a 15 foot (4.6 m) diameter of fire. **Range:** Up to 30 feet (9m) +5 feet (+1.5 m) per level of experience. **Duration:** Permanent until set on fire again. **I.S.P.:** 4.

5. Create Flame: The incredible ability to create fire out of thin air. Can be an eight foot (2.4 m) pillar of fire affecting a four foot (1.2 m) diameter or a wall of fire stretching six feet (1.8 m) long plus one foot (0.3 m) per each additional level of experience. **Damage:** 5D6 from the pillar, 6D6 from the wall, plus both have a 72% likelihood of setting any combustibles they touch on fire (including cloth, rugs, curtains, furniture, etc.). **Range:** Cast up to 30 feet (9 m) +2 feet (0.6 m) per level of experience. **Duration:** Two minutes per level of experience; longer if it sets other things on fire. **I.S.P.:** 20.

6. Fire Ball: Another fire creation out of thin air is the creation and hurling of a *fire ball.* **Damage:** 6D6, **Range:** 30 feet (9 m) +2 feet (0.6 m) per level of experience. **Duration:** Instant. **Bonus:** +2 to strike. **I.S.P.:** 25.

7. Sense Fire: The psychic can sense or feel the presence of fire and pinpoint its exact location. **Range:** 100 foot (30.5 m) radius +10 feet (+3 m) per level of experience. **Duration:** Two minutes. **Base Skill:** 90% success ratio. *A failed roll* means only 2D4x10% of the fires can be located by sensing. **I.S.P.:** 2 per every two minutes.

Telekinesis (Super)

Range: 100 feet (30.5 m) per level of experience.

Duration: 2 minutes per level of experience.

I.S.P.: 10 to lift/move/hurl an object that weighs 100 pounds (45 kg), +10 I.S.P. per each additional 100 pounds (45 kg).

Damage: 1D4x10 S.D.C. per 100 pounds (45 kg) of weight. **Note:** 100 S.D.C. points equals one (1) M.D. point.

The power is basically the same as the ability described in the *Physical Category* of psionic powers, but greatly enhanced. Differences are increased range, dramatically increased weight and damage. The character can use telekinesis to manipulate as many as one object per level of experience, as long as the combined weight does not exceed the total weight capacity. **Combat Bonuses** are the same as the non-super telekinetic power.

Telekinetic Force Field

Range: Self or 40 feet (12.2 m) per level of experience.

Duration: 10 minutes per level of experience.

S.D.C. of the Field: 30 S.D.C. per level of experience.

I.S.P.: 30

The psychic can instantly erect a force field around himself or others in the blink of an eye. If the creation of the force field is to parry an attack, the psionic must roll a successful parry to see if he was able to create the field before the attack strikes. A successful parry means the force field beat the attacker's strike and it absorbs the damage.



The force field can be made so that it only encircles its creator or as large as a 10 foot (3 m) area per level of experience. It can be created up to 15 yards/meters away but always within the line of vision. The smallest force field possible covers about a three foot area (0.9 m).

Once one field is created, the psionic can create as many others as his I.S.P. will allow. All must be in the character's line of vision. The force field(s) will remain in place until all its S.D.C. is destroyed or its creator dispels it. If the psychic is rendered unconscious or killed, the force fields instantly vanish. However, the psionic can leave the area and the force fields will remain in place until the duration time limit expires.

People may be able to move around inside a force field, but the force field itself, cannot be moved. The field is actually an airtight force bubble. **Note:** In a mega-damage environment, the field is a mega-damage structure with 25 M.D.C. per level of experience.

Telemechanics

Range: Touch or 5 feet (1.5 m) away.

Duration: 10 minutes plus 2 minutes per level of psionic.

I.S.P.: 10

Saving Throw: None

This ability allows the psionic to mentally communicate and understand machines. This psi-power is a bizarre combination of object read and telepathy, except that it applies to mechanical devices only.

By touching any artificial machine, whether it be a siege machine, bicycle, gun (or car, airplane, etc.), the psychic will instantly have a complete (although temporary) knowledge of exactly how the machine operates. I must stress that the psionic knows *everything* about the machine; the complete schematic diagram, repairs, maintenance and operating knowledge are clearly seen in his mind's eye. The level of skill expertise is equal to 80%.

When touching an artificially intelligent machine, i.e. computers or robots, the psionic not only understands everything about its operation, repair, access codes, etc., but can actually communicate with it telepathically. This means he can tap into a computer's memory bank without using a terminal because the information would be sent directly into his mind. Remember, the telepathic link and memory are temporary abilities (although a total recall would be able to call up small bits of info). The psionic's skill knowledge of intelligent machines is equal to 88% skill proficiency and applies to *all* aspects of the machine, its operation, repair, special codes, etc.

MAGIC EXPLAINED



Design Note

The magic system in **Heroes Unlimited, Second Edition** is reasonably simple and basically the same as those found in other popular *Palladium Books* RPGs. In fact, scores of additional spells, different types of magic and magic items can be found in the **Palladium Fantasy RPG®, 2nd Edition,** as well as in **Nightbane®, Beyond the Supernatural™** and **Mystic China™**. Note that all of these titles use the same game system and are complementary and interchangeable, so *no* conversions are necessary. Various **Rifts® RPG** titles also offer additional spells, types of magic, and magic items, but to include them in **Heroes Unlimited™** *will* require conversions and modifications.

A reminder. Throughout this section, magic is treated as a real, existing force, complete with theories and history. This is done for dramatic purposes. We must again express that **Heroes Unlimited**, and the super abilities, psionics and magic spells contained within are purely fictional works and have absolutely no bearing on the *real* world. The magic is not real!

How does Magic Work?

The basic concepts behind magic are simple. Magic is very real. It is a natural force that has existed since the dawn of time. On (Heroes Unlimited) Earth, it is possible that ancient humans, like the mysterious builders of Stonehenge, the pyramids, and other megaliths, understood magic and could perform great feats of magic. However, Earth humans lost the secrets of magic and turned to science. Over the generations, magic became a myth, an element in the pages of fantasy and science fiction, nothing more.

On the Earth of Heroes Unlimited, magic energy continues to ebb and flow as it has done for eons. As a result, magic has become a sort of science that, through the various disciplines, is used to create, build, control the weather, summon, protect, enslave and destroy. Like any resource, it can be used for good or evil, for the benefit of others, or pure selfishness, to build or destroy. It is how the "user" decides to channel and mold the energy that will determine how this incredible force is used.

So-called "magic" energy is *invisible*, like a lot of forces of nature. It is also a constant and ever present energy, like electromagnetism. Parapsychologists of the 20th Century (as fictionally recounted in **Beyond the Supernatural™**) called this mystical force *Potential Psychic Energy (P.P.E.).* Why they called it "Potential" Psychic Energy is because everybody seems to possess a certain amount of P.P.E., yet only a few are able to learn to use that energy in a magical way.

Potential Psychic Energy or P.P.E. runs in natural rivers and streams of energy in straight lines across the planet, like an invisible web of mystic energy. These invisible streams are called *ley lines.* Where two or more ley lines cross over each other is called a *ley line nexus point*, or energy junction. P.P.E. is strongest at nexus points. Many (but far from all) nexus points and some ley lines have been marked with stone circles, giant totem poles and towering standing stones, known as megaliths, to indicate places of power. Some places of power have also been seized by powerful practitioners of magic, clergy, creatures of magic and demon lords who have built pyramids, towers, churches, temples and secret lairs at or near a nexus or ley line — practitioners of magic are at their most powerful along such lines of energy.

Many of the places of magic are reputed to be inhabited by faerie folk, spirits, elementals, godlings, and dragons, or haunted by ghosts and wraiths, or plagued by monsters. Even in the world of **Heroes Unlimited™**, where magic is not as powerful as on other Palladium worlds like Rifts® Earth, the stories about magic and monsters persist. This is because demons, supernatural beings and creatures of magic are attracted to places rich with mystic energy, like moths to a flame. Once on the Earth, they quickly adapt to their new surroundings and begin to hunt, terrorize, enslave, or conquer those beings, like humans, who lack the power to defend themselves.

Some megalithic structures have astronomical significance, often indicating the dawn of winter and summer solstice, planetary alignments, and other astronomical occurrences. The reason for this is these occurrences cause the P.P.E. energy to dramatically increase for a brief period, lasting a few minutes to several hours. During these power surges, a man of magic can utilize the sudden burst of energy to create powerful magic, open a portal to other worlds, or draw on increased energy. This can also be a dangerous time that attracts dark forces seeking the mystic energy for evil purposes. The opening of a random dimensional portal can unleash all sorts of strange and/or horrible beings from other dimensions, and, some insist, alternate Earths, from the past and the future.

The Mastery of Magic

Step One: Belief

The first step in becoming a practitioner of magic is believing that magic is real and that one can master the knowledge and skill to perform it. The individual must see magic as innate energy — a tool to be used, not feared. It is man, not magic, who uses the energies for good or evil. This must be 100% conviction. Any nuance of doubt or fear will destroy any chance of learning magic.

Step Two: Mental Discipline

Theoretically, anybody can learn magic, however, it is an extremely difficult process that proves to be impossible for most people. Although magic and the supernatural are comparatively uncommon on the Earth of Heroes Unlimited, the profound impact of the *paranormal* (superbeings and psychics, as well as the occasional demonic monster and sorcerer) has given rise to an increasing belief that magic and just about anything is possible. This is important, because the disciple of magic must fully embrace the mystic arts. Still, it is an arcane discipline that has few willing mentors and requires the devotee to spend *years* learning to focus his thoughts and energies to control magic. This means that there are very few practitioners of magic in the **Heroes Unlimited™** setting, but those that do manage to harness the pow-

ers of magic are very powerful. For unlike the other Palladium worlds, the lack of active practitioners and preservers of magical knowledge requires each new student to carry on *all* of the traditions and skills of his predecessors. As a result, Wizards/Sorcerers in **Heroes Unlimited™** will have a number of abilities that are often specialties reserved for Wizards on other worlds. Game Masters can adjust the powers and abilities of the Wizard if they feel they are too powerful, but this may only be a factor when the magic wielding superbeing travels to other worlds or dimensions.

Step Three: Understanding Magic

Magic is an energy that can be controlled and manipulated by the humanoid mind and force of will. It is a fabulous power that can calm a storm, create a fire ball, or open a door to another world. It is a force that requires no physical components, external casing or internal mechanism to use — only the mind and willpower. It seems to be an inexhaustible energy that continually renews itself. A force of nature that can be harnessed by a single individual, human or inhuman.

Individual P.P.E.: Every living being has some degree of Potential Psychic Energy (P.P.E.). Adult humans and most mortal beings have comparatively little P.P.E. (2D6 points). The average adult has little of this energy left because he or she has unwittingly used it to develop skills, talents and physical attributes as he/she grew into adulthood. Consequently, the average child will have 5D6 P.P.E. points, while the average teenager (more than at any other time in his life) typically has 6D6 P.P.E. plus the P.E. attribute number! What happens is that the P.P.E. energy is directed and used up in one way or another. This occurs as a person focuses on a particular area of interest, skill or occupation, and could explain the concept of a "natural talent," and perhaps even the rise in superbeings! A person's focus to develop a particular interest/skill/talent or physical attribute as he or she enters into adolescence is so strong that the potential psychic energy is channeled and spent in developing that specific area.

Practitioners of magic, regardless of their race or age, have learned to draw upon, nurture and hold Potential Psychic Energy (P.P.E.), becoming living batteries of magic energy! The typical mage will have 10 to 40 times more P.P.E. than the average human. This energy can be drawn upon at will, much like psychic characters who draw upon their psionic Inner Strength Points (I.S.P.) to use their psionic powers. In fact, psionic powers are just a different focus for P.P.E. that enabled the character to develop psychic powers.

Each magic spell, ritual, ward and circle requires a certain amount of P.P.E. to create or activate. Each spell description or special magic power, or device will indicate how many P.P.E. points are needed to perform the magic. P.P.E. costs range from as little as one point to several thousand, with 5-50 being the most common. The mage should be able to summon forth his own impressive amount of potential psychic energy to perform most types of magic with relative ease. Only creatures of magic (like faeries and dragons) and certain supernatural beings (demons and gods) can perform a handful of "natural," magic-like powers without expending P.P.E.

Recovery of P.P.E:. Like psionic I.S.P., the loss of P.P.E. points is temporary. They replenish themselves naturally at the rate of five points for every hour of rest or sleep.

Meditation is a skill known and practiced by all men of magic. It is used to focus one's concentration and to relax and open oneself to mystic forces. A meditative state will restore expended P.P.E. at a rate of 10 per hour and is equal to an hour of sleep. Meditation will not restore more P.P.E. than the character has expended.

Selecting Magic Spells: See the Magic Superbeing Category.

Other Sources of P.P.E.

The practitioners of magic have a few options at their disposal in acquiring P.P.E. to use instead of their own, or as an additional source to supplement their own. These other sources include magical talismans, ancient artifacts, items created by ancient or alien gods, ley lines, ley line nexus points, and living creatures, including humans.

Drawing P.P.E. from magic talismans and artifacts. There are some magic artifacts that act as portable P.P.E. batteries. A sorcerer can draw from the energy stored inside the talisman. These items are quite uncommon, but immediately recognized by practitioners of magic. In most cases, the energy contained in these devices are finite and once drained, they remain empty. The only exceptions are the powerful artifacts presented in the Enchanted Object section and weapons of the gods and demon lords. These items renew their P.P.E. every 24 hours.

Drawing P.P.E. from other living beings is a fairly easy task. As stated previously, all living creatures have a certain amount of P.P.E. and taking it from them does no damage (recovers with time, just as the P.P.E. of the mage). However, there are certain conditions and limitations.

1. Drawing P.P.E. without one's knowledge. The mage can usually draw on anybody's P.P.E. without their consent or knowledge. The man of magic simply focuses his concentration on the target from which he intends to plunder the magic energy and tries to absorb it. The intended target(s) automatically gets a save versus magic attack and must roll a 12 or higher to save.

A successful save means that the mage was not able to draw the energy to him and must try again or abandon the plan. A character's failure to save versus magic attack means that the mage was successful in absorbing *some* of his P.P.E. — limited to 1D4 points. **Note:** A mage can never absorb more than half of the victim's total P.P.E. without the individual's consent. Also note that P.P.E. can be drawn from animals as well as people (see the animal list elsewhere in this section for the P.P.E. of some typical animals. See *Monsters & Animals* for a comprehensive list of animals).

The practitioner of magic can attempt to simultaneously absorb P.P.E. from several individuals, as many as one person per level of level experience. **Range:** 10 foot (3 m) radius per every level of experience. Stolen P.P.E. returns at the normal rate of five points per hour of sleep.

2. Drawing P.P.E. from an unwilling subject is impossible. Anyone who is aware that a mage wishes to absorb P.P.E. can resist and prevent his energy from being used. It does not matter why the individual resists, whether it's out of fear, hate, anger, dislike, etc., only that he resists is enough. A person who resists/refuses to give his P.P.E. will *not* give up any of his; an automatic save! The mage must look for a more receptive target. **Note:** In a combat situation/melee round, *all* opponents on the defensive are considered to be *unwilling* subjects. Likewise, the P.P.E. of a frightened animal cannot be drawn upon by the mage.

3. Drawing P.P.E. with a person's knowledge and consent. Having willing donors of P.P.E. is much more effective than trying to steal it from people. What happens when the person is willingly donating his or her magic energy is that the attempt is an automatic success (no save vs magic attack) and the mage can absorb as much as 70% of that one person's energy! Better yet, several people can link together by holding hands and concentrate on giving up their P.P.E and enabling the mage to use 50% from each person simultaneously. This is why cults are so dangerous. However, in order to draw upon more than 10 people simultaneously, a mesmerizing ceremony (that may involve chanting, prayers, singing, dancing, etc.) is required, as well as a willingness on the part of all the participants. This mass offering

is typically used by the members of fanatical cults, covens, brotherhoods, tribes and churches.

4. Drawing P.P.E. from another practitioner of magic is impossible! These men and women of magic are too attuned to and in control of their magic energies for it to be plundered. Years of training has built in numerous mental defenses. Of course, they can willingly give their P.P.E. or have it taken in a blood sacrifice.

5. Blood Sacrifices! The most terrible method of extracting P.P.E. from a living creature is by killing it. This is where animal and human sacrifices come into play. For reasons unknown to scholars and mages alike, a living being's P.P.E. doubles at the moment of death. An evil mage takes advantage of this by murdering his subject and absorbing *all* the victim's doubled P.P.E.! **Note:** Only characters of an evil alignment will consider blood sacrifice as a means to acquire magic energy. Principled and scrupulous alignments will not even consider animal sacrifices.

6. Drawing ambient energy from ley lines. See the section that follows.

Ley Lines, Nexus Points, & P.P.E.

Ley lines are a matrix of natural Potential Psychic Energy that run in *straight lines* across the globe. The source of the energy is unknown and apparently inexhaustible. At places where several ley lines cross, the energy is at its greatest. These P.P.E. intersections are called ley line nexus points. Men of magic can syphon a fragment of the energy from these lines, especially during certain periods and positions of the moon and stars. The additional magic energy is often only accessible directly at a ley line nexus and must be used while it is available. The P.P.E. cannot be saved and used later. This makes timing a critical factor.

Ley lines have the following effects on practitioners of magic when casting a spells or ritual. Ley lines have *no* affect on Enchanted Weapons, Enchanted Objects, and Mystically Bestowed characters.

1. Close proximity to a ley line. Being near a ley line, within two miles (3.2 km), increases the range and duration of spells, wards and circles by 20%.

2. Being at/on a ley line or a half mile from a nexus point increases the range, duration, and *damage* of magic spells, wards and circles by 50%. The mage can also draw 10 P.P.E. points from the ambient energy radiating from the ley line and nexus once per melee round (15 seconds). Furthermore, the character's own P.P.E. recovers at the increased rate of 10 P.P.E. per half hour/30 minutes, without meditation!

3. Being at a ley line nexus point or within 200 feet (61 m) of a nexus point doubles the normal range, duration, and damage of magic incantations, wards and circles. The mage also enjoys a bonus of +2 to save vs magic and Horror Factor, plus his personal spell, ward or circle strength is also increased by +1. The mage can draw an additional 20 P.P.E. points once per melee round. Plus his own P.P.E. recovers at the incredible rate of 20 points per half hour!!

4. Periods of increased energy at a nexus point. There are periods of time during the day, night and year that the ley line energies surge and increase dramatically at ley line nexus points. During these periods, practitioners of magic at a nexus can work their most amazing magic. The following are the *additional* amounts of P.P.E. available at specific periods. **Note:** Other, competing and evil forces may also seek to use a ley line nexus at these peak moments and may not wish to share the mystic energy (or be seen). Combat may ensue if someone does not yield to the other, and leave. If more than one mage tries to tap into the energy, it will be either equally divided between the two, or the mage who casts his magic first uses the available extra energy before the other can tap it. Furthermore, dimensional anomalies and the manifestation of supernatural beings also increases at these places and times.

Continuity Note: The ley lines of the Heroes Unlimited Earth are nowhere near as powerful as those on *Rifts® Earth* or the *Palladium World*, so they don't offer the same degree of enhancement, but they do augment the character's powers.

Midday (noon) and midnight: The mage can draw on an extra 10 P.P.E. points per melee round along ley lines and 20 P.P.E. at a nexus. This bonus energy is available for one minute, from 12:00 to 12:01.

Vernal (spring) and Autumnal Equinox: Energy runs high during the daylight hours of the vernal equinox and the nighttime hours of the autumnal equinox. During this time a mage may draw upon 20 P.P.E. points per melee round (15 seconds) at a nexus. This amount doubles to 40 points for one minute at dawn, noon, sunset, and midnight. **Note:** However, there is also a 01-10% chance that a dimensional portal or demonic monsters (2D4 lesser demons, deevils, elementals, or entities; or 1D4 greater beings) will appear. Roll once at dawn, noon, the setting of the sun, and at midnight.

Summer and Winter Solstice: Solstice occurs twice a year, when the sun is farthest from and closest to the planet's equator (on Earth, that's June 21st, summer, and December 21st, winter, the longest and shortest days of sunlight a year). These two days send the ley line nexus junctions boiling with energy! The P.P.E. available during the 24 hour period is the same as the equinox.

At the dawn of a solstice, the nexus erupts with energy for a *five minute* period. During this time, the mage can tap into 150 P.P.E. However, there is a 01-33% chance that a dimensional portal, terrible storm or powerful supernatural/alien creature will appear.

At sunset, another, although smaller, five minute energy flare erupts. The sorcerer can draw upon 75 P.P.E. points. This time there is a 01-15% chance that a supernatural event will occur; roll once.

A Lunar Eclipse happens when the Earth is in a straight line between the sun and the moon. A lunar eclipse occurs once a year and lasts about an hour and a half. Once per melee round (15 seconds) throughout the 90 minute period, a mage can draw upon 20 P.P.E. points from the nexus, but for one minute, when the lunar eclipse is at its zenith, a practitioner of magic can tap into an extra 200 P.P.E.!

A Solar Eclipse occurs when the moon passes between the sun and the *Heroes Unlimited* World, but is close enough to the planet that the sun is briefly blocked form sight. This rare solar event happens about once every ten years and lasts for about two to eight minutes (roll 2D4). It has a profound effect on ley line junctions. During the 2-8 minute eclipse, a mage can draw upon 44 P.P.E. points once per melee round (15 seconds) and 600 P.P.E. when the eclipse is at its zenith (one melee round)!

Furthermore, during this period of "darkness," necromancers, witches, priests of darkness and evil sorcerers will enjoy the following bonuses: All spell, ward and circle duration, range, and damage is increased by three times, circles that summon dark forces are +20% more likely to be successful (mage can control the forces summoned), and dark mages and evil priests are +6 to save versus magic and recover P.P.E. at a rate of 20 points a minute!

Practitioners of magic not allied to dark forces will see their spells, wards and circles unaffected (no increase in power).

There is also a 01-50% chance of a gargantuan, dimensional portal appearing in the sky, unleashing five times as many monsters as during an Equinox or Solstice. In the alternative, it may make the dead rise (animated by an evil force) and vampires and/or ghouls and other nocturnal predators to come out during

the day (but only for the 2-8 minute period that the sun is covered). Dark gods and alien intelligences are also said to be able to enter the world through such a hole in space and time.

Known Places of Magic

There are about two dozen *known* places of magic in the world where several ley lines intersect to create a nexus point of unusual magnitude. One such "super-nexus" point can be found in the standing stones of Stonehenge and the structures at New Grange. *The Beyond the Supernatural RPG*™ offers extensive information on the ley lines and nexus points of a modern Earth.

Random Ley Line Table

The size and length of ley lines can vary from as little as a mile or two to several hundred miles. The following table will help Game Masters quickly determine the length of a randomly encountered ley line. All ley lines are about a quarter of a mile wide (approximately 1400 feet/426 m). **Note:** One mile is about 1.6 kilometers.

01-10 3D4 miles long.
11-20 3D6 miles long.
21-30 1D6 miles long.
31-40 2D6 miles long.
41-50 6D6 miles long.
51-60 4D6 miles long.
61-70 2D4x10 miles long.
71-80 1D6x10 miles long.
81-90 3D6x10 miles long.
91-00 5D6x10 miles long.

Animals & Magic

All living creatures have Potential Psychic Energy points (P.P.E.). Practitioners of magic, especially evil ones, may sacrifice an animal to get its potential psychic energy. Remember, the P.P.E. of all creatures doubles at the moment of death and a sorcerer can capture and use that energy when it is unleashed.

The following is a list of animal types, their P.P.E., and minimal average Hit Points.

Apes — 4D6 P.P.E.; 4D6+6 Hit Points
Bear — 2D6 P.P.E.; 3D4x10 Hit Points
Birds (small) — 1D4 P.P.E.; 1D4 Hit Points
Birds of Prey — 2D6 P.P.E.; 1D6 Hit Points
Canine: Small — 2D6 P.P.E.; 3D6 Hit Points
Canine: Large — 3D6 P.P.E.; 4D6+10 Hit Points
Canine: Wolf — 4D6 P.P.E.; 6D6+15 Hit Points
Cat: Domestic — 3D4 P.P.E.; 2D6 Hit Points
Cat: Wild (Predator) — 3D6 P.P.E.; 6D6 Hit Points
Cat: Large Wild (Lion/Tiger) — 4D6 P.P.E.; 6D6+20 Hit Points
Cattle — 4D6 P.P.E.; 4D6+10 Hit Points
Fish — 1D4 P.P.E.; 1D4 Hit Points
Horse — 4D6 P.P.E.; 6D6+10 Hit Points
Lizard: Small — 1D6 P.P.E.; 1D6 Hit Points
Lizard: Large — 2D6 P.P.E.; 2D6 Hit Points
Monkey — 2D6 P.P.E.; 2D6 Hit Points
Mustelid (Weasel/Badger) — 2D6 P.P.E.; 4D6 hit Points
Rodent: Mouse — 1D4 P.P.E.; One Hit Point
Rodent: Rat/Other large rodents — 2D4 P.P.E.; 1D4 Hit Points

Animal Saving Throws

Animals, like humans, get an automatic roll to save vs magic attacks, however, all such saves are -4.

Animals also get to save vs psychic attacks and must roll a 15 or higher to save.

Note: An incapacitated animal prepared for sacrifice is helpless and an automatic kill (death blow).

The Pursuit of Magic

Types of Magic

Spell magic involves spoken incantations that serve as a focus to create and cast magic.

The Base Saving Throw against spell magic is 12. As a mage increases in experience levels he receives bonuses that increase his spells' strength. For example: The spell of a fourth level mystic has a +1 added to his spell strength. This means his magic is now more potent and victims of his mystic assault must roll a 13 or higher to save, instead of the base 12.

Ritual or ceremonial magic tends to apply to the more powerful magic invocations and usually require several participants, components and the drawing of a circle or other mystic symbols. Any spell incantation from level seven and higher can be cast as a spell or *ritual*. Spells of level seven through level ten will require ten minutes of ritualizing to cast, but the magic is more potent, requiring victims to roll a much higher saving throw. Incantations from level eleven to fifteen performed as ritual magic will require 1D6x10 minutes +15 minutes to complete.

The base saving throw to save vs ritual magic is 16! Spell strength bonuses are *not* applicable to ritual magic.

Rune Magic is a special, powerful magic that is lost to many of the races of the Megaverse®, while others have somehow retained its secrets and mastered them. On the Earth of Heroes Unlimited, only ancient artifacts of a bygone era remain to give any clue to the existence of rune magic. These artifacts are primarily found in two forms, *Enchanted Objects* and *Magical Weapons* (see respective entries in this section for details). Rune magic allows powerful spells and spell-like abilities to be permanently set into an item so that anyone using it will have access to the magic it contains.

"Natural" Magic Abilities are magic knowledge or powers possessed by some nonhuman races, creatures of magic (like faeries and dragons), and supernatural beings. Such beings are usually born with these abilities.

Learning Spells

It is far easier to learn an already existing incantation than it is to create one from scratch. This is due, in part, to the knowledge that the existing spell is proven to work. It simply adds to the level of conviction and therefore insures the success of the spell. Remember that spells are designed to focus one's concentration to create a magic effect. This is more difficult than one might imagine.

True wizards can learn and cast spells far above their actual experience level. This means a second level wizard can cast a tenth level spell, provided he knows the incantation and has sufficient magic energy (P.P.E.). The trick is learning them.

Spell knowledge is power, thus it is guarded jealously by most mages. Even in friendly and open societies of mages, there will be some spells that are guarded secrets, rarely taught. These generally include most spells above level nine. The easiest spells to find are levels 1-4, followed by levels 5-7. Beyond this, the secrets of magic are just that, secret.

Spells (and occasionally circle and ward knowledge) can be acquired in the following ways.

Boons and Grants. Spells or incantations are sometimes granted as a reward or as trade/payment for the services of a mage by a cult, society, other wizard, or supernatural being. However, other payments are much more likely. High level wizards, alchemists, gods and other supernatural beings may also teach a wizard magic as a reward or payment for heroic service.

Demons and other supernatural beings will sometimes teach magic for money, or more often, as trade for a particular item, information, service or evil deed. However, it is always dangerous when dealing with demons for obvious reasons.

Magic Guilds: A mage can learn new spells through several different means, however, there are few such guilds on modern Earth. A magic guild or brotherhood will frequently teach new invocations to its "members" for services rendered, loyalty and cash. However, membership in a guild usually demands total allegiance to the organization, meaning that the member will donate at least 15% of his annual income to the organization.

Magic Scrolls: A practitioner of magic can try to convert a written scroll into a working spell. See *Mystic Study* for details.

A Note Regarding the Availability of Magic: It is important to remember that the practice of magic is extremely rare on the modern Earth of **Heroes Unlimited™**. Consequently, a magic shop and even fellow mages will be nearly impossible to find, even in large cities or legendary mystical retreats in the Orient. One must know exactly where (and often who) to look when he needs magical aid of any kind. You can't just pick up the Yellow Pages and make a quick call, and digging through ancient tomes for genuine clues could take years of research. Meanwhile, most individuals who publicize themselves or an organization as being involved in magic or witchcraft are usually powerless wannabes and quacks. It would be difficult to find a true scholar who knew myths, legends and historical snippets of information about "real" magic, let alone a mage who could teach the character the principles and practices of magic. Modern mages in **Heroes Unlimited** are secretive, rare, and largely anti-social. Those who assume the mantle of super "hero" (or villain) are even rarer. And all are careful and suspicious of others.

Magic Combat

Magic Attacks Per Melee

Spells are *usually* invocations taking the form of a chant or mantra, require minimal potential psychic energy (P.P.E.) and can be performed quickly.

Two low level spells, levels 1-8, can be cast per melee round (15 seconds). Each counts as two melee attacks.

The higher levels of magic are more complex and require more time to preform. Only one spell per melee round (15 seconds) can be cast when spells from levels 9-10 are used; count as six melee attacks. Spells of level 11-15 magnitude require two melee rounds (30 seconds) or longer (see spell description) to cast. Only teleport: superior can be cast in a single melee round. The base save vs magic is 12; higher for experienced mages.

Ceremonial/Ritual Magic: Any spell incantation from level seven and higher can be cast as a *ritual*, provided the user knows the ritual. Spells of level 7-10 level will require ten minutes of ritualizing to cast, while spells of levels 11-15 performed as ritual magic will require 1D6x10 minutes +15 minutes to complete. The base saving throw to save vs ritual magic is 16! Spell strength bonuses are *not* applicable to *ritual* magic.

Note: Knowing the spell version of an invocation does *not* mean the mage also knows the ritual, and vice versa. The character *can* learn both the spell version and the ritual version(s) of the same invocation, but the character needs to actively seek out such knowledge. Furthermore, there can be a dozen variations of spell rituals that invoke the same basic magic.

Circle Magic: For quick, easy play, circles have been removed from this Second Edition. For the full range of magic circles and the special Summoner O.C.C., see the **Palladium Fantasy Role-Playing Game, 2nd Edition.** If the G.M. allows it, the Summoner/Circle magic and other types of magic from the Fantasy RPG may be used as optional Heroes Unlimited characters, although such practitioners of magic should be even less common than those described in this book.

Saving Throws

A saving throw is like a mental or magical parry to fight off/block the influence of magic.

With rare exceptions, any living creature, human, nonhuman and animal, automatically gets a saving throw against magic that enchants, curses, poisons, or controls a character. **Note:** Animals are -4 to save, and inanimate, non-living objects get no saving throws.

A successful saving throw against magic means the magic has no or little effect on that character.

A failed roll to "save vs magic" means the magic has full effect on the victim.

Physical magic assaults, such as cloud of smoke, energy bolt, fire bolt, magic net, objects hurled by telekinesis, call lightning, and similar attacks in which a visible, real, physical force is being used, cannot be avoided by rolling a saving throw. In those instances, the saving throw does not apply. However, one can attempt to *dodge* a physical manifestation of magic just like any physical attack.

To save against a magic attack, the player rolls a 20-sided die and must match or better the magic attack.

To save vs spell magic, the player must generally roll a *12 or higher* against individuals who are of levels 1, 2, or 3 experience; *13 or higher* against mages who are 4th, 5th, 6th or 7th level; *14 or higher* against individuals who are 8th, 9th, 10th and 11th level; *15 or higher* for characters who are 12th, 13th, 14th or 15th level or higher.

To save vs ritual/ceremonial magic, the player must roll a 16 or higher. The saving throw for ritual magic is much higher than that for spell magic because of the preparation time, deep concentration, high emotions and, usually, the greater number of people participating in the ritual.

To save vs wards, the character must generally roll a *14 or higher.* Wards created by an experienced diabolist may require a save of 15, 16, or 17.

To save vs circle magic, the character must generally roll a *16 or higher.* Circles created by experienced Summoners may require a save of 17 or 18!

To save vs faerie folk magic, the character must roll a *16 or higher.* Not a likely encounter in *Heroes Unlimited™*, but you never know.

Canceling Magic

The creator of the magic can cancel/stop its effect or influence instantly at any time. Likewise, the magic-weaver does not have to create the magic for its full duration, but can impose any amount of time, as long as it does not exceed the maximum possible duration.

Interrupting a spell caster prevents him from completing the spell, and will force the mage to stop and start, again, from the beginning. No potential psychic energy is lost by this interruption. A spell caster can stop reciting a spell in mid-incantation without expending P.P.E. or causing any side effect.

Ritual/Ceremonial magic, although usually more powerful, is also more fragile. An interruption of the ritual lasting more than 30 seconds prevents the ritual's arcanist from continuing, ruins the ceremony, and causes 30% of the total available P.P.E. to leak away unused. *Incapacitating the ritual leader* for over 30 seconds will have the same effect. *Incapacitating the other* par-

ticipating members/cultists (rendering them unconscious, pulling them away, etc.) will only reduce the amount of available potential psychic energy. Of course, if the available P.P.E. is reduced to below the invocation's requirement, the magic cannot be performed. Similarly, a delay could prevent the ritual from being completed if the sorcerer is trying to draw upon nexus energy at a specific moment.

The negate magic spell or ritual can also be used to cancel or stop the effects of magic. See the spell description for details.

Sanctum and anti-magic cloud are spells of legend that can also prevent the use of magic or prevent a ritual.

Magic Terms

Level of experience or **Level of the spell caster** refers to the experience level of the person who is casting the magic. This is very important, because the higher the experience level of the spell caster, the more powerful the spell. Many invocations will indicate something like "**Duration:** 5 melees per level of experience," or "1D6 damage per level of the spell caster," and so on. This means that a *third level mage* with a spell duration of five melee rounds per level of experience, can maintain the spell's effects for a maximum duration of *15 melees* (about 3.75 minutes), while a first level spell caster could only keep it going for 75 seconds.

Range: The maximum distance the magic can be cast, indicating "X" number of feet, by touch, or radius (area of spell effect).

Area affect magic are incantations that affect everyone in a given area or radius. A spell with a 15 foot (4.6 m) radius, affects *everybody* within the circle of its effect. Those outside the area are not affected.

Line of vision means that the character's target/victim must be within his sight (line of vision) to be attacked. If the target is not seen, is totally obscured by obstacles, darkness, invisibility, or just not seen by the spell caster (hiding, behind him, beyond normal vision, etc.), the magic cannot be used. However, some line of vision spells with an area affect can be directed at a specific location that the spell caster can see in an attempt to strike an invisible or hidden enemy.

Touch means that the magic's effects can only be transmitted through physical contact.

Duration: This indicates how long the magic's effects last, whether it is *instant* like a fire bolt, or *long-lasting* like a fly as an eagle spell. Long-lasting magic will indicate exactly how many melee rounds or minutes it lasts, *"per level of experience."* Note that the words "melee rounds" are often simplified to "melee," meaning the usual 15 second increment of time during combat.

SPELL DESCRIPTIONS

Alphabetical Spell List by Level

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Level Four
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Shadow Meld (10)
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Level Five
Calling (8)
Charm (12)
Circle of Flame (10)
Energy Disruption (15)
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Fly (15)
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Level Six
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Control the Beasts (18)
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Fire Fist (15)
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Mask of Deceit (15)
Mystic Shield (10)
Teleport: Lesser (15)
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Words of Truth (15)

Level Seven
Animate & Control Dead (20)
Circle of Concealment (15 or 100)
Constrain (supernatural) Being (20)
Dispel Magic Barriers (20)
Fly as the Eagle (25)
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Heal Self (20)
Invisibility: Superior (20)
Life Drain (25)
Metamorphosis: Animal (25)
Wind Rush (20)
Wink-Out (20)

Level Eight
Exorcism (30)
Eyes of the Wolf (25)
Locate (30)
Love Charm (40)
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Level Nine
Age (50)
Havoc (50)
Monster Insect (50 to 100)
Mute (50)
Speed of the Snail (50)
Swords to Snakes (50)
Water to Wine (40)

Level Ten
Banishment (65)
Dimensional Pocket (30 or 140)
Metamorphosis: Superior (100)
Mystic Portal (60)
Summon Shadow Beast (140)

Level Eleven
Anti-Magic Cloud (140)
Finger of Lictalon (150)
Remove Curse (140)
Summon & Control Animals (125)
Summon Fog (140)

Level Twelve
Call Storm (200)
Metamorphosis: Mist (250)
Time Hole (210)

Level Thirteen
Sanctum (390)
Summon & Control Storm (260)
Talisman (500)

Level Fourteen
Id Barrier (600)
Impenetrable Wall of Force (600)
Restoration (750)

Level Fifteen
Dimensional Portal (1000)
Sanctuary (1500)
Summon Greater Familiar (580)
Teleport Superior (600)

Level One

Blinding Flash
Range: 10 foot (3 m) radius; up to 60 feet (18.3 m) away.
Duration: Instant
Saving Throw: Standard
P.P.E.: One

This invocation creates a sudden burst of intense, white light, temporarily blinding everyone in its ten foot (3 m) radius. Victims are blinded for 1D4 melee rounds, with a penalty of -5 to strike, and -10 to parry and dodge. The chance of falling is 1-50% per every 10 feet (3 m) travelled. The saving throw is standard, so those who successfully save vs magic are not blinded. **Note:** Does not affect bionic or cybernetic eyes.

Cloud Of Smoke
Range: 90 feet (27.4 m).
Duration: Four melee rounds per level of experience.
Saving Throw: None
P.P.E: Two

This magic enables the arcanist to create a cloud of dense, black smoke (30x30x30 foot maximum size) up to ninety feet (27.4 m) away. Victims caught in the cloud will be unable to see anything beyond it, and their vision is impaired; they can see no more than three feet (0.9 m) in front of them (and those images are only a blurry shape unless within one foot/0.3 m). While in the cloud, victims will be -5 to strike, parry, and dodge.

Death Trance
Range: Self
Duration: 10 melees (2 1/2 minutes) per level of experience.
Saving Throw: None
P.P.E.: One

A magically induced trance which makes the mage appear to be dead. There is no breathing, pulse, heartbeat, or any other signs of life. While in the trance, the character is quite helpless, unable to speak, move or invoke magic. Only minor physical sensations felt by the mage are recognizable, such as being jostled, carried or hearing voices, but no specific identification or memories are possible. The magic can be canceled at will at any time.

Decipher Magic
Range: Self
Duration: Two minutes (8 melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Four

This spell enables the spell caster to read (decipher) any magic scroll and inscription, text, or book that uses magic symbols or runes at 94% proficiency. The ability lasts only for the duration of the spell and the spell caster will not be able to read those same inscriptions once the spell has elapsed. This spell does not interpret other languages and their alphabet, nor does it identify/decipher magic circles, only the magic symbols used in it. Likewise, this spell does not identify or decipher wards.

Globe of Daylight
Range: Near self or up to 30 feet (9.1 m) away.
Duration: 12 melee rounds (3 minutes) per level of experience.
Saving Throw: None
P.P.E.: Two

A small globe or sphere of true daylight is magically created. The light is bright enough to illuminate a 12 foot (3.6 m) area per each level of its creator's experience. Since it *is* daylight, it can keep vampires at bay just beyond the edge of the light and may frighten subterranean or nocturnal animals. The creator of the globe can mentally move it along with himself, or send it up to 30 feet (9 m) ahead. The maximum speed at which the globe can travel is equal to a speed attribute of 12.

See the Invisible
Range: 200 feet (91 m).
Duration: One minute (4 melees) per each level of experience.
Saving Throw: None
P.P.E.: Four

The character can see invisible superbeings, creatures, forces, and objects magically turned invisible or who are naturally invisible. Even if the creature has no form per se (ghostly entity, energy beings), the mystic will be able to discern its vaporous image or energy sphere. This includes: ghosts, entities, elementals and the astral body.

Sense Evil
Range: 90 foot (27.4 m) radius.
Duration: Two minutes (8 melee rounds) per level of experience.
Saving Throw: None, however a psychic mind block or a protection from magic circle will prevent the spell from working on those under their protection (note that the psychic's ability to sense evil is not blocked by the magic circle).
P.P.E.: Two

The sense evil invocation will enable its spell caster to feel or sense the presence of *supernatural evil.* It will indicate approximately how many supernatural evil presences are within the 90 foot (27.4 m) radius: one, a few (2-6), several (7-14), or many (15 or more). It can also register the intensity of the evil and pinpoint the general location of the source(s) to a particular room(s), possessed object or person, or an approximate distance (very close, near, far, etc.).

Evil emanations from human and most mortal beings are much less distinct and cannot be sensed unless the source/person has an immediate and intense evil intention.

Level Two

Befuddle

Range: 100 feet (30.5 m)

Duration: Two minutes (8 melees) per level of experience.

Saving Throw: Standard

P.P.E.: Six

An enchantment that temporarily causes its victim to become confused and disoriented. Concentration and reactions are impaired. Those affected are -2 to strike, parry and dodge; attacks per melee are reduced by half and all skills suffer a penalty of -20%. Each invocation affects only one person each time it is cast. A successful save vs magic means the intended victim suffers no impairment whatsoever. This spell replaces *Swirling Lights* from the **Revised Heroes Unlimited™**.

Chameleon

Range: Self or others by touch.

Duration: Four minutes (16 melee rounds) per level of experience.

Saving Throw: None

P.P.E.: Six

This spell enables the affected person to seemingly alter the color and pattern of his clothes and physical body, enabling him to blend into the surrounding environment. Movement destroys the effectiveness of this magic.

90% undetectable if unmoving.

70% undetectable if moving 2 feet per melee round or slower.

20% undetectable if moving 6 feet (1.8 m) per melee round.

Totally ineffective if moving any faster.

Darkness

Range: Five foot (1.5 m) radius per level of experience.

Duration: Five minutes per level of experience. **P.P.E.:** Six

Saving Throw: None, other than exiting the area of darkness.

This is an *unnatural* darkness which cannot be dispelled by normal light or flames. Nightvision is cut to half in such enchanted darkness. All others fumble around in the darkness as if blind; -8 to strike, parry and dodge. Those with the prowl skill are +10% to move unseen through the darkness.

Extinguish Fire

Range: 20 foot (6 m) radius, up to 80 feet (24.4 m) away.

Duration: One minute (4 melee rounds) per level of experience.

Saving Throw: None

P.P.E.: Four

The mage can instantly put out up to a 20 foot (6 m) radius of fire, 80 feet away (24.4 m). A total of 40 feet (12.2 m) can be extinguished every 15 seconds (one melee round).

Fear (Horror Factor: 16)

Range: 20 foot (6 m) area, up to 100 feet away (30.5 m).

Duration: One minute (4 melee rounds) per level of experience.

Saving Throw: Special; Save vs Horror Factor.

P.P.E.: Five

The invocation creates a sensation of fear over a particular area (20 ft/6 m maximum diameter of affect). The mage can place the enchantment on an area occupied with people, or an area that is presently unoccupied. Anybody entering the area of enchantment must roll to save vs Horror Factor 16. A failed roll means the person is suddenly washed with terror and will be momentarily stunned, lose one melee attack, lose initiative, is the last person to attack, and can not defend against an opponent's first strike. These penalties remain in force for each melee round the person is in the area of fear. Also see the Horror Factor explanation in the psionic section of the book.

Heavy Breathing

Range: 60 feet (18.3 m)

Duration: Five melee rounds per level of experience.

Saving Throw: Standard

P.P.E.: Five

The mage is able to conjure a mysterious, frightful sound of heavy, labored breathing, as if something invisible is lurking about. The mage can mentally manipulate the sound, increasing or decreasing the breathing rhythm, and move it around, up to 60 feet (18.3 m) away. The breathing can be heard in a six foot (1.8 m) radius. Those hearing the breathing will become fearful and panicky. There is a 1-60% chance that the frightened character(s) will flee in terror. Those who hear the breathing, but do not run, will be -2 to strike, and -1 to parry and dodge as they shake in their boots.

Levitation

Range: Up to 60 feet (18.3 m) away.

Duration: Three minutes (12 melees) per level of experience.

Saving Throw: Standard

P.P.E.: Five

Magic levitation enables the invoker of the magic to raise himself, or other people, or an object, straight up into the air and suspend it there (hover). Movement is limited to straight up and down; no horizontal motion is possible. Weight is restricted to 200 lbs (90 kg) plus 20 lbs (9.1 kg) per level of experience. Maximum height possible is 60 feet (18.3 m) plus 10 feet (3 m) per each level of experience. Targets can be affected up to 60 feet (18.3 m) away. Unwilling victims of the magic get a saving throw: a successful roll means the person is *not* affected by the levitation and remains planted firmly on the ground.

Mystic Alarm

Range: 12 feet (3.6 m); one object.

Duration: One year per level of experience.

Saving Throw: None

P.P.E.: Five

The spell caster can protect his possessions and domicile by placing mystic alarms on them. The invocation creates invisible, ward-like symbols on any *one*, specific, non-living object. If this object is touched or disturbed by anyone other than the spell caster, a silent alarm will buzz in the mage's head, alerting him to the intrusion. The alarm will alert him instantly, even if he is thousands of miles away or in another dimension. Once disturbed, the alarms disappear. The mystic alarm has a limited life of one year per level of the spell caster.

Turn Dead

Range: Up to 60 feet (18.3 m) away.

Duration: Instant effect.

Saving Throw: Standard

P.P.E.: Six

The utterance of this magic will turn/repel 1D6 animated dead per level of experience. This means that those creatures affected will turn and immediately leave the area without harming the spell caster or anyone near him. Those "turned" will not come back for 24 hours. This magic only affects skeletons, mummies, and corpses that are magically animated like marionettes; it will *not* affect vampires, zombies, ghouls, ghosts, or any corpse or skeleton possessed by a living entity.

Level Three

Armor of Ithan

Range: Self or Other

Duration: One minute (4 melee rounds) per level of experience.

Saving Throw: None

P.P.E.: Ten

This powerful spell instantly creates an invisible, weightless, noiseless, full suit of mystic armor on the spell caster. This mystic armor has an A.R. of 18 and 100 S.D.C. plus 10 S.D.C. per level of experience. Furthermore magic fire, lightning, and cold do half damage.

The armor can be instantly created upon anyone, as long as the spell caster invokes the spell while touching the intended recipient.

Breathe Without Air

Range: Self or others by touch.

Duration: 12 melees (3 minutes) per level of experience.

Saving Throw: None

P.P.E.: Five

This invocation enables the person to function normally without air, whether it be underwater or in a vacuum, or in an area with little or no oxygen. Unfortunately, the magic does *not* protect the person from magic toxins or other types of magic, but *does* protect against natural and man-made gases and odors.

Energy Bolt

Range: 150 feet (45.7 m).

Duration: Instantly.

Damage: 4D6 S.D.C. (does not increase with experience).

Saving Throw: Dodge of an 18 or higher.

P.P.E.: Five

The incantation creates an energy bolt that the mage can mentally direct by simply looking at his intended target. The bolt may appear to fire from a hand, finger or the eyes, but needs *no* physical gesture, such as pointing. S.D.C. damage is normally four six-sided dice (4D6), but is increased to 6D6 under the influence of a *ley line* and 8D6 at a *ley line nexus*; P.P.E. cost is still only five despite the increased damage capability. *One* energy bolt can be fired at one target per each spell invocation.

Fingers of the Wind

Range: 90 feet (27.4 m)

Duration: Three melee rounds per level of experience.

Saving Throw: None

P.P.E.: Five

The magician can conjure a wind and manipulate it to touch, tap, bump, or press against a person or object. It can also put out candles, slam shut doors and windows, rock a chair, rustle curtains or chains, or move or knock over small items weighing less than 10 pounds (4.5 kg).

Float in Air

Range: Self or others within 30 feet (9 m).

Duration: 10 melees per level of experience.

Saving Throw: None

P.P.E.: Five

This spell creates air currents which hold a person or object aloft, hovering about one foot above the ground. It can be used to slow someone's descent from a fall or used to float on top of water. Movement is awkward and slow while in the air. The floating person suffers the following penalties: All attacks, strikes, parries and dodges are at -1; normal speed/movement is reduced to half.

Ignite Fire

Range: By touch or up to 40 feet (12.2 m) away.

Duration: Instant (fire lasts until it is put out or has no fuel to burn).

Saving Throw: None

P.P.E.: Six

A magic that causes spontaneous combustion. The magic will ignite any one dry, flammable material. This means the mage could set old rags, rope, paper, dry grass, a couch, robe, etc., on fire or ignite the wick of a candle or coals in a fireplace. The initial fire is tiny, roughly equal to a match or candle, but will spread like a normal fire. Volatile substances that are *contained in something,* like bottled lantern oil, alcohol, gasoline and similar things cannot be ignited. However, if the container is not sealed shut (such as a glass of whiskey or an opened flask of oil) it can be ignited. Hard woods, leather, rubber, meat, human flesh, green plants, and similar items do not easily ignite, so this magic does not work on them.

If somebody's clothes or hair are set on fire, they have two melee rounds (30 seconds) to get it off or put the fire out before damage is inflicted; no other combat or action is possible until the burning article is removed.

Damage from the small fire is 2D6 S.D.C. per melee (beginning after the first 2 melees). The target to be set on fire must be clearly visible to the spell caster.

Impervious to Cold

Range: Self or others up to 60 feet (18.3 m) away.

Duration: Five minutes (20 melees) per level of experience.

Saving Throw: None

P.P.E.: Six

A magic invocation that makes the individual temporarily impervious to cold. Normal and magical cold do no damage to the person or to anything he is wearing/on his person.

Impervious to Fire

Range: Self or others up to 60 feet (18.3 m) away.

Duration: Five minutes (20 melees) per level of experience.

Saving Throw: None

P.P.E.: Six

A magic invocation that makes the individual temporarily impervious to fire. Normal and magical fires do no damage to the person or to anything he is wearing/on his person.

Invisibility: Simple

Range: Self only (includes clothes and articles on one's person).

Duration: Three minutes (12 melees) per level of experience.

Saving Throw: None

P.P.E.: Six

The spell caster and anything he is wearing or carrying at the time of the invocation are turned completely invisible. Any object picked up after the character has become invisible remains visible. Likewise, any item on his person that is dropped becomes visible. Neither normal nor nightvision can detect invisibility; only beings who can naturally, psionically or magically "see the invisible" can see the character. Infrared, heat detectors, and scent tracking (animal) can also pinpoint the invisible person.

Although the invisible person is imperceptible to the eye, he still retains physical mass. This means he cannot go through walls nor can weapons pass harmlessly through him. The character still makes noise, leaves footprints, and physical and magical contact/attacks still affect him as usual.

While invisible, the mage can talk, weave spells, walk, climb, run, open doors, carry objects, and perform other acts of physical exertion, *including combat*, and remain invisible. The invisibility is terminated when the magic's duration time elapses or the mage cancels the spell. **Note:** If cut, only the blood is visible.

Negate Poison/Toxin

Range: Self or by touch.
Duration: Instant
Saving Throw: None
P.P.E.: Five

The arcanist can magically turn a poisonous substance inert, rendering it harmless. The magic can also be used to instantly negate poison in the bloodstream, preventing further damage by the foul substance. However, any damage caused by the poison before the magic is used cannot be reversed with this spell.

Paralysis: Lesser

Range: 60 feet (18.3 m)
Duration: The effect lasts one minute (4 melees) per level of experience.
Saving Throw: Standard
P.P.E.: Five

This magic attack temporarily paralyzes a part of its victim's body; immobilizing that particular limb. A paralyzed hand means that the person cannot pick up or hold objects, write, or use the hand in any way. A paralyzed arm means the limb dangles uselessly at the person's side. A paralyzed leg will make standing difficult and movement almost impossible: reduce speed by 90%, and -2 to parry and dodge. **Note:** The incantation will paralyze only one limb per each invoking of the magic. Internal organs cannot be affected, so the mage can't paralyze a heart, lung, etc. **Note:** Paralysis cannot affect people inside a vehicle, or full scale or plate body armor.

Resist Fire

Range: Self or others.
Duration: 20 melees per level of spell caster
Saving Throw: None
P.P.E.: Three

With this spell the mage can make himself, or one or two others, fire resistant. This means heat has no ill effect and normal and magic fire does half damage. The spell can be cast up to 60 feet (18.3 m).

Level Four

Blind

Range: Touch or 10 feet (3 m) away.
Duration: One minute per level of experience.
Saving Throw: Standard
P.P.E.: Eight

An enchantment that can blind one person or animal each time the spell is cast. The intended victim must be visible, within the line of sight and within range. The victim will be temporarily blind; -5 to strike, -10 to parry and dodge, and likely to stumble and fall for every 10 feet (3 m) of movement (50% chance). Does not affect people inside a force field, vehicle, or locked doors.

If the blind spell is cast upon another spell caster he can not use any spells which require his vision while blinded. If the blind spell caster uses any defensive/assault spells, such as magic net, call lightning, fire ball, carpet of adhesion, etc., there is a 1-65% chance that the spell will be misdirected and strike his own comrades.

Carpet of Adhesion

Range: 30 feet (9 m) +10 feet (3 m) per level of experience.
Duration: 10 melees (2 1/2 minutes) per level of experience.
Saving Throw: Special. If a successful saving throw vs magic is made, that player rolls 2D6 to see how many melee rounds it will take him to pull free. Those failing to make the saving throw are stuck for the entire duration of the spell. Effective even against giants, supernatural beings and robots.
P.P.E.: Ten

The spell caster creates a sticky carpet, up to 10 feet (3 m) wide by 20 feet (6 m) long, that will adhere firmly to anyone who touches it. The victim will stay stuck until the carpet spell time elapses or until the spell caster cancels the spell. The carpet can be cast on a floor, table, wall, etc., or actually cast upon a person. The spell caster can alter the size and shape of this super flypaper (without exceeding the stated limit of 200 square feet), but it is always a flat sheet or carpet.

Charismatic Aura

Range: 60 foot (18.3 m) radius.
Duration: 6 melees per level of experience.
Saving Throw: Standard
P.P.E.: Ten

A particularly handsome tool of deception, this magic can be cast upon the spell caster or another person. The spell instantly enhances that person's physical beauty by eight (8), increasing his charisma and charming all who behold him. Although the focal point of the spell is the person on whom it was cast, it affects everybody in a 60 foot (18.3 m) radius (emanating from the person with the charismatic aura). Thus, *everybody* in that radius is allowed a saving throw vs magic. Those who successfully save will not be affected; those who fail to save are affected and will respond accordingly.

The person with a charismatic aura can invoke one of three responses: *friendship/trust, power/fear, and successful deception.*

Friendship/Trust: The first few words spoken will set up the response. Thus, a statement of friendship, peace, or trust will inspire those sentiments in everyone affected.

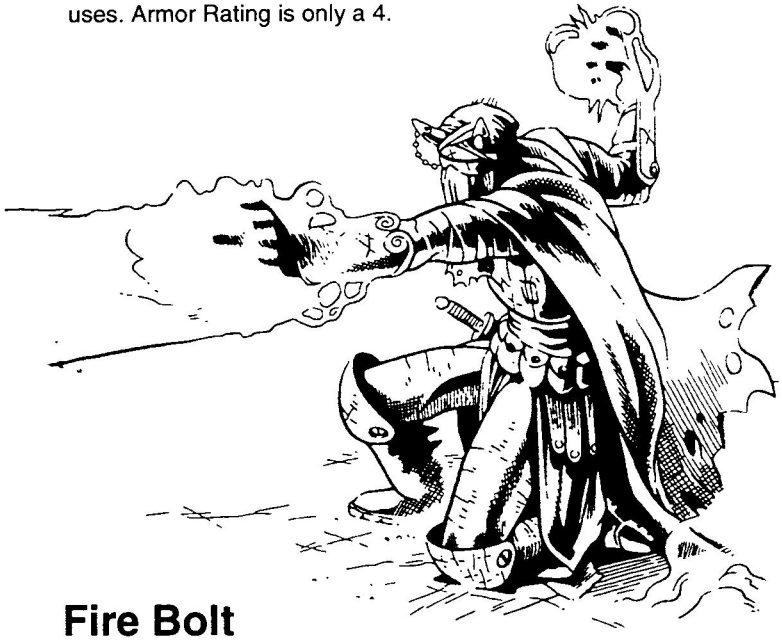
Power/Fear: A statement of power, anger, strength, or vile intent will strike awe and fear into everyone affected. (Example: "Lay down your weapons and let us pass, lest you suffer my wrath!"). Effectively causes a horror factor of 13.

Successful Deception: This enables the person with charismatic aura to *convincingly lie* like a master con-man. There is a 1-80% chance that those affected will believe anything he tells them. This response is triggered by a phrase like: "Trust me completely ..." or "I would never lie to you."

Energy Field

Range: Self or others up to 60 feet (18.3 m) away.
Duration: One minute (4 melees) per level of experience or until it is destroyed.
Saving Throw: None
P.P.E.: Ten

The spell creates a protective field of energy around the mage, others, or an object. The maximum area of protection is a diameter of 8 feet (2.4 m), which means it can protect a small roomful of people (about 6-8 individuals). The energy field appears as a semi-transparent wall or bubble that shimmers with a blue-white light. The field normally provides a total protection of 60 S.D.C., but is doubled at ley lines and tripled at ley line nexuses. Armor Rating is only a 4.



Fire Bolt

Range: 100 feet (30.5 m) +5 ft (1.5 m) per level of experience.
Duration: Instant
Damage: 5D6 S.D.C.
Saving Throw: Dodge
P.P.E.: Ten

Like the energy bolt, the mage can create and direct a bolt of fire. Bonus to strike is +4. Damage is 5D6 S.D.C., but is increased to 7D6 under the influence of a *ley line* and 1D6x10 at a *ley line nexus*. The mage can adjust the damage amount, down, by increments of 1D6.

Fool's Gold

Range: By touch or up to five feet (1.5 m) away.
Duration: Five minutes per level of spell caster.
Saving Throw: Standard; those who save recognize it to be fool's gold. Those with a strong knowledge of metals are not fooled.
P.P.E.: Ten

This elemental magic enables the magician to cause any object to appear to be made of gold. After the magician leaves, the object will still retain its gold appearance until the spell elapses. The effect is temporary, and upon close examination by those who can recognize precious metals, it is clearly not gold.

Magic Net

Range: 20 feet (6 m) per level of the spell caster.
Duration: 2 melee rounds per level of experience.
Saving Throw: Special. There is no save vs magic, but intended victims can try to dodge being snared by rolling a 16 or higher.
P.P.E. Seven

This spell creates a net composed of magic fibers which will snare 1-6 human-sized victims within a 10 foot (3 m) diameter. Normal weapons *cannot* cut through the net; only magic weapons and spells can affect this net. Even then it requires a full two melee rounds (30 seconds) to cut or blast out (a dispel magic barriers will dispel it instantly). Anyone caught in the magic net is helpless and unable to attack or defend themselves. The spell caster can cancel the net at any time.

Multiple Image

Range: Self
Duration: One minute (4 melee rounds) per level of experience.
Saving Throw: Special. Viewers may be able to see through the illusion and identify the true person, but such rolls vs magic are at a -6.
P.P.E.: Seven

A magic illusion that creates three identical images of the spell caster. Each image mimics his every movement exactly. Only piercing the false image with iron will dispel that particular one. This is a great way to confuse, scare and distract an opponent or an angry mob. The deception also provides the mage with a bonus of +2 on initiative, +2 to dodge, and +1 to strike.

Repel Animals

Range: 30 feet (9 m).
Duration: Immediate
Saving Throw: Standard; 12 or higher even for animals.
P.P.E.: Seven

The character can invoke an enchantment that will make even a hostile, predatory animal stop, turn, and leave the area without harming the mage or anybody near him. The animal will not return for hours. The enchantment can affect six animals simultaneously.

Seal

Range: 100 feet (30.5 m)
Duration: Two minutes (8 melees) per level of experience.
Saving Throw: None
P.P.E.: Seven

The mage can magically prevent any inanimate object from being opened. The mystic can seal shut a door, gate, window, drawer, jar/jug/bottle with a lid, and so on. There is no sign of force, the lock can be unlatched, but the door, or whatever, will not yield/open regardless of the character's physical strength. The only way to get in or out, or to open it, is to smash the container or chop through the door.

At early levels, the character can only seal one item per incantation. However, at fourth level of experience and beyond, the mage can seal every door, window and enclosure within a 100 foot (30.5 m) area (that can be an entire 50 to 80 foot house up to three stories high), but costs an additional ten points. This spell was formerly called Sorcerer's Seal.

Shadow Meld

Range: Self
Duration: Two minutes (8 melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Ten

This unique magic enables the mage to step into shadows and become totally invisible, even to a "see the invisible" spell. The shadow must be at least five feet long to be an effective hiding place. The shadow serves as a superior means of hiding or moving unseen. The mage can move, walk, or run through the length of shadow or from shadow to shadow. While in shadow/darkness, the mage prowls at a 60% proficiency (or at +15% to normal prowl skill, whichever is higher).

Intense light will dispel the shadow, leaving the mage revealed. Of course, sanctuary can be found by fleeing into another shadow. Feeble light, less than three torches or 300 watts. will only create more shadows.

While hidden in shadow, the character is still susceptible to magic, psychic and physical attacks, although attackers are -5 to strike him (because they can't see him). Area affect magic does not suffer any such penalty. *Infrared* optics are the only means that can be used to see somebody in a shadow.

Swim as a Fish (Minor)

Range: Self or others up to 10 feet (3 m) away.
Duration: 5 minutes (20 melees) per level of experience.
Saving Throw: None
P.P.E.: Six

An incantation that provides the character with exceptional swimming abilities. Equal to swimming (and S.C.U.B.A.). Base Skill is 96%, can swim a distance of 100 xP.S. in yards/meters without tiring, gets an additional +1 to parry and dodge while in water, can hold breath for three minutes at a time, and maximum depth is 3000 feet (910 m).

Trance

Range: Touch or within 12 feet (3.6 m); line of sight.
Duration: Five minutes per level of experience.
Saving Throw: Standard
P.P.E.: Ten

This enchantment places a person into a zombie-like state or hypnotic haze, unaware of his environment or happenings around him. The entranced character cannot formulate thoughts, use skills, or act on his own; the individual is only aware of the enchanter's voice and will follow extremely simple commands, such as stay, sit, follow me, get inside, lay down, give me your hand, etc. The entranced victim cannot engage in any type of combat (offers no resistance), conversation or any actions that require skill or concentration. The magic is meant to incapacitate, more than it is to enslave. Evil men of magic often use trance on prisoners or victims intended for blood sacrifice.

While entranced, the person cannot be made to reveal secrets, betray a friend, harm himself, or act against his alignment. While entranced, all physical attributes function as if they are half of what they really are; thus, a speed of 10 is 5. The victim of a trance will remember nothing of the events that occurred while he was entranced.

Level Five

Calling

Range: Two miles (3.2 km) per level of experience.
Duration: Five minutes per level of experience.
Saving Throw: Standard
P.P.E.: Eight

The calling is like a limited form of telepathic communication in which the mage can mentally call a specific individual. To use "the call," the spell caster must know the person's whole name (first and last), must have personally met the individual (if only briefly), and must be within range. The call sends a telepathic message to that particular person, calling him or her by full name, and leaves an impression of where the mage can be found. A typical call message will be something like, "Erick Wujcik, come to me," or "Richard Burke, I need you." Only the individual to whom the call is made can hear it, no one else. If a successful saving throw is made, the call, and impression of location, is heard only once. If the saving throw is not successful the call will repeat itself over and over again, three times per melee round, until the spell elapses or the person goes to the mage. Nothing except a mind block can block out the call. A failed roll means the call keeps coming and coming, compelling the person to answer it.

Charm

Range: 15 feet (4.6 m) or by touch.
Duration: Four melee rounds (one minute) per level of experience.
Saving Throw: Standard
P.P.E.: Twelve

The charm spell can influence any intelligent creature. The spell victim will fall under the immediate influence of the spell caster. He will believe everything the mage tells him, trust the spell caster as if he were a loyal friend, do his best to please/help/assist or protect him, and will answer any questions truthfully and in as much detail as requested.

Note that other than perceiving the spell caster as his best and favorite friend, whom he in anxious to please, the charmed individual will not do anything that is contrary to his alignment. This spell replaces Mesmerism from the **Revised Heroes Unlimited**.

Circle of Flame

Range: 10 feet around self.
Duration: Two minutes (8 melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Ten

The mage can create a magical circle of flame around himself. No combustible material is required. The flame is five feet (1.5 m) tall and inflicts 6D6 S.D.C. damage to anybody who tries to pass through the fire.

Energy Disruption

Range: 60 feet (18.3 m)
Duration: 3 minutes (12 melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Fifteen

This is a particularly useful magic in a tech environment where the spell can temporarily knockout, stop, or immobilize, any electrical device it is aimed at. This includes normal automobiles, computers, radios, surveillance cameras, sensors, appliances, entire fuse boxes, batteries, electric alarm systems, etc. The apparatus is not harmed in any way, it simply ceases to function. When the magic elapses, the item(s) will work perfectly, with no sign of malfunction or energy loss.

In a low-tech world like Palladium, the spell will cause candles, torches, lanterns and campfires to sputter and go out (erupting back to full life the moment the spell comes to an end; until then they cannot be relit by any means). It can also be used to diminish the strength/damage of magic fire and energy structures like circle of flame and energy based wards by half! However, this disruption is only good against existing energy magic already put into place, and does not diminish the damage caused by energy bolts, fire balls, call lightning, dragon's breath, wind, cold, kinetic force, and similar magic attacks. Nor can it affect Spells of Legend or magic weapons, potions, circles, scrolls or enchanted items.

Escape

Range: Self, touch or 5 feet (1.5 m).
Duration: Instant
Saving Throw: None
P.P.E.: Eight

The escape invocation enables the mage to magically escape any normal bonds or open any locking mechanism that bars his

way. This includes being tied with rope, handcuffs, prison cells, doors, trunks, locks, straightjackets, etc. One restraint or lock can be undone per each invocation. Only gagging the mage will prevent the use of this magic, and only magic restraints and locks are unaffected by this spell.

Eyes of Thoth

Range: Self or others by touch.

Duration: 10 minutes per level of experience.

Saving Throw: None

P.P.E.: Eight

Thoth is the god of knowledge and wisdom. He is said to know all languages, all symbols and all forms of magic. This invocation enables the character to read and understand ALL written languages, modern and ancient, including runes and magic symbols. However, spoken languages are incomprehensible unless a tongues spell is also invoked or the person has an education in that language.

Fly

Range: Object by touch.

Duration: 6 minutes per level of experience.

Saving Throw: None

P.P.E.: Fifteen

The spell caster can magically bestow the power of flight to an *inanimate* object not made of *metal or plastic.* He or she can then use that object to fly. This is the origin of the myths about the witch and her broom and of flying carpets. The object must be big enough to hold onto or, preferably, large enough to sit on. If the item is small, the mage must hold on for dear life, and if his grip should give way, he will fall to his doom. To avoid muscle strain and tragedy, it is best that the object can be comfortably sat upon. The maximum length and width of the enchanted item must not exceed six feet (1.8 m). This maximum size is enough to accommodate two or three additional characters of human size. **Note:** The magic will not work if the object has any metal (or plastic) in it, including nails.

Maximum altitude is 1000 feet (305 m). Maximum speed is 35 mph (56 km); the object can fly or hover stationary.

Heal Wounds

Range: Touch or up to three feet (0.9 m) away.

Duration: Instant

Saving Throw: Standard, but only if the person resists the magic.

P.P.E.: Ten

This powerful invocation will instantly heal minor physical wounds, such as bruises, cuts, gashes, arrow wounds, burned flesh and pulled muscles, restoring 3D6 S.D.C. and 1D6 hit points. It will *not* help against illness, internal damage to organs or nerves, broken bones or poisons/drugs.

In the case of arrow (or bullet) wounds, the object should be removed first. If it is left inside the person, it will be a constant irritant causing chronic pain; reduce the character's P.E. and P.P. attribute by one point due to stiffness and discomfort.

Horrific Illusion

Range: 30 ft (9.1 m)

Duration: Two minutes (8 melees) per level of experience.

Saving Throw: Save vs horror factor 14.

P.P.E.: Ten

The spell caster creates a frightening illusion of a horrible sight using common images such as a hundred large (presumably poisonous) spiders, other insects, snakes, dangerous animal(s), known monster (manticore, dragon, troll, etc.) or fire and similar. Everybody who sees the illusion must roll to save vs horror factor 14. A failed roll means that the character is momentarily stunned, with the usual horror factor combat penalties applicable for that one melee. However, the illusion is so real that any character who fails to save will not dare to engage or go past it, but can try to find another route around it.

Sleep

Range: Touch or one foot (0.3 m).

Duration: Becomes inert within 15 minutes; effects last 10 minutes per level of experience.

Saving Throw: Standard

P.P.E.: Ten

The invocation can turn any normal, drinkable fluid or food into a sleep inducing potion. Immediately after two bites of enchanted food or two gulps of fluid, the person will fall into an enchanted sleep. The victim cannot be awakened by any means except by the mage canceling the magic or until the magic's duration time lapses. A successful save means the enchanted food or drink has no effect.

Level Six

Call Lightning

Range: 300 feet (91 m).

Duration: Instant

Damage: 1D6 S.D.C. per level of the spell caster.

Saving Throw: None; it *always* hits unless one's opponent rolls a natural 20 or a modified 24 or higher to dodge!

P.P.E.: Fifteen

This spell creates a lightning bolt which can be directed at any specific target up to 300 feet (91 m) away. The lightning bolt shoots down from the sky, hitting the desired target. The target or area must be within the spell caster's line of vision. The lightning bolt does 1D6 points of damage per level of the spell caster's experience. This *magic* can be cast outdoors or in; damage is inflicted only to the specific person or target.

Control the Beasts

Range: 100 feet (30.5 m)

Duration: Two minutes (8 melee rounds) per level of experience.

Saving Throw: Standard

P.P.E.: Eighteen

The spell caster is able to control two animals (mammals, birds, amphibians, reptiles, and fish, but not insects or creatures of magic) per level of experience, within his line of vision, up to 60 feet (18.3 m) away. The animal(s) responds as if it is tamed, trained and loyal to the spell caster. All creatures affected will obey simple commands like stay, sit, go, come, attack, kill, etc. This spell does not affect any intelligent creatures, humanoids, werebeasts or creatures of magic. Animals that successfully save vs magic may follow the lead of animals that don't save. This is especially true of pack animals. Or the beast may be confused seeing other animals respond in a positive way to the mage, and simply leave the area.

Fire Ball

Range: 90 feet (27.4 m).

Duration: Instant.

Damage: 1D6 per level of experience.

Saving Throw: Dodge, but the victim must know the attack is

coming and must roll an 18 or higher (bonuses to dodge are applicable).

P.P.E.: Ten

The spell caster creates a large fire ball which hurls at its target at an awesome speed, inflicting 1D6 points of damage per each level of the spell caster. The fire ball is magically directed and seldom misses.

Fire Fist

Range: Self

Duration: One minute (four melee rounds) per level of experience.

Saving Throw: Dodge or parry only.

P.P.E.: Fifteen

The spell caster's fist seems to be enveloped in a ball of flame that does not burn his flesh, but inflicts 3D6 damage from punches plus any P.S. damage bonus! This is considered a magic attack/weapon and can hurt supernatural beings as well as be used to parry other magic weapons. The fire fist strike can only be parried by magic weapons without inflicting damage.

Impervious to Energy

Range: Self or others by ritual.

Duration: Two minutes (8 melees) per level of experience.

Saving Throw: None

P.P.E.: Twenty

The arcanist can make himself impervious to all forms of energy, including fire, heat, electricity, lasers and so on. Energy attacks do no damage whatsoever. Physical attacks, punches, kicks, knives, clubs, arrows, etc., inflict normal damage.

Magic Pigeon

Range: Immediate area.

Duration: Two months per level of spell caster.

Saving Throw: None

P.P.E.: Twenty

This special incantation enables the spell caster to create a mystic facsimile of a pigeon. The magic pigeon is able to fly and deliver a spoken (30 words or less) or written message to anyone, anyplace in this world (in the same dimension), however, the spell caster must know at least the general location of the person whom the message is intended. Upon reaching its destination it will seek out that person and immediately deliver the message. If the recipient of the message is not at the prescribed destination, the magic pigeon will wait until he returns or until the spell duration elapses and it fades away.

The magic pigeon looks exactly like a real pigeon, but needs no food or rest; thus it can fly 720 miles (1152 km) every 24 hours at a speed of 30 mph (48 km). Normal weapons cannot harm or capture the pigeon, but magic spells and circles of entrapment can capture it, and *dispel magic* can destroy it.

Mask of Deceit

Range: Self or other up to six feet (1.8 m) away.

Duration: Five minutes (20 melee rounds) per level of experience.

Saving Throw: -5 or -9.

P.P.E.: Fifteen

A useful tool in deception, it magically creates an illusionary mask over the enchanted person's features. The mask is mentally molded by the spell caster into any facial features, changing color, races, sex, etc. However, the spell only affects the *facial features*, and not any other part of the body. Remember, this spell is an illusion, so the original, true physical features are hidden, but unchanged.

The mask can also be placed on someone else, but the spell caster must do the mental molding of the illusion, and the intended recipient of the mask must be within a six foot (1.8 m) radius.

Saving Throw: It is possible for anyone to see through the illusion of the magical mask. Everyone encountering the enchanted person gets to save vs magic. A successful save means the true features are seen rather than the illusionary one. However, all such rolls are -5 even when directly interacting with the disguised individual, and -9 if the deceiver is seen from a distance and is not interacting nor drawing attention to himself.

Mystic Shield

Range: Self or others up to 60 feet (18.3 m) away.

Duration: One minute (4 melees) per level of experience or until it is destroyed.

Saving Throw: None

P.P.E.: Ten

The spell creates a protective field of energy around the mage, others, or an object. The maximum area of protection is a diameter of 8 feet (2.4 m), which means it can protect a small roomful of people (about 6-8 individuals). The energy field appears as a semi-transparent wall or bubble that shimmers with a blue-white light. The field normally provides a total protection of 60 S.D.C. per level of experience, but is doubled at ley lines and tripled at ley line nexuses. Armor Rating is only a 4.

Teleport: Lesser

Range: Five miles (8 km) per level of experience.

Duration: Requires two full melees (30 seconds) to teleport.

Saving Throw: None

P.P.E.: Fifteen

The power to magically transmit matter from one place to another. The lesser teleport spell is limited to non-living substances. Up to 50 pounds (22.4 kg) can be instantly transported from the location of the spell weaver to any location miles away. The only requirements are that the mage *touches* the object to be teleported and that the location of where it is being sent is *known* to him. Success Ratio: 80% +2% per level of experience. An unsuccessful roll means that the object never arrived where it was supposed to, and could be anywhere within the mage's range (he has no idea where).

Tongues

Range: Self or others by touch.

Duration: Five minutes per level of experience.

Saving Throw: None

P.P.E.: Twelve

The magic enables the character to perfectly understand and speak all spoken languages at 98% proficiency, including elemental and alien tongues. An understanding of written languages is not provided by this spell. *See the "Eyes of Thoth."*

Words of Truth

Range: 5 feet (1.5 m).

Duration: One minute (4 melees) per level of experience.

Saving Throw: Standard, but the enchanted person makes a saving throw for each question asked. A successful save means he doesn't have to answer. Questions can be repeated.

P.P.E.: Fifteen

A person affected by this enchantment is compelled to answer all questions truthfully. The spell caster must be within five feet (1.5 m) and he can ask two brief questions per melee. It is wise to keep questions simple and clear to avoid confusion. The victim is compelled to answer only the spell caster.

Level Seven

Animate & Control Dead

Range: 400 feet (122 m); line of vision.
Duration: 5 minutes (20 melees) per level of experience.
Saving Throw: None
P.P.E.: Twenty

With this incantation the arcanist can animate the remains of dead bodies, human, animal or monster, and mentally control them like a puppet master would a marionette on strings. The remains are not alive and do not have any intelligence whatsoever. It is the sorcerer who controls and directs their actions.

Restrictions and Notes:

1. The mage can animate and control only two corpses or skeletons, plus one per level of experience.

2. The animated dead must remain in his line of vision. If it cannot be seen, it cannot be animated or controlled.

3. Each of the animated corpses or skeletons has two attacks per melee, a Speed of 7, and inflicts 1D6 damage from punch, bite, claw or blunt weapon. They are robot-like S.D.C. structures and inflict S.D.C. damage unless they wield a special weapon. Sharp weapons like swords, spears, and axes, do their normal damage. **Note:** The bow and arrow, cross bow and sling (as well as guns) cannot be used by animated dead, nor can magic scrolls or potions.

S.D.C. of a small corpse/skeleton, about 3 or 4 feet (0.9-1.2 m) tall, is 50 S.D.C.; medium, 5-6 feet (1.5-1.8 m), is 80 S.D.C.; large, 7 to 12 feet (2.1-3.6 m) is 140 S.D.C. and 200 for giants. 4. Either total destruction of the animated dead or knocking out the controlling mage can stop them. Arrows, sling bullets, gun bullets and thrown weapons do half damage. Blunt, chain and magic weapons, damage inflicting magic spells and smashing attacks do full damage. Fire does double damage! Note that animated dead cannot be stunned or affected by a death blow or critical hit, nor by psionic attacks, charms, mind control, illusions, poison, or disease.

Circle of Concealment

Range: 20 foot (6.1 m) radius per level of experience. If done as a ritual, use the sorcerer with the highest level, and add 10 feet (3.0 m) per additional magician involved in the ritual.
Duration: One hour per level of experience/one year per level of experience.
Saving Throw: See below.
P.P.E.: 15 or 100.

This spell hides an area from most people. Anybody passing by the area will pay no attention to anything concealed by the circle. The circle can also be "programmed" so that certain individuals, group members, or those who know the right passwords can see past the mystical effect.

A save versus ritual magic will allow somebody else to sense that something is "wrong" about the area, and may lead to the discovery of whatever is hidden by the circle. Magic and psionic powers like detect P.P.E., detect magic, and negate magic may pierce the circle of concealment and reveal what's hidden within, but the circle gets to save vs magic or psionics with the bonuses of its creator.

The circle can be a temporary hiding place for a few hours, or long-lasting with a duration measured in years. The first usage only costs 15 P.P.E., while the second requires 100 P.P.E. points plus the mage permanently loses one P.E. attribute point. The spell is cast as a ritual only. This spell replaces the *Sphere of Invisibility* spell from **Revised Heroes Unlimited™**.

Constrain Being

Range: 30 feet (9 m)
Duration: Two minutes per level of experience.
Saving Throw: Standard
P.P.E.: Twenty

This invocation is useful for controlling lesser *supernatural* creatures. The enchantment forces the being to obey the mage to a very limited degree. Mainly, the sorcerer can hold the "thing" at bay with an order like: "Back, stay back," "go ... begone," "Stay there ... don't move." "No." "Stop." "Back away." No commands more elaborate than that will be obeyed. The constrain being incantation works in the same way as a cross holds a vampire at bay. As long as the mage and his allies stay out of the creature's reach, the magic will hold it at bay. If it can reach out and hurt somebody, it will. If it is attacked, the enchantment is broken and it is free to lash out at everybody. **Note:** Possessing entities and the greater supernatural beings are not affected by this magic, nor are non-supernatural monster races like ogres, trolls, giants, or humanoids from other worlds and dimensions

Dispel Magic Barriers

Range: 100 feet (30.5 m)
Duration: Instant
Saving Throw: The magic spell being attacked automatically gets a standard saving throw as if it were a person (12+; must roll above the maximum spell strength of the mage who created the barrier). If a successful saving throw is made, the negate magic barriers spell has no effect; the barrier remains.
P.P.E.: Twenty

This spell negates/dispels all magic barriers of any kind including the sorcerer's seal, carpet of adhesion, immobilize, magic net, all types of wall spells, and similar. It does not affect wards, circles, magic rain, fog, or other weather, or Spells of Legend.

Fly as the Eagle

Range: Self or others up to 100 feet (30.5 m) away.
Duration: 20 minutes per level of the spell caster.
Saving Throw: None
P.P.E.: Twenty-Five

The power of flight is bestowed upon the spell caster or person it is cast upon. It is especially effective out of doors, and in large, open areas. Maximum Speed is 50 mph (80 km). Bonuses: +1 to parry, +2 to dodge when in flight and +2 to damage on a diving or swooping attack. Bonuses apply only when in flight.

Globe of Silence

Range: 90 feet (27.4 m)
Duration: Six melee rounds per level of experience.
Saving Throw: None; there's no saving throw because it is actually the physical space around the person that is being altered. A negate magic spell can dispel/cancel the globe.
P.P.E.: Twenty

This spell immediately creates an invisible globe that measures 10 feet in diameter. No sound, voices, screams, footsteps, etc., can be heard by the people inside the globe, nor can the noise made by them be heard by those outside of it. The globe absorbs everything, so while it can prevent those within the globe from making noise, it also prevents sound from outside to enter. Those within the globe can't hear anything, thus a spell caster, reliant on spoken incantations, is completely powerless inside a globe of silence because his words cannot be heard.

Stepping beyond the diameter of the globe frees that person from its effect on him, but those still inside will be unable to ver-

bally communicate. The globe itself can be fixed in a stationary position or mentally moved by the spell caster. However, the spell caster cannot cast another spell while manipulating the globe, and once fixed to one spot, that is where it remains until the spell duration time elapses or it is cancelled. The globe can be cast up to 90 feet (27.4 m) away.

Heal Self

Range: Self
Duration: Permanent
Saving Throw: None
P.P.E.: Twenty

This spell is very similar to the psionic bio-regeneration, magically healing cuts, bruises, internal injuries, broken bones, etc., without scarring. Restores 1D6 hit points or S.D.C. points (player's choice) to the spell caster per every two levels of experience, so a 3rd level mage sees 2D6 hit points restored, 5th level 3D6, 7th level 4D6, and so on.

Invisibility (superior)

Range: Self or others by touch.
Duration: Three minutes (12 melees) per level of experience.
Saving Throw: None
P.P.E.: Twenty

A powerful incantation that makes the spell caster invisible to *all* means of detection! Infrared, ultraviolet, heat, and motion detectors, see aura, presence sense, sense magic, sense evil, and even an animal's sense of smell cannot locate the invisible person! No footprints are made, there is little sound (prowl 84%), and the power to see the invisible will only reveal a semi-transparent, ghost-like image of the character (which gives attackers a penalty of -2 to strike)! The spell caster and anything he is wearing or carrying at the time of the invocation are turned completely invisible. Any object picked up after the character has become invisible remains visible unless tucked under his invisible garments. Likewise, any item on his person that is dropped becomes visible.

Unlike invisibility: simple, this super-cloaking magic is broken only if the character engages in combat/attacks. At that instant, he becomes completely visible. **Note:** The invisible character is not ethereal and cannot walk through walls; he must still use a door. The act of forcing open a door or window, picking a lock, tapping somebody, accidentally bumping somebody, or accidentally getting shot or hurt, is not considered an act of aggression or combat, so the invisibility is maintained. *Invisibility: superior* cannot be simultaneously combined with *invisibility: simple.* This spell can turn as many as two people invisible with a single casting.

Life Drain

Range: 30 feet (9 m)
Duration: Two melee rounds (30 seconds) per level of experience.
Damage: Special; see description.
Saving Throw: Standard; a successful saving throw means the magic has no affect on that person.
P.P.E.: Twenty-Five

The life drain is a debilitating magic that weakens an opponent. The victim will turn pale and see his S.D.C., hit points, and speed reduced by half. Attacks per melee are reduced by one and skills are -10%.

Low level mages (1-3) can only affect one individual per each spell cast, but at fourth level, the mage can also cast the magic on an area, 15 feet (4.6 m) in diameter; affecting everyone who enters and remains in the area of enchantment.

Once the magic's duration time has lapsed, the victim's skills and attacks per melee return to normal, but S.D.C. returns at a rate of eight per hour and hit points at a rate of four per hour. Reduced speed (half) and a feeling of weakness remains for 1D4 hours.

Metamorphosis: Animal

Range: Self. Others can be transformed by ritual only.
Duration: 20 minutes per level of experience.
Saving Throw: None
P.P.E.: Twenty-Five

The invocation can completely transform a character into a particular animal, from an alley cat or cocker spaniel to a lion, wolf, alligator, bird, etc. In animal form, the character gets all the inherent abilities and defenses which that animal form may offer, but retains his *own* I.Q., ability to speak, memory, S.D.C. and hit points. The mage can return to human form (naked) at will.

To determine the general abilities of an animal type, use the following tables. **Note:** For an in-depth description of animals and their abilities (monsters too), you might want to take a look at *The Palladium Book of Monsters & Animals; Second Edition.*

Retractable Claws:
Small Cats (lynx, bobcat): 1D6 damage.
Big Cats (lion, tiger): 2D6 damage.

Claws:
Digging (badger, wolverine): 2D4 damage.
Miscellaneous (rodent, lizard): 1D4 damage.
Birds of Prey: 1D6 damage.
Bear: 2D4 damage.

Teeth:
Bear: 2D4 damage; Polar Bear or Grizzly: 2D6 damage.
Canine: 1D6 damage; Wolf: 2D6 damage.
Feline: 1D6 damage; Tiger/Lion: 2D6 damage.
Mustelid: 1D4 damage; Badger/Wolverine: 1D6 damage.
Herbivores (horse, goat, cattle): 1D4 damage.
Birds of Prey (beak): 1D4 damage.

Antlers:
Small: 1D4 damage.
Medium: 1D6 damage.
Large: 2D4 damage.

Horns:
Small: 1D6 damage.
Large: 2D6 damage.

Speeds:
Wild Canine: About 35 mph (56 km) for up to half an hour.
Small Wildcats: 15 mph (24 km) in spurts of 5 to 10 minutes.
Large Cats: 30 mph (48 km) in spurts of 10 to 15 minutes.
Cheetah: 90 mph (144 km) in 1-5 minute spurts.
Deer/Antelope: 30 mph (48 km) maximum for up to an hour.
Horse: 40 mph (64.4 km) maximum for up to an hour.
Elephant: 25 mph (40 km) for up to an hour.
Rhinoceros: 35 mph (56 km) in 3 to 8 minute spurts.
Alligator: 35 mph (56 km) in 2 minute spurts.
Lizards: 10 to 20 mph (16-32 km) in 2 to 5 minute spurts.
Typical Birds: 30 mph (48 km) for up to 1D4 hours.
Birds of Prey: 40 mph (64.4 km) for up to 1D4+1 hours.

Animals: Abilities and Bonuses:

1. Extraordinary vision approximately 10 times better than a normal human's. This means the character can clearly see an 18 inch item up to two miles away (3.2 km). Nightvision 600 feet (183 m) for nocturnal animals.

2. +2 to save vs poisons, toxins and disease.

3. Extraordinary sense of smell allows the character to detect very faint scent traces. Tracking by smell is at a skill level of 40% (+10% if a predator following a blood scent) and identify a person by scent is a 30% chance.

4. Natural Prowl skill is 65%, climb 35% and swim 60%.

Wind Rush

Range: 120 feet (36.6 m)

Duration: One melee (15 seconds).

Saving Throw: A roll of 18 or higher saves one from losing his balance and/or losing some personal item(s).

P.P.E.: Twenty

This spell creates a short, powerful wind gusting at 60 mph (96.5 km) that is capable of knocking people down, knocking riders off mounts, blowing small objects 20 to 120 feet (6-36 m) away, or creating dust storms.

The wind can be directed by the spell caster at a specific target or a general sweep (maximum wind width is 20 feet/6 m) can be made. Anyone caught in the wind is helpless and unable to attack or move forward. It takes an additional melee round to recover and 1-8 melees to gather up all the items blown away.

Wink-Out

Range: Self

Duration: Varies

Saving Throw: Unwilling travelers can try to save; standard.

Limitations: The spell only affects the spell caster unless he is fifth level or greater. Experienced mages can take two people with them but must be touching both at the moment the spell is cast. The exact spot that the character warped from is the exact location where he reappears.

P.P.E.: 20 for one minute. The spell caster can increase the number of minutes he is "winked out" at an additional cost of 10 P.P.E. per each minute: five minute maximum (costing 60 P.P.E.).

The character seems to disappear or teleport to a different location — it is impossible for an observer to tell which might be the case. In reality, the spell caster has really created, and stepped into, a very temporary time hole in another dimension.

Time inside the wink-out time hole passes at the rate of 15 seconds per minute; i.e. one minute in the normal world will seem like one melee round (15 seconds) to the character(s) in the time hole, while five minutes will seem like 75 seconds to the time traveler who winked-out.

During the wink-out phase, the character cannot be located by normal vision or scent, psionic or mystical means; it is as if the spell caster has vanished off the face of the planet (and he has). While winked-out, the character can use his time (15 seconds per each minute) to reload weapons, draw new weapons, cast spells on himself (or his companions), prepare to cast a spell the moment he reappears, hide any small objects on his person, destroy an item, drink a potion, and similar tasks. Note, nothing can be left behind in the temporary time pocket.

Level Eight

Exorcism

Range: 30 feet (9 m).

Duration: The spell casting takes three minutes, but the results last six months or longer.

Saving Throw: Standard; 12+ by spell or 16 by ritual.

P.P.E.: Thirty

Exorcism is a powerful magic that forces a possessing supernatural being to relinquish its control over the enslaved person, animal or object. Forced out of its host body, the evil entity will try to possess any other human or animal within the immediate area (30 ft/9 m; line of vision). The horrid thing gets two attempts at possession. Fortunately, the exorcism incantation protects the person who was its original victim with a bonus of +12 to save vs possession and the mage conducting the exorcism has a bonus of +6 to save vs possession. Anybody else in the area has no extra bonus and is in great peril. **If the evil force fails** in both of its attempts to take possession of a host body, roll percentile dice on the following:

1-52 The evil intelligence is instantly returned to its own dimension.

53-00 The being can continue to exist in our world, but must immediately flee the area and cannot return for at least six months.

Note: Ritual exorcism always has a greater chance for success, but takes two hours to perform. An exorcism can be repeated by the same character on the same person as often as needed (just be certain the mage has sufficient P.P.E.).

Eyes of the Wolf

Range: Self or other up to 10 feet (3 m) away.

Duration: Eight minutes per level of spell caster.

Saving Throw: None

P.P.E.: Twenty-Five

This spell can be cast upon oneself or another. It bestows the following basic abilities: proficiency does not increase by level of experience:

Keen, 20/20 vision, but sees in black and white.

Nightvision: 100 feet (30.5 m)

See the invisible: 1-75% likelihood.

Identify plants/fruits: 70% base skill.

Identify tracks: 85% base skill.

Track (by sight): 50% base skill.

Recognize poison: 65% base skill.

Locate

Range: 15 miles (24 km) per level of experience.

Duration: Instant

Saving Throw: None

P.P.E.: Thirty

Locate is a magic invocation that enables the spell caster to sense the general location of a friend or foe. The location is limited to a general area or environment, like a specific building, house, shop, church, park, bus, or wherever.

To locate a particular person the character must either know the person or know him/her by reputation and have seen a painting or drawing (or photograph) of him/her. The success ratio for a locate spell is 41%, but 88% for a ritual. However, the latter also requires an object owned by the person, a lock of hair, fingernail clippings, or dried blood from that person. The locate spell can also be used to find a lost personal possession that is within a 100 foot (30.5 m) radius.

Love Charm

Range: Touch

Duration: Five minutes (20 melee rounds) per level of experience.

Saving Throw: Standard

P.P.E.: Forty

This spell affects most intelligent beings, except gods, godlings, demon lords, entities, elementals and alien intelligences. The magic causes the character affected to fall madly and devotedly in love with the spell caster. Victims of this spell will believe, trust, and defend anything the spell caster says or does. They will also obey any request by their lover, including murder or suicide (the latter two requests provoke another saving throw). The charmed person will constantly stay at the caster's side and will often suggest amorous pleasures.

Side effects: This spell has two potential side effects: insane jealousy and permanence. Roll percentile dice:

01-50 No side effect.

51-84 Insane jealousy for 1D4 days per level of the spell caster.

85-00 Permanent insane jealously and possessiveness. **Insane jealousy and possessiveness:** This person becomes unreasonably jealous and insanely possessive, and will *try* one of the following if he or she doesn't receive affection from the object of his/her love (roll percentile dice or pick one):

01-10 Suicide

11-30 Will attack anybody the spell caster finds attractive or whom he/she would rather be with.

31-40 Stalks the spell caster, following and spies on him/her everywhere. May attack those who threaten his/her loved one or any love interest; tries to protect and defend loved one.

41-50 Will endure any hardship, insult and even physical harm as long as he or she can be near the object of affection. Follows the spell caster everywhere, but *never* deliberately tries to harm him or his friends.

51-65 Murder the spell caster/lover; can't accept rejection.

66-85 Will try to win his/her lover's affection by incessantly offering gifts, favors, and services, but squabbles with, and may belittle, trick, cheat, and cause trouble for anybody whom the spell caster loves or befriends (considered rivals for his/her affection).

86-00 Murder spell caster's friends and/or loved ones.

Permanence: If the spell becomes permanent, the charmed person will forever remain a love slave until the spell caster dies (roll on the previous insane jealousy table if the charmed person is rejected). If the mage runs away, the charmed person will seek him out until found. If the spell caster dies, the spell is broken, but there is a 10% chance the charmed person will be broken-hearted and commit suicide.

Note: This spell can be cast upon only one person at a time. If there are no side effects the charmed person will return to normal at spells end. Characters of a good alignment try to avoid using this magic.

Metamorphosis: Human

Range: Self, or other by ritual.

Duration: 20 minutes per level of experience.

Saving Throw: None

P.P.E.: Forty

This is the ultimate disguise, enabling the character to change his height, weight, age, hair color, hair length, skin color, gender, and features. A human mage can shape-change to look like somebody else, while a nonhuman can transform himself to appear completely human.

To attempt to impersonate a real, existing person, the mage must have the disguise or impersonation skill, even though he/she is mentally molding his/her features through magic. **The success ratio** for imitating/impersonating the appearance of a real person is the mage's *disguise skill* +10%. The better he knows the person the more complete the disguise.

In a ritual version of this same magic, the mage can metamorphosize somebody else, rather than himself. Also in the ritual magic, the mage can metamorphosize someone else into an exact duplicate of himself or of any person who is present for the ritual. **Note:** The metamorphosis process only changes the appearance of the body. The transformed person retains his own voice, memory, skills, powers and attributes.

Negate Magic

Range: Touch or 60 feet (18.3 m).

Duration: Instant

Saving Throw: Special; ritual magic has a greater chance of success.

P.P.E.: Thirty

This incantation will instantly cancel the effects or influence of most magic. To determine whether the negation is successful or not, roll a saving throw. If the roll is a successful save the magic is not negated. If the roll fails to save, then the magic is immediately broken/dispelled/destroyed/negated/canceled. A 13, 14, or 15 is typically needed to negate spell magic depending on the experience level of the mage, but 17 or higher is needed to negate ritual magic. A failed save means the negation attempt did not work. Try again if sufficient P.P.E. is available.

Negation will not work against possession, exorcism, constrain being, banishment, talisman, amulet, enchanted objects, symbols and circles of protection, wards, circles, summoning magic, zombies, golems, restoration, resurrection, healing, or faerie food. Negation can be attempted to cancel a curse, but only has a 1-25% possibility of succeeding. Of course, it has *no* affect against psionic abilities.

Stone to Flesh

Range: By touch or up to 12 feet (3.6 m) away; line of vision.

Duration: Instant/permanent.

Saving Throw: None

P.P.E.: Thirty

This transformation spell enables the spell caster to change 50 pounds (22.6 kg) of stone per level of experience, into flesh. This spell will also restore people who have been turned to stone, via magic *petrification,* back to normal.

Wisps of Confusion

Range: 90 feet (27.5 m).

Duration: Five melee rounds per level of the spell caster.

Saving Throw: Standard

P.P.E.: Forty

Wisps cause 2D4 people/creatures to become confused and disoriented. Those affected strike, dodge, and parry at -5, and attacks per melee are reduced by half.

Level Nine

Age

Range: 90 feet (27.4 m).
Duration: Three melee rounds per level of experience.
Saving Throw: Standard
P.P.E.: Fifty

This spell magically transforms its victim, humanoid or animal, to the *limit* of their natural age! Only supernatural beings and creatures of magic such as gods, demons, deevils, faerie folk, spirits, and dragons are not effected by this spell. The aged person will suffer the following:

-4 on initiative

-5 to strike

-5 to dodge/parry

-4 to damage

Reduce P.S. P.P., P.E., P.B. and Speed attributes by half!

Reduce attacks per melee round and combat bonuses also by half.

Havoc

Range: 100 feet (30.5 m); affects an area 20 feet (6 m) in diameter.
Duration: Two melee rounds per level of the spell caster.
Saving Throw: Standard
P.P.E.: Fifty

A powerful spell of chaos, havoc affects everyone in a 20 foot diameter. Victims of havoc magically suffer 1D6 points of damage direct to hit points (even if in magic armor) per melee round, plus they feel very confused and skittish, see shadows and movement from the corner of their eyes, the ground beneath their feet seems to be moving (affecting balance and aim) and they feel like everything is happening so fast that they can't tell or keep track of exactly what's going on. **Penalties:** -3 to initiative, strike, and parry, -6 to dodge and roll with impact, -6 to save vs horror factor, reduce attacks per melee and skill performance by half, plus they lose all sense of time and direction.

Monster Insect

Range: 3 feet (0.9 m); line of vision
Duration: Five minutes per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Fifty for dog-sized, 100 for bull/horse-sized.

The spell caster can magically transform an ordinary insect into a monster the size of a dog or horse! The creature will obey simple commands from the mage who created it and is very aggressive; will fight to the death.

A typical monster insect (ant, beetle, bee, etc.):

Horror Factor: 13

A.R.: 16 if ant or beetle, 12 for all others.

Hit Points/S.D.C.: 3D4x10

Attacks per melee round: Three

Damage: 1D6 damage from claws. 3D6 damage from bite or stinger.

Bonuses: +2 on initiative, +3 to strike and dodge, +1 to parry.

Skills of Note: Climb 90/85, swim 80%, land navigation 80%, track humanoids and animals 80%, and can run or fly at a speed of 58 (40 mph/64 km; flying bugs run at half that speed).

Mute

Range: 30 feet (9 m)
Duration: Five minutes per level of the spell caster.
Saving Throw: Standard
P.P.E.: Fifty

This spell *temporarily* affects the voice box and vocal cords, preventing any voice or sounds to be uttered.

Speed of the Snail

Range: 60 feet (18.3 m).
Duration: Two melee rounds per level of the spell caster.
Saving Throw: Standard
P.P.E.: Fifty

This time distortion spell reduces the physical prowess, speed, and mobility of its victims to one-third their normal ability. Speed, attacks per melee, dodge, and parry are all reduced to one-third. Spell casting is not reduced.

This spell can be cast upon 1D6 persons up to 60 feet (18.3 m) away, but within the spell caster's line of vision. Affects golems, zombies, animated dead, and animals (and robots and vehicles), as well as people.

Swords to Snakes

Range: 60 feet (27.4 m)
Duration: Two melee rounds per level of the spell caster.
Saving Throw: None
P.P.E.: 50

A temporary transformation spell, often used for theatrical effect, that turns swords or just about any non-magical weapons or items into snakes. The only limit is that each individual weapon or object cannot weigh more than six pounds (2.7 kg) or less than one (0.45 kg), and the mage can only transform a total of 12 pounds (5.4 kg; this typically represents 4-6 swords, staves, maces and similar items).

Not only does this spell transform swords/items into snakes, but the snakes are extremely hostile and attack the nearest person! They are not poisonous, but each bite inflicts 1D6 damage. Each snake has one attack per melee round, a spd of 8, 22 hit points (no additional S.D.C.), are +2 to strike and +4 to dodge. Reducing a snake's hit points to zero or below will turn the snake back into a weapon (no damage other than a few scratches). The snakes will not change back into a sword/weapon until the spell elapses, hit points are reduced to zero, or the mage cancels the magic.

Note: If a character was holding a weapon when it was transformed into a snake, he loses one melee action, loses initiative, must roll to save vs horror factor of 13 (or suffer additional penalties), he will automatically drop the snake and will need to draw a new weapon. Needless to say, this spell can cause a great deal of momentary confusion and distraction, and is a great way to disarm one's opponent.

Water to Wine

Range: By touch or up to 12 feet (3.6 m) away.
Duration: Instant/permanent
Saving Throw: None
P.P.E.: Forty

A transformation spell that changes ordinary *fresh* water into wine, affecting ten gallons (37.9 liters) per level of the spell caster's experience. The wine is of fair to average quality, with the quality increasing by 5% per each level of the mage's experience.

Level Ten

Banishment

Range: 100 feet (30.5 m)
Duration: Two weeks per level of experience.
Saving Throw: Standard
P.P.E.: Sixty-Five

A useful invocation for controlling supernatural beings is banishment, which forces one lesser supernatural being, including demons, deevils and entities, per experience level of the spell caster, to leave the immediate area (600 ft/183 m radius). The creature(s) cannot return for at least two weeks per level of experience; most will completely leave the area unless there is something that entices them to stay. Each lesser being gets to roll to save vs the magic. A successful save means it is not banished and can stay to cause trouble. As always, a banishment ritual has a greater chance of success (16 or higher is needed to save) than a spell. This spell replaces Expel Devils/Demons from **Revised Heroes Unlimited™**.

Dimensional Pocket

Range: Self only
Duration: Varies. Temporary pockets last up to one hour per level of the spell caster. Long term pockets can exist for years; six months per level of experience.
Saving Throw: Not applicable.
Limitations: Items must all be small, ideally something that can be picked up and held with one hand. About 30 lbs (13.6 kg) can be stored in a dimensional pocket, depending on its size.
P.P.E.: Temporary: 30, long term: 140

This spell creates a portable dimensional pocket inside a sack (big enough to fit one's hand in), purse, satchel, backpack, etc. The dimensional pocket spell requires a psychological orientation, so without a physical sack, bag, or pocket the power cannot work! The character will typically select one favorite pocket or bag as his focus of orientation. The character can reach into the dimensional "pocket," a limbo dimension, to retrieve items that he has placed there earlier. Items can be just about anything that could fit in a back pack, clothing, money, food, diary, bottle of wine, weapons, etc.

To anybody else the container appears ordinary and empty (unless the character investigating can see dimensional anomalies, like the temporal wizard in *Rifts World Book 3: England*).

Wizards seldom have more than one or two long term dimensional pockets themselves and rarely sell "magic" bags with more than three years of life in them. The retail cost for such a bag can range from 90,000 to a half million gold, however the maker of the magic bag seldom gets more than 20%.

Metamorphosis: Superior

Range: Self as a spell, or others if cast as a ritual.
Duration: 20 minutes per level of experience.
Saving Throw: None; standard if an unwilling victim.



P.P.E.: One Hundred

This incantation enables the spell caster to transform himself into any real, living creature: human, humanoid, a member of one of the monster races (including giants), animal or insect. The usual limitations and abilities still apply. The mage can also transform himself to *resemble* a supernatural creature, but does *not* possess any of its powers or abilities, only his own normal, human abilities (I.Q., memory, attributes, hit points, S.D.C. etc).

A person other than the mage can be transformed through the (lengthy) ritual version of this spell. Unwilling victims get to roll a save vs ritual magic, otherwise the transformation is automatically a success. The individual will remain in metamorphed form until the spell's duration elapses or the mage who invoked it cancels it.

Mystic Portal

Range: Up to 20 feet (6 m) away.

Size: 10 foot wide by 20 foot tall (3x6 m) opening.

Duration: Four melee rounds per level of the spell caster.

Saving Throw: None

P.P.E.: Sixty

This spell creates a dimensional Rift in the fabric of space allowing the spell caster to use it in the following ways:

Pass through solid walls: The mage has but to weave the spell, targeting a particular area of the wall or locked door. The area will shimmer bright and suddenly, a portal or passage will appear as if cut out of the very stone. The portal can create a 12 foot (3.6 m) *deep* passageway per level of the spell caster in any substance!

Teleportation: The mystic portal can be a doorway to a nearby location known to the spell caster, flawlessly travelling hundreds of feet in an instant. The portal can be placed on a vertical wall, the floor or ceiling. Looking into it reveals what will appear to be just the other side of the wall, even though the view may be completely incongruous to one's present location. Stepping through it will instantly place the person in that location.

Range: Up to a maximum of 100 feet per level of experience.

One-way passage! Once a person steps through a mystic portal, the opening behind him is gone (although people on the other side can see both the portal and the person who just stepped through it). To return, a new portal must be made on the other side by invoking another mystic portal spell.

Summon Shadow Beast

Range: Immediate

Duration: Special

Saving Throw: None

P.P.E.: One Hundred and Forty

This inter-dimensional spell summons a creature not of this world to do the bidding of the spell caster. Shadow beasts are large, vicious predators of some other, strange world. They stand 9 to 12 feet (2.7-3.6 m) tall, with sharp claws and wicked fangs. Deadliest of all is their ability to completely merge into the smallest shadow, becoming completely invisible. While hidden in shadows they are undetectable, even by a See the Invisible spell, since they are not truly invisible, but one with the shadow.

Abilities in darkness or shadows:

Attributes: I.Q. 7, M.E. 7, M.A. 7, P.S. 30, P.P. 24, P.E. 30, P.B. 4, Spd. 24

Hit Points: 90; S.D.C.: 20; Natural A.R. 10

Attacks Per Melee Round: Four

Damage: 5D6 S.D.C. from claws, punch, kick or bite, or by weapon.

Bonuses: +1 on initiative, +2 to strike, +4 to parry and dodge, +8 to save vs horror factor, and can regenerate hit points at a rate of 2D6 per melee round.

Skills of Note: Invisible in shadows and darkness, prowl 90%, climb 80/75%, land navigation 60%, track 40%, wilderness survival 80%, and can understand Elven and the language of his creator.

Abilities in the light (daylight or artificial light):

I.Q. 7, M.E. 7, M.A. 7, P.S. 15, P.P. 12, P.E. 15, P.B. 4, Spd. 12

Hit Points: 45; S.D.C.: 10; Natural A.R. 5

Attacks Per Melee Round: Two

Damage: 3D6 S.D.C. from claws, punch, kick or bite.

Bonuses: +1 to strike, +2 to parry and dodge, +4 to save vs horror factor, and cannot regenerate hit points.

Skills of Note: All the same but at half.

In a combat situation, the spell caster can command and control the shadow beast for two minutes (8 melee rounds) per level of experience. After that, the exhilaration of combat enables the creature to break free of the mage's control and either return to its homeworld or stay in ours (if it's having fun, it may even continue to fight). In non-combat situations, the mage can send the beast on a simple mission ("Bring me so and so," or "Slay so and so") and the creature will remain in this dimension until the mission is completed or it is slain. Or he can command it to stand guard or perform labor for him for three hours per level of experience. **Note:** There is a 1-15% chance that the shadow beast will not return to its own dimension. Under this circumstance it is a free agent beyond the control of the spell caster who summoned it. If this happens, it will remain in the world, wreaking havoc and killing innocent people for food and pleasure. Likewise, it will kill any who try to send it back.

Level Eleven

Anti-Magic Cloud

Spell of Legend

Range: 100 foot (30.5 m) radius per level of the spell caster.

Duration: 20 melees per level of experience.

Saving Throw: Only an 18 to 20 saves against the cloud, and even these lucky few will find their magic reduced to half strength, damage, range and duration.

P.P.E.: One Hundred and Forty

Those who are ignorant of the great old magicks insist that this one time Spell of Legend never existed, that it is impossible, and is merely another myth. They are wrong. This incredible spell creates an ominous, dark grey-brown cloud large enough to hang over an entire town. It cannot be dispelled magically or by manipulating the weather, atmospheric conditions or elementals.

The cloud's effect is as singular as it is spectacular; it simply *negates all magic*! Practitioners of magic cannot use magic of any kind, and most magic weapons, items, devices, scrolls, potions, fumes, and charms are impotent. Any object of magic (except runes and rune swords/weapons) are rendered harmless as long as it is under the anti-magic cloud. The magic returns when the cloud is cancelled. Only the creator of the cloud is *not* affected (he can still use his magic)! Once outside the cloud's range the magic abilities return.

The Finger of Lictalon

Level: Spell of Legend.

Range: Any sword, knife or spear held in the hand of the spell

caster, or another by touch.

Duration: Special; 10 minutes per level of the spell caster or until the weapon is dropped (instantly turns back to normal).

Saving Throw: None

P.P.E.: One Hundred and Fifty

This spell credited to the legendary elf wizard, Lictalon, transforms an ordinary knife, sword or spear weapon into a superpowerful magic weapon. The weapon crackles with a blue-white flame that completely engulfs its length. The magic fire does not hurt the person holding it or any character of a good alignment, but inflicts 4D6 damage to mortal creatures and 1D6x10 to supernatural beings (demons, entities, gods, etc.) and creatures of magic (dragons, sphinx, faeries, etc.) of selfish or evil alignment.

Remove Curse

Range: Touch or 10 feet (3 m).

Duration: Instant removal.

Saving Throw: None

P.P.E.: One Hundred and Forty

The mage can attempt to remove any type of magic curse by using this incantation. To determine success, a 20 sided die is rolled (plus bonuses) to save vs magic. A successful save means that the curse is instantly gone. A failed roll to save means the curse is still in effect. Try again with a new invocation and another 140 P.P.E.!

The remove curse is a powerful magic that provides bonuses to save vs magic and to remove that curse. Those bonuses are:

+5 to save when done as a spell or +10 to save when performed as a ritual (requires 4D4 minutes).

Summon & Control Animals (ritual)

Range: 600 feet (183 m).

Duration: Five hours per level of experience.

Saving Throw: Standard for animals.

P.P.E.: One Hundred and Twenty-Five

This magic ritual of superior summoning, empowers the mage to summon and control *any* type of animal (except insects). The mage creates a pentagram of summoning and control during the 3D4+10 minute long ritual. While in the activated pentagram, the mage can summon and control any animal that comes into his 600 foot (183 m) range/radius of control. The animal will obey the mage as long as he is using this magic, unless it makes a successful save vs magic. After the mage has reached the maximum number allowed with this magic, he can release one or several animals from his control in order to try to control a different one or group. As long as he remains in the pentagram he can try to seize control of any animal. Familiars are not influenced by any animal control spells, pentagrams or rituals.

Tiny animals like frogs and mice: 40 per level of experience.

Medium-sized animals like dogs and cats (up to 50 lbs/22 kg): 12 per level of experience.

Large animals like horses and cattle: 6 per level of experience.

Exotic or extremely large animals, including animals which are not indigenous to the area (i.e. tiger, buffalo, rhino, elephant, etc.): one per level of experience.

If an animal saves, the mage cannot try to seize control again for 15 minutes.

Retaining control over the animals does not require the mage's full concentration, so he can cast *one* additional spell per melee round or perform two melee actions. However, if he leaves the pentagram he can no longer summon or try to control any new animals he may encounter, only those already under his sway will obey him.

Summon Fog

Range: Up to 10 miles (16 km) away per level of experience.

Duration: One hour per level of experience.

Saving Throw: None

P.P.E.: One Hundred and Forty

The spell caster can call forth a dense fog that will impair vision and make travel difficult. The fog can be made to cover a *one mile area* (1.6 km) per experience level of the spell caster. It is so thick that a person cannot see clearly beyond four feet (1.2 m). Between 5-10 feet (1.5-3 m), people and animals appear as featureless, shadowy figures and trees, vehicles, buildings and other structures are blurry grey shapes. Anything beyond 10 feet (3 m) is totally obscured by fog.

Artificial and/or magic light only make matters worse. The glare, especially from a globe of daylight, reduces visibility by half, but others away from the light can see it up to 30 feet (9 m) away — although they cannot see who is holding/using the light. Lights may attract trouble rather than enhance visibility.

Safe travel is slowed to a crawl. All sense of direction is lost and danger could wait only a few feet away (an enemy, monster, wild animal, trap, quicksand/bog, etc.). On foot, a safe speed is 10 or less, and even then there is a 1-30% chance of tripping over something every 30 feet or so (9 m). A completely safe speed without fear of tripping or stumbling is 3! Running faster than a speed of 15 is hazardous, with a likelihood (1-60%) of falling every 30 feet (9 m) of travel; this also applies to horses, other animals and characters who can fly. Traveling faster than a speed of 36 (25 mph/40 km) is certain disaster, with a 1-85% likelihood of running off the road, stumbling or crashing into something. Roll for every 100 ft (30.5 m). Flying is only safe if one can fly above the fog, but most fog banks extend up to 1000 feet (305 m).

Bonuses or penalties? The fog adds a +20% to prowl skills. *Long-range combat* (slings, arrows, thrown objects, gunfire, and the casting of magic and psionics for any distance beyond 10 feet/3 m) is extremely difficult. All such attacks are -5 to strike and opponents are +2 to dodge.

The summoner can cancel the fog at any time or let it last out its full duration. A magic fog can be summoned day or night, under any weather conditions, any time of the year.

Level Twelve

Calm Storm

Range: Immediate area around the mage, affecting one mile (1.6 km) in diameter per level of experience.

Duration: One hour per level of experience.

Saving Throw: None

P.P.E.: Two Hundred

The spell caster can calm the tumultuous tempest of nature with a simple invocation and 200 points of potential psychic energy. As a spell, the mage can slow a downpour to a light rain, reduce wind speed by half, reduce the size of waves by half, and lighten the dark, stormy skies.

Using the magic in a 10 minute ritual, the mystic can turn a torrential rain into a drizzle, reduce winds to a gentle breeze, shrink ocean waves to normal, disperse a tornado in an instant, and get the sun to peek through clearing skies.

Note: Calm Storms is effective against natural and magically induced storms. A typical storm rarely lasts more than four hours (roll 2D4 to randomly determine the length of a natural storm). If the magic outlasts the storm, when the magic ends the storm will have vanished. If the magic ends before the storm, then the skies quickly darken and the storm resumes in full force.

Metamorphosis: Mist

Range: Self; or others through ritual magic.
Duration: 20 minutes per level of experience.
Saving Throw: None; standard if an unwilling subject.
P.P.E.: Two Hundred and Fifty

Said to be the most powerful of all the metamorphosis magicks (other than Spells of Legend), the mage can transform himself into a living mist. As a mist, no physical or energy attacks can harm him and no locked door can stop him, because he can slip through the tiniest crack or keyhole. Although the mage cannot communicate or cast magic, he can hear and see events around him. Of course, he can materialize (naked) with a thought.

The mist moves at a maximum speed of 14. Prowls (a natural, innate ability) at an 80% skill proficiency, is completely silent, can hover up to 100 ft high (30.5 m) and is semitransparent.

Time Hole

Range: Self
Duration: Special
Saving Throw: None
P.P.E.: Two Hundred and Ten

The mage can teleport himself and his possessions into a sort of stasis field in a limbo-like dimension. The time hole is a white void in which the wizard inhabits/controls a 20 foot (6 m) diameter area per level of experience. He cannot go beyond his area of control. There is nothing to see or do in the time hole, or to eat or drink, except for whatever the person may have brought with him. The advantage of the time hole is that a man of magic can effectively disappear for days or weeks and be nowhere to be found. In this way the mage can hide away from enemies when he needs to recover from physical or P.P.E. damage/exhaustion, or he can use the time to prepare for combat or to study in seclusion.

In the time hole, time passes normally, so the character will age normally. However, outside the time hole, time is moving at a much slower rate, thus for every 12 hours inside a time hole, only two hours pass outside. This means the mage can spend two days/48 hours in the time hole but appear to have been gone for only eight hours. The mage can stay in a time hole for 24 hours (four hours real time) per level of experience.

Level Thirteen

Sanctum

Range: A stationary room or several connecting rooms.
Size Limit: 30x30 foot (9x9 m) room/area +5 square feet (1.5 m) per level of experience.
Duration: The lifetime of the mage or until canceled.
Saving Throw: None
P.P.E.: Three Hundred Ninety

The mage can protect a room of up to 30x30 feet (9x9 m) from mystic influence by using the sanctum invocation. The room is instantly turned into a safe haven, or sanctum, free of magic disturbance. While inside the room, the mage cannot be found by the *locate spell* or magical tracking, cannot be seen by *second sight* or *crystal ball*, and cannot be affected by *bonding magic* (but only while in the room). Even more impressive is that *animated dead, entities, faerie folk,* and *undead* can't enter the sanctum! *Lesser demons, deevils, elementals* and similar supernatural beings cannot enter unless they save vs magic (16 or higher). Greater beings, ordinary humans and mortal humanoids are not affected and can enter at will.

Summon & Control Storm

Range: Immediate area around the mage or up to 10 miles (16 km) away.
Duration: One hour per level of experience.
Saving Throw: None
P.P.E.: Two Hundred and Sixty.

The spell caster can create a destructive storm out of thin air. A rainstorm will create a torrential downpour of four inches of rain per hour, causing flooding even in cities. Flooded roads will *immobilize* all vehicles (water is 3-5 ft/0.9-1.5 m high). Poor visibility will slow travel by half. Traveling fast is likely to cause an accident; roll on the following table for every *two miles* (3.2 km) traveled.

01-30 No serious problems yet, keep going.

31-40 Travelers get mired in mud and have to spend 1D4x10 minutes pulling themselves out to resume travel and speed is reduced another 25%.

41-55 Mud or rock slides block the road, forcing characters to go out of their way (this is a 3D6 minute detour). Or the characters get caught in a mud slide. Everybody is unhurt but they are carried 2D6x10 yards/meters off course, it takes 3D4 minutes to dig out, and they are covered from head to toe in wet mud.

56-67 Uprooted trees block the trail and 2D4x10 mph winds reduces travel speed by 80% and is dangerous. 1-50% chance of flying debris (2D6 damage) or falling tree (6D6+20 damage) hitting one or more characters every five minutes of travel.

68-75 The bridge or road is washed away and currents in the stream are too strong to cross without the bridge. They will need to wait until the rain stops for at least 2D4 hours.

76-80 Flash flood sweeps 1D6x10% of the player group 3D6x100 yards/meters off their path and takes 1D4x10 minutes for everybody to recover, collect their gear and get back together (can be more deadly if G.M. thinks it's appropriate). They will need to wait until the rain stops for at least 4D4 hours before they can resume travel.

81-90 Lightning strike: roll percentile dice: 01-33 Near miss knocks character off his feet and causes 2D6 damage; 34-67 direct hit! 6D6 damage, the character is thrown 2D6 yards/meters, and is stunned or knocked unconscious for 2D6 minutes; 68-00 lightning hits a tree, sending a shower of falling branches down on the character, or hits a nearby boulder spraying the character with sparks and debris. In both cases it inflicts 5D6 damage.

91-00 A vehicle that is out of control and collides into a group of people. Or the group loses control and crashes into an obstacle or another vehicle. Repairs need to be made and the rain and wind makes air travel almost impossible.

Note: A windstorm may be accompanied by a light to medium rain, but the real threat is high winds. Wind gusts up to 70 and 90 mph (112 to 144 km) will uproot small trees, knock down tree branches, cause rock slides, and even overturn an occasional car. Travel on foot is very difficult, reducing a character's speed by 90%. Air travel is also extremely hazardous, but not impossible.

Talisman

Range: Varies with type of spell.
Duration: Talisman exists until destroyed.
Saving Throw: Standard
P.P.E.: Five Hundred

The word "talisman" means "to make marks like a magician." Indeed, that is what a talisman is, an extension of magic, an item *that contains magic power. It can be made from almost anything,* although it is most commonly designed as a medallion, necklace, mantle, pin, coin, charm, small statue, headdress, or hand-held symbol.

A talisman is designed to perform one function only: to enable the conjurer to imbue an ordinary object with magic powers. The only substance which cannot be used is iron (and plastic), and the object cannot be larger than two feet (0.6 m) tall, long or wide. Once an object is transformed into a talisman, the mage can empower it with *one* magic spell. The spell can be selected from levels one through eight, excluding illusion types. Of course, to implant the spell the sorcerer must already know it and it must be a *spell* invocation, not a ritual.

After its initial creation, the talisman can be used to cast its one spell for a total of three times. After all three have been cast, the object is drained. The mystic who created the talisman can replace the exhausted spell by casting the same spell invocation combined with part of the talisman spell or ritual. The cost to recharge/replace the magic is 50 P.P.E. plus the cost of the spell invocation. Note that the process must be repeated for each of the three identical spells (each at a cost of 50 P.P.E. plus the spell's P.P.E. cost). Thus, to recharge all three identical spells would cost 150 P.P.E. plus, but this process can be spread out over a period of days as to avoid draining the mage of his P.P.E. reserve. The aspect of "three spells" may be the source of legends that grant three wishes.

A talisman can be used for one purpose other than spell storage. The mage can elect to make it a potential psychic energy battery. Instead of spells, the mystic can put up to 50 P.P.E. into it, plus expend 50 P.P.E. in the storage process. The talisman can then be used at a later time to bolster the character's normal P.P.E. reserve. A talisman that is a P.P.E. battery can never hold spells, and vice versa.

A talisman can be destroyed by smashing it. That's all there is to it. A talisman will work for anybody, but only the sorcerer who made it, or an alchemist, can recharge it.

Level Fourteen

Id Barrier

Range: Up to 200 feet (61 m) away, plus 100 feet (30.5 m) per level of experience.
Duration: Three minutes (12 melees) per level of experience.
Saving Throw: Standard, plus save vs horror factor.
P.P.E.: Six Hundred

The conjurer can erect a powerful, defensive shield of semi-transparent energy. The barrier itself emanates horror, so to even come within 10 feet (3 m) of it a character must roll to save vs horror factor of 14. To screw up the courage to try to penetrate it, the character must roll to save vs *horror factor 16.* Those who fail to save vs either horror factor cannot pass through the barrier and cringe before it in terror (-2 on initiative).

Anybody who braves the barrier must roll 1D20 again; this time to save versus magic. A successful save means the character passes through the barrier with only a headache and loses one attack that melee round. A failed save means the character must face an apparition of his greatest fear. The *apparition* is exactly like the sixth level invocation and will last as long as the barrier remains up. Only the mage who created the Id Barrier can make the apparition vanish, or cancel the barrier before its normal duration time.

Impenetrable Wall of Force

Range: *100 feet (30.5 m)*
Duration: Five melee rounds per level of the spell caster.
Saving Throw: None
P.P.E.: Six Hundred

This spell creates a shimmering wall of light that no creature, weapon, or object may penetrate. The spell caster is able to create a wall of force that measures 20 feet tall, 20 feet wide by 20 feet (6x6x6 m) long per level of experience. The wall can be cast up to 100 feet (30.5 m) away. Only a *dispel magic barrier* spell or a powerful *negate magic* will destroy the wall.

Restoration

Range: Touch or three feet away (0.9 m).
Duration: Instant/permanent
Saving Throw: None
P.P.E.: Seven Hundred Fifty

This is a powerful healing incantation. The magic will instantly and completely heal wounds, cuts, bruises, burns, broken bones, etc. It also restores full S.D.C. and hit points, while leaving only minimal scarring. It is so powerful a magic that it can heal internal organs, mend bones and even reattach severed limbs, such as a hand, arm, finger, foot, leg, etc., providing that the limb has not been severed from its body for more than 48 hours. Substitute limbs and organs cannot be used. Nor can this invocation restore life or replace *missing* limbs or organs.

Level Fifteen

Dimensional Portal

Range: A few feet away.
Duration: 30 seconds (2 melee rounds) per level of the spell caster, or one minute (4 melees) per level of experience when performed as a ritual.
Saving Throw: None
P.P.E.: One Thousand (half at a ley line nexus)

The dimensional portal invocation opens a two-way door to another dimension. The mage can open a door to a specific world or a random, undirected place (can be good or bad). This is the only way a greater being can enter into our dimension. Once the dimensional portal closes, the only way back in or out is to open another portal. One of the real dangers of using this magic is that some "thing" unwanted may slip through.

Sanctuary

Level: Spell of Legend
Range: 50 foot (15.2 m) radius per level of the spell caster.
Duration: 1D6 hours per level of the spell caster.
Saving Throw: None
P.P.E.: 1500

This legendary spell prevents all acts of aggression or hostility within its radius of influence. It is so powerful that it can immobilize an entire army. Any creature that attempts to attack or harm any other creature within its radius is instantly struck down, becoming temporarily paralyzed or rendered unconscious. The aggressor is not harmed in any way, but is immediately and

completely incapacitated. The perpetrator of any action that will harm another, no matter how subtle, will be so immobilized. Only the spell caster of the sanctuary is not subject to its effects.

Summon Greater Familiar

Range: Immediate area

Duration: One year per level of experience.

Saving Throw: Special: battle of wills.

P.P.E.: Five hundred and Eighty

This spell summons forth a lesser demon or supernatural being to serve the spell caster by becoming his familiar. This can be achieved by signing a pact (see witch) or by a battle of wills. In a battle of wills, the spell caster can impose his will over the demon through a brief mental wrestling match. Roll percentile dice. If the spell caster rolls over 55% (add M.E. attribute number as a bonus) three times out of five, the demon will be submissive and become his familiar. (See witch and greater familiar section; numbers 1 to 8 all apply). If the spell caster loses the mental wrestling match the demon is likely to attack (1-50%) or just disappear (51-00%). Characters of a good alignment will *not* use this spell or associate with supernatural evil.

Note: The familiar demon is likely to challenge his new master once a month, requiring another mental wrestling match and/or a show of power and punishment. The demonic familiar will be fairly loyal but may cheat, question, or lie to his master.

Teleport: Superior

Range: Self or others; distance of 300 miles per level of experience.

Duration: Instant

Saving Throw: None

P.P.E.: Six Hundred

The mage can instantly transport himself and up to 2000 lbs (900 kg) per level of experience, hundreds of miles away. To teleport, the mage must have a mental picture of his destination. The best results can be achieved when the character is personally acquainted with the target destination; a place he has visited often or knows well. However, locations seen in pictures or described in detail can also be reached, but there is always a chance of a miscalculation.

The mage can teleport himself alone, or other people and objects within 20 feet (6 m) of him. The total number of people and items which the character can teleport is limited by the amount of weight he can handle (2000 lbs per level of experience).

The following tables indicate the chance of a success and the results of a failed teleport.

Chances of a successful teleport:

1. Teleporting to a familiar location, or a destination visible from one's starting point: 99%.

2. A place visited only a few times before (2-6 times): 85%.

3. A place seen in a picture (the picture is being looked at during the moment of teleportation): 80%.

4. A place never visited before, but described in detail: 58%.

5. A place never before visited and known only by name or known only from a brief description: 20%.



Results of an Unsuccessful Teleport:

1-40 Appears at the wrong place. No idea of present location; 3D6x100 miles off course.

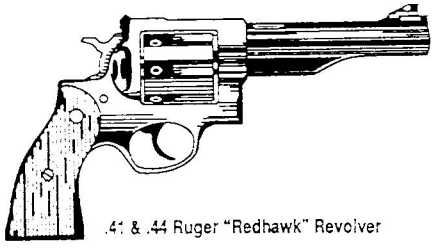
41-75 Appears at the wrong place. No idea of present location; 1D6x100 miles off course.

76-98 Teleports several feet above the ground; everybody falls, suffering 2D6 damage.

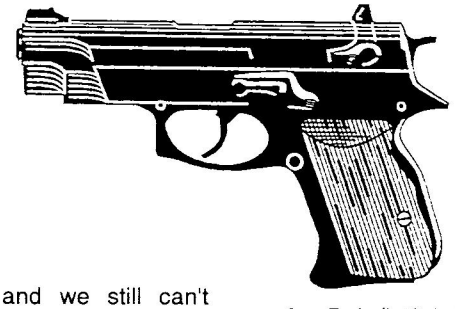
99-00 Teleports into an object; instant death!

Note: Many gods, greater demons, dragons, and supernatural beings possess this power as a natural ability.

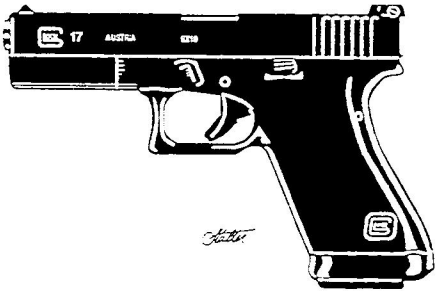
Equipment



.41 & .44 Ruger "Redhawk" Revolver



9mm Tanfoglio "Baby" Pistol



Glock 17 9mm Service Pistol

Guns, Ammunition & Damage

Due to space limitations (352 pages and we still can't squeeze everything we want into this book), we are listing approximate damage per caliber, rather than by weapon type. Revolvers, automatic pistols and sub-machineguns take approximately the same type and caliber of ammunition. Prices are per box of 100 rounds. For hundreds of firearms from around the world, each illustrated, and much more, see Palladium's *Compendium of Contemporary Weapons* — don't mean to keep hyping this book, but it is an excellent reference for modern weapons.

.22 caliber, $15.00 — 2D4 damage
.32 A.C.P. caliber, $18.00 — 2D6 damage
.32 Long, $20.00 — 3D6 damage
.38 caliber, $24.00 — 3D6 damage
.38 Power caliber, $28.00 — 4D6 damage
.45 A.C.P., $30.00 — 4D6 damage
.41 Magnum, $32.00 — 5D6 damage
.44 Magnum, $35.00 — 6D6 damage
.357 Magnum, $35.00 — 4D6 damage
9mm & 7.65mm (pistol) $30.00 — 3D6 damage
10mm (pistol), $35.00 — 4D6 damage
5.56mm (rifle), $40.00 — 5D6 damage
7.5mm (rifle), $45.00 — 5D6 damage
7.62mm (rifle), $45.00 — 4D6 damage
.30 caliber (rifle), $40,00 — 4D6 damage
.50 caliber (rifle), $50.00 — 6D6 damage
Tracer Cartridge $45.00
Hollow Point add $20.00
Full Metal Jacketed add $25.00
* Teflon (armor piercing, not available to the public) add $100.00
* Exploding Shell (not available to the public) add $200.00 and +2D6 to damage.
* Dum Dum (handmade, black market, any caliber) add $10.00 to $30.00, and +1D6 to damage.
* 40mm Grenade Cartridge $800.00 (per 100)
* .30 Caliber Machinegun, $80.00 — 1D4x10 damage
* .50 Caliber Machinegun, $100.00 — 1D6x10 damage
* Ammo with an asterisk is *NOT* available at the neighborhood gun shop, but can be tracked down by the black market and illegal arms dealers. The added price provided is a minimum and can cost 2-5 times more.

Firearm Accessories

Ankle Holster: Padded for comfort, with velcro closure. Fits a snub-nosed revolver or any *small* frame automatic. Can be concealed under pant leg. $40.00

Inside Trouser Holster: Clips on belt or waistband of pants. $20.00.

Side Holster (fits onto belt). $50.00

Belt Slide Holster. $50.00

Belt Thumbreak Holster. $50.00

Patrolman, Police-Style Belt and Holster, 24 bullet loops. $80.00.

Police-style Shoulder Holster. $90.00

Military-style Shoulder Holster. $70.00

Horizontal Shoulder Holster. $85.00

Scoped Shoulder Holster. $90.00

Concealed Wallet Holster for *small* automatic weapons; fits easily into back trouser pocket. $60.00

Web Belt with holster, ammo pouches (2) and accessory attachment clips (4). $60.00

Magazine Clip Pouch: Each of these specially designed ammo pouches is designed for 2 (slimline) or 4 (heavy-duty) ammo clips. Choice of camouflage, green, khaki or black colors.

Automatic Pistol: 2 clips, $10; 4 clips, $20
Sub-Machinegun: 2 magazines — $15; 4 mags — $20
5.56mm Assault Rifle, 20-rnd: 2 clips, $20; 4 clips, $35
5.56mm Assault Rifle, 30-rnd: 2 clips, $25; 4 clips, $40
7.62mm Assault Rifle, 20-rnd: 2 clips, $28; 4 clips, $50
7.62mm Assault Rifle, 30-rnd: 2 clips, $28; 4 clips, $45

Magazine Ammo Bags. $40.00

Assault Rifle Case. $90.00

Rifle Case. $80.00

Sub-Machinegun Case. $80.00

Shotgun Bandoleer: Bandoleers are made of brown leather, with a heavy-duty, brass belt buckle. Shotgun version will hold 56 rounds. 40mm grenade version holds 18 rounds. $30.

Wrist Cartridge Bandoleer: Perfect for concealing 3 extra cartridges. $20 each.

Metal Ammunition Boxes: These waterproof ammo boxes are designed for easy storage and carrying. .50 caliber size: $18. .30 caliber size: $12

Field Gun Cleaning Kit: A complete cleaning kit contained in its own pouch. $35.00

Gun Repair Kit: This is a 4 pound (1.8 kg) gun repair kit. Each tool is fitted into a separate loop and there's plenty of room for spare bolts, screws, springs and cleaning rods. Contained in a 12 inch by 8 inch by 2 inch (30x20x5 cm) case. Can be attached to a harness or worn over the shoulder with strap, which is included. $250

Magazine Clips: Any weapon, any size, from 7-round pistol to 30-round rifle. $1.00 each.

Web Belt: Classic military belt complete with buckle and pouch fasteners. Choice of camouflage, green or khaki. $20.

Battle Harness: Combination of suspenders and belt designed for distributing the weight of ammo pouches and accessories. In choice of camouflage, black, grey, brown, cream or khaki. $130.00

Battle Pack: Lightweight frame, heavy-duty, water resistant canvas. Multiple interior and exterior compartments. Fasteners for exterior pouches/grenades. Choice of camouflage, green or khaki colors. $350.00

Multi-Purpose Pouch: All around, useful utility pouch designed for attachment to web belt or battle harness. $10.00

Incendiary Weapons

M-2A1-7 Portable Flamethrower: With a solid stream of fire, a soldier could clear out an entire enemy machinegun nest. In confined spaces (inside a bunker, foxhole or building), everyone in the target area is affected equally. **Damage:** 5D10, plus ignition of all combustible material. **Weight:** 42.5 pounds (19.3 kg). **Feed:** Manual. **Effective Range:** 70 feet (21.3 m), unthickened; 150 feet (45.7 m), thickened. **Cost:** $400.00 (mostly illegal).

AN-M14 TH3 Incendiary Hand Grenade: This is one of the most dangerous weapons and not just for the enemy. It is difficult or impossible to throw it far enough to avoid getting hit with fragments. **Damage:** up to 12 feet (3.6 m) from impact — 2D4x10+20 S.D.C. (or 1 M.D.C.); 12-24 feet (3.6 to 7.3 m) away 1D6x10; 25-36 feet (7.6-11 m) away — 5D6; 37-120 feet (11.3-36.6 m) away —2D6. Burns for 10 melee rounds. **Weight:** 24 ounces (0.7 kg). **Time Delay Fuse:** 4-5 seconds. **Effective Casualty Radius:** Lethal up to 60 feet (18.3 m), dangerous to 120 feet (36.7 m). **Cost:** $30.00

Molotov Cocktail: A classic incendiary weapon, since it is so easy to make from commonly available materials. **Range Thrown:** 30 feet (9.1 m). **Damage:** 3D6 damage — up to a 12 foot (3.6 m) area. Burns for 4 melee rounds. **Cost:** Negligible.

Flare Gun: The flare gun has not changed much over the decades and is basically like those we use today. It is generally used as a signal or to light up an area. *Used for Luminescence:* Lights up a 300 foot (91.4 m) area for about five melees (75 seconds). It is not intended to be a weapon, thus it is not balanced for aiming; W.P. handgun skill bonuses do NOT apply. **Range:** 300 feet (91.4 m). **Damage:** 2D6 per melee ignited (5 melees). **Attacks Per Melee:** Two. **Weight:** 2 pounds (0.9 kg). **Cost:** $200 for the gun only; flares cost $10 each. Wide availability.

Hand-Held Flares: The hand-held flare is generally used to mark an area or for signaling. They are similar to those used by present day truck drivers. **Range:** Hand Held. **Damage:** One point. **Attacks Per Melee:** Equal to hand to hand attacks. **Weight:** 6 ounces (170 grams). **Cost:** $3 each; wide availability.

Rocket Flare: This hand-held flare has a disposable, one time, launch mechanism which fires the flare gun. Commonly used for expeditions in the wild. A (minus) -3 to strike penalty applies if used as a weapon. **Range:** 300 feet (91.4 m) straight up. **Damage:** 2D6. **Attacks Per Melee:** One. **Capacity:** One. **Weight:** 5 ounces (140 grams). **Cost:** $10 each; wide availability.

Rocket Parachute Flare: A signal flare that is fired from a single hand launch tube or flare gun and deploys a parachute-support star. No visible rocket trail is left behind in its launch wake to give away the firer's position. **Maximum Height:** 1000 feet (305 m). **Duration of Illumination:** 30 seconds. **Power:** 200,000 candela. **Cost:** $10 per flare, plus $300 for the launcher. **Available colors:** White, red, green, and yellow.

Distress Signal Kit: Consists of a tube launcher and six red flares. **Maximum Height:** 900 feet (274 m). **Duration of Illumination:** 30 seconds. **Power:** 10,000 candela. **Cost:** $120.

Mini-signal Cartridges: A lightweight signal cartridge designed for the military special forces. Fired from a single-handed, lightweight, pen-type launcher. **Maximum Height:** 320 feet (97.5 m). **Duration of Illumination:** 10 seconds. **Power:** 150,000 candela. **Colors available:** Green, red or white. **Cost:** $250.

Gases: Grenades & Bombs

Tear Gas: This extremely potent irritant temporarily impairs vision and respiration, causing eyes to burn and water profusely, skin to burn (a sensation, not in actuality), and making breathing very difficult. **Victims** are -6 to strike, parry, dodge, and lose any chance for initiative. Effects are immediate. **Saving Throw:** None (gas masks counter the gas effectively). **Cost:** $50.00 each.

Knockout Gas: These are tranquilizers; anesthesia-type mists that will induce drowsiness within 1D4 melees and sleep within 1D4 minutes. **Saving Throw**: If a character makes a successful saving throw vs toxins, his body has successfully fought off the effects of the gas and is unimpaired. However, the player must roll once for every minute (four melees) that the character is exposed to the gas (gas masks counter the gas effectively). **Cost:** $80.00 each.

Nerve Gas (paralysis): This is a gas that attacks the person's nervous system; in this case, causing paralysis. Takes effect within 2D4 melees (two minutes). **Saving throw**: If a character makes a successful saving throw vs toxins, his body will have luckily fought off the effects of the gas (and should get out quick). Roll a saving throw for each minute (four melees) exposed to the gas. Gas masks are useless against most nerve agents; however, Atropine Injectors, an anti-nerve gas agent, will negate the gas's effects. **Cost of Injectors:** $400.00 per dosage. One injector is needed for every ten minutes of exposure and must be administered immediately. **Cost of Gas:** $140.00 each.

Explosive Grenade: Weight: 10 ounces (283 grams). **Effective Radius:** 20 feet (6.1 m). **Effective Range:** 100 feet (30.5 m). **Damage:** 2D4x10, (illegal).

Smoke Grenade: Weight: 10 ounces (283 grams). **Effective Radius:** 20 feet (6.1 m). **Effective Range:** 100 feet (30.5 m). **Damage:** *None;* creates a smoke filled area to provide protective cover (opponents can not see into or through the smoke) or as a signal. Opponents whose vision is obscured by the smoke are *-8 to strike, parry and dodge.* **Colors:** Black, grey, red, yellow.

Rifle Launched Grenades: Explosive or smoke grenades fired from an assault rifle. The previous stated damage and effects apply. **Rifle Range:** 1150 feet (350 m). *Single shot,* **Damage:** 2D4x10 to 20 foot (6.1 m) area.

Explosives

Explosives are generally restricted to industrial and military use and difficult to obtain even for heroes and villains. Unless stolen or provided by a sponsoring organization, characters will be forced to purchase them illegally. Prices on the black market are generally quite steep and circumstances or the individual seller may increase the prices listed by 100%.

Black Market Prices
Explosives: Cost & Availability
Dynamite: $30 per stick — 50%
Detonation Caps/Fuses: $30 each — 32%
Plastic Explosive: $100 for two ounces (56 grams) — 19%
Gelatin Explosive: $140 per ounce (28 grams) — 18%
Liquid Nitroglycerin: $200 per ounce (28 grams) — 20%
Hand Grenades: $75 each — 30%
Smoke Grenades: $40 each — 40%
Rifle Launched Grenades: $80 each — 20%
Mortar Shells: $100 each — 10%

Note: There is always a 20% chance that the item is fake or a dud.

Descriptions will include two damage ratings. The first is the blast center, where most damage is done. The second is the extended blast radius and damage caused from flying particles of debris.

Dynamite is a nitroglycerin based explosive widely used in mining and road construction. It can be detonated with blasting caps, fuses and timing devices. Wick fuses are rarely used today. **Damage:** *One stick*: 1D4x10. **Effective Casualty Radius:** 10 feet (3 m).

Liquid Nitroglycerin is an extremely dangerous, unstable, chemical explosive concentrate. A severe jar, jerk or bump can cause it to detonate; 30% chance. **Damage:** *One ounce (28 g) is equal to four sticks of dynamite:* 4D4x10. **Effective Casualty Radius:** 20 feet (6.1 m).

Plastic and Gelatin explosives are very localized blast explosives that can be molded and formed like putty. Inert — you can slam a plastic explosive into a wall and nothing will happen. It can only be activated/ignited by an electrical blasting cap that will pass an electrical charge through it, causing it to explode. Any electrical charge, blast or bolt is also likely to detonate it: 55% chance. **Damage:** 2 ounces (56 g) is equal to one stick of dynamite: 1D4x10. Area effect of blast is exactly where the plastics or gel has been placed; about one foot (30 cm). Of course, depending on what is being exploded, it could cause much more additional destruction and damage. These are the types of explosives used to open safes and for sabotage. They are not effective area effect weapons.

Homemade Bombs usually incorporate chemicals or dynamite.

Miscellaneous Modern Weapons

Black Jack: A small hand-held club, usually handmade, 10 inches (25 cm) long, weighing 2 to 4 pounds (0.9 to 1.8 kg). **Cost:** $20. **Damage:** 1D6.

Brass Knuckles: Cost: $20. **Damage:** 1D6.

Cattle Prod: An electric rod, operated on "C" cell batteries, that emits a 4500 volt shock when it is touched to the skin. 12 or 22 inch (30 or 56 cm) lengths. **Cost:** $20. **Damage:** 1D4.

Itching Powder: Range varies with applications; can be used as a powder, launched in a grenade, housed in a pellet that ruptures on impact, and similar devices. Victims are very uncomfortable, distracted and are -3 on initiative. **Duration:** 1D4 hours or until washed off. Affects only bare skin. **Costs**: Only a couple of bucks per ounce (28 g) from a novelty shop.

Hair Spray: Can be used to temporarily blind an opponent. Victims are -6 to strike, parry and dodge. **Effective Range:** 3 feet (0.9 m). **Duration:** 1D4 melees. **Cost:** $3.

Mace: A stinging chemical spray that blinds one's opponent (much better than hair spray). Victims are -6 to strike, parry and dodge. **Effective Range:** 4 to 6 feet (1.2 to 1.8 m). **Duration:** 4D4 melees. **Cost:** $16.00, with about 20 sprays before empty.

Modern Crossbow with rifle stock, 150 pound (667 Newton) draw weight. **Range:** 500 feet (152 m). **Damage:** 2D6. **Cost:** $180.

Sap Glove: Six ounces (0.2 kg) of powdered lead is built into each glove just above the knuckles, padding the wearer and adding weight and strength to the force of one's blow. *+2 to damage.* Available from most security guard suppliers. **Cost:** $30.

Fiberglass Nightstick: Cost: $10. **Damage:** 1D4.

Steel Rod Encased Nightstick: Cost: $20. **Damage:** 1D6.

S.W.A.T. Entry Tool a.k.a. Hooligan Tool: A long, one inch (2.5 cm) thick, stress-proof bar, heat treated for durability and strength. On one end is a large chisel, spike-like, pry bar. On the opposite end is a claw/chisel-point (crowbar-like). Used to pry open security doors and grilles. **Cost:** $240. **Damage:** 1D8 (either end). Pops normal door locks on a roll to strike of 8-20; pops heavy locks and security door locks on a roll to strike of 12-20.



.22LR Firing Combat Knife

Modern Knives

Combat Bush Knife: Heavy-duty, all-purpose survival knife. The best carbon steel 7in blade. **Cost:** $200. **Damage:** 1D6.

Slimpack Throwing Knife: With a flat, lambskin sheath, this knife is perfect for concealment. Also a perfectly balanced 6 inch blade (0.15 m). **Cost:** $50. **Damage:** 1D6.

Belt Throwing Knife Set: 4 ultrathin throwing knives in a single belt sheath designed for an easy, fast draw. **Cost:** $135. **Damage:** 1D6.

Polycarbonate Knife: This 7 inch knife (with silk sheath) is guaranteed not to show up on metal detectors. Balanced for throwing, yet with a keen edge for slicing. **Cost:** $300. **Damage:** 1D6.

Small Boot Knife: For easy concealment. **Cost:** $20. **Damage:** 1D4.

Bayonet: Attaches to combat rifles. **Cost:** $140. **Damage:** 1D6.

SLR-60/Spike Launch Rod: This small, (2 foot/0.6 m) rod-like device is used for climbing. The SLR-60 can effectively fire a small (6 inch/15 cm) metal spike up to 200 feet (61 m) away, carrying a high-test line along with it for scaling surfaces. It comes equipped with 400 feet (122 m) of heavy-duty cord, detachable spool, and feeder with digital counter. Additional spikes are available at $30 a dozen, while additional clip-in, prewound spools of 400 feet (122 m) line costs $200 each. **Range:** 200 feet (61 m). **Damage:** 2D6. **Attacks Per Melee:** One. **Energy Capacity:** 30 charges. **Weight:** 2 pounds (0.9 kg). **Cost:** $1,200.

Grappling Hook & Line: This is your typical grappling hook and line for scaling surfaces. **Range:** 100 feet (30.5 m). **Damage:** 1D4. **Attacks Per Melee:** Equal to hand to hand attacks. **Weight:** 2 pounds (0.9 kg). **Cost:** $150 for hook and 300 feet (30.5 m) of line.

Body Armor

Ancient Armor
Cost, Style/Type, A.R., S.D.C., & Weight
$175.00 — Padded or Quilt; A.R. 8, S.D.C. 15; 6.6 lbs (3 kg)
$300.00 — Soft Leather; A.R. 9, S.D.C. 20; 8 lbs (3.6 kg)
$600.00 — Studded leather; A.R. 12, S.D.C. 38; 20 lbs (9.1 kg)
$900.00 — Chain Mail: A.R. 13, S.D.C. 44; 40 lbs (18.1 kg)
$1500.00 — Scale Mail: A.R. 15, S.D.C. 75; 45 lbs/20.4 kg
$2000.00 — Plate and Mail: A.R. 15, S.D.C. 100; 52 lbs (23.6 kg)
$2800.00 — Plate: A.R. 16, S.D.C. 150; 58 lbs (26.3 kg)
$3000.00 — Plastic Plated: A.R. 13, S.D.C. 80; 28 lbs (12.7 kg)

Note: The costs reflect the rarity of manufacturers/builders and the time involved in the construction. Homemade armor is possible, reduce cost by half, A.R. by 2 and S.D.C. by 20%.

Modern Light Armor *(half suits)*
Cost, Style/Type, A.R., S.D.C., & Weight
$1200.00 — Concealed: A.R. 10, S.D.C. 50; 12 lbs (5.4 kg)
$900.00 — Riot Jacket: A.R. 10, S.D.C. 60; 12 lbs (5.4 kg)
$800.00 — Vest: A.R. 10, S.D.C. 50; 10 lbs (4.5 kg)
$1100.00 — Point Blank Vest: A.R. 10; S.D.C. 70; 14 lbs (6.4 kg)
$1400.00 — Hard Armor Vest: A.R. 12; S.D.C. 120; 15 lbs (6.8 kg)

Modern Heavy Armor *(full suits)*
Cost, Style/Type, A.R., S.D.C., & Weight
$1400.00 — Frag. Cape/Vest: A.R. 13, S.D.C. 120; 16 lbs (7.3 kg)
$1600.00 — Riot Armor: A.R. 14, S.D.C. 180; 17 lbs (7.7 kg)
$2200.00 — Hard Armor: A.R. 16; S.D.C. 260; 20 lbs (9.1 kg)
$2800.00 — Class 4 Armor: A.R. 17; S.D.C. 280; 20 lbs (9.1 kg)

Note: Half Suits or vest types usually protect the upper body front, back, side, waist and groin. Concealed are tough, thin styles designed to be sown into clothes or hidden under clothes (shirts, jackets, etc.). The others are all generally bulky or worn atop clothes.

Full suits are all bulky suits worn on top of clothes and provide the greatest protection.

All modern armor is designed for flexibility and mobility and does not interfere with movement, prowl or speed. Many types of armor are constructed of reinforced plastic, strengthened with woven glass fibers, and are thicker than metal, yet lighter. Other common types use steel or lightweight alloys, typically 1/4 inch (6 mm) thick. These two types of armor can stop all pistol, revolver, sub-machinegun and low caliber rifle shells.

Hard armor is composed of ceramics, a form of opaque glass made from pure alumina or boron carbide. They are often combined with steel. Hard armor types provide the most effective protection and can even stop 7.62mm NATO and 5.56mm rifle bullets.

Optics

Binoculars and Telescopic sights magnify an image area through a system of lenses.

Binocular, Telescopic Sights & Cost:
Binocular (2000 feet/610 m), best magnification: $1600.00
Binocular (1600 feet/480 m), medium magnification: $1000.00
Binocular (1600 feet/480 m), low magnification: $600.00
Weapon Sight, best magnification: $1200.00
Weapon Sight, medium magnification: $600.00
Weapon Sight, low magnification — $250.00

Infrared Optic System: Range: 1200 feet (360 m). This type of optical enhancement device relies on a source of infrared light, usually a pencil-thin beam of light projected from the goggle or binoculars, to illuminate its targets. The narrowness of the beam severely limits the scope of one's view to a small area of about 18 square feet (two square meters). This can make surveying a large area a problem. Another drawback is that the infrared light beam is clearly visible to another infrared optic system, giving away the operator's position. These drawbacks are inherent to ALL infrared systems. **Cost:** about $1000; fair availability.

Infrared (range: 1200 feet/610 m) & Cost:
Goggles (mercury battery type) — $550.00
Goggles (new superior type) — $880.00
Binoculars — $2100.00
Monocular Eyepiece — $800.00
Weapon Sight — $1200.00

Infrared Distancing Binoculars: A high-powered optical enhancement device with infrared adjustments, cross hair indicator lines, and digital readout of estimated distance and rate of travel. **Range:** 2 miles (3.2 km). The I.D. binoculars enjoy extreme popularity among spies, being used for field work and exploration, and are also used by the military. **Cost:** $6700. Not commercially available.

Ultraviolet Systems: Range: 400 feet (120 m). Enables its wearer to see into the ultraviolet range of light radiation. It's usually integrated into a larger optics package rather than used alone. **Cost:** $500.

Night-Sight: Range: 1600 feet (480 m). A passive night vision optics system is an image intensifier, meaning that it is a passive system that does not emit any light of its own, but electronically amplifies existing, ambient light to provide a visible picture. **Cost:** $1,600; fair availability.

Passive Nightvision Optics (range: 1600 feet/480 m) & Cost:
Goggles — $5,200.00
Binoculars — $6,400.00
Monocular Eyepiece — $1,900.00
Weapon Sight — $3,500.00
Pocket Night Viewer (800 feet/240 m range) — $1500.00
Large Tripod Mount — $14,000.00

Pocket Night Viewer: Range: 800 feet (240 m). This is a mini-night sight, usually a monocular style, easily concealed and portable. **Cost:** $800; poor availability.

Thermo-Imager: Range: 1600 feet (480 m). Basically an optical heat sensor, it converts the infrared radiation of warm objects into a visible image. This device allows its operator to see in darkness, shadows and through smoke. Battery powered and electrically cooled. A typical running life is 16 hours. **Cost:** about $1400; poor availability.

Thermo-Imager (range: 1600 feet/480 m) & Costs:
Goggles — $22,000
Binoculars — $20,000
Monocular Eyepiece — $18,000
Weapon Sight — $18,000

Multi-Optics Helmet (M.O.H.): The multi-optics helmet is a special optical enhancement system built into a protective helmet. It includes the following features:

1. Targeting Sight: 1600 feet (480 m)
2. Infrared Optics System: 1600 feet (480 m)
3. Telescopic Monocular Lens: Range: 2 miles (3.2 km)
4. Thermo-Imager: Range: 1600 feet (480 m)

Special Bonus: +1 to strike when the optics and targeting sight are engaged. Note that the thermo-imager is a special, optical, heat sensory unit that allows the infrared radiation of warm objects to be converted into a visible image. Enables the person to see in darkness, shadows and through smoke.

Cost: $38,000. Available to high-tech organizations.

Optics Band: The optics band is a headband type optical system most often used in research, micro-repairs and scientific study. Its range is limited as it is designed for close work, not long-distance or combat surveillance. Features include:

1. Infrared and Ultraviolet Optic System: Range: 200 feet (90 m) maximum.
2. Magnification Lens (to the 400th power); Range: 7 feet (2.1 m)
3. Night Sight: Range: 200 feet (61 m)
4. Adjustable Color Filters.

Cost: $2800.00.

Pocket Range Finder: An optical range finder that is compact and easy to use. Just look through the viewfinder and adjust the focus knob until the image is clear. The range in feet AND meters will appear below the target. **Cost:** $58.

Illuminating Peglight: Designed for military use as markers for routes and minefields. Emits beta light which gives off no heat and no infrared emissions. Can be seen from distances of up to 150 feet (45.7 m). **Cost:** $50 each.

Communications

Communications equipment is fairly basic in regards to the character's use and needs. Various surveillance and video systems might be added on, depending on the circumstances and the player's ingenuity. Unless stated otherwise, all have good availability.

Field Radio: A back-pack style, radio transmitter and receiver with wide band, long-range capabilities; frequency equalizer, field strength detector and scrambler. **Range:** 60 miles (97 km). **Weight:** 16 pounds (7.3 kg). **Cost:** $3,800.00 (one third list price if a used one can be found).

Back-Pack Radio: A Japanese updated version of the old PRC-25. Comes with built-in scrambler and up to 1500 channels. Also capable of receiving commercial AM/FM/Television (sound only) and Short-Wave signals. RKO-68. **Range:** 35 miles (56 km). **Cost:** $1,325

Belt Radio: A lightweight unit designed to work with the RKO-68. Scrambler equipped, 2 mile range (3.2 km), up to 10 preset channels. Weighs only 2 pounds (0.9 kg), complete with pouch and telephone-style handset. RKO-12. **Cost:** $1,800.00

Headset Receiver: These receiver-only units are easily attached to the helmet. Built-in scrambler and range of 2 miles (3.2 km). **Cost:** $150.00

Walkie-Talkie: A simple, hand-held, two-way radio used for communications. **Weight:** One pound (0.45 lb), **Range:** One mile (1.6 km); **Cost:** $2,100.00

Hand-Held Communicator: Basically an enhanced walkie-talkie, it is a basic instrument issued to all military personnel and field operatives. This is a high-tech item available only to the special branches of the military (espionage) and major scientific organizations/industries. **Weight:** 6 ounces (170 grams). **Range:** 5 miles (8 km). **Cost:** Per single unit — $10,200.00; triple the price for a miniaturized version that is the size of a beeper.

Ear Mike Radio Receiver and Transmitter: A tough, reliable radio device that plugs into the ear. With the help of a transducer connected to a receiver/transmitter device, and manually activated for speaking or listening modes, the user can both listen and speak through the earphones. This is possible because the ear canal captures outgoing sound (your voice), as well as incoming sounds. It is so effective that the user can transmit a whisper. Compatible with any portable, two-way radio equipped with an external speaker/microphone. **Weight:** 6 ounces (170 grams). Power source is a single 1.5 volt AA battery. **Range:** 1 mile (1.6 km). **Cost:** $700.00

Cellular Phone (high quality): An excellent means of inexpensive, long-range communication using commercial airwaves and telephone systems. **Problem:** Can be traced, tracked, monitored and recorded — and "unsecure" means of communication. **Weight:** As small as a beeper and as light as 5 ounces. **Cost:** Approx. $120 for the telephone, $30 a month for a basic service, plus cost of cellular hours (probably $50-100.00 a month for light to average use, up to $1000.00+ for heavy use). Special features can add to the cost.

Compact Beeper: With sound and vibrate feature, shatter proof casing, and message taking capabilities. **Cost:** Approx. $80-120.00 for the Beeper and $30-60.00 a month service fees.

Surveillance Equipment

Note: Most items have fair to good availability.

Keyhole or Tube Microphones: A microphone (mic.) with a long, hollow tube which can be flexible or stiff, allowing it to be placed in cracks, mounted in walls, or placed in similar, small, "keyhole"-type crevices. Picks up sounds up to 34 feet (10 m) away and transmits up to 1000 feet (305 m). **Cost:** $270.00; fair availability.

Contact Microphone: Translates vibrations into sound, but requires a sounding board, such as a wall, windows, large object, etc. Can be as small as a tie tack. Picks up sounds up to 33 feet (10 m) away and transmits up to 1000 feet (305 m) away. **Cost:** $270.00; fair to good availability.

Commercial Wireless Microphone: (entertainment). **Cost:** $50-150.00

Compact Commercial Wireless Microphone: (size of a pack of cigarettes). **Cost:** $80-$150.00

Wireless Microphone: This compact mic. is about the size and thickness of a box of matches. It can pick up sounds up to 14 feet (4.3 m) away and broadcast up to 300 feet (91 m) away. **Cost:** $500.00

Tracer Bug: This is a tiny device, about the size of a checker, which has a sticky or magnetic side that can be attached to a vehicle or slipped into a person's pocket, back pack, briefcase, etc. It can transmit a signal that can be followed up to 8 miles (13 km) away. Battery powered, it has a limited life of 72 hours of constant transmission. **Cost:** $340.00.

Bumper Beeper: Attaches to automobile bumper via magnetized clip. The antenna can be permanently mounted or detachable. Transmits a signal that can be followed up to five miles (8 km) away (battery powered). The receiver picks up and can locate the beeper by the intensity/strength of the signal. **Cost:** (includes receiver) $1100.00.

Listening (bugging) Device: Average range: 600 feet (183 m).

Tie Clasp: Microphone; **Cost:** $15.00.

Electret Condenser Lavalier Mic.: Can be hung around neck or attached to clothes. Battery operated or plugged in. **Cost:** $50.00

Broadcast Quality Tie Tack: Cost: $160.00.

Special Bugs: These come in a variety of sizes, from postage stamp to martini-olive type, complete with mic., transmitter and amplifier. **Average Range:** 60 feet (18.3 m). **Cost:** $500.00

Room Bug: This bug taps into the wall current (needs capacitor). **Range:** 1200 feet (366 m). **Cost:** $130.00 (homemade) or police version — $500.00

Transmitters (typical) — $200.00

Transmitters (quality crystal) — $500.00

Low-Frequency Converter: $500.00

Frequency Equalizer (controls cutoff of certain frequencies and boosts others). **Cost:** $190.00

Test Transmitter: Cost: $65.00

Additional Transducer: Cost: $75.00

Telephone Induction Unit: Cost: $75.00

Sound Amplifier: Cost: $80.00

Sound Amplifier (high quality): Cost: $250.00

Telephone Bugs

Drop in Cartridge: Battery powered; fits in the telephone receiver. **Cost:** $320.00

Room Bug Mini-Transmitter: Looks like a telephone jack; battery operated. **Cost:** $240.00

Telephone Line Transmitter: Taps right into telephone line and power (needs no batteries, will run indefinitely). A little larger box than the mini-transmitter. **Cost:** $300.00

Bug Detectors

Field Strength Meter: Picks up radio signals and registers them. **Cost:** $350.00

Broadband Receiver: Causes a feedback and makes a howl when near a transmitter. **Cost:** $400-600.00

Pocket Vibration Detector: Cost: $700.00

Pocket Scrambler: The scrambler will distort or "scramble" outgoing radio signals, preventing interception and interpretation by the enemy. **Cost:** $1,700.00; fair availability.

Portable Telephone Scrambler: Converts normal speech into unintelligible gibberish over the telephone line and converts the gibberish into clear speech. 25 different scrambling codes. Fully transistorized and can be used on any conventional phone. **Cost:** $1400.00. Comes with an impact resistant carrying case.

Other Surveillance Devices

Video Briefcase: An ordinary looking briefcase with a video recording surveillance system built into it. The tiny pinhole lens is nearly invisible (18% chance of it being noticed). Three hour video capacity. Reinforced, impact cushioned case with a back-up, mini-cassette tape recorder. **Cost:** $3600.00

Video Wall Mount: This small, remote video camera is only about the size of a man's palm (5 inches/12.5 cm in diameter), thus it is easily concealed. The camera is backed with a powerful suction device that will adhere to any smooth surface, whether it be a wall, table, appliance, vehicle and so on. The video wall mount can broadcast continually for 72 hours, or by remote or preprogrammed, regulated intervals. The lens has limited mobility, able to rotate in about a 90 degree radius. Its audio capacity has twice the duration of its video transmission and is able to pick up sounds up to twenty feet (6m) away with crystal clarity. The monitor can be the mini-hand-held screen or any variety of larger or multi-unit monitors. **Cost:** $3200.00 Not available through the conventional market, but a hot commodity on the black market. Hand-held monitor costs $550-650.00

Mini-Telephoto Document Camera: A tiny, easy to conceal camera, only a little bigger than a disposable lighter. **Cost:** $350.

Note: Conventional video systems, cameras, lenses, optics and audio recorders, are also effective tools for surveillance.

Sensory Equipment

Amplified Sound Detector: A unique device designed for professional hunters to hear approaching game. It is also used by the security industry. It is a two-piece unit, consisting of headphones and sound detector, which at first glance, resembles a very large flashlight. Utilizes a built-in, 3 ½ inch (9 cm) parabolic dish for sound mirror effect. Triples the normal human range of hearing. Weighs about 2 pounds (0.9 kg). **Cost:** $260.00

Bug Detector: A small hand-held device that picks up radio signals from listening devices (bugs). **Cost:** $350.00

Commercial Radar Detector: Also known as the "Fuzz Buster" because of its use in detecting police radar scans. **Cost:** $120.00

Dosimeter: Picks up and measures radiation levels. **Range:** 20 feet (6.1 m). Hand-held; **Weight:** 1 pound (0.45 kg). **Cost:** $200.00 Wide availability.

Ground Sensor System: Uses seismic and laser sensors to detect vehicles/men, their direction and their numbers. A good communications engineer can make such projections with 75% accuracy. The control unit, with digital display, computer mount and monitor, is the center of this sensor web or fence. Up to 22 transmitter/receiver, sensor units can be linked to the control unit. Range between transmitters is 800 feet (240 m) and can register activity up to 10 miles (16 km) away. **Cost:** $48,500.00 Poor availability; generally limited to the military and scientific research.

Heat: Special sensors pick up and measure heat emanations. Can monitor temperature, or made directional to pinpoint a specific heat point/target. **Range:** 250 feet (76 m); field of detection is 25 feet (7.6 m). Portable/hand-held. **Weight:** 8 pounds (3.6 kg). **Cost:** $1200.00; good availability.

Letter Bomb Detector: An electronic instrument that examines letters in minutes, with an audio alarm that sounds when electrically conductive material is detected. **Cost:** $800.00

Portable Explosives Detector: Responds to vapor from explosives, such as dynamite, gelignite, T.N.T. and others. An alarm lamp lights up when an explosive is detected. **Cost:** $1900.00 **Range:** 3 1/2 feet (1 m).

Radar Signal Detector (military): This is a mini-radar receiver that can fit in one hand. Small, lightweight, easy to conceal. Recently developed for the U.S. Army. **Cost:** $3000. **Range:** Effective 80 feet (24 m), maximum 4 miles (6.4 km).

Microwave Fence: Transmitter and receiver sensor posts emit an invisible, microwave curtain or fence that will light up and send a signal to the control unit when an intruder breaches its curtain. Range between transmitter posts is 500 feet (150 m). Posts are 7 feet (2.1 m) high. Can effectively cover a 14 mile (22.5 km) area. **Cost:** $60,000.00 Poor availability; primarily used for military purposes.

Motion (industrial quality): Detects movement and pinpoints location. Requires sensor placement and monitor screen. **Range:** 60 feet (27.4 m). Portable; **Total Weight:** 15 pounds (6.8 kg). **Cost:** $400.00 Excellent availability.

Motion Detector Signaler: This device is virtually identical in purpose and use as the ultraviolet signaler, except that it does not emit any vibrations in the air. **Cost:** $800.00; fair availability.

Mini-Radar/Sonar: Requires radar signal unit and monitor. Trained operators (sensory equipment skill) can positively identify readings/objects, pinpoint location and estimate rate of travel and direction at 65% proficiency. **Range:** 5 miles (8 km). Portable; **Total Weight**: 18 pounds (8.2 kg). **Cost:** $32,500.00 Fair availability.

Standard Radar/Sonar Unit (large): Range: 100 miles (160 km). **Weight:** 260 pounds (118 kg). **Cost:** $26,000.00

Ultraviolet Signaler: The signaler is a small strip of ultraviolet sensors and another transmitter strip that can be adhered to a doorway, walls and so on, to create a beam of invisible light, blocking that area. When the beam is broken by an intruder or vehicle, etc., it will send a silent signal to a monitoring device and/or trigger a video unit. **Cost:** $900.00

Emotion & Stress Detectors

Bio-Monitor System: Reads body temperate, pulse rate, blood pressure, sweat, execursion and other basic physiological reactions. **Cost:** $300-1000.00

Psychological Stress Evaluator: This instrument is used by law enforcement agencies, private investigators, some private corporations, clinics and law firms. It functions like a polygraph machine, but measures and records stress and anxiety without attaching sensors to the subject. It does this by specifically monitoring the voice quality of its subject. A tape recorder is also a part of the device. **Cost:** $4,000.

Polygraph Stress Machine: Sensors are attached to the skin which monitor and record glandular changes (including sweat) in the skin. **Cost:** $2,400.

Polygraph Stress Monitor: (superior quality) Sensors are attached to the skin and body which usually record breathing, heart beat/rate, blood pressure, and skin resistance (as described previously). All three functions are fed into a chart recorder, with three pens to mark the results. **Cost:** $4500.

Special Equipment

Portable Laboratory: This is another impressive portable unit that can perform several functions.

1. Microscope in a specially padded housing.

2. One dozen specimen slides and another dozen specimen trays for storage and transportation of item(s) for further analysis. A variety of vials, jars and test tubes.

3. An incubation chamber that is about the size of a VCR (18x12x8 inches/45x30x20 cm).

4. Four burners.

5. Instrument tray with a variety of common tools, such as scalpels, tweezers, pins, tape, needles, calculator, etc.

6. A refrigeration chamber which is about half the size of the incubation chamber.

7. An isolation chamber. A special, airtight, sealable compartment about the size of the incubation chamber.

8. A chemical cabinet which holds several dozen chemicals commonly needed in the analysis of chemical structures.

9. Centrifuge Device.

10. Dosimeter.

11. Mini-Tape recorder.

12. Mini-computer.

13. Mini-still camera, 35mm, 32 photo capacity.

14. Toxic analyzer identical to the one used in the "portable bio-scan".

Cost: $62,000; poor availability. **Weight** of the whole unit is 58 pounds (26 kg).

Portable Scan Dihilator: The portable scan dihilator is an uniquely comprehensive sensory device with FULL scanning capabilities.

1. Radar/Sonar: Range: Limited to a 5 mile (8 km) area. A trained operator (sensory equipment skill) can positively identify readings as specific objects or vehicles, pinpoint location, and estimate rate of travel and direction at 65% proficiency.

2. Sensors include dosimeter, radar detector, heat, infrared, ultraviolet, microwave, and energy sensitive instruments; all of which identify, locate source, and record.

3. Long-range, wide band radio with scrambler. Range: 40 mile (64 km) radius.

4. Detachable short-range (hand-held) communicator. Range: 3 miles (4.8 km).

5. Video camera (mini) with both wide and narrow angle lenses. Audio-visual recorder using metal discs with digital meter; lens filters, telescopic lens (480m) and tripod included. Capable of radio telemetry when boosted by long-range radio.

Cost is about $75,000.00 Poor availability; usually limited to scientific research and the military.

Photographic Equipment/Film/ Video And Other Optical Equipment

35mm Camera $250-1000.00
Extra Lenses: 28mm, F2.8 $90.00; 135mm, F3.5 $120.00
Flash (average) $50.00
Telescope, zoom 15-60X power; 1000-4000mm when attached to a 35mm camera $240-600.00
35mm Camera Adapter $30.00
35mm Film: Black & White, 36 exposure $6.00; Color, 36 exposure $5.00.
Slide Projector $150-300.00
Projection Screen $50-100.00
Handheld Video Camera (good quality) $625.00
VCR Video Recorder $300.00
High-End Video Camera with Tripod $2,000-6000.00

Full Video Studio (basic systems) with editing, dubbing, optical enhancements, and full mixing capabilities. $20,000.00

Videotape Cassette, 2-6 hour, $5.00 each

Hi-8 or VHS-C Cassette; 30-60 min. running time $8.00 each.

Lock Picking Tools

The Pick can be almost any style or size, but is always a small, thin, steel tool which ends in a slight upward curve or special tip configuration. It is used to raise the pins of the lock so that it will open. A good range of pick thickness is .025-.035 (64-89 mm). These are available through locksmiths and locksmith suppliers, and some establishments that specialize in rare, hot and illegal items. **Cost** is usually high; $4-12.00 per pick, with at least a dozen needed for a proper range. **Note:** Smiths and suppliers will not usually sell these tools to anyone off the street and may investigate or report the inquiry. However, they are available through mail-order and some supply houses.

The Tension Bar is constructed of the same, clock spring steel as the pick and is an "L" shaped tool required (along with the pick) to open locks. It too manipulates the position of the locking pins. **Cost:** $30 each and is available from the same sources as listed for picks. Prices as contraband, may be as much as 200% higher and purchase from a locksmith or supplier may require a bribe. The size of the picks and tension bars are generally around 3 1/2 to 4 1/2 inches (9-11 cm) long, rarely larger.

Basic Lock Pick Set: Includes one tension bar, key extractor and 9 lock picking tools. **Cost:** $40-80.00

Superior Lock Pick Set: Contains 32 high quality lock picks, bar, tension tools and extractors. **Cost:** $150-300.00

Automatic Lock Pick; Release Gun: This item is only sold to law enforcement agencies at a cost of about $60.00. Throws all pins into position at one time and never damages or harms the lock mechanism. Opens all types of locks (tumbler, spool, regular or mushroom). **Cost on the street** (only 01-30% chance it is even attainable) — $120-200.00.

Car Openers: These are a variety of window prying tools. They are fairly easy to find and purchase or construct. A set will cost about $25-40.00.

Old Stand-Bys: Using sheer force including the cross bar (cost $12) or drill (cost $25) or bolt cutters (good for shearing chains, cables and padlocks; **Cost:** $80).

Making Key Impressions: A variety of blank key types are needed. Insert key into lock (grasping tightly with pliers) and turn from side to side. The lock's tumblers will leave marks on the blank where they were rubbing against the impressioning (carbon or boot black) agent. The lock picker now files these impressions somewhat. Reinsert, file some more, and repeat the procedure until the key is completed and works.

Note: The player must roll under his lock pick skill proficiency for each insertion. One failure botches the entire job and six insertions are required. This is a lengthy process taking 15 to 20 minutes. **Cost** of key blanks are high because they must be obtained in the same way as the picks. **Average Cost:** $30 per blank.

Lock File: Costs about $10-$15.

Note: Only characters with a skill in picking locks can use these tools or any of the picking tools listed.

Field Equipment

Hunting, Trapping, Hiking & Camping

Back Pack — Large — $210.00
Back Pack — Small — $120.00
Bear Trap — $180.00
Beaver Trap — $60.00
Blanket — Heavy — $20.00
Blanket — Light — $10.00
Bow Hunter Accessory Bag — $40.00
Canteen: Aluminum — $30.00
Canteen: Plastic — $20.00
Climbing Platform — Used by deer hunters to help climb and stand in trees. Gets them above the line of sight and reduces the chance of being scented. Portable: 100% high carbon steel.
Small — 16x19 in/41x48 cm platform — 200 lb/91 kg capacity — $40.00
Medium — 17x24 in/43x61 cm platform — 250 lb/113 kg capacity — $60.00
Heavy — 20x26 in/51x66 cm platform — 1000 lb/454 kg capacity — $80.00
Compass — $50.00
Disposable Lighter — $1.00
Fishing Line — Per 50 feet/15 m — $5.00
Fishing Net — $20.00
Fishing Rod and Reel — $50.00
Flashlight — $15.00
Grappling Hook and Line — 250 feet/76 m — $80.00
Hammock — $50.00
Heavy Chain — Per foot/0.3 m — $6.00
Insect Repellent — $4.00
Knife: Large — $20.00
Knife: Small — $10.00
Knife: Survival — $120.00
Light Chain — Per foot/0.3 m — $2.00
Mosquito Netting — Per square yard/meter — $12.00
Pillow — $10.00
Rabbit Trap — $40.00
Rappelling Equipment — Including spikes, mallet, hooks, pulley, straps, harness, gloves, boots, black pack, etc. — $1100.00
Rope Ladder — Per 10 ft/3m — $40.00
Rope — Per 20 ft/6m — $20.00
Sleeping Bag — $150.00
Snare Cord — Per sq yard/meter — $5.00
Tackle Box — $20.00
Tent Canvas — Per square yard/meter — $20.00
Tent — Four Man — $260.00
Tent — One Man — $110.00
Tent — Military Command Post (25 pounds/11 kg, 8x8 foot floor, 5 foot ceiling/2.4x2.4x1.5 m; camouflage, green or khaki) — $400
Tent — Two Man — $180.00
Utensil Kit (knife, fork, spoon set with sheath) — $25.00
Wolf Trap — $160.00

Containers

Back Pack — $60.00
Belt Purse (attaches to belt) — $10.00
Cask, Wooden — 10 gallons/38 l — $40.00
Cask, Wooden — 25 gallons/95 l — $60.00
Cask, Wooden — 4 gallons/15 l — $30.00
Cloth Handle Bag — $10.00
Crate, Large Wood — $50.00
Crate, Medium Wood — $30.00
Crate, Small Wood — $20.00
Jar — 1 gallon/3.8 l — $10.00
Jar — 2 pints/0.9 l — $2.00
Jar — 4 pints/1.9 l — $4.00
Jar, Glass — 1 pint/475 ml — $4.00
Jug — 1/2 gallon/1.9 l — $20.00
Jug — 1 gallon/3.8 l — $35.00
Jug — 5 gallons/19 l — $60.00
Knapsack — $25.00
Metal Security Box, Large — 15 lbs/6.8 kg — 90 S.D.C. — $80.00
Metal Security Box, Small — 5 lbs/2.3 kg — 30 S.D.C. — $40.00
Metal Trunk, Large — 80 lbs/36 kg — 200 S.D.C. — $500.00
Metal Trunk, Small — 35 lbs/16 kg — 100 S.D.C. — $250.00
Pocket Purse, Small — $5.00
Sack, Large — $15.00
Sack, Small — $6.00
Saddlebag (horse) — $100.00
Safe, Large — 300 lbs/136 kg — 1000 S.D.C. — $2000.00
Safe, Small — 50 lbs/23 kg — 350 S.D.C. — $900.00
Shoulder Purse — Large — $35.00
Shoulder Purse — Small — $20.00
Tobacco Pouch — $20.00
Trunk, Large Wood — 50 lbs/23 kg — 70 S.D.C. — $200.00
Trunk, Small Wood — 25 lbs/11 kg — 30 S.D.C. — $80.00
Vial, Glass — 2 ounce/60 ml — $4.00
Waterskin — 1/2 gallon/1.9 l — $30.00
Waterskin — 1 gallon/3.8 l — $50.00
Waterskin — 2 pints/0.9 l — $20.00

Miscellaneous Equipment

Bullet Resistant Attache Case: A.R.: 15, S.D.C.: 140. **Cost:** $440.00.

Courier Briefcase: A.R.: 11, S.D.C.: 90. **Cost:** $225.00.

Acoustic Noise Generator: Muffles conversations, distorts bugging systems by 30%. **Cost:** $900.00

Camouflage Paint Kit: 4 spray cans plus 6 stencils allow for easy camouflaging of vehicles, bunkers, and any field equipment. One kit will cover approximately 100 square feet of surface. Available in jungle, forest or arctic. **Cost:** $35.00

Camouflage Tape: The ever popular duct tape. Comes in rolls 26 feet (7.9 m) long and two inches (5 cm) wide. Available in jungle, forest or desert camouflage, or in olive drab. **Cost:** $6.00 per roll.

Camouflage Compact: A one-man kit for camouflage or night operations. Includes enough face and hand paint for 6 applications. Mirror, brush and disposable cleaning pads are also included in a neat, black case, 4 inches in diameter and 1/2 inch high (10x1.3 cm). **Cost:** $18.00 each.

Climbing Kit: A complete set of equipment for rappelling, rock scaling or climbing. Includes 3,600 foot (1100 m) reels of 4500 pound (20,000 Newton) test rope (each reel weighs 40 pounds/18 kg). An adjustable harness with clamps, 6 pairs of canvas climbing gloves, 48 clamps, 48 fasteners, 48 pitons, 3 hammers, 2 grappling hooks, and one pulley. Weight with shipping crate is 190 pounds (86 kg). **Cost:** $1100.00

Ear Protector Headphones: The answer to the Demo expert's and grenadier's dreams. The same model is used by airport workers to preserve hearing in noisy environments. **Cost:** $35-60.00

Electro-Adhesive Pad: This is a hand-held device that will adhere strongly to any metal surface by means of passing a small current through two metal electrodes. These pads are commonly used by astronauts who usually have them in their

shoes, but the hand-held pads are much more flexible and generally preferred. **Cost** of the Electro-Adhesive Pads (2) and generator (hip or back-pack): $40,000. **In shoe form**: $50,000. Can hold up to 1000 pounds (454 kg); works only on metal. Not commonly available.

Flashlight — Small $5.00

Flashlight — Medium $10.00

Flashlight — Large $15.00

Flashlight — Unbreakable (Kel-lite): Small $24.00; Medium $28.00; Large $32.00; Very Large $35.00.

Rechargeable, unbreakable flashlight that's 10 times brighter than most conventional types; quartz-halogen bulb, 12 inches (30 cm), 1.8 pounds (0.8 kg), 20,000 candle power. **Cost:** $130.00, or 35,000 candle power — **Cost**: $160.00.

Portable Halogen Spotlight: 50,000 candle power $30.00

Treated Torch $8.00

Candle Stick — Per Doz. $8.00

Oil Lantern — 6 hours/1 pint $20.00

Oil Lantern — 12 hours/2 pints $30.00

Oil Lamp — 6 hours $30.00

Padlock — Light — 25 S.D.C. $5.00

Padlock — Medium — 50 S.D.C. $8.00

Padlock — Heavy — 75 S.D.C. $15.00

Padlock — Burglar proof, 60% to be picked — 80 S.D.C. $30.00

Handcuffs — Regular — 60 S.D.C. $25.00

Handcuffs — Heavy — 120 S.D.C. $50.00

Medical Bag: This 8 pound (3.6 kg) bag is a complete Medic's field kit. Included are adhesive pads, bandages, gauze pads, adhesive tape, splints, sterile gloves, scissors, forceps, thermometer, needle, razor blades, pins, medicine, ointment, and salt tablets. Bag has back pack and shoulder straps, and is available in choice of camouflage, green or khaki. **Cost:** $275.00.

Machete: Complete with canvas sheath. 1D6 damage. **Cost:** $30.00.

Wire-cutters: 8 inch (20 cm) wire-cutter has nonconducting handles to avoid the nasty "shock" of electrified fences. Complete with belt sheath. **Cost:** $65.00.

Rations: Dry field rations; each 15pound (6.8 kg) case includes 12 meals. Crate is stocked with 12 cases, and has a total shipping weight of 200 pounds (91 kg). **Cost:** $470.00.

Gas Mask will filter out CS, smoke and a variety of military gases. Note: Not recommended as protection against nerve gas or radiation. **Cost:** $50.00.

Sunglasses — Light Adjusting $25.00

Sunglasses — Aviator $45.00

Shooting Glasses: Change color and density in response to changes in light and weather. Also reduces glare and improves visibility. **Cost:** $72.00.

Protective Goggles $10.00

Basic Phone $50.00

Telephone Answering Machine $120.00

Tape Recorder — 30-60 min. recording time; pocket size $30.00

Personal Computer (Value Priced) $700.00

Personal Computer (High End) $4,000.00

Laptop Computer (Value Priced) $1500.00

Laptop Computer (High End) $6,500.00

Monitor — Basic Color $200.00

Monitor — Large Console $800.00

Monitor — Flat Screen $2500.00

Basic Printer $200.00

Laser Printer (good quality) $500.00

Laser Printer (color) $1000.00

Modem $150.00

Jet Pack: Speed: 80 mph (129 km) maximum, **Duration of Flight:** 40 minutes maximum. **Jet Pack S.D.C.**: 100. **Maximum Height:** 300 feet (91 m). **Cost:** $80,000.00. **Fuel Cost:** $500.00 per tank (40 minute flight capacity).

Space Suit: (complete) Self contained environmental suit, insulated, heat and cold shielded, oxygen and life support system; the whole works. **Cost:** $175,000.00. **Note:** Not yet available on the commercial market.

Nylon Cord: A variety of heavy-duty, all-purpose, nylon rope or cord is available. Average tension strength is 600 pounds (2670 Newtons). Average length is 300 feet (91 m). **Cost:** about $100. Good availability.

Acids

Organic Acid: (affects only organic substances) Does 2-12 damage each melee for a total of four melees.

Organic Acid: (concentrated) Does 4-24 damage per melee for a total of four melees.

Cleanser: Does 2-12 damage to organic; 1-6 damage to all other substances.

Metal Dissolver: (industrial) 4-24 damage per melee for a total of four melees. Does 1-8 damage per melee for a total of four melees to organics and plastics.

All acids are not common household items and must be acquired from a chemical supplier, industry or an illegal outlet. In the first two cases, large bulk orders may be required, and in the latter case, availability is extremely low (9% chance of getting the item) and multiply the cost ten times.

Costs: Organic I — $75.00 per 1/2 gallon/1.9 liter. Organic II — $120.00 per 1/2 gallon/1.9 l. Cleanser — $180.00 per 1/2 gallon/1.9 l. Metal Dissolver — $600.00 per 1/2 gallon/1.9 l.

Specialty Clothing

Military/Combat/Hunting Types

Police Style Jumpsuit: One-piece, zipper down the middle; large zippered chest pockets (2), front pockets (2), rear pockets (2), pencil/pen slot (left arm), sleeves and leg cuffs zipper for adjustability, bi-swing pleated back, and padded knees. **Cost:** $130.00

Heavy Camouflage Coveralls: (Jumpsuit style) Insulated lining for cold weather (above freezing level cold), wrist and ankle elastic for tight fit, 6 pockets (chest, hip, rear). Tiger Stripe Camouflage $90.00. Tree Bark Camouflage $95.00. Black or White $75.00. Green $75.00

Light Camouflage Coveralls: (Jumpsuit style) Cotton and polyester blend. Tiger Stripe Camouflage $75.00. Tree Bark Camouflage $80.00. Black or White $60.00. Green $55.00

3-D Camouflage Suit: A multi-shade of drab green and brown, with approximately 250, individual hanging strips to blend into the foliage. Bonus: +10% on prowl skill when in woodland environment. **Cost:** $150.00.

Below 30 Degree Coveralls: Insulated for prolonged exposure in the extreme cold, with thick, turtleneck collar that covers chin, nose, and mouth. The outer fabric is an acid resistant, cotton/polyester twill; has zippers at leg bottoms for easy removal; knit, windproof cuffs; sleeve pockets (one each arm) and six large pockets. Comes with zip-off hood. Suitable for up to 20 degrees below zero Fahrenheit (-30 Centigrade). **Cost:** $180.00.

Work Overalls: (Jumpsuit Style) **Cost:** $60-100.00

Expendable Lab Coat or Coveralls: Made from a special non-woven fabric that is acid, grease and lint resistant. Can be worn once or a dozen times, then thrown away. **Cost:** $15.00 each.

Battle Dress Uniform (Fatigues):

Pants: 6 pockets, adjustable waist tab, button fly, drawstring cuffs. Tiger Stripe Camouflage $40.00. Tree Bark Camouflage $45.00. S.W.A.T. Black $45.00. Olive Green $30.00

White or Khaki $35.00

Shirts: 4 Pockets. Tiger Stripe Camouflage $40.00. Tree Bark Camouflage $45.00. S.W.A.T. Black $40.00. Olive Green $30.00. White or Khaki $30.00

Military Field Jacket: Includes adjustable collar and cuffs, epaulets, 4 large outer pockets with heavy brass zippers, hidden hood, waist cord and snap closures. **Cost:** $60-100.00.

Reversible Flight Jacket — Light: Comes in navy blue, grey, green and brown. **Cost:** $85-140.0.

Extreme Cold Weather Flight Jacket: (heavy, insulated) Comes in navy blue, grey, green, brown and white. **Cost:** $200-300.00

Battle Dress Utility: Shirt and pants in choice of arctic, desert, jungle or autumn forest camouflage. Shirt has two breast pockets, one pen pocket, and one (left-side) interior pocket. Pants equipped with hip, butt and thigh pockets. Lightweight (desert and jungle): $85.00. Medium Weight (forest and mountain): $130.00. Arctic Weight (down lined): $300-500.00

Battle Jacket: Comes equipped with breast, hip and interior pockets on both sides. A hidden pocket on the inside of the back is also useful. Available in camouflage, khaki, green or black. **Cost:** $225-400.00

Arctic Parka: High quality down lining provides protection in sub-zero conditions. Same pocket arrangement as Battle Jacket. Available in green and white only. **Cost:** $450-600.00

Wool Sweaters: Finest British quality knit with leather reinforcements at shoulders, elbows and neck. Available in cream, green or black. **Cost:** $130-160.00.

Ponchos: Waterproof nylon. Useful for rain protection, ground cover, emergency tent, etc. 5 feet by 5 feet square (1.5x1.5 m). Available in camouflage. **Cost:** $50-85.00.

Camouflage T-Shirt. Cost: $18.00.

Khaki Bush Shorts. Cost: $30.00.

Hats & Head Coverings

Police Style Riot Helmet: With ventilated transparent face shield. **Cost:** $90.00-140.00

Combat Helmet: Complete with liner and camouflage cover. **Cost:** $40.00-100.00

Safari Hat: A wide-brimmed hat perfect for shading the eyes in tropical sunlight and classy enough for an evening out on the town. Fasteners on each side for an easy 'Aussie style' flip. Available in choices of camouflage, cream, green, or khaki. **Cost:** $125.00.

Utility Cap: A classic 'marine cover'. Available in choice of camouflage, green or khaki. **Cost:** $15.00

Beret: The classic wool beret. Available in green, black, or jungle camouflage. **Cost:** $20-40.00.

Bandanna: In choice of colors. **Cost:** $8-12.00

Head Net: Covers hair and face, leaving only a slit for the eyes. **Cost:** $25.00.

Camouflage Face Veil: Cost: $25.00

Navy Style Face Mask: Water and wind proof vinyl with soft wool lining; mouth tab with snap closure. **Cost:** $18.00.

Conventional Vehicles

Typical Consumer Automobiles

Compact: A.R. 5, S.D.C. 300, Speed: 110 mph (177 km), Range: 350 miles (563 km). **Cost:** $15,000. and up.

Mid-Size: A.R. 6, S.D.C. 350, Speed: 110 mph (177 km), Range: 300 miles (483 km). **Cost:** $23,000. and up.

Full-Size Sedan: A.R. 7, S.D.C. 450, Speed: 120 mph (193 km), Range: 250 miles (402 km). **Cost:** $32,000. and up.

Luxury Sedan: A.R. 7, S.D.C. 450, Speed: 120 mph (193 km), Range: 250 miles (402 km). **Cost:** $48,000. and up.

Sports Car: A.R. 5, S.D.C. 350, Speed: 120 mph (193 km), unmodified, but can be suped to 180 mph (290 km). Range: 200 miles (322 km). **Cost:** $32,000. and up.

Corvette: A.R. 5, S.D.C. 300, Speed: 120 mph (193 km), Unmodified, Range: 270 miles (435 km). **Cost:** $38,000. and up.

Mini Van: A.R. 6, S.D.C. 350, Speed: 120 mph (193 km), Range: 350 miles (563 km). **Cost:** $16,000. and up.

Full-Size Van: A.R. 7, S.D.C. 400, Speed: 120 mph (193 km), Range: 200 miles (322 km). **Cost:** $24,000. and up.

Jeep (4 wheel drive): A.R. 6, S.D.C. 300, Speed: 120 mph (193 km), Range: 400 miles (644 km). **Cost:** $26,000. and up.

Small Truck (4 wheel drive): A.R. 6, S.D.C. 350, Speed: 120 mph (193 km), Range: 400 miles (644 km). **Cost:** $23,000. and up.

Small Truck: A.R. 6, S.D.C. 300, Speed: 120 mph (193 km), Range: 300 miles (483 km). **Cost:** $18,000. and up.

16 ft Truck (U-Haul type): A.R. 7, S.D.C. 400, Speed: 120 mph (193 km), Range: 200 miles (322 km). **Cost:** $29,000. and up.

24 ft Truck (U-Haul Type): A.R. 8, S.D.C. 500, Speed: 120 mph (193 km), Range: 190 miles (306 km). **Cost:** $60,000. and up.

Semi-Truck (Cab only): A.R. 10, S.D.C. 600, Speed: 120 mph (193 km), Range: 150 miles (241 km). **Cost:** $90,000. and up. Add another $90,000 for the cargo bed (trailer).

BMW Sports Car: German. A.R. 5, S.D.C. 325, Speed: 180 mph (290 km), Range: 200 miles (322 km). **Cost:** $90,000+

Delorean: Irish. A.R. 6, S.D.C. 325, Speed: 140 mph (225 km), Range: 200 miles (322 km). **Cost:** $60,000+

Jaguar: A.R. 5, S.D.C. 300, Speed: 180 mph (290 km), Range: 200 miles (322 km). **Cost:** $80,000+

Lambourgini — Contac: Italy. A.R. 5, S.D.C. 300, Speed: 200 mph+ (322 km), Range: 220 miles (354 km). **Cost:** $150,000+

Motorcycles

Motorcycle — Light: A.R. 5, S.D.C. 50, Speed: 90 mph (145 km), Range: 120 miles (193 km). **Cost:** $500.00 and up.

Motorcycle — Medium: A.R. 5, S.D.C. 100, Speed: 110 mph (177 km), Range: 350 miles (563 km). **Cost:** $1,800-$3,500.

Motorcycle — Heavy: A.R. 5, S.D.C. 150, Speed: 120 mph (193 km), Range: 350 miles (563 km). **Cost:** $8,500-$35,000.

Double and quadruple prices for classics and custom jobs.

Aircraft

Single Engine: A.R. 6, S.D.C. 400, Speed: 300 mph (483 km), Range: 680 miles (1094 km). **Cost:** $70,000+

Twin Engine: A.R. 7, S.D.C. 550, Speed: 420 mph (676 km), Range: 600 miles (966 km). **Cost:** $180,000+

Small Jet: A.R. 9, S.D.C. 850, Speed: 600 mph (966 km), Range: 1370 miles (2205 km). $350,000+

Helicopter: A.R. 7, S.D.C. 350, Speed: 300 mph (483 km), Range: 680 miles (1094 km). **Cost:** $320,000+



TYPE	2-HANDED	AV. LENGTH	AV. WEIGHT	DAMAGE	AV. COST
AXES					
Axe, battle	no	.8m/2.75ft	2 kg/4.6lb	3D6	$200-600.00
Axe, throwing	no	.4m/1.25ft	1.4kg/3 lb	2D4	$20-90.00
Axe, stone	no	.6m/2 ft	1.8kg/4 lb	2D6	$50-100.00
Axe, bipennis (2-head)	no	.8/2.75ft	2.8kg/6 lb	2D6	$75-150.00
Oncin Pick	yes	1.0m/3.75ft	1.8kg/4 lb	2D4	$150-500.00
POLE ARMS					
Awl Pike	yes	3.2m/10 ft	2.7kg/6 lb	2D6	$300-500.00
Beaked Axe	yes	2.3m/7.5 ft	2.3kg/5 lb	2D6	$400-800.00
Berdiche	yes	2.1m/7 ft	3.2kg/7 lb	3D6	$600-1000.00
Glaive	yes	2.3m/7.5 ft	2.7kg/6 lb	2D6	$300-500.00
Guisarme	yes	2.5m/7.25ft	2.7kg/6 lb	2D6	$500-900.00
Halberd	yes	2.2m/7.25ft	2.3kg/5 lb	3D6	$600-1000.00
Sabre Halberd	yes	2.4m/8 ft	3.2kg/7 lb	3D6	$600-1000.00
Hippe	yes	2.3m/7.5 ft	2.7kg/6 lb	3D6	$500-900.00
Lucerne Hammer	yes	2.9m/9.75ft	2.9kg/6.5lb	3D6	$400-900.00
Military Fork	yes	2.1m/7 ft	2.3kg/5 lb	2D4+2	$300-600.00
Pike	yes	5.0m/16 ft	3.6kg/8 lb	2D6	$300-500.00
Runka	yes	2.3m/7.5 ft	2.7kg/6 lb	2D6	$400-800.00
Scythe	yes	2.4m/8 ft	2.3kg/5 lb	3D6	$250-600.00
Voulge	yes	2.1m/7 ft	2.3kg/5 lb	4D6	$600-1000.00
SPEARS					
Short Spear	no	1.2-1.8m/4-6 ft	1.8kg/4 lb	1D6	$100-300.00
Long Spear	yes	2.1-3.0m/7-10ft	2.9kg/6.5lb	2D6	$200-400.00
Javelin	no	2.1m/7 ft	1.8kg/4 lb	2D4	$250-500.00
Beaked Axe	no	1.4m/4.5 ft	2.3kg/5 lb	2D6	$400-900.00
Trident	yes	1.5/5 ft	1.8kg/4 lb	2D6+2	$300-600.00
Lance (Palladin & Knights **ONLY**)	no	4.0m/13 ft	3.6kg/8 lb	2D6+2	$400-600.00
KNIVES					
Daggers and Knives	no	.2-.5m/10-20in	.5kg/1 lb	1D6	$30-150.00

TYPE	2-HANDED	AV. LENGTH	AV. WEIGHT	DAMAGE	AV. COST
SHORT SWORDS					
Short Sword	no	.7m/2.5 ft	1.4kg/3 lb	2D4	$150-300.00
Sabre	no	.6m/2 ft	1.4kg/3 lb	2D4	$200-400.00
Scimitar	no	.7m/2.5 ft	1.5kg/3.5lb	2D6	$200-300.00
Falchion	no	.8m/2.75ft	1.8kg/4 lb	2D6	$300-400.00
Cutlass	no	.6m/2 ft	1.4kg/3 lb	2D4	$150-300.00
LARGE SWORDS					
Bastard	yes	1.0m/3.75ft	2.1kg/4.5lb	2D6+2	$200-500.00
Broadsword	no	.9m/3 ft	1.6kg/3.5lb	2D4+1	$200-500.00
Claymore	yes	1.2m/4 ft	2.9kg/6.5lb	3D6	$500-900.00
Flamberge	yes	1.3m/4.25ft	3.4kg/7.5lb	3D6	$600-1000.00
Long Sword	no	.9m/3 ft	1.6kg/3.5lb	2D6	$300-600.00
2-handed Espandon	yes	.9m/3 ft	2.1kg/4.5lb	2D6+2	$400-700.00
BALL and CHAIN					
Ball and Chain	no	.9m/3 ft	2.1kg/4.5lb	2D4	$150-300.00
Flail	yes	1.6m/5.25ft	2.5kg/5.5lb	2D6	$200-400.00
Goupillon Flail	yes	.5m/2 ft	2.1kg/4.5lb	3D6	$200-400.00
Mace and Chain	no	.9m/3 ft	2.1kg/4.5lb	3D6	$150-300.00
Nunchaku	yes	.8m/2.75ft	1.1kg/2.5lb	2D4	$75-150.00
BLUNT WEAPONS					
Arab Mace	no	.6m/2 ft	1.4kg/3 lb	2D6	$100-300.00
Mace	no	.7m/2.5 ft	2.0kg/4.5lb	2D6	$100-300.00
Cudgel	no	.8m/2.75ft	1.0kg/2.5lb	2D4	$80-160.00
Club / Stick / Pipe	no	.8m/2.75ft	1.4kg/3 lb	2D4	$10-50.00
Hercules Club	yes	1.2m/4 ft	2.5kg/5.5lb	3D6	$250-500.00
Horseman Hammer	no	.8m/2.75ft	1.6kg/3.5lb	2D6	$200-400.00
Maul	no	1.2m/4 ft	2.0kg/4 lb	2D4	$50-120.00
Morning Star	no	.8m/2.75ft	1.0kg/2.5lb	2D6	$150-300.00
War Club (wood)	no	.9m/3 ft	1.4kg/3 lb	2D4	$80-200.00
War Hammer	no	.7m/2.5 ft	2.1kg/4.5lb	3D4	$150-300.00
STAVES					
Short	no	1.2-1.8m/4-6 ft	1.4kg/3 lb	1D6	$100-300.00
Long	yes	1.9-2.7m/7-9 ft	2.3kg/5 lb	2D4	$150-400.00
Bo Staff	yes	2.8m/9.5 ft	1.4kg/3 lb	2D6	$200-500.00
Quarterstaff	yes	1.8m/6 ft	1.5kg/3.5lb	2D6	$100-300.00
Iron Staff	yes	1.8-2.1m/6-7 ft	3.2kg/7 lb	2D6+2	$200-400.00
MISSILES					
Short Bow	yes		1 lb	1D6	$80-350.00
Arrows	no				$15.00 per dz
Long Bow	yes		2 lb	2D6	$150-800.00
Arrows	no				$20.00 per dz
Cross Bow	yes		7 lb	Small — 1D6 Large — 2D6	$75-300.00
Bolts	no				$15.00 per dz
Sling	no		2 oz	1D6	$25-90.00
MISCELLANEOUS (no W.P. bonuses)					
Black Jack	no	10 in	1.4kg/3 lb	1D6	$20-50.00
Dart	no	6 in	6 oz	1D4	$5-50.00
Bull Whip	no	2.4m/8 ft	1.4kg/3 lb	2D6	$150-300.00
Cat-o-Nine Tails	no	.8m/3 ft	.5kg/1 lb	2D6	$100-200.00
Meat Cleaver	no	.3m/1 ft	.5kg/1 lb	1D6	$15-30.00
Frying Pan	no	.3m/1 ft	.5kg/1 lb	1D6	$20-50 00
Hand Pick	no	7 in	8 oz	1D4	$5-10.00
Large Pick/Mattock	yes	1.2m/4 ft	2.3kg/5 lb	3D4	$60-120.00
Shovel	yes	1.2m/4 ft	2.0kg/5 lb	1D6	$30-120.00
Hammer (tool)	no	10 in	1/4kg/3 lb	1D4	$15-40.00

Giant Weapons do *one additional die of damage* because of size and weight.

Note: All weapons are of a good to excellent "combat" quality.

Experience Levels

Alien
1 0,000 - 2,100
2 2,101 - 4,200
3 4,201 - 8,400
4 8,401 - 17,200
5 17,201 - 25,400
6 25,401 - 35,800
7 35,801 - 51,000
8 51,001 - 71,200
9 71,201 - 96,400
10 96,401 - 131,600
11 131,601 - 181,800
12 181,801 - 232,000
13 232,001 - 282,200
14 282,201 - 342,400
15 342,401 - 402,600

Hardware Electrical, Mechanical & Weapon
1 0,000 - 2,300
2 2,301 - 4,600
3 4,601 - 9,200
4 9,201 - 18,400
5 18,401 - 26,800
6 26,801 - 36,900
7 36,901 - 51,100
8 51,101 - 71,200
9 71,201 - 100,300
10 100,301 - 140,400
11 140,401- 196,500
12 196,501 - 250,600
13 250,601 - 300,700
14 300,701 - 350,800
15 350,801 - 400,900

Mutants
1 0000 - 2050
2 2051 - 4100
3 4101 - 8250
4 8251 - 16,500
5 16,501 - 24,600
6 24,601 - 34,700
7 34,701 - 49,800
8 49,801 - 69,900
9 69,901 - 95,000
10 95,001 - 130,100
11 130,101- 180,200
12 180,201 - 230,300
13 230,301 - 280,400
14 280,401 - 340,500
15 340,501 - 400,600

Robotics
1 0,000 - 2,240
2 2,241 - 4,480
3 4,481 - 8,960
4 8,961 - 17,920
5 17,921 - 25,920
6 25,921 - 35,920
7 35,921 - 60,920
8 60,921 - 80,920
9 80,921 - 100,920
10 100,921 - 150,920
11 150,921 - 200,920
12 200,921 - 255,920
13 255,921 - 295,920
14 295,921 - 365,920
15 365,921 - 445,920

Experiments
1 0,000 - 2,000
2 2,001 - 4,000
3 4,001 - 8,200
4 8,201 - 16,400
5 16,401 - 24,500
6 24,501 - 34,600
7 34,601 - 49,700
8 49,701 - 69,800
9 69,801 - 94,900
10 94,901 - 129,000
11 129,001 - 179,100
12 179,101 - 229,200
13 229,201 - 279,300
14 279,301 - 329,400
15 329,401 - 389,500

Magic
1 0,000 - 2,300
2 2,301 - 4,600
3 4,601 - 9,200
4 9,201 - 18,400
5 18,401 - 26,500
6 26,501 - 36,600
7 36,601 - 51,700
8 51,701 - 71,800
9 71,801 - 97,900
10 97,901 - 137,000
11 137,001 - 190,100
12 190,101 - 235,200
13 235,201 - 290,400
14 290,401 - 350,600
15 350,601 - 425,800

Physical Training
1 0,000 - 2,140
2 2,141 - 4,280
3 4,281 - 8,560
4 8,561 - 17,520
5 17,521 - 25,520
6 25,521 - 35,520
7 35,521 - 50,520
8 50,521 - 71,000
9 71,001 - 96,100
10 96,101 - 131,200
11 131,201 - 181,300
12 181,301 - 231,400
13 231,401 - 281,500
14 281,501 - 341,600
15 341,601 - 401,700

Special Training
1 0,000 - 2,120
2 2,121 - 4,240
3 4,241 - 8,480
4 8,481 - 16,960
5 16,961 - 24,960
6 24,961 - 34,960
7 34,961 - 49,960
8 49,961 - 69,960
9 69,961 - 94,960
10 94,961 - 129,960
11 129,961- 179,960
12 179,961- 229,960
13 229,961 - 279,960
14 279,961 - 329,960
15 329,961- 389,961

Hardware Analytical & Bionics and Implants
1 0,000 - 2,400
2 2,401 - 4,800
3 4,801 -9,600
4 9,601 - 19,000
5 19,001 - 27,000
6 27,001 - 37,000
7 37,001 - 52,000
8 52,001 - 72,000
9 72,001 - 96,000
10 96,001 - 131,000
11 131,001 - 180,000
12 180,001 - 229,000
13 229,001 - 278,000
14 278,001 - 337,000
15 337,001 - 396,000

Mega-Hero
1 0,000 - 5,000
2 5,001 - 10,000
3 10,001 - 20,000
4 20,001 - 30,000
5 30,001 - 40,000
6 40,001 - 60,000
7 60,001 - 80,000
8 80,001 - 110,000
9 110,001 - 150,000
10 150,001 - 200,000
11 200,001 - 275,000
12 275,001 - 350,000
13 350,001 - 450,000
14 450,001 - 600,000
15 600,001 - 800,000

Psionics
1 0,000 - 2,240
2 2,241 - 4,480
3 4,481 - 8,960
4 8,961 - 17,920
5 17,921 - 25,920
6 25,921 - 35,920
7 35,921 - 50,920
8 50,921 - 70,920
9 70,921 - 95,920
10 95,921 - 135,920
11 135,921 - 185,920
12 185,921 - 225,920
13 225,921 - 275,920
14 275,921 - 335,920
15 335,921 - 395,920

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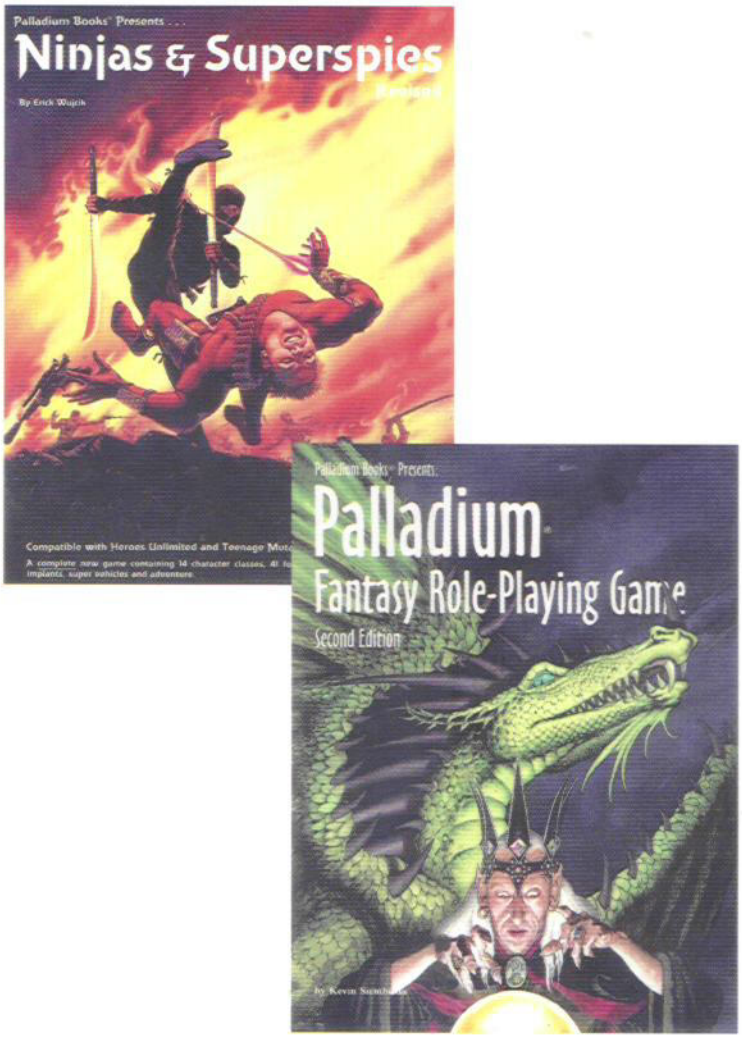
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