BLOOD OF HEROES

Character Name: _____ **Player Name:** _____
Character Type: _____ **Hero Points:** _____
Motivation: _____ **Alter Ego:** _____

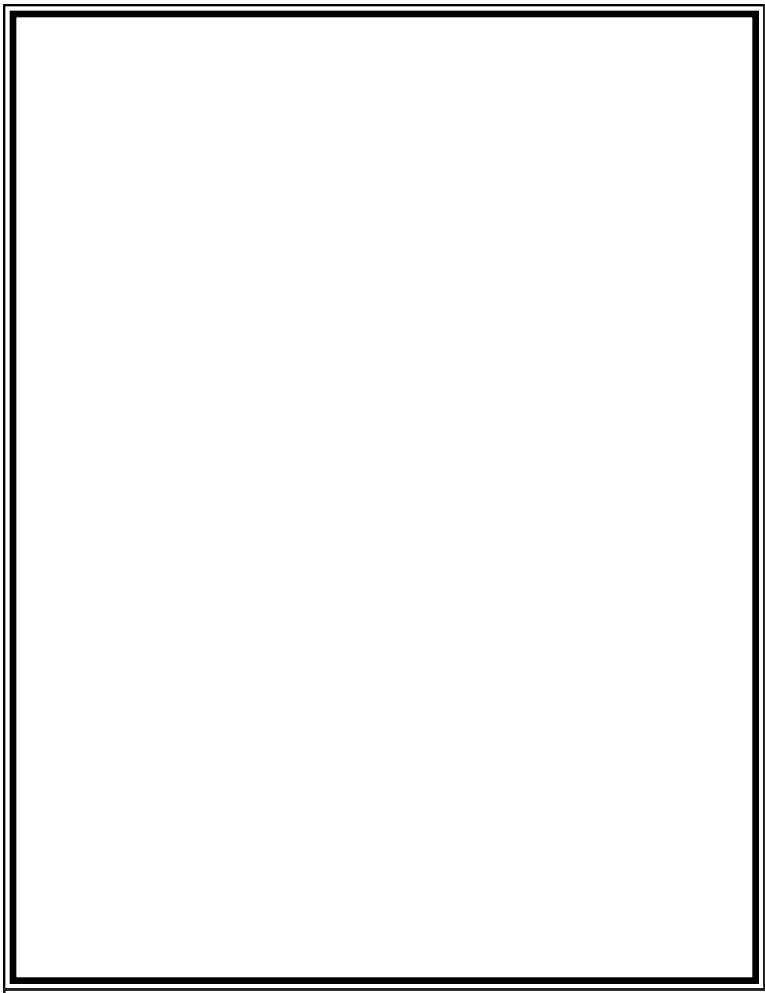
( ) DEXterity	( ) STRength	( ) BODY	( ) Current BODY
( ) INTelligence	( ) WILLpower	( ) MIND	( ) Current MIND
( ) INFLuence	( ) AURA	( ) SPIRIT	( ) Current SPIRIT

Power	APs	Link Type	Power	APs	Link Type

Skills	APs	Linked	Skills	APs	Linked

Advantages	Drawbacks

Wealth (in APs): _____ **Wealth (in Dollars):** _____
Group Affiliation: _____ **Base of Operations:** _____
Occupation: _____ **Marital Status:** _____
Known Relatives: _____
Height: _____ **Weight:** _____
Eye Color: _____ **Hair Color:**



Personality:

History:

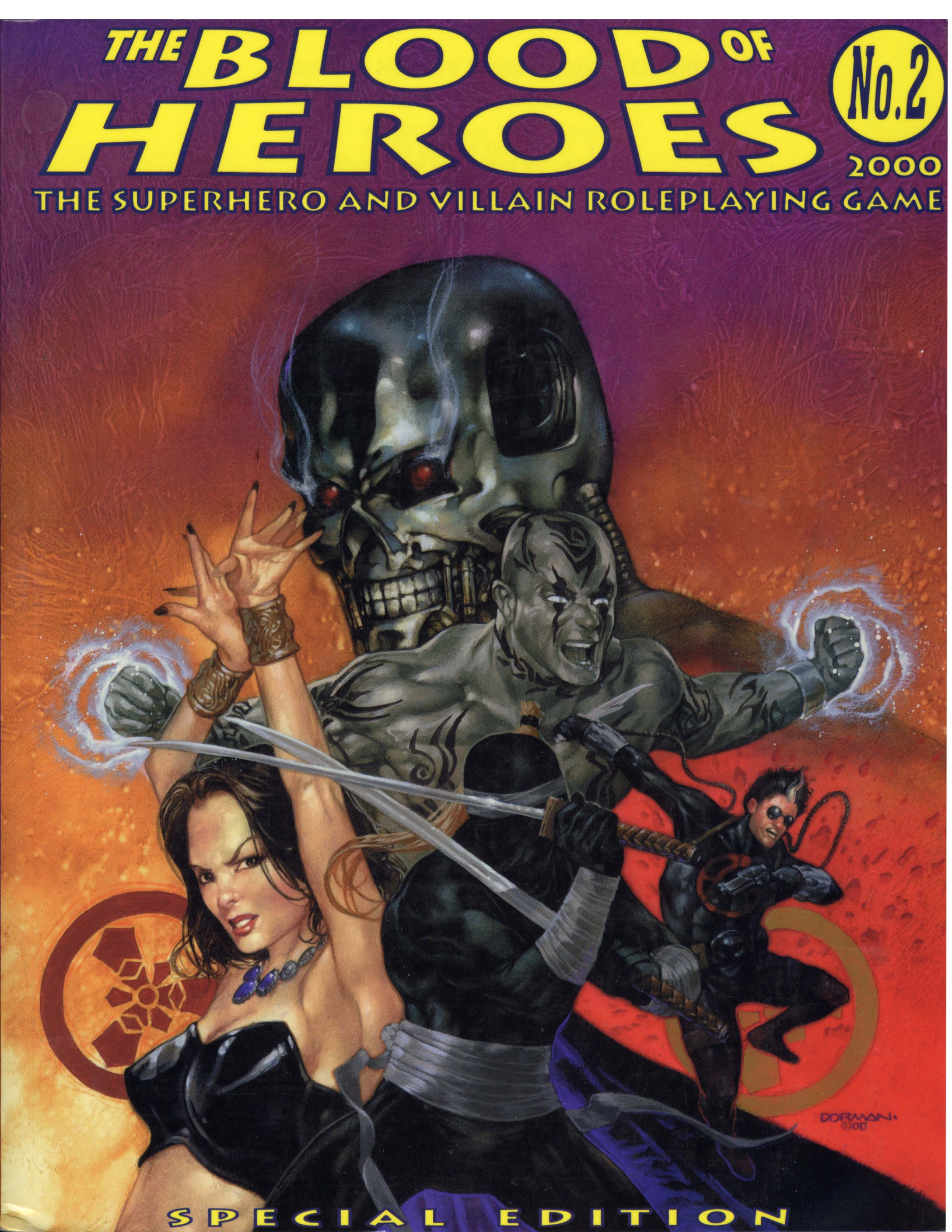
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THE BLOOD OF HEROES

No.2

2000

THE SUPERHERO AND VILLAIN ROLEPLAYING GAME



SPECIAL EDITION

Blood of Heroes Role-Playing Game
Special Edition

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The male pronoun (he, his, him) is used in this book as a third-person singular in many instances. This usage is intended as a neuter term and should be read as "he or she," "his or her," or "him or her" in all instances where it is used to imply a person of either gender. The use of the male pronoun is not intended to exclude women from this game or to suggest their exclusion.

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Second Printing

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Read This First

When you opened this book, you opened a whole new world: a world filled with heroes and exciting adventures, a world infested by villains and great dangers, a world where anything can happen. Welcome to the world of **Blood of Heroes**.

Blood of Heroes is a role-playing game. But even if you've played role-playing games before, you'll find **Blood of Heroes** different from the rest. For those who have never played role-playing games, please read the next section. Experienced role-players may skip this and start on page 6 at **An Introduction to Blood of Heroes**. Those who are familiar with Mayfair's Exponential Game System (MEGS) need only check the System Changes section (below) to familiarize themselves with any changes.

What is a Role-Playing Game?

A role-playing game (RPG) lets you play a role, like an actor does on a stage. But unlike an actor, a role-player does not have a script. Everything a person does affects the outcome of the game, making every time YOU play different and more exciting.

In the **Blood of Heroes Role-Playing Game**, each person may play the role of a hero. You, the player, can play any one of the provided characters or preferably a Character you've made up.

Every hero or villain has definite powers and/or Skills; each has a Motivation for acting as a hero, and some have special Advantages, Drawbacks, Vulnerabilities, and Limitations.

The hero or villain you choose to play, called the Character, interacts with the other players of the game. This creation is not hard. In fact, it's lots of fun. Everyone can learn role-playing games. They are straightforward, logical, and easily understandable once you get the hang of them.

Most people learn role-playing through experience. Start slowly, take as much time as you need, then stop when it becomes confusing.The more you play the **Blood of Heroes RPG**, the more you will understand why certain rules exist, and how to use them.

The rules in the **Blood of Heroes RPG** allow you to make up your own stories about YOUR favorite heroes. Instead of just reading a comic book featuring your favorite heroes, you will play the role of one of the heroes. You will decide which actions the hero will take, act as the Character would when meeting other Characters, and pretend as if you were the hero. Your hero will then participate in an adventure which is coordinated by the Gamemaster (GM).

One person must be chosen as the Gamemaster. Before playing the GM should be familiar with the rules of the **Blood of Heroes RPG**. The Gamemaster is like the writer of the comic book, unfolding the story and making it work.This person also has the important task of playing the roles of all of the other Characters in the adventures. Characters who are not being played by a Player are called Non-Player Characters (NPCs).

For example, in the solo adventure, **Anarchy Man's Night on the Town** (page14), the GM would play the characters Samus, Clint, and "Alley folk".

The Gamemaster writes down the basic framework of the story, drawing out plans for the various locations, assigning Powers and Skills to the villains, and creating the special plot twists for each story.

The Gamemaster must have a good grasp of the rules of the game since he is the one who conducts play and acts as a referee. Much of the material in the **Blood of Heroes RPG** is devoted to the Gamemaster and gives helpful hints on how to run a good game.

When your group sits down with the Gamemaster to play, everyone has his assigned role. As Players, your Characters are all heroes. The Gamemaster runs everything else.

The Gamemaster will then present the beginning of the story to the assembled group but not as a dry summary of the facts. He will try to encourage YOU to imagine yourself in the world of the **Blood of Heroes Role Playing Game** by describing the general setting, people, and other important information about the situation the heroes find themselves in. Like the beginning of a comic book, a role-playing game can start with a bang or build slowly toward an exciting climax.

As a Player, you must identify with your chosen heroic Character and place him in that setting. Ask yourself questions about the environment and the Character. HOW would your character act in this place? What would he say or try to do? It's all right to ask the Gamemaster questions to help YOU understand what's going on.

Four environments should always be kept in mind while you are role playing:

1. The immediate environment includes those things that are closest to your Character: his costume, the chair he is sitting in, the gadgets and equipment included with his costume, etc.

2. The general environment is the area in which the chair is placed: a room in the characters headquarters, or a shack with all of its features (doors, windows, etc.) detailed by the Gamemaster.

3. The larger environment is the area beyond: the space outside the windows and doors, the city in which the headquarters is located, the swamp next to the shack, the trees, sky, birds, etc.

4. The world environment is usually the world of the **Blood of Heroes RPG**, but it could be a planet trillions of miles from Earth, the heart of a supernova, a cave one hundred miles beneath the surface of a planet, or anywhere the Gamemaster takes your Character.

Once the environment and the heroes and other people have been established, the first problem can be presented by the Gamemaster.

A problem can be anything that forces you and the other players to become involved with the story. It could be a mystery your Characters must solve, a bank robbery they must foil, or even a full scale attack on their headquarters!

At this point you and the others are no longer passive observers. You must do something. Your decisions affect the outcome of the story, so that the story isn't just being told by one person but is being experienced and changed by the whole group.

When you act, the Gamemaster will ask for information about your Character. Each Character in the **Blood of Heroes RPG** has numbers that are used to rate that Character's Abilities and Attributes.

Sometimes the Gamemaster will ask you to roll dice. This is the method by which Players determine how successful their Character will be in certain actions. Once the dice are rolled, the Gamemaster will look at his tables and tell you the result of your actions.

After the first problem, you and the other Players will probably have to initiate your next action based on what the GM has presented. Your Characters might have to follow up on clues or fight the bad guys to find more clues with which to keep the story moving.

Sometimes, you'll hit a dead end, and the Gamemaster must be prepared to start again by presenting a new problem which lets the action move forward. And so it goes throughout the adventure; the Players and the Gamemaster are working together to create a totally unique story, like those found in the comic books.

The rules presented here give you a framework on which to build the world of the **Blood of Heroes RPG**. They allow

you to create and experience new adventures and to find out just how fast, strong, or powerful your favorite Character is.

Role-playing is fun and challenging. It helps develop the imagination and lets people understand the importance of teamwork and honesty. But most of all, role-playing lets you live the lives of your favorite heroes and share in their exciting adventures!

System Changes

The **Blood of Heroes: Special Edition** is essentially a combination of Pulsar Games' previously published materials: **Blood of Heroes** and **Sidekick Sourcebook** with various printing and grammatical errors fixed. Placing the two books under one cover allows for easier reference of the rules materials. Most of the rules changes that went into effect with the **Sidekick Sourcebook** have been incorporated into this printing. Various rulings that were slated for inclusion with the **Gamemaster Screen** product have instead been placed into this new rules compendium and are summarized (with the most important changes first) as follows:

The Hero Point multiplier no longer affects the cost or bonus of Advantages and Drawbacks, but does affect the bonus granted by writing Background. Background (Personal Data, History, Description, and Personality) now totals 50 Hero Points instead of 45 Hero Points.

Rituals now have a greater Hero Point Cost, details of which can be found under the Ritual Advantage and in the new Magic chapter. The way Mystic Linking works is different and the links of previously Mystical Powers have been altered to reflect this change. Occultist Skill has been revised. Alter Ego Drawback has changed. Scholar and Expertise, Creepy and Distinct and Strange Appearances, and Irrational Attractions and Hatreds and Fears have been respectively combined. Familiarities are now optional and have been revised. New Drawbacks: Altered Anatomy, Enemy (replacing Arch Enemy), and Power Loss (replacing the now optional Loss/Gradual Loss Vulnerability and Power Restriction Limitation). New Bonuses: Multi-Attack and Targeting (formerly AV). New Limitation: Creativity-Based. New Powers: Electric Being, Emotion Absorption, Laser Beam (a renamed Heat Vision), Mystic Blast, and Probability Control. New Skill Abilities: Traversement Ability of Acrobatics, Photograph Interpretation and Martial Arts Emulation of Artist, Brainwashing Subskill of Medicine, and optional Weapon and Vehicle Specialization.

Tesseract Limitation added to Dimension Travel. Swing Line Bonus added to Snare. Strength Bonus added to Magic Sense. Cost of Adaptation and Aura of Fear were changed to keep in line with Mimic and Broadcast Empath respectively. Cell Rot, Coma, Dismember, Dispersal, Extra Limb, Fabricate, Fluid Form, Friction Control, Interface, Invulnerability, Mind over Matter, Petrification, Scramble, Spirit Drain, Stretching, and Superspeed Powers have been textually revised.

Clarifications of Kinetic and Energy Absorption and how they affect Power Reserve have been added including a chart in the Gamemaster section. Martial Artist Subskills have been renamed, revised, and Techniques is now a Subskill.

Certain Gadget Advantages, including User Linking, have been altered. Information regarding Gadget Characters and Computers have been altered. Artifact and Ritual creation/use are moved to the Magic chapter. Costs have been added to all Gadgets.

Villain and Anti-Heroic Character/Campaign information has been expanded. Removing Links and Limitations from Abilities through Character Experience has changed, and the Power Creation Guidelines have been revised.

All of the characters, background, and campaign information have been rewritten for this edition.

Letter from the Rules Editor

What you hold in your hands is the ultimate compilation of MEGS system rules: **Blood of Heroes Role Playing Game Special Edition**. I am making a solemn promise that there won't be as many changes in the next edition; that is unless we change the AP scale, remove all Base Costs, and raise Factor Costs to values greater than 10. Just kidding.

Truthfully, the Systems Changes listed above are not as extensive as they may look at first, but Pulsar Games apologizes in advance for any inconvenience they might cause since we feel that we have already atoned for our sins. Consider this - I cannot count the number of sleepless nights spent dealing with issues such as how a professional dancer might kick like a kung-fu master – how pathetic is that? Just wait until you see what Pulsar Games has in store rules-wise for the upcoming **Blood of Heroes: World's End** book.

Seriously, please keep in mind that the rules are simply a guideline and should never be set in stone; concentrate on what makes your game fun rather than what limits your experience. Until Pulsar publishes their granite-bound edition, I will be...

Yours truly,

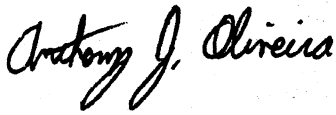


Letter from the President

For the most part Mayfair's Exponential Game System (MEGS) remains intact within the **Blood of Heroes Role Playing Game**. One of the reasons we went with this system in the first place was its versatility, simplicity, and way the mechanics stand up under game play. I have not encountered a game system without flaws, but in the super hero genre this is, without a doubt, one of the best.

Obviously, if you don't like a rule or change, ignore it. The game was designed to be fun, not limit your possibilities. We hope you enjoy playing **Blood of Heroes** as much as we enjoyed making it.

Best wishes,



DISCLAIMER:

The Blood of Heroes game involves themes that are main stream in comic books today: superheroes running around in spandex outfits saving the world from imminent destruction by a "mad" super-villain. Generally, there are very few themes in the super-heroic genre that may be deemed socially dubious, however the fact that villains may be played as characters can bring up certain unpleasant concepts.

We at Pulsar Games do not practice or endorse racism, demonology, Satanism, or as Larry Sims once said "Any ISM" with negative connotations. What we DO endorse is good story telling and fun! We are in the business of writing games and telling good science fiction or fantasy stories in the process. Nothing in this book was designed to offend or anger. So please enjoy this book!


CHAPTER 1
Introduction

The rules of the **Blood of Heroes Role-Playing Game** are like a language. It is not necessary to read and memorize every word of the rules before playing the game. That would be like learning to read by memorizing a dictionary.

Playing the game is the fun part, so you should start with the important rules and terms in this section and then start playing. You can add more of the rules as you and your friends feel like increasing the variety of play.

Like a language, the rules of the **Blood of Heroes RPG** will teach everyone common words and phrases that mean very specific things in the game. These terms will give each player a good idea of what his hero can do, as well as the abilities of the other Players' heroes. Using the game terms will make it easy to understand how tough the villain is and what it takes to pound him into oblivion.

There are eight different ideas that you need to understand in the **Blood of Heroes RPG**. Some of these ideas are easy; some are a little harder. Take your time. Everything here is explained in many different ways so that if you don't understand it here, you might get a better feel for it in the solo adventure at the end of this section. Each idea will be reviewed in the "The Rules" section later in the book.

Right now, just concentrate on the following:

1. Attribute Points
2. Attributes
3. How to Use the Dice
4. The Action Table
5. The Result Table
6. Powers, Skills, Advantages, Drawbacks
7. Hero Points
8. Automatic Actions

Once you have read through these sections, you will be ready to play the solo adventure, **Anarchy Man's Night on the Town**. After you have mastered that, you should be able to play the **Blood of Heroes RPG** with someone who understands all of the rules. After you've played a few times, read the rest of the book to add variety to the game.

Idea One : Attribute Points

Attribute Points (also referred to as APs) are the basic form of measurement in the **Blood of Heroes RPG**. Everything, including time, distance, and volume, is measured in Attribute Points. Attribute Points are abbreviated APs. You should remember this abbreviation; we use it a lot.

Since Attribute Points measure everything in the **Blood of Heroes RPG**, it is easy to transfer these Points from one form of measurement to another. For instance, to find how much a Character can lift, find his Attribute Points for Strength. This is the number of Attribute Points of weight he can lift without strain.

Attribute Points are also used to measure how effective a Character's actions are. So in combat, APs are used to find how much damage a Character inflicts or sustains. In a race, APs are used to find out how fast a Character runs. And so on.

APs can even measure knowledge or money: 1 AP equals the information in a magazine or $50, 3 APs equals a two-volume dictionary or $200, and 5 APs equals a ten-volume encyclopedia or $800.

These amounts of damage, speed, information, or volume are related to real world units like pounds, feet, and seconds. There is a base value for each type of measurement called Effect Units.

These are as follows:

Measurement	Effect Units
Weight	50 pounds
Distance	10 feet
Time	4 seconds
Volume	1'x 1' x 1'
Money	$25
Information	1 Paragraph

These **Effect Units** are each equal to 0 APs. In the **Blood of Heroes RPG**, 0 has a measurable value. Zero APs of time, or 4 seconds, is referred to as a phase. This term is often used during combat.

Each additional AP of measurement is worth twice as much as the AP before it. Therefore, a Character with a Strength of 6 is twice as strong as a Character with a Strength of 5. There is a table later in this book (called the Benchmark AP Table) that explains how to quickly convert APs into their real world equivalents and real world measures into APs. This, however, is not important for the Players. It is enough to know how many APs something has because all measurements are in APs, not pounds, inches, or cubic feet.

Note: Since APs represent a range of values, the following numbers fall somewhere in their respective AP ranges and may not be exactly the value listed in the back of the book as a benchmark. The numbers listed were chosen to help display the "doubling" effect of increasing AP values.

Weight, for instance, goes like this:

APs	Real World Weight
0	50 lbs.
1	100 lbs.
2	200 lbs.
3	400 lbs.
4	800 lbs.
5	1/2 ton
6	1.5 tons

Distance also works on this scale so that:

APs	Real World Distance
0	10 feet
1	20 feet
2	40 feet
3	80 feet
4	160 feet
5	320 feet
6	640 feet

Since all measurements are related, you can use them interchangeably. For instance, a Character with a Strength of 6 APs can lift 6 APs of weight. A Character who has 5 APs of the Flight Power can fly 5 APs of distance in a single phase (0 APs or 4 seconds) of time.

A Character with 6 APs of Flight can fly 6 APs of distance, which is twice as far as 5 APs, in the same amount of time.

This brings up an important point: APs increase very quickly. An average adult weighs 2 APs, 10 APs of weight is 15 tons, and 20 APs is 15,000 tons. Therefore, you have a slim chance of defeating someone in an arm wrestling contest if he has 4 APs more strength than you do.

The difference between a Strength of 2 (Average Human) and a Strength of 23 (Kline) is much larger than it might seem at first.This leads us to our next idea: Attributes.

Idea Two : Attributes

Attributes are natural abilities that every Character in the **Blood of Heroes** universe possesses. If you look at a Character's description (see Chapter 17, p. 241), you will notice a series of abbreviations and numbers. This section will explain what those words and numbers mean and how they are used in the **Blood of Heroes RPG**.

Most of the terms in this section are familiar. Nine of these terms refer to Abilities of your Character. These are his Attributes. The other seven terms refer to the two ways the nine Attributes are grouped.This may seem like a lot of terms, but to make it easier, we will use the character Shadow Master as an example of how these terms are interrelated.

Attributes are measured in APs, so they are related to the Attribute Points from Idea One. Attributes are grouped into three different areas of human characteristics: physical, mental, and mystical.These Attributes are:

Physical Attributes:	• Dexterity • Strength • Body
Mental Attributes:	• Intelligence • Will • Mind
Mystical Attributes:	• Influence • Aura • Spirit

Each Attribute has a specific meaning that is discussed in the following section. Abbreviations for each Attribute are in parentheses following the Attribute.

Shadow Master					
Dex:	**7**	**Str:**	**7**	**Body:**	**6**
Int:	5	Will:	7	Mind:	6
Infl:	5	Aura:	5	Spirit:	5
Initiative:	21			Hero Points:	23

Physical Attributes

Dexterity (Dex) is your Character's skill in using his hands and body, the degree of control he has over his physical self, or his ability to deflect a Physical Attack. Shadow Master's Dexterity of 7 is equal to that of an Olympic gymnast.He is many times more accurate and agile than the average person, whose Dexterity is 2. In combat, this Dexterity is used to determine if Shadow Master lands a punch or dodges a blow, depending on whether he attacks someone or is defending himself.

Strength (Str) is your Character's physical power, the amount of physical force he can bring to bear on an object. Shadow Master's Strength of 7 is super human; he is twice as strong as the best weight lifters. Shadow Master's Strength is used to find out how much damage he gives when he lands a punch.

Body (Body) is more than just your Character's physical self. It is his resistance to physical damage. When he sustains damage from a Physical Attack (like a punch), the number representing his APs of Body is lowered.This lowered number, however, is only your Character's Current Body Condition; his Body Attribute always remains constant when defending against an opponent.

When the damage given to a Character's Body brings his Current Body Condition to 0, he will become unconscious. If a Character's Current Body Condition is ever lowered to a negative value below his original Body APs, he is dead.

Shadow Master's Body of 6 is very good. He has conditioned himself so well that he can take more damage than almost any other human. If he sustains enough damage in combat to bring his Current Body Condition below -6, he will die.

Shadow Master					
Dex:	7	Str:	7	Body:	6
Int:	**5**	**Will:**	**7**	**Mind:**	**6**
Infl:	5	Aura:	5	Spirit:	5
Initiative:	21			Hero Points:	23

Mental Attributes

Intelligence (Int) is a measure of how easily your Character grasps ideas, the degree of control he has over mental energy, and his ability to manipulate information. Shadow Master's Intelligence of 5 is well within the realms of a normal human. He is about eight times more perceptive than the average human (whose Intelligence is 2).

Will (Will) is your Character's mental power, the Shadow Master's Will of 7 APs is a measure of how well he can organize facts and draw conclusions. Shadow Master's Will is his mental "muscle."

Mind (Mind) is your Character's resistance to mental damage in the form of Mental Attacks like Mind Probe. When a Character sustains mental damage, his Current Mind Condition is lowered. If there is enough damage to lower his Current Mind Condition to 0, he will become unconscious. If a Character's Current Mind Condition is ever lowered to a negative value below his original Mind APs, he is dead.

Even if some villain were able to strike at Shadow Master's mind, his Mind of 6 APs would make it hard to destroy his ability to think. Only a significant Mental Attack would knock him unconscious (by reducing his Current Mind Condition to 0), and killing him (by reducing his Current Mind Condition to -6 or lower) would be very difficult.

Shadow Master					
Dex:	7	Str:	7	Body:	6
Int:	5	Will:	7	Mind:	6
Infl:	**5**	**Aura:**	**5**	**Spirit:**	**5**
Initiative:	21			Hero Points:	23

Mystical Attributes

Influence (Infl) is the force of a Character's personality, his ability to affect the emotions and responses of others, and his mystical potential. Shadow Master's Influence of 5 makes him fairly impressive to your average human (Influence: 2).

Aura (Aura) is the effectiveness of your Character's personality, his ease at controlling a group, and his mystical strength. Shadow Master's Aura of 5 is well within the range of average human Auras.

Spirit (Spirit) is your Character's ability to resist fear, his control of emotion, and his resistance to Mystical Damage. If there is enough damage to lower his Current Spirit Condition to 0, he will become unconscious. If a Character's Current Spirit Condition is ever lowered to a negative value below his original Spirit APs, he is dead. Shadow Master's Spirit of 5 is relatively high for a human.

There is another way to group the nine Attributes. Like the first set of categories, which grouped the Attributes into Physical, Mental, and Mystical Attributes, this second set of cate-

gories groups them into Acting, Opposing, Effect, and Resistance Attributes. These are the last four terms you need to learn to understand Attributes.

Each of the Attributes is grouped under one of these categories:

Acting/Opposing Attributes:	• Dexterity • Intelligence • Influence
Effect Attributes:	• Strength • Will • Aura
Resistance Attributes:	• Body • Mind • Spirit

Shadow Master					
Dex:	**7**	Str:	7	Body:	6
Int:	**5**	Will:	7	Mind:	6
Infl:	**5**	Aura:	5	Spirit:	5
Initiative:	21			Hero Points:	23

***Acting/Opposing* Attributes** are used to determine if an action is successful.These Attributes are not used just for actions in combat; any action can be easily and quickly determined. Actions can include landing a punch, figuring out a clue, using your Lightning Power to blow a hole in the wall, or painting a picture. All actions use the Action Table to figure out the chance of success.

The **Blood of Heroes RPG** has a unique way of finding the chance of success. Every Acting Attribute must be compared to the Opposing Attribute of the object or person your Character wants to affect. When a Character uses one of his Attributes, the Acting and Opposing Attributes are the same.

For instance, if Shadow Master were going to punch a crook, his **Dex (Acting Attribute)** would be compared to the **Dex (Opposing Attribute)** of the crook he wants to hit.The two Attributes are compared on the Action Table, which is explained on pages 9 through 10.

Usually, a Character's Acting/Opposing Attributes are his Dexterity (for physical actions), Intelligence (for mental actions), and Influence (for mystical actions).There may be other abilities that can be used instead of these Acting/Opposing Attributes. For instance, when a Character uses one of his Powers or Skills, he can often use different Acting and Opposing values. For example, Shadow Master can use the APs of his Martial Artist Skill in place of his Dexterity to determine if he successfully punches the crook.

Shadow Master					
Dex:	7	**Str:**	**7**	Body:	6
Int:	5	**Will:**	**7**	Mind:	6
Infl:	5	**Aura:**	**5**	Spirit:	5
Initiative:	21			Hero Points:	23

***Effect* Attributes** are the amounts of power that a Character can direct at an opponent or object once it has been determined that his action is successful.This amount can be physical strength, mental strength, or strength of personality. A Character's Effect Attributes are Strength, Will, and Aura.

As with Acting and Opposing Attributes, an Attribute of the attacker is compared to an Attribute of the defender. Once it has been determined that an action is successful, this comparison takes place on the Result Table. The attacker's Effect Attribute is compared to the defender's Resistance Attribute (see the following description) to find a number called the Result APs (RAPs).

This number is used for more than just the amount of damage. The Result APs are used to see how large a hole a Character can smash in a wall, how large an ice block a Character makes with his Ice Production Power, or how many clues a Character finds at the scene of a crime, as well as how much damage a Character receives.

Shadow Master					
Dex:	7	Str:	7	**Body:**	**6**
Int:	5	Will:	7	**Mind:**	**6**
Infl:	5	Aura:	5	**Spirit:**	**5**
Initiative:	21			Hero Points:	23

***Resistance* Attributes** determine how much damage a Character can take in physical, mental, and mystical areas. The Resistance Attributes are Body, Mind, and Spirit.

The Resistance Attribute is compared on the Result Table to the Effect Attribute of the attacker. The number found temporarily reduces the APs of the Current Condition. Remember, no matter how seriously a Character is hurt, he always defends at the original value of his Resistance Attribute. The Character's Current Body, Mind, or Spirit Condition is used to determine only two things: if the hero has been rendered unconscious, or if he has died in battle. For instance, Shadow Master's Resistance Attribute for Physical Attacks is his Body. Even if he lost 3 APs from his Currently Condition, he would still defend at 6 APs. If a Resistance Attribute (Body, Mind, or Spirit) is temporarily reduced to 0 or below, the Character falls unconscious.

If a Character's Current Condition is ever lowered to a negative value below his original Body, Mind, or Spirit Condition, he is dead. For Shadow Master to be killed with a Physical Attack, for instance, his Body Condition must be reduced to -7 APs.

Idea Three: Rolling the Dice

Rolling the dice is a very trivial yet important part of every role-playing game. In order to play the **Blood of Heroes RPG** you will need two ten-sided dice (which should be readily available at the store where you got this book). A ten-sided die is referred to as a D10. If you are asked to roll a D10, roll one die. The number showing on top is your roll; 0 is counted as ten, not zero.

If the Gamemaster asks you to roll **1D10**, you will most likely be rolling for Initiative. **Initiative** is used during combat to determine which Character gets to declare and perform his action first.

To determine your Initiative, roll 1D10 and add the result to your Character's Initiative rating.Whoever has the **lowest** Initiative **declares** his action first.Then, when combat begins, whoever has the **highest** Initiative **performs** his action first. You'll get to practice rolling Initiative in the solo adventure, **Anarchy Man's Night on the Town.**

When you are asked to roll **2D10**, roll both dice and add the results together. If you roll doubles (the same number on each die), you may add the total then roll again. Add the new dice roll to your first roll to get your total. For instance, if you rolled a 4 and a 4, then a 1 and a 9, your total roll would be 18.

If you keep rolling doubles, you may keep adding the new rolls and then roll the dice again. You do not have to keep rolling if you get doubles; you may stop rolling the dice anytime after your first roll.

EXCEPTION: If at any time you roll a 2 (double 1's), you automatically fail at the action you were attempting. You do not get to keep rolling. Furthermore, even if double 1's are

Action Table

Opposing Value Columns

Acting Value Rows	0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15	16 to 18	19 to 21	22 to 24	25 to 27	28 to 30	31 to 35	36 to 40	41 to 45	46 to 50	51 to 55	56 to 60	+8
1-2	6	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	
3-4	5	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	
5-6	4	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	
7-8	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	
9-10	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	
11-12	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	
13-15	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	
16-18	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	
19-21	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	
22-24	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	
25-27	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	
28-30	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	
31-35	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	
36-40	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	
41-45	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	
46-50	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	
51-55	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	
56-60	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	
+8																				C

+8: One Column Shift for each +8. C: Cancel - One +8 Row cancels one +8 Column

rolled on the second or greater roll, the roll fails. For example, if you roll double 8's, then double 1's, your action fails.

Idea Four:The Action Table

The Action Table, together with the **Result Table,** resolves nearly all of the actions in the **Blood of Heroes RPG**. Though they look complex, using the Tables is relatively easy. Read the description and examples that follow. Soon you'll know how to resolve almost any action in the **Blood of Heroes RPG**.

There are eight new terms associated with the Tables, but don't worry; some are familiar terms used in a slightly new way. These terms are:

Action Check, Acting Value, Opposing Value, Success Number, Column Shift, Column Shift Threshold, Effect Value, and Resistance Value.

The following example pits Anarchy Man of Crossfire against Clint, the nomad warrior.

In order to follow along, you will need the Action and Result Tables, along with the following statistics for Anarchy Man and Clint.

Anarchy Man					
Dex:	10	Str:	4	Body:	6
Int:	7	Will:	7	Mind:	7
Infl:	4	Aura:	4	Spirit:	9
Initiative:	26			Hero Points:	156

Clint					
Dex:	12	Str:	6	Body:	6
Int:	9	Will:	9	Mind:	6
Infl:	7	Aura:	9	Spirit:	6
Initiative:	32			Hero Points:	79

The Action Table is read both down and across. Whenever we want you to read down, we call the listing a **Column**. When we want you to read across, we call the listing a **Row**.

Anarchy Man is attempting to punch Clint.

First: Find the Acting Value column. The Acting Values are located in the left-hand column of the Action Table. The Acting Value is most often a measurement of a Character's Action Attribute **(Dex, Int, or Infl)**. Depending on which type of action is being performed, a certain Acting/Opposing Attribute is used.

Action Type	Acting/Opposing Attributes
• Physical	• Dexterity
• Mental	• Intelligence
• Mystical	• Influence

Sometimes, other Attributes can replace the normal Acting/Opposing Attributes **(Dex, Int, or Infl)**. Powers or Skills, for instance, use their own AP ratings as the Acting Value.

Because Anarchy Man is attempting to perform an action, it is time to begin our Action Check. Punching someone is a Physical Attack, so use Anarchy Man's Dex of 10 as the Acting Value. The fifth Row down is the 9-10 Acting Value Row.

If Anarchy Man were wearing his "Anarchy Suit," which has built in abilities, he could use a Power like Lightning or Sonic Blast. In this case he would use the APs of that Power as the Acting Value, not his Dex.

Second: Find the Opposing Value row. The Opposing Values are located in the topmost row of the Action Table. Like the Acting Value, the Opposing Value is commonly the Acting/Opposing Attribute **(Dex, Int, or Infl)** of the defending Character. However, the Opposing Value can come from other Attributes. If the Character is using a Power or Skill to defend himself from attack, then the APs of the Power or Skill become the Opposing Value.

Clint will try to dodge Anarchy Man's blow with his own Dexterity. Clint has a superhuman Dexterity of 12. Go across the Opposing Value row until you find the 11 to 12 Opposing Value Column.

If Anarchy Man were using a Mental Attack, Clint would defend with his Opposing Attribute for Mental Attacks, his Intelligence. If Anarchy Man had the power to use a Mystical Attack, Clint would defend with his Opposing Attribute for Mystical Attacks, Influence. But Anarchy Man has no way of making Mental or Mystical Attacks, though he could probably create a device to mind blast someone. As a result, Anarchy Man must use brute force, which he prefers anyway.

Third: Find the Success Number. Find where the Acting Value Row and the Opposing Value Column meet.The number at this intersection is the **Success Number**. This is the lowest number you can roll on the two ten-sided dice **(2D10)** for your Character to succeed at his action.

By looking at the Action Table where the 9-10 Acting Value Row and the 11 to 12 Opposing Value Column meet, you see you need to roll a 13 for Anarchy Man to hit Clint.

Fourth: Roll the two ten-sided dice. If you roll your Success Number or better, the action is successful.

You roll a 2 and 2, a 4. It is doubles, so you roll again. Now say you roll an 8 and a 7, a 15.The total is 19 (2+2+8+7=19). Anarchy Man has definitely hit Clint.

Fifth: Determine if the roll is within the Column Shift Threshold. When a Character does something well, he might earn a bonus to add to his result.This bonus is called a **Column Shift**. But before this bonus can be earned, two conditions must be met:

A) The roll must be **greater than** the Success Number, and **B)** The total die roll must lie **on or beyond** the Column Shift Threshold.

The Action Table is set up so that any roll over 11 might earn the Player a Column Shift. Notice that the 11s split the Action Table in two. This is the Column Shift Threshold.

Anarchy Man needed a 13 or better to hit Clint. If you compare Anarchy Man's Success Number of 13 with his roll of 19, you see that he is well to the right of the 11's.This not only means that Anarchy Man was successful in his action, but it also makes him eligible for a Column Shift Bonus.

If Anarchy Man had rolled a 13, his action would have been successful, but it would not have been good enough to earn him a Column Shift Bonus. In this case, you would immediately go to the Result Table.

Sixth: Determine the number of Column Shifts. Place your finger on the Action Table where the Opposing Value Column intersects the Acting Row. This is the Success Number that your Character needed to roll to hit. If you rolled higher than your Character's Success Number, he hit his opponent so well that he receives a bonus.

Beginning at the **Column Shift Threshold** (11), move your finger across the row (to the right) to the next number. If it is smaller than the die roll, count that as one Column Shift and move one more Column to the right. If that number is smaller than the die roll, count that as another Column Shift. You now have two Column Shifts.

You continue moving your finger, counting each move as an additional Column Shift.Once you reach a number higher than your die roll, stop counting.

The number of moves is the number of Column Shifts that a Character will receive. You should remember the number of Column Shifts because it increases your results on the Result Table.

Place your finger on Anarchy Man's Success Number of 13.This is located on the intersection of the 9-10 Acting Value Row and the 11 to 12 Opposing Value Column. Move one Column to the right to the number 15, counting "one." So far, you have gained one Column Shift.

Move again, this time to the 18, counting "two." You now have two Column Shifts. Move one more time, but this time the number is 21. Your roll was 19 (less than 21), so you do not receive another Column Shift.

Seventh: Go to the Result Table. Once you have the number of Column Shifts (if any), it is time to use the Result Table. The Result Table is never used when a Character fails to roll his Success Number on the Action Table. That Character simply "missed" or failed to perform his action.

Keep in mind that Anarchy Man has 2 Column Shifts against Clint.

Idea Five:The Result Table

The **Result Table** tells you how effective your action was, by telling you the number of Result APs (RAPs). It is possible, however, to have a successful action which has no effect. Any Character can probably hit a wall (a successful action), but it is less likely that he will damage the wall (getting APs of result).

Once you have succeeded on the Action Table, the Result Table is consulted to see what effect your Character's action had.

Below is a step by step guide to the Result Table. The

Result Table

Resistance Value Columns

Effect Value Rows	X	0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15	16 to 18	19 to 21	22 to 24	25 to 27	28 to 30	31 to 35	36 to 40	41 to 45	46 to 50	51 to 55	56 to 60	+8	
1-2	+1	A	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*	
3-4	+1	A	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*	
5-6	+1	A	3	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*	
7-8	+1	A	5	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*	
9-10	+1	A	8	6	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	*	
11-12	+1	A	10	9	7	6	4	3	N	N	N	N	N	N	N	N	N	N	N	N	*	
13-15	+1	A	12	11	9	8	7	5	3	N	N	N	N	N	N	N	N	N	N	N	*	
16-18	+1	A	14	13	11	10	9	8	6	4	N	N	N	N	N	N	N	N	N	N	*	
19-21	+1	A	18	17	16	14	12	10	8	6	4	N	N	N	N	N	N	N	N	N	*	
22-24	+1	A	21	20	19	17	16	13	11	9	7	5	N	N	N	N	N	N	N	N	*	
25-27	+1	A	24	23	22	20	18	16	14	12	10	8	6	N	N	N	N	N	N	N	*	
28-30	+1	A	27	26	25	23	21	19	17	15	13	11	9	7	N	N	N	N	N	N	*	
31-35	+1	A	30	29	28	26	24	22	20	18	16	14	12	10	8	N	N	N	N	N	*	
36-40	+1	A	35	34	33	31	29	27	25	23	21	19	17	14	12	9	N	N	N	N	*	
41-45	+1	A	40	38	36	34	32	30	28	26	24	22	20	18	16	13	10	N	N	N	*	
46-50	+1	A	45	43	41	40	38	36	34	31	28	26	24	22	20	17	14	11	N	N	*	
51-55	+1	A	50	48	46	44	42	40	38	36	34	32	30	27	24	21	18	15	12	N	*	
56-60	+1	A	55	53	51	49	47	45	43	41	39	36	33	30	27	24	21	18	15	13	*	
+8		*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	C

***For every 8 APs of Effect Value over 60, increase the RAPs by 8.**

Shift the Effect Value up one row for each +8 column and use the 60 Resistance Value.

previous example is continued.So far, Anarchy Man has hit Clint and has gotten 2 Column Shifts.

First: Find the Effect Value column. This is located on the far left-hand side of the Result Table. The **Effect Value** usually equals your Character's Effect Attribute.

Depending on which type of attack is being made, certain Effect Attributes apply:

Effect Type	Effect Attributes
• Physical	• Strength
• Mental	• Will
• Mystical	• Aura

The Effect Value may also come from other Attributes. For instance, when a Power or Skill is used to perform an action, the APs of the Power or Skill are used as the Effect Value.

Anarchy Man is attacking physically, so his Effect Attribute is his Strength. Anarchy Man has a Strength of 4 APs, so his Effect Value is 4. Move your finger down the Effect Value column to the 3-4 Row.

If Anarchy Man had used a Power from his "Anarchy Suit"like Lightning or Sonic Beam, his Effect Value would equal the APs of this Power instead of his Strength.

Second: Find the Resistance Value row. This is found along the top of the Result Table. The defender's Resistance Value is usuallv one of his Resistance Attributes:

Resistance Type	Resistance Attribute
• Physical	• Body
• Mental	• Mind
• Mystical	• Spirit

The Resistance Value could also come from other Attributes. For instance, a defender's Power or Skill could be used to resist damage, and its APs would be used instead of a Resistance Attribute.

Since Anarchy Man is using a Physical Attack, Clint resists with his physical Resistance Attribute: his Body. Clint's Body is 6. Move your finger across the Resisting Value row to the 5 to 6 Column. If Anarchy Man had attacked Clint with a Mental Power like Hypnotism, Clint would use his Resistance Attribute for Mental Attacks: his Mind.

Third: Get the Result APs. Find where the Effect Value Row and the Resistance Value Column meet.This number is the number of Result APs (RAPs).

If the result is an 'N'then there is No Effect. If the Result is an 'A,' then the RAPs are equal to the APs of the Effect Value.

If the result is in the +1 Column, add 1 AP to your Result APs for every time you shift into this Column.

Unless you are playing with Characters created with more than 2000 Hero Points, you will probably not need the +8 row. **The Rules** section has an explanation of how to use this row.

Anarchy Man has an Effect Value of 4, and Clint has a Resistance Value of 6. By following the 3-4 Effect Value Row to where it intersects the 5 to 6 Resistance Value Column, we see an N. This would mean that Anarchy Man did negligible or no damage to Clint, but . . . we haven't yet applied the Column Shifts Anarchy Man received on the Action Table.

Fourth: Apply the Column Shifts. Any Column Shifts from the Action Table are applied to the Columns on the Result Table. Column Shifts on the Result Table are made to the left, decreasing numbers in the Resistance Value row, but increasing the number of Result APs within the Table itself. The more Column Shifts you gained on the Action Table, the more the defender's Resistance Value is lowered.This causes the number of RAPs to increase. The defender is accumulating damage at this point.

Anarchy Man had 2 Column Shifts. This shifts Clint's Resistance Column two to the left, from an N to a 2. This means that Anarchy Man received 2 Result APs.

If Anarchy Man had received three Column Shifts, he would have received 'A'Result APs.'A'means the RAPs earned are equal to "All"of his Effect Value of 4. Anarchy Man would have done 4 RAPs of damage to Clint's Current Body Condition.

If Anarchy Man had only rolled a 13 on the Action Table, you would still go to the Result Table to determine how much damage he did to Clint. In this case, Anarchy Man would not have earned any Column Shifts, and his Effect Value of 4 versus Clint's Resistance Value of 6 would have resulted in a 'N' for "No"damage.

This is as far as this example goes. Feel free to run through it again;this time giving Clint a chance to strike at Anarchy Man.

Idea Six: Advantages, Drawbacks, Powers and Skills

Powers and Skills are what make heroes (and villains) better than the average human. But while the average human may have certain Skills in which he is proficient, Powers are something that only "super" Characters possess.

There is only one AP value for a Power or Skill.This value is used for its Acting and Effect Values or its Opposing and Resistance Value, depending on whether the Character is Attacking someone or defending himself.

For instance, Holy Avenger has an Energy Blast Power of 14 APs. When using his Energy Blast, his Acting Attribute is his Energy Blast Power of 14.Therefore his Acting Value is 14. If he hits a villain, his Effect Attribute is his Energy Blast Power of 14, therefore his Effect Value is 14. Since this is a Physical Attack, Holy Avenger's opponent would have an Opposing Value equal to his Dexterity and a Resistance Value equal to his Body.

Powers and Skills of the **Blood of Heroes RPG** are listed in the Character Design section and are categorized as Physical, Mental, or Mystical.

Some Characters have special **Bonuses** or **Limitations** that vary the specific effects of their Powers or Skills. Shadow Master, for example, can use his Dispersal Power to make objects intangible.

Advantages and **Drawbacks** are two more things that make Characters unique. For instance, Striker, who is an American Icon has the Dark Secret Drawback that he is mostly cybernetic. However, he also has High Connections Advantage with the Pentagon.

Advantages, Drawbacks, Bonuses, and Limitations are not measured in Attribute Points, but this doesn't mean they are not important.The **Character Design** section covers these categories in more detail.

Idea Seven: Hero Points

Hero Points are used in many different ways in the **Blood of Heroes RPG**. They are earned through adventuring and spent like money to obtain items, Powers, Skills, or temporary increases in your Acting, Opposing, Effect, or Resistance Values. All the uses of Hero Points are covered in full detail later in this book, so for now let's concentrate on temporarily increasing a Character's Values during play. The following example will help explain how this is done.

Mike's hero is hurt. He has accumulated a lot of damage and doesn't have much fight left in him.The villain knows it. But the hero summons up his final reserves of strength for one last attack. How can he do it? The answer is Hero Points.

Our friend is in trouble, but he has 5 Hero Points. He can spend them to temporarily increase the APs of his Abilities.

The Hero Points are added to the Acting or Opposing Values (on the Action Table) or the Effect or Resistance Values (on the Result Table). For every Hero Point spent, the APs of the appropriate value increase by 1.

Before Mike or the Gamemaster rolls the dice for an action, Mike must declare that he is adding the Hero Points, and where: to the Acting and/or Effect Value (if his hero is performing the action), or to the Opposing and/or Resistance Value (if his hero is the target of the action). In this case, Mike's hero is performing the attacking, so he would opt to increase his Acting and/or Effect Values.

Look at the Action Table and find the Acting Value Column. Say Mike's hero has a Dexterity of 8 (Acting Value) and the villain has a Dexterity of 6 (Opposing Value). Find where the Acting Value Row (7-8) and the Opposing Value Column (5 to 6) meet: 9. Normally, Mike would need to roll a 9 or better on two ten-sided dice for his hero to score a hit.

With Hero Points, Mike can increase his hero's chance to hit by temporarily increasing his Acting Value. He decides to spend 3 Hero Points and declares this to the Gamemaster before he rolls the dice.

The 3 Hero Points are added to the hero's Acting Value of 8 for a total of 11. Looking down the Acting Value Column go to the 11-12 Row. Find where the 11-12 Row (new Acting Value) and the 5 to 6 Column (Opposing Value) meet: 5.

Now Mike only needs to roll a 5 or better for his hero to hit the villain.

The following are specific guidelines for the use of Hero Points. We will continue with our example to better explain what is meant.

1. Hero Points can be spent to increase the Acting Value and/or the Effect Value, OR the Opposing Value and/or the Resistance Value.

Instead of spending the 3 Hero Points to increase Mike's hero's Acting Value from 8 to 11, he declares at the beginning of his turn that he wants to increase his hero's Effect Value instead. Since this is a Physical Attack, his hero uses his Effect Attribute for Physical Attacks: his Strength.

Mike's hero has a Strength of 5. His Effect Value is then normally 5. If 3 points are added to it, he will have an Effect Value of 8.

Mike still must roll on the Action Table to see if his hero hits the villain on his Acting Value Row of 7-8. He needs a 9 and rolls a 10. He has hit!

Now Mike goes to the Result Table. Usually, his hero strikes on the 5-6 row of the Effect Value column because his Strength is 5 APs. But Mike has spent 3 Hero Points to raise his Effect Value to 8.

This new Effect Value is compared to the villain's Resistance Value for Physical Attacks: his Body. The villain has a Body of 4. Find where the 7-8 Effect Value Row and the 3 to 4 Resistance Value Column meet: 4.

Normally, Mike's hero would give the villain 2 RAPs of damage, but because he has increased his Effect Value to 8, he gives the villain 4 RAPs of damage!

2. Hero Points can be spent to increase both the Acting and Effect Values or the Opposing and Resistance Values in a single phase of combat.

Mike's hero has 5 Hero Points. Before any rolls are made, he declares that he is spending 3 Hero Points to increase his hero's Acting Value and 2 Hero Points to increase his hero's Effect Value. By adding 3 Hero Points to Mike's hero's normal Acting Value of 8 (his Dexterity), we see that his new Acting Value is 11. His last 2 Hero Points are used to increase his normal Effect Value of 5 (his Strength) to an Effect Value of 7.

3. A Hero Point increase of APs is a one-shot deal. The benefit is lost as soon as the results of the action are applied.

Mike's hero spent 3 of his 5 Hero Points to increase his chance to hit (Acting Value) and the remaining 2 Hero Points to increase his Effect Value. Even if his action fails (Mike rolls lower than his Success Number), the 5 Hero points are "burnt"and gone forever. Mike cannot get them back.

4.The maximum number of Hero Points spent to increase any value is equal to the APs of the Attribute on which that Value is based.

Mike's hero has a Dexterity of 8. He may spend no more than 8 Hero Points to increase his Acting Value for Physical Attacks to 16.

On the other hand, Mike's hero has a Strength of 5. He may increase his Effect Value to 10 by using 5 more Hero Points.

Mike decides to spend 8 Hero Points on his Acting Value and 5 Hero Points on his Effect Value; he will have spent a total of 13 Hero Points.This is the maximum amount of Hero Points he can spend during this phase. However, it is not necessary to spend the maximum number of Hero Points.

5. Non-Player Characters can also have Hero Points. The Gamemaster will control the use of Hero Points by a Non-Player Character.

The villain in this example also has a set number of Villain Points.The GM can spend these Points to counteract the Hero Points spent by Mike's hero.The process is called bidding, and it is explained in the following.

6. Bidding:When you declare you are spending Hero Points (before the roll of the dice), the Gamemaster may declare that his Non-Player Characters are spending Hero Points, too.

Once the Gamemaster makes his declaration, you have a chance to increase the number of Hero Points you are spending on the action. You may increase the number of Hero Points you bid until you reach your maximum limit.

You may not shift Hero Points previously committed. For example, if you have bid 4 Hero Points on your Acting Value and 4 on your Effect Value for a total of 8, you cannot bid a total of 9 Hero Points, all on your Acting Value. Four Hero Points were already committed to the Effect Value.

Bidding ends when you and the Gamemaster have both stopped adding Hero or Villain Points and said, "Pass." No more Hero Points may be bid after this point.The dice are then rolled for the action.

Let's say that Mike's hero still has 5 Hero Points.The villain he is facing has 3 Villain Points. Mike spends 3 Hero Points to increase his hero's Acting Value for Physical Attacks (based on his Dexterity) from 8 to 11. Mike declares this before he rolls the dice.

The Gamemaster also declares his intentions before the dice roll. He bids 1 Villain Point for the villain, raising the villain's Opposing Value for Physical Attacks (based on his Dexterity) from 6 to 7.This move increases the Opposing Value enough to move it one column to the right (7 to 8).

Mike's hero now has 2 Hero Points left and so does the villain. Mike decides to increase the bid and add his last two Hero Points to his hero's Acting Value for a total of 13.

The Gamemaster decides to burn one more Villain Point but puts it toward the villain's Resistance Value for Physical Attacks (based on his Body of 4).This move increases the villain's Resistance Value from 4 to 5. Look at the Action Table to find where the Acting Value (13-15) and the Opposing Value (7-8) meet: 5.

Mike must roll a 5 or better to hit the villain. He rolls a 3. He missed!

Even though Mike's hero missed, the Hero Points the villain committed to his Resistance Value are lost. Therefore, at the end of this phase of combat, Mike's hero has no Hero Points left, and the villain has 1 Hero Point left.

This example is just one of many ways to use Hero Points. Consult ***The Rules*** section (page 119) for other uses of Hero Points.

Idea Eight: Automatic Actions

Automatic Actions are those actions that are so simple to perform, they do not require a die roll. Lifting, throwing, jumping, and even using some Powers and Skills are considered Automatic Actions.

In most cases, any action which does not change the APs of an object or Character can be considered an Automatic Action. Lifting a steel block is an Automatic Action because the APs of the block are not changed. Smashing a steel block is not an Automatic Action because you are attempting to change its number of APs, and therefore, you must compare your Effect Value against its Resistance Value.

Automatic Actions can be accomplished without rolling on the Action Table. To find the Result APs (RAPs) of an action, simply find the appropriate Power, Skill, or Attribute. The Result APs will be equal to the APs of the Power, Skill, or Attribute. The Player may choose to have fewer RAPs, if he wishes.

For instance, when trying to lift something, Strength is the appropriate Attribute. A Character with 6 APs of Strength can lift 6 APs of weight without strain. A Character with a Flight Power of 12 may automatically fly a distance of 12 APs in a single phase. The Character may, however, choose to fly at a slower rate.

Living Dangerously . . .Or Not Living At All

Death is closer at hand in the **Blood of Heroes RPG** than it is in the comics. In the comics, the writer has complete control of the outcome of the story. In the **Blood of Heroes RPG**, the GM, Players, and the dice all influence the outcome.

The death of a Player's Character or favorite Non-Player Character is a risk of playing the game. Remember that you do not lose the game when you lose a Character. No matter how important the character may have seemed, he is a product of your imagination.

So if the inevitable happens, put your imagination back into gear and create another Character. You will find that the game can be just as exciting with a new face in front of you.

Where do I go from here?

Now that you've read the Introduction, continue with the solo adventure, **Anarchy Man's Night on the Town.** This will help give you an even better understanding of what the **Blood of Heroes RPG** is all about.

Anarchy Man's Night on the Town

So far you've read quite a bit about the **Blood of Heroes Role-Playing Game** and how it works, but there's just no substitute for experience. We're now going to ask you to put on the Anarchy Suit and hang out in the alleys of Washington, D.C., with the master of chaos...

Anarchy Man's Night on the Town is a short adventure that you can play on your own, without a Gamemaster. By the time you're finished playing through the adventure, you should have a pretty good idea of exactly what the game is all about. You can then move on to the rest of the book. Before long you will find yourself playing any one of a hundred **Blood of Heroes** characters, or your own characters, in fantastic adventures!

How to Play

During this adventure you will be playing the role of Anarchy Man. You can find Anarchy Man's statistics on page 271. You will need two 10-sided dice, along with a pad of scratch paper and a pencil. You should record your starting Current **Body, Mind,** and **Spirit** Conditions on your scratch paper. For Anarchy Man, these would be 6, 7, and 9, respectively.

Begin reading the adventure with **Paragraph #1**. At the end of each paragraph you will be given a series of choices and paragraph numbers. Decide what you want to do and flip to the appropriate paragraph;it's that simple!

1

Washington, D.C., 12:30 A.M. The night is cold, and a brisk wind blows open your coat. Crouching closer to the fire for warmth, you chat with the other "alley folk", homeless men and women who live as best they can in the alleys of D.C.These people are your friends. They respect you for who you are, and you do not disrespect them for simply lacking a permanent residence. You help them as much as you can, providing them with whatever they need, and in return they serve as your eyes and ears throughout the city. Most are known only by their first name, and some have no names, known simply by their most prominent characteristics. There are five of you, sitting around the fire burning in the rusty 50 gallon metal drum. Bob, Frank, Shorty, and Rat are resting on their makeshift chairs. Suddenly, the calmness of the alley is broken by calls for help. It's always something: screams, gun fire, even an occasional explosion. You hear a familiar voice screaming for help from down in the alleys. It's Ed, one of the more solitary "alley folk".

If you decided to run down to help Ed go to **Paragraph #5.** If you decide to retrieve your protective "Anarchy Suit" armor go to **Paragraph #7**.

2

Having bested the stranger, you decide you had better start looking for his brother. All you need is for these two to start roughing up your friends because of some family feud. Using your connections with the people in the alleys, you begin your search for the other stranger. Just when you pin down where you think he is in the alleys, the guy you're talking to turns white and runs. It's going to be one of those nights. Obviously, there's something really big and scary, and it's probably standing right behind you.

Surprise! Head to **Paragraph #3.**

3

You turn to face the largest man you've ever seen. His eyes glow an eerie yellow, and he is rippling with muscles. A strange energy courses between his hands, lighting the alley in a sickly green glow. The worst part is that he's wearing one of those "I'm about to do something really rude"grimaces.

"You've beaten my brother, little man. Though I never did like him, he's still my brother. Run now or I'll crush you like a bug."

First, even though it spooked the Alley Folk, you've got to check and see if this new threat catches Anarchy Man by surprise. To roll a Surprise Check, also known as a Perception Check, have Anarchy Man make an Action Check using his Int and Will as the Acting and Effect Values. The Opposing and Resistance Values he will roll against are the Int and Will of the grimacing giant, 4 and 9. If this check succeeds with one or more RAPs, you noticed the threat in time and should choose an option below; otherwise, Anarchy Man will be surprised and cannot act at all during the first phase of the upcoming combat. If he's surprised, the giant will fire an energy blast (a Physical

Attack) at Anarchy Man with AV/EV of 10/10. As with all Physical Attacks, Anarchy Man's OV/RV to this attack is his Dex/Body. Since it's a ranged attack and not hand to hand combat, Anarchy Man cannot use his Martial Artist Skill.

After being blasted or if he won initiative, Anarchy Man can choose from one of the following options. If you decide to fight the stranger, go to **Paragraph #9.** If you decide to retreat around the corner, then backtrack, hide and watch, go to **Paragraph #12**. If you run like a maniac to get your armor, go to **Paragraph #13.** If you decided to get some serious help and call for backup, go to **Paragraph #16**.

4

You decide to follow the giant, being careful not to be seen. With razor sharp skills from your years as a professional "property re-locater", your attempt to slip down the alley, hiding behind dumpsters and garbage, shouldn't fail.

But it might fail. In order to follow the giant unseen, Anarchy Man must use his Thief Skill. In this case, the giant (Samus) must make a special Action Check known as a Perception Check. His Action and Effect Values are his Int and Will, 4 and 9 respectively. The Opposing and Resistance Values equal to Anarchy Man's APs of Thief Skill. If Samus fails to get any positive RAPs, read **Paragraph #20**, otherwise if Samus succeeds with one or more RAPs, read **Paragraph #9**.

5

Realizing that in a fight seconds count, and you can't afford to delay by getting your armor. With amazingly fast reflexes, you're up and running before your friends have time to react, bolting toward the source of the screams.

As you round the corner, you observe a tall man wearing a long dusty coat with boots and a hat. He is holding Ed high off his feet and placed him against the wall. In a scratchy voice the strange man demands to know the location of his brother. The terrified homeless man, obviously bewildered, can only mutter, "What?"

If you would like to attack the stranger read **Paragraph #10.** If you would like to confront the stranger and demand to know his intentions go to **Paragraph #8.**

6

Obviously this hulking giant is far too much for you. Thinking quickly you tell him what he really wants to know, where his brother is. Even if you didn't know, you've made something up and tell him he'd better hurry, or he'll lose him for sure! The giant mutters, "Smart man," and proceeds leisurely down the alley.

If you get your armor go to **Paragraph #13**, if you follow the giant go to **Paragraph #4**.

7

Realizing that with your luck some super-human villain is terrorizing Ed, you'll end up having to fight him without the aid of your equipment. Using your amazingly fast reflexes, you're up and running before your friends have time to react. Your garage is only a block away, so it will take only a few minutes to retrieve the Anarchy Suit and return to help Ed.

Rounding the corner, you spot your garage. You also see an enormously large man standing between you and your goal. It is difficult to make out any of his features as the strong street light behind him makes it difficult to see any details. However, it is blatantly clear that he is floating above the ground given the way the light from behind him streams beneath his feet.

If you attack the large stranger read **Paragraph #9.** If you stop and stare inquisitively at the massive being read **Paragraph #18.** If you ignore the stranger and run into your garage read **Paragraph #13.**

8

You suck in your breath, stick your chest out, and in your most intimidating voice yell, "Hey! Put that man down, immediately! Now, what are you doing in these alleys?"

Scaring someone like this is called Intimidation. In order to Intimidate someone, you use your Infl and Aura as the AV and EV respectively. In addition, characters may substitute their APs of Charisma Skill for such a check. Since Anarchy Man doesn't have the Charisma Skill, he must stick to using his Infl/Aura as the AV/EV. The Man's Influence and Aura both equal 7, so the Opposing and Resistance Values also equal 7. In the unlikely event your Action Check receives 7 or more RAPs, read **Paragraph #15.** If you fail, the stranger starts a fight, and you'll have to defend yourself! Go to **Paragraph #10.**

9

In front of you is probably one of the largest men you've ever seen, and you're confronting him alone. The thought goes through your head that this is probably not the smartest thing you've ever done.

Without his armor, the giant, Samus, will easily defeat Anarchy Man. And Samus is too fast to run away from. You can play out this battle just like the one featured in Paragraph #10 (and use it for reference), but it's safe to say Anarchy Man is going to lose if he hasn't retrieved his armor.

Read this Paragraph only if Anarchy Man has failed to retrieve his equipment. After you take a good hit from Samus, assuming it doesn't kill you, a merciful GM might allow Anarchy Man a Persuasion Check (as detailed in **Paragraph #8**).This way you might convince Samus that he'd better look for his brother, and that he has no time to bother with you. (allowing you to go to **Paragraph #6**)

The more important of Samus's statistics are:

Samus					
Dex:	11	Str:	16	Body:	10
Int:	4	Will:	9	Mind:	9
Infl:	8	Aura:	5	Spirit:	9
Initiative:	25			Villain Points:	30
Powers: Energy Blast: 10, Flight: 11					

If your Current Body Condition is reduced to zero or below at any point during the battle, read **Paragraph #19**, otherwise if you somehow beat him senseless, read **Paragraph #21**.

10

Against your better judgment, you're now in combat with this bruiser in the cowboy outfit, and unfortunately, you're without your armor.

Though Anarchy Man does not know this at the moment, the character he is fighting is known as Clint. Clint's statistics are provided below. His powers will not be important in this battle.

In the **Blood of Heroes RPG**, combat is fought in phases. The first thing you do in each phase is roll for Initiative. Roll 1D10 and add the result to your Initiative score, then do the same thing for Clint.Whoever has the highest Initiative total gets to make the first attack during this phase. After the Initiative winner makes an attack, the Initiative loser gets to make a counter-attack, assuming he is still conscious. After both parties have made an attack, begin a new phase with a new Initiative roll. Normally, the combatants keep fighting until someone drops unconscious, or until someone role-plays his way out of combat. Unfortunately, this pre-made paragraph adventure won't let Anarchy Man talk his way out of this one, so keep fighting until someone drops.

Making a combat attack is a Dice Action, using your Dex as the Acting Value (AV) and your Str as the Effect Value (EV). The Opposing Value (OV) is equal to your opponent's Dex, and the Resistance Value (RV) is equal to your opponent's Body. Any RAPs you receive from a combat dice action indicate the amount of damage taken by your opponent and are subtracted from his Current Body Condition. Once a Character's Current Body Condition drops down to zero or less, he is unconscious.

Clint					
Dex:	12	Str:	6	Body:	6
Int:	9	Will:	9	Mind:	6
Infl:	7	Aura:	9	Spirit:	7
Initiative:	32			Hero Points:	79
Powers: Disintegration: 12, Hypnosis: 9, Extended Hearing: 5					

Clint has a number of super-human abilities and the odds are clearly in his favor, but don't worry he'll only use hand to hand attacks on you (Clint's AV/EV will equal his Dex/Str), since he feels that's all this unworthy geek, Anarchy Man, is worth.

Anarchy Man does have an ace up his sleeve, he has the Martial Artist Skill, which may be used to replace his AV, EV, OV, or RV with its own AP value during each phase. Unfortunately, it can only replace one of these values at a time each phase, not all of them at once, and you have to decide which one it replaces before you roll the dice, but it's still an edge.

If you're knocked unconscious by Clint, read **Paragraph #17**. If you knock Clint unconscious, you can either search Clint's unconscious body for clues (read **Paragraph #14**) or search around for this mysterious brother (read **Paragraph #2**).

11

The giant and a man in a long coat are battling it out, and it is blatantly obvious that the giant is more than a match for the other man. Before you have time to react, the smaller man has been blasted through a nearby wall!

If you decide to attack Samus go to **Paragraph #9**. If you continue to watch go to **Paragraph #12**.

12

As you hide just around the corner, the giant picks up the body of his brother in his left hand and floats off. Ed, probably the smarter of the two of you, has long since run off, probably to go drink this weird night away. Right now that doesn't sound like a bad idea. The giant then floats - literally floats - away into the sky beyond your view. Looks like he got away this time. You'd better get some help, preferably someone who can fly and take this guy down. You know just the guy. One call to Disland Corp., and you'll have all the help you need.

Try again from the beginning at **Paragraph #1**.

13

You run into the garage and retrieve your equipment from the trunk of the Anarchy Mobile. You now have your Anarchy Suit and the rest of your equipment. You're ready to kick some serious butt as Anarchy Man! After about 3 tries, you give up trying to start the Anarchy Mobile, the least reliable transportation in the city.

Running out of the garage on foot, you feel ready to take on anything. It's a good thing too. Down the alley the sound of serious fighting is now clearly evident.

If you choose to enter the fight go to **Paragraph #11**. If you choose to radio for help go to **Paragraph #16**.

14

After throwing the unconscious body of the bully into a nearby dumpster, you glance up at Ed to see if he's OK. Still shivering, he manages to blurt out,"Thanks man! Got any cigarettes, I could sure..." Ed never finishes his sentence. You quickly glance up and look toward the battered alley resident. His face is as white as a sheet, eyes wide and staring at something... BEHIND YOU!

Surprise! Head to **Paragraph #3**.

15

You've actually managed to show this man that you're deadly serious. He drops the bum and responds with a gruff, "Sorry, didn't mean to rough up a friend of yours."

Again you ask,"What are you doing here?"

The man responds,"There's a powerful super-human roaming these back alleys. Anyone he encounters is in grave danger. I'm trying to find him before anyone else gets hurt."

As a fellow hero of sorts, it's your duty to help out. If you want to fetch your protective "Anarchy Suit", go to **Paragraph #13**. If you want to stay, Clint decides to split up to cover more ground. In your own explorations, you discover **Paragraph #3**.

16

Realizing this is getting a little out of hand, you decide to enlist the help of your friends in the Crossfire Team to help sort things out. Within seconds of your phone call Jason, in his ZG-91 Combatant Armor, has arrived. With his help, the battle is quickly ended. In some situations, you simply need your backup, and there's no better backup than Warrior, except for maybe Mindhammer... but he's always whining about your chaotic methods...

Go to **Paragraph #21**.

17

As you slump into unconsciousness, you see your attacker has a smug look on his face. He bends over you and this looks like the end when he begins to whisper something. "I didn't really want to fight you. I could have killed you when you started this! I'm just looking for my brother; he'll do a lot more damage down here than I will. Too bad you interfered, because I wouldn't have hurt the bum. Have a nice nap!"

Why don't you go back to **Paragraph #1** and try to stay conscious this time.

18

"Hello little man," are the first words he bellows."My name is Samus. Remember it; it may be one of the last words you hear. I'm looking for my younger brother, Clint. Tell me where he is, and I'll let you live. If you don't tell me - or you don't know - I'll blast you to atoms!"

Now you can either tell Samus where his brother is in **Paragraph #6**, bolt into your garage at **Paragraph #13**, or attack the massive giant with **Paragraph #9**.

19

Fighting the giant, Samus, may be the last thing you ever do. Your broken and battered body is slumped in the corner of the alley way. The giant lumbers toward you, slowly, a menacing grimace spreads across his face. He utters, "Now you die, little man!"

Just when you think you've had it, the giant freezes in his tracks. His grimace turns to a stupid smile, then his eyes roll back, and he falls to the ground with a thump. You recognize the symptoms of a mind blast when you see one. Behind the fallen giant stands the Crossfire Team, your faithful friends and allies. Mindhammer takes a deep breath and then exclaims,"Violence is generally not a valid way to settle differences..."

Proceed to **Paragraph #21**.

20

You follow the giant down the alley for a while, until he encounters the man in the long coat. They talk for a few seconds out of earshot, and then begin to beat one-another senseless.

If you leave to get help, go to **Paragraph #16**. If you attack the large man go to **Paragraph #11**.

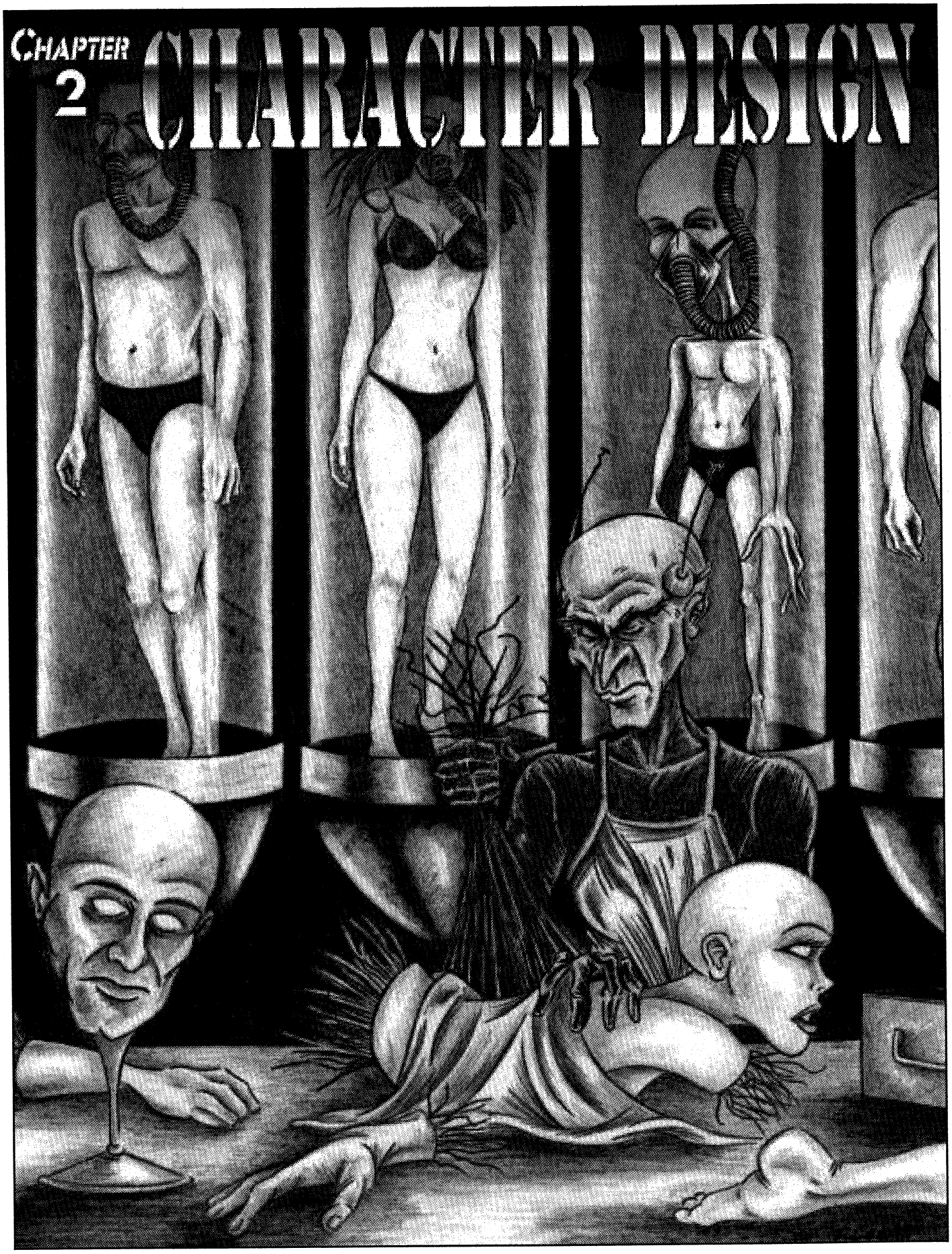
21

Within half an hour, you've managed to protect your friends and defeat injustice. Just another chaotic night out on the town with Anarchy Man.

Common Abbreviations	
2D10	Two ten-sided dice
APs	Attribute Points
AV	Acting Value
EV	Effect Value
OV	Opposing Value
RV	Resistance Value
CS	Column Shift
RAPs	Resultant APs
FC	Factor Cost
GM	Gamemaster
PC	Player Character
NPC	Non-Player Character
Dex	Dexterity
Str	Strength
Infl	Influence
Int	Intelligence
HPs	Hero Points

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Will (Will)	p. 7
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CHAPTER 2 CHARACTER DESIGN



This chapter provides information on creating original heroes and villains for use in the **Blood of Heroes Role-Playing Game**. Players and GMs can create Characters possessing any combination of Powers, Skills, Advantages, or Drawbacks desired, subject to the following rules.

Creating a totally new Character can be a difficult process and probably should not be attempted until a Player/GM is comfortably familiar with the system. Players who are not interested in creating their own Character might wish to skip the rest of this chapter and return later.

When designing a Character, a Player will probably want to use a calculator and some scratch paper. Sections of this book that are particularly useful when designing Characters include: the **AP Purchase Chart** (page 35), the **Benchmark APs Tables** (page 343), and **Charts: Character Design Summary**, which lists all of the Advantages, Drawbacks, Abilities, etc. along with their Hero Point Costs and page references.

Terminology

The following list contains many of the basic terms used in the **Blood of Heroes Role-Playing Game** system. Since reading through a general glossary of information can be interminably boring, Players are encouraged to briefly review this list — but remember where it is located in the event an unfamiliar term should be encountered. Most of the following terms were initially presented in **Chapter One**.

Ability: A Power or Skill

Advantage: A special capability possessed by a hero/villain. Advantages are not measured in APs — the hero/villain either possesses the Advantage or he does not.

Attribute: One of the nine basic characteristics possessed by every living thing in the **Blood of Heroes RPG** (**Dex, Str, Body, Int,Will, Mind, Infl, Aura, and Spirit**). In addition, many non-living objects possess one or more Attributes (a table would possess Str and Body, for instance).

Attribute Points (APs): The basic form of measurement in **Blood of Heroes**. APs are fully explained in **Chapter Three** and **Chapter Four**, but a point must be made here regarding APs of Powers and Skills. Normally, APs are not added or subtracted like ordinary numbers (see **Idea One** on page 120). However, when adding or subtracting APs of Powers or Skills to or from a Character's Attributes, AV, EV, OV, RV, or other Powers or Skills, the APs are treated like ordinary numbers unless specifically stated otherwise. For instance, a Character with a Body of 8 and 4 APs of Skin Armor (which adds to RV) would have a RV of 12, not 9. Also, multiple bonuses from different Powers and Skills are cumulative unless specifically stated otherwise, so if the previously mentioned Character also put up a 5 AP Force Field, his RV would increase to 17.

Automatic Action: Any action which has no Opposing or Resistance Values and does not require a dice roll. Movement constitutes a typical Automatic Action.The RAPs of an Automatic Action are normally equal to a Character's APs of Power or Skill.

Automatic Power or Skill: A Power or Skill that functions as an Automatic Action during play (i.e. no dice roll is required). Automatic Powers and Skills may be Pushed (see **Pushing Automatic Actions** in **Chapter Three**).

Base Cost: The cost in Hero Points for acquiring 0 APs of a particular Power or Skill. A Player creating his own Character must always pay the Base Cost of each of the Character's Powers and Skills.

Bonus: A special modification that increases a Power or Skill's effectiveness (for example, the "Usable On Others" Bonus allows a Character to temporarily bestow the modified Power or Skill upon another Character).

Character Type: The three Character Types include Heroes, Villains, and Anti-heroes. The last two Character Types, Villains and Anti-heroes, can be used by Players with the GM's approval.

Dice Action: An action performed against Opposing and Resistance Values and, as such, requiring a roll of the dice.

Drawback: A special penalty suffered by a hero/villain that affects his effectiveness in play. Drawbacks are not measured in APs — a hero/villain either possesses the Drawback or he does not.

Factor Cost: A measure of the relative effectiveness of a Power or Skill. Factor Cost influences the number of Hero Points a Player must spend to purchase APs of a Power or Skill during a Character's creation and Growth stages.

Gamemaster (GM): The person who acts as referee for the game. The GM should be well versed in the **Blood of Heroes RPG** rules and especially familiar with the events, locations, and Non-Player Characters in the particular adventure being played. He is the ultimate authority on what occurs during an adventure.

Genre Rules: Guidelines for play specifically designed to accurately reflect the feel of a particular adventure environment; for additional information, see Appendix C.

Hero Points: Numerical reflections of a Character's adventuring experience. Hero Points can be used to permanently obtain additional Powers and Skills. These increases reflect a Character's growth as a hero or provide a Character with a temporary increase in Attributes, Powers, and/or Skills during an adventure.

Knowledge Points: RAPs received from successful use of an information-gaining Power or Skill (such as Mind Probe or Detective).The Knowledge Points gained govern the amount of information learned by a character. 1 RAP reveals very little information, 1/2 RV in RAPs reveals a fairly detailed amount of information, and Full RV in RAPs reveals everything available regarding the inquiry.

Limitation: A special modification which decreases a Power or Skill's effectiveness (the "Power Burnout" Limitation occasionally causes a modified Power or Skill to become inoperable for a time).

Link Attribute: Attribute from which a particular Power or Skill derives its potency. When creating a Character, a Player may choose to link a Power or Skill to its Link Attribute (e.g., Flight to Dex).The Player then pays the Base Cost of the linked Power and reduces its Factor Cost (see above) to receive APs of the Power equal to the Character's APs in the Link Attribute. If a Link Attribute increases or decreases, the APs of any linked

Powers or Skills usually increase or decrease respectively (see Linking Powers and Skills on page 24).

Range: The maximum distance (measured in APs) at which a Power or Skill is effective. "Normal" Range Powers can function at a distance equal to the user's APs of the Power. A Range of "+3" indicates that a Power can function at a distance of 3 APs greater than the user's APs of the Power. A Range of "Self" indicates that a Character possessing the Power or Skill can only use it on himself, while a Range of "Touch" indicates that the Character can use the Power or Skill on anyone he touches.

RAPs: Result APs — the effective number of APs produced by any action that seeks resolution between forces (combat, Knowledge rolls, etc.).

Subskills: Separate abilities that comprise an entire Skill. A Character with APs in a Skill automatically possesses an equal number of APs in each Subskill unless he has chosen to specialize (see Subskills on page 108).

Super-human: Not really a term from the game mechanics, but words like super-human, super-powered, para-human, para-normal are used to describe characters who possess powers or attributes beyond normal human range.

Optional Rules

Occasionally throughout this book there will appear rules offset from the rest of the text like this. These are Optional Rules, which may be used to increase the realism of the game system, speed up play, or add detail. However, these techniques are generally more advanced and tend to complicate the game so only use them once you are comfortable with the normal rules system. It is the GM's responsibility to inform his Players which Optional Rules are in effect in his campaign. It is always the GM's decision whether or not to use a particular Optional Rule.

Character Creation

When creating a Character, a Player begins with 450 Hero Points (GM's Discretion) which are used to purchase the Character's Attributes, Powers, Skills, and Advantages. A Player may also select Drawbacks for his Character to receive additional Hero Points usable in Character Design.When the Character is complete, any Hero Points left over are retained by the Character for future expenditure.

The creation of any Character for use in the **Blood of Heroes RPG** system follows a ten-step process:

Step 1: Confer with the GM
Step 2:Think Carefully
Step 3: Purchase Attributes
Step 4: Purchase Powers and Skills
Step 5: Purchase Advantages
Step 6: Purchase Wealth
Step 7: Write Background, Description, and Personality
Step 8: Select Drawbacks
Step 9: Select Motivation
Step 10: Calculate Remaining Hero Points

Step 1: Confer with the GM

Prior to designing a new Character, a Player should talk to the GM, who might be planning an adventure or campaign which requires certain Character Types or Characters with particular Powers. A Player should know such guideline information before possibly creating an inappropriate Character for the campaign. For example, a Character possessing a fancy super-hero outfit and a sparkling "do-gooder" personality would be out of place in a campaign involving the mystically oriented Supernaturals.

If a GM planned to run a mystically oriented campaign, which featured adventures with characters like The Supernaturals, the Player would probably want to create a mystically oriented hero. If the GM planned an average good-guys vs. bad-guys campaign, however, the Player would have a great deal of flexibility in Character Design. GMs also have the option of running a campaign revolving around Villains rather than the Heroes. Villains are created in the same way Heroes are, but with a mean, "detrimental to society" slant. In this case, it would probably not be a good idea for the Player to create a Hero, unless he were undercover.

Anti-Heroes

Players may use the Character Design system to create Anti-Heroes. Anti-Heroic Characters account for all the Characters who do not fit the classic definition of helpful servicing Heroes or socially destructive Villains, falling somewhere in-between the two. Generally, the Anti-Hero is found in more realistic genres. He represents a troubled soul, a character who might lie, cheat, steal, or even kill to accomplish his mission.

Anti-Heroes can have some of the same motivations as Villains and Heroes, but work within the framework of their own moral code. An Anti-Hero never goes out of his way to do good, and likewise an Anti-Hero will never go out of his way to do evil. Often Anti-Heroes simply do whatever it takes to accomplish their goal or to follow their motivation. They still have a conscience, and it plays havoc with their often self-serving life style. Though an Anti-Heroes puts up a facade of indifference, he will generally help those in need if at all possible, especially if he can no longer ignore his conscience. Many Anti-Heroes suffer from the Guilt Drawback over a past failure.

It is important to clearly define an Anti-Hero Character's moral code. Does he kill often and simply try to ignore the guilt, or does he avoid killing if at all possible? Will the Anti-Hero take whatever he needs to accomplish his mission, or does he try to target those with more goods than they could possibly use? Questions like these help solidify the Anti-Hero's moral/immoral code, or lack thereof.

Remember, Anti-heroes are not "do gooder super heroes", nor are they "bent on evil villains." Anti-Heroes are simply your average Joe trying to get by the best he can. Players should consult with their GM if they wish to play an Anti-Hero as a Character and are strongly encouraged to accurately role-play the moral code of their particular Anti-Heroic Character.

Consulting the Motivations section (page 30) will enable a Player to get a good idea of how Anti-heroes think. GMs may remove the Anti-Heroic classification if Players constantly abuse the character theme.

A GM might give the Player advice not directly related to a Character's Powers and Skills. For example, he might inform you that the campaign is going to be set in space and that the heroes all begin as members of The Maulers. Alternately, he might explain that all the heroes in the campaign would be working as government agents. Such information might not affect the types of Powers or Skills a Player would purchase for his Character, but it might have quite an impact upon the Character's background, description, and personality, as well as any Advantages or Drawbacks the Character might possess.

Dexterity (Dex):
"Dexterity represents a Character's agility and nimbleness."

APs	Benchmarks
1-2:	The person has normal agility and can perform activities associated with daily living.
3-4:	The individual has agility equivalent to one who practices athletic abilities beyond what is required for daily living such as: police officers, firemen, clowns, stage performers, dancers.
5-6:	The person possesses agility equivalent to individuals who are well honed in athletic prowess as Gymnasts, Stunt men, and Circus Aerialists. *Demise, Mindhammer, and Wraith*
7-8:	The individual is agile enough to be a medal-winning Olympic gymnast. *Pilfer, Scream, and Shadow Master*
9-10:	This person possesses the best agility humanly possible and could easily become a record setting Gold Medal Olympic gymnast. *Striker, Death, Anarchy Man, Chameleon, and Fury.*
11-12:	This is a superhuman level of athletic prowess, where the individual can actually dodge high velocity projectiles such as arrows and bullets aimed directly at him or her with moderate effort. *R.A.V.A.G.E.*
13-15:	This level of agility allows the dodging of laser fire and the ability to sight and catch slower moving projectiles, such as arrows and bullets. *Holy Avenger, Knight, and Frenzy*
16-18:	The person is capable of athletic maneuvers that seem to defy the ability of the humanoid structure. His or her reactions are so swift that laser fire appears in slow motion.
19-21:	Reaction time and coordination are so attuned that the individual's thoughts and actions are simultaneous.
22-24:	The character's actions begin before the human brain can complete a thought.
25-27:	A person with agility of this magnitude sees his surroundings, even energy, as motionless and can easily dodge multiple laser fire.
28-30+:	A level of agility where the individual's reactions occur as if he were clairvoyant.

Step 2:Think Carefully

First the Player must decide whether he's building a Hero, a Villain, or an Anti-Hero who falls somewhere in-between (see Sidebar). Your GM can help you decide, but you won't need to get too specific until Step 9.

A Player should think carefully about everything concerning his new Character, deciding exactly what kind of Hero or Villain is going to be created. You must plan out the Character's Abilities. Is the Character a super-powered energy blasting Hero with remarkable strength and agility or is he simply a highly skilled human like Jay Bolt or Anarchy Man? What about the Character's background and personality — how did he receive such fantastic powers and how does he deal with them?

This Character blueprint will be valuable when deciding exactly what Attributes, Powers, Skills, and Advantages the Character requires. A Player might also discuss Character ideas with other Players to avoid creating team members with duplicate abilities.

For our example, a Player may decide to create a Character called Pulsar who possesses light-based Powers and abilities. Our Player decides that Pulsar will probably have some type of energy blast, a force field, a small degree of super strength, and the ability to fly. At the same time, our Player decides that Pulsar is a tough-talking reformed street thug who recently dedicated his life to fighting crime.

Step 3: Purchase Attributes

When creating a Character, every Attribute, Power, Skill, and Advantage must be purchased using Hero Points. A Player begins with a base of 450 Hero Points for Character Design, and the first thing to actually purchase is the new Character's Attributes.

Everything a Player purchases toward designing his Character that is measured in APs (Powers, Attributes, Skills, and Wealth) is given a Factor Cost, which is a measure of how useful the Power, Attribute, Skill, or Wealth rating is during actual play. Initial Factor Costs range from 1 to 10; abilities which have a minor usefulness possess a Factor Cost of 1, while those which are extremely useful possess a Factor Cost of 10.

The Factor Cost of an Attribute, Power, or Skill determines how many Hero Points a Player must pay to purchase APs of that Attribute, Power, or Skill (the higher the Factor Cost, the more expensive in Hero Points the Attribute, Power, or Skill).

On the AP Purchase Chart (page 34) by cross-referencing the Factor Cost of an Attribute, Power, or Skill with the number of APs desired, a Player can see how many Hero Points he must spend. For example, 5 APs of a Power or Skill at Factor Cost 5 costs 20 Hero Points.

Action Attributes (Dex, Int, and Infl) always possess Factor Costs of 7. All other Attributes (Str, Body, Will, Mind, Aura, and Spirit) possess Factor Costs of 6. To purchase a Dex of 7, for example, a Player must spend 56 Hero Points, while a Str of 7 costs only 48 Hero Points.

The next step is for the Player to select the number of APs to purchase for each of the new Character's Attributes. The Player should determine the number of Hero Points he must spend for these Attribute APs and total the entire Hero Point cost for all nine Attributes.

The following paragraphs present guidelines for purchasing each of the nine Character Attributes:

Dex: Dexterity represents a Character's physical agility and nimbleness. Most heroes have a Dex falling in the 5-7 AP range. A Dex of 10 represents the absolute peak of unaugmented human performance.

If a Character has a Dex greater than 10, he is either not a true human (like Nebulon or Lord Bane) or his agility has somehow been augmented (Knight has a Dex of 15 APs because his body is a magical construct).

To continue our example from Step 2, our Player would probably want to purchase a Dex of 6 APs for a Character like Pulsar. Since Dex is an Action Attribute and the Factor Cost is 7, this will cost our Player 42 Hero Points.

Str: Strength represents a Character's ability to lift weight and withstand duress. Most heroes who do not possess a measure of super strength have a Str in the 3-5 AP range. A Str of 5 APs represents a human in peak physical condition (such as Jay Bolt).The strongest normal men and women in the comics have a Str of 6 APs (the greatest weight lifters who ever lived, for example), but these people are extremely rare.

Characters with superhuman strength have a Str of 6 APs or greater. The Weight column of the Benchmark APs Table (see page 343 shows how much a Character with superhuman strength can lift.

Returning to our example, our Player has decided that Pulsar will have a small measure of super strength, so he will purchase a Str greater than 6 APs. Looking at the Benchmark APs Table, our Player decides that Pulsar should be able to lift around three tons (about the weight of a small elephant) and should thus have a Str of 7 APs. Str is not an Action Attribute, so the Factor Cost is 6, and 7 APs will cost our Player 48 Hero Points.

Body: This Attribute represents a Character's standard resistance to physical damage. Typical human heroes usually have a Body falling in the 4-5 AP range. A Body of 6 represents unaugmented human perfection (Anarchy Man). If a Character has a Body greater than 6, he is either not human (like Mindhammer) or his stamina and physical resilience have been increased (Striker has a Body of 14 due to the internal cybernetics replacing most of his body).

In Pulsar's case, our Player decides that his Powers give Pulsar a degree of superhuman invulnerability (meaning a Body greater than 6 APs), so he gives Pulsar a Body of 7 APs. Body is not an Action Attribute (the Factor Cost is 6), so 7 APs will cost our Player 48 Hero Points.

Int: Intelligence represents a Character's ability to think rapidly and his knowledge of facts. Most heroes have an Int in the 5-7 AP range. Extremely wise or resourceful heroes can run much higher (Doc has an Int of 15; M.A.X. the sentient computer has an Int of 22). It is possible to have a barbarian with a high Int or a scientist from a futuristic society with a rather low Int, as their own knowledge of available facts can obviously differ greatly.

Since Pulsar began as a street punk and our Player does not envision him as being particularly resourceful or quick-witted, Pulsar should receive an Int of 5.Since Int is an Action Attribute (Factor Cost 7), 5 APs will cost our Player 28 Hero Points.Thus far, our Player has spent a total of 166 Hero Points on Pulsar's Attributes.

Will: This Attribute represents a Character's ability to draw conclusions and his willpower in general. Most heroes have a Will in the 3-6 AP range. A particularly perceptive or dedicated hero will have a higher Will (the Husk, who is an exceptionally strong willed hero, has a Will of 13).

In our example, Pulsar is not particularly dedicated or perceptive, so our Player gives Pulsar 5 APs of Will, which at Factor Cost 6, costs 24 Hero Points.

Strength (Str):
"Strength represents a Character's ability to lift weight and withstand duress."

APs	Benchmarks
1-2:	A normal human who can lift 200 pounds above his head.
3-4:	A person with exceptional human strength, equivalent to that of professional weight lifters. Lifting Range: 400 - 800 pounds.
5-6:	This is the level of maximum human strength. Lifting Range: 900 - 1,600 pounds.
7-8:	This is super-human strength capable of bending a steel crowbar. Lifting Range: 3 - 6 tons. *Mindhammer, Lord Bane, and Krystal.*
9-10:	A person with strength of sufficient force to demolish a concrete barrier. Lifting Range: 12 - 25 tons. *Wraith, Striker, Neon Knight, and the Hellfire Cyborgs.*
11-12:	The power of the individual's strength can rupture a steel wall. Lifting Range: 50 - 100 tons. *Rex*
13-15:	The individual can summon strength to crush titanium without real effort or throw a car a half mile (this can be done at a 15). Lifting Range: 200 - 800 tons. *Taniera, Fury, and Knight.*
16-18:	At this level of strength, most barriers, natural or man-made, cannot stop this individual, as he can easily demolish a fortified bunker. Lifting Range: 1,600 - 6,400 tons. *Samus.*
19-21:	This individual possesses strength equivalent to that of the giants of ancient legends. Lifting Range: 12,800 - 51,200 tons. *The Berserker*
22-24:	At this level the individual possesses god-like strength. Lifting Range: 102,400 - 409,600 tons. *Demise and Kline.*
25-27:	Beings with strength in this range have Titan-level prowess. Lifting Range: 819,200 - 3,276,800 tons.
28-30+:	This is entity-level strength. Small celestial bodies are obliterated with the exercise of this level of strength. Lifting Range: 6,553,600 - 13,107,200 tons.

Mind: This Attribute is a measure of a Character's resistance to mental stress. Most heroes have a Mind in the 4-6 AP range, while those who are particularly resistant to mental damage possess much higher Minds (at 10 APs, Mindhammer has a very formidable Mind).

Pulsar, while mentally resilient, is no more so than any other hero, so our Player gives Pulsar a Mind of 6 APs (Factor Cost 6), which costs 36 Hero Points.

Body:
"This Attribute represents a Character's standard resistance to physical damage."

APs	Benchmarks
1-2:	A normal human who is susceptible to normal pain stimulus.
3-4:	Body conditioned to withstand moderate damage with out great pain.The individual can weather many blunt attacks, as a prizefighter or a martial artist. *Empath.*
5-6:	The body is conditioned to withstand the greatest amount of physical damage humanly possible. The individual possesses exceptional resistance to fatigue. *Shadow Master, Jay Bolt, and Black Bird.*
7-8:	The body can endure attacks from street-level weaponry, such as knives, chains, bats, and small caliber guns. The body has a density equal to a brick wall. *The Husk.*
9-10:	The body is resilient enough to resist most military weapons, such as high caliber automatic rifles. *Krystal, Mindhammer, and Taniera.*
11-12:	The body can withstand high impact explosives that could demolish a reinforced concrete bunker. Characters with a Body in this range literally possess steel-hard skin.
13-15:	The body has density ranging from titanium (at a 13) to diamond hardness (at a 15). At this level the individual is nearly invulnerable and can easily withstand anti-tank fire. *Striker and Knight.*
16-18:	The body is virtually indestructible and can withstand highly charged plasma beams and direct hits from powerful demolition bombs.
19-21:	At this level, the body is impervious to conventional weaponry save for nuclear munitions and has the density of a wall of Yullarium (at a 20).
22-24:	At this level, the body can survive the crushing forces of space for extended durations and survive the direct detonation of a multi-kiloton nuclear device.
25-27:	Bodies in this range can withstand forces unleashed by gods.
28-30+:	The body can resist a direct hit from a 100-megaton nuclear weapon.

Infl: Influence represents the power of a Character's personality and presence. Average heroes have an Infl in the 3-4 AP range. Those with particularly strong personalities (like Striker or White Eagle) have higher Influences. Mystically oriented heroes typically have higher-than-normal Influence, as these heroes often exhibit an extremely powerful presence.

Our Player decides to give Pulsar an Infl of 6 because he envisions the hero as having an unusually strong, belligerent personality (Pulsar having once been a street thug). Since Infl is an Action Attribute (Factor Cost 7), 6 APs will cost our Player 42 Hero Points.

Aura: This Attribute represents a Character's ability to use his personality to affect the actions of others and also indicates his level of magical power. Most heroes have an Aura in the 3-5 AP range, although those who are exceptionally cooperative (Mindhammer) or intimidating (The Husk) often possess much higher Auras, as do mystically oriented heroes.

Our Player determines that Pulsar would probably not work well within a group, as a result of his belligerent personality, and gives Pulsar an Aura of 3 (Factor Cost 6) for a Hero Point cost of 12.

Spirit: This Attribute represents a Character's ability to withstand mystical stress and is also a reflection of the Character's general spiritual resolve. Most heroes have a Spirit in the 3-4 AP range, while more mystically resistant and resolute heroes possess much higher Spirits. White Eagle and Husk have very high Spirits. Both characters are both mystical oriented and spiritually resilient.

Returning to Pulsar, our Player determines that Pulsar is not unusually resistant to mystical attacks and gives him a Spirit of 4 (Factor Cost 6), Hero Point cost of 18.

Now complete in the Attribute Design stage for Pulsar, our Player has spent 298 of the allotted 450 Hero Point Base on Attributes for the new Character (42 + 48 + 48 + 28 + 24 + 36 + 42 + 12 + 18 = 298).

Following the purchase of Attributes for a new Character is the selection of Powers and Skills. Powers and Skills are purchased in much the same fashion as Attributes as each has a Factor Cost listed in its description (later in this chapter).

Step 4: Purchase Powers and Skills

To purchase a Power or Skill, a Player should simply cross-index the Power/Skill Factor Cost with the number of APs desired on the AP Purchase Chart.The resulting number will be the Hero Point cost the Player must spend to purchase that many APs of the Power/Skill for the new Character.

Base Cost

When purchasing Powers and Skills, a Player must also pay a Hero Point fee called the Base Cost for each Power and Skill purchased.The Base Cost represents the cost of acquiring the Power or Skill at 0 APs; the Player only pays the Base Cost once, no matter how many APs of the Power or Skill are purchased. For example, if a Player buys 10 APs of the Flame Project Power (Factor Cost of 3, Base Cost of 15), he must spend 63 Hero Points (48 HPs for 10 APs of a Factor Cost 3 Power plus a Base Cost of 15).

Bonuses and Limitations

A Player can purchase one or more Bonuses or Limitations in conjunction with each of the Character's Powers. Bonuses are modifiers, which increase the effectiveness of a Power while Limitations decrease a Power's effectiveness. For a complete description of available Bonuses and Limitations, see page 54. In the description of each Bonus and Limitation is a Factor Cost Modifier listing; this modifier is applied to the Factor Cost of the respective Power at the time of AP purchase.

The "No Range" Limitation, for example, has a Factor Cost Modifier of -1.This means if a Player were to purchase the "No Range" Limitation in conjunction with Energy Blast, for example, the Power would possess no Range (its Range becoming "Touch,") and its Factor Cost would decrease to 2.

Similarly, the "Usable On Others" Bonus has a Factor Cost Modifier of +5. This means if a Player were to purchase the "Usable On Others" Bonus in conjunction with Energy Blast, the Power would be transferable to another Character and its resulting Factor Cost would increase to 8.

Factor Costs can never be decreased to less than 1 through the adoption of Limitations (or Linking - see below). For Factor Costs that surpass 10 through purchase of Bonuses, calculate the cost of the Power at Factor Cost 10 and also calculate the cost at the remaining Factor Cost level. Add these numbers together to determine the increased Hero Point cost.Thus, a Factor Cost 15 Power would cost the same as the Power at Factor Cost 10 plus the Power at Factor Cost 5.

Again returning to our example of Pulsar, our Player knows what Powers he wants to purchase from the blueprint devised in Step 2. It seems that Pulsar should have the Energy Blast, Force Field, and Flight Powers; the decision that remains is how many APs of each Power to purchase.

Our Player decides to buy Pulsar 8 APs of Energy Blast (Factor Cost 3, Base Cost 15) at a cost of 45 Hero Points; 4 APs of Force Field (Factor Cost 6, Base Cost 30) at a cost of 48 Hero Points, and 10 APs of Flight (Factor Cost 3, Base Cost 10) at a cost of 58 Hero Points.The total cost of Pulsar's Powers is 151 Hero Points (45 + 48 + 58 = 151).

Now for Pulsar's Skills - since Pulsar used to be a street thug, our Player chooses to give him APs of Thief and Vehicles Skills.The decision is made to purchase 4 APs of Thief Skill (Factor Cost 8, Base Cost 10) at a cost of 34 Hero Points, and 5 APs of Vehicles Skill (Factor Cost 5, Base Cost 5) at a cost of 25 Hero Points.The total cost of Pulsar's Skills is 59 Hero Points (34 + 25 = 59).

Thus far, our Player has spent 508 Hero Points designing Pulsar (298 + 151 + 59 = 508), a figure that exceeds the original 450 Hero Point Base. Our Player realizes that Pulsar will need to assume some Drawbacks later to even out his Hero Point total.

Linking Abilities

When purchasing a Power or a Skill, a Player has the option of linking the Power or Skill to its Link Attribute as denoted in the Power/Skill description. Linked Powers and Skills derive their effectiveness directly from a Character's Attributes. When a Player chooses to Link a Power/Skill (an Ability), he must purchase a number of APs of the Power/Skill equal to the number of APs possessed in its Link Attribute, no more and no less.

The advantage of Linking Powers and Skills is that Hero Point Costs are initially much less expensive - a Player is allowed to subtract two (2) from the Factor Cost of any linked Power or Skill (to a minimum Factor Cost of 1). Linking, because it reduces Factor Cost, is considered a Limitation.

Once an Ability is Linked, it is forever tied to its Link Attribute. If the Attribute should ever decrease for any reason, all Abilities Linked to that Attribute will automatically decrease by the same amount. For example, if a Character has 8 APs of Body and has 8 APs of Energy Blast Linked to his Body, and later loses 3 APs of Body due to an opponent's use of the Power Drain Power, his Energy Blast is reduced to 5 APs. Note that damage does not lower a Character's Attribute, just his Current Condition. If the same Character had taken 3 RAPs of Physical Damage, he would have a Current Body Condition of 5 but would

Intelligence (Int):

"Intelligence represents a Character's ability to think rapidly and his/her knowledge of facts."

APs	Benchmarks
1-2:	This person has the problem-solving abilities of the average high school graduate.
3-4:	This individual is the equivalent of a particularly bright high school graduate.
5-6:	The individual has the ability to process information on the level of the industrious college student. *Cerberus, Shadow Master, and the Berserker.*
7-8:	The person's intellectual capacity rivals a professional who is one of ten authorities in a field of study or a born genius. *Demise, Scream, Anarchy Man, and Frenzy.*
9-10:	The intellect equals a professional who is one of three world authorities on a subject. *Death, Mindhammer, Striker, and Krystal.*
11-12:	The person is a genius or has intellect on par with an individual who is the best authority in the world on a subject. *Prometheus.*
13-15:	The individual's intelligence is beyond what is normally experienced on Earth, with the ability to conceive concepts centuries beyond current conventions. *Doc, Narash Tared, and The Baron.*
16-18:	The person has an intellect giving the individual the ability to adopt concepts completely foreign to his society or environment.
19-21:	This individual has the intellectual ability to master every worldly subject. *Dehumanizer*
22-24:	This individual possesses intellect with the ability to comprehend and utilize knowledge spanning the galaxy. *M.A.X.*
25-27:	At this level, the individual can understand and process knowledge on a universal scale. *The Creator*
28-30+:	The individual can understand and conceive knowledge that is multi-versal in magnitude.

still have 8 APs of Body and Energy Blast. The Neutralize Power and any other Powers which reduce Dexterity to 0, will affect Linked Abilities as well. If a Linked Ability is reduced, it does not reduce the Attribute to which it is Linked.

Because Linking is inherently a Limitation, if an Attribute with Linked Abilities is increased for any reason, the APs of the Abilities are not increased and must be increased separately. To allow a Linked Ability to be automatically increased when the Linked Attribute is increased, reduce the bonus for Linking the Ability to subtracting one (1) Factor Cost instead of the standard two. If the Linked Ability is increased for any reason, the Attribute it is linked to is not increased.

The final disadvantage to linking Abilities is that they become tougher to improve through Character Growth. A Player cannot spend Hero Points to increase a linked Ability alone. He must increase both the Ability's Link Attribute, as well as all other Powers and Skills that are Linked to that Attribute (if any) at the same time, which will generally cost more Hero Points.
To denote a Linked Ability on the Character Sheet, place an **'L'** after the Ability's AP amount.

Linking Example: The Blank has Dex: 8, Mimic Power: 8L, Invisibility Power: 8, and Weaponry Skill: 8L. A successful Glue attack against him reduces his APs of Dex to 3. Because they are linked, his Mimic Power and Weaponry Skill are also reduced to 3 APs. Invisibility is not Linked and retains its 8 APs.

Will:
"This Attribute represents a Character's ability to draw conclusions and his/her willpower in general."

APs	Benchmarks
1-2:	The individual possesses the will to face a new morning and confront the obstacles of a normal life.
3-4:	The person has a focused dedicated will and can summon the courage to save victims from hazardous situations such as burning buildings. He might naively risk his life for glory. *Fury.*
5-6:	This individual has exceptional self-discipline and can remain rational and calm during a crisis. *Demise, Doc, Scream, Power, and Taniera.*
7-8:	The individual possesses the resolve to conquer any human, rational threat or fear, save death. *Anarchy Man, and Shadow Master*
9-10:	The individual possesses enough willpower to override self-preservation and enter an obviously unsurvivable battle. *Striker, The Baron, Samus, Black Bird, The Husk.*
11-12:	The will is of an unyielding determination and fanatical strength and the individual is fully capable of confronting sanity-threatening situations and mystical phenomenon with no loss of resolve. *Mindhammer, Narash Tared, Holy Avenger and Knight.*
13-15:	The person possesses superhuman resolve to overcome paranormal situations beyond the scope of human comprehension.
16-18:	The individual has sufficient willpower to wield great power with unfaltering confidence or arrogance.
19-21:	Individuals at this level of willpower can dominate situations that could have planetary repercussions.
22-24:	The individual's will is formidable enough to challenge intergalactic menaces without fear. *Dehumanizer.*
25-27:	The individual possesses god-like mental resolve and is accustomed to overcoming universal obstacles and threats.
28-30+:	The individual is resolute even in the face of universal destruction.

Half and Double Linking

When Linking Abilities, the Player must purchase a number of APs of the Ability equal to the number of APs possessed in its Link Attribute. Instead, Abilities may be "Half" or "Double" Linked. A Player is allowed to subtract one (1) from the Factor Cost of any Half or Double Linked Ability, and all the rules of standard Linking apply with the following changes.

To Half Link, the APs of the Ability must equal one half (rounded up) of the APs possessed in its Link Attribute. To Double Link, the APs of the Ability must equal exactly twice the APs possessed in its Link Attribute. Half and Double Linked Abilities must consistently keep their appropriate AP proportions to their linked Attributes, especially during Character Growth.

To denote a Half or Double Linked Ability on the Character Sheet, place an **'H'** or a **'D'** after the Ability's AP amount.

Elemental Linking

If a Player chooses three or more Powers which are similar in theme during Character Creation and if he can rationally explain a reason why to the GM, he may Elementally Link these Powers together. A Player is allowed to subtract one (1) from each of the Factor Costs of the Elementally Linked Powers (to a minimum Factor Cost of 1 for each Power) in order to reduce their initial cost. Elementally Linked Powers are now linked together with the following restrictions:

All of the Powers must be purchased at the same AP level. If increasing an Elemental Linked Power through Character Growth, all the other Elemental Linked Powers must be increased as well. If the APs of one Power are reduced (due to Power Drain, Neutralize, etc.), APs of all Elemental Linked Powers are reduced as well. If one Power's APs are temporarily increased, the other Powers are not automatically increased and need not be increased.

If any Elementally Linked Power is also Linked to an Attribute, and the Attribute is reduced, the Power (and all related Elementally Linked Powers) is reduced as well, just as with a standard Linking situation. Any other Attributes linked to the reduced Powers are not affected, but if these Attributes are reduced, the Powers will be reduced as well.

It is not recommended that a GM allow a Character to have more than one group of Elementally Linked Powers, but if such a situation arises, a Power in one group of Elementally Linked Powers cannot be in another group of Elementally Linked Powers. The Gamemaster has the final say on which Powers may or may not be Elementally Linked.

Step 5: Purchasing Advantages

The next step is to purchase any Advantages necessary for the Character. For a complete description of available Advantages, see page 37. Each Advantage has a Hero Point Cost listed in its description; to obtain an Advantage for a Character, the Player must simply pay the Hero Point Cost.

Since Pulsar was a street punk, our Player decides to buy him Low Level Street and Police Connections while also giving the hero the Area Knowledge Advantage (Pulsar grew up on the streets, so he must know a lot about his home city). Low level Connections cost 10 Hero Points apiece, Area Knowledge costs another 20 Hero Points, so Pulsar's Advantages are going to cost 40 Hero Points altogether.

Pulsar's running subtotal after purchasing his Advantages now equals 548 Hero Points.

Step 6: Purchase Wealth

The next aspect of Character Design to consider is a Character's available finances and standard of living (measured as Wealth). APs of Wealth are purchased at a Factor Cost of 2.

Further information on the Wealth rating and its use in the **Blood of Heroes RPG** may be found in Chapter Nine, on page 194.The following table provides benchmarks to help determine the purchase of Wealth of APs.

Returning to Pulsar, our Player decides to purchase 5 APs of Wealth, giving Pulsar an annual income of approximately $40,000. Since Wealth has a Factor Cost of 2, this will cost 8 Hero Points.

Pulsar's subtotal after purchasing his Wealth rating is now at 556 Hero Points.

Wealth (in APs)	Approx. Annual Income
0	$1250
1	$2500
2	$5000
3	$10,000
4	$20,000
5	$40,000
6	$80,000
7	$150,000
8	$300,000
9	$500,000
10	$1,000,000
11	$2,000,000
12	$4,000,000
13	$8,000,000
14	$15,000,000
15	$30,000,000
16	$50,000,000
17	$100,000,000
18	$200,000,000
19	$400,000,000
20	$800,000,000
21	$1,500,000,000
22	$3,000,000,000
23	$6,000,000,000
24	$12,000,000,000

Step 7: Develop Character Background

One important aspect to consider in Character Design is whether or not to fill in the Personal Data and create a History, Description, and Personality for the new hero, collectively known as a Background.While each of these four elements is optional, a Player receives an additional 5 Hero Points for the Personal Data and 15 Hero Points each for History, Description, and Personality. This amount is added to the initial 450 Hero Point allotment for each element designed (criteria of completeness at the GM's dis-

Mind:
"This Attribute is a measure of a Character's resistance to mental stress."

APs	Benchmarks
1-2:	A person can endure the normal stress of daily existence.
3-4:	The person's mind is conditioned to withstand stressful conditions similar to those faced by police officers, firemen, and doctors. *Demise and Fury.*
5-6:	The person's mind is equipped to deal with great stress as a part of daily life. Undercover agents, leaders of nations, and most heroes fit this category. *Prometheus, Hard-Ware, and Darkling.*
7-8:	The individual has the mental fortitude to continue normal activities even in persistently painful or stressful situations, such as those experienced by hardened soldiers. *Hellfire Cyborgs, Chameleon, and Black Bird.*
9-10:	The individual will maintain self-discipline and sanity even under strenuous torture or pain. *Death, Holy Avenger, Mindhammer, and The Husk.*
11-12:	This person's mental endurance is at the peak of human fortitude. *Cerberus*
13-15:	A person with this level of Mind is accustomed to dealing with alien or inexplicable phenomena or problems outside any human experience. Individuals can handle the stress equated to "the weight of the world" in stride. *M.A.X.*
16-18:	This person can mentally endure the consistent strain of a hostile and taxing condition such as war- for centuries.
19-21:	At this level, the person has god-like mental stamina. *Dehumanizer.*
22-24:	The mind remains whole even in situations where the laws of reality shift.
25-27:	The mind can withstand an assault that strikes to the core of the individual's existence.
28-30+:	An individual with mental stamina at the level of a primordial entity.

cretion), up to a maximum of 50 additional Hero Points.

The additional Hero Points gained from Background are adjusted based on the Character Multiplier (see "Creating More- or Less- Powerful Characters", page 36). The following are guidelines toward designing a new Character's Background.

Personal Data

To receive the 5 additional Hero Points for creating Personal Data, a Player should design an entry for the new Character that would be similar to those found in a published Character's statistics.

Influence (Infl):
"Influence represents the power of a Character's personality and presence."

APs	Benchmarks
1-2:	The individual receives the normal attention accorded any living creature.
3-4:	This person has the persuasive ability to hold and draw the attention of a small audience. Most minor entertainers, *Fury.*
5-6:	The individual at this level of Influence can hold and draw the attention of a large audience. *Mindhammer, and Holy Avenger.*
7-8:	The personality is so unique as to be highly regarded by several people across a nation or a state. *Anarchy Man, Black Bird, and Taniera.*
9-10:	This individual's personality is strong enough to attract the attention of the leaders and citizens of many separate nations. *Striker, Mystic Lightning, and Darkling.*
11-12:	The person's presence is powerful enough to have gained the attention of even legendary personages. In some cases their notoriety is so comprehensive as to be a household word across the world. *The Baron, Lord Bane, and Neon Knight.*
13-15:	This individual can easily garner the attention of an individual from another species. *Narash Tared.*
16-18:	This person can attract the attention of powerful personages such as Demons without effort. *M.A.X. and The Husk.*
19-21:	This individual receives reactions from people as if the person were a god or goddess without needing any display of power or a reputation. *Dehumanizer.*
22-24:	This person has an overwhelming presence and can establish a reputation across the galaxy.
25-27:	This person can force a reaction from universal audiences and personages from omnipotent beings of limitless power.
28-30+:	The character can draw the attention of any intelligent being throughout the universe and in other dimensions.

A typical entry consists of the following information:

Personal Data
Character Name:
Character Type:
Alter Ego:
Occupation:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
Height:
Weight:
Eye Color:
Hair Color:
Age:

A Player should fill in each portion with the appropriate information. Character Name, Alter Ego – the name of his "everyday" identity, Group Affiliation – the name of any team he belongs to, Base of Operations – the area or city where he patrols, Height, Weight, Eye and Hair Color should be relatively simple. Starting Weight for all Characters begins at 2 APs and may be adjusted through use of the Density Increase or Shrinking Powers (see individual Power descriptions for details). Age should take into consideration acceptance of the Young or Old Age Drawback (see page 47).

The Player should select an Occupation corresponding to his Wealth rating — a Character with only 2 APs of Wealth is not likely going to be a doctor or lawyer, while a Character with 20 APs is probably not going to be a janitor.

For Marital Status, a Player should only indicate that his Character is married if he plans to select the Dependent Drawback. Known relatives could include other Players' Characters, heroic Non-Player Characters (subject to GM and other Players' approval), or could simply be non-heroic Non-Player Characters who might occasionally show up in an adventure (parents, siblings, children, etc.).

A sample Personal Data for Pulsar might read like this:

Pulsar Personal Data
Alter Ego: Dave Smith
Occupation: Private detective, former street criminal
Marital Status: Single
Known Relatives: Roger (brother)
Group Affiliation: None
Base of Operations: New York City
Height: 6'1", **Weight:** 210 lbs.
Eyes: Blue, **Hair:** Blond, **Age:** 32

History

History consists of an intricately detailed summary of the events, persons, and locations, which surrounded a hero's inception. A History lists for the Player and GM, information pertinent to how the Character developed his Powers, Skills, and Motivation; it provides an essence to the Character by establishing a definitive biography upon which effective role-playing can be based.

It should explain why the Character decided to become a hero, which heroes or villains (if any) the Character has encountered in the past, and other possibly useful information. Details are completely up to the Player as suits the Character. A thorough history entry should provide the GM with many possible plot threads that he could integrate into an adventure or campaign.

For example, suppose a Player explained in his history that Captain Charisma gained his Powers by falling into a vat of irradiated Kodachrome while investigating his fiancée's disappearance. A GM would then have an instant plot thread for a campaign - What really happened to Charisma's fiancée and who abducted her?

GMs should approve any History that (1.) makes sense, (2.) fits the needs of the adventure or campaign, and (3.) is appropriate within the campaign universe. A Player should not expect the 15 additional Hero Points for a History reading: "The Husk always follows me around because he says, "I'm important," or "I became a hero because I defeated Cerberus while he was robbing a bank, and I was surprised at how easy it was."

While all heroes share some common characteristics, each hero will possess a unique biography. Beyond variations in Powers, Skills, and flashy costumes, it is the special personal history of a Character that serves to separate him from the multitudes of heroes who fly today's skies and will swing through tomorrow's darkened streets.

A sample History for Pulsar might read like this:

Dave Smith grew up a poor orphan in the slums of New York City and joined a local street gang at the age of fourteen. A tough, strong-willed youth, Dave quickly took control of the gang himself until he was noticed by the local syndicate and recruited into its operations.

Dave soon grew disillusioned with the syndicate after learning that the mob made its money by bleeding dry the businesses and residents in his old neighborhood through a protection scheme. Yet Dave was quickly promoted to working the protection racket himself. His first assignment was to murder the only resident of the area who stood up to the mob's strong-arm tactics: Professor Adrian Black, a Disland Labs scientist who himself had grown up in the slums.

When Dave confronted Adrian in the scientist's home, Adrian quickly recognized Dave's misgivings and managed to convince the errant youth to forgo his criminal ties and join the fight against the mob. Adrian convinced Dave to participate in the experimental "Solar-infusion process," a treatment designed by the scientist to imbue its subject with powers to use against the syndicate.

David agreed to the treatment and accompanied Adrian to Disland Labs. However, Adrian's process went awry, as the instant Adrian activated his Solar-infusion process, an eclipse cut off the equipment's solar power source, causing a dangerous power loss.The accident destroyed the Solar-infusion equipment and nearly killed Dave Smith; amazingly, Dave emerged from the infusion chamber imbued with powers even more fantastic than Adrian had imagined. Dave created the costumed crime fighting identity of Pulsar and immediately turned his attention to eradicating the mob's local influence.

During the intense battle between Pulsar and the mob which followed, Adrian Black was accidentally killed. Pulsar would have died as well had it not been for the timely intervention of Phaser, who saved Dave's life and helped defeat the syndicate.

The syndicate defunct, Dave decided to apply his thieving talents and street smarts toward positive ends and became a private detective, continuing to fight crime in his alter-identity of Pulsar.

Description

A Description consists of a written account of a Character's physical appearance in both super and non-super identities. Points to consider include:clothing, facial features, hair style, height, weight, build, and any particular mannerisms he might possess (both physical and verbal).

When describing a hero, concentrate on the Character's costume, emphasizing specifics such as design, material, and color. Does it include a mask, cape, or special symbol? If the Player or any member of the group is an artist, the Player could

Aura:

"This Attribute represents a Character's ability to intercede with his/her personality to affect the actions of others and also indicates his or her level of magical power."

APs	Benchmarks
1-2:	At this level an individual can leave a basic impression on someone.
3-4:	This individual possesses an Aura equivalent to that of a very amiable person, such as an actor or a priest. *Holy Avenger, Demise, and Charger.*
5-6:	This person has a presence strong enough to change the emotional status of an auditorium-sized crowd of people from dead calm to an electrified frenzy. *Samus, Wraith, and Scream.*
7-8:	This individual has a mystique capable of affecting the opinions of people across the nation.The person can gain loyalty and respect upon appearance. *Kline*
9-10:	The individual can alter the opinions of various citizens across the world and is capable of generating a cult following within a region the size of a country. *Death and Neon Knight.*
11-12:	This individual is capable of generating myths and legends that last for several centuries. *The Baron.*
13-15:	This personality can gain the respect of even legendary figures, such as King Arthur, and sway the opinions of beings of great mystical power. *The Husk, Mystic Lightning, and Narash Tared.*
16-18:	The individual can reason with and possibly alter strong personalities, such as those of angels and demons.
19-21:	When it comes to strength of personality, this individual can walk amongst the gods as a near-equal. *Dehumanizer.*
22-24:	This individual's Aura is powerful enough to make his or her word law across the galaxy.
25-27:	This personality is powerful enough to etch a legendary standing across the universe. The most powerful beings in the universe will heed this individual.
28-30+:	The individual's presence stretches beyond the confines of this universe.

substitute a sketch of the Character for a written Description and still receive the 15 additional Hero Points.

Our Player visualizes what he imagines Pulsar to look like and comes up with the following description:

In his heroic identity of Pulsar, Dave Smith wears a costume woven of a special material designed by Disland Labs. It appears to be a simple light blue spandex body suit, until he activates his powers. His powers react with the special fibers in the suit to create a glowing, star like symbol in the center of his chest: the symbol of Pulsar! To protect his secret identity, Pulsar also wears a mask made of the same material, which adequately hides his facial features.

In his everyday identity of Dave Smith, our hero tends to favor off-the-rack business suits in order to make himself look the part of a competent private detective. However, his top button is almost always undone, and his tie is loosened, giving him a somewhat disheveled look. At six foot one and two hundred ten pounds, Smith's blue eyes and blond hair give him an imposing look, even when he is not in his costumed identity. During his years as a street thug, Dave learned how to use his looks to his best advantage, developing a scowl that makes even the bravest tremble.

Spirit:
"This Attribute represents a Character's ability to withstand mystical stress and is also a reflection of the Character's general spiritual resolve."

APs	Benchmarks
1-2:	The individual can withstand average life experiences with two or three major crises.
3-4:	The person's Spirit is equivalent to that of an individual who can weather an assault on his or her core beliefs.
5-6:	This person is so secure in his or her beliefs that he or she is willing to die for them.
7-8:	The individual is capable of enduring several major crises without loss of resolve. *Scream and Black Bird.*
9-10:	The individual possesses a fortitude that cannot be altered even by the blackest life experiences. He can withstand the mystical assault of an experienced sorcerer. *Holy Avenger, Death, Samus, and Eternity.*
11-12:	This person can easily cope with extraordinary phenomena and knows no true fear. *White Eagle, M.A.X., Neon Knight, and Krystal.*
13-15:	This individual can endure several attacks from a master level sorcerer and traumatic supernatural catastrophes routinely. *Lord Bane, and The Husk.*
16-18:	This person's spiritual resilience is equivalent to that of a god-like mystical being. *Dehumanizer.*
19-21:	At this level the Spirit remains strong even in the ravages of a hostile environment such as Hell.
22-24:	The Spirit can withstand an extended battle with a major demon.
25-27:	The individual can resist the attack of an entity-level mystical force.
28-30+:	The person is spiritually pure, or invulnerable, a condition attainable perhaps only in the state of nirvana.

Personality

This section should describe a Character's physical, mental, and emotional mannerisms, how he deals with other Characters and vice versa. Personality traits are often closely associated with a Character's Motivation (see Step 9). From a role-playing standpoint, creating a unique Personality feature for each Character will increase interest and enjoyment for all Players.

One of the reasons comic books involving "super-hero teams" are so enjoyable is that each hero is clearly defined and has some unique facet to his personality. Only truly descriptive Personalities warrant the additional 15 Hero Points.

A sample Personality note on Pulsar might read like this:

Pulsar is a tough-talking, arrogant type who is new to the super-business.While he genuinely cares about people and their problems, he can be quite impetuous, often thinking with his fists instead of his head. Something of a hot dog, given a choice in combat, Pulsar will select the tactic which best displays his amazing abilities.

In his everyday identity of Dave Smith, Pulsar tries to be a bit more low-key, hoping that no one will notice the similarities between his dual identities. Pulsar offers Smith the chance to really cut loose and enjoy his new-found powers, an opportunity he doesn't have in his civilian life. Dave's other major personality trait is his curiosity, which frequently gets him involved in matters that others might not have noticed.

Since our Player has created all four of the Personal Data, History, Description, and Personality aspects for Pulsar, he receives 50 additional Hero Points to add to the 450 base. Since 556 Hero Points have already been spent on Pulsar, our Player must still come up with 56 Hero Points in Drawbacks (556 – (450 + 50) = 56).

Step 8: Select Drawbacks

If a Player has purchased Attributes, Powers, Skills, and Advantages and the total cost more than the 450 Hero Points allotted for Character Design, he must now allocate additional Hero Points to pay for the Character's creation.This is accomplished by giving Drawbacks to the Character.

Drawbacks are the opposite of Advantages. Each Drawback description (see page 37) lists a Hero Point Bonus, which is the number of additional Hero Points awarded for selecting a Drawback.

In the example, our Player must locate at least 56 Hero Points in Drawbacks to purchase all of Pulsar's characteristics. Since Pulsar's abilities are light-based, our Player decides to give him a Power Loss Drawback which is activated by darkness, specifying that none of Pulsar's Physical Abilities is ever able to function in complete darkness.

Since this Vulnerability is Common and reduces each of Pulsar's Powers to 0 APs and each Physical Attribute to 2 APs, selection of the Drawback awards (Dex = 9, Str = 12, Body = 12, Energy Blast = 10, Force Field = 9, Flight = 16) 68 Hero Points. Additionally, Pulsar has the Secret Identity Drawback, which is worth 10 Hero Points.

With the inclusion of these Drawbacks to Pulsar's Character Design, our Player has a "bank" of 22 additional, unspent Hero Points after creating Pulsar (450 + 50 + 78 - 556 = 22).

Step 9: Select Motivation

By now, the Player should have written his Character's background history and probably has a good idea what this Character is going to be like. Only two steps remain in completing the design of a new Character. First, every Character requires a Motivation, which is the driving purpose behind the Character's decision to be a Hero, Villain, or Anti-hero.

Five basic Motivations exist for Heroes in the **Blood of Heroes** Universe: Upholding the Good, Responsibility of Power, Seeking Justice, Thrill of Adventure, and Unwanted Power. Villains also have five Motivations to choose from: Mercenary, Nihilist, Power Lust, Psychopathic, and Thrill of Adventure. Anti-heroes can choose any Motivation except Nihilist, Psychopath, and Upholding the Good.

A beginning Character can possess one (and only one) of these Motivations. Selecting a Motivation neither costs nor awards Hero Points. However, keeping a Character's Motivation firmly in mind during an adventure and campaign will help a Player to role play, and consistent role-playing can result in receiving additional Standard Awards (see **Chapter Nine**). Motivations often dramatically affect a Character's Personality (see **Step 7**).

Heroic Motivations

The following descriptions provide information on each Motivation and present personal insights from characters representative of the **Blood of Heroes** Universe. Read the following descriptions and select the Motivation that best suits the Character.

Our Player determines that Seeking Justice, The Husk's Motivation, fits Pulsar's history and psychological outlook best.

Upholding the Good

A Character with the Motivation of Upholding the Good believes steadfastly in traditional moral values: compassion, justice, truthfulness, and a resolute faith in society's laws. A Character Upholding the Good is unrelenting in the pursuit of Good and would never overstep the boundaries of the law, even if it may occasionally seem justice would be better served otherwise.

A Character with the Motivation of Upholding the Good believes societal laws to be ultimately benign and will defend those laws at all costs.

Power of the Shadow Force possesses the Motivation of **Upholding the Good** which he explained in this manner:

"All people have the privilege and duty to support the laws of their society. The fact that I'm a powerful alien prince just gives me more of an advantage. I still have the same responsibilities to uphold society's laws that everyone else does. In order for a society to work, everyone must work toward its ideals."

"As members of Shadow Force we use our powers to do good throughout the world. No one is above the law. Though we are considered criminals and vigilantes by some governments, we are only doing what we can to improve life on Earth. Sometimes even I disagree with The Husk's methods, but he means well."

"There will always be evil to fight and good to do throughout the world. Sometimes it takes sacrifice and work, but that's my job. I must learn to see right from wrong if I am ever to free my people and serve as their sovereign."

Responsibility of Power

A Character with the Motivation of Responsibility of Power decides to change as a result of the awesome Powers and Skills which separate him from the rest of the world.The Character, no longer ordinary, accepts that with great power comes great responsibility.

Such a hero will generally uphold the laws of society, realizing that he is an example to others and that such power demands a more disciplined lifestyle than the hero might otherwise have chosen. However, the course of action this responsibility dictates occasionally strains such a hero's patience.

Doc is bound by the **Responsibility of Power**. He explains his Motivation in this manner:

"Being a member of Shadow Force is probably the highest honor anyone could have, but it brings with it one of the greatest responsibilities. My teammates and I cannot falter in the face of the public eye, or they may lose faith in their heroes."

"My ability to create amazing devices and machines is also both a gift and a responsibility. I can accomplish tremendous good with my powers, and I have, but if I were to misuse my powers, as I also have in my past, it would be a crime against all humanity. The powers I possess obligate me to continue where others might quit.The responsibility is tremendous, and often I find myself plagued with doubt, yet it is my duty to carry on and make up for my past sins."

Seeking Justice

A Character with the Motivation of Seeking Justice will ignore anything which interferes with a quest.This hero will willingly subvert society's laws, especially those he believes help protect criminals. This hero will seek out a criminal at whatever social level the criminal exists and match him deed for deed, violence with violence.

Husk's Motivation is **Seeking Justice**, which he explains in this manner:

"My power to see the future constantly reminds me of humanities tendency toward violence and bloodshed. Most of Earth's inhabitants are good and honest people. However, there are those few who prey on the weak and destroy all that stand before them. My ability allows me to see the results of their actions before they occur. Most people would not be willing to alter the future, and many would not be willing to take on the

responsibility associated with their actions. I am not most people."

"I have the power to stop these events before they occur. I use this ability willingly and accept the responsibility that comes with it. I seek out those who will and do commit evil and extinguish them. I strike early because a small flame is easier to extinguish than an inferno. Some would say I have made myself God, that I am both judge and jury. So be it."

"Time is fluid.The future can be changed and is often prevented. Other effects outside my control bend the time stream toward other outcomes. I would never harm an innocent, but what does one call a murderer before he murders? It matters little, for in the end only I must deal with the pressure and the guilt. If you had the power to stop Hitler before World War II, would you have used it? I have that power now... and I use it."

Thrill of Adventure

A Character with the Motivation of Thrill of Adventure takes extreme chances in combat and enjoys every minute of it. Sometimes the hero will overestimate his abilities and people will often consider the Character flippant and occasionally ridiculous. Yet, such a hero would never desert a friend or run from a fight.

A Character out for the Thrill of Adventure will not easily accept other people's concepts of justice. Similar to a Character who is Seeking Justice, this is an independent hero who works under a strict code of behavior. This Character enjoys having Powers and Skills and thrives on the fame which comes with being a hero. Such a hero will often use humor during seemingly inappropriate combat or diplomatic situations.

Fortune is motivated by the **Thrill of Adventure**. He describes his Motivation in this manner:

"I love my life. Not just anyone can run into a hail of bullets and not get hit once? Who else can make the bad guy drop that rock on his foot? Only I can. Sure sometimes things get really ugly, especially when a villain has got the drop on me. But my luck always prevails... like that time we were fighting the Collective at the nuclear power plant and Demise was getting ready to squish Frenzy, but before he could react I blew the main power generator, tossing him across the power plant. Guess I shouldn't have touched those cute little red buttons on the main control panel."

"Unfortunately, Death and Cerberus were blocking the exit. Lucky for me the catwalk high above, collapsed on top of them. After a triple back flip across the room, a quick pick up of Frenzy, and a vault off of Death's own head, we were out the door! It's times like those that make me love having this job."

Unwanted Power

A Character with the Motivation of Unwanted Power is typically created by accident or at the whim of others, and usually unwillingly. This Hero in no way desires such Powers and abilities, the possession of which often brings severe personal consequences. This is a reluctant hero, one who would gladly return to his former life if given the opportunity.

Such a Character often joins a hero team, seeking an acceptance denied the Character in the normal world.This hero regularly forms extremely close, personal attachments to other heroes and is very loyal to the team. A hero with Unwanted Power may strongly feel that society owes him a debt and can often be short-tempered.

Empath possess **Unwanted Power**. She explains her Motivation in this manner:

"Being a member of Shadow Force is terribly exciting. They're the best thing that has happened to me in a long time. Before I met Power and the others, my life was in a shambles. My powers were uncontrollable, making my life a constant struggle. Shadow Force gave me a sense of belonging that I like . . . that I need.They taught me how to control my powers. Still, I wish I never had them."

"Do you know what it's like to hear the thoughts of a hundred people in your head? My mind has power far beyond anything I would have thought possible, but possessing it means I can never feel comfortable around normal people. Despite my hatred of these powers, Shadow Force has shown me that they can be a gift.They've also shown me that it's my responsibility to use them for good. Given the choice, I'd get rid of these powers in an instant, but I can't. So what choice do I have?"

Villainous Motivations

Mercenary

This Character commits crimes for the money. The money may come from the crime itself, or the Villain may be paid by an outside source to commit the crime. Regardless, this Villain is more of a business person than a psychopathic killer. A Mercenary will not commit a crime if the fee is not right. In addition, most Mercenaries possess their own particular moral code: some will not hesitate to kill in order to complete a crime, but for most Mercenaries, murder necessitates a much higher fee. A Mercenary will regularly negotiate fees; for crime is a business, not a religious calling.

Cerberus, a villainous **Mercenary,** explains his motivation in this form:

"Working for the Collective ain't so bad. I could work for others, but they pay the best, the hours are good, and I can usually handle things on my own . . . unlike some of those other Collective jokes. My dedication to my job knows no end. Once I'm paid, I fulfill my duty, no matter what. Need to blow up a building? That's easy. Overthrow the ruler of a country? I'll overthrow him out the window for you, no problem. Price on someone's head? Music to my ears, baby! When I look at people, I see 'em in values of dollars and cents, and there ain't nobody beyond my cost. I like what I do, and my customers is always satisfied."

Nihilist

This Character desires, above all else, complete destruction on as wide a scale as possible. The villain is generally suicidal, thinking nothing of taking his own life as long as thousands of others die in the process. Driven by an unreasoning hatred of all things, a Nihilist will often enter Killing Combat, making the use of Persuasion on the villain nearly impossible.

Dehumanizer is the definitive **Nihilist**. He explains his motivation in this manner:

"As I float above your pathetic little world, I cannot stop thinking of the day when I will crush your planet and reorganize your lives and bodies to fit my perfect form. I watch patiently as you wage your puny wars, increasing your arsenals while supposedly increasing your intellect, and laugh. Your weapons of war will not stop me. The atrocities of your world will not compare to the pain and suffering I will inflict on you. In my eye your species is nothing but raw material ready to be sculpted by my hand. The day will come when I will be released from my floating prison and a new age will befall the Earth. Until that time, the thought of your screams shall keep me company."

Power Lust

This Character wants to rule the country, world, galaxy, or universe, depending on the extent of an individual's ambitions and abilities. The villain will not seem unreasonable in demeanor as long as everything goes his own way. Characters governed by this Motivation include leaders of "noble causes" who espouse concepts like, "My rule will benefit all of you, for only I can save/help/lead you. Oppose me, and all humanity will suffer!" A villain with Power Lust considers murder to be a perfectly viable means to an end and will use it according to his own evil standards. However, he will not kill his enemies simply for killing's sake. Power Lusting villains tend to give away the rationale behind their actions before they kill the Heroes.

Demise, combat leader of the Collective is a prime example of **Power Lust**. He describes his ideals as follows:

"As combat leader of the Collective and Emperor of the Astral Plane, I have the ability to choose who lives and who dies! I like that. It is my destiny to rule over the human population and deliver them from their backward lives. When my Collective brings order to your civilization, you will thank me. I know you will thank me! In fact, I will order you to thank me, and if you do not, you will die."

"Of course there is always some opposition to my plans, but they will be dealt with in a manner according to my own design. Your pesky super heroes and their goody two shoes ways make me sick. One by one, your heroes shall meet their doom and I will crush their bones into dust to garnish my dinner. Those who do not follow me will truly meet their Demise!"

Psychopathic

This Character is ruled by uncontrollable, negative emotions such as hatred, jealousy, fear, and arrogance, which allow the villain to feel justified in committing evil.The psychopath may be completely insane or simply be governed by a twisted and evil morality. The act of killing does not bother a psychopath, whose feelings and reasoning are often incomprehensibly warped. Most villains described as "pure evil" would be classified as psychopaths.

Death, minion of Narash Tared, views his **Psychopathic** methods in this form:

"I, Death, am the one true constant in the universe. There is no one who can escape my icy grip. I am the antithesis of life, and my mission is simple. Life is blasphemy. I cannot and will not allow it. My lord, Narash Tared, has brought me to Earth to see that the world becomes a place of pain, death, and decay. I shall fulfill the promise I made to him:That all shall die."

"Nothing is more pleasurable to me than seeing life force drain from a living body. I love to watch my victim's spirit break and crumble in my iron grasp. This, and only this, gives me pleasure. Most call me insane, claiming my mind twisted by the evil machinations of my demon lord. They are wrong, as I see everything clearly. The path is an obvious one, and the destination is inevitable. When I am through, the world will be a golden place, where life does not exist and only the silence of Death can be heard!"

Thrill Seeker

This Character lives in the criminal world for kicks. Unlike his Thrill of Adventure counterpart, the Thrill Seeker has no stomach whatsoever for confrontation. If events turn against this villain, he turns into a coward.The Thrill Seeker will not attempt to kill a hero unless terribly desperate, as heroes have been known to become upset by such attempts and will hurt the villain. That certainly is not any fun.

Scream, the **Thrill Seeker** of the Collective sees his views as this:

"I love the Collective. It's so cool! There's nothing like the feeling I get, bombing down out of the sky and diving into my victim. The look on his face as my sonic abilities blow him into infinity is hilarious. In fact, just the thought of it entertains me for hours."

"The nice thing is that I'm fast, and I mean FAST! No one can catch me. When I'm up in the air, I rule the battlefield. Pedestrians fall before me, along with cars, buildings, and anything else that gets in my way. Super-heroes cringe when they see me coming. They know what's in store for them once I'm in range. And with the Collective backing me up, I've nothing to loose."

"Although, on occasion, the Collective does have its off days. Shadow Force, and especially the Wraith, can really be a pain in the butt. When I see a comrade fall, I don't mind so much, but when they all fall, I'm outta there!"

Anti-Heroic Motivations

Anti-Heroic Mercenary

This Character commits crimes simply for the money and is not a cold-blooded killer. Anti-Heroic Mercenaries don't kill unless left with no choice. They often retain some remnants of a moral code, and it is this last bit of annoying conscience which reminds them that it doesn't hurt them to do a little good along the way. On the other hand, most Anti-Heroic Mercenaries generally won't do anything requiring them to go out of their way. Often soldiers or professional thieves, Anti-Heroic Mercenaries willingly break the law but are not monstrous butchers like their Villainous counterparts.

Dispatch is an **Anti-Heroic Mercenary** and views his motivation as:

"When my planet died, I was left alone. My wife and daughter were lost to me forever. The weapon, which destroyed my world, did not kill me but instead bequeathed strange new abilities. On my world I was a peace officer, but my world doesn't exist anymore so I travel from planet to planet offering my services as a bounty hunter. The laws governing my society died with it.With no one to judge me, I do whatever it takes to bring in my bounty."

"I may be a mercenary, but I'm not a killer. I'll do whatever it takes to bring 'em in, but I only kill in self defense. I vowed to the memory of my wife and daughter that I would retain that last little vestige of humanity. The loss of my family killed me on the inside, but I won't become a soulless monster."

Anti-Heroic Power Lust

This Character is addicted to power and will do anything to get it. To the Power Lusting Anti-Hero, his craving could be money, gadgets, followers, or anything placing him in the spotlight or giving him control. Most Power Lusting Anti-Heroes are simply blinded by their greed and will do anything to get more money, but others simply want to rule the world.

It all comes down to the acquisition of power. The Character knows he wants it, and somebody else has it. Many times, an Anti-Hero with Power Lust wouldn't know what to do once he obtains his goal, quickly becoming bored with the lack of a motivation. Not knowing what to do, he may fall back into old

habits, seeking to conquer something bigger and better. The grass is always greener on the other side, right?

The main difference between an Anti-Hero and a Villain with the Power Lust Motivation is simply their moral limitations. Anti-Heroes will generally not kill to accomplish their goals of world domination. These Characters are by no means angels, though, and will lie, steal, blackmail, and crush all who oppose them. Many times a Power Lusting Anti-Hero may be more ruthless than a Power Lusting Villain. The Villain may just kill you to get you out of the way, but the Anti-Hero will humiliate you first.

Anthrax is a prime example of an **Anti-Hero** with **Power Lust:**

"Listen, there's only one place to be in this world, and that's on top. Anything else and you're just somebody's stepping stone. I deserve to be top dog around here, it's that simple. No one is as good as me, no one is as smart as me, and most of all, no one is as determined as me."

"I didn't get where I am today by funding charities, unless they're in my name or a tax write-off. I got here because I have no qualms about backstabbing anybody who gets in my way. It's not cowardly; it's just more efficient. The only time I help anyone is if it's in my favor. If I've got to help grandma across the street, it's only because I'm the beneficiary on her insurance. Yeah, that's right. I'd kill to get ahead. Do onto others before they do onto you! You're just pissed because you didn't think of it first.That, and you're not smart enough to get away with it. I dissolve employees all the time, and I get off on it! The last words they ever hear is, 'You're fired!' So stay out of my way, or you're next!"

Anti-Heroic Responsibility of Power

Anti-Heroes with this motivation believe their responsibility makes them superior to everyone else. These characters have the power to do what they wish, use their power to crush evil wherever it appears. Anti-Heroes with this Motivation often question the logic of Heroes who have amazing powers but consider themselves bound by the laws of man. This Anti-Hero Character accepts that with great power comes great responsibility but feels that he is no longer bound by society's rules.

Rex is an **Anti-Hero** bound by a **Responsibility of Power:**

"I am a King on my planet and my rule is strict, but fair. When the chosen one was finally born, it was during an age of conflict. The people had become divided into creeds. The leader of this faulty philosophy is a religious zealot named the Aquatican Messiah. He has chosen to retain his power by destroying the chosen one. To safeguard his life, I sent the chosen one to the planet of our ancestors, Earth."

"The Messiah followed him, so now I too am on Earth. It is my responsibility to find and protect the chosen one. Anyone who gets in my way will perish. I will do anything in my power to protect the boy and my rule, and if it requires me to kill a few Earthlings to accomplish my mission, so be it."

Anti-Hero Seeking Justice

An Anti-Heroic Character with the Motivation of Seeking Justice will ignore anything interfering with a quest to eliminate evil and evildoers. This Character will achieve good by whatever means necessary and by any means at their disposal. Anti-Heroes Seeking Justice will willingly subvert society's laws and are not as hesitant to enter killing combat against an evil foe as a Hero with the same Motivation.

The **Anti-Heroic Neon Knight** of the Supernaturals is **Seeking Justice**; these are his views:

"I stand on my mountain and watch the people below me. I feel evil rising out of the ground. I remain in this world as an undead spirit to rid it of the villainous tyrannies which plague and infest it. My power is the only thing these villains fear, yet no matter what I do they persist and multiply. I cannot and will not allow this! All villains shall fear my coming, for I will show them the true end to their deeds. I have in my ability to take them on a one way trip to Hell where they can live out eternity paying for the sins they have committed. These evil beings shall be stricken from the world by my hand, and their bodies shall be trodden under my foot!"

Anti-Heroic Thrill of Adventure

An Anti-Heroic Character with the Thrill of Adventure Motivation is an adrenaline junkie who revels in the action of combat. This Character often takes things too far, getting people hurt or even killed. An Anti-Hero with a Thrill for Adventure loves the excitement of the fight or the chase, much like a professional thief excited by the challenge of eluding police. Anti-Heroes with this motivation aren't necessarily evil but are victims of their criminal urges. They enjoy having Powers and Skills and thrive on the excitement. Like their Heroic counterparts, Anti-Heroes with this motivation often use humor and rarely enter Killing Combat.

Charger is an **Anti-Hero** who seeks the **Thrill of Adventure:**

"I always see Heroes on the news using their powers to help others. Well, nobody's ever helped me, so I'm gonna help myself and use my powers to party! I can do anything I want, and no one can stop me. That's why I joined the Royal Guard... well, that and the fact they'd kill me if I didn't. It's cool though, since I get to cruise through the universe and do whatever I want. What a blast!"

"Power and money, what's it good for? You've gotta go out there and live it up while your watch is still ticking, know what I mean. Yeah, I don't like having to put someone down, 'cause where's the fun in that? They're dead so they're not havin'any fun. But if somebody is giving me a hard time, or trying to knock me off, better him than me! I just wanna live it up. I'm gonna go down to this great little bar on Beta 317, get loaded, and start a brawl!"

Anti-Heroic Unwanted Power

Like his Heroic counterpart, this Anti-Hero in no way desires his Powers and abilities, but unlike the Hero with Unwanted Power, this Character suffers other difficulties. Often the Unwanted Powers force the Anti-Hero to commit heinous acts. Much like a vampire feeding only to survive, an Anti-Hero with an Unwanted Power is not inherently evil. He might not even be always in control of his actions and innocents suffer the consequences. This Character often spends his time attempting to rid himself of the Unwanted Powers he is cursed with. Some Anti-heroes may even be forced to avoid contact with other Characters in order to protect them when they lose control.

Many times such a Character is a loner, keeping to himself and trying not to make any ties. If this Anti-Hero joins a team, it is often only to seek the help of other super powered beings. An Anti-Hero with Unwanted Power may strongly feel that society owes him a debt and can often be very short-tempered.

Jon, The Berserker has an **Anti-Heroic Unwanted Power** and explains his curse this way:

"Being the Berserker is a living hell. I used to be a coherent scientist on the verge of great discovery, until he came. Realizing my actions had released the Berserker, I had only one choice. I thought that if I could hold the demon inside my body, I would be able to carry on with my own life, but this was not the case. Once the Berserker was inside, my mind shut off. I've been reduced to a drooling idiot, and the Berserker is more alive than ever."

"It takes everything I have to keep him from decimating the entire world. Sometimes, I can even control him when he is free. You might say I act as his conscience. On occasion I can actually make him work for the good side, but it takes a lot of concentration and a little help from my friends in the Supernaturals. If it weren't for them, I know the Berserker would be unstoppable."

Step 10: Calculate Remaining Hero Points

The final step in designing a new Character is to calculate the number of Hero Points remaining from the purchase of all the various Character elements. This remaining number represents the Hero Points the Character will have "banked" (stored for later expenditure, as explained in **Idea Seven: Hero Points** in **Chapter Three**).

In the example, Pulsar has 39 Hero Points left (450 + 50 + 78 - 556 = 22). Now complete as a newly designed Character, Pulsar has ended up looking like this:

Pulsar

Dex:	6	Str:	7	Body:	7
Int:	5	Will:	5	Mind:	6
Infl:	6	Aura:	3	Spirit:	4
Initiative:	17			Hero Points:	22

Powers: Energy Blast: 8, Flight: 10, Force Field: 4
Skills: Thief: 4, Vehicles: 5
Advantages: Area Knowledge (New York City); Connections: Street (Low), Police (Low)
Drawbacks: Power Loss (Common: All Physical Attributes reduced to 2, all Powers reduced to 0 in total darkness); Secret Identity
Alter Ego: Dave Smith
Character Type: Hero
Motivation: Seeking Justice
Occupation: Private Detective
Wealth: 5

Experience and Character Growth

At the completion of an adventure, a Character will receive a Hero Point award (consisting of a number of "Standard Awards") for playing the game. These Hero Points can be used to improve the Character's Abilities over time. The distribution of these awards is subject to the following guidelines. For more thorough information regarding the awarding of Hero Points, see Standard Awards in Chapter Eleven, page 206.

Gaining Experience in Adventures

An adventure is defined in terms relating to a Villain's plot, and it is through the completion of adventures that Characters gain experience. Once the opposition is encountered and the plot has either definitely succeeded or been foiled, the adventure is complete, and Characters are awarded Hero Points based on their levels of success. An adventure may take several gaming sessions to resolve, depending upon its complexity. Until its resolution, no Hero Points are awarded.

Rewards

Hero Points are awarded relative to six basic levels of achievement:

1. Participation in the adventure.
2. Role-playing the Character well.
3. Saving (or Destroying if a Villain) the lives of innocent bystanders.
4. Thwarting the plot of the opposition.
5. Role-playing Subplots.
6. Miscellaneous.

Heroic Characters who initiate Killing Combat must automatically forfeit any and all Hero Points available as Standard Awards for that adventure. An exception is made in cases where the Villain he is fighting has initiated the Killing Combat. In such cases the Hero's Standard Award is halved. If the Villain is killed, the Hero forfeits all Hero Points as above. Killing is never a rewardable act for heroes.

Unlike a Heroic Character, an Anti-Heroic Character who initiates Killing Combat forfeits one half of the Hero Points that he would have received for the adventure. If a Player's Anti-Hero enters Killing Combat only after he has been attacked in Killing Combat, he only forfeits a quarter (1/4) of the Hero Points that he would have received for the adventure. This penalty may be ignored if your group is playing in a more realistic genre (see **Chapter 14:Genres**, page 218).

Any Villainous Character who initiates Killing Combat does not forfeit any "Villain" Points available as Standard Awards for that adventure. For a Villain, killing is a rewardable act.

The Miscellaneous Award may be granted through GM discretion to reward especially Heroic or Villainous actions not covered by the five primary categories. For example, a Villainous Player Character who devised an inescapable death trap for a Hero and unmasks him for the world to see, as opposed to just killing him, should receive up to one full Miscellaneous Award.

Creating More - or Less - Powerful Characters

Using the standard 450 Hero Point Base, a Player can design a Character roughly equivalent in power to an average member of Shadow Force. Yet, what if an adventure or campaign features more- or less-powerful heroes? The answer is to change the Hero Point Base Multiplier.

By multiplying the 450 Hero Point Base by a factor of two or three, a Player can design a Character fit for the Maulers or Crossfire. Multiply the Hero Point Base by a factor of ten and a Player can design a Character who can give Dehumanizer a run for his money. By the same token, a Player can also decrease the Hero Point Base by a factor of one half (down to 225 points) to create more human heroes.

Whenever altering the Hero Point Base Multiplier, a Player should also increase or decrease the Hero Point Bonuses for writing Background by the same factor. A 900 point Character receives a total of 100 Hero Points for writing his Personal Data, History, Description, and Personality. A 225 point Character receives a total of 25 Hero Points for his Background.

Note: When altering Hero Point Base Multipliers in either manner (increasing or decreasing), Costs of Advantages, Bonuses of Drawbacks, Factor Costs and Base Costs for Powers and Skills always remain constant.They are never increased or decreased, with the exception of modification through Bonuses or Limitations.

AP Purchase Chart

FACTOR COST

APs	Wealth (2) 1	2	3	4	5	Other (6) Attribute 6	Action (7) Attribute 7	8	9	10	+1
1	1	1	2	2	3	3	4	4	5	5	+1/2
2	2	2	3	4	5	6	7	8	9	10	+1
3	3	4	6	8	10	12	14	16	18	20	+2
4	4	6	9	12	15	18	21	24	27	30	+3
5	5	8	12	16	20	24	28	32	36	40	+4
6	6	12	18	24	30	36	42	48	54	60	+6
7	8	16	24	32	40	48	56	64	72	80	+8
8	10	20	30	40	50	60	70	80	90	100	+10
9	12	24	36	48	60	72	84	96	108	120	+12
10	16	32	48	64	80	96	112	128	144	160	+16
11	20	40	60	80	100	120	140	160	180	200	+20
12	24	48	72	96	120	144	168	192	216	240	+24
13	28	56	84	112	140	168	196	224	252	280	+28
14	32	64	96	128	160	192	224	256	288	320	+32
15	40	80	120	160	200	240	280	320	360	400	+40
16	45	90	135	180	225	270	315	360	405	450	+45
17	50	100	150	200	250	300	350	400	450	500	+50
18	55	110	165	220	275	330	385	440	495	550	+55
19	60	120	180	240	300	360	420	480	540	600	+60
20	65	130	195	260	325	390	455	520	585	650	+65
21	70	140	210	280	350	420	490	560	630	700	+70
22	80	160	240	320	400	480	560	640	720	800	+80
23	90	180	270	360	450	540	630	720	810	900	+90
24	100	200	300	400	500	600	700	800	900	1000	+100
25	110	220	330	440	550	660	770	880	990	1100	+110
26	120	240	360	480	600	720	840	960	1080	1200	+120
27	130	260	390	520	650	780	910	1040	1170	1300	+130
28	150	300	450	600	750	900	1050	1200	1350	1500	+150
29	175	350	525	700	875	1050	1225	1400	1575	1750	+175
30	200	400	600	800	1000	1200	1400	1600	1800	2000	+200
31	225	450	675	900	1125	1350	1575	1800	2025	2250	+225
32	250	500	750	1000	1250	1500	1750	2000	2250	2500	+250
33	275	550	825	1100	1375	1650	1925	2200	2475	2750	+275
34	300	600	900	1200	1500	1800	2100	2400	2700	3000	+300
35	350	700	1050	1400	1750	2100	2450	2800	3150	3500	+350
36	400	800	1200	1600	2000	2400	2800	3200	3600	4000	+400
37	450	900	1350	1800	2250	2700	3150	3600	4050	4500	+450
38	500	1000	1500	2000	2500	3000	3500	4000	4500	5000	+500
39	550	1100	1650	2200	2750	3300	3850	4400	4950	5500	+550
40	600	1200	1800	2400	3000	3600	4200	4800	5400	6000	+600
41	650	1300	1950	2600	3250	3900	4550	5200	5850	6500	+650
42	700	1400	2100	2800	3500	4200	4900	5600	6300	7000	+700
43	750	1500	2250	3000	3750	4500	5250	6000	6750	7500	+750
44	900	1600	2400	3200	4000	4800	5600	6400	7200	8000	+800
45	850	1700	2550	3400	4250	5100	5950	6800	7650	8500	+850
46	900	1800	2700	3600	4500	5400	6300	7200	8100	9000	+900
47	950	1900	2850	3800	4750	5700	6650	7600	8550	9500	+950
48	1000	2000	3000	4000	5000	6000	7000	8000	9000	10000	+1000
49	1050	2100	3150	4200	5250	6300	7350	8400	9450	10050	+1050
50	1100	2200	3300	4400	5500	6600	7700	8800	9900	10550	+1050
Per AP Over 50	+50	+100	+150	+200	+250	+300	+350	+400	+450	+500	

Factor Costs Greater Than 10 and Less Than 1

Factor Costs cannot be lowered below 1, no matter how many limitations are placed on them. Purchasing APs at a Factor Cost (FC) greater than 10 (typically due to the Reliability Number of a Gadget or a number of Bonuses) is determined in the following manner.

Step 1: Purchase the APs at FC 10.
Step 2: Subtract 10 from that FC.
Step 3: If the resulting FC is still greater than 10, go to Step 1 and repeat, adding the result to the total cost, otherwise purchase the APs at the resulting FC, adding that final result to the total cost.

Example: To determine the cost of 12 APs at Factor Cost 16, look on the AP Purchase Chart for 12 APs at Factor Cost 10 to find 240 Hero Points. Then look for 12 APs at Factor Cost 6 (16 – 10) to find 144 Hero Points. Adding these together, 12 APs at Factor Cost 16 equals 384 (144 + 240) Hero Points.

As Characters progress through their heroic careers, they become more experienced and skilled in the use of their superior abilities. In the **Blood of Heroes RPG**, this aspect of Character Growth is represented by a Character using Hero Points to increase his APs of an Attribute, Power, or Skill.

Character Growth

A Character wishing to increase his statistics purchases additional APs of Attributes, Powers, and/or Skills on the Increasing Attributes Chart, just as he did when designing the Character originally. However, when increasing statistics through Growth, a Character must purchase each of the additional APs individually, which results in a much more costly investment.

Suppose a Character wanted to increase his Dex from 6 to 9 APs. Dex is an Action Attribute (Factor Cost 7); referencing the chart reveals that 7 APs of Dex cost 70 Hero Points, 8 APs cost 70 Hero Points, and 9 APs cost 105 Hero Points. To increase his Dex from 6 to 9 APs, the Character must pay 245 Hero Points (70 + 70 + 105 = 245).

Similarly, suppose the Character wanted to increase his Force Manipulation (Factor Cost 10 Power) from 7 to 10 APs; 8 APs of a Factor 10 Power cost 100 Hero Points, 9 APs cost 150 Hero Points, and 10 APs cost 150 Hero Points. Thus, the Character must pay a total of 400 Hero Points to increase his APs of Power from 7 to 10 APs (100 + 150 + 150 = 400).

Note: When increasing any Powers and Skills through Character Growth, any Bonuses and Limitations placed on the existing Power or Skill still affect the Factor Cost. For example, to increase APs of Energy Blast with the No Range Limitation, the new APs would still be purchased at Factor Cost 2. When increasing Attributes, Powers, and/or Skills, Hero Points needed for a particular increase must be paid at one time; partial expenditure is not allowed.

Banking Hero Points

Hero Points may be saved by a Character until they are expended either during an adventure or through Character Growth; this method of retaining Hero Points (called "banking") is often used by extremely powerful Characters who must retain a great number of Hero Points to raise APs of their abilities.

The banking of unspent Hero Points in no way threatens their loss. Characters cannot accidentally lose banked Hero Points in battle or have a villain steal them; a Character must willingly expend Hero Points for his bank to diminish.

Purchasing New Advantages

A Character may use Hero Points to purchase new Advantages. Purchasing a new Advantage for an existing Character costs 5 times the listed Hero Point cost of the Advantage.

Removing Drawbacks

A Character may also use Hero Points to remove any pre-existing Character Drawbacks. Removing a Drawback from an existing Character costs 5 times the Hero Point Bonus for

Removing Links

A Linked Ability cannot be unlinked except under the most extreme circumstances and only with GM approval. Because a Link is supposed to be permanent, unlinking a Linked Ability is more costly than removing it as though it were simply a Limitation. The Hero Point Cost of removing a Link equals TWICE the difference between what the newly unlinked Ability would cost and what the old Linked Ability would cost if both were purchased through Character Growth (ignoring the cost of Base Costs).

Increasing Attributes Chart

	Factor Cost									
	Wealth (2)					Other (6) Attribute	Action (7) Attribute			
Range	1	2	3	4	5	6	7	8	9	10
1-8	10	20	30	40	50	60	70	80	90	100
9-15	15	30	45	60	75	90	105	120	135	150
16-24	20	40	60	80	100	120	140	160	180	200
25-35	25	50	75	100	125	150	175	200	225	250
36-40	30	60	90	120	150	180	210	240	270	300
41-45	35	70	105	140	175	210	245	280	315	350
46-50	40	80	120	160	200	240	280	320	360	400
51-55	45	90	135	180	225	270	315	360	405	450
56-60	50	100	150	200	250	300	350	400	450	500
61-65	55	110	165	220	275	330	385	440	495	550
66-70	60	120	180	240	300	360	420	480	540	600
71+	75	130	195	260	325	390	455	520	585	650

adopting the Drawback. Drawbacks cannot be removed without express GM permission. Acquiring new Drawbacks after Character Creation should be the subject of a Character Subplot, but acquisition does not net any additional Hero Points.

Example: When Wraith first started his career, strange as it sounds, he possessed a Fatal Vulnerability to citrus fruit. Within a few years, Wraith had removed this Drawback.

Adding New Powers and Skills

Beyond growth of Characters through Attribute modification, a Player may occasionally want to diversify by adding totally new Powers and Skills to his Character's abilities. Purchasing an additional Power for an existing Character costs 10 times the Base Cost.Adding a new Skill costs 5 times the Base Cost.This gives the Character 0 APs of the new Power or Skill; the Player must then purchase individual APs of the Power on the Increasing Attributes Chart, taking into account any Bonuses or Limitations which may affect the Power or Skill's Factor Cost.

To link a new Power or Skill, the Player follows the same procedure for adding a new Power or Skill just described (10 or 5 times the Base Cost, plus individual APs on the Increasing Attributes Chart), with the usual -2 Factor Cost bonus for linking an ability (see page 22) and any other Bonuses or Limitations that apply. However, the Player must buy a number of APs of the Power or Skill equal to the existing APs of the Link Attribute immediately. Once he has done so, the new Power or Skill is considered linked to the Attribute and must increase if the Player later decides to purchase a higher AP level of the Link Attribute.

In addition to adding APs to an existing Power, a Player may add Bonuses to a Character's Power, remove Limitations from a Character's Power, or convert one or more Powers to an appropriate more extensive Power with experience. To do this, pay the difference between what the new (or improved) Power would cost and what the old Power(s) would cost if both were purchased through Character Growth. Changes of this nature may only be made with GM approval and should require an explanation in the form of one or more Subplots. Acquiring new Limitations during after Character Creation should be the subject of a Character Subplot, but acquisition does not net any additional Hero Points.

Advantages and Drawbacks

Advantages

Advantages are Character capabilities, which are not measured in APs; a Character either does or does not possess the Advantage.

Listed next to each Advantage is its Cost in Hero Points. An asterisk (*) following an Advantage's Cost indicates that under normal circumstances, the Advantage can be purchased only during initial Character creation and cannot be added via Character Growth. A dagger (†) following an Advantage's Cost indicates that the Advantage may be added via Character Growth only if the Character fulfills a special listed requirement during game play. Advantages added through Character Growth must be paid for, unless an Advantage is assigned to the Character as an arbitrary Gamemaster award.

Note that some Advantages can sometimes hinder their owner as much as they help. A Connection, for instance, might occasionally turn the tables and ask the owner for special information or favors. Likewise, a Credential might subject the owner to special regulations or responsibilities. For example, those with Military Credentials must follow the orders of their superiors; Heroes with Police Credentials must follow departmental regulations or face a possible Job Subplot of consequences

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AMBIDEXTROUS
[COST: 15 *]

A Character who is Ambidextrous does not distinguish between his right and left hands. He may wield more than one weapon in combat but does not gain an extra Dice Action. When using two weapons at once, AV and EV still equal the lowest AV and EV of the weapon combination, but he gains a Bonus +1 AP to his AV. This works for hand-held weapons, ranged weapons, and unarmed combat.

AREA KNOWLEDGE
[COST: Variable †]

Characters with this Advantage have thorough knowledge of the landmarks, terrain, and features dominating a specific area. While operating within this area, such Characters find it easier to hide, locate hidden Characters, notice changes, locate specific landmarks, etc. Characters with Area Knowledge are also presumed to be familiar with the area's customs and inhabitants. They know a little something about all of the area's most important residents (though they don't necessarily have any special contact with those residents) and can give good advice on dining, accommodations, nightlife, or any of the area's other amenities.

The exact area in question must be specified at the time the Advantage is purchased. Area Knowledge may be purchased more than once by Characters familiar with more than one area. Normally, the area selected must be roughly the size of a city. New York, Cincinnati, the Louisiana bayous, and the Grand Canyon are all appropriate areas. The smaller the area, the cheaper the cost of Area Knowledge. The Hero Point Cost of Area Knowledge is based on the size of the area known, according to the following table:

Area Size	Hero Point Cost
Neighborhood	10
City	20
State/Province	30
Country	40
Continent	50
Dimension	65
Planet	75
Solar System	100
Galaxy	125
Space Quadrant	150
Known Universe	200

A Character with Area Knowledge can automatically locate any major landmark within his area of expertise (i.e. "Where is the Statue of Liberty?", "Where can I find Union Terminal?", "Which way to police headquarters?", etc...). Less significant landmarks can be located with a successful Perception Check against an appropriate OV/RV.

Area Knowledge Landmark Identification Chart		
Landmark	Difficulty	OV/RV
Noteworthy landmark or locale	Easy	Automatic
Nearest hospital, church, restaurant, etc.	Easy	Automatic
A specific (but not particularly famous) restaurant, hospital etc.	Challenging	2/2
An obscure restaurant, etc.	Difficult	4/4
A celebrity's (a Character with Public Identity Drawback) private residence	Extreme	8/8

Characters without the appropriate Area Knowledge must bump up the difficulty of any attempt to locate a landmark by two levels, (i.e. Easy becomes Challenging, Challenging becomes Strenuous, etc). Characters with Area Knowledge receive a -1 Column Shift bonus to their OV/RV when using the Detective Legwork Subskill to locate a Character hiding within their domain. Similarly, while such Characters are using the Thief Stealth Subskill, the GM might occasionally allow them a +1 Column Shift bonus to their OV/RV vs. any appropriate Perception Checks. This latter ability represents the Character drawing upon his Area Knowledge to exploit especially hidden alleys, crevices, etc.

Additionally, a Character with Area Knowledge receives a +2 Column Shift bonus to his OV/RV against Perception Checks made to detect him while he is using the Thief Stealth Subskill within the area.Similarly, the Character receives a -2 Column Shift modifier to his target's OV/RV when making Perception Checks to detect others who are using Stealth in the area. Such Stealth modifiers are discretionary, as Anarchy Man's Area Knowledge of Washington, D.C., would aid him tracking a criminal through the back streets but probably would not help him sneak around inside Sage's skyscraper. Likewise, Striker who is intimately familiar with most of the United States wouldn't necessarily know every back alley and rooftop therein.

Dimension Travel: Characters with the Dimension Travel Power can purchase Area Knowledge of an entire dimension for 65 Hero Points. This ability gives him a familiarity with the dimension's geography and inhabitants (a far more general familiarity than one receives with standard Area Knowledge). It allows the Character to travel to that Dimension without needing to make an Action Check, so long as the Travel Distance between his current location and the destination is less than or equal to his APs of Dimension Travel (see Dimension Travel Power).

Character Growth: Area Knowledge can be purchased through Character Growth only after the Character has spent a great deal of time in the appropriate area (generally, at least a year). The Character may also gain the knowledge through some extraordinary means, such as an overly successful Mind Probe against a Character with Area Knowledge. It is up to the GM to determine whether extraordinary knowledge is temporary or not.

ATTRACTIVE
[COST: 15 *]

As the name implies, Characters with this Advantage are unusually physically attractive. In general, they can count on turning heads and attracting a great deal of attention wherever they go. Attractive Characters receive a -1 Column Shift Bonus to the OV/RV of a Persuasion attempt against a person who might be sexually attracted to the Character (see **Chapter 6**).

Note that most heroes are assumed to be of at least above-average physical appearance. The Attractive Advantage is reserved for those Characters who are unusually striking, even among super- heroes. A Character who solely stands out from the crowd, but is not necessarily Attractive, is covered by the Distinct Appearance Drawback.The Attractive Advantage covers physical attraction only. Attraction using personality is performed through Character Interaction.

Example: Both Taniera and Sage have the Attractive Advantage.

CONFIDANT/ SILENT ASSISTANT
[COST: 25 OR GREATER †]

Characters with the Confidant Advantage are assumed to have a close personal friend who acts as an advisor and ally. Although a Confidant will not normally place himself in mortal danger to aid the hero, he will offer any other reasonable assistance including: help protecting the hero's secret identity, research assistance, the use of a Skill or Subskill for the Character's benefit, etc. For Character Interaction purposes, assume that the Confidant is Enamored with the Character. A Confidant does not need to know the Character's Secret Identity if he has this Drawback. An example of this would be the Police Commissioner who does not know the identity of the local hero. Just after purchasing this Advantage, the Player is responsible for building his Character's Confidant's statistics and designing a brief Character Background (always subject to GM approval). For a Cost of 25, the Player builds the Confidant on 125 Hero Points (HP). 25 HP is the minimum amount a Confidant will cost. Each extra Hero Point (1) the Player's Character contributes to the cost of a Confidant allows 5 additional HPs to be spent on the Confidant's creation. For example, a 200 HP Confidant costs the Player 40 HP. A more capable Confidant made of 300 HP would cost the Player 60 HP. With GM permission, the Player may select an appropriate Pre-Generated NPC. Under no circumstances is a Player allowed to select another Player Character as a Confidant.

If the Player wishes it to be so, his Character may not know who the Confidant is. Due to the secrecy, the Cost of this "Silent Assistant" is halved. A "Silent Assistant" will perform all of the abilities of a normal Confidant for the Character but without the Character's knowledge of such assistance. The GM builds a Silent Assistant on 125 Hero Points or more as detailed above. If the Character discovers the identity of the Silent Assistant (which should be done through a Subplot and Player consent, but allowable through Player folly), he must pay a 50 HP penalty. The Silent Assistant now becomes a full Confidant. If the Character does not pay the penalty, he will lose the Silent Assistant through a Subplot, which may consist of anything from the Assistant getting fed up with the Character, to the Assistant's death, or to possibly even betrayal by becoming an enemy.

Character Growth: A Character can purchase this Advantage later on through Subplots used to introduce the Confidant into the campaign or by elaborating upon previously established relationships.

Confidant vs. Dependent

Like many Advantages, a Confidant can sometimes serve to a Character's disadvantage. For instance, the Confidant might be captured by one of the hero's enemies and used as a hostage. Similarly, a Dependent (see Drawbacks, page 49) can sometimes aid or assist a hero. For these reasons, it is sometimes difficult to decide when an NPC is best labeled a Confidant and when he is best labeled a Dependent.

The essential difference is that Confidants are primarily helpful to the hero, while Dependents are primarily distracting. Let's assume you'd like your hero to have a kindly old grandfther who is a brilliant scientist. If you take the grandfather as a Dependent, you are signaling to the GM that you expect to spend a lot of time and energy rescuing the grandfather, dealing with his eccentricities, and so forth. And you can bet that your GM will make sure that you do so! On the other hand, if you purchase the grandfather as a Confidant, you show to the GM that you see the grandfather's role as chiefly beneficial. Grandpa is rarely captured and almost never presents a burden. In either case, you can probably expect the grandfather to occsionally use his Scientist Skill for your benefit.

CONNECTION
[COST: 10 - 45 †]

A Connection is a Non-Player Character or organization that is known and/or friendly to the Character possessing this Advantage. Connections are often willing to share advice and information with the Character, but their assistance is usually less reliable than that of a Confidant. Note that the GM should pay special attention to the Connections purchased by the Players, disallowing any with which he is uncomfortable. Connections come in two flavors, Low Level and High Level.

A Low Level Connection denotes an acquaintance with an individual or a low-level contact within an organization. For example, a Low Level Connection to Mindhammer might represent having briefly cooperated with the Diluvian Detective on a couple of cases and earned a certain measure of his trust. On the other hand, a Character with a Low Level Connection to the New York Police Department might have a good friend who is a NYPD officer or detective. Low Level Connections have a minimum Cost of 10 Hero Points.

A High Level Connection is a unique familiarity with an individual or a high-level contact within an organization. A Character with a High Level Connection to Mindhammer is probably considered a trusted ally. A Character with a High Level Connection to the New York Police Department might be a good friend of the Commissioner or a former member of the force. High Level Connections have a minimum Cost of 15 Hero Points.

For Character Interaction purposes, assume Connections are always Friendly (see **Blood of Heroes, Chapter Six**). The general influence and authority of the individual or organization modifies the Cost of a Connection in question. Relatively powerless individuals and organizations (like the Mid-Budget News, Joe Kim, and the Salvation Army) have no effect on Cost. Powerful individuals and organizations (like a city government, a powerful super-hero, a citywide criminal underworld, and Disland Labs) double the Connection's Cost. Extremely powerful individuals and organizations (The Husk, the average superhero team, the national government, or a nation-wide criminal underworld) triple the cost of the Connection.

Here are some commonly selected Connections and some rough guidelines on the sort of assistance the hero might expect from them.

Confidant vs. Connection

While Confidants will often directly involve themselves in the Character's adventures (so long as they don't place themselves in danger), Connections usually confine their assistance to providing information or indirect aid. For example, a Confidant on the police force might be willing to sneak a peek into another officer's files, while a Connection on the police force would provide only that information he could obtain legitimately.

In addition, Connections tend to work on an "unofficial quid-pro-quo basis". Anytime a Character asks a Connection for a favor that requires the Connection to consume considerable time or resources, you can assume that the Connection will eventually ask the Character for a similar favor. GMs are encouraged to keep Connections in check by enforcing this rule.

An Individual Superhero: A Low Level Connection will answer the Character's questions and perform quick Power or Skill Action Checks for his benefit, presuming the Character can somehow make contact (It's not so easy to get an appointment with Shadow Master!). A High Level Connection will answer questions and perform lengthier favors. Under normal circumstances, a Character can always make contact with his High Level Connections.

A Superhero Team: A Low Level Connection allows the Character to search the team's data files or briefly use the facilities in the team's headquarters. A High Level Connection gives him the equivalent of a Low Level Connection with most or all of the team's members. In addition, it allows him to make lengthier use of the team's facilities and sometimes allows him to borrow non-essential equipment. This last perk almost always requires a successful Persuasion Action Check (see **Chapter Six**, page 161). Should a Character actually join a team, he automatically gains a free High Level Connection with that team and maintains this Connection for as long as he remains in good standing with the team and its members, perhaps long after he leaves the team's active membership. This sort of Connection is usually gained through a Subplot.

Earth's Mystical Community: This elite fraternity differs depending upon the campaign setting but is usually made of Earth-bound Characters who share a mystical background. A Low Level Connection allows the Character to ask advice from any of these entities, provided he can locate one of them. A High Level Connection allows the Character to ask one of the entities to use a Power or Skill on his behalf, so long as such an effort is brief and non-threatening. In addition, a High Level Connection gives the Character a vague idea as to where he might find the closest member of Earth's Mystical Community ("I hear that Mr. Magician has a mansion in these parts." "I think that Vatic might be at the Guardian's headquarters.").

Note that any Character with this Connection (whether High or Low Level) can be detected by the Magic Sense Power. Why? In the world of magic, there is no such thing as coincidence. Whether the Character realizes it or not, a Connection with Earth's Mystical Community almost always means there is something "different" (as in "inherently magical") about the individual. A Low Level Connection costs 15 Hero Points, a High Level Connection costs 20 Points.

Technical Facilities: A Low Level Connection with any high-profile and exploitable technological facilities (such as Disland Corporation, or another campaign-based high-technological company) allows the Character to seek advice or the answers to simple questions. A High Level Connection gives him an opportunity to Persuade (Character Interaction) the technical facilities to loan him special equipment, use the Laboratory, or conduct longer experiments/investigations on his behalf.

The Criminal Underworld: Generally, a Low Level Connection allows the Character to seek rumors and information concerning organized crime's activities within a specific city (specified at the time the Connection is purchased). A High Level Connection allows him to seek information concerning organized crime activity on a national level and in other cities.
The Street: On the street, the difference between a Low Level and a High Level Connection affects the likelihood of the Character turning up useful information.

Media Organizations: A Low Level Connection with a media organization allows the Character to obtain information about any of the stories the organization is currently investigating. A High Level Connection allows him to obtain information and plant useful diversionary and red herring stories within the organization's output. Any Character with a Media Connection (whether Low or High Level) can insure that the media organization covers any truly newsworthy event that he brings to their attention.

Government Agency: A Low Level Connection with the government (whether federal, state, or local) allows the Character to obtain information falling within his contact's area of influence. For example, a State Department official can pass along informa-

tion concerning foreign policy and activities in other countries, while a Justice Department official can pass along criminal records and information concerning federal investigations. A High Level Connection allows him any opportunity to obtain information held by any of the government's branches or agencies. Note that this Connection does not guarantee the Character any access to privileged or classified information. The GM should allow a Connection to reveal such information only if it would serve the purposes of the story at hand.

Military: A Low Level Military Connection allows the Character to seek answers to simple questions. A High Level Connection gives him an opportunity to Persuade the military to loan him special equipment or conduct simple operations on his behalf. This Connection is especially prone to abuse, and the GM must take extra care to insure that its use does not derail the story or campaign.

Cosmic Entities: Cosmic Entities are potent magic wielders who tend to operate outside the Earth dimension. They are dimensional travelers of mystical import who may vary from campaign to campaign, and who may also be members of Earth's Mystical Community. Specifically excluded are all of the extremely potent otherworldly entities, such as Demigods and Outer Gods. Almost all Characters who have a Connection with one or more Cosmic Entities spend a great deal of time dimension hopping and are easily recognized by most of the important personalities hailing from the extra-dimensional realms. Note that the Cosmic Entities are not an organized group, and it is more likely for a Character to have a Connection with an individual entity rather than all of them. A Low Level Connection with an entity costs 15 Hero Points, and a High Level Connection costs 20 Points.

Character Growth: A Character can acquire new Connections by developing relationships through role-playing and interacting with other Characters and organizations. The GM has final say on what level of Connection can be developed.

CONNOISSEUR
[COST: 5 †]

Characters with the Connoisseur Advantage have learned to appreciate the finer things in life: antiques, arts, fine food, fine wines, jewelry, and high fashion. A Connoisseur can appraise any such item with a successful Perception Check against an OV/RV determined by the item's rarity. It is Challenging (OV/RV of 2/2) to appraise most items, though more esoteric items may be Difficult (OV/RV of 4/4) or even Strenuous (OV/RV of 6/6) to appraise.

Note that when appreciating art or jewelry, the Connoisseur Advantage does not give the hero any insights into a piece's origin or meaning (as would an appropriate Scholar Advantage), merely its value. In other words, a Connoisseur appreciating a golden death mask removed from the tomb of Ra would note the finesse and beauty of its features. He would certainly be able to banter in an interesting and charming way about Egyptology, the cult of Ra, about the sun, and how nice his date looks with her tan. He would probably have one or two relevant anecdotes at his disposal. In addition to this, he would also be able to appraise the mask at forty million dollars. However, he wouldn't know that the mask is supposedly cursed to bring death to all that possess it. For this latter information, he'd need Occultist (Occult Knowledge) or an appropriate Scholar Advantage (such as Egyptology).

Any time a Connoisseur makes a Persuasion attempt while suitably wining and dining the Persuasion target, he or she receives a special -1 Column Shift bonus to the OV/RV of the attempt. Note that the use of this ability requires a successful Wealth Action Check (to pay for the meal) prior to the attempt. A successful Area Knowledge check (to find that delightful but little known restaurant in the village) grants a -1 Column Shift bonus to the OV of the Wealth Check. The OV/RV of this Action Check must be no less than the target subject's Will/Will, thus it's very difficult, not to mention impractical, to impress someone like The Husk with this Advantage.

CREDENTIALS
[COST: 5 – 50 †]

Characters with this Advantage either have a press pass, police identification, government papers, Military rank, FBI badges, or other Credentials allowing them to gain entry into areas and items that have been deemed restricted by authorities. Normally, restricted areas include crime scenes, areas where VIPs are present, operational facilities within police headquarters, military compounds, Government facilities, etc.

There are five categories of Credentials: Media, Police, Military, Government, and Special. Some Credentials have more than one level of potency. These levels are covered in the individual descriptions. All higher level Credentials usually provide the benefits of their lower level counterparts, although some situations may limit their use. A Character with a Police ID may be allowed onto a crime scene that a Character with a College ID cannot enter but will cause some semblance of suspicion when asked to be let into a dormitory. A backwoods sheriff might not recognize a Special Services ID badge, denying a Service Agent onto a crime scene. A Disland Corporation ID may let a Character onto a crime scene if he can Persuade the police that he was called in to research the situation.

Media Credentials (Press Pass) will allow entry into the forefront of certain areas such as crime scenes, areas where VIPs are present, disaster scenes, and other important areas where reporters and cameramen are allowed to go. It is assumed that the Character has a job such as reporter, news anchor, or photographer, which would give him the Credentials. Having a Press pass usually allows entry into places such as the backstage of concerts and other related areas. Media Credentials can be limiting though, especially if someone associates the Character with the Press. If this happens, the Character may not be permitted into areas where Media is restricted, even if not approaching under the guise of the Press. This is because certain VIPs or normal people are protective against the Press and may not want to talk to anyone media related. Other people may actually open up easier when talking to media (making them a Friendly under Character Interaction). It is truly up to the GM as to what a Press Pass will allow a Character to do. Media Credentials will also allow a Character access to the files of the media organization to which the Character belongs. This includes newspaper clippings, microfiche, and photograph vaults, if available. Media Credentials cost 10 Hero Points.

Police Credentials (or Local Militia ID) are not unlike Media in that they allow a Character to get very close to crime scenes and areas where security is high. Police Credentials come in two forms, Low and High. A Character with Low Police Credentials is an officer, detective, chemist, secretary, or some other sort of low authority Police representative (deputy in a small town). A High Police Credential means that the Character has a high standing in the Police structure, being a Sheriff, Captain, Chief, or even Commissioner, though Player Characters should generally have low-profile careers. Having a Police Credential will also allow a Character into Police Stations, access to crime files and criminal records, and even to lab equipment. High Credentials allow access to even more secret areas of the Police stations including access to information on stakeouts, inter-Police organizations, undercover operations, and other information not normally available to the other members of the force. Being a

member of a Police organization is a lot of responsibility, and the Character may be constantly called on duty. Chiefs and Commissioners rarely have any free time, so High Police Credentials should be reserved for NPCs only.

Using Police Credentials to gain access to normally restricted areas could raise suspicions about a Character. Police procedures may force a Character to require a search warrant before entering certain areas, as well as acquire a tendency not to break the law. Some people have varying reactions toward authority, and it is up to the GM to adjust Character Interaction bonuses for or against a Character using Police Credentials due to NPC personality quirks. Low Police Credentials cost 10 HP, and High Police Credentials cost 15 HP.

A Character with **Military Credentials** is either an active or inactive member of a Military organization such as an Army, Navy, Air Force, Marines, or any other Government Military organization. The Character may be asked to perform duties for his specific branch of government. Because of this Drawback, the Character receives a free Low Level Connection to their Military Branch, if the Character chooses to have a Military Rank.

The Character may also be placed in "Call of Duty" Subplots, where the Character will have to perform training for the Military or attend certain ceremonies. An inactive member of a Military organization may not be granted as much access as he previously had. The benefit to this is that he will not be placed on as many "Call of Duty" subplots. Military Ranking allows passage through Government Security Systems based upon the appropriate organization that the Credential represents. A higher Rank means the Character has more responsibility, offsetting the bonus of having a Higher Rank. The Player may choose which Rank he wants. All Rank examples are in Army/Navy format.

A Low Military Rank allows the bearer to pass through Government Security Systems ranked at 12 APs or less (subject to GM discretion, of course). Rank examples include Private/Seaman, Corporal/Petty Officer, and Sergeant/Chief Petty Officer. Low Military Rank costs 15 Hero Points.

Medium Military Rank allows deeper access into Government facilities and files, including those considered "top secret." The bearer can pass through a Security System ranked at 15 APs or less. Rank examples include Lieutenant/Ensign, Captain/Lieutenant, and Major/Commander. Medium Military Rank costs 25 Hero Points.

High Military Credentials are usually reserved for NPCs. These Characters are among the top leaders of Government, Intelligence, and the Military. Such Clearance is not lightly granted, as it allows access to all levels of secret Government information (although there are still always exceptions). High Military Credentials allow the bearer to pass Security Systems ranked at 18 APs or less. A Player who wishes to purchase High Military Rank for his Character must include in his Background how he obtained such clearance, and a GM is perfectly entitled to refuse this (or any) Advantage if he deems it inappropriate to his campaign. Rank examples include Colonel/Captain and General/Admiral. High Military Credentials cost 35 Hero Points.

Government Credentials include non-Military organizations within the government, including the ATF, CIA, FBI, Secret Service, KGB, MI-5, or other Government organizations. Government Credentials are not as restrictive as Military Credentials and grant a Character a free Low Level Connection with their chosen Government Organization. Characters with Government Credentials are subject to the orders of their superiors and may be asked to perform certain duties as Subplots. This does not happen as often as Military Credentials. Low, Medium, and High Government Credentials grant the same access as Military Credentials, except they involve Government facilities.

Low Government Credentials cost 20 Hero Points; Medium costs 30 Hero Points, and High costs 40 Hero Points. Special Credentials are Credentials specific to a certain organization not covered by anything above. This includes Ambassador Identification, college student ID, Library Card, Employee ID Card, Disland Labs ID, or anything else appropriate to the campaign. These allow certain bonuses and restrictions other Credentials would not. Both a Character with a college student ID and one with Police Credentials may be allowed into a dormitory, but the student ID would not raise the suspicion a Police Credential would. On the other hand, a college student ID is not likely to allow a Character into a crime scene.

Special Credentials can range from 5 to 50 Hero Points depending upon the access they grant the Character. Special Credentials should have custom restrictions, not unlike the other Credentials.

Credential Cost Chart

Credentials	HP Cost
Media	10
Police (Low)	10
Police (High)	15
Military (Low)	15
Military (Med)	25
Military (High)	35
Government (Low)	20
Government (Med)	30
Government (High)	40
Special	5 – 50

Character Growth: A Character may earn Credentials by having them assigned to him through Police or Government Agents, Media, or other appropriate organization. The Character can be "promoted" within his Credentials organization. There should be a plausible reason for the Character to earn the

Clearing up Credentials

Credentials and Connections: Credentials for each type allow a Character to purchase a related Connection to that type with a –5 Hero Point Bonus. A Character with Media Credentials may purchase Connection (Media, High) at 10 Hero Points instead of the usual 15 Hero Points. A Character without Connections in their type is basically an unknown to others in his particular Credential group.

Credentials and Authority Figure: Authority Figure is normally used for Characters who are the rulers of a Country, have a group of followers, or are in charge of a society. Characters with High Military or Government Credentials are also in charge of a large group of people or organization, and hold very important positions. These Characters are allowed to take the Authority Figure Drawback if they choose to. If not, they are assumed to have a high rank with not as much responsibility.

Credentials and Character Interaction: Depending upon the personality of the target Character, a Character with Credentials may either be granted a bonus or penalized for showing their Credentials for the purposes of Character Interaction. Certain people loathe speaking with authority, while others may open right up. A bonus/penalty of 1 Column Shift to OV/RV when using the Charisma Skill during certain Character Interactions is appropriate for Low or Medium (or low cost) Credentials. High Credentials may grant a 2 CS bonus or penalty. This is left up to the GM as he determines the final state of a NPC personality.

Credentials. Military Rank cannot be purchased upward without a subplot reason. A Player who wishes to purchase Credentials for his Character must include in his Background how he obtained the Credentials, and a GM is perfectly entitled to deny this Advantage or just a part of it, if he deems it inappropriate for his campaign.

DOUBLE JOINTED
[COST: 10 *]

A Character who chooses to take this Advantage has an extremely flexible body. The Character receives a –1 Column Shift Bonus to the OV/RV of all attempts to climb, escape ropes, free himself from handcuffs, straitjackets, and other restraints. This Advantage is also for those who are skilled with popping their bones out of joint.

EXPERTISE / SCHOLAR
[COST: 5/10 †]

A Character with this Advantage has devoted a great deal of time to academic study of a particular subject; as such, the Character possesses an intricate knowledge of and expertise in that area of learning.

A Scholarly Character may recall extensive information on the subject studied at will. Additionally, any Action Check utilizing the Scholar Advantage (such as an Int check to analyze a clue, identify an item, or decipher a book for example) receives a -2 Column Shift bonus to the OV/RV of the attempt.

The Scholar Advantage is usable with most Skills except Accuracy, Acrobatics, Martial Artist, and Weaponry. Scholar (Business) or a similar monetary-related Scholar will allow a –2 CS to OV bonus to any Upkeep Wealth Checks (a 7 or higher is necessary) at the GM's discretion. Column Shifts will begin at 13 though, just like a standard Wealth Check.

This Advantage may be purchased in conjunction with information gathering or creativity based Skills such as Detective or Artist. A Character may possess more than one Scholarly Advantage, indicating that the Character is learned in several subjects, but the Advantage may only be purchased once to cover any one particular subject. Thus, a Character could not purchase the Scholar (Literature) Advantage three times to achieve a cumulative +6 modifier on literary subjects.

Note that in addition to representing scientific and literary knowledge, the Scholar Advantage can also represent other areas of learning and expertise, such as trivia or ritual magic (see below). A Scholar costs 10 Hero Points. A lesser form of Scholar, Expertise, allows a -1 Column Shift Bonus and costs only 5 Hero Points. Expertise Advantages are subject to all of the same rules as the Scholar Advantages.

Example Scholarly Subjects: Arts (Specific Artist, Theme, or Era), Computer Software, Computer Hardware, Electronics, Botany, Business, Bio-chemistry, Geology, Medicine, Psychology, Parapsychology, Physiology, Zoology, Genetics, Pharmacology, Organic Chemistry, Inorganic Chemistry, Mechanical Physics, Quantum Physics, Microbiology, Sociology, History (Specific Region or Era), Anthropology, Archaeology, Ritual Discipline, Trivia Topic.

Scholar (Ritual Discipline) is useful for Characters with the Occultist (Ritual Magic) Subskill. A Character purchasing a Scholar field in one of the nine Ritual Disciplines receives a –2 Column Shift bonus to the OV/RV of the Occultist Action Check necessary to perform any Ritual mimicking the effects of one or more of the Discipline's listed approved Powers.

Unlike standard Scholar fields, Ritual Disciplines cost 25 Hero Points and Expertise (which grants a -1 Column Shift bonus) costs 15 Hero Points, unless otherwise noted. Custom Disciplines may cost up to 40 Hero Points. The ten available Ritual Disciplines are Alchemy, Darkness, Demonology, Theology, Elementalism, Immortality, Necromancy, Soothsaying, Technomagic and Voodoo. Ritual Disciplines are described in detail under the Chapter 8: Magic (Page 184).

Scholar Cost Chart	
Expertise	5 HP
Scholar	10 HP
Ritual Discipline Cost Chart	
Expertise	15 HP
Scholar	25 HP
Expertise (Elementalism)	20 HP
Scholar (Elementalism)	40 HP
Custom	20 – 40 HP

Optional Rule: Familiarity

A minor form of Scholar is known as a Familiarity. Familiarities denote trivial, passing knowledge regarding an obscure subject. Much like an Expertise, Familiarities grant a -1 Column Shift Bonus to the OV/RV, but unlike Expertise this Bonus may only be used if the OV/RV of the attempt is currently penalized by a positive Column Shift penalty. Otherwise, a Familiarity does not provide a Bonus.

Each Character begins the game with one (1) free Familiarity for every two (2) APs of Int. Additional (non-free) Familiarities cost 2 Hero Points each. Three free Familiarities may be traded in for one free Expertise. Five free Familiarities may be exchanged for either two Expertise or one Scholar Advantage. One free Familiarity may be spent to reduce the cost of a Ritual Discipline purchase by 5 Hero Points.

A Familiarity may be used to represent ability to Read and Write or Speak an additional Language, as per the Language Advantage.

GADGET
[COST: Variable]

A Character with this Advantage begins his career with a Gadget or Artifact.The Player must design his Gadget using the guidelines presented in Chapter Seven (page 166) and must pay the Gadget's Hero Point cost. Gadgets purchased through this Advantage are automatically built successfully (no Gadgetry Checks are required), and no Wealth Check needs to be paid. A Character with this Advantage does not have to possess the Gadgetry Skill but should at least know of a Character who can build it for him.

This Advantage may never be purchased after a Character's creation; it is only an option for beginning Characters. Obtaining a new Gadget for an existing Character requires design, purchase, and creation under the normal Gadgetry rules. This Advantage may be purchased more than once for a Character who debuts with more than one Gadget.

GENIUS
[COST: 25 *]

A Character with this Advantage may use his Gadgetry Skill to create items or devices using technology which is unavailable in the "real world" of the early 21st century (i.e., teleportation machines, force field belts, etc.). For a complete description of the Genius Advantage and its applications to Gadgetry, see page 166.

GIFT OF GAB
[COST: 20 †]

A Character with this Advantage is a master of verbal interplay. Whenever such a Character successfully performs an Interaction Maneuver (see page 161), he receives a -2 Column Shift modifier to the target's OV/RV instead of the usual -1 Column Shift bonus.

HEADQUARTERS
[COST: 10 or 15 *]

A Character with this Advantage begins his career with a serviceable headquarters. The Character must choose the extent of the Headquarters at the time of the Advantage purchase: Confined or Expansive.

A **Confined Headquarters** is a small (approx. 400 square feet or less) building, apartment, or rented space located in a major city or population center. A secret room in a Character's apartment would constitute a Confined Headquarters. Confined Headquarters costs 10 Hero Points at the time of purchase.

An **Expansive Headquarters** is a well hidden, vast (1500+ square feet) complex, usually located in an isolated, difficult-to-reach area. Crossfire's base constitutes an Expansive Headquarters. The Maulers eventually developed two giant mobile bases, a building and battleship (both of which would count as expansive headquarters). An Expansive Headquarters costs 15 Hero Points at the time of purchase.

Note: The inclusion of particular Gadgets (vehicles, computers, etc.) within the Headquarters is not considered in this Advantage's Cost; such devices must be purchased separately with the Gadget Advantage if the Character begins his career with such devices. Only one member on a team need purchase this Advantage for the entire team.

Character Growth: This Advantage may never be purchased after a Character has begun his career; it is only an option for beginning Characters. Obtaining a new Headquarters for an existing Character requires design, purchase, and creation under normal Wealth rules, found on page 194.

INSTA-CHANGE
[COST: 5 *]

A Character with this Advantage can switch into costume instantaneously. Such a Character's costume normally possesses special molecules, which transform at the Character's will. Utilizing this Advantage costs a Character one Automatic Action during the phase of Insta-Change to change into costume. A Character who possesses neither this Advantage nor Superspeed must spend an entire phase switching clothes (during which time the Character can take no other action).

Shadow Master has the Insta-Change Advantage.

INTENSIVE TRAINING
[COST: 20 *]

A Character with this Advantage has spent most of his life rigorously training mind and body to perfection. An Intensively Trained Character receives a special -2 Factor Cost modifier to any Skills linked during Skill purchase in addition to the normal -2 Factor Cost modifier for linked Skills (see page 24). Factor Costs may never be reduced below 1.

Conversely, a Character with the Intensive Training Advantage also adds +2 to the Factor Cost of any Powers purchased for him.The Player must also pay an additional 50 Hero Points each time (per AP) the Character raises an Action Attribute to a value greater than 8 APs. The Player must pay an additional 40 Hero Points to raise any other Attribute, Power, or unlinked Skill above 8 APs.

Example: A Player whose Character has the Intensive Training Advantage wants to raise his Dex from 7 to 9 APs through Character Growth.Dex is an Action Attribute (Factor Cost 7), so the increase from 7 to 8 APs costs 70 Hero Points (as indicated on the Increasing Attributes Chart, page 42). However, the increase from 8 to 9 APs cost 155 Hero Points: 105 Hero Points for the normal Action Attribute increase plus 50 Hero Points for an Intensively Trained Character raising an Action Attribute above 8 APs. The total cost for increasing from 7 to 9 APs is therefore 225 Hero Points.

These modifiers for an Intensely Trained Character continue after initial Character design. An Intensely Trained Character who purchases and links a new Skill still receives the -2 Factor Cost modifier. Similarly, an Intensively Trained Character who purchases a new Power still receives the +2 Factor Cost penalty.

IRON NERVES
[COST: 20 *]

A Character with this Advantage is unusually resistant to fear and intimidation. Such a Character receives a +2 Column Shift modifier to his OV/RV against the Aura of Fear and Phobia Powers, as well as any Character Interaction (Intimidation) attempts made against him.

LANGUAGE
[COST: 2, 5, OR 10 †]

Language is a specialized version of the Scholar Advantage. A Character with the Language Advantage knows how to either speak or read and write a single language or a group of related dialects. Languages are separated into Language Groups. Language Groups contain related languages due to similarities in their structure.

A Character with an Intelligence of one (1) automatically knows how to either read and write or speak his native language. A Character with Intelligence of two (2) or greater automatically knows how to read, write, and speak his native language. Learning to read and write or speak the rest of the languages from a Character's native language group costs 2 Hero Points.

To read, write and speak all of the languages from the native language group costs 5 Hero Points. Learning to read and write or speak a single language from a non-native language group costs 2 Hero Points. Learning to read and write and speak a single language from a non-native language group costs 5 Hero Points. Learning to read and write and speak all languages from a non-native group costs 5 Hero Points. Learning to read and write and speak all languages from a non-native group costs 10 Hero Points.

Languages vs. Scholar

Knowing a Language is not as in-depth as knowing a Scholar (Language Name). A Scholar is used to represent knowledge such as the history of a language and the intricacies of the language but does not necessarily assume the Character knows how to speak, read, or write the language. Paying the full cost of Scholar for one single language, just for the ability to speak it, is too expensive for too little, especially if the Language might never be used in the campaign.

Note: Language Groups contain languages listed by both family and geographical area. The GM has final say on what Languages are used in his campaign and is free to customize the language groups.

The Language Groups

African:
Native languages of continental Africa, except Egyptian. These languages include: Efik, Ewe, Fulani, Ibo, Luganda, Nupe, Shona, Swahili, Twi-Fante, Yoruba, and Zulu.

Amerindian:
Languages of the Native American tribes of the Americas, including: Arapaho, Blackfoot, Cheynne, Cree, Menomini, Ojibwa, Apache, Chipewyan, Navajo, Sarsi, Cherokee, Mohawk, Maya, Quechua, Hopi, Nahuatl, Pima-Papago, and Mohave.

Asiatic 1:
Languages of China, Japan, Korea, and Southeast Asia. These languages include all Chinese dialects, Japanese, Mongolian, Korean, Cambodian, Indonesian, Burmese, Tibetan, Laotian, Thai, Vietnamese, Khmer, Lao, Malay, Tagalog, and Thai.

Asiatic 2:
The languages of India, Pakistan, and Afghanistan.This language grouping also includes: Bengali, Hindi, Marathi, Persian, Punjabi, and Urdu.

Polynesian:
The languages of the Pacific islands, including: Fijian, Hawaiian, Javanese, Tahitian, Batak, Chamorro, and Samoan. Also included Maori, and Malagasy.

Celtic:
The "Celtic" Languages including: Welsh, Scots Gaelic, Irish, and Breton.

European 1:
The Germanic Languages, including English, German, Danish, Dutch, Icelandic, Norwegian, Finnish, Hungarian, Lapp, Flemish, Frisian, Yiddish, and Swedish.

European 2:
The Romance Languagues, including Catalan, French, Spanish, Romanian, Italian, and Portuguese.

European 3:
The Slavic Languages. This language group includes Bulgarian, Macedonian, Serbo-Croatian, Czech, Polish, Russian, Slovak, and Ukrainian. In addition, Latvian, Lithuanian, Armenian, Albanian, Estonian, Avar, and Georgian also fall under this category.

Middle Eastern:
Hebrew, Arabic, Farsi (Persian), and Turkish. This group also includes Greek and Egyptian.

Ancient/Alien/Dead/Exotic/Lost:
Each separate Exotic, Ancient, Lost or Dead language, or Alien tongue, costs 5 HP and counts as its own group. Other languages that may be in those groups are subject to GM discretion. Examples include Latin, Cuneiform, Atlantean, and other inter-planetary languages.

LEADERSHIP
[COST: 25 †]

A Character with this Advantage is skilled in the arts of strategic planning and giving orders. The Character may automatically transfer his own Hero Points to any member of a team which the Leader commands; Hero Point transfer may be in any amount desired by the Leader (provided the Character possesses a sufficient number to transfer) and may be transferred to any teammates at any time.

Once received by another Character, transferred Hero Points will function exactly as the recipient's own, except that they cannot be used for Character Growth and cannot be regained by the Leader. For the purpose of this Advantage, only one Character at a time may Lead a team. If more than one Character possessing this Advantage is present, team members must select a Leader by mutual consent.

LIFE SUPPORT
[COST: Variable *]

A Character with this Advantage begins his career lacking one or more physiological limitations possessed by normal humans. This includes nourishment, rest, and breathing. See Chapter Five for the effects of lack of food, water, and sleep. The Hero Point Cost for purchasing the Life Support Advantage depends upon which limitations the Character does not have, as follows:

Life Support Effect	Cost
No Need to Eat	25
No Need to Drink	25
No Need to Sleep	100
No Need to Breathe	150

To purchase more than one Life Support Effect, simply add the cost of all the effects purchased. At the GM's discretion, Characters who do not need to eat, drink, breath, or sleep because they are not "organic" (like robots) should simply purchase a Miscellaneous Advantage. Living Creatures must purchase the Life Support Advantage to buy off physiological limitations.

LIGHTNING REFLEXES
[COST: 20 *]

A Character with this Advantage possesses lightning-fast reflexes and reaction times. Possession of this Advantage allows a Character to permanently add two (2) points to his base Initiative score.

LOCAL HERO / POPULARITY
[COST: 10/20 †]

A Character with the **Popularity** Advantage is respected among the citizenry and the media. Such a Character tends to attract a huge crowd of well-wishers and autograph seekers wherever he appears.

Most non-essential NPCs begin play with an Attitude of Friendly (see Chapter Six: Character Interaction) toward Characters with the Popularity Advantage. Important or essential NPCs such as villains, thugs, and major supporting Characters should still have their Attitudes toward the Popular hero individually set.

Local Hero is a more specialized form of the Popularity Advantage. A Local Hero receives extraordinary respect within a specific geographical location (a particular neighborhood), or within an organization (the Mob, FBI, professional doctors, etc), or a select focus group/following (a fan club). Local Hero is a limited form of the Popularity Advantage. The Local Hero's Popularity will only affect an NPC associated with his focus group. An NPC in the select group will start with an initial Attitude of Friendly toward the Character possessing the Local Hero Advantage. The Local Hero should choose his focus group at the time this Advantage is purchased.

Multi-Attack penalties (see page 147) on Persuasion attempts against non-essential NPCs are reduced by one Column Shift when made by a Character with Popularity. The Character would receive no Column Shift penalties for Persuasion of 2 targets, a +1 Column Shift modifier to the target's OV/RV against 3-4 targets, and so on. All affected non-essential NPCs must be in the selected focus group for Local Hero to work in the same manner as Popularity.

LUCK
[COST: 15 *]

A Character with this Advantage is unusually fortunate. Once per adventure, the Character may invoke the Advantage and receive either -1 Column Shift to an opponent's OV/RV or +1 Column Shift to his own OV/RV when making an Action Check. The Player may choose which of these bonuses to utilize and when to invoke the Luck Advantage.

Example: If a Player decided to invoke Luck while his lucky Character was attacking an opponent in hand-to-hand combat, the Character's target would receive a -1 Column Shift modifier to his OV/RV for that attack. Conversely, if the lucky Character were defending against an attack, he could receive +1 Column Shift to his OV/RV for the defense.

NO VITAL AREAS
[COST: 50 *]

A Character with No Vital Areas does not have a visible area of weakness, or his vital areas have moved to unexposed regions. Because of this, he is tougher to damage with certain Combat Maneuvers. Critical and Devastating Attacks are less effective against a Character with No Vital Areas.

The OV penalty for using Critical and Devastating Attacks is still determined in Column Shifts as normal, however the RV penalty is converted to APs. Critical Blows against a Character with No Vital Areas are +2 Column Shifts to OV and -3 APs to RV. Devastating Attacks are +4 Column Shifts to OV and -6 APs to RV.

Critical and Devastating Attacks from a Character with this Advantage are resolved normally, as No Vital Areas is only effective against incoming attacks.

For each attack category (Physical, Mental, Mystical) that No Vital Areas does not affect, reduce the Advantage's cost by 10 Hero Points.

OMNI-CONNECTION
[COST: 25 *]

A Character with this Advantage has friends and potential Connections nearly everywhere (see the previously-listed Connection Advantage). A Character with Omni-Connection is allowed to pay a Hero Point fee during an adventure to suddenly establish a new Connection to assist him.

Establishing a Low level Connection in this manner costs a Character 10 Hero Points, while establishing a High level Connection costs 15 Hero Points. Connections established through Omni-Connection are only temporary and the Character may question or persuade the Connection (if desired) only once. If the Character wishes to question the Connection further or at a later time, he must again pay the respective Hero Point fee for the Connection.

Applications of this powerful and potentially abusive Advantage are at GM discretion. Omni-Connection could not be used to suddenly give a Character a High level Connection with the police officer about to arrest the Character, for instance.

Example: A Character with Omni-connection discovers that the Disland Corporation produces the experimental weapons used to attack him. The Character decides to spend 15 Hero Points to establish a temporary High level Connection at Disland to gather information. As a result, the Character will then be able to ask his Connection one fairly detailed question and receive accurate information. If he wants to ask further questions or call his "old friend" at a later date, the Character must again pay the 15 Hero Point Connection fee.

OMNI-SCHOLAR
[COST: 25 *]

A Character who is an Omni-Scholar seems to know virtually anything about everything. He/she can spend 10 HP to temporarily obtain a Scholar Advantage on any appropriate subject, as long as the GM approves. The Scholar Advantage can then be used either for the rest of the adventure (up to the point where any reward HPs are assigned) or up until the point where an Action Check using the Scholar (with the standard -2 Column Shifts to OV/RV) is made, whichever comes first. This Character may also obtain Expertise Advantages costing 5 HP, with the same restrictions on use.

PET
[COST: Variable]

A Character with this Advantage begins his career with an animal assistant, which will automatically follow all of the Character's instructions without error. A Character with this Advantage may control all of his Pet's actions during play through the use of one Automatic Action. The Pet may use its owning Character's Hero Points without any other Advantage being required. Pets who are sentient/intelligent (GM discretion) must be purchased as Sidekicks and thus require no extra Actions to control.

This Advantage has a variable cost dependent on the complexity of the pet adopted.The pet must be designed as a complete Character (i.e., calculation of costs for the Pet's Attributes, Powers, and Skills), but the Character only pays one-half (1/2) this Hero Point total (round fractions up). Sample statistics for different animals are available in Appendix B. These statistics represent a typical member of the animal's species; most heroic pets possess additional APs of Attributes, Powers, and/or Skills.

Example: Clint wants to purchase the Pet Advantage; his Pet will be a loyal dog named... Dog. Clint decides his faithful companion should possess the following statistics:

Dog					
Dex:	3	Str:	1	Body:	2
Int:	4	Will:	2	Mind:	2
Infl:	3	Aura:	4	Spirit:	1
Initiative:	10				

Powers: Analytical Smell/Tracking Scent: 7, Extended Hearing: 3, Detect (good and evil): 5

As a standard Character, "Dog" would cost 164 Hero Points to design. However, designed under the Pet Advantage, "Dog" only costs Clint 82 Hero Points (Round all fractions up).

PREHENSILE FEET
[COST: 5 *]

The Character with the Advantage may use his feet as hands to grasp items and has a -1 Column Shift Bonus to the OV/RV of any Climbing Action Checks. These are not the full extra limbs that the Extra Limb Power bestows. The Extra Limb Power is used for prehensile tails.

RICH FAMILY/FRIENDS
[COST:15 *]

A Character with this Advantage has a rich family member or a friend upon whom the Character may call once every three months to request financial assistance (OV/RVs to this Persuasion attempt are at 7/7). Receipt of positive RAPs allows the Character to use the contact's Wealth rating (usually 3 APs higher than the hero's own Wealth) for one week's worth of purchases.

The wealthy friend or family member should be designed by the GM as a Non-Player Character and introduced into campaign scenarios occasionally for role-playing/Subplot interaction.

Example: Bob, whose Wealth Rating is 4, has a wealthy family member, Uncle Jerry. Every three months, Bob can call on his Uncle for money in a pinch. To get any money, Bob must successfully Persuade his Uncle Jerry (with automatic OV/RVs of 7/7). Positive RAPs allow Bob to use his uncle's Wealth rating (7: his own Wealth plus three) for one week.

RITUAL
[COST: Variable *]

A Character with this Advantage begins his career with knowledge of an arcane Ritual. The Player must design the Ritual using the Ritual design guidelines in the Magic Chapter (page 184). The Hero Point Cost of the Ritual Advantage equals twice the Hero Point Cost of the Ritual. Rituals learned in this manner are automatically successfully learned.Learning checks are unnecessary, and initial supplies for research need not be purchased.

A Character who purchases a Ritual through this Advantage never has to re-memorize the Ritual if he rolls double 1's. A Character with this Advantage does not need to have Occultist Ritual Magic Skill; he could have been taught the Ritual from an acquaintance (through an Occultist Mentor) or learned it during his travels. An Unskilled Character's knowledge of a Ritual must be accounted for in his Background and approved by the Gamemaster.

To perform the Ritual, a Skilled Character should use his Occultist Ritual Magic Subskill as normal. Unskilled Characters have an AV/EV equal to their Infl/Aura and receive a +3 Column Shift penalty to their OV/RV. If an Unskilled Character later learns the Ritual Magic Subskill, he must use the APs of Skill as his AV/EV, but receives no Column Shift penalty.

This Advantage may never be purchased after a Character's creation; it is only an option for beginning Characters. Obtaining a new Ritual after creation requires memorization through the Occultist Skill or teachings from an Occultist Mentor. This Advantage may be purchased more than once for a Character who debuts with more than one Ritual.

SHARP EYE
[COST: 15 *]

A Character with Sharp Eye has a keen eye for detail and is exceptionally perceptive. A Sharp Eyed Character automatically receives a –1 CS modifier to either the OV or the RV (Character's choice at time of roll) of all attempted Perception Checks.

SIDEKICK
[COST: Variable]

The Sidekick Advantage allows a Character to begin play with a lesser-powered (and usually younger) Character as his Sidekick or assistant. This is different from a Confidant in that a Confidant will not go adventuring with the Character, but a Sidekick will.

The Sidekick's abilities and methods usually roughly mirror those of the adult Character. Except in rare circumstances, a Sidekick will always have the Thrill of Adventure Motivation. Traditional Sidekicks go to school or work day jobs. Some Sidekicks work as chauffeurs for their super-heroic counterparts, especially during the Golden Era.

This Advantage has a variable cost dependent on the capabilities of the Sidekick. A Player who wishes to purchase this Advantage must first create the proposed Sidekick as a complete Character. The cost of the Sidekick Advantage is equal to one-third of the total number of Hero Points of the Sidekick, rounding all fractions up. The Character may bequeath his Sidekick Hero Points without any other Advantage being required.

STABILIZATION
[COST: 40 *]

A Character with Stabilization is not affected by the 'slow death' caused by Killing Combat wounds. He has a special physiology where Killing Combat wounds do not cause the Character to continue to take damage. Either the Character does not bleed or his wounds instantly cauterize. If the Character's Body is ever brought below 0 Body, the Character does not lose the typical 1 Body point for every 8 APs of time that elapse. The damage to Body still exists, but there is no continuing damage.

The Character is still allowed Desperation Recovery, and Resting Recovery checks are allowed after one hour (10 APs) against Killing Combat instead of the standard twenty-four hours (15 APs) that Killing Combat normally required. Regeneration Power may be used to reduce these time limits as normal.

For each Resistance Attribute (Body, Mind, Spirit) that this Advantage affects past the first add 20 Hero Points to the cost.

ULTRA LUCK
[COST: 50 *]

As opposed to the Luck Advantage, Ultra Luck grants an amazing amount of luck. Once per adventure, the Character can re-roll any one Dice Action, but the subsequent roll must be accepted no matter what, even if it is double 1's. The original roll may not be re-rolled if it is double 1's. Any bonus rolls granted due to rolling doubles may not be re-rolled by this Advantage. The Character can re-roll the Dice Action rolls of others as long as he is involved in either the AV/EV or the OV/RV.

MISCELLANEOUS ADVANTAGES
[COST: 5/25/50]

A Character who possesses an Advantage which cannot be categorized using any of the preceding Advantages must pay 5, 25, or 50 Hero Points for a Miscellaneous Advantage. The cost of such an Advantage is always subject to GM discretion, based on the new Miscellaneous Advantage's usefulness as compared to those listed above.

Drawbacks

Drawbacks are disadvantages, quirks, and foibles that may be selected to increase a Character's initial Hero Point level. Like Advantages, Drawbacks are not measure in APs; a Character either does or does not possess the Drawback. Listed next to each Drawback is its Bonus in Hero Points. An asterisk (*) following a Drawback's Bonus indicates that under normal circumstances, the Drawback can generally be purchased only during initial Character creation. A dagger (†) following a Drawback's Bonus indicates that the Gamemaster may assign the Drawback if it is acquired during play. Characters do not receive the Hero Point Bonus from gaining Drawbacks during an Adventure.

Note that some Drawbacks can sometimes aid their owner as much as they hinder. If a Drawback is actually helpful to the Character in question, then it is not truly a Drawback, and the Character should not receive Bonus points (or the Bonus should be reduced) for taking the Drawback.

AGE

[BONUS: 15 *]

A Character with this Drawback is of an unusual age for adventuring, being either old or young in comparison to traditional heroes/villains. Unusually old Characters (those over 50 years of age) must always subtract two points (-2) from their Initiative scores. Unusually young Characters (those below 18 years of age) are limited through the need to attend school regularly, a concern of adult authority, and being unable to enter certain public areas (such as bars).

Tamper and Healer of the Collective possess this Drawback as young and old respectively.

ALTERED ANATOMY

[BONUS: 20 *]

A Character with the Altered Anatomy Drawback has an internal anatomy entirely unrecognizable to the average medical practitioner. He might have his brain in his left foot, his liver in his skull, and an intestine in his nose. All Medicine Checks against a Character with Altered Anatomy incur a +2 Column Shift penalty to the OV/RV.

Generally a Character with the Altered Anatomy is from a different planet or dimension than the one he currently inhabits. It is unlikely for a human to possess the Altered Anatomy Drawback while on Earth, unless his Powers have so changed his body he is no longer recognizable as human. The Player must account for the Altered Anatomy in the Character's Background.

Purchasing the No Vital Areas Advantage is a good combination with this Drawback. Altered Anatomy should not be taken with the Cannot Heal Drawback under certain circumstances. A Character with the Cannot Heal (Gadgetry Only) Drawback does not receive any Hero Point Bonus for taking the Altered Anatomy Drawback.

For each Resistance Attribute (Body, Mind, Spirit) that Altered Anatomy does not affect, reduce the Drawback's bonus by 10 Hero Points.

ALTER EGO

[BONUS: 25/75 *]

A Character with this Drawback has two distinct forms: a powered form and a normal form. Whenever the Character wants to go about his daily life, he must switch to his normal form. The transformation from one form to the other (and back) takes a full phase, during which the Character may do nothing else, although he does receive the full OV/RV of the form he is changing from.

Normally, the Character controls the transformation from one form to another. This type of Alter Ego is known as **Controllable** and is worth a bonus of 25 Hero Points. However, some Characters cannot control their change from normal to powerful form, often having monstrous or villainous Alter Egos. In these cases, the Drawback is **Uncontrollable** and is worth 75 Hero Points. A Character adopting an Uncontrollable Alter Ego must specify the conditions which trigger the transformation from normal to powered and back again. Common examples include changes during the full moon, changes when angered, changes whenever someone says a certain word or phrase, etc.

To design a Character with an Alter Ego, the Player must first design the powered form, based on the Hero Point Base scale for the campaign (normally 450). It is this form that receives the Hero Point bonus for the Alter Ego Drawback. The powered form must have a distinctive appearance, such that the Character could not simply change into street clothes and conduct every-day life with all of his Powers (if this is the case, then the Drawback is worth no Hero Points). For instance, when Nicholas Chen becomes the Dragon Knight, he parades around as a frightening scaly beast. It would be impossible for Nick to go about a normal life as Dragon Knight, since everyone would recognize him as a powered being.

Next, design the normal form with a Hero Point Base of 225. The normal form is built as any Character, except that he should not have any Powers. Additionally, most normal forms should rarely have Attributes or Skills higher than 5 APs, although this is up to the Gamemaster discretion.

During Character Creation, a powered form may share Hero Points on a one for one basis with the normal form. When doing this, the normal form may never give Hero Points back to the powered form and may never have more Hero Points than the powered form. In this manner, two lesser-powered forms may be created.

Example: John wants to create a powered light manipulating man who transforms into a darkness casting woman of equal ability at will - a Controllable Alter Ego. The Base Multiplier is twice normal, so John now has 1025 Hero Points for one form (900 base plus 100 for Background plus 25 for the Drawback) and 225 for the Alter Ego. He can share the Hero Points by giving 400 Hero Points to his Alter Ego; John's Character now has a 625 Hero Point form with a 625 Hero Point Alter Ego.

If the Character automatically switches into costume when becoming "super", both characters must have the Insta-Change Advantage or otherwise only the Character with Insta-Change will retain his clothes. Normal forms tend to have their own set of Hero Points separate from powered forms but may be granted Hero Points by the powered form on a one for one basis between adventures.

The two different forms need not have the same Motivation, Wealth rating, or Personality. In fact, the Character's Alter Ego might not even remember what happens to him while in his other form. This should be worked into the Character's Background and Subplots and can provide many interesting role-playing opportunities.

The powered and normal forms may be created to share one or more of five sets of abilities: (1) Powers, (2) Skills and Wealth, (3) Physical Attributes, (4) Mental Attributes, or (5) Mystical Attributes. For each set shared between the two forms, reduce the Alter Ego Drawback Bonus by 5 Hero Points (or 15 if the Alter Ego is Uncontrollable) and subtract 55 Hero Points from the normal form's 225 Hero Points. When creating the normal form, do not purchase any abilities from the shared sets, as the normal form will use the same abilities the powered form has. For this sort of Character, any of the unshared abilities of the normal form may not exceed the abilities of the powered form.

Example: Bill is creating a Character with an Uncontrollable Alter Ego. He wants the powered form and normal form to share the same Skills and Wealth, Mental Attributes, and Mystical Attributes. The Bonus for Alter Ego is reduced to 30 Hero Points (75 - 15 - 15 - 15). The normal form may be designed with 60 Hero Points (225 - 55 - 55 - 55) to allocate among its Physical Attributes and Powers (if any). When in normal form, Bill's Character will use the Mental and Mystical Attributes and Skills and Wealth of the powered form but retains its own Physical Attributes.

Gestalts

A powered form may be created through the combination of two or more normal forms teaming together. This sort of being is known as a Gestalt and must take the Alter Ego Drawback once for each separately designed normal form comprising it. When in normal form, the Gestalt becomes multiple normal form Characters at once, providing a role-playing challenge for any Player.

AUTHORITY FIGURE
[BONUS: 15 †]

A Character with this Drawback, often the ruler of a small country, is responsible for the welfare of a large group of people and usually adventures to advance or defend his people's political or economic status. An Authority Figure is, first and foremost, a politician concerned with the interests of his constituency.

This Character feels (not always inaccurately) that, should he be injured or killed, his society would be plunged into a state of anarchy which would destroy his people. As such, an Authority Figure will avoid entering any battles which might seriously injure him (attempting to flee the scene, if necessary). Conversely, such a Character will enter Killing Combat and fight with startling ferocity if his own defeat seems inevitable (automatically forfeiting all potential Hero Point Awards for the adventure)

CANNOT HEAL
[BONUS: 25 OR 50 *]

A Character who has the Cannot Heal Drawback is not allowed any Resting Recovery Checks against both Bashing and Killing Combat damage. He is still allowed to use Desperation Recovery and Last Ditch Defense to heal. The Regeneration Power is useless for this Character.

A Character with the Cannot Heal Drawback may still be healed as normal through the use of Powers and either through Medical Treatment or by being Repaired as if he were a Gadget or Artifact (Player's choice when Drawback is chosen) and gives a Bonus of 25 Hero Points. This allows the simulation of undead and robotic Characters without having to build them as Gadgets. If a Character can only be healed through the use of Powers, (Medical Treatment or Repair doing nothing to help him heal) the Bonus for this Drawback is increased to 50 Hero Points.

For each Resistance Attribute (Body, Mind, Spirit) that Cannot Heal does not affect, reduce the Drawback's bonus by 10 Hero Points.

CREEPY, DISTINCT, AND STRANGE APPEARANCES
[BONUS: 5 - 30 *]

A Character with a **Creepy Appearance** has a strange, distinguishing, and frightening, yet easy to hide physical feature. The "deformity", be it strange eyes, small horns, scaled hands, pointy teeth, a major facial scar, or even a strange tattoo, causes others to be nervous around the Character when viewed. To disguise a Creepy Appearance, the Character must constantly wear darkened glasses, colored contacts, an eye patch, a large hat, some makeup, special gloves, or some other, unusual and obtrusive covering. A Creepy Appearance is worth 5 Hero Points.

A Character with a **Distinct Appearance** does not look like the average human or whatever consists of "normal" in the campaign. A Distinct Character is obviously non-human in appearance but does not promote the fearful reaction that a Creepy or Strange Appearance elicits. Distinct Appearance covers abnormal skin colors and textures (like purple and lumpy), additional appendages which cannot be easily hidden (a long tail), particularly large or diminutive size, animalistic features, or anything else causing the Character to constantly stand out in a crowd.

To determine if a Character should have the Distinct Appearance Drawback, consider the reaction of someone meeting the Character who doesn't live in a city crammed with superheroes. A Distinct Appearance may only be concealed with radical effort, such as full-body clothing, the Chameleon Power, or the Artist Actor Skill, the results of which will probably still cause the Character to stand out. Having a Secret ID Drawback is almost impossible with the Distinct Appearance Drawback unless the Character has the Chameleon Power or a similar manner of radical disguise. A Distinct Appearance is normally worth a Bonus of 15 Hero Points, but if the Character also has the Public ID Drawback, it is only worth 10 Hero Points.

Characters with Creepy or Distinct Appearance receive a +1 Column Shift Penalty to OV when using Persuasion and conversely a -1 Column Shift Bonus to OV when trying to Intimidate. If the Creepy or Distinct Appearance is hidden, there are no Bonuses or Penalties, except for the inconveniencing disguise. Such modifiers are only applicable against "normals" (that is, Characters who are not heroes, villains, or important NPCs). Strange Appearance is for Characters who are extremely scary and horrifying and cannot hide their features easily or at all. A Character with this Drawback is so strange-looking that people tend to fear him on sight. A Character with a Strange Appearance automatically causes a +1 Column Shift modifier to a target's OV/RV on any Persuasion attempts. Intimidation attempts, however, have the target's OV/RV reduced by a -1 Column Shift. Such modifiers are only applicable against "normals" (as above).

During day-to-day existence, a Character with **Strange Appearance** might accidentally frighten any "normals" encountered. In such a case, a Character with Strange Appearance must make an Intimidation attempt (with the -1 Column Shift) against all "normals" in the area (Multi-Attack penalties applicable).The Character with Strange Appearance must use his full Infl/Aura as the AV/EV of this Action Check. Hero Points may never be spent to affect this roll in any way.

The special Intimidation Check does not count as an Action for the Intimidating Character. This Intimidation Check should be made whenever a Character with Strange Appearance encounters "normals" for the first time or makes a sudden appearance, threatening move, etc.

Example: While attempting to thwart a robbery, Mindhammer confronts a crook in a local family-run grocery store. Mindhammer's appearance is quite a shock to the robber as well as the shop owner and her husband. As a result, Mindhammer must make a special Intimidation attempt (which does not count toward his three Actions in this phase) on the robber (GM's discretion) and the shopkeepers using his full Infl/Aura. Mindhammer must also suffer the -1 Column Shift modifier for his Strange Appearance.

Resolution of this Intimidation Check is made normally. If Mindhammer succeeds, the shopkeepers Mindhammer is attempting to protect may run in fear or even attack him. If the check fails, the shopkeepers may be able to control their fear enough to see that Mindhammer means them no harm.

Appearance Bonus Table

Appearance	Bonus
Creepy	5
Distinct	15
Distinct with Public ID	10
Strange	30

DARK SECRET
[BONUS: 25 *]

A Character with this Drawback harbors some deep secret which must be protected at all cost.The Character's secret must be specified when the Drawback is adopted. This Drawback should be an important part of the Character's Background and may provide the GM with material for the Hero's Subplots. A Dark Secret is always of such a magnitude that its disclosure would effectively end the heroic career of the Character with this Drawback.

Example: A Character adopts the Dark Secret that he was once a hit man for the mob and assassinated hundreds of targets. If the secret were ever revealed, the Character would face a long jail sentence and be the subject of terrible public backlash, ruining the Character's career.

DEBT
[BONUS: 10 OR 20 †]

A Character with the Debt Drawback has a drain on his finances. He must repay the Debt until it is fully paid off. In order to account for the Debt, during all Wealth Upkeep Checks, the Character receives a Column Shift penalty to the OV/RV of the roll. This lasts until the Debt is "paid off" by buying off the Debt Drawback with Hero Points. A +1 Column Shift penalty is worth a 10 Hero Point Bonus, while +2 Column Shifts is worth a 20 Hero Point Bonus.

Debt is different from the Savings and Loan rules in that it is an uncontrollable drain on the finances. The Debt Drawback can be used to represent experiences such as paying for the alimony of a divorce. A Player must account for the Debt Drawback in his Character's History. Also, the Character should interact in a Debt Subplot (a Wealth Subplot) every few adventures.

DEPENDENT
[BONUS: 25 OR GREATER †]

A Character with this Drawback has a friend or relative for whom he is responsible. This responsibility is defined by the Character when purchased. The Dependent may be a relative such as a son or daughter, spouse, parent, grandparent, or other relative. The Dependent may be unrelated, such as a lover, a ward, or even an ex-spouse. A Dependent may never be another Player's Character. Dependents are created with 115 Hero Points for a 25 Hero Point Bonus. Reduce the Bonus by 1 point for every extra 5 Hero Points added to the 115. If the Dependent begins with any Powers, the Bonus for Dependent is 10 Hero Points.

A Dependent will encounter the Character in at least one Subplot per adventure. Dependents can help the Character with their Skills but are mostly considered "enemy bait".Enemies of the Character who discover a Dependent's relation to the Character will almost always attempt to use the Dependent against him.

Dependents will constantly, even unknowingly, put themselves in danger. Dependents have the uncanny ability to enter hostage situations, walk into heavy traffic, get kidnapped, become activists against the Character's actions (with or without knowledge of the powered identity of the Character), or otherwise hinder the Character. A Dependent may even cause a financial drain during a Subplot due to needing an allowance, borrowing money, or accidentally breaking things (like knocking over the valuable vase in a china shop). Unless a Character role-plays a discussion with the Dependent, the Dependent may even accidentally destroy a Character's Secret Identity Drawback or Popularity Advantage. If a Drawback is lost, the Character must immediately pay 5 times the Hero Point Bonus value of the Drawback.

Dependents need not know of the Character's powered identity, and if they don't know, the Character must purchase the Secret Identity Drawback. Characters who have an ex-spouse and are collecting alimony should instead purchase either the Rich Friends/Family Advantage or the Debt Drawback depending on the situation. Using a Dependent for a divorced spouse is only necessary if the spouse is still in the Character's life for some reason. See the Confidant Advantage for the differences between Confidant and a Dependent.

ENEMY
[BONUS: Variable †]

A Character with this Drawback begins the game with an enemy who is already determined to destroy him at all costs. The GM must approve this Drawback and invent statistics for the Enemy who should pop up with annoying frequency in the Character's Subplots. The Enemy will not work with the Character under any circumstances, unless the Drawback is removed. This Drawback can only be removed if the enemy is somehow reformed, killed during the course of play, or otherwise dealt with in a permanent manner. In this case the Hero immediately loses five times the Hero Points he was awarded for taking this Drawback, whether or not he was responsible for the removal circumstances.

The Player must decide why an Enemy is stalking his Character, possibly even having to do with his origin or some part of his career. Players should use their imagination; the more creative the reason for having an Enemy, the more fun the game will be. The information must be included in the Character's Background. The Gamemaster must approve and write up a suitable Enemy for the Character after consulting with the Player.

Enemies can be Villains, Heroes, or organizations like a cult or even the government. For example, the police may want the Character for questioning, he may be sought after by a government agency (FBI or CIA), or he may have knowledge that a group of cultists may need.

The Bonus received for this Drawback is based on two factors: Frequency and Threat Level. Frequency determines how often the Enemy appears to pester the Character.

Threat level is the amount of threat the Enemy poses to the Character, and is based off the amount of Hero Points the Enemy is created with. A 3x Enemy for a 900 point Character is created from 2700 Hero Points (900 x 3 = 2700). Threat level Hero Points may be used to create multiple Enemies by dividing them up among multiple Characters. In the above example, a 2700 HP Enemy plagues the Character. Alternatively, the Enemy could consist of twelve 225 point Enemies or six 450 point Enemies - representing an organization or group rather than an individual Enemy.

Note: Some Gamemasters may declare the Enemy Drawback as a Subplot in their games, and therefore are welcome to not award points for this Drawback. Gamemasters should let their Players know ahead of time whether or not they are going to use the Enemy Drawback in their campaign.

Enemy Table	Threat Level			
Frequency of Appearance	1/2x	1x	2x	3x
Every third adventure	2	4	8	15
Every other adventure	4	8	15	30
Once per adventure	8	15	30	45

Optional Rule: Enemy Area of Influence

The Enemy Drawback may be limited by a restricted Area of Influence that may be due to lack of motility and resources. If an Enemy is limited to an Area the size of a city, subtract 10 Hero Points from the Bonus. If an Enemy is limited to the area of a single nation (such as a government agency), subtract 5 Hero Points from the Bonus. Enemies with unlimited range do not have a Bonus penalization.

EXILE
[BONUS: 10 or 15 †]

A Character with this Drawback has been ostracized from his native civilization and forced to remain in a separate locale, engaging in absolutely no social interaction with his homeland.The Character's native civilization could be anything from a foreign country to another planet or dimension.This Drawback should be an important part of the Character's Background and may provide the GM with material for the Hero's Subplots.

A Character who has voluntarily placed himself in Exile (Voluntary Exile) receives 10 Hero Points for adopting the Drawback; a Character Exiled against his will (Forced Exile) receives 15 Hero Points.

Shadow Master of the Shadow Force is involuntarily Exiled from his home country of Japan. After disobeying the orders of his superiors, he was forced to leave the country and his son to save his own life.

GUILT
[BONUS: 50 †]

A Character with this Drawback is plagued by guilt over some past failure or series of failures in his heroic or personal life. Such a Character must automatically forfeit 5 Hero Points (called a "Guilt Fee") at the beginning of every week of game time. If the Character should ever fail to pay this fee, he will suffer a +1 Column Shift penalty to the OV/RV of all his Dice Actions until he pays all overdue Guilt Fees.

INNOCENT
[BONUS: 10 *]

A Character with this Drawback is exceptionally naive of the ways of society and the wiles of mankind. An Innocent Character believes in the inherent goodness of all creatures and assumes all other people feel the same way he does. An Innocent Character sees the world through rose-colored glasses and cannot understand evil or inconsiderate actions.

An Innocent Character suffers a -1 Column Shift penalty to his OV against Persuasion and Interrogation attempts (See Chapter Six) and manipulative Mental Powers such as Broadcast Empath, Control, Hypnotism, etc.

IRRATIONAL ATTRACTION / HATRED / FEAR
[BONUS: 5/25/50 †]

The Irrational Drawback denotes a certain personality or habitual flaw in a Character. The three general types of Irrationality are Attractions, Hatreds, and Fears.

Characters with the Irrational Attraction Drawback are unusually interested in certain objects, materials, animals, or forms of expression (gold, silk, cats, or practical jokes, for example). A Character must specify the subject of the Irrational Attraction when this Drawback is adopted.

The Character with an Irrational Attraction will go out of his way to find its source and satisfy his desires. If the attraction is for an object, for instance, the Character will be unable to act in the object's presence; if the Character is attracted to a mannerism, he will frequently manifest that particular mannerism.

Irrational Attractions come in three degrees of severity: Minor, Serious, and Catastrophic.The degree of Attraction must be selected when the Drawback is adopted. Associated with each degree is a Resistance Number. Whenever exposed to the object of the Irrational Attraction, the Character must make a roll greater than or equal to the Resistance Number on 2D10 to overcome the Attraction.

If the roll is successful, the Character overcomes the Attraction until re-exposed to the stimulus at a later time. Otherwise, the Character succumbs to the Attraction and must allow the source of the Attraction to occupy his attention to the exclusion of all else. Although the Character may again attempt to overcome the Attraction in the following phase. Hero Points may never be spent to affect this roll in any way.

The opposite of Irrational Attraction is Irrational Hatred; follow the same guidelines as stated above, except that the Character will attempt to destroy or deface the subject of his hatred if he fails the Resistance Check. Note that this version of the Drawback is normally used only by villains, who often have unreasoning hatreds of certain places, objects, or Characters. A Non-Player Character who has an Irrational Hatred of a Player Character is always assumed to have an initial Attitude of Personal Vendetta (see Character Interaction, page 164) toward that Character.

A Character with an Irrational Fear has an unreasoning fear of a particular situation, condition, object, or animal (fear of heights, confinement, guns, or spiders, for example). As with Attractions and Hatreds, the Character must specify the subject of the Fear when this Drawback is adopted.

Following the same guidelines as above, a Character encountering the source of an Irrational Fear must make a "Fear Roll." Unlike Attractions or Hatreds, in each subsequent phase the Character is exposed to the source of the Fear, he must roll greater than or equal to the Resistance Number on 2D10 to overcome the Fear.

Success indicates the Character does not succumb to the Fear and may act normally, not needing to roll again to defeat the Fear until exposed under different circumstances. Otherwise, the Character must attempt to withdraw from the location and flee in panic; if the Character cannot withdraw, he can take no action whatsoever, being immobilized with fear the entire phase. Such a Character may again attempt to overcome the Irrational Fear during subsequent phases. Hero Points may never be spent to affect the Fear roll in any way.

Modify the Hero Points gained for the Irrationality Drawback by taking into account how often it will affect the Character. A Common condition must be taken into consideration every game and receives one and a half (1.5) times the standard Bonus. An Uncommon condition is encountered fairly often and gets the standard Bonus. A Rare condition is only seen occasionally and grants one half (.5) the standard Bonus. The following table summarizes the varying degrees of Intensity, Rarity, Resistance Numbers, and Hero Points gained by the adoption of the Irrational Attraction, Fear, or Hatred Drawback.

Intensity	Resistance #	Common	Uncommon	Rare
Minor	5	8	5	3
Serious	11	38	25	13
Catastrophic	18	75	50	25

Examples: Dispatch has a Serious Irrational Attraction to the illegal Melkore Serum, which killed most of the people on his planet. In order to enter a bar unnoticed, he must remove his Melkore injector. Such an action would require a roll of 11 or greater on 2D10. If he fails, he is unable to separate himself from the device.

Empath, with a Minor Irrational Fear of spiders, finds herself confronted with a large, agitated, black widow spider and must roll a 5 or greater to remain in the area. If this roll fails, she will flee if possible or stand paralyzed with fear, taking no action and possibly taking damage from the bite of the spider during that phase. Empath could again attempt to overcome her Fear the following phase.

Personality Disorders

Personality disorders are problems causing a Character to lack the ability to interact effectively. Most, if not all Personality Disorders, can be represented through the Irrationality Drawbacks of Attractions, Hatreds, and Fears.

For example, Pathological/Habitual liars are represented by an Attraction to "Lying". Lechers have an Attraction to the Opposite Sex, a miser or cheapskate has an Attraction to "Money", and cowards have a Fear of "Confrontation". Impulsive Characters have an Attraction to "Act without Thinking", and overconfident Characters have an Attraction to "Rush into All Situations Whether or Not He Can Win". Pacifists have an Attraction to "Not Getting Involved" or even a Hatred of "Violence". Fanatics not only have an Attraction to discuss their fanaticism but also might have the Rage Drawback.The Socially Inept Drawback works well for exceedingly annoying or shy personalities.

A Player whose Character has an extreme enough personality to warrant an Irrationality Drawback such as those explained above, might consider purchasing the Socially Inept or Innocent Drawbacks to hinder him during Character Interaction, if he doesn't already have them. Psychotic or exceedingly Irrational behavior may be simulated through a Psychological Instability or Rage Drawback.

LIMELIGHT

[BONUS: 20 †]

A Character in the Limelight is always hounded by the Paparazzi, the media. Anything the Character says or does in the public eye could be in the papers the next morning. A Character "in the fishbowl" is a subject of intense public scrutiny and often (though not always) has a Public ID.

The Character will be hounded by the media, mobbed by fans (if he has the Popularity or Local Hero Advantage), and investigated by the government and police (especially if he has the Mistrust Drawback) more than your average spandex-clad vigilante. The GM and Player should agree upon reason(s) that a Character is in the Limelight before the Character is introduced. It is helpful if the other Players are made aware of the nature of the agreement as well.

Why would a super-hero be in the Limelight? The sheer magnitude of Black Bird's power, the many heroes that confirm the existence of Atlantis, the country that Colonel Justice and Sentinel of Liberty stand for, Brick's media agent publicizing him, make these people targets of the media in ways others aren't.

Such Characters are victims of their own fame and popularity. What would happen to Black Bird if he was quoted saying " Dammit!" or "To Hell with this!" You can bet the media would be on him like a dog on cheese. Limelight may also be the fate of Characters who are being exploited by higher powers.

MISTRUST

[BONUS: 50 †]

A Character with this Drawback is often mistaken for a villain by law enforcement agencies and other heroes. The Character is not trusted among peers and is usually a fugitive from justice.

Law enforcement officers and Non-Player Character Heroes will automatically be Hostile toward a Character with this Drawback (see Character Interaction, page 164).Additionally, police will usually attempt to arrest a Mistrusted Character wherever and whenever they encounter him.

Note: Villains never receive bonus Hero Points for adopting this Drawback.

OBLIVIOUS

[BONUS: 15 *]

The antithesis to Sharp Eye, an Oblivious Character lacks a keen eye for detail, is exceptionally unobservant, and possibly even absent-minded. Oblivious Characters receive a +1 Column Shift modifier to the OV of all attempted Perception Checks. In addition, against a Resistance roll of 11/11, the Character may dismiss any important details that he does become aware of as unimportant, possibly forgetting them if he fails by 5 or more!

PHYSICAL RESTRICTION

[BONUS: 5/25/50 †]

A Character with this Drawback has some sort of physical handicap. He might be blind, confined to a wheelchair, or missing a limb. Physical Restrictions normally fit into two general categories: sensory restrictions and physical handicaps.

A Character with a physical handicap is physically impaired in some manner; such a Drawback may necessitate improvisation of specific rules for the physically handicapped Character (a Character confined to a wheelchair, for example, might be limited to moving only 1 AP of distance per phase). A Character with a sensory restriction is missing one or more of his senses. A blind Character who possesses no special detection Powers (Radar Sense, Sonar, etc.) must treat everything as Invisible in combat (see the Invisibility Power), while a mute Character who possesses no Mental communication Powers (such as Telepathy) could only communicate through the use of sign language or lip reading.

Hero Points received for a Physical Restriction depend upon the severity of the handicap and how it impairs the individual, as summarized in the following guideline table.

Severity	Examples	Bonus
Minor	No sense of taste or smell, Trick knee, Missing one eye	5
Serious	Deaf, Mute, Missing a limb	25
Catastrophic	Blind, Paraplegic	50

POWER LOSS

[BONUS: Variable †]

A Character with this Drawback has his APs of a Power or Attribute (an Ability) reduced to a lower AP value (including 0) in the presence of a certain substance or condition (nighttime, under a supernatural influence, near radioactive isotopes, must be recharged every 24 hours). This Drawback may also represent an Ability that becomes less effective when used against a specified class of objects (organic items, yellow colored items, magical objects). The condition/substance/class of objects must be specified when this Limitation is adopted.

The substance or condition to which the Ability is restricted must be categorized as either common or rare. A common substance/condition is one which ordinary people encounter every day, or is restrictive (being wet, iron, while in darkness, against the color yellow, expires after half an hour). A rare substance/condition is one which only specific Characters or elite organizations are likely to encounter, or is less restrictive (Yullarium, elemental isotopes, against targets with Mental Powers, after a day).

Power Loss Chart		
Ability Factor Cost	Common Condition Factor Cost	Rare Condition Factor Cost
1	-1 HP per AP	-1 HP per 2 APs
2	1	-1 HP per AP
3	1	-1 HP per AP
4	2	1
5	2	1
6 (Other Attrib.)	3	2
7 (Action Attrib.)	3	2
8	4	3
9	4	3
10	5	4
+1	+1 every 2	+1 every 2

A Power Loss due to a common condition nets more Hero Points than a rare condition.

To determine the Bonus of Power Loss, begin by calculating the Factor Cost of the Ability to be affected as normal and purchase the Ability at the desired AP amount. Decide whether the Power Loss condition is common or rare. Decide what AP amount the Ability will be lowered to when in the presence of or when used against the condition. Locate the Ability's Factor Cost on the Power Loss table and the associated Condition Factor Cost. Note:The associated Condition Factor Costs listed on the chart equal one half (rounded down) of the Factor Cost for Common conditions and one half (rounded down) minus 1 for Rare conditions.

The Bonus is equal to an amount on the AP Purchase Chart equal to the value located at the Condition Factor Cost at an AP value equal to the APs of the Ability minus the APs the Ability will be reduced to. If the Power Loss Chart states "-1 Hero Point per AP", a 5 AP Power reduced to 1 AP due to a Condition receives a Bonus of 4 Hero Points. In the same vein, "-1 Hero Point per 2 APs" means that a 13 AP Power reduced to 2 APs by Power Loss grants a Bonus of 5 Hero Points.

Cumulative Power Loss Drawbacks to the same Ability cannot grant a Bonus that exceeds half of the Power's original Cost (not counting Base Cost). If any Resistance Attribute is reduced to 0 APs due to Power Loss, the Character falls unconscious.

Character Experience: If increasing an Ability with Power Loss through experience, the cost is different than normal. Purchase each AP at the Factor Cost for the Power as normal, but subtract from the purchase cost an amount on the Increasing Abilities Chart equal to the new AP rating minus the AP rating the Power will be reduced to at the Condition Factor Cost. If increasing both the new AP rating and the AP rating the Power will be reduced to, purchase the APs at the Factor Cost for the Power as if it had no Power Loss. If increasing the AP rating the Power will be reduced to under a Power Loss Condition, purchase the APs at the Condition Factor Cost for the Power.

Example 1: Air Control (Factor Cost 9) is purchased at 17 APs with a Common Power Loss that it will be reduced to 2 APs in daylight. 17 APs at Factor Cost 9 costs 450 Hero Points. The associated Common Condition Factor Cost for Factor Cost 9 is 4. Since the APs of Power will be reduced to 2 APs, the Bonus equals 15 APs (17 minus 2) at a Factor Cost of 4, totaling 160 Hero Points. The Power will end up costing 335 Hero Points. Subsequent Power Loss Drawbacks to Air Control cannot reduce its cost below 248 Hero Points (plus 20 for Base Cost).

Example 2: Magic Sense (Factor Cost 1) is purchased at 14 APs (costing 32 Hero Points) with a Rare Power Loss that reduces it to 4 APs. The associated Rare Condition Factor Cost is -1 HP per 2 APs. The difference between the Power and the loss is 10 APs, so the Bonus equals 5 Hero Points (one Hero Point for every two APs of difference).

Example 3: Strength (Factor Cost 6) is purchased at 9 APs (costing 72 Hero Points) with a Rare Power Loss that reduces it to 0 APs. The associated Rare Condition Factor Cost is 2. Since Strength will be reduced to 0, the Bonus equals 9 APs (9 minus 0) at a Factor Cost of 2, 24 Hero Points.

Example 4: The Character with the Strength in the above example will increase his Power Loss to 3 APs instead of 0 after gaining Hero Points through Character Experience. This will cost 60 Hero Points (20 times 3). He later increases both the APs of Strength to 10 and the Power Loss to 4, and will cost him 90 Hero Points. Even further in his career, the Strength is increased to 11, but the Power Loss stays at 4. This costs 70 Hero Points.

PSYCHOLOGICAL INSTABILITY
[BONUS: 5/25/50 †]

A Character with this Drawback is mentally unstable and subject to dramatic mood shifts, periods of extreme depression, or even violent outbursts and schizophrenic behavior normally triggered by a failure to deal with the real world. A Character must state the severity of his instability and its effect when adopting this Drawback.

Whenever a Psychologically Unstable Character rolls a natural "2" (double ones), on any Dice Action (combat, Perception, Character Interaction, etc.), he will break down and suffer consequences relative to the Instability's severity for a length of time (in APs) indicated on the chart below. Most Psychological Instabilities, especially Minor and Serious, result in partial or total inactivity on the part of the affected Character. Catastrophic effects, however, may result in the display of extreme violence by the Character, often directed at his own teammates or innocents.

A Character undergoing the Instability (rolling double ones) must experience this effect and is not subject to any form of assistance (Exorcism, Recovery, Burning Hero Points, etc.).

Severity	Effect	Time*	Bonus
Minor	Memory Lapse	2	5
Serious	Severe Depression, Self-Arguments	10	25
Catastrophic	Catatonia, schizophrenic attacks	15	50

* measured in APs

PUBLIC IDENTITY
[BONUS: 5 †]

A Character with this Drawback has taken no steps whatsoever to protect his alter ego and as such, his real name is known to the public at large. Possible effects of this Drawback might include crowds of people gathering outside of the Character's home, Villains attempting to strike at the Character through his family and/or friends, or the government trying to get the Character to pay for damages caused during battles with Villains.

Any Character removing this Drawback during his career must create a new identity for himself. A Character adopting this Drawback cannot also adopt the Secret Identity Drawback (see below).

RAGE

[BONUS: 5/25/50 †]

A Character with this Drawback occasionally breaks into an uncontrollable fury, often accidentally killing or seriously wounding opponents.

The Player selecting this Drawback must decide at what level of severity the Rage exists; the frequency of enraged outbreaks is dependent on the Drawback's severity relative to the Character's Rage Number (indicated on the chart below). Whenever a Player whose Character has this Drawback rolls a number equal to or lower than his Rage Number during combat, the Character will become enraged and automatically enter Killing Combat (see page 141) against his opponent. He will continually attack the opponent each phase until either the opponent is dead, the enraged Character has been subdued, or the Rage has been broken.

An enraged Character may attempt to regain composure during each enraged phase (this does not count as an Action). This is an attempt which requires a successful Action Check with AV/EVs and OV/RVs equal to the enraged Character's Will/Will (thus requiring an "11" to succeed). Hero Points may never be spent to affect this Action Check.

A Character who enters Killing Combat as a result of Rage still loses potential Hero Point Standard Awards for the adventure (see page 206).

Degree	Rage Number	Bonus
Minor	2	5
Serious	3	25
Catastrophic	4	50

SECRET IDENTITY

[BONUS: 10 *]

A Character with this Drawback leads a dual life: in one guise the Character is a Hero or Villain while in another he is an ordinary man or woman. Possession of this Drawback assumes a dramatic negative effect on the Character's heroic and personal life should the Secret Identity ever be revealed.

A Character with a Secret Identity must take extraordinary measures to safeguard his secret. If a Character's Secret Identity should ever be revealed, the Character immediately loses 50 Hero Points.

A Character adopting this Drawback cannot adopt the Public Identity Drawback. Nearly every Character in the **Blood of Heroes** Universe has this Drawback.

SOCIALLY INEPT

[BONUS: 15 *]

The Socially Inept cannot interact well with others. They are shy, withdrawn, actively annoying, or generally anti-social. Socially Inept Characters receive a +2 Column Shift penalty to their opponent's OV/RV during any form of Character Interaction they participate in, such as uses of the Charisma Skill and any Character Interaction Action Check. A Socially Inept Character may inadvertently hinder a teammate's Character Interaction by +1 to +2 Column Shifts depending upon the situation.

TRAUMATIC FLASHBACKS

[BONUS: 15/30/60 †]

A Character with this Drawback is periodically subject to reliving a particularly distressing past event. A Character must specify the condition which triggers the Flashbacks when this Drawback is adopted. Acceptable examples include: mention of a specific word, sighting a specific object, hearing a specific song, smelling a specific scent, or the Character's presence in a specific location.

Whenever the Character is exposed to the specified condition, Traumatic Flashbacks occur. A Character exposed to the condition must make an Action Check with the AV/EV and OV/RV both equal to his Will/Will (thus requiring an 11 to succeed).

If this Check fails, the Character can take no actions during that phase, as he is too absorbed in reliving the Flashback's events. Otherwise, the Character does not succumb to the trauma and may act normally. He must continue rolling against the trauma each phase that he is exposed to the condition. Hero Points may never be spent to affect this Action Check in any way.

Attacks made against a Character experiencing Traumatic Flashbacks automatically receive the -1 Column Shift Blindside bonus to the Character's OV. See page 150 in Chapter Five: Combat.

The Hero Point Bonus of this Drawback is based on the rarity of the Flashback occurrence. A Traumatic Flashback triggered due to a Common condition such as a certain common word being spoken, visiting a certain large and famous city, seeing a major media celebrity, looking at a gun (in the super-hero business, this is common) nets a 60 HP Bonus.

If the trigger is Uncommon, such as visiting an airport, seeing or hearing about World War I, or smelling lilacs, Traumatic Flashbacks is a 30 HP Bonus. If the trigger is Rare, such as visiting a specific alley of a specific city, being in a specific restaurant, or smelling charred cat meat, the Bonus is worth 15 HP. The GM has final say on the HP Bonus gained by a Character's Traumatic Flashbacks.

Example: Striker has the Traumatic Flashbacks Drawback, tending to relive his near death when he jumped on a Grenade to save Jay Bolt's life. This is an Uncommon occurrence in the super-hero business and is worth a 30 Hero Point Bonus. If Striker were to encounter a grenade, he would have to begin making a Flashbacks Action Check each phase to determine whether or not he succumbs to the trauma.

At the beginning of his phase, Striker must roll an 11 or better on 2D10 or simply stand in place and experience the Flashbacks. If Striker was about to be attacked during this phase, the attacker would receive the Blindside modifier. If Striker succeeded in his Flashbacks Action Check, he could act normally that phase but would have to roll again every subsequent phase he is confronted with a grenade.

UNCERTAINTY

[BONUS: 15 †]

A Character with this Drawback is often unsure of his abilities and questions his convictions during tense situations. When fates of innocents or the defeat of a villain depend solely on such a Character, he is plagued with doubt as to his heroic mettle and competence to deal with the situation.

Once per adventure (normally at the climactic moment), an Uncertain Character automatically loses Initiative to all other Characters (both Player and Non-Player) and must perform his Actions last during that phase.

Often Characters plagued by Uncertainty have accidentally killed opponents in the exercise of their Powers and, as such, possess extreme guilt for their actions and fear repeating the unfortunate event which so troubles them.

New to Society

The Innocent and Uncertainty Drawbacks are useful to represent a Character who is thrust into another society, such as a Character lost in time, and may be purchased off when the Character acclimates to his environment.

UNLUCK
[BONUS: 25 *]

A Character with this Drawback is often very unfortunate; the chips never seem to fall the right way for him. At the beginning of each adventure, the GM must roll 1D10 for each Character possessing Unluck and record the result.When the Character has made a number of Action Checks equal to the result of the GM's die roll, the Character immediately suffers a +2 Column Shift modifier to the OV/RV of his next Action Check. If the GM's die roll was a "2," the Character would suffer the penalty on his second Action Check; if the roll was a "7," the Character would suffer the penalty of the Unluck Drawback on his seventh Action Check, and so on. Unluck will only affect a Character once per adventure.

VULNERABILITY
[BONUS: Variable †]

A Character with one of these Drawbacks is weakened under special circumstances. Mindhammer, for instance, has a Vulnerability to salt water and the Wraith once had a Vulnerability to citrus fruit (believe it or not!). Vulnerabilities normally occur in two forms: Attack Vulnerabilities and Fatal Vulnerabilities.

Attack Vulnerabilities

An Attack Vulnerability causes a Character to suffer extreme damage from a particular attack form, which must be generalized in nature (such as fire, cold, Physical Powers, etc.) and must be specified when the Drawback is adopted.

The attack form the Character is Vulnerable to must be categorized as either common or rare. A common attack form could be a very generalized category (all Physical Powers, Fire, or Electricity). A rare attack form is more specific (Snare Attack, Pyrokinetics, Lightning).

A Character with an Attack Vulnerability suffers a certain number of Column Shift penalties to both his OV and RV against the specified attack form.The number of Column Shifts the Character is penalized, and the rarity of the attack form (GMs discretion) determines the Hero Point bonus for adoption of the Drawback. Check the appropriate OV/RV column to determine how many Hero Points a Character receives depending whether the attack form is common or rare.

If the Character only takes a penalty to either OV or RV instead of both, use the "Partial" column. If taking a Partial Attack Vulnerability, the Player must specify either OV or RV when this Drawback is adopted.

Attack Vulnerability Chart

Column Shifts	Common OV/RV	Common Partial	Rare OV/RV	Rare Partial
-1	15	5	5	2
-2	25	10	10	5
-3	45	20	30	10
-4	65	30	50	15

Fatal Vulnerabilities

A Fatal Vulnerability causes a Character to suffer Killing Damage from exposure to a substance or condition, which is normally harmless to everyone else. The object, substance, or condition to which a Character has a Fatal Vulnerability must be specified when the Drawback is adopted.

A Character with a Fatal Vulnerability who is exposed to the specified substance or condition sustains 1 AP of damage to his Current Body Condition during every one minute (4 APs of time) of exposure. This is initially treated as Killing Damage but reverts to normal Bashing Damage once the Character is

Optional Rule: Loss Vulnerability

In place of Power Loss, some Gamemasters may opt for the easier to calculate Loss Vulnerability Drawback. If the Optional Loss Vulnerability Drawback is to be used, it is recommended to institute the Optional Power Restriction Limitation (page 51) and not use the Power Loss Drawback at all.

A Loss Vulnerability causes a Character to temporarily lose APs of a particular Power, Skill, or Attribute in the presence of a certain substance or condition, which must be specified when the Drawback is adopted.

If an Attribute, Power, or Skill subject to Loss Vulnerability is rated at 5 APs or greater, its value drops to 2 APs in the presence of the specified substance or condition. Otherwise, the rating drops to zero (0) APs as the Character effectively borders on the brink of consciousness.

The number of Hero Points gained for adopting a Loss Vulnerability depends upon which characteristics are reduced by the Vulnerability, as follows:

Loss Vulnerability Target	Bonus
Physical, Mental or Mystical Attributes	35 per group
All Attributes	125
One Power	Base Cost or 50*
All Powers (if more Powers than Skills)	100
All Powers (if more Skills than Powers)	50
All Skills (if more Skills than Powers)	100
All Skills (if more Powers than Skills)	50
All Powers and Skills	150
All Attributes and Powers	175
All Attributes and Skills	175
All Attributes, Powers, and Skills	250

*If Base Cost of Power equals 50 Hero Points or greater.

A Character who is Vulnerable to a substance must decide at what Range he becomes susceptible to damage, not unlike a Fatal Vulnerability. Use the Fatal Vulnerability Range Chart to determine the adjustment to the Loss Vulnerability Bonus. A Loss Vulnerability with no intrinsic Range (such as losing Powers at night) receives no Range bonus or penalty. As with Fatal Vulnerabilities, when this Drawback is adopted, the substance to which the Character is vulnerable must be categorized as either common or rare. A common substance grants the full Bonus, while a rare substance will grant half of the Bonus (rounding fractions up).

Example: A Loss Vulnerability where a Character's Physical Attributes and All Powers are reduced in the presence of uranium (rare) at 4 APs distance is 73 Hero Points. 35 for All Physical Attributes plus 100 for the Powers plus 10 for 4 APs Range equals 145, halved due to rarity equals 72.5 rounded up equals 73.

Gradual Loss Vulnerability

A Character with Gradual Loss Vulnerability loses Powers and Attributes over an amount of time against a specified substance/condition much like a Character with Fatal Vulnerability loses Body.

A Character with Gradual Loss Vulnerability exposed to a specified substance or condition loses 1 AP from the chosen Power/Attribute during every one minute (4 APs) of exposure. All chosen Powers/Attributes will be reduced to a value of 0. If an Attribute (not Power or Skill) is rated at 5 or greater, its value gradually drops to a minimum of 2 APs in the presence of the specified substance or condition. Once the substance is removed, the Attribute or Power must be regained through Recovery (see Page 142) as normal.

To determine the cost of a Gradual Loss Vulnerability, calculate it just like Loss Vulnerability, then divide the resulting cost in half (rounding fractions up).

removed from proximity to the substance. Recovery is then performed normally (see page 142).

When this Drawback is adopted, the substance or condition to which the Character is vulnerable must be categorized as either common or rare. A common substance/condition is one which ordinary people encounter every day (water, iron, darkness, or enclosure). A rare substance/condition is one which only specific villains or elite organizations are likely to encounter (Yullarium, elemental isotopes, having one's mind read, or being buried alive).

A Fatal Vulnerability to a common object or condition is worth 150 Hero Points; a Fatal Vulnerability to a rare object or condition is worth 75 Hero Points.

A Character who is vulnerable to a substance must decide at what Range he becomes susceptible to damage. The Range of a Fatal Vulnerability affects the Hero Point Bonus as indicated on the following chart. A Character adopting a Fatal Vulnerability with no intrinsic range (such as dying when out of water) receives no Range bonus or penalty.

Fatal Vulnerability Range Chart

Range	Bonus
5 APs	+20
4 APs	+10
3 APs	0
2 APs	-10
1 AP	-30
0 APs	-50

MISCELLANEOUS DRAWBACKS
[BONUS: 5/25/50]

A Character who adopts a Drawback which cannot be categorized using any of the preceding Drawbacks receives 5, 25, or 50 Hero Points for a Miscellaneous Drawback.The bonus of such a Drawback is always subject to GM discretion, based on the new Miscellaneous Drawback's severity as compared to those listed above.

Bonuses and Limitations

Bonuses and Limitations are special modifiers which may be purchased to increase or decrease (respectively) the effectiveness of Powers. Each Bonus and Limitation has a Factor Cost Modifier included in its description which is added to (or subtracted from) the Factor Cost of the Power which it alters.

In some cases, Bonuses may cause a Power's Factor Cost to be higher that 10. In this case, see the rules on page 36. Limitations may never reduce the Factor Cost of any Power below 1.

Bonuses

AREA EFFECT
[Factor Cost Modifier: +1 or more]

This Bonus allows a Power to automatically affect every target within a 3 AP radius of the Power's target point. Attacks made in this manner must be resolved separately (with no Multi-Attack penalties). A Power with this Bonus must attack all targets within the stated radius, friend or foe. A Character using a Power with and without this Area Effect must purchase the Power twice: once with and once without the Area Effect Bonus.

With GM approval, the area covered by a Power with an Area Effect can be expanded. For each additional +1 to the Factor Cost, the radius of effect also increases by +1 AP.

Normally, an Area Effect Power always affects the maximum possible area (normally 3 APs radius). For an additional +1 to the Factor Cost, the Character can use the Power to affect any sized area he chooses (up to its maximum), including a single target.

For the same Factor Cost Modifier of +1, Area Effect can be Diminishing. This allows the Diminishing Area Effect Power to automatically affect every target within a base 3 AP radius of the Power's target point. A Character may increase the radius of this attack by trading APs of the Power for an increase in the radius, on a 1 for 1 exchange.

Example: A Character with Sonic Beam/Area Effect fires at a villain. Each Character and object (enemy, friend, building, etc.) within 3 APs of that villain is also attacked with a separate Action Check, with no Multi-Attack penalties applicable.

CHARGE OBJECT
[Factor Cost Modifier: +3]

A Power with Charge Object may store its ability in an object, which will then redistribute the effect onto the first target to come in contact with the charged object or after a set time limit. Charge Object may only be used to charge inorganic matter, and a charged object may be thrown. To charge an object, the Character with a Charge Object Power must be touching the object. A Character who touches an object that he has already charged has the choice of nothing happening, the effect occurring, or deactivating the charge. Charging an object is an Automatic Action that takes APs of time equal to APs of the object's Body minus APs of Power, minimum 0 APs.

The AV/EV of the effect is equal to the APs of the Power used plus the APs of Body of the object.

If the Power that the object is charged with had a Range, the effect is treated as explosive (see page 56). If there is no Range, the Power just affects whatever came in contact with the object.The Range of the explosive blast is equal to the Body of the object. An explosive effect will affect the Character who initially charged the object.

Charges decay. A charged object loses 1 AP of effect for each phase that passes after the Character with the Charge Object Power released it. An object may be charged so that the Power sets off after an amount of time; the maximum amount of time is equal to the APs of Power used. These time-delayed charged objects are very volatile and will still set off prematurely if they come in contact with anything before the time runs out or if they take any RAPs of damage. The charge of time-delayed charged objects will still decay over time. A Character with the Charge Object Power must decide, before he releases the object, whether it is time-delayed or not.

Most offensive Powers (which have an AV and EV) may have the Charge Object Bonus. If the Power uses Dex as an AV, the AV Bonus must be purchased separately. A Power that has No Range will only affect whatever comes in contact with it. Examples of other Powers that may have the Charge Object Bonus include Damage Transference, Dimension Travel, Regeneration, Teleportation, and Transform.

CONCEALED
[Factor Cost Modifier: +1]

A Concealed Power is hidden from cursory examination, Detect, and examination by Skill (Gadgetry Identify, Occultist Identify Artifact, or Scientist Observation). This Bonus is used if the Character wants to keep his Powers hidden due to role-playing or other reasons. The APs of the Power become the OV/RV of any attempt to detect the power. Concealed does not hide any visible effect the Power may emit when in use; it only aids in the prevention of detection of the Power.

EXPLOSIVE RADIUS
[Factor Cost Modifier: +1]

This Bonus causes a Ranged offensive Power to radiate from a Character not unlike the Bomb Power, with -2 AP for every AP of distance from the Character. Targets are attacked with no multi-attack penalty with a full AP of Power as EV at 0 AP of distance, EV-2 at 1 AP and so on. It may also be purchased with Controllable Blast Radius [+1 additional Factor Cost Modifier].

INDIRECT
[Factor Cost Modifier: +2 or +3]

This represents an offensive Power that does not come directly from the attacker (+3 FC) or does not follow a straight line from the attacker (+2 FC). Depending on the circumstances, the GM may award a Blindside bonus. The Character need not have sight of the target, but unseen targets acquire a +2 Column Shift defensive Bonus to their OV. The range the attack can reach is the standard range of the attack.

Example: Black has Lightning with Indirect +3 FC, defined as calling lightning from the sky. Vatic traps Black behind a mystical Force Field. Black calls a lightning bolt from the sky and zaps Vatic into unconsciousness. Another example is a laser guided missile, which flies around obstacles on its way to the target (+2 FC).

MULTI-ATTACK BONUS
[Factor Cost Modifier: +1 or greater]

This Bonus is specific for certain Powers which may be used to attack all of a target individual's Powers at the same time, such as the Mimic or Power Drain Powers. Normally, such attacks are resolved using the Multi-Attack chart. This Bonus raises the Multi-Attack Chart one row for each Factor Cost of Multi-Attack Bonus purchased. The Area Effect Bonus does not work in this manner because Area Effect was written taking into account allies who can be accidentally affected. The Multi-Attack Bonus gives no extra help when attacking a single target.



Example: Brick purchases Neutralize with Multi-Attack 2 (+2 FC). He attacks Black the Dark Saint, who has 7 Powers, and attempts to Neutralize all of his Powers in one shot. Normally, 7 targets causes a Neutralize attack to incur a Multi-Attack penalty of +3 Column Shifts to the OV/RV. Because Brick purchased the Multi-Attack Bonus at 2, the Multi-Attack OV/RV penalty is raised two rows to the "2" row of the Multi-Attack Chart, reducing the OV/RV penalty to +1 Column Shift.

RANGE
[Factor Cost Modifier: +1]

This Bonus allows a Power which normally has a Range of Touch or Self to possess an effectively Normal Range. A Power with a Range of Normal or +3 is increased by +4 for each +1 Factor Cost. Exactly how this alteration affects the Power's use will vary from Power to Power and will often require GM adjudication. In any case, each Power a Character has can only be used once per phase, whether at a range or not. The Range Bonus can never be used to bestow Powers upon another Character (as the "Transferable" Bonus allows).

TARGETING
[Factor Cost Modifier: +1]

A Power that normally has APs of Power equal to an Acting Attribute of the Character (such as most offensive Powers with a Range of Touch) now uses APs of Power as the AV.

TRANS-DIMENSIONAL
[Factor Cost Modifier: +3]

This Bonus allows a Physical Attack to ignore the protective qualities of the Dispersal and Two-Dimensional Powers (but not Spirit Travel). The assumption is that the energy density or dimensional transcendence of the attack is broad enough to include both normal and out-of-phase targets.

If a Trans-Dimensional Power would not normally affect the Dispersed target (because its APs are less than the APs of Dispersal) it is treated as though its APs were above the AP level of Dispersal, and Dispersal will simply add to RV. If the APs of the Trans-Dimensional Power are greater than the APs of Dispersal, the target is treated as though it does not have Dispersal at all. A Trans-Dimensional Power affects a Two-Dimensional target as though it does not have Two-Dimensional at all.

USEABLE ON OTHERS
[Factor Cost Modifier: +2 or +5]

This Bonus allows a Power to be temporarily transferred to another Character. Such a transfer attempt is automatically successful provided the recipient Character is within Normal Range of the Power to be transferred.

A recipient Character automatically receives a transferred Power at the awarding Character's full APs of Power. If the transferred Power is linked to one of the transferring Character's Attributes, the recipient Character only receives APs equal to his own APs of the transferred Power's Link Attribute and never at an AP level higher than that possessed by the transferring Character.

A Character who transfers a Power to another Character loses use of the transferred Power for a length of time (in APs) equal to the APs of the transferred Power, after which the Power leaves the recipient and returns to him.The transferring Character may recall the transferred Power prior to this time if he so desires.

The above constitutes a normal +5 Factor Cost Bonus. If the Power with this Bonus can only be used by others and cannot be used by the transferring Character at all, the Factor Cost Bonus is reduced to +2 Factor Cost.

MISCELLANEOUS BONUSES
[Factor Cost Modifier: +1 or greater]

A Character who purchases a Bonus which cannot be categorized using any of the preceding Bonuses receives a Factor Cost Modifier of +1 or more for a Miscellaneous Bonus. The Factor Cost Modifier of a new Miscellaneous Bonus is always subject to GM discretion, based on the Bonus' usefulness as compared to those listed above.

Limitations

AFFECTS NON-LIVING ONLY
[Factor Cost Modifier: -1]

This Limitation can only be given to Dice Action Powers normally able to affect living targets. Plants and animals count as living. The Power now may only affect the non-living.

CANNOT ENHANCE
[Factor Cost Modifier: -1]

A Power that Cannot Enhance may not be Pushed, nor may Hero Points be spent during combat on the Power or be used to increase its values. It is up to the GM if this Limitation may be allowed for a specific Power, since quite a few Powers are never pushed or never have Hero Points added to them.

CREATIVITY BASED
[Factor Cost Modifier: -1]

This Limitation is only available to the Manipulation Powers (Force, Matter, and Self). These Powers may be purchased with the Creativity-Based Limitation. An object created through Creativity-Based Manipulation can only have a technological complexity determined by the user's APs of Creativity. Creativity APs are based on the "creative" and "imagination-based" Abilities of the user.

Creativity Based Force Manipulation Difficulty Table

APs	Maximum complexity of object
1-2	Simple objects with no moving parts: clubs, bowling balls, giant hands, bubbles.
3-4	Simple objects with moving parts: hinged objects, giant whistles, cartoons
5-7	Fairly complex objects and vehicles: motor boats, cars, giant electric fans, non-specific individuals.
8-10	Very complex objects and vehicles: jets, simple spacecraft, television sets,stereos, specific individuals and imaginary beings.
11-15	Extremely complex objects generally available in 20th century Earth: spectrum analyzers, carbon dating equipment, electronmicroscopes, personal computers
16-20	Complex scientific equipment beyond the capacity of 20th-century Earth technology: Instant healing robots, teleportation booths.
21+	Organic-based, reality bending, and other "high science" technology.

To find a Character's Creativity APs, take the highest Mental Attribute (or Mystical if the Manipulation Power is Mystically Linked) of the Character. Artist and/or Scientist (Draw Plans) can be substituted instead if they have higher AP values; otherwise they add 1 Creativity AP per Skill owned. Depending on the focus of the Advantage, an appropriate Familiarity on the subject to be created adds 1 Creativity AP, an Expertise adds 2, and the Scholar Advantage shifts the final AP value down one row on the chart. Characters with the Genius Advantage automatically move the final AP value down the chart by two rows. Having a Creativity-Based Manipulation Power should never stop a Character from using the full APs of the Power in a created object as the Limitation simply enforces thematic role-playing guidelines.

DAMAGE REDIRECTION
[Factor Cost Modifier: -2]

Damage Redirection is a Limitation for "restrictive" Powers only. Restrictive Powers stop, reduce, or otherwise affect the Movement of a target until enough RAPs are achieved, usually through Strength Checks by the target or others, and the target is freed. A Power with Damage Redirection causes any RAPs used to free the target to be applied as damage against the attacker's appropriate Resistance Attribute (based upon the type of Power, Physical, Mental or Mystical). The AV/EV is equal to RAPs/RAPs vs. OV/RV equal to Power APs used/target's Resistance Attribute.

Example Powers: Glue, Ice Production, Paralysis, Snare, Mental Freeze, Mystic Freeze, and Telekinesis (AV/EV = Target's Movement Power/Movement Power).

DIMINISHING
[Factor Cost Modifier: -1]

The EV of this Power is reduced by range, losing 1 AP from its EV for every AP of distance traveled. This Limitation may only be purchased for Powers with Range.

FATIGUING
[Factor Cost Modifier: -2]

This Limitation causes a Power to be extremely tiring to use. After resolving the use of the Power normally, the Character must make an Action Check with the APs of Power actually used (which may be less than maximum) as the AV/EV. The OV of the Check is equal to the APs of Power (regardless of how many APs were used) while the RV is either the Character's Body, Mind, or Spirit, depending on whether the Power is Physical, Mental, or Mystical, respectively. Hero Points may be spent to increase the OV/RV of this Check.

RAPs scored are immediately applied to the Character as the appropriate type of Bashing Damage (Physical, Mental, or Mystical depending on the Power). This damage cannot be reduced by Last Ditch Defense. Note that the above procedure must be repeated for each phase the Power is in use, and that it is to the Character's advantage to use a Fatiguing Power at less than maximum APs whenever possible.

LACK OF CONTROL
[Factor Cost Modifier: -1 to -3]

A Character with a Lack of Control Power does not have full control of the Power, be it due to either inexperience or simply having a Power beyond the capacity to direct. Any Dice Action taken with this Power incurs a +1 Column Shift Penalty to the OV. If the Power is an Automatic Power, such as a movement Power, the user incurs a -1 Column Shift Penalty to his own OV. For each –1 Factor Cost of this Limitation purchased, the OV is penalized by 1 Column Shift, up to a maximum of 3 Column Shifts.

LETHAL
[Factor Cost Modifier: -1]

Use of an attack Power with this Limitation is always considered Killing Combat, and its use by a Heroic or Anti-Heroic Character will result in the usual loss of Hero Points (see page 206). Note that this Limitation cannot be applied to certain Powers which are already described as being Killing Combat only, such as Claws and Disintegration.

NO AV
[Factor Cost Modifier: -1]

A Power that normally has APs of Power substitute for AV now uses the Character's appropriate Action Attribute. Physical Powers use Dexterity, Mental Powers use Intelligence, and Mystical Powers use Influence. Mental and Mystical Powers which cause Physical results may instead use Dexterity, but this choice must be decided at the time of purchase.

NON-LETHAL
[Factor Cost Modifier: -1]

Only Bashing Damage may be caused by an offensive Power with this Limitation. Use of an offensive Power normally considered Killing Combat is reduced to Bashing Damage. The Character may only use this Power in a non-lethal method.All offensive Powers have the potential to cause Killing Damage, but making a Power Non-Lethal is akin to neutering the Power. To enforce this, all opponents receive a +1 Column Shift Bonus to their RV against a Non-Lethal Power.

NON-VARIABLE
[Factor Cost Modifier: -1]

A Non-Variable Power must always be used at maximum APs of Power. Eligible Powers must have more than 8 APs. If Sorcery, Omni-Power, Continuum Control, Time Control, or other powers with multi-effects are purchased as Non-Variable, then all of the APs of that Power have to be devoted to a single effect at a time. The GM has the final word on whether or not a Power may be taken as Non-Variable.

NO RANGE
[Factor Cost Modifier: -1]

A Power that normally has a Range equal to APs of Power now has a Range of 0 APs (approximately 10 feet). The AV of the Power is still equal to what it was before purchasing this Limitation. If AV was equal to APs of Power, the APs now represent a "radiance" the Character utilizes to attack nearby targets. To effectively reduce the Range of a Power with AV to "Touch", the Character needs to purchase the "No AV" Limitation.

POWER ALWAYS ON
[Factor Cost Modifier: -1]

This Limitation prohibits a Power from ever being turned off by the Character. Only Automatic Powers (specifically, only those Powers which a Character can normally turn on and off) may be altered in this manner. For example, Density Increase, Dispersal, and Growth are Powers which can be turned on and off, but Powers such as Comprehend Languages, Danger Sense, and Iron Will cannot.

Power with the Power Always On Limitation which does not actually hinder the Character, or may even be a Bonus, does not grant any Factor Cost Modifiers.

POWER BURNOUT
[Factor Cost Modifier: Variable]

This Limitation causes a Power to be usable a limited number of times before the Power fails. When this Limitation is adopted, a Character must specify the Limitation's severity relative to the following chart. Only Dice Powers may be altered by this Limitation.

A Power susceptible to Power Burnout possesses a Burnout Number reflecting the severity of the Limitation.If any initial roll (before re-rolling for doubles) made with this Power is equal to or less than the appropriate Burnout Number, the Power fails and is reduced to 0 APs. In this case, the Power cannot be used again until it has been Recovered (see page 142). If the roll is over the Burnout Number, the Power takes effect normally and can continue to be used.

Severity Burnout	Factor Cost	Number Modifier
Minor	2	-1
Serious	3	-2
Catastrophic	5	-3

TIME LIMIT
[Factor Cost Modifier: -1]

A Power which normally lasts indefinitely, such as Invisibility or Water Freedom, may be give the Time Limit Limitation so that it now lasts no longer than a set number of APs of time, after which the Power fails and must be recovered normally, just like Power Burnout. The Time Limit must be equal to 1/2 the APs of Power or less to use this Limitation.

MISCELLANEOUS LIMITATIONS
[Factor Cost Modifier: -1 or more]

A Character who adopts a Limitation which cannot be categorized using any of the preceding Limitations receives a Factor Cost Modifier of -1 or more for a Miscellaneous Limitation. The Factor Cost Modifier of a new Miscellaneous Limitation is always subject to GM discretion based on the Limitation's severity as compared to those listed above.

Optional Rule:
POWER RESTRICTION
[Factor Cost Modifier:-1]

Power Restrictions are an optional alternative to the Power Loss Drawback. Gamemasters using the Power Restriction Limitation should both disregard the Power Loss Drawback and use the optional Loss Vulnerability Drawback (page 54).

A Character with this Limitation possesses a Power which will not function against a specified class of objects or under a general condition (organic items, supernatural influence, nighttime, or in red sun radiation, for example).The object or condition that restricts a Character's Power must be specified when this Limitation is adopted.

Similarly, a Power may be restricted by a special condition under which it will work; in this case, unless the condition is fulfilled, the Power will not function (a Power that must be recharged every 24 hours or one that must be focused through a particular object, for example).

When referring to a Power's Type, a listing of "Auto" indicates the Power is either constantly operating or is activated automatically by the Character's thought, through an Automatic Action. "Dice" indicates the Power requires an OV/RV, necessitating a Dice roll and is a Dice Action.

A Power listing may describe Power-specific Bonuses and Limitations. These will either affect the Factor Cost (FC) or the Base Cost (BC) of the Power accordingly when the Power is purchased.

Unless otherwise stated, all attacks made with Physical Powers are considered Physical Attacks with OV/RVs equal to the target's Dex/Body respectively. All attacks made by Mental Powers are Mental Attacks with affected OV/RVs of Int/Mind, respectively. All attacks made by Mystical Powers are Mystical Attacks with affected OV/RVs of Infl/Spirit, respectively.

ACID

Link: Body	**Physical Power**
Range: Normal	**Type: Dice**
Base Cost: 15	**Factor Cost: 3**

A Character with this Power can shoot streams of Acid from his fingers. Use of this Power is treated as normal Physical Attack with AV/EVs equal to the APs of Power and OV/RVs equal to the target's Dex/Body. If Acid is used to attack a metallic object, such as an android Character, the target's RV is decreased by -1 Column Shift.

ADAPTATION

Link: Int	**Mental Power**
Range: Special	**Type: Auto**
Base Cost: 250	**Factor Cost: 10**

This Power allows a Character to duplicate any existing Power or Skill from any other Character. To utilize Adaptation, a Character must have witnessed the use of the Power/Skill to be Adapted and must be within Normal Range of that Character to adapt any number of Powers and/or Skills, provided the cumulative APs do not exceed his APs of Adaptation.

A Character utilizing Adaptation must concentrate for one phase prior to utilizing the Adapted Power/Skill, at which point he receives APs of the Adapted Power equal to those of the Character from whom the Power was Adapted. If the Adapted Power were linked, the Adapting Character receives APs of Power equal to his APs in the Adapted Power's link Attribute. (Remember, the total APs of all Adapted Powers and Skills cannot exceed the Character's APs of Adaptation.)

Once a Character has Adapted certain Powers and/or Skills, he can keep them until he replaces them with other Powers or Skills (although he may also intentionally "lose" them at will without adding new ones).

Note: Powers and Skills with Base Costs greater than 100 Hero Points can never be Adapted using this Power.

This Power can be purchased with the following special Factor Cost Limitations: Cannot Adapt Skills (-1 FC); Cannot Adapt Powers (-3 FC).

ADRENALINE SURGE

Link:Will	**Mental Power**
Range: Self	**Type: Dice (Special)**
Base Cost: 50	**Factor Cost: 6**

Adrenaline Surge allows a Character to Push a preselected Ability or Attribute, which can then be immediately used to resolve a Dice Action. When Pushing with Adrenaline Surge, instead of using the APs of the Ability/Attribute as AV/EV, use the APs of Adrenaline Surge instead. The OV/RV is still equal to the APs of the Pushed Ability/Attribute. RAPs are added to the APs of the Pushed Ability/Attribute, just like a standard Push.

Using Adrenaline Surge allows a Character to violate several of the standard Push rules. The Push attempt associated with the Adrenaline Surge does not count as the Character's one allowable Dice Action for the phase, and therefore Adrenaline Surge may be used to push a Dice Action. Unlike a standard Push, a failed Adrenaline Surge does not Burn Out the Pushed Attribute/Power. Also unlike a standard push, the added RAPs do not cost any Hero Points. Note that if a Power with both an AV and an EV is Pushed, the RAPs may only add to the EV.

At the time Adrenaline Surge is purchased, the Player must define the Attribute, Power, or Skill it affects. Five Hero Points must be added to the Base Cost of Adrenaline Control for each eligible Ability or Attribute after the first. Adrenaline Surge may not be used to Push Rituals.

AIR ANIMATION

Link: Aura	**Mystical Power**
Range: Normal	**Type: Auto**
Base Cost: 30	**Factor Cost: 8**

This Power allows a Character to summon into existence a swirling whirlwind creature that will follow the Power user's instructions for a length of time equal to the Character's APs of Air Animation. At the end of this time, the creature will disperse into normal air.

A Character using Air Animation divides the APs of Power into two numbers as desired.The first number serves as the air creature's Dex, Str, and Body while the second number serves as the creature's Infl, Aura, and Spirit against Mystical Attacks. Such air creatures do not possess Mental Attributes and, as such, are immune to all Mental Attacks.

The air creature has the Dispersal Power, but is limited to use it only with the Partially Dispersed Bonus, and has APs of Power equal its Aura. The creature occupies a volume equal to its APs of Str and moves at a Speed equal to its Dex.

AIR CONTROL

Link: Int	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 20	**Factor Cost: 9**

This Power allows a Character to control the movement of a volume of air. A Character with Air Control may utilize this Power toward a number of applications:

- The User may aim forceful wind gusts at an opponent in an attempt to damage him/it.This is treated as a Physical Attack using the APs of Air Control as AV/EV and the target's Dex/Body as OV/RV.
- The user may summon strong winds to buffet about opponents. This is treated exactly like attacks made via the Super-Breath Power, except the winds affect every one and everything (except the user) within a volume equal to the APs of Power (rather than the 1-AP-wide corridor of Super Breath).
- The user may shape this volume of wind as desired. In addition, the Power user may choose the direction in which to Knockback each of the targets, not necessarily choosing,the same direction for each target.Damage sustained through Knockback is considered Killing Combat: see page 143.

- The user can remove existing volumes of air to create a vacuum.This attack requires a successful Action Check with the user's APs of Air Control as the AV/EV against an OV/RV equal to the volume of air to be displaced.The OV/RV receives a special +2 Column Shift modifier due to the difficulty of creating a vacuum. Characters caught in a vacuum lose 1 AP of Current Body Condition per phase of exposure (considered Killing Combat in most Genres, see page 219).
- The user may propel himself via gusts of air, moving at a distance per phase equal to the Character's APs of Air Control.
- Finally, the user may simply move a volume of air. OV/RVs of such an attempt are the APs of volume to be moved; RAPs equal the distance the volume is displaced. For example, a hero with Air Control could use the Power to push a cloud of poisonous or radioactive air away from a crowd of spectators or toward a group of villains.

AIR WALKING

Link:Will | **Mental Power**
Range: Self | **Type: Auto**
Base Cost: 5 | **Factor Cost: 2**

This Power allows a Character to walk, fight, and run on the air itself as if it were solid ground.While airbound, the Character can move at normal land movement rate in any direction (including straight up and straight down).

The APs of Power equal the maximum height from ground level that the user can attain by Air Walking. Some form of atmosphere must be present for this Power to function; Air Walking will not work in outer space or in a vacuum.

ALERT

Link: Int | **Mental Power**
Range: +5 | **Type: Auto**
Base Cost: 5 | **Factor Cost: 2**

Alert sends a signal to a specified Character if/when a specified condition is met. No message is conveyed with the Alert, other than that the specified condition has been met. The Base Cost of 5 HP allows one condition to be set at any one time by Alert. For each additional 5 Hero Points added to the Base Cost, one additional condition may be set. Each condition will have a unique Alert indication and need not be related in any way to previous Alerts. The specific Character and condition must be declared as soon as this Power is used and can change with each subsequent Alert use.

Paying the Factor Cost of Alert allows up to three Characters to be notified if/when a condition is met. For each +1 Factor Cost an additional three Characters may be notified by the Alert. The range of the Alert equals its APs plus 5. An Alert may also reach through dimensions. The range through dimensions is equivalent to 1/3 the APs of Alert (rounded down) in Dimensional Travel Value. The APs of time that the Alert will exist is 10 + APs of Power.

Examples of conditions include a door opening, someone picking up or touching an item, a car starting, someone dying, or any other change in state. The user of this power need not witness the specified event to activate the alert.

ANALYTICAL SMELL AND TASTE/ TRACKING SCENT

Link: Int | **Mental Power**
Range: Normal | **Type: Dice**
Base Cost: 10 | **Factor Cost: 4**

The Analytical Smell and Taste portion of this Power allows a Character to identify an item or person by scent or taste alone following a successful Action Check using the APs of Power as AV/EV. The OV/RVs of particular scents vary: common scents have OV/RVs of 0; uncommon scents have OV/RVs from 2 to 4; rare or masked scents have OV/RVs from 6 to 8; and unique, faint, or alien scents have OV/RVs of up to 15.

If three or fewer RAPs are earned on an Analytical Smell Action Check, the Character will possess a basic idea of what or where the smell is coming from. If 4 or more RAPs are earned, the Character can identify the source of the smell precisely.

Analytical Taste functions similarly to a Perception Roll in granting the Character information regarding the subject tasted. A result of N grants no insight aside from the obvious "It's coffee." A result of 1 RAP grants basic information, "It's coffee with some cream and sugar." If resultant RAPS equal 1/2 of the RV of the Action Check, a good deal of information is granted, "It's coffee with about two sugar cubes, some three day old cream, and a fresh lemon." A result of RAPs, equal to the RV of the Action Check, grants full knowledge of the taste, "It's coffee with two sugars and some cream." A result of RAPs greater that the RV of the Action Check grants additional knowledge not normally available, "This particular blend comes from a specific region of southwestern Columbia."

A Character with Analytical Smell and Taste also possesses the Power of Tracking Scent, which allows the Character to track a being or object by scent alone. Once the Character has encountered a scent, he may use this Power to track the scent. OV/RVs of such a Tracking attempt are at 6/6 for a generic type of scent (such as human, horse, or cypress tree) and 8/8 for an individual scent (such as Jean Pierre, Secretariat, or the dusty smell of the villain's warehouse).

On Tracking Scent attempts, RAPs received on the Check equal the length of time (in APs) a Character can follow the movements of his quarry without needing to reroll on the Tracking attempt.Inclement weather can increase OVs to an attempt from 1 (fog or a light wind) to as much as 8 (torrential rains and high winds).

This Power may be purchased with the following Factor and Base Cost Limitations: Power limited to Analytical Smell and Taste or to Tracking Scent (-1 FC); Analytical Smell cannot use Analytical Taste (-5 BC).

ANATOMICAL DIVISION

Link: Body | **Physical Power**
Range: Special | **Type: Auto**
Base Cost: 35 | **Factor Cost: 5**

This Power allows a Character to separate parts of his body and animate them independently of the rest of his body. The Character may throw a disconnected fist, detach an arm to crawl into a hole, or leave his head at home. His physical body may be split into as many parts as the Character has APs of Body. The Character must divide his Str and Dex attributes up among each individual body part, reducing those original scores by the amount assigned. Each separate part must have at least one point of Body, minimum. Dex and Str need not be evenly distributed between body parts. Each separate part is considered to have the Shrinking Power Always On at APs equal to the Character's full original Body minus the APs of Body the part.

A body part may move at a Speed up to as many APs of Dex that it has, maximum 4 APs. Only one Automatic Action is necessary for a Character to move all of his independent body parts in a round. A body part may use a Dice Action instead of an Automatic Action, but this uses up the Character's Dice Action for that phase, and any other body parts still require a collective Automatic Action to move.

The APs of the Anatomical Division represent the maximum time that a part may be animated while disconnected from the main body. If a body part is removed beyond the time limit, it becomes inert until re-attached. If a body part moves beyond the Range from the Character, it becomes temporarily inert until the Character moves back within Range of the body part. An inert body part may no longer be controlled by the Character and is effectively paralyzed.

This Power may be purchased with the following Factor Cost Bonuses: Number of separate parts Equals APs of Power (+1 FC); APs of Powers may be assigned to parts (+1 FC); Body Parts Fly Through Air (Never higher than 0 APs above the ground and never faster than the Character's normal movement rate, typically 4 APs) (+2 FC). Anatomical Division may have the following Factor Cost Limitation: Only one Body Part may be Separated (-1 FC).

ANIMAL CONTROL

Link: Int	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 15	**Factor Cost: 7**

This Power allows a Character to gain control over and cooperation from members of the animal kingdom. To take control of an animal, a Character must make an Action Check with an AV/EV equal to the APs of Animal Control and an OV/RV equal to the target animal's Int/Mind. Any RAPs earned indicate the length of time (in APs) that the animal will serve the Character. Animal statistics can be found in Appendix B.

A controlled animal will never perform an action contrary to the Character's wishes. However, for the Character to actually instruct the animal, he must have a method of communication with the animal (such as Speak With Animals).Control over an animal is lost when the Character's RAPs of time expire, or whenever the Character either willingly relinquishes control, falls unconscious, or moves out of Range.

Animal Control gives the Character control over all forms of animals, categorized as follows: Amphibians, Birds, Fish, Insects, Mammals, and Reptiles. Animal Control will not function on humans.

When Mystic Linked the OV/RV of this Power is changed to Infl/Spirit. This Power may be purchased with a special Factor Cost Limitations: Power Only Usable On One Animal Category (birds, mammals, sea life, etc) (-2 FC); Power Only Usable On One Type of Animal (hawks, bears, squids, etc) (-3 FC).The Type or Category must be specified upon purchase.

ANIMAL MIMICRY

Link:Will	**Mental Power**
Range: Self	**Type: Auto**
Base Cost: 50	**Factor Cost: 5**

This Power allows the user to mimic the Power, Skills, and Physical Attributes of any animal. However, Animal Mimicry does not give the user the shape of the animal or its natural weaponry (tusks, horns, claws, etc.) as the Shape Change Power does. Statistics and abilities of many animals can be found on Page 329.

The APs of Animal Mimicry are the maximum APs an original animal can possess if its ability is to be Mimicked (a Character with 4 APs of Animal Mimicry cannot Mimic an eagle's 5 APs of Flight). A Character Mimicking an animal may choose to take on any of the animal's Powers, Skills, and Physical Attributes (provided he has sufficient APs), but need not Mimic all of the animal's Attributes, Powers, and Skills, only those desired.

A Character choosing to Mimic more than one ability must split up his APs of Mimic between these abilities as desired (a Character cannot possess full Mimic APs in several abilities).

This Power may be purchased with a special Factor Cost Limitations: Power Only Mimics Animals Up to APs of Power Distant from User (-1 FC); Power Only Mimics Animals Up to 8 APs Distant from User (-2 FC).

ANIMAL SUMMONING

Link: Int	**Mental Power**
Range: Normal	**Type: Auto**
Base Cost: 25	**Factor Cost: 2**

This Power allows a Character to convoke animals of a specific type (sharks, falcons, rabbits, etc.) within the Range of the Power. As many animals of the specified type as the Character desires will answer the summons automatically and will travel toward the Character at best speed. Animal Summoning may not be used to summon an animal with a Body greater than the Character's APs of Power, nor may it be used to summon creatures with human or greater intelligence. Animal statistics can be found on Page 229. The specific type of animal must be specified upon purchase.

This Power may be purchased with the following Bonuses: Summon a Category of Animals (birds, mammals, sea life, etc) (+1 FC); Summon Any Animal (+3 FC).



ANIMATE DEAD

Link: Aura | **Mystical Power**
Range: Normal | **Type: Dice**
Base Cost: 25 | **Factor Cost: 6**

This Power allows a Character to animate the corpses of dead creatures and call upon them as servants. Animation of the dead requires an Action Check with AV/EVs equal to the Character's APs of Animate Dead against OV/RVs equal to the Infl/Spirit of the corpse when it was alive (most normal humans have Attributes of 2). Positive RAPs indicate successful animation.

A corpse will remain animated and serve the Character for a length of time (in APs) equal to the RAPs earned. An animated corpse will possess all of the Physical and Mystical Attributes it had in life, including Physical Powers, except that three (-3) is subtracted from the corpse's Dex (to a minimum of one) and three (+3) is added to the corpse's Body. Animated corpses possess no Mental Attributes, Mental or Mystical Powers, or any Skills, and suffer a -2 Column Shift modifier to their RV when attacked by fire.

Animated dead are extremely stupid, mindless creatures who can take no actions without direct orders from the Character, who must spend one Automatic Action each phase to maintain the animation.The maximum number of dead that a Character may animate at any time equals the APs of the Power.

ANIMATE IMAGE

Link: Aura | **Mystical Power**
Range: Normal | **Type: Auto**
Base Cost: 35 | **Factor Cost: 7**

This Power allows a Character to turn an existing two-dimensional image (such as a cartoon figure, billboard painting, or an image on a television screen) into an exact three-dimensional duplicate figure, which will obey the Character's commands. There must be an existing two-dimensional image for Animate Image to function; a Character cannot simply summon a figure from his imagination.

The three-dimensional figure created by Animate Image will possess Physical, Mental, and Mystical Attributes. The Character with Animate Image must divide the APs of Power between these Attributes as desired to determine the image's statistics. An animated image is allowed to have zero (0) APs as the value of an Attribute, but at least one (1) AP must be allocated to the Body Attribute to give the image a physical form.

An animated image will possess all Powers and Skills of the figure it represents. For example, an animated bird would have Flight, an animated singer would have the Singer Subskill of Artist, and an animated Darkling would have all of Darkling's Powers and Skills. Each of an Animated Image's Powers and Skills is at an AP level equal to the Link Attribute of the respective Power or Skill (just as if the Power/Skill were linked).

An animated image will exist for a length of time (in APs) equal to the Power user's APs of Animate Image or until the Character voluntarily dispels the image.

ANIMATE OBJECTS

Link: Aura | **Mystical Power**
Range: Normal | **Type: Auto**
Base Cost: 30 | **Factor Cost: 6**

This Power allows a Character to cause inanimate objects to move and behave as if they were alive. Animated objects are always under the total control of the Power user. The APs of Animate Objects equal both the maximum Body of any individual object which can be animated and the maximum number of objects which can be animated at any one time.

A Character using Animate Object divides the APs of Power into two numbers as desired.The first number serves as the object's Dex and Str, but retains its own Body. An object may use its own Dex and Str if it has them. The second number serves as the object's Infl, Aura, and Spirit against Mystical Attacks. Animated objects do not possess Mental Attributes and, as such, are immune to all Mental Attacks.

Animated objects cannot change shape but if the object has any limbs or appendage-like constructs, these can function as arms and legs, allowing the object to move and fight.

ANIMATE SHADOWS

Link: Aura | **Mystical Power**
Range: Normal | **Type: Auto**
Base Cost: 25 | **Factor Cost: 8**

This Power allows a Character to turn an existing two-dimensional shadow into a living creature which will follow the Character's instructions for a length of time equal to the Character's APs of Animate Shadows. There must be existing shadows around to use this Power, and the APs of Animate Shadows equal the maximum volume of shadows that can be animated. A Character using Animate Shadow divides the APs of Power into two numbers as desired.

The first number serves as the creature's Dex and Str, while the second number serves as the creature's Infl, Aura, and Spirit against Mystical Attacks. The Body of a Shadow Creature equals its original volume in APs but may not exceed the APs of Power. Shadow creatures do not possess Mental Attributes and, as such, are immune to all Mental Attacks.

A shadow creature has APs of Two-Dimensional equal to its APs of Aura, occupies a volume equal to its original size in APs, and moves at a Speed equal to its Dex. Shadow creatures suffer a -2 Column Shift modifier to their RV against light-based attacks and are destroyed when their Body is reduced to zero.

This Power may be purchased with the following Limitation: Light Sensitive (-1 FC). Light Sensitive animated shadows suffer a -4 Column Shift modifier to RV against light-based attacks.

ATTRACTION/REPULSION

Link: Mind | **Mental Power**
Range: Normal | **Type: Dice**
Base Cost: 15 | **Factor Cost: 4**

This Power allows a Character to attract and repel creatures and objects toward or away from the Character's own body. This attack requires a successful Action Check with AV/EVs equal to the APs of Attraction/Repulsion.

The OV of an Attraction/Repulsion attempt is equal to the target's Dex or Str (whichever is higher) if the target is a living creature or the target's Body if the target is an inanimate object. Moving targets, both living and inanimate, may substitute current Speed for the OV. The RV equals the target's weight in APs (most human Characters weigh 2 APs). RAPs indicate the distance, which the target was moved closer to or further from the Power user.

This Power may be purchased with the following special Factor Cost Limitations: Power is Limited to Either Attraction or Repulsion Alone (-1 FC); Only Specific Materials Affected (metal, water, glass, lint, etc) (-1 FC). The material must be specified upon purchase of Attraction/Repulsion.

AURA OF FEAR

Link:Will	**Mental Power**
Range: Special	**Type: Dice**
Base Cost: 20	**Factor Cost: 6**

This Power allows a Character to generate an aura, which causes opponents to feel extreme fear. The aura extends to a distance (in APs) equal to the Character's APs of Power. Any Character within Range of Aura of Fear is attacked separately with no Multi-Attack penalty. The Character who uses Aura of Fear may voluntarily exclude Characters from the Power's effects.

To use Aura of Fear, a Character must make an Action Check with AV/EVs equal to the APs of Power against OV/RVs equal to the opponent's Int/Mind. If RAPs scored are greater than or equal to an opponent's Mind, the opponent will simply stand in place and quiver with fear for the duration of the Power.

Otherwise, if positive RAPs were scored, the opponent will flee the scene. In either case, the effect lasts for a length of time (in APs) equal to the RAPs earned.

A Character affected by Aura of Fear may attempt to overcome the fear. Each phase following the attack, the Character can make an Action Check with AV/EVs equal to his Int/Will against OV/RVs equal to the RAPs of the successful Aura of Fear attack. Positive RAPs from this Check indicate the Character is free of the Power's effects.

When Mystic Linked the OV/RV against this Power is changed to Infl/Spirit, and RAPs are compared against Spirit.

AWARENESS

Link: Int	**Mental Power**
Range: Special	**Type: Dice**
Base Cost: 5	**Factor Cost: 1**

This Power allows a Character to be "in tune" with the cosmos while possessing a certain faculty for anticipating events on the cosmic scale and recognizing when the cosmos is threatened.

Whenever a cosmic event or catastrophe is imminent, the GM should allow a Character with Awareness to make an Action Check with AV/EVs equal to the APs of Power and OV/RVs as determined relative to the following examples (normally, the more calamitous the catastrophe or significant the event, the lower the OV/RVs). Positive RAPs on an Awareness attempt indicate the Character has a "feeling" something is destined to occur and knows who the primary participants in the event will be.

Note: Awareness may only be used to detect events on the "cosmic scale" (i.e., those that could potentially affect life across an entire planet or cosmos), and only events that are the result of the conscious manipulation of sentient beings. For instance, Awareness would not enable a Character to detect that the Earth was to be struck by a giant meteor, unless some exterior force purposely aimed the meteor at the Earth.In addition, characters with Awareness can not detect events with mystical significance unless the Power is Mystic Linked. For instance, a Character using Awareness would not be able to detect that Lord Bane had released several demons on Earth, despite its cosmic significance since the event is purely mystical in nature.

Examples of events within the **Blood of Heroes** Universe, which could have been detected through the use of a Mystic Linked Awareness Power include:

THE PREMATURE RELEASE OF CHAOS (OV/RV: 1/1) - A Character would have felt that a terrible cosmic force had been released early, triggering the end of the universe.

LORD BANE'S ESCAPE (OV/RV: 6/6) - A Character would feel that Lord Bane and his minions have escaped from hell. Bane immediately started to conquer the planet he was on by turning its inhabitants into his undead minions.

NARASH TARED'S GAME (OV/RV: 8/8) - A Character would have detected that the demon, Narash Tared, had obtained the pyramids of power. In addition, it would be clear that Tared plans to use evil super beings to rid the planet Earth of life.

THE HUSK'S RESURRECTION (OV/RV: 10/10) - A Character would have felt The Husk's return to the Earthly plane.

THE BERSERKER'S RELEASE (OV/RV: 12/12) - A Character would have felt that a demon had entered our universe as the result of man's tinkering with the dimensional barriers.

THE VAMPIRE WARS (OV/RV: 12/12) - A Character would have constantly felt the oppressive darkness of the war between vampires and mankind.

OPENING OF A DEMON GATE (OV/RV: 14/14) - A character would feel that alignment of the cosmos was correct for another demon gate to appear.

See Page 225 for further explanation of some of these events. Most of the powerful supernatural beings have Mystically Linked this Power.

BOMB

Link: Str	**Physical Power**
Range: Special	**Type: Dice**
Base Cost: 20	**Factor Cost: 3**

The Bomb Power allows a Character to cause an explosion, which starts at the point of ground contact and extends out to a distance equal to the APs of the Power divided by two (round fractions down).The explosion does not affect the Character possessing the Bomb Power, but the explosions created by other Characters using the Bomb Power affect him.

Use of the Bomb Power is treated as an explosion (see page 15q).The explosion, a Physical Attack against everyone and everything within Range except the user, strikes with an AV/EV equal to the APs of the Power. Reduce both the AV and EV of this attack by two APs (-2) for every AP of distance between the target and the initial point of explosion.

This Power may be purchased with a special Factor Cost Bonus: Controllable Blast Radius (+1 FC), which allows the Character to specify the maximum APs of distance the attack will extend (up to its normal maximum).

BROADCAST EMPATH

Link:Will	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 20	**Factor Cost: 5**

This Power allows a Character to make another Character feel any emotion the user wishes. For example, the user could make an opponent run in total fear (see Aura of Fear, Page 61), feel too sad to do anything, or feel blissful and calm.

The use of Broadcast Empath is treated as a normal Mental Attack with AV/EVs equal to the user's APs of Power; however, a successfully attacked victim takes no Mental damage. Instead, if the RAPs earned by the attack roll are greater than or equal to the opponent's Mind, the opponent succumbs to whatever emotion the user broadcasts. This emotional state will last for RAPs of time (or the Power user may choose to release the opponent at any time beforehand).

A Character affected by Broadcast Empath can break free of the effect by making a successful Action Check with Int/Will as AV/EV and the RAPs of the Broadcast Empath attack as OV/RV.

CELL ROT

Link:Will **Mental Power**
Range: Touch **Type: Dice**
Base Cost: 20 **Factor Cost: 3**

This Power gives a Character the ability to cause any formerly living material to decompose. For this purpose, "formerly living material" is defined as any natural substance derived from a once living source, including leather, hemp rope, cloth, paper, and wood products.

A Character with Cell Rot can completely decompose an inanimate object in an amount of time equal to the object's Body minus the Character's APs of Power. For example, a Character with 8 APs of Cell Rot can destroy an object with a Body of 10 APs in 2 APs of time (10 - 8 = 2), or 16 seconds. An object need only be touched once for the continual Cell Rot effect to occur. An object with a Body less than or equal to the Character's APs of Power can be completely decomposed in a single phase.

Cell Rot can also be used as a normal Physical Attack against living creatures. In such a case, AV/EVs are equal to the Character's Dex/APs of Power, while OV/RVs are equal to the opponent's Dex/Body. Damage from this Cell Rot attack is normal Physical damage, which ceases at that phase with no continuing damage in subsequent phases (unless target is reattacked).

This Power may be purchased with the following Factor Cost Bonus, Aging Acceleration (+2 FC). The percentage of Body lost in RAPs is also the percentage of the victim's life span that he ages. If Aging Acceleration causes RAPs greater than or equal to the victim's Body, the victim must make an Aging Check with RAPs as AV/EV and original Body as OV/RV. If the RAPs from the Aging Check are greater than current Body (after applying Last Ditch Defense), the victim acquires the Old Age Drawback and all applicable penalties. Victims with Young Age Drawback lose the Drawback. The aging (and Drawback effects) will last for as many rounds as RAPs achieved on the original Cell Rot Attack.

Aging Acceleration Cell Rot may be made Permanent by doubling the Base Cost (to 40) and adding an additional +2 Factor Cost. Victims of Permanent Aging who have lost the Young Age Drawback are forced to spend Hero Points equal to five (5) times the Cost of the Age Drawback at the next possible opportunity unless somehow de-aged.

CHAMELEON

Link: Int **Mental Power**
Range: Self **Type: Auto**
Base Cost: 5 **Factor Cost: 3**

A Character with this Power can alter his appearance to physically resemble any other Character or no one in particular. For greatest effectiveness, the impersonated Character should be roughly the same height, weight, and build as the Power user (within one foot and sixty pounds). The Chameleon's clothing also transforms to resemble that of the target, although the abilities of weapons and special gear are not duplicated.

The APs of Chameleon act as the OV/RV of any Perception Check (see page 156) made to penetrate the user's disguise. This OV/RV automatically receives a -2 Column Shift modifier if the user is attempting to impersonate a member of the opposite sex or someone with a radically different build. Chameleon does not include the ability to duplicate a target's voice or personality, as does the Actor Subskill of Artist.

Simulating the Attractive Advantage or Strange Appearance Drawback reduces the effective APs of Chameleon by 2 APs. Simulating a Creepy or Distinct Appearance Drawback reduces the effective APs by 1 AP.

This Power may be purchased with a special Factor Cost Limitation: User's Clothing Does Not Transform to Resemble Target's Clothing (-1 FC).

CHEMICAL ATTACK

Link: Str **Physical Power**
Range: Normal **Type: Dice**
Base Cost: 20 **Factor Cost: 4**

This Power allows the Character to spray a highly irritating chemical which can continually blind and choke a target without actually damaging him. This choking and blinding causes the target to lose orientation, becoming easier to hit, and makes it tougher for the target to effectively perform any Actions.

The initial attack is determined as a Physical Attack with AV/EV equal to APs of Power and OV/RV equal to the target's Dex/Body. Target's APs of Sealed Systems may be added to increase RV. Due to the disorientation and pain, any RAPs achieved add to the OV against all subsequent Action Checks attempted by the target. The RAPs are also subtracted from the target's OV against Physical Attacks. These effects last for an amount of phases equal to RAPs achieved. Subsequent Chemical Attacks are not cumulative.

CLAWS

Link: Dex **Physical Power**
Range: Touch **Type: Dice**
Base Cost: 25 **Factor Cost: 1**

A Character with the Claws Power possesses claws or other innate sharpened attack methods (such as teeth, spines, or quills). The Character's Dex acts as the AV, while the APs of the Claws Power acts as the EV for any attack the Character makes with the Claws Power. Claws APs can also substitute for the Character's EV in an attempt to cut or rend materials.

Depending on which set of Genre rules are in play (see page 219), use of the Claws Power on another Character could automatically constitute Killing Combat. Gamemasters are encouraged to determine this before play.

CLING

Link: Str **Physical Power**
Range: Touch **Type: Auto**
Base Cost: 10 **Factor Cost: 2**

Cling allows a Character to traverse perfectly vertical or even inverted surfaces (like most walls and ceilings) as if they were level ground. Attempts to cling to any unusually slippery substances are resolved according to the Universal Modifier Table (ice or Teflon is Difficult, while an oil-coated wall or ceiling might be Extreme.)

Each AP of Cling allows the Character to carry 1 AP of weight.The APs of Power must be sufficient to support the weight of the Character and any objects being carried; the collective weight of objects carried while the Character uses Cling cannot exceed the Character's Str.

After a successful Grappling Combat Maneuver (see page 146), the attacker may substitute APs of Cling for his Opposing and Resistance Strength Values when his target attempts to break the Grapple. The Cling Power may be used to simulate the Joined Power (page 83 by adding APs as RV against attacks to Knockback a Character, who uses Cling against the ground.

COLD IMMUNITY

Link: Body	**Physical Power**
Range: Self	**Type: Auto**
Base Cost: 5	**Factor Cost: 4**

This Power allows a Character to protect himself against cold weather conditions or cold-based attacks. A Character with Cold Immunity adds the APs of Power to his RV when defending against such attacks.

COLOR

Link: Int	**Mental Power**
Range: Normal	**Type: Auto/Dice**
Base Cost: 15	**Factor Cost: 2**

Color gives the user the ability to temporarily change the color of an object either partially or entirely. The smaller the area of color to be changed is, the easier the task is, and the greater the area, the harder the task is. The AV/EV of a color-change attempt equals the APs of Power, and OV/RV equal the target object's Body or surface area in APs if smaller. When using the Power on another Character, use the target's Dex as OV. Achieving any RAPs means a successful color change. RAPs achieved equal the time (in APs) the color remains changed.

Coloring an object does not change its physical makeup. A safe weighing two tons, whether black or lavender still weighs two tons. Colored orange juice stills tastes like orange juice even if it's pink, brown, or orange. An object can originally be any color or color(s), but the changed color determines the difficulty of the check. Changing to one, uniform color is a normal roll, but to change a surface to multiple distinct colors (a pattern such as camouflage or tartan) requires a +1 Column Shift penalty to the OV/RV per each extra color added. Removing all color and shades, turning the object transparent, requires a +3 Column Shift penalty to the OV/RV, but allows an object to be seen through like glass.

This Power may be purchased with the following Factor Cost Bonus, Color Change Permanent (+2 FC). Attempting a Permanent color change doubles the OV and RV of any attempt to change color. A Permanent color change cannot be fixed without another use of the Color Power or Gamemaster consent.

Examples: The way we interpret society is often by what we see. A Character could sneak into an office, change the color of the desk to transparent, copy the super-secret document underneath, and scram. A thief could temporarily change the color of an expensive painting to one solid color, knowing it would change back, and sneak the painting out of the art center. An evil mastermind could change the color of a poisonous liquid to that of orange juice and have a victim drink it.

COMA

Link:Will	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 50	**Factor Cost: 8**

This Power allows the attacker to place a target in a coma, shutting down all Physical and Mental activity. The AV/EV for such an attack equals the Character's APs of Coma while OV/RV equals the opponent's Int/Mind. If RAPs scored are equal to or greater than the target's APs of Mind, the target is placed in a coma. He is effectively unconscious, reducing Int, Mind, and Dex to 0. If the target possesses Iron Will, the APs add to his RV.

A target in a Coma may only attempt to free himself through Mental Resting Recovery Checks (one every hour, adjusted for Regeneration), adding the Coma RAPs to the OV/RV of the Check. Once any RAPs of Mind have been Recovered all of the Character's Coma reduced Attributes return back to their pre-Coma levels. There is no time limit to the extent of a Coma. Desperation Recovery may be used to avoid waiting for a Resting Recovery Check.

A Coma produced by this Power is defined as electrical activity in the brain dwindling to nearly nothing, the mind 'hiding' in the darkest recesses of the brain. Most attempts to affect or contact the Coma victim's mind, including all Mental Powers and Attacks (except Personality Transfer, see below) have the OV/RVs increased by the RAPs earned in the initial Coma attack.

If Detect is used to detect brain activity, it becomes a Dice Action with AV/EV of Detect against OV/RV equal to the Coma RAPs. Personality Transfer against a Coma victim has OV of zero (0) since there is no resistance to the transfer. RAPs of the Transfer still have to exceed the target's Mind.

COMPREHEND LANGUAGES

Link: Mind	**Mental Power**
Range: Self	**Type: Dice**
Base Cost: 5	**Factor Cost: 2**

A Character with this Power may attempt to communicate with another intelligent being who speaks a different language. The AV/EVs of such a communication attempt are equal to the Character's APs of Power; OV/RVs are determined relative to the degree of difference between the user's language and the target creature's language, as summarized in the chart below. Positive RAPs indicate the Character can understand and communicate in the language completely and accurately for a length of time equal to RAPs achieved. This Power can be purchased with a special Factor Cost Bonus: Comprehend Written Languages (+1 FC).

Language Relation	OV/RV
Same Group (e.g., Spanish and French)	2/2
Same World (e.g., German and Swahili)	8/8
Alien Language	12/12

CONTINUUM CONTROL

Link:Will	**Mental Power**
Range: Normal	**Type: Auto**
Base Cost: 550	**Factor Cost: 10**

Phenomenally potent, this Power provides a Character with the ability to alter the very nature of matter and thus, gives control over the time/space continuum. The APs of Continuum Control function as the APs of any of the following Powers that the user wishes to simulate: Damage Transference, Energy Blast, Matter Manipulation, Regeneration, Teleportation, and Time Travel. A user wishing to simulate more than one of these Powers at a time must divide the APs of Continuum Control between the Powers as desired.

A Character using Continuum Control must spend one full phase to "activate" the Power (performing no other action during this phase). Beginning with the next phase, the Continuum Control is activated, and the user can simulate the other Powers listed above. All uses of Powers simulated with Continuum Control during a phase are treated as a single Dice Action when determining the number of actions in that phase. Thus, regardless of the number of Powers simulated in one phase via Continuum Control, the collective attacks serve only as the Character's single Power use action for that phase.

Note: When mimicked via Continuum Control, Teleportation has a Range of Normal instead of its usual +7. However, the user may Teleport any target within Normal Range, not just those within 0 APs.

CONTROL

Link:Will	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 50	**Factor Cost: 7**

This Power allows a Character to mentally attack an opponent and then dictate all of the opponent's actions. When a Character successfully uses this Power on another, he is able to completely control the victim's body.

To control a target, the user must make an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the target's Int/Mind. If RAPs exceed the opponent's Mind, the opponent falls under the user's control and will remain controlled until the user voluntarily releases the opponent, falls unconscious, or the opponent succeeds in breaking free of the control.

While controlled, a victim's actions are entirely dictated by the Power user. The user must expend an Automatic Action each phase to transmit instructions to any and all Characters under control, with no need for direct communication (instructions are given mentally with an unlimited range).

A victim of Control is entitled to combat the effect each phase with an AV/EV equal to the victim's Int/Will against an OV/RV equal to the controller's APs Power. Hero Point expenditure on the OV/RV is not allowed. If/when the victim's cumulative RAPs from these attempts exceed the user's APs of Control, the victim breaks free.

DAMAGE TRANSFERENCE

Link:Will	**Mental Power**
Range: Touch	**Type: Auto**
Base Cost: 15	**Factor Cost: 5**

This Power allows a Character to heal physical wounds. With the Damage Transference Power, a Character can heal up to his APs of Power in Body damage to any other Character. Use of Damage Transference takes one minute (4 APs, or 15 phases). When this Power is initially purchased, the Player may choose to have it affect Mind or Spirit instead of Body.

The Character using this Power runs the risk of injury each time he uses Damage Transference. The number of APs of damage the user heals in any phase becomes the AV/EV of an Action Check against OV/RVs equal to the user's Int/Mind. RAPs from this Action Check equal the amount of damage sustained by the user, who may distribute this damage between Mind and Body in any fashion desired.

This Power may be purchased with the following Factor Cost Bonuses: Heal an additional damage type (+1 FC Each) for example to heal Body and Spirit would be a Factor Cost of 6; User Does Not Suffer any Risk of Injury (+3 FC) and No Time Limitation (+2 FC).

DANGER SENSE

Link: Int	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 25	**Factor Cost: 3**

This Power allows a Character to sense the fact that he is in imminent danger. When such a Character is in a situation where some person, item, or presence poses an immediate threat, the GM must make an Action Check using the Character's APs of Danger Sense as AV/EVs against OV/RVs determined by the intensity of the danger. Danger intensities are summarized on the table below.

Use of this Power never costs the Character an Action in combat: the Power automatically activates if danger is present. Because it automatically activates, a Character may never spend Hero Points to increase his Danger Sense in any fashion.

If the Action Check earns between 1 and 7 RAPs, the GM must indicate that the Character is in danger. If the Action Check receives 8 or more RAPs, the GM must reveal the exact source of the danger.

This Power may be purchased with the following Factor Cost Bonus: RAPs gained add to the Character's next Initiative Check (+1 FC).

Danger Intensity	OV/RV
Critical Threat (e.g., attack by a superior foe, imminent accident to cause death, etc.)	2/2
Major Threat (e.g., attack by an evenly matched foe, imminent accident to cause serious damage, etc.)	4/4
Minor Threat (e.g., attack by a weaker foe, imminent accident to cause minor damage, etc.)	8/8

DARKNESS

Link: Str	**Physical Power**
Range: Normal	**Type: Auto**
Base Cost: 5	**Factor Cost: 7**

Darkness allows a Character to generate a field of darkness through which no normal light can pass. Vision Powers requiring light (Telescopic Vision) are completely blocked, and the APs of Darkness become the OV/RV of an Ultra Vision attempt to see through the Darkness.

The field of generated Darkness has a volume equal to the Character's APs of the Power plus five, which can be shaped and centered any way the user desires (within Normal Range). Anyone within the Darkness field has his AV and OV of all Physical Actions reduced by the APs of Darkness. Darkness remains in effect as long as the Character wishes (through the expenditure of an Automatic Action each successive phase) or until the Character either falls unconscious or exits Range. Use of Darkness does not affect the vision of the Character using the Power.

This Power may be purchased with the following Factor Cost Bonus: Intense (+1 FC). Intense Darkness automatically blocks Thermal and Ultra Vision and becomes OV/RV against Radar Sense and X-Ray Vision.

DEFENSIVE ADAPTATION

Link: Body	**Physical Power**
Range: Self	**Type: Auto**
Base Cost: 150	**Factor Cost: 7**

Defensive Adaptation allows a Character to defend against any Physical assault by adapting to each threat. The Character does not have conscious control over Defensive Adaptation. To use Defensive Adaptation, the Character must first be attacked.

The RAPs achieved against a target with Defensive Adaptation equal the APs of Defensive Adaptation added to the target's RV against the same attack style in subsequent phases. If the target continues to be attacked in the same manner, the APs of Defensive Adaptation will continue to add to the RV until all the APs are used.

If the Character is attacked in a different style, APs will shift to be used in defense against the new style. These APs will come from the oldest attack style used against the Character. Defensive Adaptation lasts in each style indefinitely or until he is attacked enough in a different style that the Defense re-adapts. Defensive Adaptation may be purchased with the following Factor Cost Bonuses: Adds to Mental RV (+1 FC), and Adds to Mystical RV (+1 FC).

Example: Ragnarok has 20 APs of Defensive Adaptation with the Adds to Mental RV Bonus. Ragnarok takes 8 RAPs of damage from a cold-based attack. 8 APs of Defensive Adaptation shift to his RV against subsequent cold-based attacks. Ragnarok is hit again for another 5 RAPs of cold damage. 5 more APs of Defensive Adaptation go to his RV against cold, totaling 13.Ragnarok is damaged by a fire-based attack, causing 7 RAPs. Defensive Adaptation gives him 7 to his RV against fire-based attacks in future phases.

Right now, Ragnarok has +13 APs to his RV vs. cold-based attacks and +7 APs to his RV against fire-based attacks. Ragnarok is hit by a punch to the jaw for 6 RAPs. 6 APs of Defensive Adaptation move from his RV against cold-based attacks (the oldest attack style against him) to his RV against physical impact. Ragnarok is Mind Blasted for 8 RAPs of Mental damage. Defensive Adaptation moves 7 APs from RV against cold-based attacks (reducing it to nothing) and 1 AP from his RV against fire-based attacked to give him +8 APs to his RV against Mind Blasts. Ragnarok now has +6 APs vs. fire-based, +6 APs vs. physical impact, and +8 APs vs. Mind Blasts, totaling 20 APs of Defensive Adaptation.

DENSITY INCREASE

Link:Will	**Mental Power**
Range: Self	**Type: Auto**
Base Cost: 10	**Factor Cost: 5**

This Power allows a Character to increase his mass at will. Each AP of Density Increase engaged by the Character initiates the following effects:

- One AP is added to the Character's RV against Physical Attacks.
- One AP is added to the Character's weight (human Characters begin with a weight of 2 APs).
- One AP is subtracted from the Character's Dex for every two APs of Density Increase engaged.

The APs of Power equal the maximum amount of density the Character can increase. The Character need not activate all of his APs of Density Increase at any given time. APs of Density Increase may be used against those with the Dispersal Power (see page 70)

This Power can be purchased with the following Factor Cost Bonuses: APs Of Density Increase Engaged Add To Str (+3 FC); APs of Density Increase do not subtract from Dex (+2 FC).

This Power can be purchased with the following Factor Cost Limitation: Weight Increase Only (-4 FC).

DETECT

Link: Int	**Mental Power**
Range: Normal	**Type: Auto/Dice**
Base Cost: 10	**Factor Cost: 3**

This Power gives a Character the ability to detect any one specific item, presence, or quality (termed IPQ). Exactly what it is the Character can detect must be specified when the Power is purchased (Detect Evil, Detect Lies, Detect Radiation, etc).The IPQ selected must be fairly specific and is subject to GM approval.

Detect is treated as an Automatic Action unless there is an intelligent creature attempting to mask the IPQ from the Power user. In such a case, Detect becomes a Dice Action where the detector must make an Action Check using the APs of Power as AV/EVs against OV/RVs equal to the opponent's Int/Mind. Positive RAPs indicate success.

For example, Detect Radiation is normally an Automatic Action because there is little anyone can do to hide radioactivity, while Detect Lie is always a Dice Action because the liar is obviously trying to hide the truth from the Character.

Detect may be purchased as often as desired. Each additional IPQ the Character can Detect past the first increases the Factor Cost (+1 FC). This Power can also be purchased with the following Factor Cost Bonus: Discerning (+1 FC). A Discerning Detect will give an indication of the IPQ's intensity and some indication of the IPQ's nature at the GMs discretion.

DIGGING

Link: Str	**Physical Power**
Range: Touch	**Type: Auto**
Base Cost: 5	**Factor Cost: 2**

Digging enables a Character to tunnel through an assortment of substances. The AV/EVs for a Digging attempt are equal to the Character's APs of Power; OV/RV are determined according to the following table. The RAPs of the Digging Action Check equal the volume of the substance removed.

Digging Substance Table

Substance	OV/RV of Dig
Sand	2
Dirt	4
Rocky Soil	6
Soft Rock (Limestone)	8
Hard Rock (Granite)	10
Steel	12
Diamond	15
Yullarium	20

DIMENSIONAL ANCHOR

Link:Will	**Mental Power**
Range: Self	**Type: Auto**
Base Cost: 35	**Factor Cost: 5**

This Power allows a Character to resist being transported artificially through other Powers. This includes movement by an opponent using Teleportation, Warp, or the Dimension Travel Powers. The APs of Dimensional Anchor are added to the Character's RV against such Powers. Characters may turn this defense on and off at will.

Dimensional Anchor will not prevent a Character from being moved Physically through Knockback, Super Breath, Bomb Power, Charging Attack, etc. Joined power is required to resist Physical displacement assaults.

DIMENSION TRAVEL

Link:Will	**Mental Power**
Range: Special	**Type: Dice**
Base Cost: 500	**Factor Cost: 6**

The Dimension Travel Power allows its user to travel between the various dimensions comprising the **Blood of Heroes** universe. By definition, these dimensions are separate

planes of existence that parallel each other without connecting. There are three types of Dimension Travel: Banishment, Summoning, and Travel.

BANISHMENT: Dimension Travel can be used to strand an object or a living being in a dimension of the Power user's choice. The user first determines the dimension to which he is attempting to send the target, then makes an Action Check with an AV/EV equal to his APs of Power and an OV/RV equal to the target's Int/Mind (or Body/Body if the target is an inanimate object). If the RAPs earned during this Action Check are greater than or equal to the target's RV, the target is Banished.

A Banished Character cannot leave the dimension to which he was Banished without using a Dimension Travel Power with an AP rating exceeding the RAPs earned during the Banishment Action Check. A Character who is Banished to the Dimension of Darkness with 14 RAPs, for instance, cannot leave that realm without using a Dimension Travel Power rated at 15 APs or higher. (An item with 15 APs of Dimension Travel, mimicking Dimension Travel with 15 APs of Sorcery, or being Summoned with 15 APs of Dimension Travel or greater are both acceptable.)

Banishment may never be used against a Character or item with a weight or volume exceeding the user's APs of the Power. A Sorcerer with 3 APs of Dimension Travel, for example, cannot attempt to Banish a battle tank that weighs 11 APs.

SUMMONING: Summoning is the opposite of Banishment.It allows the user to pull a person or object from another dimension onto the user's own plane. A Summoning attempt requires an Action Check using the Summoner's APs of Power as the AV/EV against an OV/RV equal to the target's Int/Mind (or Body/Body if the target is an inanimate object). If the RAPs earned during this Action Check equal or exceed the target's RV, the Summoning is successful.

Remember, Summoning a Character who has been Banished requires at least as many APs of Dimension Travel as the RAPs earned during the Banishment Action Check. An attempt to Summon a willing target uses the Travel Distance (see below) between the target and the summoner, rather than the target's Int/Mind as the OV/RV of the Summoning Action Check.

Like Banishment, Summoning may never be used to target a Character or item with a weight or volume exceeding the user's APs of Power.

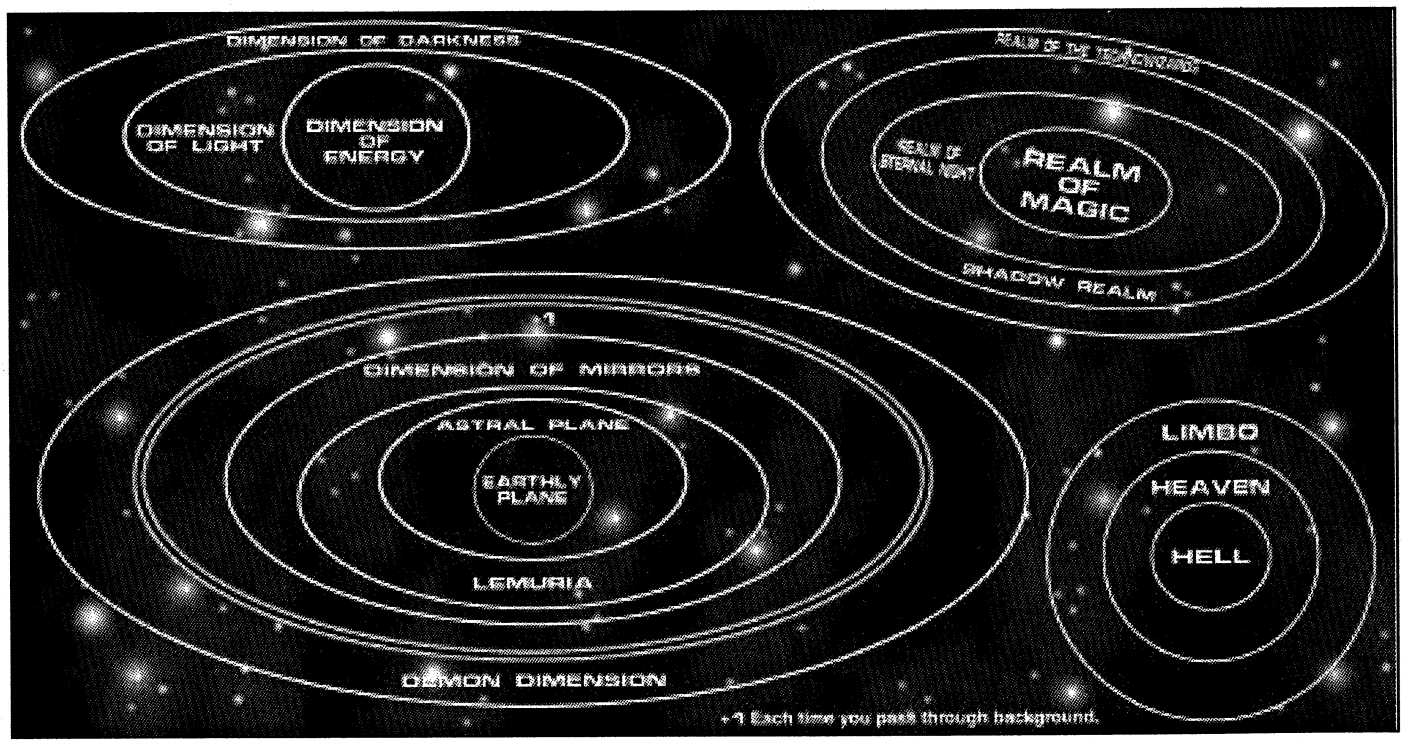
TRAVEL: Dimension Travel is most often used to allow the user to Travel between dimensions. Traveling in this fashion requires a successful Action Check using the Traveler's APs of Power as the AV/EV and the Travel Distance (see below) between the user and his destination as the OV/RV. A Character using Dimension Travel in this fashion may bring along any willing Characters within 0 APs (10 feet) of his location. Unwilling Characters must be Banished as described previously. Neither the combined weight nor the combined volume of all Traveling Characters may exceed the user's APs of Power.

A Character with both the Dimension Travel Power and Area Knowledge of an individual dimension may automatically travel to that dimension without making an Action Check as long as the Travel Distance between his current location and the destination is less than or equal to his APs of Dimension Travel. Area Knowledge in no way affects Banishment or Summoning attempts.

Note: If this Power is Mystic Linked any OV/RV equal to Int/Mind is changed to Infl/Spirit.

Limitations: Dimension Travel may be purchased with a Factor Cost Limitation (-1 FC) for each of the three basic functions stripped off by the purchaser (for instance, users capable of Travel only purchase Dimension Travel at a Factor Cost of 4). Furthermore, the Base Cost of Dimension Travel can be reduced to 100 Hero Points if the Character is only capable of Traveling back and forth between two specific dimensions (users who can Travel only between the Earth and Hell, like Neon Knight, for example).

Travel Distances: Look at the Dimension Travel Guide Below. To calculate the Travel Distance, treat each of the bands and circles as squares on a checkerboard and count the number of spaces between the Traveler's location and his destination.The Travel Distance between the Earth Dimension and any of the Astral Planes is 1, since the Earth and the Astral Plane are adjacent.The Travel distance between the Earth Dimension and Heaven is 9: one for the band between the Earth and the Astral Plane, plus one for the band between the Astral Plane and Lemuria, plus one for the band between Lemuria and the



Dimension of Mirrors, plus one for the band between the Dimension of Mirrors and the Demon Dimension, plus one for the "black background", plus one for the each of the rings of Limbo, Hell and finally Heaven. The Travel Distance between Lemuria and The Dimension of Darkness is 4: one for the Dimension of Mirrors, plus one for the Demon Dimension, plus one for the "black background", plus one for the Dimension of Darkness equals 4.

A Character using Dimension Travel does not necessarily physically pass through the intervening dimensions when he uses the Power. It is possible, for instance, to travel directly from the Earth dimension to Limbo without passing through the Astral Plane, Lemuria, the Dimension of Mirrors, and The Demon Dimension (which is a good thing).The map is simply a guide for determining Travel Distances for the various planes of the universe.

The Travel Distance of a Dimension Travel attempt is used as the OV/RV of the necessary Dimension Travel Action Check when using the Travel function or Summoning willing targets. Travel Distance modifies the OV/RV of a Banishment attempt or an attempt to Summon an unwilling target as follows:

Distance	Difficulty	OV/RV Mod.
1	Challenging	+1
2-7	Difficult	+2
8+	Strenuous	+3

Subdimensions: Many dimensions are surrounded by a number of smaller realms known as subdimensions. The Bermuda Triangle, for example, is a subdimension of Lemuria. Hell contains many subdimensions, each tailor-made for its particular inhabitants. Subdimensions are a Travel Distance of 1 from their parent dimensions. Thus, the Earth Dimension is at a Travel Distance of 10 from the Subdimension of Hell: 9 for the distance between Earth and Hell, plus 1 for the distance between Hell and the Subdimension. Any two subdimensions with the same parent dimension are always at a Travel Distance of 2 from each other: one for the distance between the first subdimensions and the parent, plus one for the distance between the parent and the second subdimension.The Earthly Plane has an infinite number of alternate "Earths", each slightly different from "our" Earth.These are all a Travel Distance of 2 away from each other.

Location Jumping: Dimension Travel may be purchased with the Location Jumping Bonus (+100 BC). Location Jumping allows a Character to change his physical location in one dimension, by bouncing into another dimension, and then back out to a new location in the original dimension, simulating a semi-delayed use of the Teleportation Power (page 103).

In order to accomplish this feat, the Character must make two Dimension Travel Checks. One to travel to the target Dimension, and one to travel back to the original Dimension. Though two checks are made, the trip is almost instantaneous as long as the checks don't fail. Travelers get only a brief glimpse of the dimension they bounce through. If the first Action Check fails, the travelers do not go anywhere. If the second Action Check fails, the travelers are stranded in the other dimension. The next phase, the Character may attempt another Dimension Travel (but being stuck in another Dimension might be problematic). Characters can not travel to specific locations unless they have Area Knowledge of the target location or have been there before. Purchasing the Location Jumping Bonus increases the Base Cost by 100 points.

Example: Neon Knight is currently in Arizona on the Earthly Plane. He wants to travel to Japan by way of the Hell dimension. He rolls a Dimension Travel check to arrive in Hell and succeeds. A second Dimension Travel check from Hell fails, and Neon is stuck there for a phase. The next phase his Dimension Travel check succeeds, and Neon arrives in Japan. Luckily it was only Neon Knight stuck in Hell for 4 seconds. Any companions of his may have been scared out of their wits.

Tesseract Limitation: Dimension Travel may be purchased with the Tesseract Limitation. A Tesseract is a "personal dimension" only the Character (and possibly others) may know of or have access to. Items and Characters may be stored or even live in the Tesseract. Tesseracts do not normally grant any special Powers or abilities on those who may access them, they are simply "storage spaces". Purchasing Dimension Travel solely to access a Tesseract reduces the Base Cost to 125 Hero Points. Tesseracts begin as sub-dimensions of the Earthly Plane and are automatically one (1) AP away from the Earthly Plane. Increasing the distance of the Tesseract from the Earthly Place reduces the Base Cost of Dimension Travel by 5 Hero Points per every extra AP beyond two (2) that the Tesseract is located. By increasing the AP distance, the Tesseract may be placed as a subdimension of other Dimensions, warranting Game Master approval.Though the distance of the Tesseract can be farther than 10 APs, the Base Cost can only be reduced to a minimum of 75 Hero Points.

Banishment ability allows the placement of items and targets in the Tesseract, while Summoning retrieves items and targets from the Tesseract, and Travel allows the Character to travel to and from the Tesseract. Location Jumping may be allowed to and from a Tesseract at the usual Bonus. Allowing only non-living matter (e.g. "Items Only") to and from a Tesseract is a Factor Cost Limitation (-1 FC) to Dimension Travel, and obviously the ability to Travel to the Tesseract should be removed as above if this Limitation is taken. To make the Tesseract "private", meaning that only the Character with this Power, the owner, has access to it, double the final Base Cost after determining its distance. Anyone other than the owner attempting to access a private Tesseract must roll against a distance equal to double the normal AP distance. Tripling the final Base Cost triples the distance that intruders must roll against, and so on.

Example: Vatic wants a Private Tesseract. He purchases Dimension Travel (Private Tesseract) with the abilities of Banishing, Summoning, and Travelling to and from the Tesseract. The Tesseract will be 12 APs from the Earthly Plane, so Vatic reduces the Base Cost to 75, and will be doubly private so the Base Cost is doubled to 150 points. To access the Tesseract from the Earthly Plane, Vatic needs to roll Dimension Travel against a distance of 12 APs, and anyone else rolls as though the distance is 24 APs.

DIMINUTION

Link: Mind	**Mental Power**
Range: Touch	**Type: Dice**
Base Cost: 20	**Factor Cost: 8**

A Character with Diminution may reduce a target in size as though it had the Shrinking Power. A willing target may be shrunk to as many APs as Diminution. Attacking an unwilling target has AV/EV equal to Dex/APs of Power against OV/RV equal to the target's Dex/Mind. If the target does not have a Mind, such as a Gadget, use the target's Body as RV. RAPs achieved are applied as though the target is using that many APs of Shrinking. Diminution lasts for phases equal to the RAPs achieved (or APs used in the case of a willing target). A Character with Diminution may not shrink himself and must purchase the Shrinking Power to do so.

A Diminutive target may attempt to change back to normal through an Action Check with AV/EV equal to his Will/Will

against OV/RVs equal to the original Diminution RAPs achieved. If cumulative RAPs from this Action Check equal or exceed the RAPs of the original Diminution attack, the opponent is back to normal. The user of Diminution may remove the shrinking effect at any time. Diminution may be purchased with the following Bonus: Target's Strength and Weight are reduced by the APs of Diminution he is affected by (+3 FC).

Note: If this Power is Mystic Linked, change RV of an attack to Spirit, and the AV/EV to return to normal size equals Aura/Aura.

DIRECTIONAL HEARING

Link: Int	**Mental Power**
Range: Normal	**Type: Auto**
Base Cost: 5	**Factor Cost: 3**

This Power allows a Character to pinpoint the exact location of the source of a sound.This is an Automatic Action unless the source of the sound is a Character or Gadget with the Stealth Subskill of Thief or some Power allowing silent movement. In such a case, use of Directional Hearing is a Dice Action, with OV/RVs equal to the opponent's Skill or Power (positive RAPs indicating success).

This Power merely locates the exact location of a normally audible sound and does not allow the Character to hear sounds at an increased distance, as does Extended Hearing.

DISINTEGRATION

Link: Str	**Physical Power**
Range: Touch	**Type: Dice**
Base Cost: 100	**Factor Cost: 4**

This Power Allows a Character to break down the actual molecular bonding of an object, causing its structure to dissolve into nothing.The use of Disintegration is a Physical Attack with the attacker's Dex/APs of Power as the initial AV/EV and the target's Dex/Body as initial OV/RV.

Once a target has been successfully attacked with Disintegration, he will continue to be attacked by the Power each successive phase, using the APs of Power as AV/EV and the victim's Body/Body as OV/RV until one of these attacks fails. Recurrent attacks do not count as one of the Power user's actions for the phase. If any Disintegration attack reduces a victim to a level equal to negative his original Body, the Character will be completely disintegrated, with no portion of him remaining. Partially disintegrated Characters Recover damage normally.

Note: The use of Disintegration on living creatures is always considered Killing Combat.

DISMEMBER

Link: Infl	**Mystical Power**
Range: Touch	**Type: Dice**
Base Cost: 60	**Factor Cost: 7**

This Power allows a Character to remove an opponent's body parts and animate them. In order to do this a Dice Action must be made with AV/EV equal to APs of Dismember and OV/RV equal to the target's Dex/Body. RAPs equal the maximum number of body parts (of any size) which may be removed from the target. As with Anatomical Division (page 60) each separate part must have at least one point of Body, reducing the Character's Body appropriately. The Character's Dex and Str may be distributed among the parts, reducing each accordingly. As long as a limb has APs of Dex, it may move a distance (in APs) equal to its Dex each round, up to 4 APs. The target's Body Attribute may never be reduced lower than 1 AP through a Dismember attack. Dismember is a magical attack as targets who drop their appendages do not bleed and any "wounds" caused by this assault magically seal up.

Limbs remain separated from the target's body for a period of time (in APs) equal to the RAPs scored in the attack. After this time has elapsed, the limbs magically reappear on the dismembered Character.

To control dismembered limbs, the Power user must possess the Control power. Each dismembered limb counts as a full Character for the purpose of this attack, and multi-attack penalties may be incurred if the Power user wishes to Control more than one limb. Unless it has the head, the OV/RV of using Control on a dismembered limb equals 0/0. Control may be purchased at with a special Factor Cost Limitation (–2 FC) if its sole purpose is to simply control dismembered appendages. Control with this Limitation may not be used against targets with any Mental Attributes.

A target who has lost appendages may attempt to control his removed appendages by making an Action Check with AV/EV equal to his Int/Will and OV/RV equal to the highest AP rating of the appendage. Multi-attack penalties apply. A target who successfully controls one of his missing limbs may choose to re-attach it at will if he can maneuver into physical contact with it, adding any APs the limb has back to his total.

Dismember may be purchased with the following Factor Cost Bonuses:Limbs may not be re-attached until APs of time equal to the RAPs scored on the attack pass (+1 FC). APs of target's Physical Powers may be assigned to parts (+2 FC). Dismember may have the following Factor Cost Limitation: Only one Body Part may be Separated (-1 FC).

DISPERSAL

Link:Will	**Mental Power**
Range: Self	**Type: Auto**
Base Cost: 10	**Factor Cost: 6**

This Power enables the user to disperse his atoms, allowing him to pass through solid materials with ease while still maintaining a sense of corporeality. The Dispersed Character may freely move through any Physical object or Character with APs of Body less than or equal to his activated APs of Power, meeting with no resistance whatsoever. Objects with activated APs of Density Increase add the APs to the Body Attribute in order to determine whether it may contact a Dispersed Character. To compensate for the Dispersal, for each activated AP of Power, 1 AP is subtracted from the Character's Strength, weight, and from the EV of each of the Character's non-energy manifesting Physical Powers (such as Claws, Glue, Snare, or Projectile Weapons), to a minimum of 0 APs.

Physical attacks against a Dispersed Character will pass harmlessly through him unless the attack has a Body higher than the activated APs of Dispersal. If the Physical attack has no Body (like an energy attack such as Energy Blast or Flame Project) the attack may affect the Character. Against any Physical attack which may be able to affect the Character, the activated APs of Dispersal are added to his RV. Force Fields and Shields have Body equal to their AP values and bullets have Body equal to the material they are made from.

Dispersal makes a Character tougher to locate with Radar Sense and Sonar. Any Perception Checks using these Powers against a Dispersed Character have the activated APs of Dispersal added to the OV/RV.

A Character with Dispersal may Physically attack a target by placing an extremity inside the target and then solidifying it. This tactic is dangerous to both attacker and defender, and

each suffers an attack with AV/EV equal to the attacker's Dex/APs of Dispersal. The OV/RV for the attacker is his Body/Body, while the defender uses his Dex/Body. Activated APs of both Dispersal and Density Increase aid either Character against this attack by adding their APs to both the OV and RV.

If two Dispersed Characters attack one another, to ease calculations only the Character with the higher activated APs of Dispersal receives any negative modifier to his Strength and Physical Powers. This modifier equals his APs of Dispersal minus his opponent's APs of Dispersal. If both combatants have the same amount of Dispersal activated, they treat one another as if neither had any Dispersal activated.

This Power may be purchased with the Partial Dispersal Bonus (+2 FC). Partial Dispersal allows the Character to solidify parts of his Body while keeping the rest Dispersed. While partially dispersed, the Character does not lose any points from Strength or offensive Powers. However, he may not move entirely through objects, and attacks that normally would not contact him may target his non-dispersed parts using an appropriate Trick Shot. The Column Shifts for the Trick Shot vary depending on how much of the body is solidified, but APs of Dispersal are added to the RV against these attacks as normal. It requires an Automatic Action to become partially Dispersed.

This Power may be purchased with the Gradual Dispersal Bonus (+1 FC). Gradual Dispersal allows the Character to move through objects with APs of Body higher than the APs of Dispersal, but it takes time. The amount of time in APs it takes to gradually disperse through an object equals the object's APs of Body (plus any activated APs of Density Increase) minus the APs of Dispersal. Due to the time involved, Gradual Dispersal does not provide any extra protection against attacks.



This Power may be purchased with the Reduces Weight Only Limitation (-5 FC). Reduces Weight Dispersal only reduces the weight of the Character (normally 2 APs) and does nothing else.

DRAIN RESISTANCE

Link: Mind	**Mental Power**
Range: Self	**Type: Auto**
Base Cost: 20	**Factor Cost: 5**

The APs of Drain Resistance are added to the RV against offensive Powers that increase, attempt to reduce or otherwise alter the Attributes, Powers, and Skills of a Character. This includes attacks from powers such as Mutation, Neutralize, Power Drain, Mind Drain, and Vampirism.

Drain Resistance does not work against Powers that lower Resistance Attributes through damage, such as Lightning or Magic Blast. Nor does Drain Resistance work against restrictive powers that cause Dex to temporarily equal 0.

Drain Resistance may be purchased with either of the following Factor Cost Limitations: Cannot Protect Against Mental Powers (-1 FC) or Cannot Protect Against Physical Powers (-1 FC).

DUMB LUCK

Link: Infl	**Mystical Power**
Range: Self	**Type: Dice**
Base Cost: 200	**Factor Cost: 7**

This Power allows a Character to invoke unknown Mystical forces which cause the Character to be exceptionally fortunate in his actions, the use of which is the game equivalent of rubbing a rabbit's foot.

To use Dumb Luck, a Character must make an Action Check against his own Mystical statistics. The AV/EV is the APs of the Power, while the OV/RV is the Character's own Infl/Spirit. RAPs from this Action Check, if any, may be added to the Character's AV, EV, OV, or RV the following phase (Player's choice).This effect occurs regardless of the type of the Dice Action that follows (attack, defense, clue analysis, Perception, etc.)

The Dumb Luck Power may be used cumulatively, adding the RAPs from one Dumb Luck attempt to the AV or EV of another attempt; however, should a Character ever fail such a cumulative roll, the RAPs gained to that point will be subtracted from either the Character's AV, EV, OV, or RV (GM option) for the following phase.

This Power may be purchased with a Special Factor Cost Bonus: Useable Against Others (+3 FC). RAPs earned may be added or subtracted from another's AV, EV, OV, or RV in the following phase, as long as the action is within Range equal to APs of Dumb Luck Power.

Example: A Character with Dumb Luck of 8 APs and an Infl/Spirit of 7/6 wishes to "get lucky" on his next Energy Blast attack. The Character makes an Action Check using 8/8 (his APs of Dumb Luck) as the AV/EV and 7/6 (his Infl/Spirit) as the OV/RV. The Character rolls a 13, which provides him with an additional 4 APs to utilize on either the AV or EV of his Energy Blast next phase.

EARTH ANIMATION

Link: Aura	**Mystical Power**
Range: Normal	**Type: Auto**
Base Cost: 25	**Factor Cost: 8**

This Power allows a Character to summon into existence an actual creature of living earth and rock who will follow the Power user's instructions for a length of time (in APs) equal to the Character's APs of Earth Animation. At the end of this time, the creature will disperse into normal earth.

A Character using Earth Animation divides the APs of Power into two numbers as desired.The first number serves as the earth creature's Dex, Str, and Body while the second number serves as the creature's Infl, Aura, and Spirit against Mystical Attacks. Earth creatures do not possess Mental Attributes and, as such, are immune to all Mental Attacks. Earth creatures have Density Increase Power equal to APs of Aura.

An earth creature occupies a volume equal to its APs of Str and moves at a speed equal to its Dex.

EARTH CONTROL

Link: Int	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 20	**Factor Cost: 7**

This Power allows a Character to cause and control the movement of a volume of earth, rock, or soil. A Character with Earth Control may utilize the Power toward a number of applications, including:

- The Power user may fling earth at an opponent in an attempt to damage him/it.This is treated as a Physical Attack with AV/EVs equal to the user's APs of Earth Control and OV/RVs equal to the opponent's Dex/Body.
- The Power user may create a powerful dirt storm in an attempt to blind Characters within a volume equal to the user's APs of Power. In this case, the Player must make an Action Check with an AV/EV equal to the APs of Earth Control while the OV/RV is equal to each target's Dex/Dex. RAPs earned are then subtracted from each target's Dex and Initiative total for a number of phases equal to the RAPs of the attack. All targets within an affected volume are attacked separately and without the usual Multi-Attack penalties.
- The Power user may simply move a volume of Earth. This requires an Action Check with AV/EVs equal to the APs of Earth Control and OV/RVs equal to the mass of earth the user wishes to move. RAPs equal the distance the user may move the volume of earth.

ELECTRIC BEING

Link: Str	**Physical Power**
Range: Self	**Type: Auto**
Base Cost: 10	**Factor Cost: 6**

This Power allows a Character to create and cover himself with a sheet of electricity while sustaining no damage. This electrical covering will crackle along the surface for as long as the Character with Electric Being desires (through the expenditure of an Automatic Action each successive phase) or until he falls unconscious.

Any electricity-based attack against a Character with an active Electric Being Power is made with the Character's APs of the Power added to his RV. Conversely, the Character's RV receives a –2 Column Shift penalty against conductive attacks such as Water Control, rubber, or grounded metal cables.

Anyone touched by (or touching) a Character with an activated Electrical Being Power (including contact made in hand-to-hand combat) incurs a Physical Attack with AV/EVs equal to APs of Electrical Being; this special attack form does not count as an Action for the Electrical Being Character. The APs of Electrical Being may also be substituted for a Character's Str as the EV of any hand-to-hand attacks.

ELECTRICAL CONTROL

Link: Int	**Mental Power**
Range: Normal	**Type: Auto/Dice**
Base Cost: 15	**Factor Cost: 8**

This Power allows a Character to control the flow of electricity. Electrical Control does not grant a Character the ability to generate energy (as Lightning does) but only the ability to manipulate existing electricity. Electrical Control may be used each phase toward a variety of effects. Using more than one effect in a phase requires a distribution of APs.

The Character may increase or decrease the intensity of a source of electricity (including thunderclouds). Electrical intensities are measured in terms of their AV/EV. Household Current has an AV/EV of 4, Industrial Current has an AV/EV of 8, while the output of a power plant might have an AV/EV as high as 12. The Character makes an Action Check using the APs of Electricity Control as the AV/RV against OV/RV equal to the source's AV/EV. Add or subtract (as desired) the RAPs earned to/from the AV and EV of the source. This can be used to discharge or recharge batteries, as well as overheat, shut down, or even explode (GM discretion) electrical devices.

The Character may attempt to disable or damage electrical systems, including the power and control systems of devices and the nervous systems of creatures. This is treated as a Physical Attack with AV/EV equal to APs of Electrical Control, and OV/RV equal to the target's Body/Body. OV is not Dex (unless the Range is reduced to Touch) because the electricity is already existent in the target.

A Character with Electrical Control may cause existing electricity of intensity up to the Power's APs to arc between points. This is normally treated as a Physical Attack on the target, which gains a +2 Column Shift defensive Bonus to the RV, since the path being taken is not normally conductive.

Electrical Control may be used to deflect attacks based on electricity, magnetic, or metallic objects (this includes charged particle beams). In this case, the APs of Power are added to the Character's OV against these attacks.

This Power may also be used as the AV/EV of any attempt to jam Radio Communication by causing massive feedback. The OV/RV of the attempt is the APs of Radio Communication. If RAPs achieved are greater than 1/2 the APs of Radio Frequency (round up), the signal is effectively jammed and no information can be sent through.

EMOTION ABSORPTION

Link:Will	**Mental Power**
Range: Normal	**Type: Auto**
Base Cost: 100	**Factor Cost: 10**

This Power allows a Character to feed off the feelings and emotions from anyone in the surrounding area and use them to increase his personal abilities, adding to his own Attributes and/or Powers. In order to absorb Emotions, a Character with Emotion Absorption must initiate a Mental Attack against a victim(s) who is capable of feeling emotion. The AV/EV of the attack is equal to the APs of Power and uses the victim's Int/Will as OV/RV. The maximum amount of RAPs able to be absorbed from

a victim is equal to the RV. In the case of Column Shifts (usually acquired by multi-attacking), use the lowest AP value of the range. These RAPs do not cause damage to the victim.

The RAPs absorbed must be immediately distributed among the eligible abilities of the Emotion Absorber. This increase in APs will last for a time in APs equal to the APs of Emotion Absorption. The maximum APs that may be absorbed at one time is equal to the APs of Emotion Absorption.

The Powers and Attributes that Emotion Absorption applies to must be defined when the Power is purchased. Five Hero Points must be added to the Base Cost of Emotion Absorption for each eligible Power or Attribute past the second. Emotion Absorption may be purchased with the following Factor Cost Limitation: Only Useable Against One Emotion (-2 FC). The single emotion must be declared when this Power is purchased. Example emotions include sorrow, fear, anger, hatred, excitement, etc.

This Power may be purchased with a special Factor Cost Bonus: Emotional Sustenance (+1 FC). Feeding off emotions provides nourishment to the Character. A Character with this Bonus in effect requires no other form of sustenance (neither food nor water), though he may still gain nourishment from them. The APs of Power equal the length of time in APs a Character can remain sustained without either traditional nourishment or exposure to emotions.

EMPATHY

Link:Will	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 10	**Factor Cost: 3**

This Power allows a Character to feel the emotions of others and determine the person's exact emotional quality: happy, sad, angry, afraid, or experiencing any other basic emotion.

A successful Action Check with OV/RVs equal to the target's Int/Mind is necessary for this Power to function. Positive RAPs indicate the Character "tunes in" on the target's emotions. If the Check earns 5 or more RAPs, the Character also discovers the cause of the target's emotions.

The results of a successful Empathy Check will reveal actual feelings and emotions; no method of masking true feelings (such as a Character utilizing the Actor Skill) will subvert this Power.

ENCHANTMENT

Link:Will	**Mental Power**
Range: Normal	**Type: Auto**
Base Cost: 200	**Factor Cost: 10**

This Power allows a Character to bestow upon another Character a temporary but dramatic increase in Powers. The Character may add his APs of Enchantment to any one of another Character's pre-existing Attributes, Powers, Skills (or the other Character may divide the APs between several different Attributes, Powers, and Skills).

A Person will remain Enchanted for a length of time (in APs) equal to the Character's APs of Enchantment or until the user voluntarily removes the effect. Enchantment may only be performed upon one individual at any given time.

ENERGY ABSORPTION

Link: Body	**Physical Power**
Range: Self	**Type: Auto**
Base Cost: 25	**Factor Cost: 5**

This Power allows a Character to absorb damage from Physical energy-based Attacks (Energy Blast, Lightning, Electric Being, etc.). The energy absorbed is gradually dissipated throughout the Character's system with no ill effect. Absorbed energy cannot be diverted or changed, only neutralized.

A Character with the Energy Absorption Power must come into contact with the attack for the Power to function, at which point the Character's APs of Energy Absorption are subtracted from the RAPs of the attack. If damage inflicted exceeds the Character's APs of Energy Absorption, the Power fails and the Character sustains full damage to his Current Body Condition.

Example: A Character with 7 APs of Energy Absorption is struck by a Lightning attack that receives 7 RAPs; the Character takes no damage. However, if the same attack received 10 RAPs, the Energy Absorption Power would fail and the Character would sustain the full 10 RAPs of damage.
A Character may use Energy Absorption on more than one attack per phase. In this case, the Character must divide the APs of Power between each of the attacks at his discretion; the Character does not receive full AP protection against each attack.

If Energy Absorption is purchased with the Range Bonus, it enables a Character to absorb energy released at a distance equal to the Range (not just energy that contacts the Character). This allows the Character to use Energy Absorption to absorb RAPs intended for other targets, provided the target is within Range.

This Power may be purchased with a special Factor Cost Limitation: Usable Against One Energy Type (-2 FC). Energy types include plasma (fire), electricity, magnetism, light, etc.

This Power may be purchased with a special Factor Cost Bonus: Absorbed Energy Adds to Power Reserve (+3 FC). Only a Character with both Energy Absorption and Power Reserve may acquire this Bonus. APs neutralized by this type of Energy Absorption must be immediately assigned as desired among the Powers and Attributes eligible for augmentation (see Power Reserve, page 92). This increase lasts for APs of time equal to the Character's APs of Energy Absorption, minus the RAPs absorbed from that attack. A Character may never have more total RAPs absorbed at one time than his APs of Power Reserve.

Note: The increases gained by the use of this Power are independent of the increases gained from the Power Reserve's own APs, unless the Power Reserve has the Must Be Fueled by Energy Absorption Limitation.

ENERGY BLAST

Link: Body	**Physical Power**
Range: Normal	**Type: Dice**
Base Cost: 15	**Factor Cost: 3**

This Power allows a Character to fire a bolt of pure energy from any particular part of the body, such as the eyes or hands. Use of this Power constitutes a Physical Attack with APs serving as both AV and EV.

A Character should define which type of energy blast is fired when purchasing this Power (light energy, heat or infrared radiation, magnetic energy, microwaves, "cosmic power," etc).

Generally Players must designate where the energy is emitted from their Character (i.e.. fingers, fists, eyes, etc.).

ENLARGE

Link: Mind | **Mental Power**
Range: Touch | **Type: Dice**
Base Cost: 20 | **Factor Cost: 8**

A Character with Enlarge may reduce a target in size as though the target were using the Growth Power with the Limitation that Growth Does Not Cause Strength Increase. A willing target may be grown to as many APs as Enlarge. Attacking an unwilling target has AV/EV equal to Dex/APs of Power against OV/RV equal to the target's Dex/Mind. If the target does not have a Mind, such as a Gadget, use the target's Body as RV. Any RAPs achieved are applied as though the target were using that many APs of Growth. Enlarge lasts for phases equal to the RAPs achieved (or APs used in the case of a willing target). A Character with Enlarge may not increase his own size and must purchase the Growth Power to do so.

An Enlarged target may attempt to change back to normal through an Action Check with AV/EV equal to his Will/Will against OV/RVs equal to the original Enlarge RAPs achieved. If cumulative RAPs from this Action Check equal or exceed the RAPs of the original Enlarge attack, the opponent is back to normal. Enlarge may be purchased with the following Bonus: Target's Strength and Weight are increased by the APs of Enlarge he is affected by (+3 FC).

Note: If this Power is Mystic Linked, change RV of an attack to Spirit and the AV/EV to return to normal size equals Aura/Aura.

EXORCISM

Link: Mind | **Mental Power**
Range: 1 AP | **Type: Dice**
Base Cost: 5 | **Factor Cost: 3**

This Power allows a Character to remove a person from the effects of mind control or possession (i.e., Control, Hypnosis, and the Personality Transfer Powers). The Character must make an Action Check with AV/EVs equal to the APs of Exorcism against OV/RVs equal to RAPs from the original control or possession Action Check. Positive RAPs indicate success, with the target no longer affected by the controlling Power.

EXTENDED HEARING

Link: Int | **Mental Power**
Range: Normal | **Type: Auto**
Base Cost: 5 | **Factor Cost: 1**

This Power allows a Character to increase the range of his normal hearing. A Character with active Extended Hearing subtracts the APs of Power from the distance between him and a sound, the result being the apparent distance between the Character and the sound.

For example; a Character with 8 APs of Extended Hearing who is listening to a sound 9 APs away (one-half mile) will hear that sound as if it were only 1 AP away (20 feet). Normally, a whisper can be clearly discerned at a range of 0 APs, normal conversation at a range of 3 APs, and loud shouts at a range of 7 APs.

If someone shouts within an effective 1 AP distance of a Character using Extended Hearing, the Character is temporarily deafened, an effect which will last for a number of phases equal to the APs of Extended Hearing which were active.

EXTRA LIMB

Link: Str | **Physical Power**
Range: Self | **Type: Auto**
Base Cost: 5 | **Factor Cost: 4**

A Character with the Extra Limb Power has a fully functional limb or appendage, which is not possessed by a normal human (a prehensile tail, an extra arm, etc).This Power may be purchased more than once for Characters with more than one extra limb.

When lifting objects or making Physical Attacks with the Extra Limb, the Character's Dex acts as the AV while the APs of Extra Limb substitute for the Character's Str (as the EV).

When making a Grappling Attack, a Character with one or more Extra Limbs receives a -1 Column Shift to the opponent's OV for each additional limb used in the attack, as long as each Extra Limb has an AP value equal to or greater than the Character's Strength. This same Column Shift bonus may also be used during a Grappling Attack when attacking or defending against the grappled opponent. Any Extra Limbs not used in a Grappling Attack may be used to Physically attack others.

EYE OF THE CAT

Link:Will | **Mental Power**
Range: Normal | **Type: Auto**
Base Cost: 10 | **Factor Cost: 2**

This Power allows a Character to see through the eyes of an animal. Eye of the Cat will not function unless an animal exists within the Power's Range. If more than one animal is within Range, the Character may choose which animal to use for purposes of the Power.

Once Eye of the Cat is active, the Character can see everything the animal sees, including things the animal can see only through the use of special vision Powers, such as a cat's Ultra Vision. Statistics for various animals can be found on page 339. Eye of the Cat will not allow a Character to see through the eyes of a human.

FABRICATE

Link: Aura | **Mystical Power**
Range: Normal | **Type: Auto/Dice**
Base Cost: 50 | **Factor Cost: 7**

Fabricate allows a Character to generate Doodads and magical Artifacts from nothing.

A **Doodad** [Body: 1, R#: 0] is an item of absolutely no use and may be created as an Automatic Action. Typical Doodads include rubber duckies, streams of paper, balloon animals, pixie dust, fake quarters, corks, and other things a stage magician might create. Doodads have no actual use and are for role-playing purposes only. A Doodad is a take-away (non-capitalized) item. Fabricated Doodads exist for APs of time equal to APs of Fabricate Power.

Fabricate may be used to create an Artifact by using a Dice Action with AV/EV equal to the APs of Fabricate. The Player must design the Artifact before rolling. All Artifacts must have at least a Body of 1. No Ability of a Fabricated Artifact may have a Base Cost greater than 50 or a Factor Cost greater than 7. Attributes may not be Italicized. Do not calculate in Reliability, as it will be assigned (see below)

OV/RV of the Fabrication attempt equals the highest AP value of the Artifact, plus one (1) AP for each Ability the Artifact has beyond the first. OV and RV are increased by +1 Column Shift if the item is to be a non-take away (capitalized) item.

If any positive RAPs are achieved, the Artifact is creat-

ed. Fabricated Artifacts disappear after an amount of time (in APs) equal to RAPs achieved or whenever the creator wishes and have Reliability Numbers equal to twelve (12) minus RAPs achieved. Any RAPs from time may be exchanged to reduce the Reliability Number on a one for one basis.

Example: Whacky wants to Fabricate a Flying Hat of Invisibility [Body: 5, Flight: 3, Invisibility: 8]. OV/RV of the attempt equals 10; 8 for the APs of Invisibility, plus 1 for having a Body, plus 1 for having Flight. Whacky gets 4 RAPs. The Hat has a Reliability Number of 8 and will exist for one minute.

The maximum number of Doodads and Artifacts a Character may have Fabricated at one time equals his APs of Power. The design of these items is limited to the Fabricator's imagination, but creating a specific item, such as the appropriate key for a door, will not work without knowing the lock design. A Fabricated Artifact with at least 1 RAP in both the Mind and Spirit Attributes may be treated as a Pet.

To allow Abilities with a Base Cost greater than 50 or a Factor Cost greater than 7, raise the Base and Factor Costs of the Fabricate Power appropriately when originally purchased. By raising the Factor Cost to 8, non-Acting Attributes may be Italicized. Raising the Factor Cost to 9 allows any Attribute to be Italicized and allows the Hardened Defenses Advantage.

FLAME ANIMATION

Link: Aura	**Mystical Power**
Range: Normal	**Type: Auto**
Base Cost: 25	**Factor Cost: 8**

This Power allows a Character to summon into existence an actual creature of living flame that will follow the Character's instructions for a length of time (in APs) equal to the Character's APs of Flame Animation.At the end of this time, the creature will disperse into thin air.

A Character using the Flame Animation Power divides the APs of Power into two numbers as desired.The first number serves as the flame creature's Dex, Str, and Body while the second number serves as the creature's Infl, Aura, and Spirit against Mystical Attacks. Flame creatures do not possess Mental Attributes and are therefore immune to all Mental Attacks.

The flame creature has the Flame Being Power with APs equal to APs of Aura. The creature occupies a volume equal to its APs of Str and moves at a Speed equal to its Dex. In addition, an animated flame creature suffers a -2 Column Shift modifier to its RV against cold-based attacks.

FLAME BEING

Link: Str	**Physical Power**
Range: Self	**Type: Auto**
Base Cost: 10	**Factor Cost: 6**

This Power allows a Character to create and cover himself with a sheet of fire while sustaining no damage. This flame covering will continue to burn for as long as the Character with Flame Being desires (through the expenditure of an Automatic Action each successive phase) or until he falls unconscious.

Any fire- or heat-based attack against a Character with an active Flame Being Power is made with the Character's APs of the Power added to his RV. Conversely, the Character's RV receives a -2 Column Shift penalty against ice or cold-based attacks.

Additionally, anyone or anything touched by (or touching) a Character with an activated Flame Being Power (including contact made in hand-to-hand combat) incurs a Physical Attack with AV/EV equal to APs of Flame Being; this special attack form does not count as an Action for the Flame Being Character. The APs of Flame Being may also be substituted for a Character's Str as the EV of any hand-to-hand attack.

FLAME CONTROL

Link: Int	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 10	**Factor Cost: 6**

This Power allows a Character to control both the intensity and spread of flames. Flame Control does not, however, give the Character the ability to generate fire (as does Flame Project), only the ability to manipulate pre-existing flames. Flame Control can be used each phase toward one of the following effects:

- The user may increase or decrease the intensity of a volume of flame. Flame intensities are measured in terms of their AV/EV, as indicated on page 151. A normal fire might have an AV/EV of 6/6, while the flame at the heart of a volcano might have an AV/EV of 12/12. Any Character within such flames is automatically Physically Attacked by this AV/EV each phase.
- A Character with Flame Control can make an Action Check with AV/EVs equal to the APs of Power against OV/RVs equal to the flame's indicated AV/EVs; add or subtract (as desired) the RAPs earned by the roll from both the AV and the EV of the flames. For example, a Character with 10 APs of Flame Control who rolls a 13 against a normal fire (AV/EV of 6/6) will receive 8 RAPs. The Character could then increase the AV/EVs of the flames to 14/14 or extinguish the flames altogether. This aspect of Flame Control affects all the flames within a volume equal to the user's APs of Power.
- The user can simply move a volume of flame. The OV/RVs of such an attempt are equal to the AV/EVs of the flame; RAPs earned indicate the distance (in APs) which the flames may be moved.

FLAME IMMUNITY

Link: Body	**Physical Power**
Range: Self	**Type: Auto**
Base Cost: 5	**Factor Cost: 4**

This Power allows a Character to protect himself against fire and heat-based attacks. The APs of Power are added to the Character's RV against any and all such attacks.

FLAME PROJECT

Link: Str	**Physical Power**
Range: Normal	**Type: Dice**
Base Cost: 15	**Factor Cost: 3**

A Character with the Flame Project Power can fire forth a stream of flame from his body like a flame-thrower. Use of this Power is a Physical Attack with AV/EVs equal to the APs of Power.

FLASH

Link: Str	**Physical Power**
Range: Normal	**Type: Dice**
Base Cost: 20	**Factor Cost: 4**

This Power allows a Character to produce a burst of brilliant, pure light. If the target Character is not prepared for this attack (by having his eyes covered, filtered glasses, secondary vision, etc.), he may be blinded. To determine this, the APs of Flash act as the AV/EV and the target's Dex/Dex as the OV/RV.

RAPs are subtracted from the target's Dex (and Initiative) for a number of phases equal to the RAPs of the Flash attack.

Additionally, Flash may be steadily produced at a lowered intensity to effectively create a bright glowing light.

This Power may be purchased with a special Factor Cost Limitation:Flash is incapable of Multi-Attacks (-1 FC). Flash becomes usable on only one target per phase.

FLIGHT

Link: Dex | **Physical Power**
Range: Self | **Type: Auto**
Base Cost: 10 | **Factor Cost: 3**

Flight allows a Character to move freely in any direction through air or space. Most forms of Flight also allow travel underwater at the usual -2 AP speed penalty. Flight by itself does not allow a Character to survive in outer space but does provide him with the ability to move through it.

The APs of Flight are the APs of distance that the Character can travel each phase. In addition, a Character may use the APs of Flight as the OV against any Physical Attacks provided he performs no Dice Action during that phase.

Most forms of Flight also allow travel underwater at the usual –2 AP speed penalty. If purchasing Flight for faster than light (FTL) speeds only (requiring 30 APs of Flight), apply the following two Power specific Limitations, Only Useable In Space (–1 FC) and Cannot Substitute for OV (–1 FC). Being able to travel at FTL does not give a Character the ability to know where he is going, requiring Scholar (Space Navigation/Astrogation) or a similar Advantage.



Flight may be purchased with the following Limitation: Winged (-1 FC). Winged Flight cannot be used in enclosed spaces or if the wings are disabled. Wings do not require purchasing Extra Limbs unless they may be used in combat. Wings may be targeted with a +1 Column Shift Trick Shot.

FLUID FORM

Link: Body | **Physical Power**
Range: Self | **Type: Auto/Dice**
Base Cost: 75 | **Factor Cost: 7**

This Power allows a Character to transform his entire physical form into a liquid. The Fluid Form is a buffer against Physical Attacks since they will essentially pass through the Character or he simply flows around them. Add the APs of Fluid form to the Character's OV and RV against these Physical Attacks, but due to lack of cohesion reduce his Strength by 1 AP per AP of activated Fluid Form, down to a minimum of 0. An Automatic Action is required to both enter and leave Fluid Form, and a Character may not transform both into and out of Fluid Form in the same phase.

A Fluid Form is not necessarily a watery liquid and may even be gelatinous or made of small granules like a sand creature. By flowing as a wave or pouring himself, a Fluid Form may travel at a speed equal to the APs of Fluid Form (maximum movement is 8 APs per phase, regardless of the Character's APs of Power). In Fluid Form, a Character may flow through the cracks and holes of physical structures at a speed equal to APs of Fluid Form minus the APs of Shrinking required to pass through the holes.

Fluid Forms do not allow special breathing or movement in their base elements, so Characters should purchase Water Freedom, Swimming or other Powers as appropriate. A Fluid Form split into separate parts cannot reform until it is back together, unless the Character has Split or Anatomical Division Powers.

A Fluid Form may attempt to smother an opponent by flowing into his breathing orifices and drowning him, but this is considered Killing Combat. Smothering requires a successful combination Trick Shot Grappling Attack (+2 Column Shifts to the opponent's OV) against the opponent, who will take Drowning damage until he breaks the Grapple. The Fluid Form Character may replace all instances of Strength in subsequent Grappling attacks with APs of Fluid Form.

This Power may be purchased with special Factor Cost Bonuses. Does not lose APs of Strength in Fluid Form (+2 FC). Partial Solidification (+1 FC). Partial Solidification allows the Character use an Automatic Action to solidify parts of his body while keeping the rest fluid. While partially solid, the Character does not lose any points from Strength, but the solid parts may be attacked with an appropriate Trick Shot based on the amount of solid body. The APs of Fluid Form only add to the RV of partially solid parts. Partially solid Fluid Forms may still flow as normal but might not be able to move entirely through cracks and holes until fully liquid.

FOG

Link: Str | **Physical Power**
Range: Normal | **Type: Auto**
Base Cost: 5 | **Factor Cost: 3**

Fog allows a Character to use any atmospheric moisture to form a dense fog, which obscures vision and vision-related Powers (such as Sonar, Thermal Vision, Ultra Vision, and X-Ray Vision). The OV/RV of an attempt to see through the fog using one of these Powers is equal to the Character's APs of Power.

Any attacks made by Characters within the fog receive a +2 Column Shift modifier to the OV. The APs of Fog plus five equals the volume (in APs) of fog cover, which must take the form of a simple sphere unless conforming to an enclosure.

The fog created by this Power will travel with the Character, if so desired, provided the Character is not traveling at a speed (APs of distance per phase) surpassing the APs of Fog Power. A wind or volume of air moving faster than the APs of Power will instantly dissipate the fog.

This Power may be purchased with a special +1 Factor Cost Bonus: Fog Does Not Inhibit User's Vision.

FORCE FIELD

Link: Str	**Physical Power**
Range: Self	**Type: Auto**
Base Cost: 30	**Factor Cost: 6**

This Power allows a Character to create a field of Physical energy to protect his own body. The APs of Power are added to the Character's RV against Physical Attacks.

A Force Field is spherical in form and centered around the Character of origin. A field shelter may be generated at the same APs of volume as the Power's APs, protecting all Characters within the field. No Physical Attacks with exterior targets can be made from within the field.

Force Field with Range Bonus enables a Character to create a Force Field at a distance equal to the Range (not just around himself), changing Force Field into an Auto/Dice Power. Projecting at Range allows the Character to protect or entrap another Character with a "force bubble". Trapping an unwilling target is a Dice Action with AV/EV equal to the Character's Dex/APs of Power and OV/RV equal to the target's Dex/Str. Any RAPs means the target is trapped until he breaks free. OV/RVs of an attempt to break free of a Ranged Force Field equals the APs of Power initially used.

This Power may be purchased with a special Factor Cost Limitation: Field Protects Power User Only (-2 FC).

This Power may be purchased with a special Bonus: Can Attack Through Field. This Bonus allows Physical Attacks with exterior targets to be made by Characters within the Field. The creator of a Field with this Bonus may decide which side of the field may be attacked through, helpful to know when the Power is used to trap targets. The Can Attack Through Field Bonus doubles the Base Cost of the Power (to 60) and adds to the Factor Cost (+1 FC).

FORCE MANIPULATION

Link:Will	**Mental Power**
Range: Normal	**Type: Auto**
Base Cost: 75	**Factor Cost: 10**

This Power gives a Character the ability to shape energy into solid constructs. The Character can create any object desired out of this formidable energy. Created objects have total APs in Physical Attributes and Powers equal to the Character's APs of Force Manipulation. The Character may divide the Power APs between the object's Physical Attributes and Powers as desired. Created objects have a maximum volume in APs equal to the APs of Power.

An object created by Force Manipulation is allowed to have a Body of 0, but if the object is touched, or after it contacts something else (after delivering any damage to the target, if necessary) the object will disappear and must be recreated. It costs an Automatic Action to create (or recreate) a Force Manipulation object, and it costs a Dice Action to use a created Force Manipulation object for a Dice Action.

Note that when making an attack using an object created by Force Manipulation, the AV of the attack is not equal to the APs of Power; it is determined by the Powers possessed by the object or its Dex where appropriate. In some cases, the Character's Dex or Weaponry Skill can be used as the AV, subject to GM discretion.

Example: Bob the Magnificent (Force Manipulation of 20 APs) can create a boat with 10 APs of Body, 5 APs of Str, and a speed of 5 APs (the Swimming Power). Alternately, he might make a club with an EV of 20, but the club will vanish after delivering its damage.

A Character may create more than one object at a time, but his APs of Force Manipulation must be split up among all created objects. Of course, regardless of how many objects he has created he can only make one Dice Action per phase.

Usually, objects created can only possess APs of Physical Attributes and Powers, but they may have Mental Powers if those Powers have an obvious physical derivation.

Example: Bob the Magnificent could create a huge magnifying glass to focus the rays of the sun into the Laser Beam Power but could not make a laser gun that accomplished the same effect, since it would not have an obvious physical source.

Mental Powers that can be mimicked by Force Manipulation include (but are not limited to): Air Control, Extended Hearing, Laser Beam, Magnetic Control, Microscopic Vision, Reflection/Deflection, Remote Sensing, Sensory Block, Telescopic Vision, and Water Control.

FORCE SHIELD

Link: Str	**Physical Power**
Range: Normal	**Type: Auto**
Base Cost: 10	**Factor Cost: 5**

This Power allows a Character to create a shield of physical energy, which provides protection from Physical Attacks. Anyone protected by a Force Shield has the APs of Power added to his RV against Physical Attacks.

The Force Shield called into being is circular in shape, possesses an approximate diameter of four feet, and can be projected at Range. Such a shield is useless against attacks originating from behind the Character unless the Character establishes the shield there, in which case the Character is defenseless against frontal assault.Even if a Force Shield is up, the Character may attack around the sides of the shield to targets in front of him.

FRICTION CONTROL

Link: Int	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 25	**Factor Cost: 7**

This Power enables the user to increase or decrease the coefficient of friction on a generalized area. Adjusting the level of friction on a target area is a Dice Action with both AV/EV equal to APs of Power and both OV/RV equal to the target area size in APs. If used on a moving target, such as a Character, OV equals the target's Dexterity of APs of Movement, only if greater than the APs of target area. RAPs achieved may be used to increase or decrease the friction of the target, and the effect lasts for RAPs amount of time. An Automatic Action must be spent each round to maintain the Friction Control effect on a moving target.

To simulate increased friction on an object being moved through an area, add the RAPs of Friction Control to the weight of the object, and to simulate decreased friction, subtract the RAPS from the weight. The object's weight does not actually

change, but is simply adjusted since the changed friction makes it tougher or easier to move the object. If total RAPs are greater than an object's weight and the area has increased friction, the object will be stuck and will defy gravity if the area is a wall or ceiling. If the area has decreased friction, the object becomes effectively frictionless and slides in the direction of any slope or remains in motion in a straight line if moving on a level surface.

Attempting to pick up or otherwise grip an object with decreased friction, which has no gripping surfaces such as a handle, is an Automatic Action if the Character's Dexterity exceeds the RAPs applied. Otherwise, it requires an Action Check with AV/EV equal to Dex/Dex and OV/RV equal to the RAPs of Friction Control and achieving any RAPs allows the object to be picked up.

A Character unknowingly entering an area of altered friction is automatically Physically assaulted with AV equal to RAPs of Friction Control and EV equal to Movement Speed and OV/RV equaling the target's Dex/Weight. RAPs are applied to the Character's Current Body to simulate damage from tripping or slipping.

Increasing the friction of an area will slow or even immobilize a target moving through the area. Entering an area of increased friction reduces the Speed of movement by the RAPs applied. Any Movement action (including Dodging) while in an area of increased friction is reduced by the RAPs applied. In order to ignore the reduction, a Character must either Push his Movement ability (usually Dexterity, but possibly Running or another Movement Power) as normal or use a Dice Action for Movement with AV/EV equal to Str/Str and OV/RV equal to RAPs of Friction Control.

RAPs achieved from the Action Check are applied to the Character's APs of Movement, up to maximum normal movement. By increasing the friction of a Character, he may be immobilized, as RAPs achieved will reduce both his Movement and Dexterity. This sort of attack may even be made against a Character in-flight, who will hang helplessly in the air. A Character assaulted in such a manner can ignore the reductions to Movement and Dexterity as explained above.

Decreasing the friction of an area may cause targets in the area to lose their balance and coordination. If RAPs are greater than a target's Dexterity, standing in an area of reduced friction will require an Automatic Action. While moving through an area of reduced friction, a target will not be able to alter his Speed or change his direction of movement without an Action Check with AV/EV equal to Dex/Dex, OV equal to RAPs of Friction Control, and RV equal to current Speed. APs of Joined and Cling Powers can be used to increase the EV of the roll. If this Action Check is failed, the Character could end up performing an unnecessary Charging Combat Maneuver into a wall or other object. By decreasing the friction of a Character, he may be forced to fall and flounder as RAPs achieved will reduce both his Movement and Dexterity (but not his Speed), and if the target is standing on a slope, he will slide uncontrollably downhill. APs of Joined and Cling Powers can be used to increase the RV against such an attack.

The user of this Power may reduce his own friction in order to skate along a solid surface at APs of Power, up to a maximum of 8 APs. The APs of Friction Control may be used as the AV/EV of a Physical Attack against any mechanical gadget with modifiers provided by the GM to represent belts slipping or gears seizing. The drivers of vehicles moving on a surface of increased friction reduce the OV of any Vehicles (Land) Skill roll by RAPs of Friction Control, but increase the OV by RAPs if the surface has decreased friction. Increasing the friction on a wall or a Character allows the RAPs to add to the AV of any Climbing, Cling, or Grappling attempts, and add to APs of Joined, while and decreasing the friction will increase the OV of the attempts and subtract from the APs of Joined. A Glue or Snare attack with increased friction has the RAPs add to the EV of these assaults, but decreasing friction reduces the EV.

Friction Control may be used against the insides of a target Character, causing bodily functions to behave improperly as the heart cannot beat, blood cannot flow, or oxygen in the lungs ceases to move. The OV/RV of such an attempt equals the target's Dex/Body, and RAPs applied are always considered Killing Combat damage.

This Power may be purchased with the following Limitations: Friction Increase Only (-1 FC), Friction Decrease Only (-1 FC).

FROSTBITE

Link: Str | **Physical Power**
Range: Self/Special | **Type: Auto**
Base Cost: 10 | **Factor Cost: 6**

A Character with Frostbite can cause his body to become so cold that he can damage others simply by touching them. This field of cold will continue for as long as the Character with Frostbite desires (through the expenditure of an Automatic Action each successive phase) or until he falls unconscious.

Any cold-based attack against a Character with Frostbite is made with the Character's APs of the Power added to his RV. Conversely, the Character's RV receives a -2 Column Shift penalty against fire or heat-based attacks. Characters who have both Frostbite and Icing do not suffer from a -4 Column Shift penalty vs. heat-based attacks, only a -2 Column Shift penalty.

Any person or object touched by, or touching a Character with an activated Frostbite Power (including contact made in hand-to-hand combat) incurs a Physical Attack with AV/EV equal to APs of Frostbite; this special attack form does not count as an Action for the Frostbite Character. The APs of Power may be substituted for a Character's Str as the EV for a hand-to-hand attack.

Frostbite causes the air around the Character to chill. For every 3 APs of Frostbite, add 1 AP of distance from which others can feel the coldness generated by the Character. A Character with 10 APs of Frostbite, for instance, is so chilly that characters 3 APs away can feel the air cool down.

FULL VISION

Link: Int | **Mental Power**
Range: Normal | **Type: Auto**
Base Cost: 5 | **Factor Cost: 1**

This Power allows its user to see anything within a full 360-degree circle around his person.The APs of Full Vision is the maximum Range at which an object can be seen using the Power. It is impossible to Blindside someone with the Full Vision Power (see page 150), unless the attack originates at a distance (in APs) greater than the Character's APs of Full Vision.

Example: A Character with 6 APs of Full Vision would be unable to notice an Energy Blast originating 7 APs away in time to react.

This Power may be used with other vision powers, which are not already 360° in effect (such as Ultra Vision, and Thermal Vision). When using a vision Power in conjunction with Full Vision, the Power will function up to a Range in APs equal to the Power's APs or the APs of Full Vision, whichever lower.

Example: A Character with Full Vision at 9 APs and Ultra Vision at 13 APs would be able to use his Ultra Vision at 13 APs if looking forward, but only at 9 APs when looking through the range provided by Full Vision.

GLIDING

Link: Dex	**Physical Power**
Range: Self	**Type: Auto**
Base Cost: 5	**Factor Cost: 2**

This Power allows a Character to glide through the air at APs of distance equal to the sum of the APs of Power and the APs of height the Character begins above the ground.

Example: A Character with Gliding of 2 APs jumps from the roof of an eight-story building which is approximately 3 APs above the ground. From this height, he may glide to the ground 5 APs distant.

A Character with Gliding travels at a speed equal to the APs of Power in distance per phase. It would take the Character in the previous example 3 phases to travel the full 5 APs.

At higher AP values, the Gliding Power may become unrealistic. Unless strange powers or alien physics are in play (or the Gamemaster simply does not care;this is a super hero game after all) GMs may want to exercise discretion before allowing an AP amount of Gliding they judge inappropriate.

GLUE

Link: Str	**Physical Power**
Range: Normal	**Type: Dice**
Bases Cost: 20	**Factor Cost: 4**

A Character with the Power of Glue can emit a sticky substance, which glues the target to the ground or surrounding terrain upon a successful Action Check. To glue a target, a Character makes an Action Check using the APs of the Power as the AV/EV against the target's Dex/Str as the OV/RV. Positive RAPs indicate that the target cannot move and has his Dex and Initiative reduced by the APs of the Glue attack until he breaks free.



In order to break free, a glued Character must make a successful Action Check (i.e., gain one or more RAPs) using Str as both AV and EV against OV/RVs equal to the RAPs gained by the original Glue attack.

GRAVITY DECREASE

Link: Int	**Mental Power**
Range: Normal	**Type: Auto**
Base Cost: 75	**Factor Cost: 4**

This Power allows a Character to decrease the pull of gravity on any given object.The Character can subtract the APs of Gravity Decrease from the weight of any object (most human Characters weigh 2 APs).

An object whose weight has been completely negated through the use of this Power will float in place unless somehow propelled. If fewer than the full APs of Power are needed to cancel the weight of an object, the Character can propel the object at a speed equal to the remaining APs of the Power.

Example: A Character with Gravity Decrease of 15 APs can propel an object weighing 2 APs (such as himself) upwards at a speed of 13 APs per phase (15 - 2 = 13).

GRAVITY INCREASE

Link: Int	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 20	**Factor Cost: 4**

This Power allows a Character to increase the pull of gravity on any given object. If the target is an inanimate object, the Character simply adds the APs of Power to the target's weight. If the target is another Character, the Power user must make an Action Check against an OV/RV equal to the target's Dex/Str.

If the Action Check succeeds with RAPs equal to or exceeding the target's Str, the target is considered to be Grappled with a Str equal to the APs of Gravity Increase (see page 146). In addition, any RAPs exceeding the target's Str are taken as damage to the target's Current Body Condition.

GROWTH

Link: Str	**Physical Power**
Range: Self	**Type: Auto**
Base Cost: 35	**Factor Cost: 10**

Growth allows a Character to increase his size. For each AP of the Growth Power engaged (a Character need not grow to maximum size) the following effects occur:

- 1 AP is added to the Character's RV against Physical Attacks.
- 1 AP is added to the Character's weight and volume.
- 1 AP is added to the Character's Str.

Additionally, for every three APs of Growth engaged, a Character's height is increased by 1 AP (starting at a base of 0 APs), and he gains +1 AP to his Running (1 to 2 APs of Growth engaged has no effect on Running, while 3 to 5 adds 1 AP, and 6 to 8 adds 2 APs, etc.) For every 5 APs of Growth activated, the Character adds one AP to Swimming speed. A Character with at least 5 APs of Growth may perform a Sweep Attack (see page 148) as a hand-to-hand attack, and one with at least 10 APs may make 1 AP Area hand-to-hand attacks.

As a Character becomes larger, he becomes easier to

see and hit with attacks. As a result, for every two APs of Growth engaged, a Character's OV against Physical Attacks and Perception Checks decreases by one AP (1 AP of Growth engaged has no effect on OV, while 2 to 3 APs engaged decreases the Character's OV by 1 AP, and 4 to 5 APs engaged decreases OV by 2 APs, etc).

When purchasing this Power, a Character has the option of selecting a special -5 Factor Cost Limitation: Growth Does Not Cause Str Increase.

HYPERSENSITIVE TOUCH

Link: Dex | **Physical Power**
Range: Touch | **Type: Dice**
Base Cost: 5 | **Factor Cost: 2**

This Power allows a Character to "see" with his fingertips. The Character can read a newspaper by feeling the ridges of the ink, feel the vibration of a smoothly running machine through a thick wall, or listen to phone conversations by touching the phone lines. A Character using Hypersensitive Touch makes an Action Check using the APs of Power as AV/EV against OV/RVs determined on the following table (additional OV/RV assignment at GM discretion). Any positive RAPs indicate success in an attempt.

Task	OV/RV
Read Newspaper	3/3
Identify Machine by vibration	5/5
Tap Phone Line	10/10

HYPNOTISM

Link: Will | **Mental Power**
Range: Normal | **Type: Dice**
Base Cost: 50 | **Factor Cost: 6**

This Power allows a Character to mesmerize a victim. The use of Hypnotism is an Action Check with the AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's Int/Mind. The Hypnotizing Character may implant suggestions as he wishes, up to the number of RAPs received on the Check.

The Character must divide the RAPs earned between each of the implanted suggestions as desired. The completion of each suggestion is then treated as a separate Action Check with the AV/EVs equal to the RAPs allocated by the Character and OV/RVs equal to the opponent's Int/Mind. If an Action Check succeeds, the victim carries out the suggestion.

A Hypnotism victim will not do anything completely against his motivations or beliefs, but a clever Character can often get around this restriction. If someone attempted to Hypnotize Striker into injuring the President, for example, the attempt would fail, but the person could possibly Hypnotize Striker into believing that the President was actually a villain, possibly creating the desired result.

Example: A Character with 10 APs of Hypnotism tries to Hypnotize another Character who has an Int/Mind of 3/2. First, the Power user makes an Action Check and receives 10 RAPs. The user then tries to implant three suggestions, allocating 3 RAPs to each of the first two, and 4 RAPs to the third.

The first suggestion is that the victim will a carry a package with a switch (a bomb made by the Power user) into the victim's office. The second suggestion is that the victim will flip the switch (activating the bomb) and leave the office. And the third suggestion is that the victim will forget everything that occurred. Each of these suggestions must be resolved as a separate Action Check.

The Power user first rolls to see if the victim will take the bomb into the office (AV/EVs of 3/3, OV/RVs of the 3/2, 1 RAP necessary for success). Then the user rolls to see if the victim will activate the bomb and leave the room (Similar AV/EVs and OV/RVs). Finally, the user rolls to see if the victim will forget everything which occurred (AV/EVs of 4/4, OV/RV of 3/2). If the implantation of any of these suggestions fail, the victim will break the Hypnosis and all the ensuing suggestions will be obliterated.

ICE ANIMATION

Link: Aura | **Mystical Power**
Range: Normal | **Type: Auto**
Base Cost: 25 | **Factor Cost: 8**

This Power allows a Character to summon into existence an actual creature of living ice that will follow the Character's instructions for a length of time equal to the Character's APs of Ice Animation. At the end of this time, the creature will disperse into ice and water.

A Character using Ice Animation divides the APs of Power into two numbers as desired. The first number serves as the creatures Dex, Str, and Body while the second number servers as the creature's Infl, Aura, and Spirit against Mystical Attacks. Ice creatures do not possess Mental Attributes and are therefore immune to all Mental Attacks.

The ice creature has the Icing Power with APs equal to APs of Aura. The creature occupies a volume equal to its APs of Str and moves at a Speed equal to its Dex. In addition, an animated ice creature suffers a -2 Column Shift modifier to its RV against heat-based attacks.

ICE CONTROL

Link: Int | **Mental Power**
Range: Normal | **Type: Dice**
Base Cost: 5 | **Factor Cost: 8**

This Power allows a Character to move and control volumes of ice. Ice Control does not, however, give the Character the ability to generate ice (as does Ice Production), only the ability to control and manipulate pre-existing ice formations. Ice Control has a number of useful effects, including:

- The ability to hurl ice at a target to cause damage. This is treated as a Physical Attack with AV/EVs equal to APs of Power and OV/RVs equal to the target's Dex/Body.
- The ability to surround oneself with ice formations which will provide defense against Physical Attacks (APs of Ice Control being added to the Character's RV).
- The ability to move volumes of ice. AV/EVs are equal to the APs of Power while OV/RVs are equal to the APs of the volume of ice to be moved. RAPs equal the distance (in APs) which the ice is displaced.

ICE PRODUCTION

Link: Str | **Physical Power**
Range: Normal | **Type: Auto/Dice**
Base Cost: 20 | **Factor Cost: 10**

This Power allows a Character to create volumes of ice from thin air. The ice produced may be formed into any shape the user desires, such as a wall, an ice dagger, a bridge, etc. Ice Production has a number of useful applications:

- The User may make solid ice constructs, such as

walls, bridges, etc., with volume and Body both equal to the APs of Power.

- The user may create an "ice slide" to move along the ground at a distance per phase equal to the user's APs of Power (maximum movement rate is 8 APs per phase, regardless of the Character's APs of Power).
- The user may use Ice Production to create an "ice barrier." In this case, the user's APs of Power are added to the RV against Physical Attacks. Such a Character will be unable to enter Physical combat while within the barrier.
- The user may make a simple Physical Attack using the APs of Power as AV/EV.
- The user may trap a target in a block of solid ice. Make an Action Check with AV/EV equal to the APs of Power and OV/RVs equal to the target's Dex/Str. RAPs from this Action Check equal the ice APs that have trapped the target as well as the volume of ice created.While the target is trapped, his Dex and Initiative are reduced by the APs of ice, and he cannot move. To break free, the target must make a successful Physical Attack (i.e., earn positive RAPs) against OV/RVs equal to the RAPs of the successful Ice Production attack.

Volumes of ice created with this Power will melt after APs of time equal to the Character's APs of Power. All Constructs created by this Power have -2 Column Shift modifiers to their RV against fire- or heat-based attacks.

Note that trapping a target in a block of ice may be considered Killing Combat under certain Genres. A target may be trapped under a shell or small outer layer of ice instead of a literal block of ice, as the Character creating the ice determines the final shape of the ice. The Character trapped inside the ice block can still suffocate (GMs should assume that the trapped target has 7 APs (eight minutes) worth of air assuming the dome is air tight.

In more realistic genres, Characters covered in ice will also begin to freeze to death. Each phase, make an Action Check with AV/EV equal to the RAPs earned in the trapping Action Check and the target's Body/Body as the OV/RV. RAPs are applied as Killing Combat damage.

ICING

Link: Str	**Physical Power**
Range: Self	**Type: Auto**
Base Cost: 5	**Factor Cost: 5**

Icing allows a Character to cover himself with a sheet of ice and not incur any damage. The APs of Icing are added to the Character's RV against ice- or cold-based attacks.

Against fire- or heat-based attacks, such a Character suffers a –2 Column shift modifier to his RV. APs of Icing may also be substituted for the Character's EV when making hand-to-hand attacks.

ILLUSION

Link:Will	**Mental Power**
Range: Normal	**Type: Auto**
Base Cost: 50	**Factor Cost: 10**

This Power allows a Character to make others see what he wants them to see. The Illusion Power does not create matter where there is none, but it may alter the appearance of existing matter. An illusory staircase could not be climbed, but a rickety staircase could be made to look as good as new. Since an illusion is unreal, it cannot negate material reality. A wall could be disguised or made invisible, but anyone who tried to pass through the wall would still hit it.

The APs of the Illusion Power serve as both the amount of time an illusion will remain believable and the maximum volume the illusion can occupy. The Power user could, however, create an identical illusion just before an illusion was to expire, effectively "resetting the clock" on the illusion's believability.

The APs of Illusion also serve as OV/RVs to any Perception Checks made to determine whether or not an object is real. If a Character suddenly saw a huge golden city in the middle of the desert where a moment ago there was none, he could make a Perception Check to determine whether the city was real or illusory.

The GM should make all Perception Checks for the Character in secret, determining the number of Hero Points the Character wishes to spend on AV/EVs before rolling the dice. In this manner, a Character who attempts to detect an illusion and fails will be unable to tell if the object truly exists or if it is simply beyond his powers of detection to penetrate the illusion.

An illusion itself cannot cause Physical damage, but a living target can believe that he has been hurt, causing great mental strain (RAPs of the illusion doing normal Mental Damage). If the Illusion Power is used to create an illusion of a living creature or anything else capable of damaging an opponent, the creature or object created will fight with Attributes, Powers, and Skills equal to the user's APs of Illusion (an illusory dragon cast by someone with 10 APs of Illusion would have a 10 Dex, 10 Str, 10 Body, 10 APs of Flight, and 10 APs of Flame Project; an illusory bomb would have 10 APs of the Bomb Power).

Damage from illusory objects is sustained by the target's Mind although the target may believe the damage to be Physical.

INTERFACE

Link: Int	**Mental Power**
Range: Touch	**Type: Auto**
Base Cost: 35	**Factor Cost: 6**

Interface enables the user to link mentally to all but the simplest gadgets and mechanisms, controlling them at the lowest level. Rather than just turning the wheel and pressing the pedals of a car, part of the Character's mind is one with the vehicle, and he can move it with his will, but the device cannot do anything it is not normally capable of doing.

Upon touching a Gadget, the Character can utilize the abilities of the Gadget on his own. The APs of Interface act as APs of whichever Skill is appropriate to use the object/Gadget. If the Character has the Skill, he may use his Skill's APs if they are higher than his APs of Interface. If the Character is Unskilled, any normal Unskilled use penalties apply.

Example: When interfacing with a car, the Interface Skill is Vehicles (Land) Skill. Interfacing with a rifle uses the Weaponry (Firearms) Skill. Interfacing with security systems grants the Thief (Locks and Safes) or Thief (Security Systems) Skills. Interfacing with an unknown or general device grants the Character Gadgetry (Identify) or the Scientist (Analysis) Skill as appropriate.

Any knowledge gained through Interface use is relating to the workings of the particular object. The Skill gained may only be used to work the object touched, and as soon as the Character lets go of the object, he loses access to any Skills. APs of Interface must be distributed among multiple interfaced devices, and the maximum number of devices a Character can Interface at one time equals his APs of Power.

Because they are interfaced, if the object the Character is connected to takes damage, he may receive dangerous feed-

back. The RAPs of damage the object receives act as an AV/EV against an OV/RV equal to the Character's Mind/Mind. Any RAPs are applied as Killing Combat Mental damage.

Example: A car takes 3 APs of Body Damage. A Character Interfaced with the car is attacked with AV/EV equal to 3/3 against his Mind/Mind.

INVISIBILITY

Link: Dex **Physical Power**
Range: Self **Type: Auto**
Base Cost: 45 **Factor Cost: 4**

This Power allows a Character to become impossible to detect to one sense. The sense that the Character is invisible to must be chosen when the Power is purchased: Sight, Hearing, or Smell/Taste (Smell and Taste count as one sense for the purposes of this Power). Note that if you want to be "invisible" to the Touch sense, you must purchase the Dispersal Power (see page 60).

When a Character activates this Power, he becomes impossible to locate with the normal sense(s) to which he is invisible. Special perception Powers may be used to locate an invisible Character by making an Action Check using the APs of Power as the AV/EV and the APs of Invisibility as the OV/RV. Positive RAPs indicate that the invisible Character is located. Characters who have successfully located an invisible target in this way are not affected by this Power until the invisible Character has taken steps to disguise his location again.

Characters without perception Powers may also attempt to locate an invisible Character with their other senses, but it is much more difficult.First of all, they must have some reason to suspect the invisible Character's presence (GM's discretion). Then, they must make a Perception Check (see page 156) against OV/RVs equal to the APs of Invisibility. If the RAPs scored are equal to or greater than the RV, an attack may be launched with +1 Column Shift to the OV. If the RAPs scored are at least 1/2 the RV, an attack can still be made but at a +3 Column Shift penalty to the OV.

Location of an invisible Character with normal senses (other than Sight) only lasts until the end of the next phase, after which another attempt must be made to spot the invisible Character.

Attempting to guide an attack with normal senses other than Sight is extremely difficult at best. Any such attack will suffer a penalty of +3 Column Shifts to the OV in addition to the penalties listed in the above paragraph. (Note that none of these penalties apply if a Character successfully uses a perception Power to locate the invisible Character.)

Characters are automatically Surprised (see page 155) when initially attacked by undetected invisible opponents. Immediately after being attacked, the target may attempt to locate the invisible Character (using the appropriate method above) with a bonus of -2 Column Shifts to the OV/RV of the attempt.This attempt does not use up a Character's Dice Action for that phase.

This Power may be purchased with special Bonuses that extend the invisibility into other sense areas. The base Power affects one of the three "senses" (Sight, Hearing, or Smell/Taste). The other senses may be added, each for a +3 Factor Cost Bonus. Additionally, if all three "senses" are affected, the Base Cost of the Power is doubled (to 90). Note that Characters who are invisible to all three "senses" cannot be located at all unless the spotting Character has some sort of perception Power.

INVULNERABILITY

Link: Body **Physical Power**
Range: Self **Type: Dice**
Base Cost: 5 **Factor Cost: 7**

A Character with this Power is very difficult to kill although it does not make him any harder to injure or knock unconscious (for this effect, use the Skin Armor Power).

Whenever such a Character's Current Body Condition is lowered to any negative value (meaning any value below 0, even beyond negative maximum Body), he makes an Action Check using the APs of Invulnerability as his AV/EV and the absolute value of his Current Body APs as OV/RV.

RAPs from this roll equal the number of Body points the Character regains. If Current Body is at a negative value below his maximum Body and the Action Check fails, the Character dies as he would normally. In this way, Invulnerability simulates the Character's ability to "shake off" the damage.

Example: Saint has Invulnerability at 5 APs. His Current Body is reduced to -3 APs due to a Killing Combat Attack. The AV/EV of his Invulnerability Action Check is 5/5 against an OV/RV of 3/3. He gains 4 RAPs, bringing his Current Body condition back up to 1 AP.

A Character rolls an Invulnerability Action Check immediately after he takes the damage that reduced his Current Body to a negative value, forfeiting his Dice Action for this phase (or for the next phase, if he has already acted in the current phase).

After the Check, if the Character's Current Body value is at 0 or less but above negative maximum Body, he falls unconscious and does not make another Invulnerability Check unless his Body is reduced again.

Attempting multiple Invulnerability Checks during a phase counts as a single Dice Action regardless of how many Checks are made. An Invulnerability Check may be made against the continuing loss of Current Body Condition APs sustained by a Character reduced to a negative Current Body Condition by Killing Combat.

A side effect of this Power is its ability to extend the life of a Character; it allows a Check even if the Character dies of disease or of natural causes (aging). The APs of Invulnerability may be added to the Character's OV against all Aging or Disease attacks, such as an Aging Acceleration Cell Rot and an Age Reducing Spiritual Drain. The actual impact of this Power on the life span of the Player's Character is up to GM discretion.

This Power may be purchased with the following Factor Cost Limitation: Invulnerability is used solely to counter the affects of Aging (-5 FC).

This Power may be purchased with special Factor Cost Bonuses: Power counteracts Mental damage (+1 FC), Power counteracts Mystical damage (+1 FC), and Power works beyond Negative Maximum Body (+3 FC). This last Bonus also increases the Base Cost of this Power to 50 and allows Action Checks until the Character is reduced to -100 APs, whereupon he cannot recover.

IRON WILL

Link:Will **Mental Power**
Range: Self **Type: Auto**
Base Cost: 5 **Factor Cost: 3**

This Power allows a Character to resist all forms of Mental control Powers, including (but not limited to) Broadcast Empath, Control, and Hypnotism.The APs of Iron Will are added to the Character's RV against such Powers.

This Power does not protect a Character from Mental Attacks (such as Aura of Fear and Mind Blast).

JOINED

Link: Str | **Physical Power**
Range: Self | **Type: Auto**
Base Cost: 5 | **Factor Cost: 1**

This Power allows a Character to "join" himself to the ground.While so joined (normally at the feet), a Character cannot be Knocked Back, blown away, or otherwise moved easily. A Character with this Power adds the APs of Joined to his RV against potential Knockback attacks made against the Character (the Planned Knockback maneuver, Super Breath, etc.).

JUMPING

Link: Str | **Physical Power**
Range: Self | **Type: Auto**
Base Cost: 5 | **Factor Cost: 2**

This Power allows a Character to leap across great distances or to great heights through a natural or mechanical prowess. A Character with Jumping can traverse a horizontal distance equal to the Character's APs of Power and can jump to heights equal to his APs of Power minus 1. Horizontal movement Speed equals the Character's APs of Jumping minus 1.

KINETIC ABSORPTION

Link: Body | **Physical Power**
Range: Self | **Type: Auto**
Base Cost: 35 | **Factor Cost: 6**

This Power allows a Character to absorb damage from kinetic- or impact-based Attacks with Physical results, including most hand-to-hand attacks. The kinetic energy absorbed is gradually dissipated throughout the Character's system with no ill effect. Absorbed kinetic energy cannot be diverted or changed, only neutralized.

Characters can also absorb damage from Powers like Projectile Weapons, Vibe, and Mental Blast, and damage due to Knockback, Collisions, and High Speed Movement. Only up to half (up to their APs of power) the RAPs due to an Explosion (such as a Bomb attack) can be absorbed with the remaining half applied normally to the Character's Current Body condition.

Characters with this Power can not absorb any types of energy other than Kinetic and are affected as normal by energy-based powers (Energy Blast, Disintegration, Flame Project, Lightning, etc).

A Character with the Kinetic Absorption Power must come into contact with the attack for the Power to function, at which point the Character's APs of Kinetic Absorption are subtracted from the RAPs of the attack (1/2 for Bomb Power or explosions). If damage inflicted exceeds the Character's APs of Kinetic Absorption, the Power fails and the Character sustains full damage to his Current Body Condition.

A Character may use Kinetic Absorption on more than one attack per phase. In this case, the Character must divide the APs of Power between each of the attacks at his discretion; the Character does not receive full AP protection against each attack.

If Kinetic Absorption is purchased with the Range Bonus, it enables a Character to absorb kinetic energy released at a distance equal to the Range (not just energy that contacts the Character). This allows the Character to use Kinetic Absorption to absorb RAPs intended for other targets, provided the target is within Range.

This Power may be purchased with a special Factor Cost Limitation: Useable Against only One Type of Kinetic Source (-1 FC). Sources include Knockback, High-Speed Damage, and hand-to-hand Attacks.

This Power may be purchased with a special Factor Cost Bonus: Absorbed Kinetics Adds to Power Reserve (+3 FC). Only a Character with both Kinetic Absorption and Power Reserve may acquire this Bonus. APs neutralized by this type of Kinetic Absorption must be immediately assigned as desired among the Powers and Attributes eligible for augmentation (see Power Reserve, page 92). This increase lasts for APs of time equal to the Character's APs of Kinetic Absorption, minus the RAPs absorbed from that attack. A Character may never have more total RAPs absorbed at one time than his APs of Power Reserve.

Note: The increases gained by the use of this Power are independent of the increases gained from the Power Reserve's own APs, unless the Power Reserve has the Must Be Fueled by Kinetic Absorption Limitation.

KNOCKOUT GAS

Link: Body | **Physical Power**
Range: Special | **Type: Dice**
Base Cost: 20 | **Factor Cost: 4**

This Power allows the Character to exude a gas attack that the victims can only avoid by sealing breathing orifices or fleeing the Area of Effect. All attacks with Knockout Gas are considered to have Area Effect of up to 3 APs. All targets within the area of effect must make a roll each phase they are in the Knockout Gas with AV/EV equal to the APs of Power and OV/RV equal to Str/Body of the opponent. Successful RAPs are sustained from the target's Body but always as Bashing Damage.

Knockout Gas requires an atmosphere to transmit. A wind or volume of air moving faster than the APs of Knockout Gas will instantly dissipate the Gas. The gas does not vanish until an amount of time equal to APs of Knockout Gas passes (no pun intended).

Skin Armor is useless as defense against this attack, but any APs of Force Field, an appropriately placed Force Shield, and Sealed Systems can keep the aroma from a target's nose. Targets with Analytical Smell/Tracking Scent take a -2 Column Shift Penalty to their OV against a Knockout Gas attack.

Example: Knockout Gas of 7 against a Character with Tracking Scent of 4, has an EV of 11.

This Power may be purchased with the following Factor Cost Bonus: Can Enter Killing Combat (+1 FC). This Power may be purchased with the following Factor Cost Limitation: Gas can affect the Power User (-1 FC).

LASER BEAM

Link: Int | **Mental Power**
Range: Normal | **Type: Auto**
Base Cost: 20 | **Factor Cost: 3**

This Power fires a super-concentrated beam of light, also known as a "laser," as a Physical Attack against a target. The AV/EV of this attack equals to the user's APs of Laser Beam, while the OV/RVs equal the target's Dex/Body. RAPs from the attack represent Physical Damage. Mirrors may be used to employ the Ricochet Combat Maneuver with Laser Beams. Laser Beams can create heat, causing a -1 Column Shift Bonus to RV against cold-based targets.

LIFE SENSE

Link:Will	**Mental Power**
Range: Normal	**Type: Auto/Dice**
Base Cost: 35	**Factor Cost: 4**

This Power allows a Character to detect the exact locations of any living beings within Range. The Character may attempt to detect the location of a specific living being or merely the presence of life in general. In the former case, the Character is informed of the target's exact location; in the latter, the Character is informed of the number of life forms within Range and their type (i.e., three humans and one dog).

Life Sense becomes a Dice Action if the Character is attempting to detect the location of someone who is avoiding detection.In this case, the Character must make an Action Check with AV/EVs equal to the APs of Life Sense against OV/RVs equal to the target's Int/Mind.

Positive RAPs indicate success and the Character is then entitled to the appropriate information.A specific living being who avoids detection and is unfamiliar to (never encountered by) the detecting Character receives a +2 Column Shift modifier to his OV/RV.

This Power may be purchased with a special Factor Cost Limitation: Detection is of either Specific Life Forms (-1 FC) or Life in General (-1 FC).

LIGHTNING

Link: Str	**Physical Power**
Range: Normal	**Type: Dice**
Base Cost: 15	**Factor Cost: 3**

This Power allows a Character to fire and control a bolt of lightning from his body. Lightning strikes as a Physical Attack in combat with AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's Dex/Body.

An opponent who is naturally insulated (such as a Character using Molecular Chameleon to assume the form of rubber) has a +2 Column Shift modifier added to his RV against Lightning. Electronic and/or metallic devices and Characters (such as Prometheus) receive a -2 Column Shift penalty to their RV against the electrical Lightning.

MAGIC BLAST

Link: Aura	**Mystical Power**
Range: Normal	**Type: Dice**
Base Cost: 20	**Factor Cost: 3**

This Power allows a Character to emit a powerful bolt of magic energy from his body (the blast normally emanating from the hands or fingertips).Magic Blast is treated as a Mystical Attack with AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's Infl/Spirit.RAPs from the Magic Blast attack represent the Mystical Damage sustained by the target's Current Spirit from the attack.

MAGIC FIELD

Link: Aura	**Mystical Power**
Range: Self	**Type: Auto**
Base Cost: 20	**Factor Cost: 6**

This Power allows a Character to create a field of arcane energy to protect his own body. The APs of Power are added to the Character's RV against Mystical Attacks. A Magic Field is spherical in form and is centered around the Character of origin.A field shelter may be generated at the same APs of volume as the Power's APs and protects all Characters within the field's volume. No Mystical Attacks with exterior targets can be made from within the field.

This Power may be purchased with a special Factor Cost Limitation: Field Protects Power User Only (-2 FC).

This Power may be purchased with a special Bonus: Can Attack Through Field.This Bonus allows Mystical Attacks with exterior targets to be made by Characters within the Magic Field. It doubles the Base Cost of the Power (to 40) and adds +1 to the Factor Cost.

MAGIC SENSE

Link: Infl	**Mystical Power**
Range: Normal	**Type: Auto**
Base Cost: 5	**Factor Cost: 1**

This Power allows a Character to automatically detect all magic and magic-using creatures within Range. Use of Magic Sense will only reveal that an item or Character has some form of Mystic abilities; no information will be available relative to what those abilities might be or how powerful they are.

As stated in the Connections Advantage, Magic Sense can detect those with Connections to the Mystical Community. Some campaigns may allow Magic Sense to detect the insane, as insanity can be deemed a sort of connection with the ever-chaotic mystical realms.

Magic Sense may be purchased with a special Factor Cost Bonus, Detects Strength (+1 FC). Determining the Strength of a magical target is a Dice Action with AV/EV equal to APs of Magic Sense. OV/RV is determined as follows: Take either the highest AP value of Mystical Power, Ritual, or Artifact that the target has, or 0 if the target has no Mystical Powers, Rituals, or



Artifacts. Add 1 AP each for a Low Connection to the Mystical Community, the Luck Advantage, and the Unluck Drawback. Add 2 APs each for a High Connection to the Mystical Community and the Ultra Luck Advantage. Add 3 APs if the target has any AP value of the Occultist Skill. This is the "Mystic Strength" of the target. Check the AP value against the chart below. APs of Obscure Power add to OV/RV. If any RAPs are achieved, reveal the Mystic Strength to the sensing Character.

Magic Sense Strength Gauge Detection Table

Strength	APs	OV/RV
Strong	16+	2/2
High	12-15	4/4
Good	9-11	6/6
Mild	7-8	8/8
Low	3-6	12/12
Weak	1-2	16/16

This Power allows a Character to create a shield of arcane energy that provides protection from Mystical Attacks. Anyone protected by a Magic Shield has the APs of Power added to his RV against Mystical Attacks.

MAGIC SHIELD

Link: Aura | **Mystical Power**
Range: Normal | **Type: Auto**
Base Cost: 10 | **Factor Cost: 5**

The Magic Shield called into being is circular in shape, possesses an approximate diameter of four feet, and can be projected at Range. Such a shield is useless against attacks originating from behind the Character unless the Character establishes the shield there, in which case, the Character is defenseless against frontal assault. Even if a Magic Shield is up, the Character may attack around the sides of the shield to targets in front of him.

MAGNETIC CONTROL

Link:Will | **Mental Power**
Range: Normal | **Type: Dice**
Base Cost: 15 | **Factor Cost: 10**

This Power allows a Character to create and then control the flow of magnetic fields around his person. A Character with Magnetic Control may utilize the Power toward a number of applications, including:

- The ability to hurl metallic objects at a target to cause Physical damage. For such an attack to occur, metallic objects must be present. AV/EVs of the attack are equal to the Character's APs of Power while OV/RVs are the target's Dex/Body.
- The ability to defend oneself from attacks involving metallic objects (swords, bullets, Physical Attacks by Characters in metal battlesuits, etc.). In this case, the Character adds the APs of Power to his OV.
- The ability to move metals and metallic objects. AV/EVs are equal to APs of Power, while OV/RVs are equal to the weight of the object(s). RAPs will equal the distance (in APs) that the metallic mass may be displaced.
- The ability to warp and bend a metallic object to damage it. The AV/EV of this attack is the Character's APs of Power while OV/RVs equal the target's Body/Body (or Dex/Body if the target is moving or is a metallic Character).
- In order to use Magnetic Control with a fine manipulation, make sure to use the Universal Modifiers Table. For example, manipulating iron in a bloodstream is Extreme, warranting a +4 Column Shift Penalty to the OV/RV.

MATTER MANIPULATION

Link: Int | **Mental Power**
Range: Normal | **Type: Dice**
Base Cost: 100 | **Factor Cost: 10**

This Power allows a Character to temporarily alter both the basic shape and the molecular structure of inorganic (i.e., non-living) matter. The Character could, for example, turn lead into gold or create an iron cage out of thin air.

To use Matter Manipulation, the Character must make an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to either the Body of the object to be manipulated or the Body of the new object the Character is trying to make, whichever is higher. If this Action Check succeeds, the Character can create a new object, assigning the APs of Matter Manipulation as desired to the object's Physical Attributes and Powers. The volume of the created object (in APs) must equal the volume of the original object, plus or minus the number of RAPs scored on the check. A Character may not affect an object that has more volume than he has APs of Matter Manipulation.

Manipulated matter automatically returns to its original form following a time (in APs) equal to the Character's APs of the Matter Manipulation Power.

Usually, objects created can only possess APs of Physical Attributes and Powers, but they may have Mental Powers if those Powers have a physical derivation. Mental Powers that can be possessed by objects created by Matter Manipulation include (but are not limited to): Air Control, Extended Hearing, Laser Beam, Magnetic Control, Microscopic Vision, Radar Sense, Reflection/Deflection, Remote Sensing, Sensory Block, Sonar, Telescopic Vision, Thermal Vision, Ultra Vision, and Water Control. It is up to the GM to decide which Powers can and cannot be possessed by created objects, as appropriate for each object.

Example: Wraith has Matter Manipulation at 33 APs. He could make a steel cage out of thin air. The AV/EV of the attempt would be 33/33 and the OV/RV would be 12/12 (the Body of steel, since it is higher than the Body of air at 0/0). If the Action Check succeeded, Wraith would give the cage a Body of 12 APs, as well as other Attributes and Powers totaling no more than 33 APs.

If Wraith wanted to create a speedboat from a pile of bricks, the AV/EV would be 33/33 while the OV/RV would be 8/8 (the Body of brick). If the Action Check succeeded, Wraith could give the boat a Str of 4, a Body of 4, and the Swimming Power rated at 10 APs (or any combination thereof, provided the Body did not exceed 8 and the total was 33 or less). If Wraith wanted to turn a section of a reinforced bank wall into air so he could pass through it, the OV/RV would be 14/14 (the Body of a bank vault).

MENTAL BLAST

Link:Will | **Mental Power**
Range: Normal | **Type: Dice**
Base Cost: 15 | **Factor Cost: 3**

This Power allows a Character to project a bolt of force from his mind that is capable of causing physical harm.This force strikes as a Physical Attack with AV/EVs equal to the APs of

Mental Blast and OV/RVs equal to the target's Dex/Body. RAPs equal the amount of Physical (Body) damage taken by the target.

MENTAL FREEZE

Link:Will | **Mental Power**
Range: Normal | **Type: Dice**
Base Cost: 15 | **Factor Cost: 5**

This Power allows a Character to mentally restrict an opponent. AV/EVs for such an attack equals the Character's APs of Mental Freeze while OV/RVs equal the opponent's Int/Mind; positive RAPs indicate success, with the opponent held fast and unable to move (Dex = 0).

A Mentally Frozen opponent may attempt to free himself through an Action Check with AV/EVs equal to the opponent's Int/Will against OV/RVs equal to the RAPs of the successful Mental Freeze attack. If cumulative RAPs from this Action Check equal or exceed RAPs from the Mental Freeze attack, the opponent is released.

This Power may be purchased with the following Bonus: Partial Paralysis (+1 FC). Power can be used on specific parts of the target's body (brain, heart, left arm, etc); positive RAPs indicate success with the opponent's Dex halved (round up). If this is done to a vital organ or system, RAPs resulting from use of Power are applied as Killing Combat damage.

MENTAL ILLUSION

Link:Will | **Mental Power**
Range: Normal | **Type: Dice**
Base Cost: 50 | **Factor Cost: 6**

This Power allows its user to alter the perception of its target, causing him to perceive (see, hear, smell, etc.) whatever the user wishes. The mental illusion is visible only to its target, but that person will react to it as if it were real.

To project a mental illusion, the user must make an Action Check with AV/EVs equal to the APs of Mental Illusion against OV/RVs equal to the target's Int/Mind. If the RAPs exceed the victim's Mind, the victim perceives whatever the user wishes (no telepathic or verbal contact is necessary).The illusions will endure for a time in APs equal to the amount of RAPs exceeding the victim's Mind. A subsequent check can be made before this time is up to continue the illusion.

A victim of Mental Illusion can subconsciously combat its effects each phase by making an Action Check using his Int/Will as the AV/EV against OV/RVs equal to the APs of the user's Mental Illusion Power. Hero Point expenditure on the OV/RV is not allowed.If the victim's cumulative RAPs exceed the user's APs of Mental Illusion, the victim's perception returns to normal.

A target under the effects of Mental Illusion can sustain damage if he is "attacked" by the illusion he is experiencing (see Illusion Power, page 81).Any illusory danger created will fight with Attributes, Skills, and Powers equal to the user's APs of Mental Illusion. Damage done by illusory assailants is sustained by the target's Mind, although the target may perceive it as physical damage.

METAL MANIPULATION

Link: Will | **Mental Power**
Range: Normal | **Type: Dice**
Base Cost: 50 | **Factor Cost: 7**

This Power grants the Character the ability to reshape metal and form it into any shape desired. The Character could, for example, turn iron ingots into an iron cage. However, the Character must have material resources to work with and could not, for example, create an iron cage out of thin air, nor can he change the type of metal used. Gold ingots cannot be manipulated into a steel cage.

To use Metal Manipulation, the Character must make an Action Check with AV/EV equal to the APs of Power and OV/RV equal to the Body of the object to be manipulated. If this Action Check succeeds (any positive RAPs), the Character can create a new object made of the same metal, assigning the APs of Metal Manipulation as desired to the object's Physical Attributes and Physical Powers. The Body of the new object is equal to the Body of the original target metal and cannot be changed. Manipulated metal does not automatically return to its original form, instead retaining its shape for time equal to the APs of Metal Manipulation.

Metal Manipulation may be purchased with the following Factor Cost Bonus: Manipulated metal remains in its new form permanently (+2 FC).

Variants of this Power include "Substance" Manipulation, such as Rock Manipulation, Ice Manipulation, or Crystal Manipulation.

MICROSCOPIC VISION

Link: Int | **Mental Power**
Range: 0 APs | **Type: Auto**
Base Cost: 5 | **Factor Cost: 1**

This Power allows a Character to see extremely small objects. Following is a table listing the objects that become visible at the various activated AP levels of Microscopic Vision:

APs	Object Visible
1	Cloth Weave
3	Hair Follicles
5	Tiniest Insects
8	Human Cells
10	Metal Fatigue
12	Bacteria
23	Viruses
26	DNA Structure
28	Molecules
30	Atoms
35	Electrons

MIMIC

Link: Dex | **Physical Power**
Range: Normal | **Type: Dice**
Base Cost: 50 | **Factor Cost: 10**

A Character with the Mimic Power can duplicate and use the Str Attribute or Powers of any other Character within Range. The APs of Mimic are the APs of time the Character can use any Mimicked Power.

To Mimic a Power, a Character must make an Action Check using the APs of Power as the AV/EV and the target's APs of the Power to be Mimicked as the OV/RV. A Character who successfully Mimics a Power receives that Power in APs equal to his APs of the Mimicked Power's Link Attribute, plus the RAPs received on the Mimic attempt, up to a total equal to the APs of Power the target possesses. An attempt to mimic the Str Attribute of an opponent has an OV/RV equal to the opponent's Str/Str. Multi-Attacks may be made using this Power. At any one time, a Character may only possess a number of Mimicked Powers equal to his APs of Mimic.

Example: A Character with 10 APs of Mimic and Body

of 5 APs tries to Mimic another Character's Energy Blast.The Character with Mimic makes an Action Check using 10/10 (his APs of Mimic) as the AV/EV against the target's APs of Energy Blast as the OV/RV. If this Check gains positive RAPs, the Character with Mimic receives 5 APs of the Energy Blast Power (the Link Attribute of Energy Blast is Body), plus the RAPs received on the Mimic roll (up to a total equal to the APs of Power possessed by the target).The Character can use the Mimicked Energy Blast for 10 APs of time (the APs of Mimic).

MIND BLANK

Link: Mind	**Mental Power**
Range: Self	**Type: Auto**
Base Cost: 5	**Factor Cost: 4**

This Power allows a Character to negate any and all mind-reading or mind-scanning attempts made upon him.The Character adds the APs of Mind Blank to the RV against attacks utilizing Powers such as Life Sense, Mind Probe, and Telepathy.

MIND BLAST

Link:Will	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 20	**Factor Cost: 3**

This Power allows a Character to launch a powerful psionic attack upon another Character. The AV/EVs of this attack are equal to the user's APs of Mind Blast while OV/RVs equal the targets Int/Mind. RAPs from the attack represent the Mental Damage sustained by the target from the attack and reduce Current Mind accordingly.

MIND DRAIN

Link:Will	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 20	**Factor Cost: 8**

This Power allows a Character to drain Mind APs from his opponent and add those APs to his own Mind. Use of Mind Drain is treated as a Mental Attack with AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's Int/Mind. RAPs are subtracted from the opponent's Mind and added to the attacker's Mind.

Results of a Mind Drain are treated as normal Mental damage (the victim's Current Mind Condition must be Recovered, as explained on page 142). A Character may never use this Power to increase his own Mind higher than its normal AP level.

MIND FIELD

Link:Will	**Mental Power**
Range: Self	**Type: Auto**
Base Cost: 20	**Factor Cost: 6**

A Mind Field is spherical in form and is centered around the Character of origin. A field shelter may be generated at the same APs of volume as the Power's APs and protects any Characters located within that volume from exterior Mental Attacks. No Mental Attacks with exterior targets may be made from within the field. Anyone protected by a Mind Field has the APs of Power added to his RV against Mental Attacks.

This Power may be purchased with a special Factor Cost Limitation: Field Protects Power User Only (-2 FC).

This Power can be purchased with a special Bonus: Can Attack Through Field.This Bonus allows Mental Attacks with exterior targets to be made within the Field. It doubles the Base Cost of the Power (to 40) and adds +1 to the Factor Cost.

MIND OVER MATTER

Link: Mind	**Mental Power**
Range: Self	**Type: Auto**
Base Cost: 15	**Factor Cost: 4**

Characters with this Power have an increased stamina and resistance to pain. Once a Character with Mind Over Matter hits a Current Body, Mind, or Spirit condition of zero or less, he makes an Action Check using APs of Power as the AV/EV against an OV/RV equal to the total damage he has sustained. This Action Check counts as the Character's one Dice Action this phase (or during the next phase, if he has already acted in the current phase). If the Action Check succeeds, the Character does not fall unconscious until the next time he takes damage. At that point, he may make another Action Check with an OV/RV equal to the new damage total to avoid unconsciousness, and so forth.

Example: Katana III has Body of 6, and Mind Over Matter of 13. He takes 7 RAPs of Bashing Damage and is reduced to 0 Current Body. His Action Check has an OV/RV of 7/7, and he passes, staying conscious. Two phases later, he takes another 2 points of Bashing Damage. The Action Check to stay conscious has an OV/RV of 9/9 (9 total points of damage). Since this has been Bashing Damage, Katana's Current Body is still 0. The next round, Katana takes two points of Killing Combat Damage. The OV/RV of Mind Over Matter increases to 11/11, and his Current Body is reduced to -2.

Mind Over Matter only helps the character stay conscious, it doesn't prevent him from dying. The Invulnerability Power is needed to prevent a character from dying. Thus in the example above, if Katana Three has a Current Body of -2. He's still dying as per the normal Killing Combat rules, but at least he's conscious. If he takes 5 more points of Killing Combat damage, he'll be past his negative maximum Body and will die instead of falling unconscious if his Mind Over Matter Check fails.

MIND PROBE

Link:Will	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 20	**Factor Cost: 3**

This Power allows a Character to read the thoughts and memories of other Characters. When using Mind Probe, a Character must be searching for a specific subject or memory. There is no limit to how far into a target's memory a Character may search.

Use of Mind Probe requires an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the target's Int/Mind. RAPs are the number of Knowledge Points gained by the probing Character. Examples of potential information received are summarized in the Knowledge Points Chart.

Knowledge Points	Information Learned
1 RAP	Target's surface thoughts on the subject ("I just robbed that little old lady.")
1/2 RV	Thoughts easily recalled by the target ("I had been planning this robbery for months.")
Full RV	Distant thoughts or memories ("I stole my baby brother's lollipop when I was a kid.") and items the target may not even realize he knows about the subject ("Come to think of it, I never really liked my baby brother. He kept tattling on me when I did bad stuff. I guess that's why I still don't get along with him to this day.")

MIND SHIELD

Link:Will	**Mental Power**
Range: Normal	**Type: Auto**
Base Cost: 10	**Factor Cost: 5**

This Power allows a Character to create a shield of mental energy that provides protection from Mental Attacks. Anyone protected by a Mind Shield has the APs of Power added to his RV against Mental Attacks.

This Mind Shield called into being is circular in shape, possesses an approximate diameter of four feet, and can be projected at Range. Such a shield is useless against attacks originating from behind the Character unless the Character establishes the shield there, in which case the Character is defenseless against frontal assault. Even if a Mind Shield is up, the Character may attack around the sides of the shield to targets in front of him.

MOLECULAR CHAMELEON

Link:Will	**Mental Power**
Range: Self	**Type: Auto**
Base Cost: 75	**Factor Cost: 10**

This Power gives a Character the ability to restructure his own molecules into any material touched.A Character may use Molecular Chameleon to assume the shape of any existing gas, liquid, or solid.

When Molecular Chameleon is activated, both the Character's Str and Body instantly assume AP levels equal to the Body of the substance touched, but neither may be raised higher than the Character's APs of Molecular Chameleon. For example, if a Character with 8 APs of Molecular Chameleon touched reinforced steel with 12 APs of Body, his Str and Body would each become 8 APs, not 12 APs.



A gaseous Character is treated as having the Dispersal Power rated at the same APs as his Molecular Chameleon Power (his Body stays at its original AP level). A liquid Character is treated as having the Fluid Form Power rated at the same APs as his Molecular Chameleon Power (his Body stays at its original AP level). A Character using Molecular Chameleon has complete control over his body. The Character's molecules do not "leak away" if they change to fluid nor are they completely rigid if the Character changes into a solid.

If Molecular Chameleon is purchased with the Range bonus, it enables a Character to assume the form of any substance within Range, not just those substances touched.

This Power may also be purchased with a special +3 Factor Cost Bonus: Needs No Material To Copy.

MUTATION

Link: Str	**Physical Power**
Range: Touch	**Type: Dice**
Base Cost: 200	**Factor Cost: 10**

This Power allows a Character to evolve or devolve a target into a new life form. The user must make an Action Check with his Dex/APs of Power as the AV/EV and the target's Dex/Body as the OV/RV. If the Check is successful, the user then rolls again on 2D10 to determine the mutative results, as presented on the table below:

Roll	Effect (target receives)
2	2 APs of Claws
3-10	2 APs of Growth
11	+2 APs of Str
12	2 APs of Flight
13	+2 APs of Int
14	+2 APs of Body
15	2 APs of Skin Armor
16	2 APs of Energy Blast
17	2 APs of Superspeed
18	2 APs of Shrinking
19	2 APs of X-Ray Vision
20	2 APs of any Power selected by the GM

Mutated creatures automatically possess the Strange Appearance Drawback. If the target of the Mutation already possesses the Power rolled, it is increased by 2 APs. The Power user can bestow multiple mutations upon a target, but the APs of Power are not added if the same mutation is rolled twice; in such cases, roll again. Mutations last for a length of time (in APs) equal to RAPs gained on the Mutation attempt.

This Power can be purchased with a special Factor Cost Bonus:The User Can Choose Mutation instead of rolling (+2 FC).

MYSTIC BLAST

Link: Aura	**Mystical Power**
Range: Normal	**Type: Dice**
Base Cost: 25	**Factor Cost: 3**

This Power fires a blast of magical energy as a Physical Attack against a target. The AV/EV of this attack equals the user's APs of Mystic Blast, while the OV/RVs equal the target's Dex/Body. RAPs from the attack represent Physical Damage.

MYSTIC FREEZE

Link: Aura	**Mystical Power**
Range: Normal	**Type: Dice**
Base Cost: 20	**Factor Cost: 5**

This Power allows a Character to magically restrict an opponent. AV/EVs to such an attack equal the Character's APs of Mystic Freeze while OV/RVs equal the opponent's Infl/Spirit; positive RAPs indicate success with the opponent held fast and unable to move (Dex = 0).

A Mystically Frozen opponent may attempt to free himself through an Action Check with AV/EVs equal to the opponent's Infl/Aura against OV/RVs equal to the RAPs of the successful Mystic Freeze Attack. If cumulative RAPs from this Action Check equal or exceed RAPs from the Mystic Freeze Attack, the opponent is released.

This Power may be purchased with the following Bonus: Partial Paralysis (+1 FC). Power can be used on specific parts of the target's body (brain, heart, left arm, etc); positive RAPs indicate success with the opponent's Dex halved (round up). If this is done to a vital organ or system, RAPs resulting from use of Power are applied as Killing Combat damage.

MYSTIC LINK

Link: Varies	**Mystical Power**
Range: Self	**Type: N/A**
Base Cost: +10	**Factor Cost: N/A**

Mystic Link is not a distinct Power that functions alone; rather it allows a Character to purchase a Physical or Mental Power and utilize that Power to cause Mystical effects. For all intents and purposes, a Mystically Linked Power's effects are automatically considered magical, meaning that such Powers will have a greater effect against Characters who are particularly vulnerable to magic. Mystically Linked Powers are detectable with the Magic Sense Power.

Mystic Link must be purchased in conjunction with a Physical or Mental Power. To do so, a Character must spend 10 extra Hero Points (the Base Cost of Mystic Link) in addition to the Base Cost of the Power to be linked. The Character then purchases individual APs of the Mystically Linked Power at that Power's normal Factor Cost; the Character does not purchase individual APs of Mystic Link.

Once a Power has been purchased through Mystic Link, it functions exactly as described in its own Power description, with the exception that the Power now has its Link Attribute changed to the equivalent Mystical Attribute. Dex and Int become Infl, Str and Will become Aura, and Body and Mind become Spirit. Certain individual Power descriptions list specific changes that must be made to the way the Power works if Mystically Linked.

Example: Mystic Linked Flame Project still functions as a Dice Action with OV/RVs equal to the opponent's Dex/Body and still causes Physical Damage in a successful attack, but is considered a magical effect, and has the Link changed to Aura.

Note that there is a difference between "Mystic Linking" and "linking." A Power that is Mystically Linked has its Link Attribute changed but is not automatically linked to its Link Attribute. If a Player wishes to link the Power, he must do so using the new Mystic Attribute as the Link Attribute, receiving all of the usual advantages and penalties for doing so (see page 24). Short notation for Mystically Linked Powers is the placement of the letter 'M'after the APs of the Power.

NEUTRALIZE

Link:Will	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 25	**Factor Cost: 4**

This Power allows a Character to negate one of his opponent's Powers. Such an attack requires an Action Check with an AV/EV equal to APs of Neutralize, OV equal to the target's Dex, and RV equal to the APs of the Power to be negated. RAPs are then temporarily subtracted from the opponent's APs of the Power. Powers neutralized in this manner must be Recovered normally (see page 142).

Neutralize can also negate Powers possessed by a Gadget and a Character's Str Attribute (to a minimum of 5 APs). This Power may be purchased with a special Factor Cost Limitation: Power Only Effective Against One Specific Power (-2 FC).

OBJECT AWARENESS

Link:Will	**Mental Power**
Range: Normal	**Type: Auto**
Base Cost: 20	**Factor Cost: 1**

This Power allows a Character to tune in on any familiar object and become aware of its location and surroundings provided the object was in physical contact with the Character within twenty-four hours of Power use.

Only one object may be "tuned in" by the Character at any one time. Once the object is tuned in, the Character can use any sense (sight, hearing, smell, etc.) as if he were standing alongside the object. The APs of Object Awareness equal the maximum distance over which an object can be detected. The mental presence of the Character using Object Awareness cannot be sensed in any way at the object's location. Further, no attack of any kind can be projected or received through the object.

This Power may be purchased with a special Factor Cost Bonus: Powered Senses Operable Through Object Awareness (+2 FC).

OBSCURE

Link: Will	**Mental Power**
Range: Self/Touch	**Type: Auto**
Base Cost: 5	**Factor Cost: 4**

This Power protects a target Character or Gadget from specific forms of detection. The ability Obscure affords protection from Detect, Life Sense, Precognition, Magic Sense, Remote Sensing, and Object Awareness. Each AP of Obscure adds to the OV/RV of the attempt to Sense or Precognition on/about the target. To use this Power for more than one target at a time, it must be purchased with the Area Effect Bonus. Anything within this Obscured Area of Effect gains the benefits of the Power so long as they remain within range.

OMNI-ARM

Link: Str	**Physical Power**
Range: Self	**Type: Auto**
Base Cost: 10	**Factor Cost: 5**

The Omni-Arm Power allows a Character to transform the physical shape of his own limbs into anything desired. Material and mass of the transformed object remain the same, but shape and function can vary. For example, arms can be converted into lobster claws, hammers, or giant scissors.

When using Omni-Arm, a Character may substitute the APs of Power for Str (including EV) when performing an action.

OMNI-POWER

Link: Special | **Special Power**
Range: Varies | **Type: Auto**
Base Cost: 500 | **Factor Cost: 10**

This Power allows a Character to possess awesome control over the forces of the universe. Such a Character's Powers and abilities are limited primarily by the Character's own imagination.

APs of Omni-Power can be used to mimic any Power or Skill at any time. Whenever Omni-Power is invoked, however, the Character must pay a Hero Point fee equal to the Base Cost of the Power or Skill mimicked. A Character can mimic several Powers or Skills at the same time but must divide his APs of Omni-Power as desired between these Powers/Skills and pay each Base Cost.

Powers and Skills mimicked with Omni-Power are only available to the Character for one hour (15 APs), following which time the Character must again pay the respective Base Cost fee for continued Power/Skill use. A Character can automatically cancel the availability of any mimicked Power/Skill to provide for the use of another. Omni-Power may be purchased with a Skills Only Limitation, reducing the Base Cost to 150.

Note that Omni-Power is in a special Power classification in and of itself; it is not a Physical, Mental, or Mystical Power. If necessary, Omni-Power may be linked to one half a Character's Will (round fractions down).

Example: Jay the Magnificent possesses linked Omni-Power. Since his Will is 15 APs, he has 7 APs of Omni-Power (15 / 2 = 7 (rounded down)). If Jay later increased his Will to 20 APs, he would have to increase his Omni-Power to 10 APs (20 / 2 = 10).

If Jay decided to turn himself invisible, he could automatically use Omni-Power to mimic 7 APs of Invisibility; doing this would cost him 45 Hero Points (the Base Cost for Invisibility). Jay could then remain invisible for one full hour, after which time he must again pay the 45 Hero Point Base Cost to continue using Invisibility for another hour.

PARALYSIS

Link: Str | **Physical Power**
Range: Normal | **Type: Dice**
Base Cost: 15 | **Factor Cost: 5**

This Power allows a Character to physically restrict an opponent. AV/EVs for such an attack equal the Character's APs of Paralysis while OV/RVs equal the opponent's Dex/Body; positive RAPs indicate success, with the opponent held fast and unable to move (Dex = 0).

A Paralyzed opponent may attempt to free himself through an Action Check with AV/EVs equal to the opponent's Str/Str against OV/RVs equal to the RAPs of the successful Paralysis attack.If cumulative RAPs from this Action Check equal or exceed RAPs from the Paralysis attack, the opponent is released.

This Power may be purchased with the following Bonus: Partial Paralysis (+1 FC). Power can be used on specific parts of the target's body (brain, heart, left arm, etc); positive RAPs indicate success with the opponent's Dex halved (round up). If this is done to a vital organ or system, RAPs resulting from use of Power are applied as Killing Combat damage.

PERSONALITY TRANSFER

Link:Will | **Mental Power**
Range: Normal | **Type: Dice**
Base Cost: 30 | **Factor Cost: 8**

This Power allows a Character to take possession of an opponent's body. Use of the Personality Transfer Power requires an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's Int/Mind. RAPs must be greater than or equal to the opponent's Mind for Personality Transfer to succeed.

While possessing an opponent, the Character moves his own Mental and Mystical Attributes, Powers, and Skills, and his own Physical Skills into the opponent (temporarily replacing the opponent's own). Physical Attributes and Powers of the Character are not transferred to the opponent.

While this Power is active, the body of the Character using Personality Transfer temporarily disappears. When the Character leaves the opponent, the body reappears within 10 feet (0 APs) of the released opponent.

A Character successfully using Personality Transfer possesses total control over all of the opponent's Physical Attributes, Powers, and Skills. However, none of the opponent's Mental or Mystical Attributes, Powers, or Skills can be used by either the possessing Character or the opponent while this Power is active unless such usage results in a Physical effect.

A victim of Personality Transfer can subconsciously combat its effects each phase by making an Action Check using his Int/Will as the AV/EV against OV/RVs equal to the APs of the user's Personality Transfer Power. Hero Point expenditure on the OV/RV is not allowed.If the victim's cumulative RAPs exceed the user's APs of Personality Transfer, the user is forced out of the victim's body.

This Power can be purchased with a special Factor Cost Limitation: Body Left Behind While Transferred (-3 FC). After a successful Personality Transfer with this Limitation, the user's body is left behind, immobile and apparently lifeless. While the Character is "possessing" another person, he remains aware of his original body in only the vaguest sense; any time the body is moved, spoken to, or attacked, he can make a Perception Check (see page 156) against OV/RVs equal to the range in APs to his body to sense what is going on. Of course, the user always has the option of dropping the Power and retreating to his own body at any time.

This Power can be purchased with a special Factor Cost Limitation: Personalities Switch (-1 FC). In this case, the personality of the user and the target switch bodies after a successful attack.

PETRIFICATION

Link: Dex | **Physical Power**
Range: Touch | **Type: Dice**
Base Cost: 20 | **Factor Cost: 8**

A Character with Petrification has the ability to turn the flesh of a target into stone. The AV/EV of the attack is the Dex/APs of Power, while the OV/RV of the target equals his Dex/Body. Inanimate objects defend with OV/RV of Body/Body. If the RAPs achieved exceed the target's Body, he becomes a stone-like statue, unable to move.

The target's Dex is reduced to 0, and Initiative is reduced accordingly. Even if the target's Body was higher or lower, his APs of Body are changed to 9, the Body of stone. For all intents and purposes, his OV/RV against Physical attacks is now 9/9 until Petrification wears off.

A petrified target is a statue for an amount of time equal to RAPs achieved. A petrified target may attempt to change back to normal through an Action Check with AV/EV equal to his Body/Body against OV/RVs equal to the original RAPs of Petrification achieved. If cumulative RAPs from the Action Check(s) equal or exceed the RAPs achieved against the target, he turns back to normal. Cumulative Petrification attacks against a petrified target have no effect.

This Power may be purchased with the following Factor Cost Bonus: Partial Petrification (+1 FC). Power can be used on specific parts of the target's body (brain, heart, left arm, etc); positive RAPs indicate success with the opponent's Dex halved (round up). If this is done to a vital organ or system, RAPs resulting from use of Power are applied as Killing Combat damage.

Petrification may also be purchased with the following Factor Cost Bonus: Variable Material (+2 FC). Instead of 9 APs, the user may choose the APs of Body of the stone into which the target is transformed, the maximum APs equal the target's original Body plus RAPs achieved, and the minimum is a Body of 1. Petrification may be purchased with the Cumulative Petrification Bonus (+1 FC). Additional attacks against a petrified target extend the maximum time as a statue by RAPs achieved, and these RAPs add to the total RAPs against the target.

PHOBIA

Link:Will	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 15	**Factor Cost: 4**

This Power allows a Character to create a great irrational fear in the mind of an opponent.Use of Phobia automatically manifests an illusion of whatever is most feared by the opponent (this illusion can only be seen by the opponent).

Use of Phobia requires an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's Int/Mind. RAPs must equal or exceed the opponent's Mind for the attack to succeed, in which case the opponent can do nothing but quiver in fear for a time (in APs) equal to the RAPs earned by the Phobia Action Check.The effects of Phobia are instantly canceled if the using Character exits Range, is knocked unconscious, or decides to voluntarily release the opponent.

A Character subject to Phobia can attempt to free himself from the effects of the Power each phase by making a Mental Attack with AV/EVs equal to his Int/Mind against OV/RVs equal to RAPs scored by the original Phobia Action Check. If one of these rolls succeeds, the Character is released from the Phobia with no residual effects.

PLANT CONTROL

Link:Will	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 10	**Factor Cost: 6**

This Power allows a Character to take complete control over local plant life. A Character with Plant Control may utilize the Power toward a number of applications, including:

- The ability to cause an appropriate plant (vine, tree, etc.) to whip out one of its appendages to attack an opponent.This is treated as a Physical Attack with AV/EVs equal to the APs of Plant Control and OV/RVs equal to the opponent's Dex/Body.
- The ability to cause an appropriate plant to wrap itself around an opponent in order to restrain him.This is treated as a Grappling Attack (see page 146), with the AV being equal to the APs of Plant Control and Str equal to the plant's Body.
- The ability to move a mass of plants from one area to another. AV/EVs of such an attempt equal the APs of Plant Control while OV/RVs equal the volume of plants to be displaced. RAPs indicate the distance the plants may be moved.

Plant Control only controls pre-existing plant life. It does not summon new plant life into being, as does Plant Growth. In addition, appropriate plants must be present for a Character to implement any of the attack forms previously described. A Character could not attempt to Grapple someone with the short grass of a putting green.

PLANT GROWTH

Link:Will	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 10	**Factor Cost: 5**

This Power allows a Character to rapidly increase the growth rates of natural plant life. AV/EVs of such an attempt equal the APs of Plant Growth while OV/RVs equal the volume of plants to be grown. RAPs are instantly added to the plants' volume (either increasing the plants' sizes or the area over which they grow, Character's choice). Plants grown through this Power will remain grown until the user voluntarily returns them to their original condition and can later be controlled using Plant Control.

Example: A Character with Plant Growth of 30 APs is attempting to use his Power on a 20 AP volume forest (the AV/EV is 30, the OV/RV is 20/20). If the Character were to roll an 11, he would net 15 RAPs, and the forest could grow up to a volume of 35 APs, at the Player's discretion.

In addition, a Character with Plant Growth of 15 APs or more can make a special Physical Attack in which he causes the microscopic plant life that resides in the intestines of a living creature to expand, thus damaging the opponent.The Character must decide how many APs of Plant Growth to use in the attack (between one (1) and full APs).This number is used as AV/EVs of the attack with OV/RVs equaling the opponent's Str/Body. Depending on the Genre Rules being used (see page 219), this type of attack may be considered Killing Combat.

POISON TOUCH

Link: Str	**Physical Power**
Range: Touch	**Type: Dice**
Base Cost: 30	**Factor Cost: 3**

A Character with this Power is able to generate a substance that irritates the skin on contact, causing damage to an opponent. Initial attack is made with the user's Dex/APs of Power as AV/EV and the opponent's Dex/Body as OV/RV, respectively, the opponent sustaining RAPs of damage.

In successive phases, the opponent is further attacked by an AV/EV equal to the APs of Poison Touch against the victim's Body/Body as the OV/RV. These attacks continue each phase until one of them fails. These continuing attacks simulate the spread of the poison through the opponent's body. The attacker may not make another attempt to Poison Touch the victim until the previous attack fails, so cumulative attacks are not possible.

POSTCOGNITION

Link: Int | **Mental Power**
Range: Touch | **Type: Dice**
Base Cost: 15 | **Factor Cost: 2**

This Power allows a Character to touch an object and sense what has happened to that object in the past. Such an attempt requires an Action Check with AV/EVs equal to the APs of Postcognition and OV/RVs equal to how far back (APs of time) the Character wishes to probe.

RAPs from a Postcognition Check equal the number of Knowledge Points gained by the user; 1 RAP would be a series of fuzzy impressions;while RAPs equal to one-half (1/2) the Check's RV would give a fairly detailed picture, and RAPs equal to or greater than the Check's RV would give the Character a mental image as strong and clear as if the object had eyes to see the events.

Example: A Character with 9 APs of Postcognition wants to know what happened to a bullet two hours ago. The AV/EV would be 9/9 while the OV/RV would be 11/11 (two hours in APs). A successful Action Check might reveal that a man with scarred hands loaded the bullet into a revolver, an explosion followed darkness, and then the bullet impacted with a young person.

Postcognition is a measure of the "psychic imprints" left on an object; as such, unless someone handled the object, no information can be derived from use of this Power. A bullet that has been sitting in a gun on the dresser for five months could elicit no information regarding a crime that occurred in the same room.

POWER DRAIN

Link:Will | **Mental Power**
Range: Normal | **Type: Dice**
Base Cost: 40 | **Factor Cost: 9**

This Power allows a Character to absorb the Powers of an opponent. Such an attack necessitates an Action Check with AV/EVs equal to the APs of Power Drain and OV/RVs equal to the victim's: Dex/Body if the Character is attempting to absorb a Physical Power, Int/Mind if the Character is attempting to absorb a Mental Power, or Infl/Spirit if the Character is attempting to absorb a Mystical Power. The Character then receives a number of APs of the opponent's drained Power equal to the RAPs received from the Action Check; an equivalent number of APs are also temporarily subtracted from the opponent's APs of the drained Power.

The Character using Power Drain maintains any drained APs for a time equal to the RAPs of the Power Drain Action Check.The opponent must regain lost Power APs through normal Recovery (see page 142).

This Power may be purchased with the following special Factor Cost Bonuses: Can Drain Physical Attributes (+1 FC), Can Drain Mental Attributes (+1 FC), Can Drain Mystical Attributes (+1 FC).

This Power may be purchased with a special Factor Cost Limitation: Can Only Drain Limited Range Of Powers (-1 FC) (Fire Powers, Mental Powers, etc.); Can Only Drain One Specific Power (-2 FC).

POWER RESERVE

Link:Will | **Mental Power**
Range: Self | **Type: Auto**
Base Cost: 150 | **Factor Cost: 10**

This Power allows a Character to establish a "pool" of APs that he can later divide as desired and add directly to specific Attributes and Powers. The Character can redistribute APs allocated to various Attributes and Powers through Power Reserve at any time. Doing so in combat is an Automatic Action.

Example: A Character with a Str of 8 APs, 8 APs of Force Field, 8 APs of Flight, and 8 APs of Power Reserve could enter battle with a Str of 12 APs, Force Field of 10 APs, and Flight of 10 APs. During the next phase, the Character could use an Automatic Action to place the entire Power Reserve into his Force Field, raising it to 16 APs, returning his Str and Flight to 8 APs.

When Power Reserve is purchased, the Character must specify exactly what Attributes and Powers are eligible for augmentation by the Power Reserve. Five Hero Points must be added to the Base Cost of Power Reserve for each eligible Power or Attribute past the second.

This Power can be purchased with a special Limitation: Must Be Fueled By either Kinetic Absorption or Energy Absorption.This Limitation can only be used if the Character also has the Kinetic or Energy Absorption Power with the special Bonus "Absorbed Energy Adds To Power Reserve" (see pages 73 and 83).With this Limitation the AP rating of the Power Reserve only represents the maximum RAPs that can be absorbed at one time. Without any absorbed energy, the Power Reserve is empty (0 APs). Choosing either Kinetic Absorption or Energy Absorption is a -5 Factor Cost Limitation and reduces the Base Cost of Power Reserve to 75. If both Kinetic Absorption and Energy Absorption can fuel the Power Reserve, the Factor Cost Limitation becomes -4 and the Base Cost is reduced to 100.

PRECOGNITION

Link:Will | **Mental Power**
Range: Self | **Type: Dice**
Base Cost: 75 | **Factor Cost: 3**

This Power allows a Character to view the future. AV/EVs to such an attempt are equal to the APs of Precognition while OV/RVs are equal to how far into the future (APs of time) the Character is trying to see. RAPs from a Precognition attempt equal the number of Knowledge Points earned.

Example: A Character with 7 APs of Precognition tries to see what will occur to him in one hour (10 APs).The AV/EV is equal to 7/7, while the OV/RV is equal to 10/10.

A Character may only use the Precognition Power to learn what will happen to himself or another living being. Images perceived will represent a truthful image of the most important event in which the appropriate Character will be involved during the time period probed.Clarity of the vision is determined by the number of Knowledge Points (RAPs) earned on the attempt: 1 RAP reveals an extremely fuzzy representation; 1/2 RV in RAPs gives a fairly detailed picture, yet one which is still difficult to interpret; and full RV RAPs means the Character receives a crystal clear vision of future events.

Events that are perceived through Precognition represent a likely version of the future but one that is by no means absolute. Exact details could resolve quite differently. Once a period of a Character's future has been subject to Precognition (whether the attempt was successful or not), no further Precognition attempts may be made by the Character on that particular event.

PROBABILITY CONTROL

Link: Infl **Mystical Power**
Range: Normal **Type: Dice**
Base Cost: 300 **Factor Cost: 9**

This Power allows control over the force of chance itself. Probability Control may be used to control the probability of a target succeeding at a task. In order to do this, the user must make a Mystical attack against a target by rolling a Control Check with AV/EV equal to APs of Power and OV/RV equal to the target's Infl/Spirit, adjusted as follows. If the target has the Unluck Drawback, the user receives a -1 Column Shift Bonus to the OV/RV. If the target has the Luck Advantage, the user receives a +1 Column Shift Penalty to the OV/RV, and an additional +2 Column Shift Penalty if the target has the Ultra Luck Advantage. Any RAPs gained from the Control Check (heretofore known as CCs) may be added to or subtracted from any RAPs achieved by that specific target's next successful Dice Action performed within the next CCs number of phases. Reducing or increasing a target's RAPs requires no action. Assuming enough CCs are gained, the target's Dice Action can be rendered completely ineffective.

CCs can only bring the RAPs total to 0 (no less) or up to double the total RAPs, and any extra or unspent CCs are lost. The target may spend Hero Points to negate CCs in the same manner as Last Ditch Defense, but they must be spent immediately after the Control Check, just like Last Ditch Defense. If the Character with Probability Control is knocked unconscious (or is killed) before the target's next Dice Action, the CCs become ineffective and are lost.

Probability Manipulation Table

Chance	OV/RV
Coin Toss, Lost Lighter	2/2
Vending Machine, Dice, Lost Keys	4/4
Pistol Misfire, 5-Card Poker Deal, Lost Ticket	6/6
Flat Tire, Slots Win, 7-Card Poker Deal, Rain	8/8
Construction Accident, Slots Jackpot	10/10
Tank Misfire, Thunderstorm, Rain in Desert	12/12
Reliability failure for a R#0 Gadget/Artifact	14/14
Passenger Plane Control Total Failure	16/16
Power Plant Control Total Failure, Lost Underwear while Worn	18/18

Example: Kid Karma has Probability Control: 9. He rolls a Control Check against Dehumanizer and achieves 4 CCs. Dehumanizer fires at some bystanders, resulting in 3 RAPs. Kid Karma uses 3 CCs, reducing the RAPs to 0 and the 1 unspent CC is discarded. Kid Karma uses his Probability Control on Black Bird and gets 5 CCs. Black Bird punches Dehumanizer for 2 RAPs. Kid Karma increases the total to 4 RAPs and discards his 3 unspent CCs.

Probability Control may also affect Automatic Actions. Roll a Control Check as normal. Achieving any CCs means that one of the next two Automatic Actions of the target (Controller's choice) fails. For some reason, the target cannot perform the Automatic Action successfully. As above, the target may spend Hero Points equal to the CCs achieved to negate this effect. Probability Control may also be used to affect the probability of a chance being successful within the range of the Power, but every use of Probability Control for this purpose must be fully governed by the Game Master. For each use, roll a Chance Check with AV/EV equal to APs of Power and OV/RV based on the Probability Chart below. If the target includes any Luck-based Advantages/Drawbacks, including participants, increase or decrease the OV/RV as above. To cause a Reliability Number to fail for a Gadget/Artifact, determine the OV/RV by subtracting its Reliability from 14/14. A Gadget with Reliability of 6 has an OV/RV of 8/8.

Note: If this Power is Mystic Linked the OV/RV should equal the targets Infl/Spirit.

PROJECTILE WEAPONS

Link: Str **Physical Power**
Range: Normal **Type: Dice**
Base Cost: 15 **Factor Cost: 2**

This Power allows a Character to fire projectiles from his own body at an opponent or target.The AV/EVs of an attack using Projectile Weapons equal Dex/APs of Power while OV/RVs equal the target's Dex/Body.

PYROTECHNICS

Link:Will **Mental Power**
Range: Normal **Type: Dice**
Base Cost: 15 **Factor Cost: 3**

Pyrotechnics is the Power to use one's mind to accelerate a target's molecular motion. If the Power user so desires, this motion can be increased to the point where the target becomes uncomfortably hot and possibly to the point where the target bursts into flames. This is an attack using the attackers APs of Pyrotechnics as the AV/EV against OV/RVs equal to the target's Dex/Body.

RADAR SENSE

Link: Int **Mental Power**
Range: Normal **Type: Auto**
Base Cost: 5 **Factor Cost: 1**

This Power allows a Character to emit radar waves and "see" objects and persons in the vicinity as detailed outlines. When in use, Radar Sense will automatically be detected by Characters in Normal Range with 3 APs or more of Super Hearing or Radio Communication.

A Character with Radar Sense projects a radar beam in the direction he is facing. Any object greater than 1/2 inch in size located along this beam (and within Normal Range) is automatically distinguished by the Character (even if the area is darkened, the object is invisible, etc.).

Radar Sense may be jammed electronically. OV/RVs to such an attempt are equal to the Character's APs of Radar Sense.

RADIO COMMUNICATION

Link: Int **Mental Power**
Range: +5 **Type: Auto**
Base Cost: 10 **Factor Cost: 3**

This Power allows communication over radio waves. A Character with this Power can receive any radio signal and transmit to any radio (or Character with this Power) within Range. Locating a specific frequency requires an Action Check using Int as the AV and the APs of Radio Communication as the EV against OV/RVs determined by the GM (using the Universal Modifier Table).The OV/RV to locate a Scrambled signal is equal to its APs, modified by the GM if necessary.

This Power may be purchased with the special Factor Cost Bonus: Scrambled (+1 FC).This makes the signal more difficult to locate and impossible to accidentally stumble across on the dial.

This Power may also be purchased with the following Factor Cost Limitations: Transmit Only (-1 FC); Receive Only (-1 FC); Signal Only (-1 FC). A Signal Only radio can send and receive only an alarm tone and general indication of range and direction to the signaling Character.

RECALL

Link: Mind | **Mental Power**
Range: Self | **Type: Auto/Dice**
Base Cost: 5 | **Base Factor: 1**

Recall allows a Character to mentally retain vast amounts of information (i.e., he has a photographic memory). The amount of information that can be retrieved is effectively limitless; the APs of Power represent how good the Character is at utilizing this storehouse of memory.

In order to remember a specific fact, an Action Check must be made using the APs of Recall as the AV/EV against an OV/RV equal to the obscurity of the information (using the Automatic Action column of the Universal Modifier Table). Positive RAPs are treated like the results of a Detective/Clue Analysis Skill Check in terms of what is remembered, though for a simple fact (a man's name, for example), positive RAPs indicate a success.

As a guideline, remembering the name of someone you were introduced to would be Easy (Automatic). Remembering that person's birthday (assuming you were told it) would be Challenging (OV/RV of 2). Remembering the UPC code of a bag of potato chips you saw out of the corner of your eye while you were drunk would be Herculean (OV/RV of 12).

Note that, although a Player can never use this Power to "remember" something which his Character did not know in the first place, it can be used in some instances to come up with trivia that the Character could have picked up in passing (GM's discretion). This trivia includes items such as license plate numbers, headlines, etc.

REFLECTION/DEFLECTION

Link:Will | **Mental Power**
Range: Self | **Type: Dice**
Base Cost: 40 | **Factor Cost: 5**

This Power allows a Character to deflect incoming Physical Attacks (excluding any normal hand-to-hand combat blows).The use of Reflection/Deflection consumes both the Character's Movement and Dice Actions for the phase.

Using this Power requires an Action Check with AV/EVs equal to the APs of Reflection/Deflection and OV/RVs equal to the APs of the incoming attack. Positive RAPs indicate the attack is automatically deflected away from the Character and does not strike him. The Character then has the option of attempting to Reflect this attack toward the original attacker, in which case AV/EVs of the counterattack equal the RAPs earned from the original Reflection/Deflection roll. The EV of this attack can never be at a higher AP level than the EV of the original attack.

A Character attacked Physically who has not declared the use of Reflection/Deflection for the phase has the option of canceling his declared actions for that phase and using Reflection/Deflection instead, provided he has yet to act during that phase.

This Power may be purchased with a special Factor Cost Limitation: Power Limited to Deflection only (-1 FC).

REGENERATION

Link:Will | **Mental Power**
Range: Self | **Type: Auto**
Base Cost: 25 | **Factor Cost: 8**

This Power allows a Character to accelerate his own natural recuperative powers, enabling him to regenerate Current Body, Mind, and Spirit Conditions at an exceptional rate. The Character's APs of Regeneration are subtracted from the APs of time between each Recovery Check (see page 142), meaning that the Character can make Recovery Checks with increased frequency and thus heal more quickly.

Example: A Character with 10 APs of Regeneration can make a Bashing Recovery Check each phase during combat (doing so counts as a Dice Action). A Character with 11 APs of Recovery can make two Bashing Recovery Checks each phase, one with 12 APs can make three Checks, etc.

Likewise, a Character with 15 APs of Regeneration can make a Killing Recovery Check each phase during combat (doing so counts as a Dice Action). A Character with 16 APs can make two Checks, etc.

Attempting multiple Recovery Checks during a phase counts as a single Dice Action regardless of how many Checks are made. A Character with Regeneration need not be conscious to utilize this Power.

This Power may be purchased with a special –1 Factor Cost Limitation for each Attribute (Body, Mind or Spirit) that Cannot be Regenerated.

REMOTE SENSING

Link: Int | **Mental Power**
Range: Normal | **Type: Auto**
Base Cost: 35 | **Factor Cost: 4**

This Power allows a Character to use senses (sight, hearing, touch, taste, etc.) to observe an area from afar. Such a Character may choose any specific location within Normal Range to remotely sense, receiving sensory input just as if he were actually at that location.

The maximum amount of total time (in APs) that Remote Sensing may be used to observe an area equals the Character's APs of Remote Sensing minus the APs of distance over which the Character is using the Power. At the conclusion of this time, the Power will fail and must be Recovered normally (see page 142).

RUNNING

Link: Dex | **Physical Power**
Range: Self | **Type: Auto**
Base Cost: 0 | **Factor Cost: 2**

This Power allows a Character to move across level ground (and /or other surfaces that are normally traversable by the Character) at extreme speeds. The distance per phase that a Character who possesses Running can move is equal to his APs of the Power.

SCRAMBLE

Link: Will | **Mental Power**
Range: Touch | **Type: Dice**
Base Cost: 50 | **Factor Cost: 5**

This Power randomizes the effects of a target's Powers or Strength. It may also be used on Gadget or Artifact's Powers. The user must make an Action Check with AV/EV equal to Dex/APs of Power and OV/RV equal to the target's Dex/APs of

target Ability. If the Check is successful, the target Ability is Scrambled.

The GM must roll 2d10 and consult the Effect Chart below to see what happens to the Power. Unless the effects are instant, do not divulge what happens to the Power until its next use and do not re-roll for subsequent uses. A Power that could not possibly be affected by the rolled Scramble Effect is considered affected as though by the Neutralize Power (RAPs subtracted from the APs of the targeted power). However, unlike Neutralize, affected Powers need not be Recovered and are automatically returned to normal when the Scramble wears off.

Scramble Effect Chart

Roll	Effect on Target Ability
2	Offensive Powers and Strength receive -2 CS to RV. Defensive Powers receive +2 CS to RV.
3	Works normally (No Effect).
4	Scramble RAPs added to APs of Ability.
5	Acquires Fatiguing Limitation, if it has Fatiguing, it loses the Limitation.
6	Ranged Power now have Range of Touch or Self, Touch or Self Powers now are Ranged, SN.
7	Acquires Always On Limitation - Offensive Powers with AV fire in random directions (GM Discretion), SN.
8	Offensive Abilities acquire the Explosive Radius Bonus, Defensive Powers acquire Area Effect (if possible).
9	Acquires Time Limit Limitation with limit equal to 1d10 phases.
10	Ability use acquires a -2 Column Shift penalty to the OV, even if using Accuracy or Dexterity as AV.
11	Scramble RAPs subtracted from APs of Ability
12	Offensive Powers and Strength receive +2 CS to RV. Defensive Powers receive a -2 CS to RV.
13	Offensive Power affects user. Defensive Power affects nearest Character, SN.
14	APs halved (round down).
15	Acquires effects of #7 (above). Roll again, ignoring rolls of 15.
16	Ranged Power receives Diminishing Limitation, Touch or Self Powers become Useable on Others but not on self, SN.
17	Acquires Area Effect Bonus, if it has Area Effect, it loses this Bonus, SN
18	APs of Ability reduced to 0.
19	Roll twice on this chart, ignoring rolls of 19 and 20
20	Gamemasters Choice or Roll three times ignoring rolls of 19 and 20.

SN = If Strength is the target of the Scramble, it is affected as though by Neutralize Power (RAPs sub tracted from APs of Scrambled Power).

A Power will remain Scrambled for a length of time (in APs) equal the RAPs scored on the attack. A targeted Character can attempt to control his Scrambled Ability by making an Action Check with both AV/EV equal to the Link Attribute of the affected Power (or original Strength APs) and OV/RV equal to the RAPs achieved in the Scramble Attack. If cumulative RAPs achieved exceed the original Scramble RAPs, the Power returns to normal.

Cumulative attempts to Scramble the same Power have no further effect. The user of Scramble may cancel the Scramble at any time. If the Scramble Effect Chart requires a re-roll and the same effect is rolled more than once, combine the duplicate effects if possible. Two rolls of 11 on the chart against an Offensive Power give a +4 Column Shift penalty to OV. Though it is currently statistically balanced, Gamemasters are encouraged to adjust the Scramble Table to their own liking.

Scramble can be purchased with the Factor Cost Bonus: Overload Power (+2 FC). RAPs scored on an Overloaded Scramble attack may be added to APs of the targeted Power for the duration of the Scramble.

Scramble can be purchased with the special Bonus: User's Choice. This Bonus adds +2 Factor Cost and doubles the Base Cost, but allows the Scramble User to choose the effect of his Scramble from the chart. (Opposite page) Choices 18, 19, and 20 may not be selected.

SEALED SYSTEMS

Link: Body **Physical Power**
Range: Self **Type: Auto**
Base Cost: 5 **Factor Cost: 5**

This Power allows a Character to sustain himself in any atmosphere or environment, even those in which the Character could not normally survive. Sealed Systems lasts for a length of time in APs equal to the Character's APs of the Power plus four (4). Beyond this time, the Power fails and must be Recovered normally (see page 142).

In addition, a Character with Sealed Systems can add the APs of Power to his RV against gas or radiation attacks. Sealed Systems can be purchased with special Factor Cost Limitations: Power Ineffective Against Gas Attacks (-2 FC); Power Ineffective Against Radiation Attacks (-2 FC).

SELF-LINK

Link: None **Special Power**
Range: Self **Type: Auto**
Base Cost: +50 **Factor Cost: N/A**

Self-Link is not a distinct Power which functions alone; rather it is purchased in conjunction with another Power and allows a Character to assume an actual form related to that Self-Linked Power. Unless the Self-Linked Power is purchased with the Power Always On Limitation, the Character may freely switch from normal to Self-Linked form by using one Automatic Action. Self-Link automatically adds 50 Hero Points to the Base Cost of the Power with which it is purchased.The Character does not purchase individual APs of Self-Link.

Unless the Self-Linked Power is purchased with the Power Always On Limitation, the Character may freely switch from normal form to Self-Linked form by using one Automatic Action.

There exists a limited number of Powers which may be Self-Linked.These Powers are:

PHYSICAL: Acid, Bomb, Darkness, Energy Blast, Flash, Fog, Lightning, and Projectile Weapons.
MENTAL: Warp.
MYSTICAL: Plant Growth and Spirit Travel.

The effects of Self-Linking these previously-listed Powers are as follows:

• Attack Powers: (Acid, Darkness, Energy Blast, Flash, Fog, Lightning, and Warp).The user can become a living being composed of the attack form (i.e., Self-Linked Acid Characters are living pools of acid while Self-Linked Flash Characters are living balls of light).

Such Characters possess their Self-Linked Power at a Range of Touch and may use it in a manner not unlike the Flame Being or Frostbite Powers. If the user wishes to project the Power at its normal Range, he must purchase the Power twice: once with and once without the Self-Link.Characters with Self-Linked Powers can move at a rate equal to one half (1/2) their APs of Self-Linked Power per phase.

Characters with Self-Linked attack Powers possess no special protection against attack.Thus, punches and gunshots can damage Self-Linked Fog Characters normally, unless they possess the Dispersal Power as well.

• Bomb, Projectile Weapons:The user is able to explode his own body at will (Self-Linked Projectile Weapons Characters fire away pieces of their own bodies), doing full normal damage upon explosion. After "exploding," the user can automatically and instantly reform his body at the beginning of the next phase or remain discorporate for a maximum length of time (in APs) equal to his APs of the Self-Linked Power. Characters totally discorporate as a result of this Power (utilizing more APs of Bomb/ Projectile Weapons than their own Bodies) are immune to Physical Attack. However, such Characters cannot perform any Dice Actions during the phase in which they reform.

• Plant Growth:These Characters can become living plant masses who can control the size of their own bodies through the use of the Self-Linked Plant Growth Power. Physical statistics do not alter unless Characters possess the Growth Power as well. Self-Linked Plant Growth does not cause other plants to grow (as does the Plant Growth Power itself).

A Character who possesses both Self-Linked Plant Growth and Self-Linked Spirit Travel can leave his plant body and grow a new body in any location reached by his spirit provided the destination possesses pre-existing plant life.

• Spirit Travel:The Character can become a disembodied spirit with no physical body. He cannot be Physically or Mentally Attacked, except by other Spirit Traveling Characters; nor can he make such attacks.

Susceptibilities: Self-Linked Characters are always susceptible to any special "vulnerabilities" inherent to their Self-Linked forms (Self-Linked Plant Growth Characters suffer damage from defoliants; Self-Linked Lightning Characters suffer damage from water, etc.)

Custom Self-Linking

Ambitious GM's and Players can be more flexible with the application of Self-Linked Powers. With the GM's approval, nearly any Power can be Self-Linked. Some possibilities include: Air Control, Earth Control, Electrical Control, Flame Control, Glue, Ice Control, Interface, Magnetic Control, Sonic Beam, and Water Control.

The exact effects of unusual Self-Linked Powers are always up to the GM. Remember, Self-Linked Powers generally don't impart advantages to a Character without bestowing vulnerabilities. A Character with Self-Linked Lightning Power may be able to generate his own electricity, but he will be vulnerable to water.

SELF MANIPULATION

Link: Dex	**Physical Power**
Range: Self	**Type: Auto**
Base Cost: 75	**Factor Cost: 10**

This Power allows a Character to shape his own body into that of any object or gadget he desires. The Character must divide his APs of Self Manipulation (as desired) between the Physical Attributes and Physical (and Mental, see below) Powers of any objects assumed. However, any object formed retains the using Character's Body, and the Character sustains damage done to the object. A Character may also opt to use his own Dex and Str in an object form, instead of substituting any Self Manipulation APs for those Attributes. The volume of any object assumed through the use of Self Manipulation cannot exceed the Character's APs of Power.

Usually, when a Character Self Manipulates into an object, it can only possess APs of Physical Attributes and Physical Powers. However, objects may have Mental Powers if those Powers have an obvious physical derivation. Mental Powers that can be mimicked by Self Manipulation include (but are not limited to): Air Control, Extended Hearing, Heat Vision, Magnetic Control, Microscopic Vision, Reflection/Deflection, Remote Sensing, Sensory Block, Telescopic Vision, and Water Control.

Example: Hard-Ware (Self Manipulation of 10 APs, Body of 10 APs) can turn himself into a boat or truck possessing a Str of 5 APs and a speed of 5 APs (the Swimming or Running Powers). Similarly, he could assume the form of a giant fan with 10 AP's of Air Control. In either case, the objects formed will all use Hard-Ware's Body (10 APs) as their own.

Unfortunately, this Power does not change the color or description of the Character using it. In the example above, if Hard-Ware Self-Manipulated into a truck, it would look like a creepy teal truck with bright yellow headlights (Hard-Ware's alien skin color and eyes). In order to disguise himself as a specific truck with detailed coloring and lettering, Hard-Ware would need the Chameleon Power.

SENSORY BLOCK

Link:Will	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 30	**Factor Cost: 7**

This Power allows a Character to totally obstruct the senses of an opposing Character. Such an attempt requires an Action Check with AV/EVs equal to the APs of Sensory Block and OV/RVs equal to the opponent's Int/Mind. If RAPs exceed the opponent's Mind, his senses will be completely blocked for an amount of time (in APs) equal to the RAPs earned (or until the using Character either falls unconscious, voluntarily releases the opponent, or moves out of Range).

A Character with blocked senses has the OV/RV of any Action Check he attempts increased by the RAPs earned by the Sensory Block attack. In addition, such a Character suffers a -2 Column Shift modifier to his OV against Physical Attacks.

This Power may be purchased with a special Factor Cost Limitation: Power Only Blocks One Particular Sense (-2 FC).

SHADE

Link: Body	**Physical Power**
Range: Self	**Type: Auto**
Base Cost: 5	**Factor Cost: 4**

This Power provides a Character with protection from sudden changes in lighting conditions, such as the use of the

Flash Power. The APs of Power are added to the Character's RV against any and all such attacks.

SHAPE CHANGE

Link:Will	**Mental Power**
Range: Self	**Type: Auto**
Base Cost: 35	**Factor Cost: 10**

This Power allows a Character to alter his shape into that of any known and pre-existing animal.The Character automatically gains the animal's Attributes, Powers, Skills, and natural attack forms, while also maintaining all of his own Powers and Skills. Note that a Character's Mental and Mystical Attributes are never affected by Shape Change. Statistics and abilities of many animals can be found on page 339.

There is a limit to the size of the animal form assumed. The Character's APs of Shape Change represent both the maximum limit of the Body of forms assumed (for large animals) and their APs of Shrinking (for small animals).

In addition to assuming animal form, the Character may add the APs of Shape Change to any of the animal's (not his own) Attributes, Powers, or Skills (or divide the APs of Power between several different Attributes, Powers, and Skills, as desired) provided no ability is raised to more than twice its initial value.

A Character with this Power can assume a new animal form (and thus new statistics) each phase if desired, although each change counts as a separate Automatic Action. Any damage taken by one animal form is carried over to any other forms assumed, including reversion to the Character's original form.

This Power may be purchased with the following Factor Cost Bonus:Humanoids Allowed (+1 FC). This Bonus allows Characters to mimic the appearance of human or intelligent alien species (GM's Discretion on both) but not a specific appearance, clothing, or superhuman abilities. Only abilities innate to that species may be obtained through use of Shape Change. To mimic human clothing and a specific human's appearance, the Chameleon Power is needed. To copy super-human abilities, the Mimic power is needed.

Example: Chameleon of The Maulers has Shape Change of 16 APs. If she becomes an eagle, Chameleon could add 5 APs to the eagle's Dex (doubling it to 10) and 9 APs to the eagle's telescopic vision (doubling it to 18), and 2 APs to the eagle's Claws power (doubling it to 4).

This Power may be purchased with a special Factor Cost Bonus: Can Assume Any Imagined Animal Form (+3 FC), not just known, pre-existing ones. Imagined animals must have their statistics determined by the GM, and the sum of the imaginary animal's physical Attributes (Dex + Str + Body) must not exceed the APs of Shape Change.

This Power may also be purchased with the following special Factor Cost Limitations: Power APs Cannot Be Divided To Increasing Statistics (-3 FC); Power APs Only Increase Highest Statistic Available (-2 FC); Can Only Assume Limited Range Of Forms (birds, reptiles, creatures of the night, etc) (-2 FC); Can Only Assume One Specific Form (polar bear, white shark, etc.) (-4 FC).

SHOUTING

Link: Will	**Mental Power**
Range: Special	**Type: Dice**
Base Cost: 10	**Factor Cost: 3**

Shouting gives its user the ability to suddenly launch into a dramatic monologue of such a hypnotic quality that everyone who hears it is forced to stop and listen to it. Everyone within range of the user's voice can hear the Shouting; however, the Range of this Power is restricted to 2 APs. If the Character has Super Ventriloquism or Sonic Blast, APs of either Power may be substituted for Range (but only if either Power has a Range).

To begin Shouting, the user makes an Action Check against the target's Int/Will (using the standard Multi-Attack penalty if there is more than one target). If this Action Check earns one or more RAPs, the target must pause and allow the user a chance to finish his monologue before he takes any actions at all, regardless of Initiative scores. This hypnotic effect lasts for a length of time (in APs) equal to the RAPs scored on the Shouting attack.

A successfully targeted Character who is enthralled with the Power user may attempt to break out of his trance by making an Action Check. The AV/EV of this check is equal to the target's Will/Mind, while OV/RV equals the RAPs scored in the initial attack. If cumulative RAPs from this Action Check equal or exceed the RAPs from the Shouting Attack, the target is free to act.

Shouting can be combined with the Charisma Skill where the APs of Charisma equal the EV of the Action Check. Targets will respond appropriately depending upon the result of this Interaction Maneuver. The difference between the Shouting Power and normal speech is that the Shouting Power forces a target to listen.

Note: If Mystic Linked the OV/RV of this Power is changed to Infl/Aura. The AV/EV of attempts to break out of a trance is changed to Aura/Spirit.

SHRINKING

Link: Str	**Physical Power**
Range: Self	**Type: Auto**
Base Cost: 15	**Factor Cost: 5**

This Power allows a Character to decrease his size. For each AP of Shrinking engaged, the Character adds one (1) AP to his OV against Physical Attacks, and one (1) AP is subtracted from his movement speed. A Character need not use the full APs of Shrinking; he may choose how much to shrink. A Character's Attributes are not affected by the use of Shrinking.

In addition, a Character with Shrinking might be hard to notice in certain situations, depending on the Character's size. If a Perception Check is made to notice a shrunken Character, the APs of Power the Character has engaged serve as the OV/RV to the Perception attempt. The APs of Shrinking reduce the Character in size as detailed on the chart below.

This Power may be purchased with a special Factor Cost Limitation: Character's Str and Weight are Reduced by the APs of Shrinking Engaged (-2 FC).

APs	Size
2	Small Human
3	Dog
5	Cat
6	Small Bird
8	Mouse
11	Insect
13	Tiny Insect
25	Virus
32	Atom

SKIN ARMOR

Link: Body | **Physical Power**
Range: Self | **Type: Auto**
Base Cost: 50 | **Factor Cost: 5**

This Power allows a Character to add his APs of Skin Armor to the RV (Body) against any Physical Attack that causes injury through force or impact. Possession of this Power makes a Character extremely resistant to these forms of Physical Damage. However, Skin Armor has no effect against Physical Attacks such as gas or radiation.

SLEEP

Link:Will | **Mental Power**
Range: Normal | **Type: Dice**
Base Cost: 10 | **Factor Cost: 4**

This Power allows a Character to put an opponent into deep sleep. The AV/EV to such an attack equals the Character's APs of the Sleep Power while OV/RVs equal the opponent's Int/Mind. Positive RAPs indicate that the opponent is now sleeping (Dex = 0). The APs of the Sleep Power are the maximum amount of phases that the deep sleep lasts, after which the Character will awaken.

A sleeping opponent may attempt to wake himself through an Action Check with AV/EVs equal to his Int/Will against OV/RVs equal to the RAPs of the Sleep Attack. If cumulative RAPs from this Action Check equal or exceed RAPs from the Sleep Attack, the opponent wakes up. A sleeping Character may also be awakened if he takes 1 or more RAPs of damage.

If Mystic Linked the OV/RV against a Sleep attack becomes the target's Infl/Spirit, and the AV/EV to awaken is changed to Infl/Aura.

SNARE

Link: Str | **Physical Power**
Range: Normal | **Type: Dice**
Base Cost: 20 | **Factor Cost: 3**

This Power allows a Character to entangle a target in rope-like bonds. To Snare a target, a Character makes an Action Check using the APs of Power as the AV/EV against the target's Dex/Str as the OV/RV. Positive RAPs indicate that the target has been caught in the Snare and has his Dex and Initiative reduced by the RAPs of the Snare Attack until he can break free.

If the Character wishes the Snare to restrict the target's movement (by entrapping his legs, wings, etc.), he must use a Trick Shot, suffering a +2 Column Shift modifier to the OV. If the attack is successful, however, RAPs are subtracted from both the target's Dex (and Initiative) and his movement speed.

If the Character desires to strangle and hurt the target by wrapping the snare around the victim's neck, he must also make a Trick Shot with a +2 Column Shift modifier to the OV. The APs of the Snare attack are cross-referenced with the target's body on the Result Table to determine damage. Under certain genres (see page 219), this Attack is considered Killing combat. Characters immune to strangulation (They don't breath, have Life Support Advantage, No Vital Areas Advantage, or Sealed Systems Power) are not affected by the strangulation attack.

In order to break free of a Snare attack, the snared Character must make a successful Action Check (i.e., gain one or more RAPs) using Str as both the AV and EV against OV/RVs equal to the RAPs gained by the original Snare attack.

This Power may be purchased with the following Bonuses:

Tightening (+1 FC). When freeing himself, any RAPs applied to the Tightening Snare are cross-referenced on the Result Table as the EV against an RV equal to the target's Body. RAPs from this check are applied to the target's Body.

Sticky Snare (+2 FC). Sticky Snares affect the original target as usual, but any other Character touching the Snare, either by trying to help the first target or by being thrown into it, will also be affected by the RAPs of the snare attack. Characters so entangled receive a -1 Column Shift to the OV of any Action Checks used to free themselves of the Snare.

Creates Swing-Lines (+5 BC, +1 FC). By shooting a Snare at a target high above, the Character can use it as a rope to move himself. A swing-line created through the Snare Power has Strength equal to APs of Power and allows Movement equal to the Height of the anchor point, to a maximum of the Range of the Power. Speed in APs equals the Weight of the Character multiplied by the altitude difference he is swinging from-to in APs, minus one. A Character cannot move more than 7 APs per phase via swing-lines.

SOLAR SUSTENANCE

Link: Body | **Physical Power**
Range: Self | **Type: Auto**
Base Cost: 5 | **Factor Cost: 1**

This Power allows a Character to derive nourishment directly from the sun. Before this Power can take effect, a Character must be exposed to sunlight for 10 APs of time, at which point he will feel immediately replenished.

A Character requires no other form of sustenance (neither food or water) while this Power is in effect.The APs of Power equal the length of time in APs a Character can remain sustained without either traditional nourishment or exposure to sunlight.

SONAR

Link: Int | **Mental Power**
Range: Normal | **Type: Auto/Dice**
Base Cost: 10 | **Factor Cost: 2**

This Power allows a Character to "see" nearby objects through the emission of high frequency sound pulses. Sonar is accurate enough for a Character to receive all information normally received through sight, with the exception of color.

Sonar provides a full 360-degree awareness around the Character to a Range equal to the Character's APs of the Power. It is impossible to Blindside a Character possessing Sonar (see page 150), with the exception of the Character being attacked by a Power that originates outside of his Range. For example, a Character with 8 APs of Sonar would not be able to detect a Character attacking with Flame Project from 12 APs away in enough time to react. Sonar may be used to detect invisible objects or beings (see Invisibility on page 82).

A Character or device emitting sharp sounds at the same frequency upon which the Sonar operates can block this Power. In this case, Sonar is treated as a Dice Action with an OV/RV equal to the APs of the Power used in the jamming attempt.

Use of this Power does not count as an Action when determining the number of Actions the Character may perform each phase.

SONIC BEAM

Link: Str	**Physical Power**
Range: Normal	**Type: Dice**
Base Cost: 15	**Factor Cost: 4**

A Sonic Beam is a coherent stream of sonic energy that has the ability to shatter solid objects. Projection of a Sonic Beam against a living being is treated as a Physical Attack with an AV/EV equal to the APs of the Power. OV/RV of a target Character is his Dex/Body, while a target objects OV/RV is its Body/Body. If Sonic Beam is projected against an inanimate object, the target will vibrate, crack, and finally shatter upon receiving damage equal to twice its Body.

If a Sonic Beam is directed against a Character using a hearing Power (Extended Hearing, Super Hearing, etc.), the RV of the attack receives a special -2 Column Shift modifier. If an inanimate object is destroyed by a Trick Shot while using Sonic Beam (see page 149), the resulting vibrations can cause the object to explode with a force equal to its original Body APs. If no Trick Shot is utilized, no explosive damage is inflicted by this Power.

A Sonic Beam must have a medium through which to travel. This Power does not work in a vacuum.

SORCERY

Link: Aura	**Mystical Power**
Range: Varies	**Type: Auto**
Base Cost: 750	**Factor Cost: 10**

Characters with the Sorcery Power have complete control over the magical energy that streams through the universe and can refocus its energies to produce a staggering variety of magical results. In game terms, Sorcery allows its user to mimic the effects of other Powers, subject to certain basic restrictions.

Using the Sorcery Power is commonly known as casting a spell, which is a three-step process:

1. The caster decides what effect he wishes to achieve and determines which Power most closely resembles that effect. Powers invoked through Sorcery must be approved by the Gamemaster before they can be used.The Player or the GM may also determine what Bonuses or Limitations on the selected Power are appropriate for the desired effect, such as casting Invisibility with the Usable on Others Bonus.

2. The Sorcerer decides how many APs of Sorcery to use while invoking the effect (anywhere between 1 AP and the caster's full APs of Sorcery). Since spell casting is extremely taxing on the psyche, the caster must then immediately cross-reference the number of APs of Sorcery he is invoking (as an EV) against his Spirit (as an RV) on the Result Table. The resulting RAPs (if any) are immediately inflicted upon the caster as Mystical Bashing Damage and subtracted from his Current Spirit Condition. Damage earned in this fashion may not be eliminated through the use of Last Ditch Defense (see page 141), nor may Hero Points be spent to raise the caster's RV against such damage.

3. Finally, the caster resolves the effects of the mimicked Power using the appropriate rules. Powers invoked through the use of Sorcery function exactly like their natural counterparts except that their effects are automatically considered magical, meaning that such Powers will have a greater effect against Characters who are particularly vulnerable to magic.They will be detectable with the Magic Sense Power, and so on.

A Power mimicked by Sorcery may be used as long as the caster likes. However, for every phase that a mimicked Power is used or remains in effect, the caster again suffers the appropriate Mystical Bashing Damage described above.

A Sorcerer may invoke more than one Power at a time using Sorcery, but the total number of APs the Sorcerer has placed in mimicked Powers may never exceed his Sorcery APs. Furthermore, the total AP value of all invoked Powers is used as the Effect Value when determining the Mystical Bashing Damage suffered by a Sorcerer with more than one invoked Power in effect. Sorcerers are allowed to drop invoked Powers at will in order to make room for others.

Example: A mage with 40 APs of Sorcery and a Spirit of 22 APs casts a spell mimicking the Energy Blast Power with an intensity of 20 APs (leaving 20 APs of Sorcery left over for other mimicked Powers). Cross-referencing an EV of 20 against the mage's RV of 22 yields an "N," so the mage suffers no Bashing Damage for casting such a spell. Using the Energy Blast costs the mage a Dice Action, but he may continue to use it as long as he likes without taking any damage (until he decides to mimic one or more additional Powers).

During a later phase, the mage casts a spell mimicking the Skin Armor Power, rated at 6 APs. Cross-referencing an EV of 26 (20 for the Energy Blast plus 6 for the Skin Armor) against an RV of 22 yields a result of 8 RAPs. Each phase that the mage leaves both of these Powers in Effect at their current levels, he suffers 8 RAPs of Mystical Bashing Damage. At the beginning of any phase, he may drop one or both Powers voluntarily in order to avoid suffering the associated damage or to make room for other Powers.

A Sorcerer may duplicate as many Powers during a single phase as he sees fit but may only resolve those Powers based on the number of Actions available to him each phase.

Pushing Sorcery: The Sorcery Power may be Pushed to earn additional APs of invokable Powers, but Powers mimicked through Sorcery may not be Pushed themselves. In other words, a Character with 20 APs of Sorcery who mimics Energy Blast and Skin Armor each at 10 APs may not boost his 10 APs of Skin Armor. Instead, he must Push his 20 APs of Sorcery and devote the gains to the mimicked Skin Armor.

SOUND NULLIFY

Link: Str	**Physical Power**
Range: Normal	**Type: Auto**
Base Cost: 5	**Factor Cost: 6**

Sound Nullify allows a Character to generate a field through which no sound can pass. Normal hearing is completely blocked. The APs of Sound Nullify become the OV/RV of any attempts to penetrate the field through the use of Powers such as Directional Hearing or Sonar. Sound Nullify also reduces the effect of Sonic Beam, Shouting, and other sound based attacks. Whenever a sonic attack is made from within a null-sound field, the APs of the attacking Power are reduced by the APs of Sound Nullify. If any APs of the attacking Power remain, they are applied normally.

The null-sound field generated has a volume equal to the AP's of the Power. This field remains in effect for as long as the Character wishes (through the expenditure of an Automatic Action each successive phase) or until the Character falls unconscious.

SPEAK WITH ANIMALS

Link: Int	**Mental Power**
Range: 1 AP	**Type: Auto**
Base Cost: 5	**Factor Cost: 2**

This Power gives a Character the ability to speak with all animals in their native tongues although it does not guarantee the animals will be friendly, just understandable. It should be noted

that some animals, particularly smaller creatures and those that eat plants, are not very intelligent. Speak With Animals does not make animals smarter, it simply allows a Character to communicate.

An animal that is talked to does not necessarily have any important information and, in fact, may not have any. An animal may have vital information but may not share due to being fickle, hating the speaker, or even just being playful.

APs of Power may equal the AV and EV of any Interrogation-style attempts but use the Int/Mind of the Animal as OV/RV as opposed to the normal Infl/Spirit. The less intelligent an animal is, the more easily it may be threatened. Of course, the less intelligent an animal is, the less information it may know. The APs of Power equal the APs of time during which an animal may be questioned before it becomes disinterested with the Character or forgets what information it is discussing.

Responses from animals may range from "Food," and "Leave," to "I sure would like some sunflower seeds," and "Why did you just step in Smellbad's marked territory?" Animals are more concerned with their own lives, and though Speak With Animals allows communication, it does not relate animal cultural customs. "It's near winter, give me food before I tell you what you want," "You're ugly! What happened to your fur?" and "Let's mate!" are probably not the responses that Characters are looking for.

SPEAK WITH PLANTS

Link: Int	**Mental Power**
Range: Special	**Type: Dice**
Base Cost: 25	**Factor Cost: 5**

This Power allows a Character to communicate with plant life as if it were an intelligent and aware entity. Speak With Plants this has two primary applications:

• The Character may call upon the plant life to track down an individual or object located anywhere on the surface of the Earth. AV/EVs of such an attempt equal the APs of Power while OV/RVs equal the distance between the Character and the target sought.The target of the search must be well-known to the user.

RAPs are subtracted from the distance between the Character and the target to determine how long the search lasts (down to a minimum of 0 APs or 4 seconds).The Character using Speak With Plants need not remain inactive while the search is in progress; the plant nearest the Character will relay the information when its brethren have found the target.

Example: Chameleon has Speak With Plants of 7 APs. If she is in the shopping mall and wants to locate Black Bird, who is somewhere downtown (10 APs away), she would need to make an Action Check with an AV/EV of 7/7 against an OV/RV of 10/10. If Chameleon rolled an 18, she would receive 3 RAPs and it would take the plants 7 APs of time (10-3=7), or eight minutes to locate the speedy man in the black tights.

Once the plants have located a target, they cannot constantly monitor that target. Using this example, if Chameleon traveled to Black Bird's location, the plants could not tell her Black Bird's exact location if he had moved (which he tends to do fairly regularly). Chameleon would need to make another Action Check to relocate Black Bird.

• Second, the Character may call upon plant life for information about a given area. AV/EV are again equal to the APs of Power, and OV/RVs equal the distance between the Character and the area in question. RAPs are used to determine the amount of time that the query takes as previously stated.

In this case, however, RAPs also equal the number of Knowledge Points gained. One RAP generally indicates the Character receives a fuzzy impression of the area; RAPs equal to 1/2 RV indicate a fairly detailed picture; and full RV RAPs indicate a crystal clear view of the location.

For Speak With Plants to function, plant life must exist around the individual or object sought or the area subject to inquiry. If the plant life around the target is sparse, the OV/RV of all attempts suffers +2 Column Shift modifiers.

SPIRIT TRAVEL

Link:Will	**Mental Power**
Range: Self	**Type: Auto**
Base Cost: 10	**Factor Cost: 4**

This Power allows a Character to separate the spirit from his or her body. The spirit may then travel at a speed equal to the Character's APs of Spirit Travel. A separated spirit can only observe the physical plane and can make no attacks, but it can easily pass through any physical obstacles. A separated spirit is subject only to Mental and Mystical Attacks from the physical world while in this state. However, such a Character is subject to all normal effects (Physical, Mental, and Mystical) from other Spirit-Traveling Characters while in this state.

While the spirit is separated, a Character's actual body is left barely alive (it cannot move and possesses no consciousness).The body remains susceptible to Physical damage during this time (although the body's normal Physical defenses remain active, and the Character may burn Hero Points to remove inflicted damage).

If a Character's physical body is destroyed while the spirit is separated, the spirit will be trapped in its free state and will begin to dissipate at the rate of 1 AP of Spirit per day until it dies (a separated Character with a normal Spirit of 7 APs would die upon reaching -8 APs of Spirit).

If Mystic Linked, the Spirit Traveler becomes immune to Mental Attacks from the physical plane but is still affected by Mystical Attacks from the physical plane.

SPIRITUAL DRAIN

Link: Aura	**Mystical Power**
Range: Normal	**Type: Dice**
Base Cost: 20	**Factor Cost: 9**

This Power allows a Character to absorb the APs of another Character's Spirit. An opponent need not be touched for Spiritual Drain to take effect. To use this Power against an opponent, a Character must make an Action Check with AV/EVs equal to the APs of Spiritual Drain against OV/RVs equal to the opponent's Infl/Spirit. If this attempt is successful, RAPs are subtracted from the opponent's Spirit and added to the attacking Character's Spirit.

Results of a Spiritual Drain are treated as normal Spiritual damage (the victim's Current Spirit Condition must be Recovered, as explained on page 142). A Character may never use this Power to increase his own Spirit higher than its normal AP level, but it may be used to recover Spirit lost due to using the Sorcery Power.

This Power may be purchased with the following Factor Cost Bonus: Age Reducing (+2 FC). The percentage of Spirit lost in RAPs is also the percentage of the victim's life span that he de-ages. If Age Reducing causes RAPs equal to the victim's Spirit, the victim makes an Aging Check with RAPs as AV/EV and original Spirit/Spirit as OV/RV. If the RAPs from the Aging Check are greater than current Spirit (after applying Last Ditch Defense), the victim acquires the Young Age Drawback. Victims with Old Age Drawback lose the Drawback. The reduced age lasts for as many rounds as RAPs achieved on the original Spiritual Drain attempt.

Age Reducing Spiritual Drain may be made Permanent by doubling the Base Cost (to 40) and adding an additional +2 Factor Cost. Victims of Permanent Age Reduction who have lost the Old Age Drawback are forced to spend Hero Points equal to five (5) times the Cost of the Age Drawback at the next possible opportunity unless somehow aged again.

SPLIT

Link: Dex	**Physical Power**
Range: Self	**Type: Auto**
Base Cost: 50	**Factor Cost: 10**

This Power allows a Character to separate himself into two or more complete beings. A Character can Split into a total number of beings equal to the APs of Power. Each Split being possesses the same Attributes, Powers (excluding Split itself), and Skills as the original Character at the Character's AP level, minus one (1) for each Split.

Example: A Character with all his Attributes at 6 APs, Split of 2 APs, and an Energy Blast of 8 APs could Split twice, resulting in three separate beings, each of whom would possess all Attributes at 4 APs and 6 APs of Energy Blast. Duplicates created through the Split Power do not possess the Split Power themselves.

Rejoining of duplicates is instantaneous at the original Character's will, at which point the Character sustains the greatest amount of damage taken by any one of the duplicates. Dead duplicates cannot rejoin with the original Character; additionally, for every duplicate which dies, the original Character automatically and permanently loses one AP from each of his Attributes, Powers, and Skills.

Split may be purchased with the following Bonuses: AP Loss per Split follows Split AP Loss Table (+1 FC), see below. No AP Loss per Split doubles the Base Cost (to 100) and increases the Factor Cost (+3 FC). No Reduction of Attributes upon Split Death also doubles the Base Cost (to 100, 200 if No AP Loss Bonus is taken) and increases the Factor Cost (+3 FC). Split may be purchased with a special Limitation, No Control over Duplicates (-2 FC). The Gamemaster has complete control over duplicate beings. This Limitation should be consulted with the GM before it is purchased.

Split AP Loss Table

Split APs	AP Loss
1	-1
2-3	-2
4-7	-3
8-14	-4
15-29	-5

STRETCHING

Link: Dex	**Physical Power**
Range: Self	**Type: Auto**
Base Cost: 10	**Factor Cost: 6**

This Power allows a Character to elongate his own body a number of APs of distance equal to the APs of Power (allowing the Character to make ranged hand-to-hand attacks, see items more closely, pick up objects at this range, etc).

In addition, a Character with Stretching can absorb most Physical Attacks by stretching under the impact, thus slowing the force of a punch or projectile. In this manner, a Character adds the APs of Stretching to his RV. However, to utilize this aspect of the Stretching Power, a Character must announce that he is defending during the phase and sacrifices his Dice Action.

Though a Character with Stretching can normally make long distance Grappling attacks, he also has the option to perform a special Crushing Squeeze maneuver. In this maneuver the Character wraps around an opponent and then unstretches, returning to normal size (imagine a 1/4 mile long piece of rubber wrapping around someone then shrinking to only 6 feet long. Ouch.) A Crushing Squeeze is treated in the same way as a Charging Attack (see page 145) except that APs of Stretching replace APs of Movement Power and there is no Knockback. Stretching may be purchased with a special Factor Cost Bonus: Enhances Grappling (+1 FC). Enhanced Grappling allows the Power user to perform more effectively when Grappling an opponent. After a successful Grappling Attack, the following changes may be utilized:

APs of Stretching may replace AV and OV while engaging in hand-to-hand combat with the opponent. A Grappled Character cannot move unless his APs of Movement are greater than both the APs of Strength and APs of Stretching Power of his opponent. If the APs of Movement are greater, the maximum distance equals his movement APs minus either the Strength or Stretching of his opponent, whichever is higher. APs of Stretching may replace both the OV and RV against an opponent's attempts to break the Grapple. A Character with Enhanced Grappling Stretching must still use his APs of Strength to break a Grapple, not APs of Stretching.

Enhanced Grappling also allows the Stretching Character to perform a Body Grapple Attack. A Body Grapple consists of wrapping the Stretching attacker's entire body around his opponent to stop him from moving. This is performed just like a standard Grappling Attack, except that the attacker uses his APs of Stretching for EV. A Body Grapple is used for immobilization, so the resultant RAPs cause no damage. Because his arms are free, the attacker is allowed to Physically Attack other Characters than the opponent with whom he is Body Grappled.

SUPER BREATH

Link: Str	**Physical Power**
range: Normal	**Type: Dice**
Base Cost: 10	**Factor Cost: 4**

This Power allows a Character to exhale a powerful stream of air. The Character can attack all targets within a one AP-wide corridor extending from the site of origin with no Multi-Attack penalties (the attack is made against each target separately).

Use of Super Breath is a Physical Attack with the APs of Power serving as AV/EVs and the target's Dex/Body as OV/RVs. However, the target does not sustain damage from this attack; instead, the target is Knocked Back a number of APs distance equal to the RAPs received minus the target's weight in APs (most humans weigh 2 APs, see Knockback, page 143).

When a Character is Knocked Back in this fashion, he may sustain auxiliary damage from contact with objects (buildings, the ground, etc.).This damage is considered as being sustained in Killing Combat, although the Character using Super Breath is not penalized as such during the distribution of Standard Awards unless the resulting damage actually killed a Character.

SUPER HEARING

Link: Int | **Mental Power**
Range: +3 | **Type: Auto**
Base Cost: 5 | **Factor Cost: 1**

This Power allows a Character to hear sounds of extremely high or low frequency. A Character with Super Hearing can detect sounds well outside the normal range of human hearing including dog whistles, radio and television transmissions, and radar waves.

SUPER VENTRILOQUISM

Link: Int | **Mental Power**
Range: Normal | **Type: Auto**
Base Cost: 5 | **Factor Cost: 2**

This Power allows a Character to "throw" his voice a distance (in APs) equal to the APs of the Super Ventriloquism Power, technically increasing the Range at which the Character may be heard.

SUPERSPEED

Link: Dex | **Physical Power**
Range: Self | **Type: Auto/Dice**
Base cost: 25 | **Factor Cost: 8**

A Character with this Power, known as a speedster, can move and react very quickly, granting him a variety of powerful abilities including:

- APs replace Movement Speed
- APs added to Initiative
- APs replace AV or EV of Perception Checks
- APs replace Dexterity or Hand to Hand EV
- APs are subtracted from Time to Perform a Task

Each phase, the APs of Superspeed may be substituted for the Character's movement speed, just like the Running Power. Because of his quicker reflexes, add the APs of Superspeed to the Character's Initiative for each phase.

Superspeed enhances the speedster's powers of observation, allowing him to observe more within a shorter amount of time. To simulate this, the APs of Superspeed may be used to replace the AV or the EV of any Perception checks.

During combat or other tasks, the Character's APs of Superspeed may be substituted for either his Dexterity attribute, or his hand-to-hand EV, or split (not necessarily evenly) to substitute for both. When substituting for Dexterity, Superspeed replaces both Physical AV and Physical OV for that phase but does not affect Initiative since the APs of Superspeed are already added to Initiative. Because Superspeed has the ability to replace Dexterity and/or hand-to-hand EV, it does not impart any additional bonuses when performing a Multi-Attack maneuver. For clarification, substitute means replace. The original values of Dexterity or hand-to-hand EV have no affect on a new value due to Superspeed replacement.

Example: Fastman has Dex of 9, Str of 7, Body of 6, and Superspeed of 18. Without Superspeed, Fastman's Physical AV/EV is 9/7 and OV/RV is 9/6. In the first phase of combat, Fastman substitutes Superspeed for Dexterity, his AV/EV becomes 18/7 and OV/RV becomes 18/6. He has a good chance at hitting someone and gaining Column Shifts and probably won't get hit himself. During the second phase, he substitutes Superspeed for EV, so now AV/EV is 9/18 and OV/RV is 9/6. If he lands a punch, he'll do a lot of damage. The third phase, Fastman splits his Superspeed, giving 10 to Dexterity and 8 to EV. His AV/EV is now 10/8 and OV/RV is 10/6.

The APs of Superspeed may be subtracted from the time (in APs) necessary to perform any task. If it takes 13 APs of time to perform a task, a Character with 8 APs of Superspeed does it in 5 APs of time (13 – 8 = 5). Used with Gadgetry, subtract APs of Superspeed from the time it takes to create a Gadget, but it is up to the GM whether this works because certain chemical reactions require waiting for time to pass. Since magic is fickle, the GM may rule against combining Superspeed with the Create Artifact and Ritual Magic Subskills of Occultist.

Superspeed Power Tricks: The following classic speedster abilities are not aspects of the Superspeed and require various other Powers but may be emulated using the Power Tricks rules. Vibrating through solid objects requires Dispersal. Quick healing requires Regeneration. Creating a tornado or whirlwind by moving fast requires Air Control (for each aspect of Air Control not desired, reduce the Air Control Factor Cost by –1). Vibrating an object until it explodes requires the Vibe Power. Invisibility, after-images, sonic booms, running on walls and ceilings and over water are covered in the Combat section.

Optional Rule: Multiple Actions

Multiple Actions allows a speedster to perform more than one Dice Action (or gain additional Automatic Actions) per phase. To use this ability, the Player must declare it before rolling Initiative (he still may add his Superspeed to his Initiative this phase). After rolling Initiative but before the speedster's Player declares his actions, he must make an Action Check with both AV/EV and OV/RV equal to the APs of Superspeed. Hero Points may be spent on the roll.

Positive RAPs equal the total amount of Automatic Actions the Character may perform in the upcoming phase. Two of these Automatic Actions must stay as the Character's standard pair of Automatic Actions. In addition to his standard Dice Action and these two standard Automatic Actions, every additional pair of Automatic Actions may be traded for one Dice Action.

Contrary to normal rules, the speedster may use more than one Automatic Action for Movement and may repeat the same task more than once for each Automatic Action spent on it. All extra actions gained by this ability must take place on the speedster's turn and none carry over to the next phase.

Because the speedster has concentrated on performing additional actions, he may not use any other aspect of Superspeed during this phase. Other aspects include task-time reduction and Dexterity, EV, Movement, and Perception substitution.

If there are no positive RAPs, then something has happened to preclude the Character from performing his multiple actions and he simply has the standard two Automatic Actions and one Dice Action this phase. Unfortunately, by attempting to access other Actions, he has forfeited using any other Superspeed abilities this turn.

Allowing Multiple Actions increases the Base Cost of Superspeed by +25 (to 50) and raises the Factor Cost by +2 (to 10).

SUSPENSION

Link:Will	**Mental Power**
Range: Self	**Type: Auto**
Base Cost: 5	**Factor Cost: 1**

This Power allows a Character to enter into a deep, trance-like state. A Character who uses Suspension must state the specific amount of time he wishes to remain in this trance or what event will trigger his revival.While under the effects of Suspension, a Character may subtract the APs of Power from the amount of "subjective time" that passes for him. Such a Character will age, heal, and consume food and air at the same subjective rate.

Characters in Suspension cannot attack in any manner but will sustain Physical, Mental, and/or Mystical damage if so attacked.

Example: Doc's Cryo tubes have a Suspension of 25 APs. If Doc wanted to he could remain Suspended for 4000 years (35 APs of time). During this time he will age approximately 1 hour (35 - 25 = 10 APs, or 1 hour).

Though Suspension allows aging at a slower rate, it is not normally a defense against an aging attack. This Power may be purchased with the following Factor Cost Bonus: Aging Defense (+4 FC). APs of Suspension can be added to the Character's RV against Aging attacks to slow down the effects.

SWIMMING

Link: Str	**Physical Power**
Range: Self	**Type: Auto**
Base Cost: 5	**Factor Cost: 2**

This Power allows a Character to move through water and other fluids at a speed equal to his APs of Swimming. This Power does not provide the Character with the ability to breathe underwater (as would Sealed Systems or Water Freedom).

SYSTEMIC ANTIDOTE

Link: Body	**Physical Power**
Range: Self	**Type: Auto**
Base Cost: 5	**Factor Cost: 4**

This Power gives a Character a limited immunity to Physical damage caused by any chemical, poison (including gas), or drug attack. In such a case, the APs of Systemic Antidote are added to the Character's RV against such attacks.

This Power may be purchased with the following Bonus: Old Age Defense (+1 FC). APs of Systemic Antidote are added to the Character's RV against death from natural causes (old age. Death due to combat is not a natural cause).

TELEKINESIS

Link:Will	**Mental Power**
Range: Normal	**Type: Auto/Dice**
Base Cost: 15	**Factor Cost: 6**

This Power allows a Character to move objects with mind power alone. The APs of Telekinesis equal the weight (in APs) of any objects moved plus the distance (in APs) that those objects may be moved in a single phase. A Character with Telekinesis need not use the full APs of Power at any one time; he may choose to move an object less than the maximum distance available.

A Character or object may resist being moved by Telekinesis if he or it has an appropriately resistant Power (as a Character with Flight could subtract the APs of Flight from the distance moved by Telekinesis).

Telekinesis may be used to fling objects at a target to cause Physical damage. Such an attempt is a Dice Action with the AV equal to the Character's APs of Telekinesis and the EV equal to the weight of the object thrown; OV/RVs equal the target's Dex/Body. A Character may also use Telekinesis as a means of self-propulsion, traveling a distance per phase equal to the APs of Power minus the Character's weight (most humans weigh 2 APs).

TELEPATHY

Link: Int	**Mental Power**
Range: Normal	**Type: Auto**
Base Cost: 20	**Factor Cost: 4**

This Power allows a Character to establish mental contact with another sentient being. A telepath may automatically establish a mental link with any other Characters within Range. Each additional Character past the first included in the mental link reduces the maximum telepathic Range between the linked Characters by 1 AP.

Characters in mental link may communicate as if they were able to speak to each other as long as contact is maintained with the linking telepath. Telepathy only allows free communication; this Power does not allow a Character to read the thoughts of another against his will (as does Mind Probe).

Characters who are mentally linked through Telepathy may engage in mind-to-mind combat. Attacks made in this fashion (a form of Mental combat) do Mental Damage using the attacker's Mental Attributes or Powers as AV/EVs and the defender's Mental Attributes or Powers as OV/RVs. Telepathy may not be used as the attacking Power; it simply establishes the mental link. Anyone in the mental link may attack anyone else in the mental link.

The Character possessing the Telepathy Power may automatically disengage anyone from the mental link at any time desired. A mentally linked Character may attempt to sever the link using his Int/Will as the AV/EV against the APs of Telepathy as the OV/RV. Positive RAPs indicate success, do damage to the telepath's Current Mind Condition, and are subtracted from the telepath's APs of the Telepathy Power. Telepathy APs lost in this manner must be Recovered: see page 142.

TELEPORTATION

Link:Will	**Mental Power**
Range: +7	**Type: Auto/Dice**
Base Cost: 50	**Factor Cost: 4**

This Power allows a Character to instantaneously travel from one location to any other without passing through intervening space. Range for Teleportation refers to the maximum distance (in APs) through which a Character can travel in this manner.

The maximum weight which a Character may teleport equals the APs of Teleportation. All objects or persons to be Teleported must be within 0 APs (10 feet) of the Character who may choose which objects/persons within the 0 AP radius to Teleport. No "partial" teleportings are possible; a Character must teleport all of a specific object or none of it.

A Character who does not wish to be Teleported may resist, which requires another Action Check the following phase by the Character with Teleportation.The AV/EV of this additional Check equals the APs of Power, while the OV/RV equals the target's Int/Mind. Positive RAPs greater than or equal to the resisting Character's Mind indicate that he is automatically Teleported; otherwise, the Character remains where he is.

This Power can be purchased with a special Factor Cost Bonus: Can Teleport Targets In Normal Range (+1 FC).

This Power can also be purchased with the following Factor Cost Limitations: Range Is Normal rather than +7 (-1 FC); Self Only (-1 FC).

TELESCOPIC VISION

Link: Int	**Mental Power**
Range: Special	**Type: Auto**
Base Cost: 5	**Factor Cost: 1**

This Power allows a Character to see objects at a distance. When using Telescopic Vision to view a distant object, a Character is allowed to subtract the APs of Power from the distance to the viewed object; the result is the apparent distance between the Character and the object.

Example: A Character with Telescopic Vision of 5 APs is looking at an object 6 APs distant. Using this Power, the Character will see the object as if it were only 1 AP away from him.

Normally, objects with the size of a car are generally visible at one unobstructed mile (10 APs), while man-size objects are visible at one-quarter mile (8 APs), and a small, hand-held item (such as a calculator) might be visible at 150 feet (4 APs).

THERMAL VISION

Link: Int	**Mental Power**
Range: Normal	**Type: Auto**
Base Cost: 5	**Factor Cost: 1**

This Power allows a Character to see the variations of temperature across a given area. A Character using Thermal Vision will see variations of the color red in warm areas and variations of blue in cool areas.

For example, while uniformly cool surfaces such as a cave wall would not register on Thermal Vision, if someone had recently touched the wall, a red, blurred handprint would be visible. Footprints are detectable with Thermal Vision for a time equal to the Character's APs of Power. A source of intense heat, such as a torch flame, will completely "white out" all Thermal Vision in its vicinity.

A Character can use Thermal Vision to detect Invisible Characters or objects (see Invisibility). However, all items viewed through this Power will be blurry and lack detail, making definitive identification difficult.

TIME CONTROL

Link:Will	**Mental Power**
Range: Normal	**Type: Auto**
Base Cost: 250	**Factor Cost: 10**

Time Control allows the Character to control the effects of time itself on his local environment. To that end, Time Control may be used to mimic the effects of each of the following time-related Powers with various Bonuses and Limitations noted afterwards: Cell Rot, Invulnerability, Superspeed, Spiritual Drain, Suspension, and Time Stop.

Cell Rot may only be used with the Aging Acceleration Bonus. Invulnerability is against Aging Attacks Only. Superspeed does not always automatically add to the Hero's Initiative (see below). Spiritual Drain may only be used with the Age Reducing Bonus. Suspension has the Aging Defense Bonus.

The APs of Time Control function as the APs of any Power that Time Control can mimic. A user mimicking more than one Power at a time must divide the APs of Time Control between the Powers as desired. All uses of Powers mimicked with Time Control during a phase are treated as a single Dice Action when determining the number of actions in that phase (thus, regardless of the number of Powers mimicked via Time Control, the collective attacks serve only as the Character's sole Dice Action use for that phase). Time Control is only used to control the flow of time, not to travel through it, an effect simulated by the Time Travel Power.

Playing with time itself is a dangerous hobby as the rigors of the time stream take their toll on the users of Time Control. Every time the Character uses any APs of Time Control in a phase, he suffers a Mental Attack and must immediately cross-reference the total number of APs of Time Control he is using (as an EV) against his Mind (as an RV). The resulting RAPs (if any) are immediately inflicted upon the user as Mental Bashing Damage and subtracted from his Current Mind Condition.

Damage earned in this fashion may not be eliminated through the use of Last Ditch Defense (see page 141) nor may Hero Points be spent to raise the user's RV against such damage. Damage is applied immediately after Time Control use, during the user's phase. This adverse effect is why the APs of Superspeed should not always be added to the Hero's Initiative, as the user may suffer damage. It is up to the Time Control user to decide when APs of Time Control are added to his Initiative, and if they are, those APs of Time Control must be used to simulate Superspeed during that phase.

TIME STOP

Link: Will	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 25	**Factor Cost: 8**

This Power slows down the passage of time in a particular area. The range of the Time Stop is treated as an explosion, radiating out from the Character. It strikes as a Mentally-based attack against everyone and everything within Range, except the user, with no penalty for multi-attacking.

AV/EV equal to APs of the Power, and OV/RVs equal each Target's Dex/Mind. Characters with Superspeed, Time Travel, Time Control, or Continuum Control may substitute that Power's APs instead of Dex. For every AP of distance between the target and the initial point of explosion, the AV and EV of this attack are reduced by 2 APs. Positive RAPs indicate that the target is frozen in time and has his Dex (and Initiative), all Physical AVs, and APs of any Movement Powers reduced by the RAPs of the Time Stop. This effect continues until he either breaks free, moves out of range of the stopped time, or the time limit of APs of Time Stop runs out.

In order to break free, a target must make an Action Check using Will as both AV and EV against an OV/RV equal to the RAPs of the successful Time Stop. If cumulative RAPs from this Action Check equal or exceed RAPs from the Time Stop attack, the target may move as normal.

This Power may be purchased with the following Bonus: AV and EV Do Not Diminish with Range (+2 FC). This Power may also be purchased with the following Limitation: May Only Attack a Single Target (-3 FC).

TIMETRAVEL

Link:Will	**Mental Power**
Range: Special	**Type: Auto**
Base Cost: 500	**Factor Cost: 4**

This Power allows a Character to venture forward or backward along the time stream.The APs of Time Travel is the maximum length of time distance (in APs) a Character may travel in either direction. A Character may also Time Travel any persons

or objects within 0 APs (10 feet) of himself, to a maximum weight equal to the Character's APs of Power.

Any Character within the 0 AP radius of the effect who does not wish to Travel may resist, provided the Character has not committed an action during the Time Travel phase. Such resistance requires an Action Check with AV/EVs equal to that Character's Int/Will and OV/RVs equal to the RAPs of the Time Travel attempt. If this Check succeeds, earning RAPs greater than or equal to the RAPs of the Time Travel attempt, the Character remains at that point in time. Characters who have already acted during the Time Travel phase are automatically Traveled.

To reduce the effect of going back in time and removing a future enemy by killing him as a child (or other time manipulating mischief), the Gamemaster may rule that a Character affected by Time Travel is merely sent to an alternate timeline when going back to his own time. If the GM wishes, the Character may continue play in this alternate timeline. To the Character, it will seem as though he has actually changed time as planned, however, his original timeline still exists, unchanged. In fact, it is possible for the Character to run into an alternate version of himself this way. In order to ignore this, the Gamemaster may simply choose to continue playing in the original timeline, acting as though the Character's past actions had done nothing.

Some Gamemasters may rule that it is impossible for any Character using Time Travel to travel backward in time to meet himself in a past incarnation. Since the future is not set and always changing, the Character may go into a possible alternate future to meet himself in a possible alternate future.

TRANSFORM

Link: Will	**Mental Power**
Range: Touch	**Type: Dice**
Base Cost: 35	**Factor Cost: 10**

Transform allows the user to transform a target Character into an animal of the user's choice, as though the target is forced to use the Shape Change Power (see page 97). AV/EV of the Dice Action equals APs of Transform, and OV/RV equals the target's Int/Mind. If RAPs exceed the target's APs of Mind, he is transformed. Transform is automatic for voluntary targets. Involuntary targets are transformed for phases equal to RAPs achieved, and voluntary targets are transformed for time equal to APs of Power. RAPs from cumulative Transform Attacks may extend this time. This Power will not work on the user himself, who requires the Shape Change Power to transform. APs of Transform do not add to the APs of the changed animal.

A Transformed target may attempt to change back to normal through an Action Check with AV/EV equal to his Will/Will against OV/RVs equal to the RAPs achieved in the original Transform Attack. If cumulative RAPs from this Action Check equal or exceed the Transform RAPs, the opponent is back to normal. The user of this Power may remove the Shape Change at any time.

This Power may be purchased with the following Factor Cost Bonuses: Target does not have use of Powers while Transformed (+3 FC); Humanoids Allowed (+1 FC); Can Assume Imagined Animal Form (+3 FC). These last two Bonuses work the same way as the ones listed under the Shape Change Power.

This Power may also be purchased with the following special Factor Cost Limitations: Can Only Assume Limited Range Of Forms (birds, reptiles, creatures of the night, etc) (-2 FC); Can Only Assume One Specific Form (polar bear, white shark, etc.) (-4 FC).

If Mystic Linked, the OV/RV of a Transform Attack is changed to the target's Infl/Spirit. The AV/EV of an attempt to change back to normal is changed to the target's Aura/Aura.

TRANSMUTATION

Link:Will	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 15	**Factor Cost: 8**

This Power allows a Character to permanently turn any element or compound into any other element or compound. To be affected by Transmutation, an element or compound must be 90% pure; impurities remain unchanged.

To utilize Transmutation, a Character must make an Action Check with AV/EVs equal to the APs of Power against OV/RVs equal to the substance's Body/Body (the Body of most gasses is 0). RAPs indicate the volume of the chosen material that may be transmuted. Changes made to materials using the Transmutation Power are permanent unless negated by another use of the Power. Transmutation will not function on organic (living) matter.

Additionally, some elements and compounds are more difficult to transmute than others are. In these cases, refer to the Universal Modifier Chart for appropriate OV/RV Column Shift modifiers.

Difficulty	Examples
Plexiglas	Difficult. (+2) Plexiglass has a Body of 8.
Oxygen to Nitrogen	Strenuous. (+3) Turning all of the oxygen in an area into nitrogen is a common tactic employed to knock opponents unconscious. If Transmutation is successful, all Characters in the affected area are Physically Attacked with an AV/EV of 7/7 against an OV/RV that is equal to each Character's Body/Body. Multi-Attack penalties do not apply. Skin Armor does not affect such an attack, but a Character with Sealed Systems may add the APs of Power to his RV.
Glass	Extreme. (+4)
Asbestos	Pushing the Limit.(+5) An article of clothing Transmutated into asbestos will provide the wearer with 6 APs of Flame Immunity.
Plutonium	Herculean. (+6) Any and all plutonium created through use of the Transmutation Power may become unstable and explode with each RAP from the Transmutation attempt equal to 1 AP of Bomb Power.
Yullarium	Beyond the Limit.(+7)

TRUESIGHT

Link:Will	**Mental Power**
Range: Normal	**Type: Auto**
Base Cost: 5	**Factor Cost: 3**

This Power allows a Character to see through any illusion or other Mental or Mystical concealment (including an Invisible Character). If a Character's APs of Truesight are greater than or equal to the RAPs of Illusion (or APs of Chameleon) or other concealment, the illusion fails to fool the Power user, although others with the Character may believe the illusion.

If a Character's APs of Truesight are insufficient to automatically penetrate an illusion (or concealment), the Character's

APs are added to the AV of any Perception Check aimed at revealing the illusion. Use of Truesight will have no effect on natural (non-Powered) forms of concealment such as the Subskills of Camouflage or Stealth from the Military Science and Thief Skills, respectively.

TWO-DIMENSIONAL

Link: Dex | **Physical Power**
Range: Self | **Type: Auto**
Base Cost: 75 | **Factor Cost: 6**

Two Dimensional allows the Character to become a living shadow, a flat picture, a being with only two dimensions. When viewed from the side, the paper-thin Character is treated as though he has the Invisibility Power (Sight Only) rated at APs of Two Dimensional. As a living image, the Character may move along surfaces like a shadow at normal (or enhanced by Powers) movement rates.

Two Dimensional immunizes the user to forceful damage: all Physical attacks which directly cause Knockback rated at an AP value lower than the Character's APs of Power are ineffective against the Character. Two Dimensional does not protect against Mental or Mystical (including Mystically-Linked) attacks, nor Physical attacks of gas or radiation such as Fog, Flash, or Chemical Attack. Two Dimensional Characters may still attack/affect the normal three-dimensional world as normal.

Two Dimensional may be purchased with the Cannot Attack/Affect Three Dimensional Targets Limitation (-1 FC). Characters with this Limitation may not interact Physically with the three dimensional world when the Two Dimensional Power is activated.

ULTRA VISION

Link: Int | **Mental Power**
Range: Normal | **Type: Auto**
Base Cost: 10 | **Factor Cost: 1**

This Power allows a Character to see at night or in the dark just as if it were daylight.This effect is created through the intensification of existing luminary sources (radio waves, electrical impulses, etc.). A Character can use Ultra Vision to spot Invisible objects (see Invisibility).

VAMPIRISM

Link: Str | **Physical Power**
Range: Normal | **Type: Dice**
Base Cost: 25 | **Factor Cost: 9**

This Power allows a Character to transfer APs of Body from an opponent to his own Body. Such an attempt requires an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's Dex/Body; RAPs equal the number of APs transferred through the Vampirism attack.

APs transferred through use of Vampirism will repair damage a Character has received. However, the total Body of a Character may never rise above his normal AP level through the use of this Power. A fully healed (Physically undamaged) Character may still use Vampirism as a normal attack form to damage an opponent.

VIBE

Link: Str | **Physical Power**
Range: Normal | **Type: Dice**
Base Cost: 20 | **Factor Cost: 4**

Vibe gives the user the ability to vibrate nearby objects at frequencies great enough to damage those objects. Such an attack is a Dice Action using the APs of Vibe as the AV/EV against OV/RVs equal to the target's Dex/Body (if the target is a living being or Gadget) or against the target's Body/Body (if the target is an inanimate object). RAPs earned equal the damage from the attack.

The users of the Vibe power may attempt to bypass the Skin Armor Power of a target.The user of the Vibe Power must successfully perform a successful Trick Shot (+2 OV) against the target with Skin Armor. If the check is successful, the APs of Skin Armor are reduced by half (round up) when added to the opponents RV for determining damage.

VOODOO

Link: Aura | **Mystical Power**
Range: Normal | **Type: Dice**
Base Cost: 20 | **Factor Cost: 3**

This Power allows a Character to inflict Physical damage upon an opponent by causing similar damage to a magical doll or fetish which contains an item belonging to the opponent (a lock of hair, a piece of clothing, etc.).

Use of Voodoo is a Mystical Attack with AV/EVs equal to the APs of Power against OV/RVs equal to the opponent's Infl/Spirit. RAPs are always taken by the opponent as Physical damage and are subtracted from the opponent's Body.

A Character with Voodoo can create a suitable voodoo doll in one minute (15 phases) provided he has access to an item that belongs to the opponent. If the attacking Character is separated from the doll, the voodoo effects will cease until the doll is recovered.

WARP

Link:Will | **Mental Power**
Range: Special | **Type: Dice**
Base Cost: 100 | **Factor Cost: 5**

This Power allows a Character to open an extra-dimensional rift between two points of real space, with instantaneous travel then possible by stepping through the warp. A Warp may not be opened into solid matter.

While a warp is open, there is no limit to the number or weight of objects that may pass through the warp. A warp collapses the instant the Power user steps through the rift, wills it to close, or falls unconscious.

The OV/RVs to attempt to open a warp equal the distance (in APs) between the locations connected by the warp. If a Character were trying to open a warp one thousand miles long, for example, OV/RVs would be 20/20. RAPs from the Warp Action Check equal the length of time (in APs) the warp will remain open (unless the Power user steps through, wills it to close, or falls unconscious, as previously explained).

A warp may be used to attack another Character after the warp has been created.In such a case, RAPs from the roll that opened the warp function as AV/EVs of the attack with the target's Dex/Body serving as OV/RVs. If RAPs from this attack equal or exceed the distance (in APs) between the target and the warp, the target is instantly drawn into the rift.

WATER ANIMATION

Link: Aura	**Mystical Power**
Range: Normal	**Type: Auto**
Base Cost: 25	**Factor Cost: 8**

This Power allows a Character to summon into existence an actual creature of living water that will follow the Character's instructions for a length of time equal to the Character's APs of Water Animation. At the end of this time, the creature will disperse into normal water.

A Character using the Water Animation Power divides the APs of Power into two numbers as desired.The first number serves as the water creature's Dex, Str, and Body while the second number serves as the creature's Infl, Aura, and Spirit against Mystical Attacks. Water creatures do not possess Mental Attributes and are therefore immune to Mental Attacks.

Water creatures have APs of Fluid Form only useable with the Partial Solidification Advantage at APs equal to its Aura. The water creature occupies a volume equal to its APs of Str and moves at a Speed equal to its Dex. In addition, an animated water creature suffers a -2 Column Shift modifier to its RV when defending against cold- and heat-based attacks.

WATER CONTROL

Link: Int	**Mental Power**
Range: Normal	**Type: Dice**
Base Cost: 35	**Factor Cost: 8**

This Power allows a Character to control the movement and flow of water. Water Control does not give a Character the ability to create water, only the ability to control pre-existing water. A Character with Water Control may utilize the Power toward a number of applications, including:

- The ability to summon a large wave to attack an opponent.This is a Physical Attack with AV/EVs equal to the Character's APs of Power and OV/RVs equal to the opponent's Dex/Body.
- The ability to sweep an opponent underwater in an effort to drown him.This attack requires an Action Check with an AV/EV equal to the Character's APs of the Power against an OV/RV equal to the opponent's Dex/Str. If this Check yields positive RAPs, the target is dragged underwater and suffers the appropriate penalties (see page 155). To resurface, the opponent must gain positive RAPs on an Action Check, using his Dex/Str as the AV/EV and the RAPs from the original Water Control Attack as the OV/RV.
- The ability to automatically summon forth a large wave for propulsion. In this manner, a Character can travel at a speed equal to the APs of Water Control (maximum movement is 8 APs per phase, regardless of the Character's APs of Power).
- The ability to move volumes of water. AV/EVs to such an attempt equal the Character's APs of Water Control while OV/RVs equal the volume of the water to be displaced. RAPs indicate the distance the volume of water may be moved.

WATER FREEDOM

Link: Dex	**Physical Power**
Range: Self	**Type: Auto**
Base Cost: 5	**Factor Cost: 3**

This Power allows a Character to move through water and other liquids as easily as the average human moves through air. A Character with Water Freedom does not suffer any underwater combat penalties (see page 155).

While submerged, a Character with this Power can breathe freely and may substitute his APs of Water Freedom for Dex (recalculate Initiative score). The Swimming Power is necessary to enhance the Character's underwater movement Speed beyond normal movement.

WEATHER CONTROL

Link: Int	**Mental Power**
Range: +5	**Type: Dice**
Base Cost: 15	**Factor Cost: 8**

This Power allows a Character to manipulate and control patterns of local weather. Use of Weather Control requires an Action Check with AV/EVs equal to the APs of Power against base OV/RVs of 0/0. Final OV/RVs to a Weather Control attempt are modified according to the table below.

Calculate the present weather conditions by adding the "Weather Levels" of precipitation, temperature, and wind for current weather. Next, calculate the Weather Levels for conditions the Character wishes to create using the Power. The difference between these two numbers is used as the number of Column Shifts added to the OV/RV of the attempt, from the base OV/RV of 0/0.

Example: Chicago is currently experiencing Dry, Cool weather with a Slight Breeze off the lake (total Weather Level of 2 + 2 + 2 = 6).A Character wants to change these conditions to Monsoons with Record Heat and Tornadoes (Weather Level of 5 + 5 + 6 = 16). In this case, the OV/RV would receive +10 Column Shifts (16 - 6 = 10) from the base 0/0, moving it to the 22 to 24 Column.

RAPs from a Weather Control attempt indicate the length of time (in APs) the modified weather will persist, although



the controlling Character has the option of automatically returning conditions to normal at any time.

Additionally, a Character using Weather Control to create hurricane force winds can attack opponents within Range as if he possessed APs of Air Control equal to his APs of Weather Control. Similarly, a Character who summons monsoons can attack opponents in Range with APs of Weather Control (such attacks are at +2 Column Shifts to the target's OV against uncontrolled lightning bolts).

Weather Condition	Weather	Level
PRECIPITATION	Drought	1
	Dry	2
	Muggy/Damp	3
	Rain	4
	Monsoon	5
TEMPERATURE	Record Cold	1
	Cool/Freezing	2
	Mild	3
	Hot	4
	Record Heat	5
WIND	Still	1
	Slight Breeze	2
	Windy	3
	Gale	4
	Hurricane	5
	Tornado	6

X-RAY VISION

Link: Int **Mental Power**
Range: Normal **Type: Dice**
Base Cost: 15 **Factor Cost: 3**

A Character with this Power can see through virtually any material. OV/RVs of an X-Ray Vision attempt equal the Body of the object the Character is attempting to see through.When purchasing this Power, a Character must select a common substance through which the X-Ray Vision will never function.

Skills

Like Powers, Skills are special abilities measured in APs. The difference between Powers and Skills is that in general only super-humans possess Powers, whereas nearly any normal human can possess a Skill. A locksmith might have a few APs of the Locks and Safes Subskill of Thief, while a doctor would possess the Medicine Skill.

Format

Skills are presented using the same format as Powers. Each Skill is given a Link Attribute, a Base Cost, and a Factor Cost.The Range of all Skills is "Self" and a Skill's "Type" is always a Dice roll unless otherwise indicated. Following the Base and Factor Costs is a list of the Subskills of the Skill, sectioned into Skilled Use and Unskilled Use (described following).

Unskilled Use

A Character can often attempt to use a Skill or Subskill, even if he has not actually purchased that Skill/Subskill. This is known as Unskilled Use. Subskills that may be attempted Unskilled are listed under the Skill's description (listed as Unskilled Use), as are the Subskills that may not be attempted Unskilled (listed as Skilled Use). Unless the Skill description states otherwise, a Character attempting Unskilled Use must substitute his APs of the Skill's Link Attribute for the APs of the appropriate Skill and adds a +2 Column Shift penalty to the OV and RV of the action.

Particular Subskills which may not be attempted in Unskilled Use are listed in a Skilled Use section following the Skill's listing (one example would be the Forensics Subskill of the Medicine Skill).

Example: A Character who does not possess the Gadgetry Skill is attempting to identify a Gadget, an Action that the GM decides has an OV/RV of 5/5.In this case, the Character would use his Int as the AV/EV of the Action Check. He receives a +2 Column Shift penalty to the OV/RV, resulting in an effective OV/RV of 9/9.The Character may still opt to spend Hero Points to increase his AV/EV when making an attempt at Unskilled Use.

Subskills

Each Skill listed consists of two or more Subskills, independent abilities that are related to their particular Skill. A Character with a certain number of APs in a Skill automatically has that many APs in all of the Subskills.

A Character can exclusively purchase one or more Subskills without purchasing the entire Skill to which the Subskills relate. For example, a Character could purchase the Analysis Subskill of Scientist by itself, meaning the Character could not use his scientific abilities to Draw Plans, Observe, or Research. The advantage to this option is that purchasing individual Subskills is cheaper than purchasing an entire Skill.

When purchasing individual Subskills, subtract one from the Skill's Factor Cost for each Subskill the Character is unable to use. Detective (Law) by itself, for example, would have a Factor Cost of 3 (normal Factor Cost of 8 minus 5 Subskills) while Weaponry (Firearms, Melee Weapons) would have a Factor Cost of 3 (normal Factor Cost of 6 minus 3 Subskills).

Powered Skills

If a Player wishes to purchase a Skill and consider it as a Power for his Character, subtract 5 Hero Points from the Base Cost of the Skill, to a minimum of 0. The Powered Skill is no longer considered a Skill; for all intents and purposes, it is now a Power and may be affected by anything that affects a Power, such as Power Drain, Neutralize, and Adaptation. A Powered Skill is in the same Power category as its Link Attribute.

Example: Purchasing the Charisma Skill as a Power changes the Base Cost to 15 Hero Points, and it is now considered a Mystical Power.

ACCURACY

Link: N/A **Skill**
Range: Self **Type: Dice**
Base Cost: 5 **Factor Cost: 7**

Skilled Use: Physical, Mental, Mystical, Perception (see below)

The Accuracy Skill represents talent with aiming Powers and enhanced observation. It consists of four Subskills: Physical, Mental, Mystical, and Perception.

The APs of the Accuracy Skill may be used to replace the AV of any Offensive Power. Any Offensive Power whose APs already substitute for AV (such as Lightning) may be purchased without an AV as a -1 Factor Cost Limitation (see Limitations, page 56). Normally, a Power with no innate AV uses the

Character's appropriate Action Attribute as the AV for Attacks (the Physical Power of Lightning with no AV would use Dex as AV). With the appropriate Accuracy Subskill, APs of this Skill may be substituted for AV. Linking the Accuracy Skill is counter-productive, therefore Accuracy cannot be Linked and has no Link Attribute.

Each of the three Category Subskills, **Physical**, **Mental**, and **Mystical**, replaces the AV for its corresponding Category of Attack. Each Category Subskill is useable for all Powers under that Category. For example, the Physical Subskill covers Physical Powers like Energy Blast and Cell Rot, Mental Subskill covers Powers like Mind Blast and Mental Freeze, and Mystical covers Mystical Powers like Magic Blast and Mystic Blast (as well as any Mystic Linked Power). Certain Powers (based on GM judgement), such as Bomb are exempt from Accuracy since the AV depends upon intensity of the blast.

The **Perception** Subskill of Accuracy represents Characters who have honed their senses to be extra sensitive and alert. When using the Perception Subskill, the APs of Accuracy may be substituted as either the AV or the EV for any Perception Check (see page 156). This Subskill combines well with the Sharp Eye Advantage and could be used to clearly read license plates of moving vehicles or notice specific people in a crowded area.

The Accuracy Skill may not be used Unskilled, but there is no OV/RV Column Shift penalty for performing a normal Perception Check or Power use. Perception Checks default to Int/Will as AV/EV, and the AV for a Power is either the APs of Power or the Power's appropriate Acting Attribute as stated the Power's description.

Removing the Perception Subskill is a normal -1 to the Factor Cost of Accuracy. Unlike other Skills, removing each Category Subskill (Physical, Mental, or Mystical) takes -2 from the Factor Cost of Accuracy. Instead of covering such a broad range of Powers, a Category Subskill may be taken solely for one specific Power (such as taking Physical only for use with the Lightning Power). Taking a Category Subskill for only one Power, remove -1 from the Factor Cost of Accuracy instead of -2.

Example: Captain Guy purchases Energy Blast with No AV at 6 APs. The Captain purchases Accuracy Skill but only wants to use it for Energy Blast. He removes the Perception, Mental, and Mystical Subskills, reducing the Factor Cost of Accuracy to 2 with only the Physical Subskill. Because Physical Subskill will only be used for Energy Blast, the Captain removes one more Factor Cost, making it Energy Blast Specific, and the final Factor Cost of Accuracy is reduced to 1.

Captain Guy has purchased 9 APs of Accuracy (Physical - Energy Blast Only). When firing his Energy Blast, he uses an AV of 9. If Captain Guy had not taken the No AV Limitation and had not bought Accuracy, he would use APs of Power as AV, giving him an AV of 6.

If Captain Guy later acquires Lightning Power, he may not use the Accuracy Skill to aim it unless he re-purchases the Accuracy Skill to account for the Power. If Captain Guy had not made his Physical Subskill Energy Blast specific, he could use the APs of Accuracy as his AV of the new Lightning Power.

ACROBATICS

Link: Dex **Skill**
Range: Self **Type: Dice**
Base Cost: 15 **Factor Cost: 7**

Unskilled Use: Climbing
Skilled Use: Dodging (see below), Gymnastics

Acrobatics is composed of three separate Subskills; these are Climbing, Dodging, and Gymnastics.

Climbing enables a Character to climb walls, trees, buildings, etc. Guidelines for determining the OV/RV of Climbing attempts can be found on the following chart:

Object Climbed	OV/RV
Tree	3/3
Telephone Pole	4/4
Brick Building	6/6
Sheer Cliff	8/8
Glass and Steel Skyscraper	10/10

A Climbing Action Check must be made prior to the Climbing attempt. If this Action Check fails, the Character will fall when he reaches the halfway point of the surface (1 AP below the surface's total height).The APs of Climbing equal the distance (in APs) a Character can travel in one phase (with a maximum of 3 APs unless the Character has the Superspeed Power; in which case, the climbing speed equals the APs of Acrobatics or Superspeed, whichever is lower).

The Climbing Subskill also allows a Character to perform a technique called a Breakfall, which helps to reduce damage from falls. If a falling Character has the Climbing Subskill, his APs of Acrobatics may be used as his OV against damage from falling.

Dodging enables a Character to avoid a blow or other Physical Attack. In order to use this Subskill, the Player must choose the Dodge maneuver in combat (see page 150). Instead of receiving the standard +1 Column Shift bonus to his OV for a Dodge, a Character with the Dodging Subskill may add the APs of Acrobatics to his OV.

Gymnastics enables a Character to perform rolls, tumbles, flips, leap great distances (see below), and also allows a Character to juggle. This latter ability gives no benefit in combat but will readily impress a crowd. An Olympic gymnast would possess 6 or 7 APs of this Subskill.

A normal tumbling routine has OV/RVs of 2/2 while an Olympic-caliber routine has OV/RVs of 6/6. When a Character is attempting to juggle, each item beyond the third adds +1 Column Shift to the OV/RV of the attempt.The base OV/RV is 2/2. An attempt to juggle five items would have an OV/RV in the 5 to 6 Column. The OV/RV should be increased by +2 Column Shifts if the items are of different balances and weights, such as juggling toothbrushes and bowling balls. Positive RAPs indicate the Character may successfully juggle the items for a length of time (in APs) equal to the RAPs of the Action Check.

If a Character who is performing for an interested or neutral crowd receives 1-2 RAPs, the audience was pleased; 3-4 RAPs means they loved the performance; and 5 or more RAPs indicates that the audience burst into frenzied applause. Eight or more RAPs gained indicate a truly electrifying performance that will be remembered for years.

The Gymnastics Subskill also allows a Character to leap great distances. He can jump fairly far, a little farther than a standard Character, but not so far as to rival the Jumping Power. Leaping is Movement and can normally be resolved without an Action Check. If the Character is making an extraordinary leap

(such as over a large chasm, 2 or 3 APs in length), AV/EV equals APs of Gymnastics while OV/RV equal twice the APs of Distance (leaping over a 3 AP Chasm has OV/RV equal to 6/6). Leaping Unskilled has AV/EV equal to Dex/Dex and incurs a +2 Column Shift penalty to the OV and RV. A GM should be cautious and judgmental in the distances a Character with Gymnastics should be allowed to leap. Just achieving 1 RAP on a Push could send an Olympic athlete several yards beyond the world record when, in reality, getting a couple of extra inches is considered an awesome performance.

If a Character has both the Climbing and Gymnastics Subskills, he may take advantage of the Traversement Ability. Traversement allows a Character to swing effortlessly between urban buildings, trees, and skyscrapers on a swing-line. Swing-line speed in APs equals the Weight of the Character multiplied by the altitude difference he is swinging from-to in APs, minus one. A Character cannot move more than 7 APs per phase via swing-lines.

ANIMAL HANDLING

Link: Infl | **Skill**
Range: Self | **Type: Auto/Dice**
Base Cost: 5 | **Factor Cost: 4**

Unskilled Use: Riding
Skilled Use: Animal Training

The Animal Handling Skill has two Subskills: Animal Training and Riding.The Animal Training Subskill of Animal Handling cannot be used Unskilled.

Animal Training enables a Character to train animals with which he has had daily contact. OV/RVs for an Animal Training attempt equal the animal's Infl/Spirit. RAPs reflect the number of simple commands the animal may be trained to perform (such as "attack," "fetch," "scout ahead," and "find home").

A command must be simple enough for an animal to act upon it with its native ability. A command such as "program the navigational computer with attack coordinates" given to a pet monkey, for example, would result in random monkey motions at the console of the navigational computer.

Following a successful Animal Training roll, an animal must be trained for one full week (18 APs). Only one animal may be trained at any given time and only one training attempt may be made per week. If so desired, a Character with this Subskill may train an animal to carry him, provided the animal is of sufficient size and strength.

Riding enables a Character to ride any sort of animal that has been trained for that purpose. This type of riding is Automatic. If the animal is untrained, the OV/RV of the Riding attempt equals the Dex/Str of the animal.

A Character who has made a successful Riding Action Check will not lose control of the mount unless an attack upon the animal is made which either knocks the beast unconscious or receives RAPs which exceed the Character's APs of Riding.

ARTIST

Link: Infl | **Skill**
Range: Self | **Type: Dice**
Base Cost: 5 | **Factor Cost: 9**

Skilled Use: Actor, Dancer, Graphic Designer, Musician, Painter, Photographer, Sculptor, Writer

The Artist Skill has eight Subskills: Actor, Graphic Designer, Dancer, Musician, Painter, Photographer, Sculptor, and Writer, each of which has the potential to please an audience. A Hostile group does not constitute an audience; these Subskills will only impress willing and interested viewers.

When a Character uses Artist to perform or produce a work, OV/RVs are at 4/4 unless performed or produced for a specific person; in which case, that person's Infl/Spirit acts as OV/RVs. If the person possesses the Artist Skill, the APs of Artist will act as OV/RV to the attempt. Multi-Attack penalties for Artist attempts are not applicable. RAPs on an Artist attempt indicate the following effects:

RAPs	Result
1-2	The performance or work is accepted.
3-5	The performance or work is well received.
6-9	The artist receives critical acclaim (equal to a standing ovation if it is a performance).
10+	The artist gives an immortal performance or creates a masterpiece which the audience will never forget.

An audience that liked a Character's performance or work will be friendly toward the Artist. Utilizing Artist in this fashion during combat will be ineffective.

A Character should remember that great works of art are not produced hourly. While no fixed time exists for the fruition of genius, a standard guideline is two months (21 APs) per major work. Saleable art works may be produced in the minimum times listed in the following Subskills:

Actor gives the Character the ability to act in dramas and become adept at portraying many different personae. This Subskill may be used to disguise a Character, in which case the APs of Actor serve as the OV/RV against a Perception Check to detect the impersonation. RAPs indicate the degree to which the opponent is able to see through the disguise if at all. See Perception Checks (page 156) for more information.

A Character who uses Actor to impersonate a well-known figure receives a +2 Column Shift modifier to the OV. The impersonation of a generic individual, such as a guard at a military installation, receives no OV modifier. Use of the Actor Subskill does not provide a Character with any information known by an impersonated Character, such as passwords or hide out locations.

The Actor Subskill may also be used to penetrate a disguise or to resist being fooled by another Character using the Actor Subskill. In such cases, the APs of the Actor serve as AV/EVs and OV/RVs, respectively.

Dancer allows a Character to perform intricate dance routines in a number of styles, including ballroom, jazz, ballet, etc. Dancing may be used to emulate any observed fighting style, meaning any use of a Martial Artist Subskill in the Character's presence. Such an attempt requires an Action Check with AV/EV equal to the Character's APs of Dancing, and OV/RV equal to the APs of the Martial Artist Subskill observed.

RAPs achieved equal both the APs of the particular Martial Artist Subskill the Character may use, and the number of phases the tactic may be used for. Fighting ability takes practice and though it may be easily emulated, it still requires true skill to be effective. The maximum APs the Character may use equals his APs of Dancing or the APs of the Martial Artist Subskill he is emulating, whichever is lower.

Graphic Designer is familiar with the use of computers for the design of digital art. He is familiar with software programs for use in computer drawing and art and has knowledge of both two-dimensional and three-dimensional graphical textures, and the use of associated hardware including scanners, light pens, digital cameras and various other related devices. The Graphic Designer does not have an in-depth grasp on programming, but

due to the internet research requirements of a Graphic Designer, his familiarity with Computers grants him a bonus of -1 AP to the OV of any attempts of Research (see Scientist) through the use of Computers and the Internet. Each particular work takes at least two days (16 APs) to complete.

Musician enables a Character to sing and play musical instruments. APs of this Subskill may be used as the AV of any Shouting or Sonic Blast Attack.

Painter includes any of the graphic arts; comic book illustrators would fit into this category. Each particular work attempted by a Character is a separate action and takes at least one week (18 APs) to complete.

Photographer is the art of creating photographic works. Fashion photographers and film directors would fit into this category. Photograph Interpretation is an innate ability of Characters who have the Artist (Photographer) Subskill. This ability allows the Photographer to identify the components of and interpret the meaning of photographs, including, but not limited to, satellite photos and aerial photographs. Photograph Interpretation requires an Automatic Action. If there is information to be gained from the photo, then the APs of Photographer are both the AV/EV and OV/RV to gain clues. RAPs achieved are the Knowledge Points gained. APs of Microscopic Vision may be substituted for AV/EV. In the instance of a Camouflaged, Stealth-using, or Invisible objects in the photo, use the appropriate APs as the OV/RV against being noticed.

Example: Achieving 1 RAP might allow one to notice the missiles hidden in the forest, 3 RAPs may allow notice of a country insignia on the missiles and 6 RAPs might reveal that every other missile is a fake.

Sculptor includes the creation of any three-dimensional form of art. Each particular work attempted by a Character is a separate Action and takes at least one week (18 APs) to complete.

Writer enables a Character to produce novels, screenplays, comic books, prose, poetry, or any other creation involving the written word. Each particular work attempted by a Character is a separate Action and takes at least one week (18 APs) to complete. His familiarity with written works grants the Writer a bonus of -1 AP to the OV of any attempts of Research (see Scientist) through the use of a library.

CHARISMA

Link: Infl	**Skill**
Range: Self	**Type: Dice**
Base Cost: 20	**Factor Cost: 6**

Skilled Use: Interrogation, Intimidation, Persuasion (see below)

Charisma has three Subskills:Interrogation, Intimidation, and Persuasion.The use of Charisma is often a struggle of Mental or Mystical strength made between Characters.

A Character with Charisma can use his APs of the Skill as both the AV and EV for all Character Interaction attempts in place of the usual Infl/Aura. To use Charisma in this manner, a Character must possess the appropriate Charismatic Subskill which corresponds to the type of Character Interaction that is being attempted (see page 162).

DETECTIVE

Link: Int	**Skill**
Range: Self	**Type: Dice**
Base Cost: 10	**Factor Cost: 8**

Unskilled Use: Clue Analysis
Skilled Use: Counterfeit Recognition, Identification Systems, Law, Legwork, Police Procedure

The Detective Skill possesses six separate Subskills; Clue Analysis, Counterfeit Recognition, Identification Systems, Law, Legwork, and Police Procedure.

Clue Analysis is the ability to glean information from physical clues left by a crime or criminal. RAPs equal the Knowledge Points gained, and some pieces of information may require more than a single Knowledge Point to uncover.

There is a three-tiered clue structure to the revelation of any clue. Each step contains a piece of information and has a Knowledge Point total necessary to reach it. Once a step is reached, all information available in preceding steps is automatically awarded as well.

Revelation of information from a Clue Analysis is dependent upon how many RAPs the Analysis gained: 1 RAP (little information), 1/2 the RV in RAPs (a good deal of information), or Full RV RAPs (everything there is to know about the clue). AV/EV to a Clue Analysis equal a Character's APs of Detective while OV/RVs vary depending on the situation; normally these are either the Int/Mind of the criminal leaving the clue or the criminal's APs of Thief Skill. The Gamemaster should set the OV/RVs beforehand.

Example: A police detective with Detective of 3 APs finds a rubber glove that has the following clue structure:

Knowledge Points	Clue
1 RAP	A
1/2 RV	B
Full RV	C

OV/RVs to the rubber glove clue are at 3/3.The detective rolls an 11, succeeding but with no Column Shifts. The detective receives 1 RAP, sufficient information to discover A, the first clue, but 1 AP short of clue B. The detective discovers that the rubber glove was manufactured by Wilkinson Industries.

M.A.X., whose computer memory provides him with 10 APs of Detective Skill, finds the same rubber glove. M.A.X. rolls a 13, succeeding with two Column Shifts, and receives 10 RAPs, more than enough to unravel the entire clue.

M.A.X. discovers that:
A. The rubber glove was manufactured by Wilkinson Industries.
B. This type of rubber glove is used in the handling of toxic and poisonous chemicals in laboratories.
C. The rubber glove has a deadly chemical residue on the inside. After searching his database and hacking into the Wilkinson Industries mainframe, M.A.X. determines that the glove was worn by the villain Anthrax, who has been employed by Wilkinson Industries in the past.

Counterfeit Recognition enables a Character to identify phony money, fake art, forged signatures, or anything that is a fraudulent copy. The AV/EV of a Counterfeit Recognition attempt is equal to the Character's APs of Detective while the OV/RV is equal to the RAPs of the Thief (Forgery) Check that made the object being identified. If this Check gains positive RAPs, the object is uncovered as a fake; otherwise, the Character believes the article to be genuine.

Identification Systems enables a Character to verify the identity of another Character from fingerprints, retinal or voice patterns, etc. if he has access to the proper equipment. If the target Character is unknown by any authority, there exists no chance to identify him through Identification Systems.

The AV/EV equals the Character's APs of Detective while OV/RVs equal the Thief Skill of the target Character. Positive RAPs reveal the identity of the Character sought.

Law enables a Character to exercise jurisprudence to free himself and/or friends from legal constraints. The AV/EV of such attempts equals the Character's APs of Detective, while the OV/RV equals the APs of Law of the opposing lawyer. Positive RAPs on any Law attempt indicate successful defense or prosecution.

OV Column Shift modifiers apply to Law attempts as follows: +6 Columns when the defendant is blatantly guilty; +3 to +5 if the defendant has been framed (if the framing Character is exposed, the OV modifier becomes a -2 Column Shift for Law use). An innocent defendant who has not been framed receives a -1 Column Shift modifier.

Legwork represents training in locating and questioning witnesses about suspects and situations. He knows where to look to find witnesses, from a lowly bum to an office worker who may have seen something out of his 8th-story window. Legwork replaces the AV/EV of any Perception Check (see page 156) to locate a witness, should the GM deem a roll necessary.

Legwork also provides knowledge of appropriate phrases for talking to people and gathering information. APs of Legwork may be used as the AV/EV of any Character Interaction between the user and a witness, as long as the user is attempting to glean information. A Legwork attempt is similar to an Interrogation attempt (see page 162), except that the witness should hold no animosity toward the Detective afterwards ("roughing up" a witness through Legwork is unnecessary). A successful Legwork attempt could gain information such as a suspect description, a license plate (or at least part of one), a statement that may have been overheard, or even a strange odor the witness smelled.

If the witness was not harmed by the suspect/situation, he may be Suspicious or Neutral toward the Detective. Witnesses harmed by the suspect/situation may be very Friendly and forthcoming, or possibly too scared and Opposed to speaking. Note the use of Attitude keywords (see page 163) in the previous sentences. Attitude adjustments should affect a witness, depending upon the situation and the witness' personality.

Police Procedure enables a Character to avoid both police conflict and security. For example, such a Character could apprehend felons and gain access to a crime scene without being arrested for interfering with an investigation.

A Character with Police Procedure will be on Friendly or Neutral terms with the police unless the Character has the Mistrust Drawback.This Subskill may be substituted for the AV/EV of Persuasion when dealing with law enforcement personnel.

GADGETRY

Link: Int	**Skill**
Range: Self	**Type: Dice**
Base Cost: 25	**Factor Cost: 8**

Unskilled Use: Identify Gadget
Skilled Use: Build Gadget

Gadgetry is the ability to build, identify, and use technological devices. The Gadgetry Skill consists of two separate Subskills: Build Gadget and Identify Gadget.

Build Gadget enables a Character to design and build new Gadgets. For further information on the Gadgetry rules and how to build Gadgets, see page172.

Identify Gadget allows a Character to identify the functions of an unknown or unfamiliar Gadget.Identifying a Gadget is a normal Action Check, using the Character's APs of Gadgetry as the AV/EV and the Gadget's single highest AP value as the OV/RV.

Attempts by a Character to identify a Gadget that is the product of an isolated or alien technology should be modified by the Universal Modifier Table. An attempt to identify a device built by aliens who are remarkably similar to humans might be Difficult, an attempt to identify a device constructed by aliens so different from humans that their thought patterns are completely incomprehensible to the human mind might be Beyond the Limit.

If a Character attempting such identification receives 1 RAP, he possesses a rudimentary understanding of the device and can operate it with a +3 Column Shift modifier to all of its functions. If the Character receives RAPs equal to one half (1/2) the RV of the Identify Gadget attempt, he understands the device and can control all of its functions without penalty.

If the Character receives RAPs equal to or greater than the RV of the Identify Gadget attempt, he completely understands the device, can control its functions without penalty, and can even modify or repair the item, if necessary.

MARTIAL ARTIST

Link: Dex	**Skill**
Range: Self	**Type: Dice**
Base Cost: 25	**Factor Cost: 7**

Skilled Use: Assault, Battery, Blocking, Defense, Techniques

A Character with Martial Artist is extremely proficient in hand-to-hand combat. He need not be trained through formal training (though for the Focus of Will Bonus (below), formal training is required) but may merely excel in hand-to-hand combat or possess a unique fighting prowess. Hand-to-hand combat includes attacks made with melee weapons (knives, swords, and staves), unarmed combat, and Grappling attacks. Unless otherwise stated, only one of the following Martial Artist Subskills; Assault, Battery, Blocking, and Defense, may be used each phase. Martial Artist may not be attempted Unskilled.

The **Assault** Subskill allows APs of Martial Artist to substitute for AV of any hand-to-hand combat attacks. If using a melee weapon and he has the Melee Weapons Subskill of Weaponry, the APs of Martial Artist may substitute for the weapon's AV. If the Character does not have the Melee Weapons Subskill of Weaponry, he may still substitute Assault for AV but receives a +1 Column Shift penalty to the OV. Having the Assault Subskill adds a permanent +1 to the Character's Initiative.

The **Battery** Subskill represents knowledge on how to cause damage in hand-to-hand combat. When using the Battery Subskill, as long as APs of Martial Artist are equal to or greater than the Character's Strength Attribute, he may add +1 Column Shift to his EV in hand-to-hand combat (or the EV of the Melee Weapon he is using). If APs of Battery are less than his APs of Str, Battery only adds +1 AP to his EV.

The APs of Battery may be substituted for EV in hand-to-hand (and melee weapon) combat, but this act chances the death of the target and constitutes Killing Combat. Substituting Battery for EV against non-living material (such as a wall or a robot) is not considered Killing Combat.

The **Blocking** Subskill represents the ability to avoid being damaged during combat. With this Subskill, the APs of Martial Artist may be used as the OV against hand-to-hand combat attacks. Having the Blocking Subskill adds a permanent +1 to the Character's Initiative (cumulative with the +1 Initiative from the Assault Subskill). The Dodge Subskill of Acrobatics (see page 150) is used to avoid ranged and other attacks (including hand-to-hand).

The **Defense** Subskill represents a physical (or maybe even spiritual) toughness the Character has accumulated through training and/or experience. Defense allows the Character to substitute his APs of Martial Artist for his RV against hand-to-hand combat attacks.

The **Techniques** Subskill allows access to certain Combat Maneuvers only available to a Character with this Subskill. These five techniques include Concentrated Attack, Counterstrike, Laying Back, Throwing, and Submission Hold and are detailed in the Combat Maneuvers section (see page 144).

Martial Artist may be purchased with a special Focus of Will Bonus. If a Character learned his Martial Artist Skill through formal training, then the Skill is eligible to become a focus of the Character's inner strength. This training must be elaborated upon in the Character's Background. The Focus of Will Bonus changes the Link Attribute of Martial Artist to Will and doubles the Base Cost of Martial Artist (to 50). Martial Artist may now be Linked to the Character's Will. Linking Martial Artist to Dexterity is inefficient, since both represent AV and OV in hand-to-hand combat and when Linked, are at the same value. Focus of Will Martial Artist is a Mental Skill.

MEDICINE

Link: Int	**Skill**
Range: Self	**Type: Dice**
Base Cost: 5	**Factor Cost: 7**

Unskilled Use: First Aid
Skilled Use: Brainwashing, Forensics, Medical Treatment, Surgery

The Medicine Skill is composed of five Subskills; Brainwashing, First Aid, Forensics, Medical Treatment, and Surgery. First Aid and Surgery are only useful toward healing damage done to the Body of a Character. Medical Treatment may be used to heal Body, Mind, or Spirit. First Aid is the only Subskill of Medicine that may be attempted through Unskilled Use.

Brainwashing allows the user access to the inner arts of Psychology, a.k.a. "mind control", whether it be a medical form of interrogation, hypnosis, or actual brainwashing. Brainwashing enables a Character to use intensive pressure tactics on a target to change his basic motivations or beliefs. Once a target has been chosen and immobilized (whether by choice or through physical restraints), the Character makes a Brainwashing Roll with APs of Brainwashing as AV/EV. OV/RV equals the target's Will/Mind, taking into account Iron Nerves, Iron Will, Mind Blank, Mind Over Matter, and Mind Field/Shield Powers. Any RAPs gained are subtracted from the APs of the target's Mind. This procedure must until the target's Mind is reduced to 0 or less. The procedure will not kill the target.

Only one Brainwashing Roll may be made per day (15 APs) on a single target. For each AP less of time taken to Brainwash, add these APs to the OV and RV of the Brainwash Roll. If the victim is reduced to 0 Mind or less, a new motivation, belief, or suggestion may be programmed into the Character. After this procedure, add the APs of Brainwashing directly to the target's Mind in order to "build up and repair" his Mind (to a maximum of its original level).

A Character may not use Recovery to regain Mind APs lost through Brainwashing. In order to reinstate the target's original ideas and beliefs, the Mind APs of a Brainwashed Character must be re-converted through deprogramming by a Character with either Brainwashing or Medical Treatment Subskills.

Deprogramming uses AV/EV equal to APs of Subskill vs. OV/RV equal to the APs (not RAPs) of the original Brainwashing attempt. When total cumulative RAPs equal the Brainwashing APs, the target is deprogrammed.

First Aid enables a Character to treat wounds inflicted in Killing Combat by reducing or delaying the resulting damage (bleeding may be stopped and the infection of wounds can be prevented). The AV/EV of a First Aid attempt is the APs of Medicine, while the OV/RV equals the total amount of damage to the Current Body Condition of the Character being treated.

A successful First Aid attempt will halt the loss of Current Body Condition APs sustained by a Character reduced to a negative Current Body Condition by Killing Combat.The RAPs earned equal the length of time in APs that the bleeding has been stopped. At the end of this time, wounds will reopen and the injured Character will again sustain damage every 8 APs of time.

Forensics enables a Character to ascertain information regarding the manner of death by examining a body. Such analysis using this Subskill must be conducted in a laboratory in all but the most obvious of cases. In a laboratory, the exact cause and approximate time of death may be determined.

The time of death determined through a Forensics Check is accurate to within 5 APs of the length of time (in APs) the victim has been deceased. For example, if a body had been dead one week (18 APs), the time of death can be accurately determined to within 8 hours (13 APs).

If Knowledge Points may be gained from examination of a corpse, Forensics may be used to gather this information.The AV/EV of such an attempt equals the Character's APs of Medicine Skill, while the OV/RV equals 4/4 for a body dead one week to six months, and 10/10 for a body dead more than six months. Positive RAPs reveal Knowledge Point information normally.

Medical Treatment enables a Character to aid others in combating the effects of disease. Medical Treatment may only be attempted once per day on any one Character. RAPs are added directly to the patient's Recovery RAPs (see page 142) to determine how rapidly the Character heals. If Recovery is unsuccessful for any reason, Medical Treatment has no effect.

AV/EVs to Medical Treatment equal the Character's APs of Medicine while OV/RVs equal the absolute value of damage (in APs) sustained by the Character treated (if a Character's Body is reduced to -6, OV/RVs to Medical Treatment are at 6/6).

Optionally, OV/RVs may equal the APs of the disease or poison that affected the Character. Positive RAPs from Medical Treatment indicate the patient Character stops losing points of Body for a length of time (in APs) equal to the RAPs of the Medical Treatment.

If any Medical Treatment is administered to a Character who has sustained Mind or Spirit damage, the patient may only be treated once per week, regardless of whether or not the treatment was successful (received positive RAPs). This simulates psychological repairing of the Character's sanity.

Physical Medical Treatment requires proper equipment and medicines, such as those available in hospitals and mental health facilities. If these are not available, Medical Treatment may not be administered and only First Aid may be given. A Character specializing in Medical Treatment must also possess the First Aid Subskill.

If a Character fails a Medical Treatment attempt and his APs of Medicine are less than the absolute value of the damage sustained by the patient (in APs), the Medical Treatment has made the condition worse, and the patient loses his next Resting Recovery Roll. If a Character's APs of Medicine are greater than or equal to the absolute value of damage sustained, no additional damage is done to the patient; the Treatment was simply unsuccessful.

If damage sustained by a Character is to a specific organ or portion of the body and the Character's Body has been reduced below 0, Medical Treatment is of no use; Surgery is required.

Surgery enables a Character to repair extensive Physical damage sustained by another Character. It also allows the surgeon Character to perform normal surgery up to and including transplant operations and implantation of artificial organs.

The AV/EV of a Surgery Attempt equals the Character's APs of Medicine, and the OV/RV equals the total value of the damage sustained by the patient. For example, if a Character with a Body of 5 APs were reduced to a Current Body Condition of -4, the OV/RV of Surgery would be 9/9.The OV/RV receives a +1 Column Shift modifier if vital organs such as the heart, lungs, or brain are subject to Surgery. A Character may undergo Surgery a maximum of once per day, although a Character may receive Surgery and other forms of Medicine, such as First Aid or Medical Treatment, on the same day.

Specific organs or limbs that have been damaged may be repaired through Surgery. RAPs on the Surgery attempt are added directly to the patient Character's Body APs to repair damage sustained.

If a Character fails a Surgery attempt and his APs of Medicine are less than the total value of the damage sustained by the patient (in APs), the surgery has made the condition worse. The patient Character then sustains one (1) additional AP of damage from the failed surgery and loses his next Resting Recovery Roll.

If a Character's APs of Surgery are greater than or equal to the total value of the damage sustained by the patient (in APs), no additional damage was done to the patient; the surgery was simply unsuccessful.

A Character with the Surgery Subskill must also possess both the Medical Treatment and First Aid Subskills.

MILITARY SCIENCE

Link: Int | **Skill**
Range: Self | **Type: Dice**
Base Cost: 10 | **Factor Cost: 9**

Unskilled Use: Camouflage, Cartography, Tracking
Skilled Use: Cryptography, Danger Recognition, Demolition, Field Command

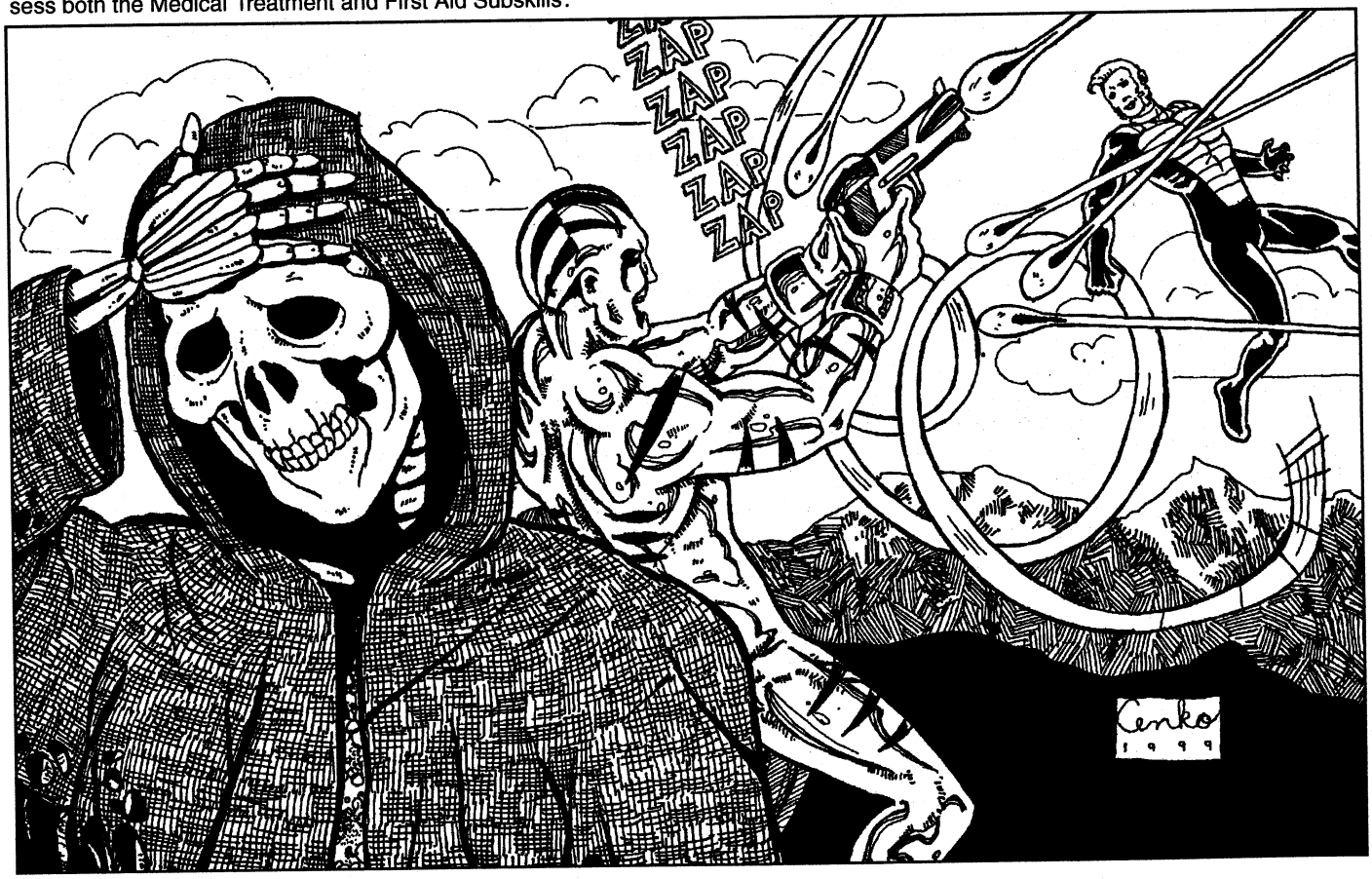
Military Science possesses seven basic Subskills: Camouflage, Cartography, Cryptography, Danger Recognition, Demolition, Field Command, and Tracking. Camouflage, Cartography, and Tracking are the only Subskills of Military Science that may be attempted through Unskilled Use.

Camouflage enables a Character to alter the appearance of objects and equipment in an effort to conceal them from view. This does not include concealing items on one's person, which requires the Concealment Subskill of Thief. Perception Checks made in an attempt to spot Camouflaged items have OVs increased by the Camouflaging Character's APs of Skill.

Cartography enables a Character to draw and interpret complex maps and charts. An interpretive Cartography attempt is an Automatic Action provided the maps legend is in a language known by the Character. If the map is in an unknown but recognizable language, the attempt is a Dice Action with OV/RVs of 4/4. If the nature of the map is completely alien to the reader, OV/RVs are at 10/10.

RAPs from a Dice Action Cartography attempt are treated as Knowledge Points. 1 RAP indicates a vague understanding of the map; 1/2 RV RAPs indicate a general knowledge of the map's purpose; and Full RV RAPs indicate a correct interpretation of every symbol and relationship depicted on the map.

In any case, the amount of knowledge gained by a Character through a Cartography attempt is limited by the map's detail and accuracy; very little information could be learned about



an individual city, for example, from a map of the entire United States.

Making a map is an Automatic Action for a Character with the Cartography Subskill.The time required to do so is equal to 5 APs plus the APs of information contained in the map. A map containing only 1 AP of information is a very rough sketch, while an 8-AP map is a highly accurate topographic map featuring buildings (represented in exact scale and providing information regarding the building's construction), the local soil types, and the native vegetation.

Cryptography allows a Character (Cryptographer) to encode and decode data with relative ease. A Cryptographer is also familiar with encoding and decoding techniques, including coding algorithms, the use of Morse code, knowledge of useful hardware, and the use of various encryption/decryption computer programs. Knowing how to use these computer programs does not necessarily grant the user the ability to perform other actions on a computer (like the Graphic Artist Subskill of Artist allows). Cryptography may also aid in solving puzzles that include anagrams, riddles, and wordplay: the sort left behind by demented criminals. Data that can be encoded includes messages, drawings, radio and video transmissions, computer programs, satellite feeds, etc.

The AV/EV of an encoding attempt is the APs of Cryptography, and the OV/RV is the information to encode in information APs. If the Action Check succeeds, the APs of Cryptography used to encode equals the OV/RV of any attempts to decode the message. The minimum amount of time to code information is equal to four (4) plus the APs of information to encode.

A Cryptographer may automatically decrypt his own encryption. To decode a message, the AV/EV is the APs of Cryptography with OV/RV the APs of the original cryptographer. Achieving a single RAP on a decode results in a partial decryption, and what is revealed is up to the Gamemaster. RAPs equal to full RV will fully decrypt the entire message.

Danger Recognition allows a Character to avoid an ambush by identifying and recognizing subtle peculiarities in the battlefield environment.The APs of the Danger Recognition Subskill act as a Character's AV/EV when rolling to avoid the effects of Surprise (see page 155).

In addition, Danger Recognition functions exactly like the Danger Sense Power (see page 66) whenever the Skilled Character is operating on a military battlefield. In other words, a soldier can use his Danger Recognition Subskill to realize that there are land mines on the road up ahead of him, but a superhero would need the actual Danger Sense Power to detect the presence of a super-villain in the area.

Demolition enables a Character to work safely with explosives and to achieve desired effects from a charge, provided that the charge is sufficiently powerful. In a Demolition attempt, the AV equals the user's APs of Skill and the EV is equal to the explosive's APs of the Bomb Power.

A Character using the Demolition Subskill must work with the explosive charge for roughly four minutes (6 APs) in order to achieve the desired result. A Character spending less time subtracts a number of APs from his AV equal to the mandatory time that was not spent (spending only two minutes, for example, subtracts 5 from the AV).

Field Command enables a Character to lead troops in battle. Characters with the Field Command Subskill can spend a number of Hero Points equal to their APs of Military Science to affect a unit's dice rolls. For information on field combat units, see page 151.

Tracking gives a Character the ability to follow the trail of another Character. The AV/EV of a Tracking attempt is equal to the tracker's APs of Skill.The OV/RV equals the quarry's Dex/Dex.

The OV of a Tracking attempt receives a +1 Column Shift modifier if the quarry is a Character without the Tracking Subskill who is consciously attempting to conceal his path. If more than one Character is being tracked simultaneously, the OV/RV of the attempt equals the lowest Dex/Dex of all the Characters being tracked.

A Character with Military Science who tries to obscure his own trail or the trails of others uses his Tracking APs as both OV/RV to any attempt to track the Characters. A Character need not obscure such a trail at full Tracking APs; he may choose to disguise the path at an AP value less than the APs of Tracking to "lead on" tracking Characters (in this case, a Character may assign OV/RVs to the tracking attempt up to his APs of the Tracking Subskill).

A quarry with the Tracking Subskill may make a special effort to conceal his own trail and that of his companions, substituting his APs of Tracking for Dex/Dex when computing the OV/RV of the attempt. Characters operating in this fashion do not have to obscure their trails at their full AP value in order to mislead a tracker and obscure their own Skill level.

Positive RAPs on any Tracking attempt indicate the distance over which the tracker may follow the quarry's trail. At the end of this distance, the tracker must make another Tracking Check to pick up the trail again.

The OV of a Tracking attempt is modified by environmental circumstances according to the Universal Modifier Table. Tracking a quarry through fresh mud or snow is an Easy action, while following a Character at night over concrete during a blinding rainstorm is Beyond the Limit.

OCCULTIST

Link: Infl	**Skill**
Range: Self	**Type: Dice**
Base Cost: 20	**Factor Cost: 10**

Skilled Use: Create Artifact, Identify Artifact, Occult Knowledge, Mentor, Premonition, Ritual Magic

Characters with the Occultist Skill are intimately familiar with the world of the supernatural and all its paraphernalia. Skilled Occultists can identify and create mystical objects, perform magic rituals, and sense mystic energy. Occultist consists of six separate Subskills: Create Artifact, Identify Artifact, Occult Knowledge, Mentor, Ritual Magic, and Premonition, none of which may be attempted with Unskilled Use.

Create Artifact enables the user to create mystical devices. In order to differentiate them from Gadgets, such occult devices are known as Artifacts. Artifacts are generated in the same fashion as Gadgets (see page 172) with various exceptions detailed in Artifact section of the Magic Chapter (page 193).

Identify Artifact enables a Character to identify the specific function of unknown or unfamiliar occult Artifacts. An Identify Artifact attempt is a Dice Action using the Occultist's APs as the AV/EV against an OV/RV equal to the Artifact's single highest AP value. The number of RAPs earned determines how much information about the Artifact the Occultist is able to discern, according to the following chart:

Artifact Identification Table	
RAPs	Information Gained
1	A rudimentary understanding of the Artifact. "It's a wand of fireballs."
1/2 RV	A near total understanding of the Artifact and the ability to control all of its functions without penalty. "Point at the target, read the incanta tion on the wand, and blast away."
Full RV	A complete understanding of the Artifact, including any Limitations or Drawbacks as well as the ability to modify or repair it if necessary. "The wand can be used eight more times. If used after that, it will explode in a point-blank fireball!"

Any attempt to Identify a particularly complex or obscure Artifact should be modified according to the Universal Modifier Table. Identifying an Artifact created during another age, such as an Atlantean occult Artifact, would be a Difficult task. For example, Identifying an Artifact created by a Sorcerer from another dimension would be Extreme.

A successful Identification only indicates that the Occultist has discerned the Artifact's function and can activate its abilities. It does not indicate that the Occultist recognizes the Artifact or knows its name and history. Only a successful use of the Occult Knowledge Subskill will provide this sort of information.

Mentor grants an Occultist the ability to teach another Character a Ritual. Mentoring is explained in detail in the Magic Chapter (page 188).

Occult Knowledge provides a Character with information and useful lore pertaining to occult history, occult personalities, and locations with an occult significance. The use of this Subskill is a Dice Action with an AV/EV equal to the Occultist's APs of Skill and an OV/RV relative to the obscurity of the information in question (Gamemaster's discretion). When appropriate, the RAPs earned on an Occult Knowledge Action Check are treated as Knowledge Points. Ritual Discipline and Scholar Advantages may aid in an Occult Knowledge roll.

Premonition is the ability to sense omens and subtle portents. Premonition can be used to predict the future, determine the stance of good or evil in a subject, and sense magical energy. Details regarding these abilities are listed in the Premonition section of the Magic Chapter (page 192).

Ritual Magic enables a Character to wield magical energy by performing mystical Rituals. To perform a Ritual, the Occultist must have learned the Ritual at some point in his career and must pay certain Hero Point Costs. New rituals are learned by studying rare tomes and inscriptions, receiving instruction from Mentors, or conducting Occult Experiments. Creating, memorizing, and casting Ritual Magic is described in detail under Rituals in the Magic Chapter (see page 184). Note that both purchasing the Ritual Advantage (page 46) by and Mentoring of Characters who do not have the Ritual Magic Subskill allows a limited amount of Unskilled Use when casting the learned Ritual but with a +3 Column Shift penalty to the OV/RV of each attempt.

SCIENTIST

Link: Int **Skill**
Range: Self **Type: Dice**
Base Cost: 10 **Factor Cost: 7**

Unskilled Use: Analysis, Research
Skilled Use: Drawing Plans, Observation

The Scientist Skill possesses four distinct Subskills: Analysis, Drawing Plans, Observation, and Research.

Analysis enables a Character to identify the structure of any physical object (not Character), ranging from an electronic computer console to an alien genetic code. A Character with this Subskill can discover how such objects are designed and can recognize even minor structural flaws.

The AV/EV of Analysis attempts is the Character's APs of Scientist, while the OV/RV equals either the Scientist or Gadgetry Skill of the Character who designed the object. RAPs are interpreted in Knowledge Points as described below:

Knowledge Points	Analysis
1 RAP:	The Character possesses a rudimentary understanding of the object sufficient to opeate the object (if applicable) with a +4 Column Shift modifier to the OV of such an attempt (with Gadgetry or Scientist APs acting as the AV/EV). This penalty replaces Unskilled Use modifiers.
1/2 RV:	The Character possesses a working knowledge of the object and can use it with a +1 Column Shift modifier to the OV of such an attempt. Further, the Character is knowledge able of any hidden weaknesses inherent to the object, allowing the Character to discover a Physical or Mental Attack form to which the object is vulnerable and the location most likely to cause the greatest damage. The object's OV is reduced by the APs of Scientist Skill (to a minimum of 1) for one attack only.
Full RV:	The Character possesses complete knowledge of the object and may operate it with no penalties whatsoever. A Character possessing the Drawing Plans Subskill may also devise plans to duplicate the object, which will function once created at an AP level equivalent to the orignal object.

Drawing Plans allows a Character to devise blueprints for objects. Use of this Subskill is an Automatic Action. Plans drawn using this Subskill provide the potential for objects to be more effective upon their construction, by giving a -2 Column Shift modifier to the OV of a Character using such plans to build an object. Alternately, a Character's APs of Scientist could be substituted for the EV in another Character's Build Gadget attempt, in which case the -2 Column Shift modifier is not used.

A Character possessing Scientist may Draw Plans for any device of a Physical or Mental nature. The Character must specify the object's properties according to Gadgetry categories (see page 178), such as a normal device or an Omni-Gadget. Each plan takes one week (18 APs) to design and costs 2 Hero Points to develop.

Observation allows a Scientist (Observer) to use his vast scientific know-how to draw conclusions and save the day, not with a Gadget or brute force, but with "good ol' fashioned knowledge." Observation represents the postulation of scientific theories about the origins of a target Character's Powers or gadg-

ets, thus enabling deduction of any scientifically based weaknesses.

Unlike Analysis, Observation allows the user to see an enemy or situation and deduce any exploitable weaknesses, such as a Power Limitation, a Drawback, or even unrevealed Powers. Observation can be used to realize that an alien has a Loss Vulnerability to Argon, something the Player will probably not figure out on his own. Noticing that a villain's Powers require uranium, "Hmm, he only shoots fire when uranium is nearby," without actually seeing him consume uranium, falls under Observation.

Before making an Observation roll, the Scientist must spend an entire phase (using one Automatic Action) observing the target in action before making a roll the subsequent phase (using a Dice Action). "In action" means the target must be using its abilities in order for the Scientist to gauge weaknesses. During the phase he uses his Automatic Action, the Scientist may still use his Dice Action as normal. AV/EV of the Observation Check equals APs of Scientist. OV/RV equals the target's ability to hide his weaknesses, represented by its Int/Will or APs of Obscure Power. If the target does not have these Abilities, use Body/Body. The No Vital Areas Advantage adds a +2 Column Shift penalty to the OV and RV, and Altered Anatomy adds an additional +1 Column Shift penalty to the OV.

One weakness (Drawback, Limitation or Unrevealed Power) will be revealed to the Observer per RAP achieved, and all weaknesses are revealed upon achieving full RV. The GM determines the order in which weaknesses and unrevealed Powers are discovered. Once the Scientist points out his Observation, the target's OV is reduced by the RAPs of the Observation Check (to a minimum of 1) for one attack only. Subsequent Observation attempts will again allow access to this weakness.

It's possible that the target doesn't have any weaknesses or unrevealed Powers, therefore Observation will not reveal any. An extraordinarily bad roll (a 3 or 2) could reveal (GM discretion) a faux weakness that the Observer should insist on exploiting.

Observation formulates deductive conclusions using scientific methods and cannot be used Unskilled except through role-playing. Characters may come to a weakness conclusion through role-playing (without Observation), and this method is encouraged. The Observation Subskill simply outright reveals weaknesses. It's a "hokey" Subskill but comes in useful when simulating "Silver Age comic book" scientific heroes.

Research is the ability to locate information on a topic if given access to appropriate resources. Researchers can filter through vast amounts of material, extracting any relevant information, considering said information is locatable. Places to research include libraries (public, private, and colleges) and the Internet, among other places (file cabinets, offices, archives, etc). Connections and Credentials may be necessary to allow access to normally restricted archives.

APs of Research equal AV/EV of the Research Check while OV/RV equals the APs of information the Researcher looks through in "Information" APs (see Benchmark APs) minus APs of that "Information" which is relevant to the topic at hand. The GM decides what information is available on the topic.

Research takes time in APs equal to APs of information searched through, minus APs of Research, minimum 6 APs. With success, knowledge on the topic is gained in a structure similar to Detective (Clue Analysis). The Researcher must specify the topic(s) he is researching, as Researchers may not just randomly research. College students know that Research is truly an acquired art. Characters with Detective may attempt to Research Unskilled with only a +1 Column Shift penalty to OV/RV.

THIEF

Link: Dex **Skill**
Range: Self **Type: Dice**
Base Cost: 10 **Factor Cost: 9**

Unskilled Use: Concealment, Escape Artist, Locks and Safes, Pickpocketing, Stealth
Skilled Use: Forgery, Security Systems

The Thief Skill possesses seven specific Subskills, which are Concealment, Escape Artist, Forgery, Locks and Safes, Pickpocketing, Security Systems, and Stealth.

Concealment allows a Character to hide items on his person, including disguising objects effectively and moving without revealing the extra weight or bulge. The Gamemaster must judge what items may be reasonably hidden; a short man cannot hide a missile launcher in his pocket, but a large and heavy person could strap it behind his back. Perception Checks made in an attempt to spot Concealed items have OVs increased by the Concealing Character's APs of Skill, minus the APs of Volume of the object. APs of Concealment may be used as the OV/RV against any Pickpocketing attempts.

Escape Artist enables a Character to escape from close restraints: ropes, chains, handcuffs, etc.The AV/EV of such attempts equals the Character's APs of the Skill.The OV/RV for typical restraints can be found on the table below. Positive RAPs indicate a successful escape.

Restraint Type	OV/RVs
Quick Binding	2/2
Tightly Bound	4/4
Handcuffs	6/6
Chained to Wall	8/8
Locked in Jail Cell	10/10
Locked in Safe	15/15

Forgery enables a Character to create excellent copies of signatures or works of art.The AV/EV of Forgery equals the forger's APs of Thief. The OV/RV for signature duplication is 4/4; the OV/RV for copying a work of art equals the original creator's APs of Artist; and the OV/RV for monetary counterfeiting is 8/8. The RAPs from a successful Forgery Check act as the OV/RV against Detective (Counterfeit Recognition) and/or Perception Checks made to expose the Forgery.

Locks and Safes enables a Character to open locks, with an AV/EV equal to the Character's APs of Thief and an OV/RV equal to the Gadgetry APs of the locksmith who designed the lock or safe. Positive RAPs on a Locks and Safes attempt indicate success. It takes at least one phase (4 seconds/0 APs) to open a lock and at least a minute (4 APs) to open a safe.

Simple locks, such as those found in normal houses have OV/RVs of 2/2. Complicated locks (time locks, for example) may possess OV/RVs of 10/10 or higher, providing for the locksmith's Gadgetry AP level. A simple safe has OV/RVs of 4/4 while extremely complicated and secure safes would have OV/RVs of 15/15 or higher, providing for the creator's Gadgetry AP level.

Pickpocketing enables a Character to take valuables from another Character without that person's knowledge. The AV/EV is equal to the APs of Thief; the OV/RV is equal to the target's Dex/Int and could be increased by as much as +3 Column Shifts if the valuable sought is in an inaccessible location, such as the inside jacket pocket of a man wearing an overcoat (GM's discretion).

Security Systems allows a Character to override electronic security alarms. The AV/EV equals the Character's APs of

Thief against an OV/RV equal to the creator's Gadgetry or Thief (Security Systems) Skill, whichever is higher. Positive RAPs indicate success in overriding the system.

A standard security system has OV/RVs of 5/5 while complex systems have OV/RVs of 15/15 or higher, providing for the creator's Gadgetry AP level. It takes at least one minute (4 APs) to override a device through Security Systems.

Stealth is a Character's ability to move silently and without being seen by other Characters. The APs of Thief are used as the OV/RV against Perception Checks made to discover the stealthy Character.

Positive RAPs indicate success in locating the stealthy Character. Use of Stealth is most common at night or under other visually-obscuring conditions. Following are cumulative OV/RV column modifiers to detection of Stealth attempts pertaining to environmental conditions.

Circumstance	OV/RV Modifier
Intruder Alert Activated	-1
Day/Bright Area	-2
No Cover Exists	-3

VEHICLES

Link: Dex | **Skill**
Range: Self | **Type: Dice**
Base Cost: 5 | **Factor Cost: 5**

Unskilled Use: Air, Land, Water
Skilled Use: Space

Vehicles has four Subskills: Air, Land, Water, and Space. Each Subskill functions in an identical manner with the exception of the type of craft controllable through use of the Subskill.

Each Vehicle Subskill enables a Character to safely operate the respective vehicle under normal conditions. Use of on-board weaponry while operating a vehicle has an AV equal to the operating Character's Vehicles Skill.If firing at another vehicle, the OV equals the Vehicles Skill of the opposing operator.

A Character who attempts a trick maneuver, such as leaping a canyon or avoiding a collision in an asteroid field, receives a Column Shift modifier to the OV for the Vehicles attempt based on the Universal Modifier Table. A +1 Column Shift would modify a simple motorcycle jump over a car, while a +7 Column Shift would modify a flight on the event horizon of a black hole.

Air vehicles includes use of fixed wing (airplanes), rotary wing (helicopters), lighter-than-air craft (dirigibles), hang-gliders, etc.

Land vehicles includes use of cars, trains, trucks, tanks, hovercraft, and so forth.

Space craft includes use of transport intended to function in deep space or to convey objects or persons from any planetary surface into space.

Water vehicles includes use of sailboats, aircraft carriers, submarines, tugboats, and so on.

WEAPONRY

Link: Dex | **Skill**
Range: Self | **Type: Dice**
Base Cost: 5 | **Factor Cost: 6**

Unskilled Use: Firearms, Melee, Missile, Heavy
Skilled Use: Exotic

The Weaponry Skill represents the Character's ability to use a certain form of weapon, and consists of five Subskills: Firearms, Melee, Missile, Heavy, and Exotic.

Assuming a Character has the appropriate Weaponry Subskill for the weapon he is using, he may use his APs of Weaponry Skill as the AV for that weapon. If the Character's Dexterity or a weapon's own AV is higher than the APs of Weaponry, it may be used as AV instead. If the weapon's AV or the Character's Dexterity is within 3 Column Shifts of the Character's APs of Weaponry on the Action Table, use the highest AP value +1 AP as AV. Treat a Character substituting his APs of Martial Artist for the AV of his Melee weapon in the same manner.

All Subskills of Weaponry may be used Unskilled by applying a +2 Column Shift Penalty to the target's OV, except for thrown weapons which incur a +1 Column Shift Penalty. While pulling the trigger on a laser gun may be simple, some complex weapons, such as a crossbow or a rocket launcher, require a specific knowledge for usage, and a Gamemaster may rule that certain weapons may not be used Unskilled at all,

Exotic weapons includes the use of specially-designed and commercially unavailable weaponry, most notably weapons designed expressly for a particular hero or villain. Use of an exotic weapon by a Character for whom the weapon was not designed requires an Action Check with AV/EVs equal to the Character's APs of Weaponry. OV/RVs to this attempt equal the weapon's highest Attribute or Power as rated in APs.

Firearms includes use of all weapons that fire chemically powered projectiles or beam weapons: guns, basically.

Examples include handguns, shotguns, rifles, and submachine guns.

Heavy weapons includes use of all violently explosive projectile weapons from grenade launchers to tank gun artillery to rockets.

Melee weapons includes use of knives, clubs, swords, staffs, or any other manner of weapon employable in hand-to-hand combat. Melee weapons do not normally include projectile weapons, but a Character swinging a rifle with the intent of clubbing an opponent would utilize the Melee Weapons Subskill rather than the Firearms Subskill to resolve the attack.

Missile weapons includes use of all manually-propelled objects from thrown rocks and grenades to long bows. Examples include bow and arrow, crossbows, thrown objects, bolos, and slingshots.

Optional Rule: Vehicle / Weaponry Specialization

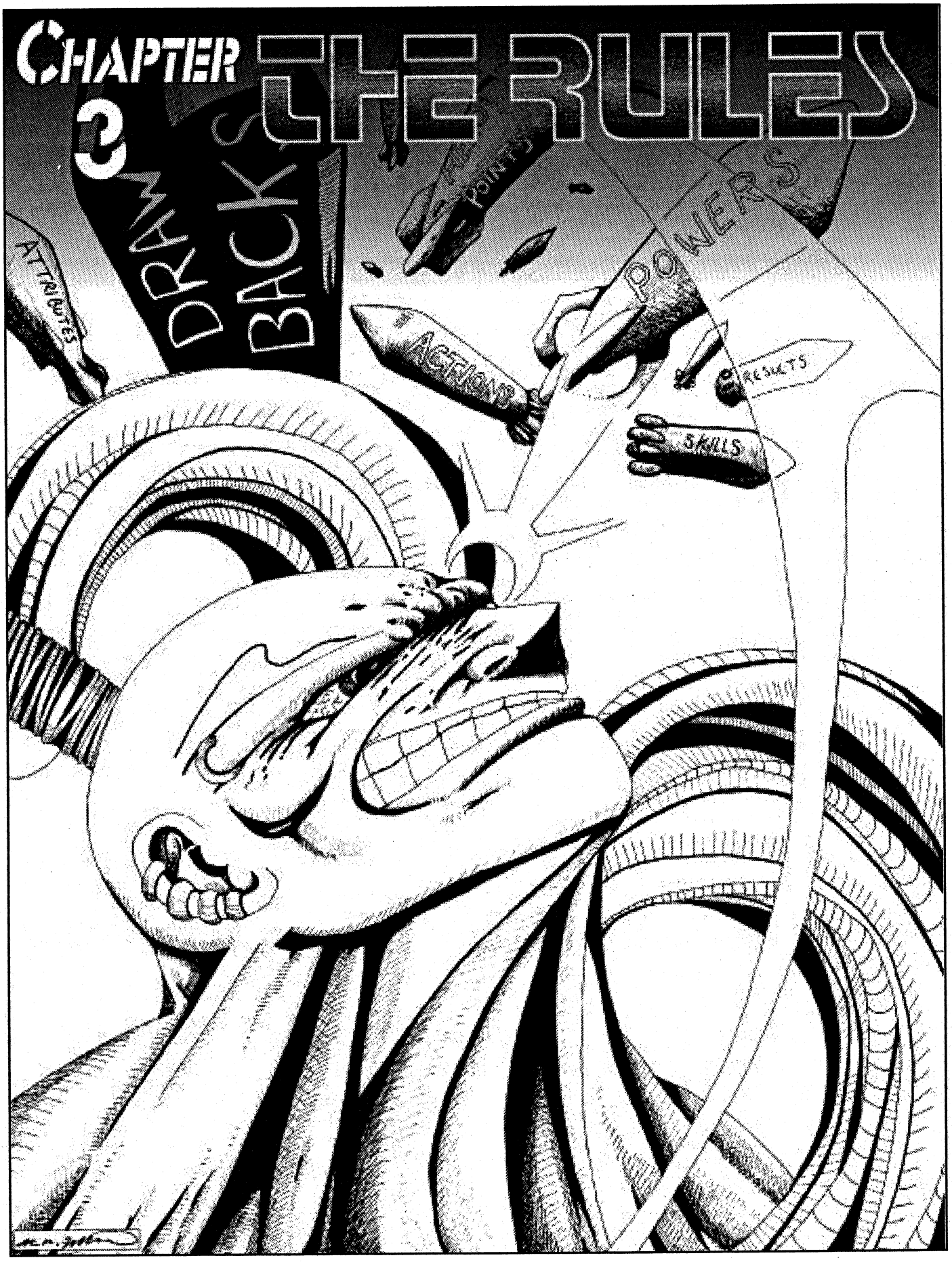
Both Vehicle and Weaponry Skills may be purchased with the Specialization Limitation. Specialization means the Subskill focuses on only one specific object rather than the broader range the Subskill normally affords.

Example Specializations: Fencing Rapier of Melee Subskill, BB Gun of Firearms Subskill, and Automatic Cars of Land Vehicles Subskill.

A Character with Specialization may use his APs of Skill with that specific object as normal. If attempting to use any other object from the Specialization's parent Subskill, apply a +1 Column Shift penalty to the OV (in addition to any other penalties).

Specialization reduces the Factor Cost of the main Skill by – 1 Factor Cost, one time only. Multiple Specializations do not reduce the Factor Cost multiple times, though the Skill may be purchased separately multiple times to represent varying APs of Skill.

Example: Purchasing Weaponry with the Firearms and Melee Subskills and a Heavy Weapons Specialization of bazooka reduces the Factor Cost of Weaponry to 3.


CHAPTER 3
THE RULES
DRAW BACK
POWERS
ATTRIBUTES
ACTION
RESULTS
SKILLS

This chapter reiterates and expands upon the "eight ideas" found in the Introduction to **Blood of Heroes** (page 6). Much of the information here will be familiar, but some of it is new, including several optional rules for advanced Players. If you are already comfortable with the **Blood of Heroes** rules, feel free to skip this section and go on to Chapter Four (page 130). However, when questions arise regarding the rules of the game, refer to this section rather than the Introduction.

Each of the participants in the **Blood of Heroes RPG** has a vital role to play. One of the participants is always the "Gamemaster" (GM for short), while the others are "Players."

Each of the Players takes on the role of one of the heroes or villains from the world of **Blood of Heroes**. In effect, the Player temporarily becomes the hero or villain. They decide what that hero or villain does in a series of situations. Should Anarchy Man zap that bank robber or let Mindhammer scramble his brains? Husk has foreseen a terrible disaster in the future. Should he send Shadow Force to try and stop it and risk changing history, or should he wait and send them to do clean up? These are the kinds of questions that the Players playing Anarchy Man or The Husk must answer. In the **Anarchy Man's Night on the Town** solo adventure, you were playing the role of Anarchy Man.

The Gamemaster does not take on the role of an individual hero or villain. Instead, he sets the stage for the adventure in which the Players' characters will participate. He functions like the writers who script the comics: the GM decides which villain(s) the heroes will encounter during the adventure, what the villains are after, and how they hope to accomplish their goals. The GM also plays the roles of the villains and the minor characters that the heroes encounter along the way. Suppose, for example, that you are playing Striker and you decide to ask the Pentagon for support on your next mission. The GM would then assume the role of Striker's boss and decide whether or not the government can be of any help to you.

One of the Gamemaster's other responsibilities is to serve as a sort of referee. He must make sure that all the Players are following the rules of the game and be prepared to make snap decisions as to what the Players'Characters can and cannot do. The Gamemaster also ultimately decides the outcome of the heroes' actions.

In short, the Gamemaster functions as a sort of storyteller. He keeps play flowing smoothly, interprets the rules, and designs the challenges that the heroes must tackle. If you are unsure of exactly what the GM does during play, refer to the "What is a role-playing game?" section of the Introduction (page 3).

Playing the Game

The rules are a framework that helps the GM decide what will happen in certain situations. Let's say for example, that you and a friend are playing Neon Knight and Krystal, searching for their kidnapped friend Darkling. After an exhaustive search you finally manage to find where Sage is keeping Darkling. As you enter the hideout, however, Sage sends ten thugs out to kill you.What happens now? Well, instead of just making some arbitrary decision like, "It's a hard battle, but you win," the GM uses the Combat rules in **Chapter Five** to actually play out the situation and see who wins.

Suppose that Neon Knight and Krystal win the battle against the thugs, but by the time the battle is over, the GM decides that Sage has left the hideout and escaped.Neon Knight will probably want to interrogate one of the thugs and see if the thug can tell him where Sage may have gone. Neon Knight is a terrifying sight, but is he scary enough to make the thug tell him what he wants to know? Instead of just pulling an answer out of thin air, the GM can use the Character Interaction rules in **Chapter Six** to figure out how much information Neon Knight gets out of the thug (after taking him on a tour through Hell).

There are rules for all of the activities that heroes commonly perform in the comics, in order to help the GM decide what happens whenever the heroes or villains try to perform those activities. If a Player wants his Character to take an action that is not covered in the rules, it is up to the GM to decide what happens next, but the rules cover such a broad range of possible actions that this rarely happens.

You should also note that the GM can choose to supersede or change any of the rules. If you do not like something, go ahead and change it. If you think that the way the Players are rolling the dice is spoiling the adventure, feel free to step in every once in a while and supersede the rules. Take extra care in situations like this. You should probably only change a rule or overrule a dice roll when you have a very good reason to do so. The GM's key responsibility is always to make sure that everyone (including himself) is having fun!

You will find a lot more advice on how to be a successful Gamemaster in **Chapter 10** toward the end of this book.

The Eight Ideas

There are eight simple ideas behind the rules for the **Blood of Heroes Role-Playing Game**. In order to play the game, Players must be completely familiar with these eight ideas. These are the same concepts that were covered in the Introduction to **Blood of Heroes**.

Idea One : Attribute Points

Just about everything in the **Blood of Heroes RPG** is measured in Attribute Points or APs for short. It is the AP system which allows the rules of the game to function cleanly. Examples of quantities that are measured in APs include: time, weight, distance, information, volume, and money.

APs are entirely interchangeable. A Character who has 6 APs of Strength, for example, can lift an object that weighs 6 APs (about 3000 lbs.); while a Character who has 6 APs of Flight can travel 6 APs of distance (600 feet) every 0 APs of time (4 seconds or a single phase of action). Note that zero is always used as a unit of measurement, and for all quantities, zero represents the base value around which the individual measurement system is designed.

APs	Measure	Amount
0	Weight	50 lbs.
0	Distance	10 ft.
0	Information	1 paragraph
0	Time	4 seconds
0	Money	$25

Each additional one AP of a quantity doubles the amount measured by the previous AP. For instance, 0 APs of weight is equal to 50 lbs., 1 AP is 100 lbs., 2 APs is 200 lbs., 3 APs is 400 lbs., and so on.With his Strength of 20, The Berserker could lift 20 APs of weight, or approximately 50,000,000 lbs. (about 25,000 tons).

APs	Measure	Amount
5	Weight	1,600 lbs.
5	Distance	320 ft. (about 100 yards)
5	Information	32 paragraphs (a term paper)
5	Time	4 minutes, 16 seconds
5	Money	$800

Example: Each AP actually represents a range of values rather than an absolute figure. As we said earlier, 0 APs of weight is equal to 50 pounds, and 1 AP of weight is 100 pounds. A Player might wonder, then, how many APs of weight is something that weighs 75 pounds? The answer is 1 AP, because 1 AP of weight actually represents the entire range of values from 51-100 lbs.; 2 APs of weight represents the range of values from 101-200 lbs., and so on.Similarly, 0 APs of distance is 0-10 feet, while 1 AP is 11-20 feet, and 2 APs is 21-40, etc.

The ***Benchmark APs Table*** in the next chapter lists values for the first 20 APs of each of the most commonly used quantities in the game (time, distance, weight, volume, information, and money). In the case of the last four quantities, examples are provided right on the table. For example, the entry of 10 APs of weight reads:"DC-9 Airplane (25 tons)." This means that 10 APs of weight is approximately 25 tons, which is the approximate weight of a DC-9 airplane. These examples prove very helpful during play. Suppose, for example, that the Berserker wanted to lift a large house. The GM probably has no idea exactly how much a house weighs but could guess that it would weigh more than a battle tank (11 APs) and less than a blue whale (12 APs) meaning that the house probably weighs about 12 APs. Since the Berserker has a Strength of 20 APs, he could easily lift the house. However, in all reality the Berserker would be more likely to crush the house and eat the tank!

It is important that GMs and Players learn how to convert real world quantities into APs and APs back into real world measurements. Here are some more examples:

- **How long is a football field (100 yards)? (5 APs)**
- **How long is 3 days? (17 APs, but remember that 17 APs represents the entire range of values from 2 to 4 days)**
- **How much does a car weigh? (6 APs)**
- **If a Character has a Strength of 8, how much weight can he lift? (about 6.25 tons)**

One last important caution about APs: APs are not added together in the same way as real world measurements. This means that 3 APs plus 3 APs is not 6 APs! Look at the real world measurements, 3 APs of weight is 400 lbs., and 6 APs of weight is 3000 pounds; 400 lbs. plus 400 lbs. is not 3000 lbs. 3 APs plus 3 APs is actually 4 APs (800 lbs.).In order to add together two quantities measured in APs, take the larger of the two AP values and add one to get the proper result: 7 APs plus 3 APs is 8 APs; 9 APs plus 9 APs is 10 APs; 14 AP plus 14 APs is 15 APs; and so on.

Idea Two : Attributes

Every Character in the **Blood of Heroes RPG** has nine natural abilities called **Attributes**. These are: Dexterity (**Dex**), Strength (**Str**), Body (**Body**), Intelligence (**Int**), Will (**Will**), Mind (**Mind**), Influence (**Infl**), Aura (**Aura**), and Spirit (**Spirit**).The Attributes for many **Blood of Heroes** Characters are listed in Chapter 17..

Each Attribute measures a different aspect of a Character:

Dexterity is a measure of a Character's quickness and agility. *Frenzy* is very good here.

Strength reflects a Character's physical power and is a measure of the amount of weight that he can lift or move. Strength is one of *The Berserker's* best Attributes.

Body is a measure of a Character's toughness and represents his resistance to physical injury. This is an Attribute where *R.A.V.A.G.E.* excels.

Intelligence shows how smart a Character is. *Doc* is an example of a very intelligent hero.

Will gives an indication of the strength of a Character's willpower and his ability to draw conclusions from facts. *The Husk* has a very strong Will.

Mind determines how mentally tough a Character is and how likely he is to resist mental damage. Of course, *Mindhammer* has a very powerful Mind.

Influence measures the strength of a Character's personality. *Striker* has a high influence.

Aura indicates how easily a Character can affect the emotions of others and how effectively he could take command of a group. *Krystal* has a high Aura.

Spirit is the strength of a Character's spirit and a measure of how likely he is able to resist fear and mystical or magical damage. *Lord Bane* has a very high Spirit.

Attributes are measured in APs. This means that a Character with an Int of 5 is about twice as smart as a Character with an Int of 4, and so on (remember, each AP of measurement doubles the quantity being measured).Normal humans, like innocent bystanders and minor Characters that frequently crop up during the course of an adventure, have ratings of 2 APs in every Attribute. By looking at Anarchy Man's Attributes, it becomes obvious that Anarchy Man is much stronger than a normal man (he has a Str of 4 APs), much faster than a normal man (his Dex is 10), and much smarter than a normal man (Anarchy Man's Int is 7). In fact, Anarchy Man is a lot better at everything than a normal man! Very few humans have ratings of 2 APs or higher in any of their Attributes. This is because heroes in the comics are almost universally faster, smarter, tougher, and in general, better than a normal man could ever hope to be.

Each Character's Attributes are arrayed in a special three by three pattern:

Anarchy Man		
Dex: 10	**Str: 4**	**Body: 6**
Int: 7	Will: 7	Mind: 7
Infl: 7	Aura: 7	Spirit: 9
Initiative: 26		Hero Points: 156

The top row of the Attribute box **(Dex, Str, and Body)** is made up of a Character's **Physical** Attributes. Physical Attributes are used when a Character is facing (or making) a Physical Attack such as a punch in the mouth or a bolt of lightning or whenever a Character is performing physical activities like jumping over a fence or swinging on a flagpole.

Anarchy Man		
Dex: 10	Str: 4	Body: 6
Int: 7	**Will: 7**	**Mind: 7**
Infl: 7	Aura: 7	Spirit: 9
Initiative: 26		Hero Points: 156

The middle row of the Attribute box **(Int,Will, and Mind)** is made up of a Character's **Mental** Attributes. Mental Attributes are used when a Character is facing Mental Attacks such as a psionic blast, mind control, or whenever a Character is performing mental activities like solving a riddle or trying to remember a fact.

Anarchy Man		
Dex: 10	Str: 4	Body: 6
Int: 7	Will: 7	Mind: 7
Infl: 7	**Aura: 7**	**Spirit: 9**
Initiative: 26		Hero Points:156

The bottom row of the Attribute box **(Infl, Aura, and Spirit)** consists of a Character's **Mystical** Attributes. Mystical Attributes are used when a Character is facing Mystical (or magical) Attacks such as Magic Blasts or enchantments and whenever a Character is performing activities that depend upon the force and quality of his personality, like dealing with other people.

Each of the Attributes is also grouped a second way, in columns:

Anarchy Man		
Dex: 10	Str: 4	Body: 6
Int: 7	Will: 7	Mind: 7
Infl: 7	Aura: 7	Spirit: 9
Initiative: 26		Hero Points: 156

The left column of the Attribute box **(Dex, Int, and Infl)** is made up of a Character's **Acting and Opposing** Attributes. Dex, Int, and Infl are called Acting/Opposing Attributes because they are most frequently used as Characters' Acting or Opposing Values on the Action Table. Dex is used as the Acting Value if a Character is trying to carry out a Physical Action, like striking an adversary; while Dex is also used as the Opposing Value if a Character is trying to oppose a Physical Action, like the adversary striking back.

Similarly, Int is used as the Acting or Opposing Values if a Character is trying to carry out or thwart a Mental Action, and Infl is used as Acting or Opposing Values if a Character is trying to carry out or halt a Mystical Action.The Acting Value indicates how likely a Character is to succeed at a given action, and the Opposing Value indicates how likely his opponent is to fail in the attempt to oppose the action. If Anarchy Man were trying to punch someone, for example, his Dex would be his Acting Value and would tell the Player how likely Anarchy Man is to strike his target. His opponent's Dex would be the Opposing Value and would tell the Player how likely the adversary is to avoid Anarchy Man's blow.

Anarchy Man		
Dex: 10	**Str: 4**	Body: 6
Int: 7	**Will: 7**	Mind: 7
Infl: 7	**Aura: 7**	Spirit: 9
Initiative: 26		Hero Points: 156

The middle column of the Attribute box **(Str, Will, and Aura)** is made up of a Character's **Effect** Attributes. Str, Will, and Aura are called Effect Attributes because they are most frequently used as a Character's Effect Value on the Result Table. Str is used for Physical Actions, Will for Mental Actions, and Aura for Mystical Actions. The Effect Value is a measure of how well a Character will perform an action that is successful. In the previous example, Anarchy Man's Str would be his Effect Value and would determine how hard he would hit his target if the punch connects.

Anarchy Man		
Dex: 10	Str: 4	**Body: 6**
Int: 7	Will: 7	**Mind: 7**
Infl: 7	Aura: 7	**Spirit: 9**
Initiative: 26		Hero Points: 156

Finally, the third column of the Attribute box **(Body, Mind, and Spirit)** is made up of a Character's **Resistance** Attributes. Resistance Attributes are most frequently used as a Character's Resistance Value on the Result Table when he is opposing an action. Resistance Values are compared with Effect Values in order to determine how great an effect any action has. Also, Resistance Attributes represent how much damage a Character can sustain before losing consciousness. Body represents Physical damage from punches and energy bolts; Mind stands for Mental damage from psionic blasts and mental strain, and Spirit shows Mystical damage from magical bolts or enchantments. In the example, Anarchy Man's opponent's Body would give the Player an indication of whether the villain will be kayoed, merely stunned, or not affected at all by the punch.

Putting the Two Groups Together

A chart that shows how the two classifications of Attributes are related is as follows:

First Group	Second Group		
	Acting/ Opposing	**Effect**	**Resistance**
Physical	Dexterity	Strength	Body
Mental	Intelligence	Will	Mind
Mystical	Influence	Aura	Spirit

One final note: all of the previous paragraphs said that a Character's Acting/Opposing Attributes are usually used as his Acting/Opposing Values, and that a Character's Effect Attributes are usually used as his Effect Value, and so on.This is because certain special cases might require a Player to use a Character's Acting/Opposing Attribute as his Character's Acting and Effect Values, for example, or he might be asked to use the Character's Resistance Attribute as his Opposing and Resistance Values, and so on. All of these special cases are detailed later in this rulebook.

Idea Three : Rolling the Dice

There are two types of actions that Characters can perform in the **Blood of Heroes RPG**: Automatic Actions and Dice Actions. Automatic Actions are actions that are automatically successful. Shadow Master can always walk across a room, for example, or order pizza on the telephone. Dice Actions are actions that have some chance of failure, no matter how small. Punching an adversary, interrogating a thug, and trying to convince The Husk to intervene in a unstable political situation are all Dice Actions. In order to decide whether a Dice Action succeeds or not, a Player consults the Action and Result Tables and rolls dice. If a specific Action is not spelled out here in the rules, the GM must decide whether it is an Automatic Action or a Dice Action.

Each of the dice has ten sides and is referred to as a D10.When the rules instruct a Player to roll 2D10, he rolls both dice and adds the numbers together. The side with the 0 on it is considered a ten, not a zero, when it comes up on a roll. Therefore, a roll of double 0s would be read as a twenty, a 0 and a 4 would be fourteen, and so forth.

If doubles are rolled on the dice, the Player has the option of rolling the dice again and adding the result to the original roll. He can keep rerolling and adding as long as he keeps rolling doubles.

The only exception to this doubles rule is a roll of double ones. ***Whenever double ones are rolled, whatever action the***

Character was attempting automatically fails. The player may not follow the doubles rule and roll again.Even if a roll of double ones follows one or more earlier doubles rolls, the action still fails. If a Player rolls double sixes, then double fours, then double ones, for example, that action fails.

Whenever someone rolls the dice and consults the Action and Result Tables, it is called an Action Check.

Idea Four :The Action Table

The ***Action Table*** is used to determine whether or not a Dice Action will succeed.The Action Table is almost always used in conjunction with the Result Table (Idea Five). Both the Action and Result Tables can be found on pages 123 and 125 as well as on the reference sheet in the back of the book.

Every time a Character attempts a Dice Action, the Player must make what is called an "Action Check." Every Action Check involves four factors: ***the Acting Value (AV), the Effect Value (EV), the Opposing Value (OV), and the Resistance Value (RV).*** The rules describe what is used as the Acting, Effect, Opposing, and Resistance Values for most of the Action Checks that will come up during play. If a Character is trying to perform a Dice Action that is not covered by the rules, the Gamemaster must decide what to use as the AV, EV, OV, and RV of the Action Check. Remember that the leftmost column of a Character's Attribute box contains the Attributes that are most frequently used as Acting or Opposing Values, the middle column contains the Attributes that are most frequently used as Effect Values, and the right hand column contains the Attributes that are most frequently used as Resistance Values.

The Action Table is made up of numbers organized in Columns (up and down), and Rows (side to side).The Acting Values are located in the leftmost Column, and the Opposing Values are located in the top Row. The other numbers represent the "success number" for Dice Actions.

In order to explain the Action Table, let's use an example. Suppose that John is playing Holy Avenger and wants to punch Scream.This is a Physical Action that uses Holy Avenger's Dex as the Acting Value and the Scream's Dex as the Opposing Value. In order to see if Holy Avenger's Action succeeds, John follows the step-by-step procedure below:

Step 1

Locate the correct Acting Value Row, using the guide numbers on the left side of the Table. Attempting to strike someone in simple hand-to-hand combat is a Physical Action, so Holy Avenger's Action Attribute is his Dex of 13. John locates the **13-15** Row on the Table.

Step 2

Locate the correct Opposing Value Column. Scream will try to physically dodge the Holy Avenger's blow, so Scream's Opposing Attribute is his Dex also, which is 7. John finds the 7 to 8 Column on the Table.

Action Table

Opposing Value Columns

Acting Value Rows	0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15	16 to 18	19 to 21	22 to 24	25 to 27	28 to 30	31 to 35	36 to 40	41 to 45	46 to 50	51 to 55	56 to 60	+8
1-2	6	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	
3-4	5	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	
5-6	4	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	
7-8	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	
9-10	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	
11-12	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	
13-15	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	
16-18	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	
19-21	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	
22-24	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	
25-27	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	
28-30	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	
31-35	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	
36-40	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	
41-45	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	
46-50	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	
51-55	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	
56-60	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	
+8																				C

+8: One Column Shift for each +8. C: Cancel - One +8 Row cancels one +8 Column

Step 3

Locate the Success Number by finding where the 13-15 Row intersects the 7-8 Column.The number where they intersect is 5, Holy Avenger's Success Number. John must roll 5 or above on 2D10 (both dice added together) for Holy Avenger to strike Scream.

Step 4

Roll the dice. Let us suppose that John rolls double 2's. He can roll again. Now he rolls a 8 and a 7. Add the numbers from both rolls together: 2+2+8+7=19. Since the total of 19 is greater than the 5 needed to hit, the Action is considered successful.

The Action Table

If the AV and OV of an Action Check are different values but fall on the same Column on the Action Table before any Column Shifts are applied, the Player may subtract 1 from the Success Number if the AV is higher, or must add 1 if the AV is lower. Success Numbers can never be reduced to less than 3 in this fashion.

This optional rule helps guarantee that an edge in APs will always make a difference while performing actions.

Example: Suppose a Character with a Dex of 6 is trying to punch a Character with a Dex of 5. Since both the AV and OV of the action fall on the same Column on the Action Table (the 5 to 6 Column) and the AV (the attacker's Dex) is higher, 1 is subtracted from the normal Success Number, leaving a final Success Number of 10.

Step 5

Check for a Column Shift. Anytime a Character rolls greater than his Success Number and the roll is 11 or over, he is eligible for a Column Shift. John rolled over 11 and above his Success Number, so he may be eligible for an Effect bonus, called a Column Shift.In the example above, John rolled a 19 when the Success Number was 5.

Step 6

Determine the number of Column Shifts. Since the dice roll was at least 11 and higher than the roll needed for success, John can begin to count his Column Shifts. He puts his finger on the spot where the Acting Value Row intersects the Opposing Value Column at the number 5.

If he moves his finger one Column to the right, the new number John is pointing to (7) is still lower than the number he rolled. He continues moving to the right until he reaches 11, the point where Column Shifts begin. John has made one Column Shift. 11 is highlighted on the table to remind the GM and the Players where Column Shift bonuses start.

John can now move one more Column further to the right, since the dice roll of 19 is greater than the number (13) in that Column, too. The next two numbers are 15 and 18, both of which are less than 19, giving two more Column Shifts for a total of four. The number in the next Column to the right is 21. Since 21 is greater than the dice roll, he does not earn a fifth Column Shift.

The Column Shifts earned will increase Holy Avenger's results in the next step, The Result Table.

Important Rules on Column Shifts

1. Column Shifts Start at 11

Start counting Column Shifts at 11. For example: if the Success Number is 3 and a 12 is rolled, the Player only receives 1 Column Shift, even though he moves over many Columns.

2. Turning the Corner or Going Off the Edge of the Action Table

Sometimes, the dice roll for an Action Check is so high that when counting Column Shifts, a Player goes all the way to the right edge of the Action Table.

Look at the Action Table and find the 46-50 Row of the Acting Values. If a Player has a Character with a Strength of 50 APs and he rolls above 15, he will go off the chart.

In this case, he "turns the corner" and counts upward along the right hand edge as if it were the continuation of the Row. He keeps going until the dice roll number is smaller than the next entry.

For example: the Character with 50 APs of Strength first rolls double 6's, then rolls double 5's, then rolls 7 for a total of 12+10+7 or 29. Suppose his Success Number is a nine. For the correct number of Column Shifts, he counts one to 11, two to 13, three to 15, then he "turns the corner" and counts four to 18, five to 21, six to 24, seven to 28 and stops. He must stop because the next number is 32 which is larger than the dice roll of 29.

Idea Five :The Result Table

The ***Result Table*** is almost always used in conjunction with the Action Table. Once the Action Table has determined whether or not a Dice Action succeeded, the Player then looks to the Result Table in order to figure out how well the Action was performed. If the Action Table indicated that the Action failed, there is no need to look at the Result Table at all. In the example from **Idea Four**, Holy Avenger successfully hit Scream, but what happens now? Did Holy Avenger knock the villain out cold or just scuff him up a bit? This is where the Result Table comes into play.

The Result Table works like the Action Table, except that the Player compares Effect and Resistance Values instead of Acting and Opposing Values. If Holy Avenger were attempting to punch Scream, his Effect Value would be his Str and the Resistance Value would be Scream's Body. Let's continue with the example.

Step 1

Locate the Effect Value ratings on the left side of the Result Table. Since punching Scream is a Physical Action, Holy Avenger's Str is the Effect Value in this case. Holy Avenger's Str is 3, so John should look to the 3-4 Row of the table.

Step 2

Locate the Resistance Value ratings along the top of the table. In this case, the RV is Scream's Body, which is 9, so John should look to the 9 to 10 Column of the table.

Step 3

Now the Player must take into account any Column Shifts that were earned on the Action Table. Do this by adjusting the Column that is being used for the Resistance Value a number of Columns to the left equal to the number of Column Shifts earned on the Action Table. Since Holy Avenger earned four Column Shifts against Scream, John would count four Columns over to the left from the **9 to 10** Column (Scream's original RV), leaving him on the **1 to 2** Column.

Notice that the leftmost Column is labeled "X," and that each entry in the "X" Column reads "+1." If the Column Shifts are carried further to the left than the "X" Column, pretend that there are an infinite number of Columns to the left of the "X" and that all of the entries in the first imaginary Column read "+2," all of the entries in the second imaginary Column read "+3," and so on. Therefore, if the RV of an Action Check were 1 and the Action

Result Table

Resistance Value Columns

Effect Value Rows	X	0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15	16 to 18	19 to 21	22 to 24	25 to 27	28 to 30	31 to 35	36 to 40	41 to 45	46 to 50	51 to 55	56 to 60	+8	
1-2	+1	A	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*	
3-4	+1	A	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*	
5-6	+1	A	3	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*	
7-8	+1	A	5	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*	
9-10	+1	A	8	6	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	*	
11-12	+1	A	10	9	7	6	4	3	N	N	N	N	N	N	N	N	N	N	N	N	*	
13-15	+1	A	12	11	9	8	7	5	3	N	N	N	N	N	N	N	N	N	N	N	*	
16-18	+1	A	14	13	11	10	9	8	6	4	N	N	N	N	N	N	N	N	N	N	*	
19-21	+1	A	18	17	16	14	12	10	8	6	4	N	N	N	N	N	N	N	N	N	*	
22-24	+1	A	21	20	19	17	16	13	11	9	7	5	N	N	N	N	N	N	N	N	*	
25-27	+1	A	24	23	22	20	18	16	14	12	10	8	6	N	N	N	N	N	N	N	*	
28-30	+1	A	27	26	25	23	21	19	17	15	13	11	9	7	N	N	N	N	N	N	*	
31-35	+1	A	30	29	28	26	24	22	20	18	16	14	12	10	8	N	N	N	N	N	*	
36-40	+1	A	35	34	33	31	29	27	25	23	21	19	17	14	12	9	N	N	N	N	*	
41-45	+1	A	40	38	36	34	32	30	28	26	24	22	20	18	16	13	10	N	N	N	*	
46-50	+1	A	45	43	41	40	38	36	34	31	28	26	24	22	20	17	14	11	N	N	*	
51-55	+1	A	50	48	46	44	42	40	38	36	34	32	30	27	24	21	18	15	12	N	*	
56-60	+1	A	55	53	51	49	47	45	43	41	39	36	33	30	27	24	21	18	15	13	*	
61-65	+1	A	60	58	56	54	52	50	48	46	44	41	38	35	32	29	26	23	20	18	*	
+8		*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	C

***For every 8 APs of Effect Value over 60, increase the RAPs by 8.**
Shift the Effect Value up one row for each +8 column and use the 60 Resistance Value.

received six Column Shifts, the Result would be in the imaginary Column that reads "+8."

Step 4

Find the number of ***Result APs*** (or RAPs) by cross-indexing the Effect Value with the final Resistance Column.Unlike the Action Table, the Player does not roll any more dice to use the Result Table. If the Result is "A," (which stands for "All") the number of RAPs earned is equal to the full Effect Value of the Action Check. If the result is a +1 (or +2, +3, etc. in one of the "imaginary" Columns), the number of RAPs earned is equal to the full Effect Value of the Action Check plus one (or two or three, etc.). If the result is an "N," the Resistance Value of the Action was just too high, and the Action fails. In the example, Holy Avenger would have earned 2 RAPs against Scream. If Holy Avenger had received five Column Shifts, he would have received an "A" result, and since Holy Avenger's EV is 3, he would have earned 3 RAPs.

Result APs or RAPs are a measure of how well an Action was performed. RAPs are used for all sorts of things, depending upon the type of Action Check being performed. In combat (like Holy Avenger punching Scream), for example, the RAPs that Holy Avenger earns indicates the amount of "damage" he does to Scream. Scream can only take a certain amount of damage before he becomes unconscious and unable to fight back.The rules in later chapters detail what the RAPs mean for most of the Actions that are likely to be performed. If the Action is not covered in the rules, it is up to the Gamemaster to decide what the RAPs mean, if anything.

Sometimes, the RAPs earned in an Action Check will be unimportant; the rules or the GM will simply state that one or more RAPs indicates success. For example, suppose Jay Bolt is trying to jump over a tall fence. This is a Dice Action because it is possible that he will fail. It does not really matter if Jay clears the fence by one foot or ten feet. He will either make it, or he will not. This is an example of an Action in which the GM will tell a Player that he must earn one or more RAPs for success. If Jay receives one RAP, twenty RAPs, or any RAPs, he successfully jumps over the fence; otherwise he fails.

The Result Table

If the EV and RV of an Action Check are different values but fall on the same Column of the Result Table before any Column Shifts are applied, the acting Player may add 1 to the RAPs earned by the Action Check if the EV is higher or must subtract 1 if the EV is lower.

This optional rule helps guarantee that an edge in APs will always make a difference while performing actions.

Example: Suppose a Character with a Str of 5 is trying to punch a Character with a Body of 6.Since both the EV and RV fall on the same Column of the Result Table and the RV (the defender's Body) is higher, 1 is subtracted from the final RAPs earned by the Action Check (regardless of Column Shifts).

+8 Column/Row

At the very end of both the Action and Result Tables is a **+8 Column** (or a +10 Column if using the larger table in the back of the book).This number is used when a Character is completely off the chart either in number of Column Shifts, comparison of Attributes, or just plain dice rolling.

On the Action Table, the Opposing Values, Acting Values, and the Success Number increase in eight (or ten) point increments. The same is true for the Result Table's Effect and Resistance Values.

Example: Characters with a Dex of 61-68 as an Opposing Value are off the chart. Just add +8 to the Success Number for every 8 APs. Therefore, a Character with an Acting Value of 1-2 would have to roll an 88 to hit a Character with an Opposing Value of 61-68, a 90 to hit 69-77, and so on.The increment eventually becomes +10 (see large chart at the end of this book).

C stands for Cancel. Anytime two Characters are off the table, they cancel each other's advantage. A 70 Effect Value against a 70 Resistance Value is resolved as a 60 against 60. A 75 Acting Value against a 70 Opposing Value is resolved as a 65 against 60, and so on.

Since it is so important to learn how to use the Action and Result Tables quickly and easily, here are some more examples. How many RAPs would be earned in each of the following situations?

- The Acting Value (AV) is 5, the Opposing Value (OV) is 9, the Effect Value (EV) is 8, the Resistance Value (RV) is 6 and the dice roll is 24 (somebody must have rolled some doubles). ***There are three Column Shifts, so the Action earns 8 RAPs.***
- The AV is 22, the OV is 9, the EV is 11, the RV is 20, the dice roll is 11. ***There is one Column Shift (remember that Column Shifts do not start until the 11 Column), but the Result Table reads "N"so no RAPs are earned and the Action fails.***
- The AV is 6, the OV is 6, the EV is 3, the RV is 1, and the dice roll is 18. ***There are three Column Shifts, so the Action earns 5 RAPs (all of the APs of the Effect Value, plus two from the "imaginary Columns" off the left hand of the Result Table).***
- The AV is 6, the OV is 6, the EV is 3, the RV is 1, and the dice roll is 9. ***The Action fails because the Success Number was an 11 and the die roll was only a 9.***
- The AV is 6, the OV is 6, the EV is 7, the RV is 5, and the dice roll is 11. ***There are no Column Shifts, so the Action earns 3 RAPs.***

Idea Six: Powers, Skills, Advantages,Drawbacks

Take a look at some of the Characters on page 231. In addition to their Attributes, there are listings of Powers, Skills, Advantages, and Drawbacks. Characters have these elements because many of the heroes in the comics can do things that their Attributes alone cannot explain.The Berserker's Str of 20 allows him to crush battle tanks and destroy entire skyscrapers, but what was it that gives him the ability to fly or control the weather? The answer, of course, is his Powers.

Powers are Abilities that are never possessed by ordinary people. Examples of Powers include Berserker's Super Breath and Weather Control, Frenzy's Regeneration, and Scream's powerful Sonic Beam; an ordinary man on the street will never have these abilities. No matter how hard he tried, Ray (one of the authors) could never learn to fly like Scream (though he might have tried when he was a kid). Powers are measured in APs just like Attributes. Some heroes, like Anarchy Man, don't have any Powers at all.

Skills, on the other hand, are special heroic Abilities that can be learned by ordinary, everyday people. It is conceivable that Ray could learn to be as good a fighter as Anarchy Man if he were to put in the years and years of rigorous study and training. Examples of Skills include:Eternity's Occultist Skill, Anarchy Man's Martial Artist abilities, and Striker's Charisma. Skills are also measured in APs.

Advantages are special capabilities that are not measured in APs. Some Advantages may be found in ordinary people, while others are not. Examples of Advantages include Mindhammer's Sharp Eye (it better be sharp, he's only got one), Fury's Scholar Advantage which familiarizes her with almost any piece of military equipment, and even Shadow Master's ability to instantly change into his heroic identity.

Drawbacks are special situations that are unique to an individual Character. Unlike Powers, Skills, and Advantages, however, Drawbacks (as their name implies) are harmful to the Character. Examples of Drawbacks include White Eagle's Vulnerability to Cold, Fortune's inability to knowingly perform an evil deed, and Hard-ware's Strange Appearance.

Rules governing all of the individual Powers, Skills, Advantages, and Drawbacks can be found in **Chapter Two: Character Design**. Usually, Powers and Skills will function as a Character's AV, EV, OV, or RV while making certain Action Checks. Advantages tend to modify Action Checks or permit a Character to make certain Action Checks he could not make otherwise. Some even allow a Character to perform certain Automatic Actions he could not make without them. Specific details regarding the effects of Powers, Skills, Advantages, and Drawbacks are covered in **Chapter Two**. Take some time now to look up a couple of examples of Powers, Skills, Advantages, and Drawbacks in that chapter and read their descriptions before going on to **Idea Seven**.

Idea Seven : Hero Points

So far, we have shown that whether or not a Dice Action succeeds is dependent upon a combination of the Characters' Abilities and the Players' luck. But in the comics, the heroes always seem to have luck on their side whenever they need it most.The Husk has no problem stretching his Abilities past their limits in a dire situation, and Shadow Master never seems to miss an impossible target.The **Blood of Heroes RPG** accounts for this phenomenon by giving Players some control over their Action Checks through the use of Hero Points.

Hero Points function like money; once a Player or the GM decides to use them, they are gone, although there are ways of getting more Hero Points during play. Hero Points allow a Player to temporarily increase his Character's Acting and Effect Values whenever he is attempting a Dice Action, thus giving him a greater chance of success. Hero Points may also temporarily increase a Character's Opposing and Resistance Values whenever he is resisting a Dice Action causing his opponent to have a lesser chance for success.

In the example of Holy Avenger punching Scream, John would have the option of spending Hero Points on his Acting Value to increase the likelihood that he will hit Scream or spending Hero Points on his Effect Value to increase the amount of damage he will do if he does hit Scream, or he could also opt to spend Hero Points on both the Acting and Effect Values. At the same time, Scream could spend Hero Points on his Opposing Value to decrease the chance that Holy Avenger will hit him (villains have Hero Points too), or he could spend Hero Points on his Resistance Value to decrease the damage that Holy Avenger will

do if he hits. Scream could also opt to spend Hero Points on both the Opposing and Resistance Values.

Each Hero Point that is spent increases the Acting, Effect, Opposing, or Resistance Value by one AP for that Action Check only. The Players decide when to have their heroes spend Hero Points, and the GM decides when the villains and minor Characters will spend Hero Points; although many minor Characters will not have any Hero Points to spend.The number of Hero Points that each Character starts with is listed beginning on page 231.

The following rules pertain to the expenditure of Hero Points:

Rule 1

First of all, the Players and/or the GM must decide whether or not they are going to spend Hero Points before rolling the dice for the Action. Neither the Players nor the GM are allowed to wait and see how well they do without spending Hero Points and then decide to spend afterwards. Once the dice have been rolled, it is too late to spend Hero Points.

Similarly, once someone has decided that he is spending Hero Points, he must spend the points. Even if the dice roll would have achieved the desired result without the Hero Points; they are still gone and may not be taken back.

Rule 2

Whenever Hero Points are used, the Player must clearly announce to all of the other participants exactly how many Hero Points he is going to spend, and which Values (AV, EV, OV, or RV) are going to be increased with them:"I am spending 2 Hero Points on the Acting Value and 3 on the Effect Value," for example.

Spending Hero Points, therefore, is like bidding at an auction. Once a Player or the GM announces that he is spending Hero Points on the Acting and/or Effect Values, his opponent can decide to spend Hero Points on the Opposing and/or Resistance Values. Once a Player hears that his opponent is spending Hero Points, he can then decide to spend more Hero Points to overcome the opponent's expenditure, and so on.The "bidding" goes back and forth like this until both sides decide that they do not want to spend any more Hero Points. Once both sides are content with the number of Hero Points they are spending, the dice are rolled and the Action is resolved.

A Character may not spend Hero Points on both his AV/EV and his OV/RV in the same phase. Gamemasters may opt to disregard this restriction.

Altering the Game Environment

The Gamemaster may allow the Players to spend Hero Points to alter the actual playing environment to suit their fancy. Suppose, for example, that Death is fighting Invulnerus in a lab, and Death is blasting the immortal who will soon be unconscious. At this point, the person playing Invulnerus might ask the GM, "How many Hero Points would it cost me to have a conveniently placed window shade behind me that I can lift and expose Death to sunlight?"

All such alterations must make logical sense and are subject to strict GM approval.The Hero Point cost for the alteration is also up to the GM; a minor alteration, as in the above example, might cost 5 to 10 Hero Points, while a major alteration like, "How many Hero Points would it cost to have a witness that just happened to see the entire crime come up and volunteer information?" might cost as much as 50 or 100 Hero Points, or may even be rejected by the GM altogether. Jokingly, activating a hostage's genetic superabilities could cost 450 Hero Points.

Rule 3

There is a limit to the number of Hero Points that may be spent on any one Action. A Player may never increase any of his Character's Values (AV, EV, OV, or RV) to more than double its beginning value through the use of Hero Points. For example, Anarchy Man can never spend more than 10 Hero Points on his Acting Value in combat with his beginning Dex of 10 nor can he spend more than 6 Hero Points on his Resistance Value due to his beginning Body of 6.

A more detailed example will demonstrate everything we have explained about Hero Points so far. Holy Avenger is going to punch Scream again. Holy Avenger's beginning AV and EV are 13 and 3 respectively (his Dex and Str) and Scream's OV and RV are 7 and 9 (his Dex and Body). Since John wants to make sure that he will take Scream out right here and now, he decides to spend 3 Hero Points on his Acting Value and 2 on his Effect Value. The GM now has a chance to spend his own Hero Points, and since Scream likes being conscious, the GM decides to spend 1 Hero Point on his Opposing Value and 2 on his Resistance Value. Now John has a chance to revise his own expenditures. Since he really wants to finish off Scream, he decides to go for the gusto and ups his commitment to 13 Hero Points on his Acting Value and 3 on his Effect Value. Since his original AV and EV were 13 and 3, Holy Avenger has reached his limit for this Action and can spend no more Hero Points. Since Holy Avenger is going for the maximum Hero Point expenditure possible, the GM decides to do the same for Scream, spending 7 on his Opposing Value and 9 on his Resistance Value. This brings Scream up to his own limit. Since neither side can spend any more Hero Points, the Action is now resolved with a final AV/EV of 26/6 and a final OV/RV of 14/18.

There are two types of actions in the **Blood of Heroes RPG**. Ideas Four, Five, and Seven gave details on how to resolve Dice Actions. The other kind of action is called Automatic Actions.

Idea Eight : Automatic Actions

Automatic Actions are automatically successful. If Frenzy wants to run at a super-human speed or Power wants to fly, they automatically succeed.The Action and Result Tables are not used for Automatic Actions. The only possible problem is determining exactly which actions are Automatic Actions and which are Dice Actions.
Here are some simple guidelines:

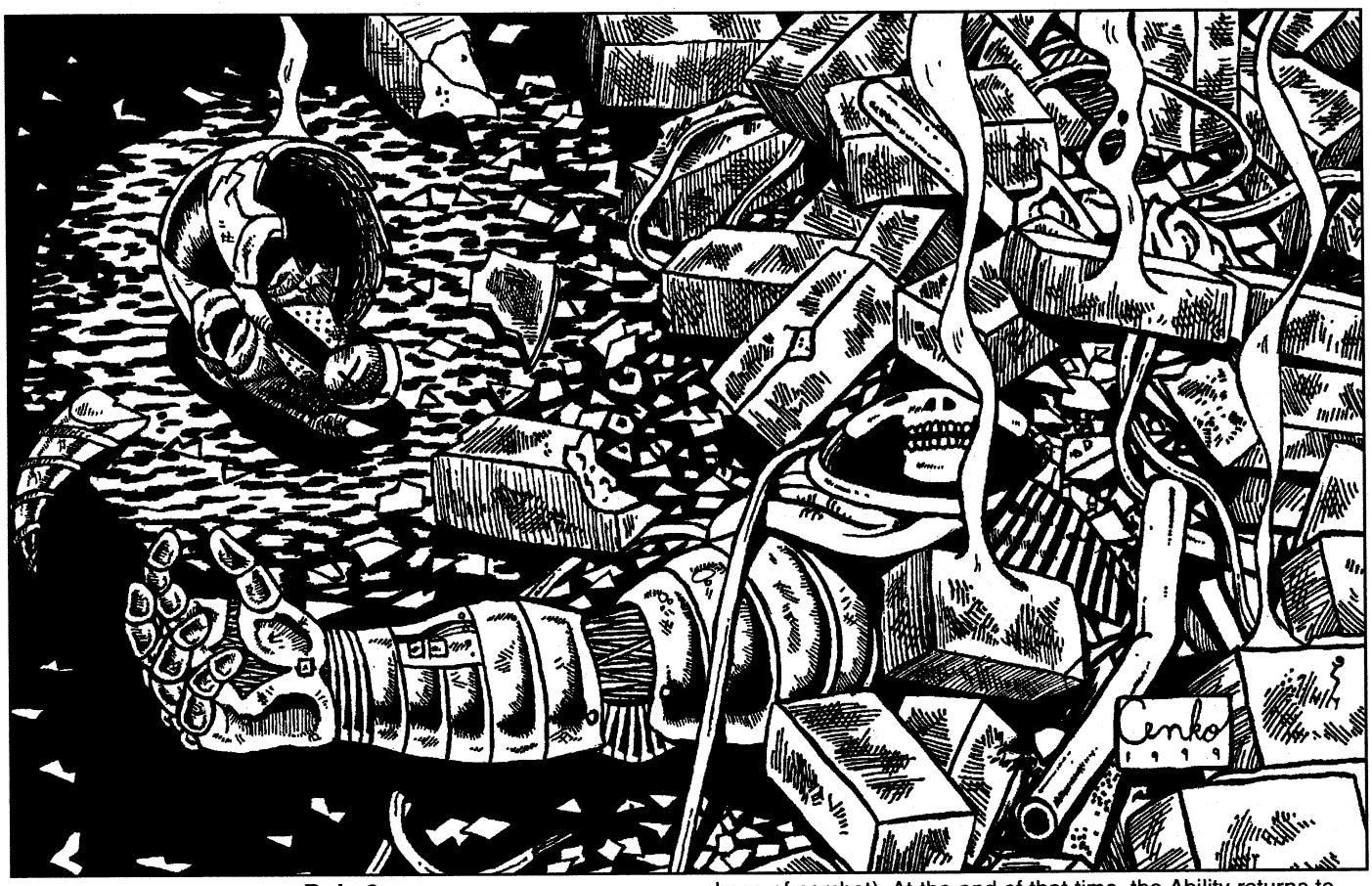
Rule 1

If a Character is using a Power, Advantage, or Skill to perform an Action, the appropriate description in Chapter Two will indicate if the Action is a Dice Action or an Automatic Action.

Rule 2

Any Action that involves Characters'Attributes is automatically a Dice Action. For example, a GM may decide that Shadow Master can use his Int to try to solve a mystic puzzle which will free his friends from a dimensional prison. In this case it would be a Dice Action, using Shadow Master's Int/Will as the AV/EV because it is a Mental Action, against whatever OV/RV the GM decides is appropriate, with one or more RAPs necessary for success.

There is one important exception to this rule. Using the Strength Attribute to lift an object is always an Automatic Action. If a Character has a Str of 7 APs, he can automatically lift any object that weighs 7 APs or less.



Rule 3

If neither of the first two guidelines are applicable, the GM should always fall back on the old rule that any Action in which there is a chance that you will fail, no matter how small, is automatically a Dice Action. Speaking, for example, is an Automatic Action because there is no chance of failure; Characters can almost always talk. Trying to convince The Husk to intervene in a tense political situation, however, is a Dice Action because there is a chance that the undead oracle will not grant the request.

It is always up to the GM to determine whether or not any Action is a Dice Action or an Automatic Action.

Pushing Automatic Actions

Sometimes, a hero needs to fly faster, jump farther, or lift more weight than he is normally able to do. In these situations, the hero must "Push" his Abilities, straining his capabilities to their limit. A Player may only Push when he is attempting to perform an Automatic Action that is based on a Power or Attribute. To "strain Abilities" while attempting a Dice Action, a Player spends Hero Points to increase the AV, EV, OV, or RV, as discussed in Idea Seven.

In order to Push, the Player must make an Action Check using the APs of the Ability that he wants to Push as the AV/EV. An Action Check is made because Pushing itself is a Dice Action since there is a chance of failure. Since the Character is essentially fighting against his own limits, the APs of the ability the Player is Pushing also serve as the OV/RV. The RAPs from the Pushing Action are temporarily added to the ability being Pushed. Hero Points may be spent to increase the Acting or Effect Values of the Pushing Action Check. RAPs that are added to an Ability only last for 0 APs of time (about 4 seconds, or one phase of combat). At the end of that time, the Ability returns to its original level; although the Player may immediately try to Push the Ability again, if desired.

In addition to any Hero Points spent on the Pushing Action Check, the Pushing Player must pay a special "Push Fee" equal to three Hero Points for every AP temporarily added to the Ability. The Player can choose to add fewer APs to his Character's Ability than he is entitled to, in order to save Hero Points on the fee.

If the Player fails in an attempt to Push an Ability, the Ability instantly "burns out" and is reduced to zero APs (the Character is exhausted from the effort). Burned out Abilities must be regained through the use of Recovery, which is explained on page 142.

Example: Mark is playing Mindhammer when an Army tank is dropped on top of him in the middle of a fight. According to the ***Benchmark APs Table***, Mindhammer would need a Str of 9 to be able to lift the tank off himself. Mindhammer's Str is only 7, but if he were to strain his Abilities to the utmost, he just might be able to lift the tank anyway. Since lifting the tank would normally be an Automatic Action, Mark can Push Mindhammer's Str to try and get it off his back. Mark must make an Action Check with an AV/EV of 7/7 (Mindhammer's Str) and an OV/RV of 7/7 (again, Mindhammer's Str). Just to add a little insurance, he decides to spend 2 Hero Points on his Acting Value, raising it to a 9. If Mark rolls an 11, he will receive one Column Shift and 2 RAPs. He may then add these two RAPs to Mindhammer's Str for 0 APs of time (4 seconds), temporarily raising his Str to 9. Mark must pay a "Push Fee" of 6 Hero Points (3 Hero Points x 2 RAPs = Push Fee of 6). If Mark rolls a 7, however, he will fail his Push attempt and Mindhammer's Str will be instantly reduced to 0 APs until it can be Recovered.

Automatic Actions Versus Dice Actions

The differences between Automatic and Dice Actions have already been explained at great length. However, there are several situations where the distinction between the two becomes unclear. Guidelines for distinguishing between Automatic and Dice Actions are as follows:

Most Automatic Actions assume that a Character is trying to perform the action under optimal conditions. Sometimes, however, Players will be forced to attempt Automatic Actions under unusual circumstances. Pilfer can always use his Superspeed Power to run at incredible speeds, for example, but what if he is trying to run across a slippery oil slick or through a patch of rubbery glue? Similarly Kline, with 21 Str, can always lift an object weighing 21 APs, but what if he was poisoned by a special drug that caused his Power to keep fading in and out?

In situations like these, the Automatic Action becomes a Dice Action instead. Remember that any Action in which there is any chance that a Character will fail is a Dice Action, and in the previous examples, there is certainly a chance that both Pilfer and Kline will fail. In this case, use the APs of the Ability in question (Pilfer's Superspeed or Kline's Str) as both the AV and the EV of the Action Check. The OV/RV of the Action Check is derived from the ***Universal Modifier Table***.

In order to use the ***Universal Modifier Table***, the GM must decide how difficult the Action is that the Character is trying to perform, using the terms listed as a guideline. The terms describe the Action from the perspective of a normal man. Running across an oil slick, for example, might be a "Strenuous" action with an OV/RV of 6/6. If the drug plaguing Kline was quite potent, the GM might rule that lifting a heavy object is "Herculean," and thus has an OV/RV of 12/12. For all Automatic Actions that are turned into Dice Actions by special situations, the RAPs of the Action Check then temporarily function as the APs of the appropriate Automatic Ability. If Pilfer gets 5 RAPs on his Action Check, he runs across the oil at a speed of 5 APs (the RAPs temporarily substitute for his APs of Superspeed). If Kline received 10 RAPs on his roll, he could lift a 10 AP object.

As soon as an Automatic Action is turned into a Dice Action, the Ability upon which the Action is based may no longer be Pushed. Instead, the Player may now spend Hero Points on his AV and EV if he wants to increase the chance for success.

The Universal Modifier Table

There are often special circumstances that will influence Dice Actions in a similar fashion.Whenever Prometheus shoots his massive energy gun, it is a normal Dice Action; but what if he wants to shoot the gun while running an obstacle course? In cases like this, look to the ***Universal Modifier Table's*** Standard Action column in order to find a Column Shift modifier that is applied to the Action's Opposing Value. Shooting an arrow while dangling from a trapeze might be an "Extreme" Action with a Column Shift modifier of +4. This means that the Opposing Value of the shot is automatically increased by four Columns.

The ***Universal Modifier Table*** is only invoked when the GM feels it is appropriate, and it is always up to the GM to rule upon the difficulty of the Action in question.

Universal Modifier Table

Description	Standard Action Modifier	Automatic Action OV & RV
Easy	-1	N/A
Average	0	N/A
Challenging	+1	2
Difficult	+2	4
Strenuous	+3	6
Extreme	+4	8
Pushing the Limit	+5	10
Herculean	+6	12
Beyond the Limit	+7	15

OV & RV: Opposing Value and Resistance Value
N/A: Not Applicable

Going for Broke

There will be times when Players want to be especially precise or careful with their Actions. Suppose, for example, that R.A.V.A.G.E. wants to hit a main support pillar with his Energy Blast in order to knock the whole building down. In situations like this, Characters are ***Going For Broke***.

Any time a Character makes a Dice Action outside of combat, he has the option of Going For Broke. When a Player decides to Go For Broke, he increases the difficulty of the Action in order to reap greater rewards for success. First, he declares the number of Column Shifts he is willing to increase the Action's Opposing Value. A Player may only declare an even number of Column Shifts (2, 4, 6, or 8). If he then rolls the new Success Number, he gets to lower the Resistance Value of the Action by a number of Column Shifts as summarized on the following table:

Going For Broke

Opposing Value Columns Declared	Resistance Value Bonus Column Modifiers
+2	-3
+4	-6
+6	-9
+8	-12

Hero Points may always be spent in conjunction with an attempt to Go For Broke. Going For Broke is never used in Combat (there are special types of attacks that cover this same ground).


CHAPTER 4
APs And The World

Just about everything in the **Blood of Heroes RPG** is measured in Attribute Points, or AP's for short. In order to become proficient in the **Blood of Heroes RPG**, the GM and the Players should become proficient with the AP system.Some guidelines for using APs are as follows:

General Rules

Rule 1: One AP Doubles the Value

When working with APs, it is important to remember two things. First, each additional one AP actually doubles the amount of the quantity measured by the previous AP value. For example, Zero APs of distance is equal to 10 feet, 1 AP of distance is 20 feet, 2 APs of distance is 40 feet, and so on. Likewise, a Character with an Int of 4 is twice as smart as a Character with an Int of 3, who in turn is twice as smart as a Character with an Int of 2. Remember that in addition to weight, distance, volume, time, and money; Attributes, Powers, and Skills are all measured in APs.

Rule 2: Adding and Subtracting APs

It is impossible to add or subtract AP measurements as if they were real world measurements. If Demise wants to lift two elephants, each with a weight of 7 APs, their combined weight is not 14 APs. Seven APs of weight is approximately 3 tons, so both elephants together would weigh 6 tons, which is equal to 8 APs of weight. Whenever a Player wants to add two quantities together that are measured in APs, he takes the larger of the two quantities and adds 1 AP to get the final result: for example, 8 APs+2 APs=9 APs, 11 APs+12 APs=13 APs, 90 APs+99 APs=100 APs, and so on.

Similarly, subtraction also works differently with APs. Whenever quantities are subtracted that are measured in APs, take the larger of the two quantities involved and subtract one, unless the two quantities are equal, in which case the result is zero (not 0 APs, just zero, zip, nothing).Therefore, 6 APs-4 APs=5 APs, 91 APs-2 APs=90 APs, 44 APs-44 APs=zero, and so on.

Note: Adding APs works differently when combining the APs of multiple Character's actions. This is clarified under "Combining Actions", page 215 of Chapter 13.

Rule 3: Converting APs to Real World Values

When converting real world measurements into APs using the Benchmark APs Table, remember that each AP actually stands for an entire range of values rather than an absolute figure. One AP of distance, therefore, represents any real world distance between 11 and 20 feet, 2 APs represent any distance between 21 and 40 feet, 3 APs represent any distance between 41 and 80 feet, and so on.The listings on the AP Range Upper Limits Table are always the upper limit of the AP value in question.This means that 4 hours, 26 minutes is the greatest quantity that can be considered 12 APs of time, 6.5 tons is the largest amount measured by 8 APs of weight, and 4 cubic feet is the most that is equal to 2 APs of volume.

Movement

Rule 4: Speed is measured In APs

There are many occasions where the GM and the Players will need to know how quickly someone can run a certain distance, or how far someone can travel in a given amount of time. APs make calculations like this a breeze.

The speed at which a Character can run is equal to his Dex score or the APs of any movement Powers (Flight, Running, Swimming, etc.). The ground speed of all Characters without a movement Power is limited to 4 APs, regardless of the Character's Dex (even Anarchy Man, with his Dex of 10, can still only run at a speed of 4 APs). If a Character is swimming instead of running, his Speed is limited to 3 APs regardless of Dex, unless the Character has an appropriate movement Power. Without the aid of the Jumping Power, a Character can horizontally jump 0 APs from a standing position. Any Character (with or without the Jumping Power) can add 1 AP to the distance jumped with a running start. A Character can move a distance equal to his speed every 0 APs of time (4 seconds, or one phase of combat). Moving is an Automatic Action, but unless a Character has a movement Power, he may never Push movement.

Rule 5: Speed + Time = Distance

Since speed is measured in APs, it allows the GM or the Players to calculate things like how far or how quickly their Characters can move by using simple formulas. To determine how far a Character can move in a given amount of time, for instance, simply add the Speed in APs to the Time in APs to get the Distance traveled in APs. (Speed+Time=Distance) This means that if Shadow Master were to run at a speed of 4 APs for 3 APs of time (32 seconds), he would cover 7 APs of distance or about five hundred yards (Ninjas are very fast).

This formula also allows you to quickly convert APs of speed into miles per hour (mph). Simply add 10 APs (an hour of time) to the APs of speed to get the distance traveled each hour. For example, Mindhammer can fly at a speed of 8 APs. This means that he can fly 18 APs of distance (10+8=18) every hour, or approximately 250 mph.

Now, let's suppose that Jay Bolt finds a bomb that is about to explode. The blast radius of the bomb is fifty yards (4 APs of distance), and the bomb is set to explode in 6 seconds (1 AP of time). Can Jay run away from the bomb before it explodes? Jay's speed is 4 APs, and he has 1 AP of time in which to run. This means he can cover a distance of 5 APs (100 yards), since Speed (in APs) + Time (in APs) = Distance (in APs). Five APs is out of the bomb's blast radius of 4 APs, so the stuntman is long gone by the time the bomb explodes.

Rule 6: Distance - Speed = Time

APs can also be used to determine how quickly a Character or object can move a certain distance. This is calculated by taking the Distance (in APs) and subtracting the Speed in APs which results in the Time (in APs). (Distance-Speed=Time). For example, to figure out how fast Anarchy man can run a mile (10 APs), subtract Anarchy Man's Speed (4 APs), which leave 6 APs of time, or about 4 minutes! The master of chaos could easily compete for a gold medal at the Olympic Games.

Here is another example: the Milky Way Galaxy is 69 APs long, and Dispatch's ECLIPSE SUIT has 40 APs of Flight. How long would it take him to fly from one end of the Galaxy to the other and back? In order to fly the whole distance he must make two trips of 69 APs, for a total of 70 APs. Seventy APs of distance minus Dispatch's Flight speed of 40 APs is 30 APs of Time, or about 128 years. Hopefully, he knows a short cut.

Rule 7: Distance - Time = Speed

Finally, APs can be used to determine an object's Speed if the distance it will travel in a certain time is known.The equation for this transformation is Distance (in APs) minus Time (in APs) is Equal to the Speed (in APs). (Distance-Time=Speed) For example, suppose that the Baron has fired a nuclear rocket

toward Shadow Force's base. It will take the rocket fifteen seconds (2 APs of time) to cover four hundred and ninety miles (19 APs of distance) between the Baron's submarine and the base. How fast is the rocket traveling? Well, 19-2=17 APs of Speed. Power or Black Bird could easily catch this rocket, but Mindhammer probably could not catch it without Pushing his Flight Powers.

All three of these equations are very useful during play. For convenience they have been reprinted on the reference sheet at the back of the book.

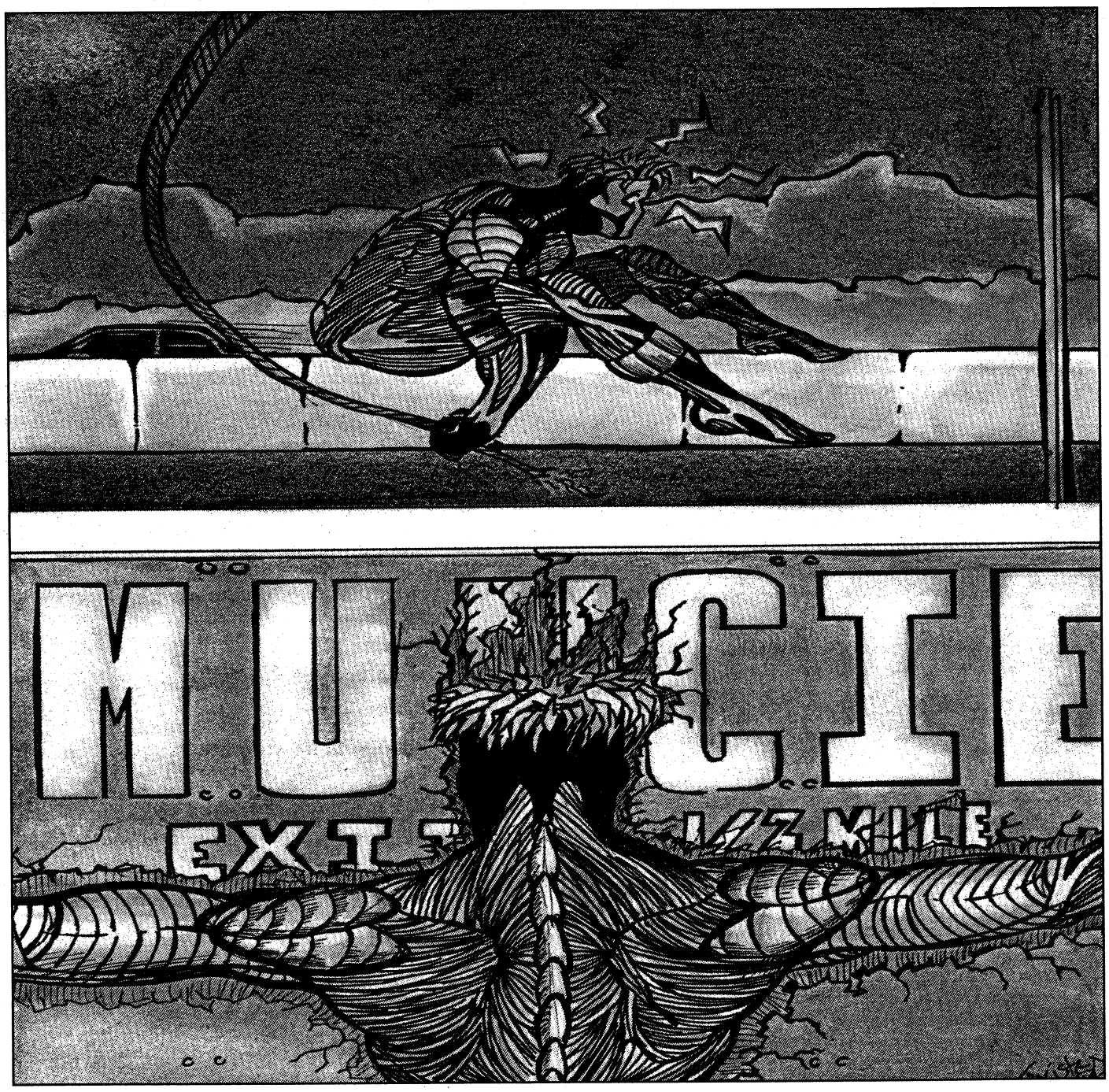
Distance = Speed + Time
Time = Distance - Speed
Speed = Distance - Time

Throwing Things

Super-heroes, especially big, strong ones like Demise or R.A.V.A.G.E., throw heavy objects around all the time. Lifting is an Automatic Action using the Str Attribute, but calculating how far something can be thrown once it has been lifted may not seem so simple. However, APs again make this easy to figure out.

Rule 8: Str - Weight = Throwing Distance

To find out how far a Character can toss an object, simply subtract its weight in APs from the Character's Str. The result is the distance in APs that he can throw the object. (Str-Weight=Throwing Distance) Throwing an object is an Automatic Action, but trying to hit something with a thrown object is a Dice Action.



Example: The Berserker with his Str of 20, could throw a 50 lb. sack of grain (0 APs of weight) 20 APs of distance, or about 32,000 miles. The Berserker could throw a battle tank (weight of 9 APs) 11 APs of distance or roughly 2 miles. But then again, in reality, The Berserker is more likely to eat the tank than throw it.

Rule 9: Weight - Str = Speed Reduction

A Character may move at full speed as long as he is carrying a weight that does not exceed his Str Attribute. If a Character is Pushing his Str in order to lift a very heavy object, it would obviously reduce his speed. In order to find out how much, simply subtract the Str from the weight he is carrying and reduce his speed by the result. (Weight-Str=Speed Reduction) For example, if Shadow Master Pushed his Str (9 APs) to lift a tank (7 APs of weight), his Running speed would drop from 5 APs down to 3 APs while carrying the tank (9-7=2), and his Jumping would drop from 5 APs down to 3 APs, as well.

Rule 10: Str- Weight = Throwing Speed

The following formula is used to figure out the speed that an object travels when thrown: take the throwing Character's Str and subtract the Weight in APs of the object being thrown. The result is the object's speed (Str-Weight=Throwing Speed). Power, with his full Power Reserve dumped into his Strength (7+16=23 APs), could throw a car (weight of 6 APs) at a speed of 17 APs (about 120,000 MPH).The Earth's escape velocity (the speed necessary to break free of a planet's gravity) is 15 APs, meaning that any time a Character can throw an object with a speed of 15 APs or greater, he can throw the object out of Earth's atmosphere and into outer space!

Note: Other planets may have different escape velocities depending on their density, composition, and atmospheric content. It is the GM's call on determining the escape velocity of alien worlds.

Breaking Things

In addition to throwing trucks and buildings around, super-heroes also smash down brick walls and bend steel in their bare hands.

Rule 11: 0 Body = Destroyed Object

Like Characters, every inanimate object has certain Attributes measured in APs. All inanimate objects such as houses, trees, chains, lampposts, mailboxes, or what have you have a Body that functions just like a Character's Body. An object's Body is an indication of how much damage the object can take before it breaks. A list of Body Benchmarks for inanimate objects can be found on page 177.

Breaking an inanimate object is a Dice Action, using a Character's Str/Str or APs of an appropriate Power as the AV/EV. (This is one of the special situations mentioned earlier, in which an Effect Attribute is also used as an Acting Value.) The object's Body/Body is used as the OV/RV. If at least one RAP is earned on this Action Check, the object is damaged or bent; and if the object is big enough, like a fence or a house, one or more RAPs puts a hole in it that is large enough to walk or climb through. If the number of RAPs received on this Action Check are greater than or equal to twice the object's Body, the object is completely destroyed.The RAPs from these Action Checks are cumulative. Suppose Mindhammer is trying to destroy an object with a 10 Body, but he only receives 3 RAPs on his Action Check. This means Mindhammer will have to keep pounding away at the object until the total RAPs from all of his Action Checks are greater than or equal to 20, at which point the object will be totally destroyed.

Let's take a look at another example. Suppose Kline, the Imperial Guardsman, tried to smash through a steel wall (Body of 12). He would then make an Action Check using 21/21 (his Str/Str) as the AV/EV against an OV/RV of 12/12 (the wall's Body/Body). If he receives one or more RAPs, he smashes a hole in the wall large enough to walk through. If he receives 24 RAPs, he brings the whole wall down.

For one more example, let's say that Fury is trying to bend a lead pipe (Body of 7). She would then make an Action Check using 15/15 (her Str/Str) as the AV/EV against an OV/RV of 7/7.If she receives one or more RAPs, she bends the pipe. If she receives 14 or more RAPs, she can completely destroy the pipe.

Money Benchmarks

APs	Amount of Money
-6	25 cents
0	$25
1	$50
2	$100
3	$200
4	$400
5	$800
6	$1,500
7	$3,000
8	$6,000
9	$12,500
10	$25,000
11	$50,000
12	$100,000
16	$1.5 million
19	$10 million
22	$100 million
26	$1 billion

Time Benchmarks

APs	Length of Time
-2	1 second
0	4 seconds
1	8 seconds
2	15 seconds
3	30 seconds
4	1 minute
5	2 minutes
6	4 minutes
7	8 minutes
8	15 minutes
9	30 minutes
10	1 hour
13	8 hours
15	1 day
18	1 week
20	1 month
23	1 year
27	10 years
30	100 years
33	1 millennium (1000 years)
50	Dinosaurs roamed the Earth this number of years ago.
56	Estimated age of the Earth.
58	Estimated age of the Universe.

Volume Benchmarks

APs	Volume	Example
0	1 cubic ft.	
1	2 cubic ft.	
2	4 cubic ft.	
3	8 cubic ft.	35 gal.fishtank
4	15 cubic ft.	doghouse
5	30 cubic ft.	closet
6	60 cubic ft.	pantry
7	125 cubic ft.	5-man tent
8	250 cubic ft.	bathroom
9	500 cubic ft.	bedroom
10	1000 cubic ft.	livingroom
11	2000 cubic ft.	store front
12	4000 cubic ft.	studio apartment
13	8000 cubic ft.	1-bedroom apt.
14	15,000 cubic ft.	cottage
15	32,000 cubic ft.	3-bedroom apt.
16	65,000 cubic ft.	2-flat building
17	130,000 cubic ft.	4-flat building
18	260,000 cubic ft.	small warehouse
19	500,000 cubic ft.	large warehouse
20	1 million cubic ft.	8-story building
77		volume of the Earth

Distance Benchmarks

APs	Distance
-8	1 centimeter
-3	1 foot
0	10 feet
1	20 feet
2	40 feet
3	80 feet
4	150 feet
5	100 yards
6	200 yards
7	1/8 mile
8	1/4 mile
9	1/2 mile
10	1 mile
16	100 miles
20	1000 miles
28	Earth to the Moon
37	Earth to the Sun
42	Sun to Pluto
51	1 light year
69	length of our galaxy

Effect Units

Note: The complicated ideas found here are the mathematical foundation upon which the AP system rests but are not necessary to understand the game.

An Effect Unit, which is 0 APs, is the base value for measurement on the Effect Chart.The following measures are the upper limits of one Effect Unit (0 APs) and their real world equivalents. They are given here to help you use the Effect Chart.

Measure	Amount	Metric
Weight	50 pounds	25 kilograms
Distance	10 feet	3 meters
Volume	1 cubic foot	25 liters
Time	4 seconds	Not applicable
Money	$50	Varies by nation

The Effect Chart

The Effect Chart that follows is used to translate APs to Effect Units of real world measurement. Often, this is not necessary, since the Action and Result Tables are set up to use APs, which in turn produces a result in APs (the RAPs). Sometimes, however, you may need to "translate" real world measurements into APs (How many APs does the Shadow Force base weigh?) or turn APs into real world units (How far is 6 APs?). The Effect Chart can be used to do this.

APs	0	1	2	3	4	5	6	7	8	9
Effect Unit Multiplier	1	2	4	8	15	30	60	125	250	500

Units

The number of Effect Units and their equivalent in APs is called the Effect Unit Multiplier. The number of APs is equal to the Effect Unit Multiplier found below it on the chart. For example, 0 APs is equal to 1 Effect Unit, 5 APs is equal to 30 Effect Units, and so on. If the measure in question were weight, then 5 APs is 1500 pounds (50 pounds times 30 Effect Unit Multipliers equals 1500 pounds); if it were time, 5 APs is 120 seconds or two minutes (4 seconds times 30 Effect Unit Multipliers equals 120 seconds);and so on.The Effect Unit Multiplier is the upper limit of a range of Effect Units. The range of an Effect Unit Multiplier is from 1 unit more than the next lower Effect Unit Multiplier up to the highest Effect Unit Multiplier. For example, the Effect Unit Multiplier, 30, covers the range of Effect Units from 16 to 30.

Multiples

The first column of the Effect Chart only goes from 0 through 9 APs. So how are you supposed to figure out what 14 APs weigh? Take the units (far right) digit of the AP value that you wish to find the value for and look up the corresponding Effect Unit Multiplier, which in this case is 15.You then multiply this number by the Effect Unit Multiplier that is across from the APs remaining (in this case 10); the Effect Unit Multiplier of 10 APs is 1000. 15 times 1000 is 15,000, so 14 APs is 15000 Effect Units, which is 750,000 pounds, or 375 tons.

MULTIPLES

APs	Effect Unit Multiplier
10	1,000
20	1,000,000
30	1,000,000,000
40	1,000,000,000,000
50	1,000,000,000,000,000
60	1,000,000,000,000,000,000
70	1,000,000,000,000,000,000,000
80	1,000,000,000,000,000,000,000,000
90	1,000,000,000,000,000,000,000,000,000
100	1,000,000,000,000,000,000,000,000,000,000

Weight Benchmarks

APs	Weight	Example
-9	1 ounce	
-5	1 lb.	
-2	10 lbs.	
0	50 lbs.	sack of grain
1	100 lbs.	human child
2	180 lbs.	human adult
3	400 lbs.	lion
4	700 lbs.	10' high tree
5	1/2 ton	grizzly bear
6	1.5 tons	car
7	3 tons	elephant
8	6.5 tons	semi-truck
9	12.5 tons	light tank
10	25 tons	DC-9 airplane
11	40 tons	battle tank
12	60 tons	blue whale
13	110 tons	Boeing 747
14	240 tons	C-5A Galaxy cargo plane
15	450 tons	freighter
16	900 tons	destroyer
17	1,800 tons	small building
18	3,800 tons	loaded train
19	12,500 tons	battleship
20	25,000 tons	nuclear submarine
21	50,000 tons	aircraft carrier
28		Empire State Building
43		Mount Everest
76		the Moon
79		the Earth
99		The Sun



Negative APs

What happens when a calculation using the AP system reaches a negative AP value? For instance, suppose your average human is trying to push a car that will not start. An average person has a STR of 2, and the car has a weight of 6 APs. According to the equation: Distance=STR-Weight. Average Joe can move the car a distance of -4 APs per phase; but how far is -4 APs? He certainly is not pushing it backward at forty feet per second!

Negative APs do not stand for negative amounts; they represent fractional values. Each -1 AP reduces the base value of the measurement system by half, just as each +1 AP doubles the base value. Therefore, -1 AP of distance is equal to 5 feet (half of 10 feet), -2 APs of distance is equal to 2 1/2 feet (half of five feet), and so on. -4 APs of distance, then, is equal to about six inches, meaning your typical human could push the car about six inches per phase.

Negative AP values, like the positive AP values, often call upon the Players to exercise common sense. Can Jay Bolt really throw a quarter pound hamburger with a weight of -7 APs, a distance of 4 miles? Of course not. The GM should feel free to overrule any actions that common sense tells him are impossible.

A value of -100 APs represents absolute zero. If a Character can ever reduce an object's Current Body Condition down to -100 APs or lower, it ceases to exist:nothing, not even sub-atomic particles, remains.

Negative AP Benchmarks

APs	Distance	Weight	Money
0	10 feet	50 pounds	$25
-1	5 feet	25 pounds	$12
-2	2 1/2 feet	12 pounds	$6
-3	1 foot	6 pounds	$3
-4	6 inches	3 pounds	$1.50
-5	3 inches	1 1/2 pounds	75 cents
-6	1 1/2 inches	3/4 pounds	25 cents
-7	3/4 inch	6 ounces	10 cents
-8	1 cm	3 ounces	5 cents
-9	5 mm	1 ounce	2 cents
-10	2 1/2 mm	1/2 ounce	a penny


CHAPTER 5
CODIGO

Sometimes Characters will be faced with no other alternative than to join in battle. Very few villains will give up without a fight, and vicious assassins who come gunning for heroes are an all-too-frequent occurrence. Using the rules in this chapter, just about any combat situation can be played out in detail.

Most of the time, while playing the **Blood of Heroes Role-Playing Game**, time, movement, and specific actions are not really a problem. Usually, everybody simply keeps telling the GM what they want to do, and the GM tells them what happens as a result, using the rules as a guideline. Once combat begins, however, everything must slow down so the GM can determine the exact sequence of events. Suppose, for example, that Shadow Master wants to attack a burglar, while the GM decides that the burglar wants to shoot a gun at Shadow Master. Who gets to go first? Instead of arbitrarily making a decision, the GM invokes the combat rules.

Combat is played out in a series of turns called phases. Each phase of combat lasts 0 APs of time, or about 4 seconds. The rules in this chapter will explain exactly what each Character can do once it is his turn in combat. During combat, the GM will also keep track of the positions of everyone involved in the battle, constantly updating the positions as the Characters move and stumble.

The GM has the option of invoking the combat rules whenever he feels it is appropriate. There are times when the GM might want to invoke them even when there is not really any combat happening, in order to establish everyone's exact position and play out a sequence of events in which timing might be critical. Suppose, for example, that a little girl falls off the roof of an apartment building. Can Mindhammer save her? In this case, the GM should probably invoke the combat rules in order to establish the exact positions of Mindhammer and the girl and to figure out whether or not Mindhammer will be able to act before the girl hits the ground.

Before we outline the general combat rules, it is important to emphasize a few points.

Time

Combat is always played out in sequential "phases." One phase of combat lasts approximately 4 seconds, or 0 APs of time. During each phase of combat, each Character will get a turn to do something.The following rules will explain how to decide who gets the first turn, who gets the second turn, etc.

Actions

When it is a Character's turn in combat, he can perform up to three Actions; but only one of these Actions can be a Dice Action. A Character could, for example, move (Automatic Action), pick up an object (Automatic Action) and then throw the object at something (Dice Action); or move (Automatic Action), punch the villain (Dice Action), and summon the police via radio (Automatic Action).The three Actions may be performed in any order, the Dice Action does not have to come first or last, and a Character does not have to perform all three Actions if the Player so desires.

Note: An Automatic Action, which becomes a Dice Action due to unusual resistance (such as Perception Checks, or movement in difficult terrain), takes up a Character's single Dice Action in a combat phase, unless that Dice Action has already been used. If there is no Dice Action available, specify that this task would take more time and will require a Dice Action next phase.

The one-line quips that so often punctuate comic book combat are free and do not take up any of a Character's three allowed actions, but stopping to plan strategy or to carry on a lengthy conversation with a friend does count as an Automatic Action. In fact, during any phase in which a Character discusses strategy or carries on a lengthy conversation, he cannot perform a Dice Action. If it is much longer than, "Let's get him!" it should be ruled a lengthy conversation.

There is only one other rule concerning Actions during combat: a Character may never perform more than one movement Action in a single phase. Striker, for example, could not run along the ground using his Superspeed and use his Jumping Power in the same phase.

Keeping Track of Position

It is always up to the GM to keep track of the position of the various combatants during a battle. The easiest way to do this is to draw out a quick map of the terrain and pencil in the first initial of each Character involved in the appropriate locations at the instant the battle begins (the GM decides where everyone begins, based on the situation). Once the battle gets started the GM can erase each Character's initial and reposition it as necessary. When drawing up a map of this sort, make sure to include a scale so that each Player can see how far everyone may move, etc.

Another option for keeping track of positions is to set up small dioramas and use miniature figures for each of the combatants. Setting up dioramas and using miniatures costs money and takes up time, but it adds a breathtaking new dimension to play.

A key rule to remember when plotting Characters' positions is to keep things moving. Do not spend a lot of time drawing out elaborate maps and diagrams once play begins. Rough sketches drawn in a minute or less will suffice. In fact, once everyone in the group has a lot of experience with the game, it is often unnecessary to keep written track of the combatants' positions at all.

Combat Sequence

Each combat phase consists of five separate steps. Each of these steps is outlined below:

1. Activate Automatic Powers
2. Roll for Initiative
3. Declare Actions
4. Perform Actions
5. Make Recovery Checks

Step 1: Activate Automatic Powers

Every Character has an opportunity to immediately activate any of his protective Automatic Powers at the beginning of each phase of combat (i.e., turn the Power on). Any Power activated in this fashion goes into effect before anyone can perform an Action during that phase, other than activating their own Automatic Powers. Thus, even if R.A.V.A.G.E.manages to win the first turn in a combat phase, Scream could always put up a Force Field before the mechanical monolith can strike.

Activating each Automatic Power requires a separate Automatic Action in combat. If a Character activates one of his Automatic Powers before Initiative is rolled (as explained in the next step), it still costs one of the three allotted Actions once it is his turn to act.

Deactivating a Power never counts as an Action, but a Character may not activate and deactivate the same Power in one phase. R.A.V.A.G.E. could not turn off his Invisibility Power, fire an Energy Blast to signal trouble, and then turn his Invisibility back on, for instance.

The only Powers that may be activated in this way are protective Powers like Force Field, Icing, Invisibility, Two-Dimensional, Dispersal, Force Shield, Mental Shield, Joined, and Magic Shield. The effects of each of these Powers are explained in detail in **Chapter 2**. All other Automatic Powers, like Flight or Telescopic Vision, may not be used until it is that Character's turn in the phase. Each use of an Automatic Power counts as an Automatic Action every time it is used, and Dice Powers count as Dice Actions whenever they are used.

Once a protection Power has been activated, it does not count as another Action to use it. For instance, it does not cost Anarchy Man a separate Action every time someone tries to punch him, and he uses his Force Field to defend himself, as long as he has already spent one Action to activate it. The same is true even if the Force Field was activated during a previous phase. A protection Power will always stay activated until the user voluntarily deactivates it or is rendered unconscious.

The Insta-Change Advantage may also be activated during the protection Power step, also at a cost of one Action.

Automatic Powers actually used to perform an action such as Movement or making a Perception Check are both activated and used in the same Action, and deactivating such a Power takes no time.

Note: Some Powers like Skin Armor, Iron Will, or Awareness are always considered "on" and never need to be activated to take effect. See the Power descriptions in **Chapter Two** for details.

Step Two: Roll For Initiative

This is the step where the order in which everyone will act during the current phase is decided.

Each hero has a listed Initiative rating in his Attribute box. A Character's Initiative rating equals the sum of his Action Attributes (Dex, Int, and Infl), though there are Powers, Skills, Advantages, and Drawbacks that can temporarily or permanently affect a Character's Initiative rating.These are described later.

At the beginning of every phase of combat, each of the participants rolls a **single D10**, adds the result to his Initiative rating, and records the final total on a piece of scrap paper. The GM rolls for the villains and minor Characters while the Players roll for their heroes. The Character with the highest recorded total wins the first turn and gets to act first during the phase; the Character with the second highest total gets to act second, etc.

If two Characters' Initiative totals are tied, a Player Character (PC) always takes precedence over a non-Player Character (NPC).If two PCs (or NPCs) are tied, the Character with the higher Int is considered to have won the Initiative struggle. If still tied, have the tied Characters re-roll their Initiative totals until the tie is broken.

Optional Rule: Open-Ended Initiative

Gamemasters may choose to allow for open-ended Initiative rolls. When rolling for initiative, every time a 10 is rolled, roll an additional die and add it to the previous roll(s). If a 1 is rolled in any subsequent rolls, that Character's Initiative for that phase is reduced to his base Initiative rating with nothing extra added

Hero Points

Before rolling Initiative for a phase of combat, each Player may choose to spend Hero Points (or Villain Points for Villains) to increase his Character's Initiative total. He may spend as many Hero Points as desired on a single Initiative roll (there is no limit), and each Hero Point spent will increase the Initiative total by one for that phase only.

Hero Points to be spent on Initiative must be declared aloud before any dice are rolled, allowing the GM and the other Players present a chance to spend their own Hero Points to counter such a move. All of the participating Players then continue to bid, as described in Chapter One, until everyone is happy with the number of Hero Points they are spending. Once a Player has declared that he is spending Hero Points on the Initiative roll, he must spend these Hero Points regardless of how many Hero Points the other Players decide to spend, or how the final totals would have come out without any expenditures.

The GM may opt to have any of the Characters he is controlling spend Hero Points to increase their Initiative scores as well.These should be declared out loud at the same time the Players are bidding and before any Initiative rolls are made.

No one may ever "Push" one of their Acting Attributes in order to temporarily increase their Initiative rating.

Powers, Skills, Advantages, and Drawbacks

Several of the Powers, Skills, Advantages, and Drawbacks described in Chapter Two can modify a Character's Initiative rating. For the sake of convenience, all of them are recapped here. Pre-generated Characters with any of these Abilities have an Initiative listed that already takes the bonuses into account:

Lightning Reflexes: Characters with this Advantage add 2 to their Initiative ratings in all situations.

Martial Artist: Characters with the Martial Artist Subskills of Assault and Blocking always automatically add one to their Initiative ratings for each Subskill, even when they are not performing a Martial Arts attack. Anarchy Man's Base Initiative would be 24 (the sum of his Dex, Int, and Infl) but is listed as 26 because he always adds 2 to his Initiative due to his Martial Artist Subskills of Assault and Blocking.

Superspeed: Characters with this Power add their APs of the Power to the total of their Acting Attributes when calculating their Initiative ratings. For example, Fury has a 9 Dex, a 3 Int, a 3 Infl, Martial Artist Subskills Assault and Blocking, and 10 APs of Superspeed; therefore, her Initiative rating is 27. A Superspeed Character receives this increased Initiative rating even when he is not using Superspeed during the phase (unless his Superspeed Power has Burned Out, see Recovery).

Water Freedom: Characters with this Power may substitute their APs of Power for their Dex while calculating their Initiative rating in situations where they are submerged in water. A Character with a 4 Dex, 3 Int, 3 Infl, and 12 APs of Water Freedom has a 10 Initiative on land but an 18 Initiative in water.

Initiative
• Declare HP spend on Initiative aloud before rolling dice.
• Determining Initiative: Initiative Score + 1d10
• No one may "Push" an Acting Attribute to increase Initiative
• Individual with the lowest total Initiative score declare his actions first.

Example:

Shadow Master, Doc, and Invulnerus are fighting Death, Cerberus, Demise and two hired thugs. The heroes present in the battle are Shadow Master (Base Initiative of 21), Doc (Base Initiative of 22), and Invulnerus (Base Initiative of 18).The villains are Death (Base Initiative of 26), Cerberus (Base Initiative of 14), Demise (Base Initiative of 17), Rocco (Initiative of 9), and Lefty (Initiative of 9).

First, the GM announces that Demise and Cerberus are going to spend 10 Villain Points to increase their Initiative totals for the phase. The Players now have an opportunity to spend Hero Points of their own, and Shadow Master and Invulnerus's Players each decide to spend 10 Hero Points to match the two villains. Since the GM feels that Demise and Cerberus really want to go first, however, he declares that the villains are upping their commitment to 20 Villain Points apiece. All of the heroes now have an opportunity to raise their own Hero Point expenditures (and then the villains would receive another chance to spend more Villain Points, and so on until everyone is satisfied), but the Players all decline to spend more Hero Points at this time.

Next, everyone rolls a D10 and adds the result to his Initiative Rating, plus any Hero Points he spent to increase Initiative for this phase. Shadow Master's Player rolls a 7, so his Initiative total is 38 (21+7+10 HP). Doc's Player rolls a 6, so his Initiative total is 28 (22+6) for his phase. Finally, the old veteran Invulnerus's Player rolls 4 for a total of 32 (18+4+10 HP).

The villains determine Initiative in the same way. Death, who in this case is being run by the GM, rolls a 4.This brings Death's initiative total to 30 (26+4).The GM rolls a 1 for Cerberus, bringing his initiative to 35 (14+1+20 HP). Demise, who is strong, but terribly slow rolls a 3 and is saved by his Villain Point Expenditure. The roll of 3 brings his total initiative to 40 (17+3+20 HP). A roll of 7 for Rocco leaves him with an Initiative total of 16 (9+7). Finally a roll of 8 for Lefty gives him a total Initiative of 17 (9+8).

Therefore, during this phase the combatants will act in the following order: Demise (40), Shadow Master (38), Cerberus (35), Invulnerus (32), Death (30), Doc (28), Lefty (17), and Rocco (16).

Note: After this phase of combat is complete, the process starts all over again, and everyone must roll new Initiative totals and spend more Hero Points, if desired. Spending Hero Points only increases Initiative for one phase; if the GM wishes to keep Cerberus's base Initiative of 34 (14+20 HP), he must spend 20 more Hero Points on the next phase.

Step Three: Declare Actions

This step is for all of the combatants to declare what their Characters are going to do during the current phase.

Beginning with the Character that has the lowest total Initiative score after rolling, the GM and each of the Players involved announces out loud their Actions for the phase in the order of Initiative scores, lowest to highest.The GM announces the Actions of any villains or minor Characters that he is controlling.

Notice that it is the individual with the lowest total Initiative score that must declare his Actions first.This is in order to give those Characters with a higher Initiative (who will be performing first in the phase) a chance to find out what everyone else is going to do before they must decide what to do themselves.

When a Player declares his Actions, he must indicate what his Character's three Actions will be and the order in which they will be performed. Conditions may be placed upon Actions.

Example: Scream could declare that he is going to fly into a building (Automatic Action), look around (Automatic Action), and use his Sonic Blast if he spots any heroes (Dice Action with a condition); or he could declare that he is going to fly high into the air (Automatic Action), and if anyone shoots at him, he will blast them back (Dice Action with a condition).Conditions do not have to be placed on any Dice Action if the Player does not wish it. For instance, Shadow Master could declare that he is going to attack the thug who just shot the puppy, no matter what else happens during that phase (an unconditional Dice Action).

A Note on Fair Play: Good GMs and Players will always separate what they know from what the Characters they are playing know. If the Players' heroes are trying to sneak up on a villain from out of a manhole cover, for example, a good GM would never have the villain declare that he is going to rip off the sewer cap and blast away before the heroes attack. Even though the GM knows, there is no way that the villain could possibly know what the heroes are planning.

Optional Turn Order

In order to speed up play, the system of declaring Actions before they are performed can be dispensed with, instead simply resolving each Character's Actions in Initiative order from highest to lowest. Because this will eliminate much of the advantage of having a high Initiative, the following rules must also be used if Actions are not declared:

A Character may always decide to delay his Action until a later part of the phase. He does not need to declare what circumstances will trigger his Actions and may decide to take his Actions at any time in the phase after he is entitled to act. This allows Characters with higher Initiatives to attempt to stop those with lower Initiatives just as they are attempting Actions. However, when a Character decides to use his Actions for the phase, he must use all of his Actions at one time. For example, a Character cannot move, then wait for a villain to act, then stop the villain with an Energy Blast. All of a Character's Actions (with the previously noted exception of activating defensive Powers) must be performed in the same part of the phase.

If a Character is attacked after he has already acted in a phase, he may still use an Automatic Action to activate a defensive Power or use a defensive combat maneuver (see page 149). However, doing so forfeits that Character's next phase; he may perform no Actions in the next phase after defending him-self in such a way. For example, Empath has run out into the field of combat after using her Broadcast Empath Power to calm an enraged comrade. She then runs out on the field of battle to check her fallen friend. Prometheus takes advantage of her lack of cover and begins to shoot at her. Empath's player decided to perform a Dodge maneuver to prevent being hit. As a result, she may do nothing (except continue to Dodge) during the next phase, allowing Prometheus another shot.

Both of the above optional rules may be used even if the normal cycle of declaring Actions is used, but they will tend to complicate play. Advanced Players and GMs may find, however, that the added flexibility is worth the extra complexity.

Step Four: Resolve Actions

Each of the combatants resolves his declared Actions in order of Initiative scores, from highest to lowest. Note that this is the opposite of the order that Actions were declared in **Step Three.**

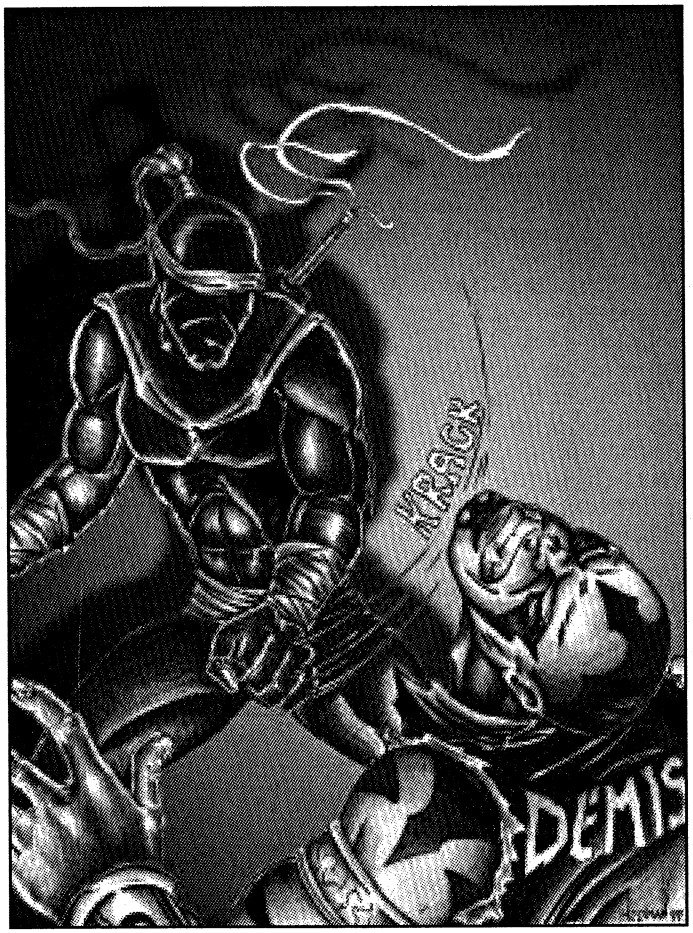
Resolving Automatic Actions should be easy enough; just use the appropriate rules. Rules governing all of the Powers and Skills can be found in **Chapter Two.** Some of the common Automatic Actions that Characters will perform in combat, such as movement, lifting, and throwing objects, were described in the previous chapter. A Character who is trying to Push an Automatic Action would resolve the Push attempt at this time.

Resolving Dice Actions is a little trickier since it involves consulting the Action and Result Tables. Remember that any Hero or Villain Points that are going to be spent on Acting, Effect, Opposing, or Resistance Values must be announced before the dice are rolled (see **Chapter Three**). Always apply the results of a Dice Action (such as damage to persons or property) Action has been resolved. If a Character is knocked unconscious before it is his turn during the phase, he loses the chance to act.

After everyone has resolved their Actions, each of the combatants has the option of making a Desperation Recovery Check. The order in which the Characters make their Recovery rolls is unimportant.

Desperation Recovery Checks allow a Character to "heal" damage. They are fully explained later on in this chapter.

Bashing someone, whether the Character is using a fist, a foot, or a fancy Power is always a Dice Action. This means that every attempt to damage someone in combat has an AV, EV, OV, and RV.



Step Five: Make Recovery Rolls

The AV/EV of a combat Action depends upon the sort of attack being made. If a hero is simply attacking his opponent in hand-to-hand combat (punching, kicking, etc.), the AV/EV of the attack is equal to the hero's Dex/Str (Dex is the Physical Acting Attribute, and Str is the Physical Effect Attribute). Characters with the Martial Artist Skill can often use APs of the Skill to enhance their Acting or Effect Values in hand-to-hand combat. Since this Skill is so common, all Players should be familiar with the Martial Artist entry (see page 112).

The Nuts and Bolts of Combat

If a Character is attacking his opponent with a Power, its description in **Chapter Two** will describe what to use as the AV and EV of the attack. Usually the APs of the Power serve as the AV and the EV of such an effort.

Figuring out the OV/RV of a combat blow is a little more difficult, since the OV/RV always depends upon the type of attack being made. Basically, there are three types of combat attacks in the **Blood of Heroes RPG**: Physical Attacks, Mental Attacks, and Mystical Attacks which correspond to the three types of Attributes.

Physical Attacks attempt to damage the target's physical self. Physical Attacks include all hand-to-hand blows, gun shots, bomb blasts, and Powers such as Energy Blast, Lightning, or Sonic Beam. Physical Attacks are far more common than Mental or Mystical Attacks because anybody can make a Physical Attack just by throwing a punch or a kick. A Character's OV/RV against Physical Attacks is usually equal to his Physical Opposing and Resistance Attributes (Dex/Body).

Mental Attacks attempt to do damage to the target's mental well-being. A Character may only make a Mental Attack if he has an appropriate Power, such as Mind Blast or Mind Control. A Character's OV/RV against Mental Attacks tends to be equal to his Mental Opposing and Resistance Attributes (Int/Mind). Characters like Cerberus make Mental Attacks.

Mystical (or magical) Attacks attempt to damage the target's life force. Again, a Character may only make a Mystical Attack if he has an appropriate Power, like Magic Blast or Spirit Drain. A Character's OV/RV against Mystical Attacks is normally equal to his Mystical Opposing and Resistance Attributes (Infl/Spirit). Characters like The Husk make Mystical Attacks all the time.

When using a Power to attack, its description in **Chapter Two** will describe whether the attack is Physical, Mental, or Mystical. Note that a Power that is classified as a Mental or Mystical Power does not necessarily cause a Mental or Mystical Attack. Many Mental Powers, for example, cause Physical Attacks. A Power only causes a Mental or Mystical Attack if its description specifically says so.

If a Character is attacking without using a Power to attack, he is automatically making a Physical Attack.

Certain Powers and Skills might alter a Character's OV or RV against any of the previously described attack forms. These include but are not limited to Skin Armor, Force Field, Mental Shield, Iron Will, Force Shield, Acrobatics, Magic Shield, and Martial Artist.

Combat blows are resolved as normal Dice Actions. In most instances, the RAPs earned by an attack equal the amount of damage sustained by the target. When using certain Powers or attack maneuvers, however, the RAPs might have a different use. If so, the Power description will describe these effects in detail.

The maximum amount of damage that any Character can sustain before falling unconscious is equal to his Resistance Attribute (**Note:** Resistance Attribute, NOT Resistance Value) against a given type of attack. Anarchy Man, for instance, could take 6 RAPs of damage from Physical Attacks (his Body is 6), 7 RAPs of damage from Mental Attacks (he has a 7 Mind), or 9 RAPs of damage from Mystical Attacks (he has a 9 Spirit) before he would fall unconscious.

All damage is cumulative. This means that if Anarchy Man receives 2 RAPs of Mystical damage this phase, and then 2 more RAPs the next, he will have taken a total of 4 RAPs of Mystical damage. In other words, once a Character takes damage he keeps it until it can be Recovered (described later in this chapter).

The damage that is sustained is never subtracted from any of a Character's Attributes in any way. If Anarchy Man took 2 RAPs of Physical damage, he would still have a Body of 6 and would still use 6 as his RV against Physical Attacks.

Players should keep a running total of the amount of each type of damage their Characters have sustained on a sheet of scrap paper. ¡The GM keeps track of the damage sustained by the villains and minor Characters. Mark down the Character's Resistance Attribute against each attack form and tick off damage as it occurs. If Fred were playing Anarchy Man, for instance, he would record a 6 for Anarchy Man's beginning Physical state (Anarchy Man has a 6 Body). If Anarchy Man then takes 2 RAPs of Physical damage, Fred would scratch out the 6 and record a 4, to show that he can take 4 more RAPs before the "master of chaos" falls unconscious. The latest numbers that have been recorded in each category (Physical, Mental, and Mystical) are called the Current Conditions. Every Character should have a Current Body Condition, a Current Mind Condition, and a Current Spirit Condition.If Fred were playing a Character with a Mind of 7 and a Body of 4, for instance, and the Character took five RAPs of Mental damage and one RAP of Physical damage, Fred would record a new Current Mind Condition of 2 (7-5=2) and a Current Body Condition of 3 (4-1=3).

The instant that any one of the three Current Conditions reaches zero, the Character instantly drops unconscious. Obviously, once unconscious, a Character may take no Actions. Characters remain unconscious until their Current Conditions are all restored to levels above zero. Regaining Current Conditions is described under Recovery. Unconscious Characters automatically have an OV of 0 against any further attacks of any type that are made against them.

Stunning

A Character who takes an amount of damage equal to or greater than his Body, Spirit, or Mind from a single attack is Stunned by that blow, even if the blow does not knock the target unconscious because he neutralized part of its effect through the use of Last Ditch Defense.

A Stunned Character may take no Dice Actions during the phase in which he was Stunned (if he had not already acted in that phase), and may not make a Dice Action during his next phase. Stunned Characters still receive their full OV, RV and defenses against any and all attacks made upon them. Stunned Characters may make Automatic Actions at the GM's discretion.

Damage

Bashing Combat and Killing Combat

All combat in the **Blood of Heroes RPG** is classified as either ***Bashing Combat*** or ***Killing Combat***. Characters that are engaging in Bashing Combat are not trying to kill one another, just drive each other out of the fight. Characters engaged in Killing Combat are deliberately trying to end their opponent's life.

There are no separate Killing or Bashing Attacks. Every Attack can be either a Killing or a Bashing Attack at the whim of the attacker. This includes guns, knives, rockets, fists, Energy Blasts, Mental Blasts, and every other form of attack. Unless the attacker specifically states that he is entering Killing Combat before an attack is resolved, the attack is automatically assumed to be Bashing Combat.

Bashing Combat can never reduce any of a Character's Current Conditions below zero. If the Demise's Current Body Condition has been reduced to 2, for example, and Power punched him for 3 RAPs of damage, the Demise's Current Body Condition would only drop to zero, and he would fall unconscious.

Killing Combat, on the other hand, can reduce a Character's Current Condition to negative values. Once a Current Condition reaches a negative value that is greater than his original Resistance Attribute for that category, he is dead. Frenzy, for example, killed her psychotic brother Ripper by reducing his Current Body Condition down to -6.

Any time one of a Character's Current Conditions has been reduced below zero, he is badly wounded and slowly dying. The Current Condition in question will lose an additional 1 AP for every 8 APs of time (15 minutes) that elapses in game time until the Condition has been raised back up to 0 or better by Desperation Recovery, or through use of the Medicine Skill. If the Character has the Stabilization Advantage, he does not suffer from this constant AP loss effect.

Ninety-nine percent of all combat in the **Blood of Heroes RPG** is Bashing Combat. Most heroes simply do not kill, and very few villains are willing to escalate a battle into a killing situation. **Chapter Nine** will explain how Hero Points are given to each participating hero at the end of any adventure as a reward. Heroes that willingly engage in Killing Combat during the adventure automatically forfeit this reward and receive no Hero Points at all, which can be a pretty steep penalty. A hero that responds with Killing Combat only after being attacked in Killing Combat, however, loses only one-half of the Hero Points he would have earned for participating in the adventure (round fractions down). Villains and Anti-heroes have fewer restrictions, but these too are covered in **Chapter Nine**.

There is one other important rule concerning Killing Combat. Many forms of damage caused by the environment are automatically considered Killing Combat.These include: Knockback Damage (being knocked into walls and such), damage from falling great heights, damage from natural fires (not a Character's fire-based Powers) and damage from remaining under water for too long.The rules for each individual situation will always specify when an attack automatically does Killing damage.

Last Ditch Defense

Whenever a Character takes damage, whether Killing damage or Bashing damage, the Player may immediately spend Hero Points to reduce the amount of damage sustained. Each Hero Point spent takes away one RAP of damage, but a Player may never spend more Hero Points on Last Ditch Defense than the basic value of the Resistance Attribute against the type of damage just sustained. For example, Anarchy Man (6 Body, 7 Mind, 9 Spirit) can spend up to 6 Hero Points for Last Ditch Defense against Physical damage, up to 7 Hero Points for Last Ditch Defense against Mental damage, and up to 9 Hero Points for Last Ditch Defense against Mystical damage.

The decision of whether or not to use Last Ditch Defense must be made at the instant the damage is taken, and

only damage that was just sustained can be spent away. If Shadow Master takes 5 RAPs of Physical damage, for example, he could immediately spend 5 Hero Points to negate the damage, but he cannot spend more than 5 Hero Points in order to negate damage that he might have taken earlier. This also means that unless he chooses to spend the 5 Hero Points at the instant he takes the damage, he cannot go back and remove it later with Last Ditch Defense; it must be Recovered.

Here is a detailed example of damage and how it works. Chameleon has a Body of 5, so Michelle begins a battle by recording a Current Body Condition of 5. Chameleon is hit for 3 RAPs of Physical damage, but Michelle spends 3 Hero Points on Last Ditch Defense, so Chameleon takes no damage and her Current Body Condition does not change. Next phase, she is hit again for 8 RAPs of damage, and Michelle decides to use Last Ditch Defense again. Chameleon is only able to spend 5 Hero Points on Physical damage, since her Body is only 5, so Chameleon keeps 3 RAPs of damage despite the Last Ditch Defense. Her Current Body Condition is now 2 (5-3=2). In the next phase, Chameleon is struck for 12 RAPs of damage. Since Michelle cannot spend enough Hero Points on Last Ditch Defense to avoid being driven unconscious, she decides to forget about Last Ditch Defense altogether. Chameleon's Current Body Condition is now zero and she is unconscious.

Since her attacker did not announce that he was entering Killing Combat, the last attack could not drive Chameleon's Current Condition below zero. Since he is a ruthless fiend, the attacker decides to attack Chameleon again, even though she is unconscious. This time he announces that he is entering Killing Combat, striking for 7 RAPs of damage. Michelle uses Last Ditch Defense to remove 5 of these RAPs, leaving Chameleon's Current Body Condition at -2. Chameleon is now slowly dying and her Current Body Condition will fall another 1 AP every 15 minutes (8 APs of time) until it reaches -6 (one more than his Body Attribute), at which point Chameleon will be pushing up the daisies. Hopefully, someone will come to her aid in time.

Note that Chameleon cannot avoid taking further damage from her wound by using Last Ditch Defense after combat is over. The "slow death" damage from Killing Combat wounds is automatic. Notice too, that Chameleon did not have to be conscious for Michelle to use Last Ditch Defense against further attacks.

Recovery

Healing damage from attacks is called Recovery. There are two types of Recovery: **Resting Recovery** and **Desperation Recovery**.

Resting Recovery

A Character automatically receives a Resting Recovery Check after a certain amount of time passes since the last time he was damaged. If the Character's Current Condition were reduced by a Bashing Combat attack, he would receive a Resting Recovery Check one hour (10 APs of time) after the last time he took damage. If the Character's Current Condition was reduced by a Killing Combat attack (even if the Current Condition was not reduced below zero), he receives a Resting Recovery Check twenty-four hours (15 APs of time) after the last time he took damage.

Characters Recover each one of their Current Conditions separately. Suppose, for example, that the White Eagle's Current Body Condition is 1, his Current Mind Condition is 0, and his Current Spirit Condition is -1.His Current Body and Mind Conditions were attacked in Bashing Combat, while his Current Spirit Condition was reduced by Killing Combat (that must have been a rough battle). One hour after he last took the Physical and Mental Bashing damage, he gets to make Resting Recovery Checks to boost up his Current Body and Mind Conditions. Twenty-four hours after he last took Mystical Killing damage, he may make a Resting Recovery Check to improve his Current Spirit Condition.

Resting Recovery is always performed after the appropriate amount of time has passed since the last time damage was sustained. If Jay Bolt takes 3 RAPs of Physical damage and then receives another RAP of damage to his Body 55 minutes later, he must now wait another full hour before he may make a Resting Recovery Check to increase his Current Body Condition.

If, after making a Recovery Check, a Character is not fully "healed," he must wait the appropriate amount of time (one hour or twenty-four hours, depending upon the type of damage sustained) all over again before he may make another Resting Recovery Check.

Optional Rule: Removing Bashing Combat

Optionally, the Gamemaster may select to do away with having to choose between Bashing and Killing Combat with each Attack. A Player simply chooses how hard he wishes his Character to hit an opponent (up to the maximum EV for that Power or Attribute). The damage is calculated as though it were always Killing Combat.

Using this system, it is much more likely for a Character to accidentally seriously injure or even kill another Character. As a result, Characters (especially strong and powerful ones) may have to reign in their full force attacks until they learn how tough their opponent is.

Removing Bashing Combat makes it much more dangerous to attempt to knock a Character unconscious, as most unconscious Characters will be suffering from Killing damage. Generally only a Power that is especially designed to incapacitate is the only easy way to render an opponent unconscious. Players must learn through game play how many APs with which to use for an attack. The rules for Removing Bashing Combat are summarized below:

- Players must determine how many APs to use as EV before the attack.
- Ranged and Explosive Weaponry (guns, arrows, missiles, bombs, etc.) must always use maximum EV.
- To make an Offensive Power (Energy Blast, Poison Touch, etc.) cause Bashing Damage, it must have the Non-Lethal Limitation (see Limitations). Non-Lethal Powers can only cause Bashing Damage and may never be used for Killing Combat.
- A PC receives a Hero Point reward penalty only if he reduces a target Character below 0 Body.

Example: R.A.V.A.G.E. runs across two thieves attempting to break into a store. R.A.V.A.G.E. decides to subdue one thief (2 Body) with an Energy Blast. R.A.V.A.G.E. fires his full 15 APs of Energy Blast at the thief, and receives 12 RAPs. The thief is vaporized... oops.

During the next phase, R.A.V.A.G.E.(14 Str) punches at the other, tougher (5 Body) thief. Not wanting to crush the thief by using full force, R.A.V.A.G.E. attacks with 8 APs as his EV. The attack causes 3 RAPs of damage, injuring the tough thief.

The third phase, the tough thief makes a break for it, so R.A.V.A.G.E. backhands him again, hoping to incapacitate the thief. R.A.V.A.G.E. use 12 APs of Str and receives 7 RAPs, hitting him a little too hard. The thief's Current Body is negative 4, and he is severely injured and dying.

Incidentally, a Character may only Recover if he has actually taken some sort of damage. A Character can never increase his Current Conditions above their starting value.

Desperation Recovery

Ever notice how heroes are always able to regain consciousness in the nick of time when their lives are on the line? How many times has an unconscious hero been placed in a life-threatening situation, only to wake up just in time to save himself?

This is called Desperation Recovery. At the end of any phase of combat, each Player Character has the option of making a Desperation Recovery Check. Non-Player Characters never use Desperation Recovery, although PCs may spend Hero Points to allow NPCs to Recover, as described later.

In order to make a Desperation Recovery Check, the PC must pay a fee of 15 Hero Points. These Hero Points may be paid by the Character who wants to Recover, or they may be paid by another Character as long as the Character who is paying is touching the Character who wants to Recover. The Character who is paying knows that the Character who wants to Recover is in trouble, and the Player whose Character is paying wants to spend the Hero Points. Getting a PC to pay for the Desperation Recovery Check in this manner is the only way a NPC could ever use Desperation Recovery.

If a Character's Current Condition is less than zero, a Desperation Recovery Check only costs (whoever is paying) 1 Hero Point; but Desperation Recovery Rolls under these circumstances may only increase the Current Condition to 0, no higher. The Character may not make any further Desperation Recovery Checks for that Attribute (Body, Mind, or Spirit) until he has made at least one Resting Recovery Check; that is, until one hour has passed. Once a Character's Current Condition is raised to a number at or above zero, he no longer continues to lose Current Condition APs due to a Killing attack.

If a Character is entitled to Desperation Recovery, the Player may make a Recovery Check as described in the following section. Any RAPs from this roll are immediately added to the Character's Current Condition. Each Desperation Recovery Check must be paid for separately: if Bob wants to Recover both his Character's Current Body Condition and Mind Condition, for example, it would cost Bob 30 Hero Points.

Medical Treatment

Another way that damage can be Recovered is through the application of medical treatment.This is covered under the Medicine Skill entry on page 113. Using the Medicine Skill is often the only way to save the life of someone who is dying because one of his Current Conditions has been reduced to below 0. Using the Medicine Skill can restore Body, Mind, and Spirit damage.

How To Roll Recovery Checks

Recovery is a Dice Action. To make a Recovery Check, a Player makes an Action Check using the appropriate Resistance Attribute (Body for Physical damage, Mind for Mental damage, and Spirit for Mystical damage) as both the AV and EV. If the Current Condition is zero or above, the OV and RV of the Action Check is zero. If the Current Condition is below zero, the OV and RV of the Action Check is equal to the amount that the Current Condition is below zero. If the Anarchy Man's Current Body Condition was at -2, for example, the OV/RV of his Recovery Check would be 2/2.

As an example, let us say that Anarchy Man's Current Body Condition is 0.One hour after he last took Physical damage, he gets to make a Resting Recovery Roll.The AV/EV of this roll is 6/6 (Anarchy Man's Body); the OV/RV is 0/0.The Player rolls an 11, and Anarchy Man receives 7 RAPs, thus restoring his Current Body Condition to 6. He cannot restore all 7 RAPs, since he can never heal any of his Current Conditions beyond their starting points.

Damage to Powers and Attributes

If a Player attempts to Push a Power or Attribute and fails, the Power or Attribute "burns out" and is instantly reduced to 0 APs. Powers and Attributes that have been reduced in this way are Recovered just like Current Conditions. One hour after the Power or Attribute burns out, the Player may make a Resting Recovery Check, using the APs of the Power as the AV/EV against an OV/RV of 0/0. Any positive RAPs are restored to the AP level of the Power or Attribute being Recovered.

Similarly, certain rules and Powers call for "damage" to Powers and/or Attributes. If, for example, Mindhammer's Flight Power takes 5 RAPs of damage, it is temporarily reduced by 5 APs (to a minimum of zero). Powers and Attributes that have been damaged like this are Recovered as though they were Current Conditions. Note, however, that in the case of Powers and Attributes, any damage that is sustained is actually subtracted from the APs of the Power or the appropriate Attribute until Recovered.In other words, if Demise's Lightning Power of 13 APs takes 3 RAPs of damage, he will only have an 10 AP Lightning Power until he Recovers the damage.

Using Desperation Recovery on Powers or Attributes costs 25 Hero Points instead of the usual 15. Under no circumstances can APs of a Power or Attribute ever be reduced to less than zero.

Knockback

Powerful blows thrown by strong super-heroes and villains tend to send their targets reeling backward away from the attacker. This phenomenon is called Knockback.

Every attack that does Physical damage has the potential to knock its target backwards. The distance (in APs) that the target is Knocked Back by an attack is equal to the number of Column Shifts that the attacker rolled on the Action Table while resolving the attack, minus the target's weight in APs (most human Characters weigh 2 APs). If Shadow Master needed a 9 to strike Pilfer, for example, and he rolled a 15, he would receive 3 column Shifts, so Pilfer would be Knocked Back 1 AP of distance (about 20 feet).

The maximum distance that a target may be Knocked Back by an attack equals the Effect Value of the attack minus the target's weight in APs. Most human Characters weigh 2 APs. This means, for example, that Empath (Str of 3) could never Knock Pilfer Back more than 1 APs of distance in hand-to-hand combat, while Kline could never Knock a thug Back more than 19 APs of distance (Kline's Str of 21 - the thug's weight of 2=19 APs of distance). Even if the attacker is using his Martial Artist Subskill of Battery in place of his Str as the EV, the maximum KnockBack is still based on his Str. (Shadow Master cannot Knock Back a thug 300 feet, regardless of the Column Shifts!) Anyone who rolls a number of Column Shifts that would give him greater than the maximum amount of Knockback for that target gives the maximum amount instead. If Empath rolled up 5 Column Shifts against Pilfer, she would still only knock the tricky psychopath back 1 AP.

Knockback Damage

When a target is Knocked Back, it travels the appropriate distance in a straight line away from the attacker. If the target's path sends it reeling into an obstacle or another Character,

both the target and the obstacle (or Character) immediately receive a Physical Attack with an AV/EV equal to the distance that the target was Knocked Back.Any Character or obstacle attacked in this fashion, including the original target, defends with an OV/RV equal to its Body/Body. Hero Points may be spent to increase the OV/RV if a Character is involved, but the AV/EV of the Knockback cannot be increased with Hero Points, nor may Hero Points be used to add to the OV/RV of an inanimate object. Characters take normal Physical damage from such attacks, while obstacles may break, as described in the last chapter. If the target does not strike an obstacle, he takes no additional damage from being Knocked Back, unless the Knockback pushes the Character off a cliff or into a volcano or something.

Knockback damage is automatically considered Killing Combat. How heroes can "pull their punch" to avoid accidentally killing their opponents with Knockback is described later in this chapter.

Example: Suppose Power hits a villain (6 Body) and knocks the brute back 7 APs (about 400 yards) into a brick wall (7 Body). Both the villain and the wall instantly undergo Physical Attacks with an AV/EV of 7/7 (the distance the target was Knocked Back).The villain defends against the Knockback damage with an OV/RV of 6/6 (his Body/Body). Any RAPs from this Action Check are Physical Killing damage. The wall defends with an OV/RV of 7/7 (its Body/Body). If the attack receives one or more RAPs on the wall, the wall sustains that much damage, and the villain flies through the wall and continues along his path. If the attack on the wall receives 7 or more RAPs, the villain completely destroys the wall as he comes through. If the attack on the wall receives no positive RAPs, the target simply slams into the wall and comes to a stop.

Bashing Knockback

Optionally, Knockback damage should not automatically be deemed Killing Combat damage. When being hit by an oil tanker wielded by a super-hero can be Bashing damage, getting slammed against a wall may as well be. The Gamemaster may rule that Knockback will only become Killing damage if the target is hurled into something capable of impaling or cutting, such as a glass window (and then the target might fall down a few "killing damage" stories). Knocking a Character Back into a wall is not considered Killing Combat, unless there is a large, jagged piece of metal protruding from (or right behind in case he gets knocked through) it. As always, the GM should make the final decision on a ruling.

Combat Maneuvers

So far, all of the combat rules have assumed that the attacker was making a simple, straightforward attack. However, in any combat heroes and villains tend to employ a number of unusual or extraordinary combat maneuvers. Certain maneuvers are limited only to Characters who have the Techniques Subskill of Martial Artist, as specified in their descriptions. Combat maneuvers are listed in three sections, Initiative, Offensive, and Defensive.

Initiative Combat Maneuvers

Two special Initiative Maneuvers are available to the one Character who has the highest final Initiative Score during each phase of combat.The Initiative winner may choose to use one of these two maneuvers or neither of them but never both at the same time. Both of the maneuvers require the use of an Automatic Action and can be used in conjunction with any of the Offensive and Defensive combat maneuvers.

A. Pressing the Attack

If the Initiative winner chooses to Press The Attack, any targets that he attacks during the phase have their Opposing Values decreased by -1 Column Shift, but the Initiative winner also has his OV decreased by -1 Column Shift against any attacks that are directed at him.

Pressing The Attack can be used in conjunction with any sort of Attack (Physical, Mental, or Mystical), or any special attack maneuver.

B. Laying Back

Laying Back is the opposite of Pressing The Attack.The Initiative winner has his OV increased by +1 Column Shift against all attacks made against him during the phase, but any targets that he attacks have their OVs increased by +1 Column Shift as well.

A Character with the Techniques Subskill of Martial Artist who performs the Laying Back maneuver does not suffer the +1 Column Shift to OV penalty on any hand-to-hand attacks that he makes during the phase.

Laying Back can also be used in conjunction with any sort of attack or defensive combat maneuver (including those limited to Characters with the Martial Artist Techniques Subskill if he has that Subskill).

Offensive Combat Maneuvers

Every time a Character makes any kind of attack, he has the option of employing any one of the following combat maneuvers. Some maneuvers are limited to certain types of attacks, as explained in their descriptions. There are also certain maneuvers only available to those Characters with the Martial Artist Techniques Subskill (though some may be used Unskilled as specified in their descriptions). The Player must declare which combat maneuvers his Character is using, if any, at the time he declares actions for the phase.

A. Concentrated Attack

This combat maneuver is only available to those Characters with the Techniques Subskill of Martial Artist and may not be attempted Unskilled.

To perform a ***Concentrated Attack***, the Martial Artist must declare a specific target during Step 3 of the Combat phase and forfeit his Dice Action for that phase, taking the time to study his chosen target for weaknesses.

The Martial Artist may still defend during his Dice Action forfeit phases and may still use his Blocking and Defense Subskills (but Dodging takes a Dice Action).

For each consecutive phase that he forfeits his Dice Action to concentrate on the target, the Martial Artist Character receives a cumulative -1 Column Shift to his OV for his next hand-to-hand attack against that target. The maximum number of Column Shifts that may be accumulated equals the Character's APs of Martial Artist. The Assault or Battery Subskill of Martial Artist and any other hand-to-hand offensive combat maneuver may be used in conjunction with the eventual Concentrated Attack.

B. Counterstrike

This combat maneuver is only available to those Characters with the Techniques Subskill of Martial Artist and may not be attempted Unskilled.

A ***Counterstrike*** is used to turn the strength of the attacker against him. When attacked in hand-to-hand combat, the Martial Artist may elect to wait for his opponent to act before he does (effectively holding his Initiative if his was higher than his opponent's, otherwise he must wait until his own action). He may not use the Blocking or Defense Subskills of Martial Artist, but he may use the Laying Back initiative combat maneuver.

After his opponent successfully or unsuccessfully attacks, the Martial Artist can immediately (even if it is not his action, he shifts his Dice Action forward) counter-attack, receiving a bonus of -1 Column Shift to his opponent's OV for every negative OV Column Shift his opponent used against him.

A counterstrike may be combined with any other offensive combat maneuver (including an Offensive Throwing Maneuver below), and the Martial Artist may use the Assault or Battery Subskill in the attack.

C. Charging Attack

A ***Charging Attack*** is an attempt to run, fly, or leap into an opponent in order to use the velocity of the move to cause additional damage.

In order to make a Charging Attack, the attacking Character must move at least 1 AP and end his movement with a hand-to-hand attack upon the opponent, thus expending both an Automatic Action and a Dice Action.The AV of a Charging Attack is equal to the attacker's Dex; the EV is equal to the attacker's APs of movement or movement Power. The OV/RV is the defender's Dex/Body, as usual.

The problem with Charging Attacks is that they can be just as dangerous to the attacker as they are to the defender, since the attacker is using his own body as a weapon. An attacker making a Charging Attack has a chance of taking damage along with the defender. After resolving the Charging Attack upon the defender, look directly to the Result Table, using the EV of the Charge as an EV, and the attacker's Body as an RV to find the amount of damage sustained by the attacker. The attacker may spend Hero Points to increase his RV against the Charging damage or to remove damage through Last Ditch Defense. The attacker's RV against a Charging Attack never suffers any Column Shifts due to Critical Blows, Devastating Attacks, or good dice rolling.The attacker only takes damage from a Charging Attack if the attack actually hit its target (i.e. the attacker rolled his Success Number on the Action Table), although the attack need not have actually damaged the target to damage the attacker. Charging Attacks can also be used to damage inanimate objects.

Example: Suppose that while flying through Washington, D.C., Mindhammer spots an escaping villain and decides to make a Charging Attack. During his turn in the phase, Mindhammer dives out of the air and flies straight into the fleeing villain. First, the Player would resolve the Charging Attack against the villain. Mindhammer's AV is his Dex and his EV is his APs of Flight.The villain's OV is his Dex and the RV is his Body. Suppose that Mindhammer rolled high enough to receive two additional Column Shifts to the villain's RV, and the attack inflicted enough damage to knock the villain unconscious. The Player would now check to see if Mindhammer himself took damage by looking directly to the Result Table. The EV is equal to the EV of the Charging Attack (Mindhammer's APs of Flight), and the RV is Mindhammer's Body. Mindhammer's RV does not suffer the additional +2 Column Shifts for his good dice roll.The RAPs found on the Result Table equal the amount of damage Mindhammer takes from his own Charging Attack.

D. Critical Blow

A ***Critical Blow*** is an attempt to direct an attack at a weak point in the target's defenses. Critical Blows are harder to connect with; but when they do connect, they do a lot more damage.

In hand-to-hand combat, a Critical Blow can also be used to represent kicks, elbows, haymakers, or any other attack that has a significantly smaller chance for success but a higher damage potential.

Whenever a Player declares that his Character is attempting a Critical Blow, his adversary receives +2 Column Shifts to the Opposing Value. For example, a Character with a 7 Dex defends against Critical Blows in the 11 to 12 Column. If the attack succeeds, however, the defender receives -3 Column Shifts to his Resistance Value. For instance, a Character with a Body of 8 defends against Critical Blows in the 1 to 2 Column. These Column Shifts to the defender's RV are in addition to any received on the Action Table but are not counted when figuring the Knockback caused by the attack.

Critical Blows can be used in conjunction with any sort of attack.

E. Devastating Attack

A ***Devastating Attack*** is an all-out attempt to overwhelm the target's defenses. Essentially, the Devastating Attack is a more powerful version of the Critical Blow.

Devastating Attacks increase the target's OV by +4 Column Shifts but decrease his RV by -6 Column Shifts, in addition to any earned on the Action Table. The Column Shifts to the opponent's RV do not affect the amount of Knockback caused by the attack.

Devastating Attacks can be used in conjunction with any sort of attack.

Note: Critical Blows and Devastating Attacks are essentially the same as "Going For Broke," described in Chapter Three. The normal Going For Broke rules cannot be employed in combat; an attacker must choose to make a Critical Blow or Devastating Attack instead.This means that the more powerful +6/-9 and +8/-12 versions of Going For Broke may never be used in combat.

F. Disarm

The **Disarm** maneuver is similar in every way to a Take Away (see below), except that it only attempts to knock the item out of the target's possession rather than get possession of it. This maneuver may be done with any attack which causes Knockback; the AV/EV is determined as a normal Physical Attack, while the OV/RV is determined by the target's Dex/Str unless an appropriate Power or Skill is substituted (such as Superspeed, Martial Artist, or Weaponry). A +2 Column Shift penalty to the OV is applied. Any RAPs achieved indicate that the item was knocked away. The item ends up a distance from the target in APs equal to the number of Column Shifts rolled, 0 APs (10 feet) minimum, EV of the attack maximum.

A gadgets APs of miniaturization work against a Disarm attempt.

Penalizing Critical Blows and Devastating Attacks

Because of the enormous damage that a Critical Blow or Devastating Attack can cause, the Gamemaster may opt to penalize the attacker, who is most likely leaving himself open to assault by concentrating on attacking, for the rest of the phase.

As an optional rule, an attacker using a Critical Blow or Devastating attack may be penalized on the next single attack against him by suffering a negative Column Shift penalty to his OV equal to the OV Column Shift penalty of the combat maneuver used. A Character using a Critical Blow receives a -2 Column Shift penalty to his own OV, and a Devastating Attack causes a -4 Column Shift penalty.

The penalty to the attacker takes effect after he has attacked his target and lasts until the end of the current phase or until after someone attacks him. Logically, if he is the last Character to act in the phase, the penalty has no effect.

Gamemasters contemplating using this optional rule should keep in mind that these combat maneuvers are already internally penalized due to the target's Column Shift Bonus to his OV.

G. Flailing Attacks

A ***Flailing Attack*** is the opposite of a Critical Blow. It is a slow, deliberate attack that places a higher premium on striking the target than upon inflicting damage.

The defender's OV against a Flailing Attack is decreased +2 Column Shifts, while his RV is increased by three Column Shifts. In hand-to-hand combat, a Flailing Attack might represent a feint or a flurry of quick, less powerful blows.

The Flailing Attack may be used with any sort of attack and can be employed in conjunction with Grappling Attacks, Multi-Attacks, and Team Attacks.

H. Grappling Attack

A ***Grappling Attack*** is an attempt to grab another Character and restrict his movements. Slow, strong Characters often prefer Grappling Attacks because they can be used to keep a quicker but weaker opponent in one place where he can be pounded into jelly. Grappling Attacks can only be made in close hand-to-hand combat. It is impossible to grab someone with a gun or an Energy Blast, but if the attacker has an appropriate Power, like Stretching for instance, he may make long distance Grappling Attacks.

Stretching and Extra Limb Powers also grant extra bonuses during a Grappling Attack as detailed under their individual Power descriptions in **Chapter Two**.

An attempt to Grapple another Character is resolved as a normal Physical Attack (Dex/Str as AV/EV, Dex/Body as OV/RV). If this attack earns one or more RAPs, the target and the attacker become Grappled, and the defender takes damage as usual.The effects of a successful Grapple are as follows:

1. Until the Grapple is broken, both the attacker and defender can Physically Attack only each other. Mental and Mystical Attacks may still be made upon any target in range, including the Character with whom the attacker is Grappled.

2. If a target that becomes Grappled has not yet acted during a phase and has earlier declared that he would be performing an action which is now illegal, he does not get to act in the phase at all.

3. Neither the attacker nor the defender can use any Power that does Physical damage to attack his opponent, unless the Power has a range of Touch.

4. Grappled Characters use their Str as their AV and OV, as well as for their EV, while engaging in hand-to-hand combat.

5. Unless a Grappled Character has APs of movement that are greater than the Str of the Character with whom he is Grappled, he cannot move. If the APs of movement are greater, he can move a distance equal to his movement APs minus the Str of his opponent. A Character with 8 APs of Flight that is Grappled by an opponent with a Str of 7, for instance, could only fly 1 AP of distance per phase.

Anyone who moves while Grappled takes his opponent with him, and the two Characters remain Grappled.

6. A Character who attacks a target with whom he is Grappled never causes any Knockback, despite any Column Shifts received.

All of the above effects are suffered by both the Grappled Character and the Character who made the Grappling Attack until the Grapple is broken.

Breaking a Grapple

Attempting to break a Grapple is a Dice Action; and the intention to do so must be declared by either of the Grappled combatants during Step 3 of the combat phase. An attempt to break a Grapple uses the breaker's Str/Str as the AV/EV and his opponent's Str/Str as the OV/RV. If the Action Check earns one or more RAPs, the Grapple is broken and both Characters may begin to move and fight normally. An attempt to break a Grapple never causes any damage to the opponent.

A Grapple is also broken at the end of any phase when all of the involved parties agree to stop Grappling, or if either of the Grapplers falls unconscious.

Attacking Grapplers

When using a ranged attack to hit a target who is currently grappled by another Character, if the roll to hit the first Character fails but is within 2 points of the target number, the second Character is hit by the ranged attack. If the OV of the second Character is less than the OV of the originally targeted Character, the number of points is 3 instead of 2. RV depends upon the target that was hit.

Example: Ripper (OV vs. ranged attacks: 12) is grappling Knight (OV vs. ranged attacks: 15). Reflection shoots at Ripper with a 10 AP Energy Blast. He needs a 13 or higher to hit. If he rolls an 11 or 12, he hits Knight instead. If Reflection shot at Knight, he would need an 18 to hit. If he rolls a 15, 16, or 17, he hits Ripper.

I. Multi-Attack

A ***Multi-Attack*** is an attempt to attack more than one target in the same phase. Multi-Attacks are obviously more difficult to perform than attacks upon a single target.

A Multi-Attack is resolved with one Dice Action.The OV of the attack is the highest OV among the defenders, while the RV of the attack is the highest RV among the defenders. In addition, the OV and RV are each increased by a number of Columns, as summarized on the Multi-Attack Table.

# of Characters Attacked	Opposing Value Column Shifts	Resistance Value Column Shifts
2	+1	+1
3-4	+2	+2
5-8	+3	+3
9-15	+4	+4
16-30	+5	+5
31-60	+6	+6
61-125	+7	+7

Any RAPs earned by a Multi-Attack are suffered by all of the targets.

In hand-to-hand combat, a Character may only Multi-Attack a number of opponents equal to his APs of movement (or APs of Assault Subskill of Martial Artist) and only if the attacker has enough movement to move into striking distance of each of the targets. The only restriction upon using Multi-Attacks with Powers is that all of the targets must be within the user's Range.

Multi-Attacks can be used with any type of attack. Multi-Attacks can also be combined with other forms of special attacks such as Grappling Attacks, Devastating Attacks, Team Attacks, or Critical Blows. In this case all Column Shift bonuses and penalties are cumulative.

Example: Dominator wants to use his Control Power on a group of 8 thugs, each with an Int/Mind of 2/3.The OV of the attempt is 2 (the highest OV among the thugs), and the RV is 3 (the highest RV among the thugs).The OV and RV are then each increased three Columns because Dominator is attacking 8 targets. If just one single thug with a higher Int or Mind were present, the OV and RV would both use this single thug's higher values.

The Multi-Attack rules can be used to simulate the use of more than one Power at a time in a phase against one or more foes. Select the higher AV and EV of the Powers and add 1 AP to the EV for each Power used past the first two. For each Power used past the first, count it as an additional Character attacked for the purposes of determining the OV penalty. The RV penalty is based on the number of separate targets. For example, a Character (Dex: 8. Str: 4) uses his 5 AP Laser Beam Power , 7 AP Lightning Power, and punches a single foe. The AV of this attack is 8 (Dex APs). and the EV is 8 (Lightning APs + 1). Though he is attacking a single target, because he is using 2 additional Powers we use the 3-4 column to determine his OV penalty.

If the attacks are against two or more separate types (Physical, Mental, or Mystical) on the same target, use the highest RV value and base the RV penalty against the number of types attacked. For example, a Character using both Lightning (Physical) and Magic Blast (Mystical) against a single foe has an RV penalty of +1 Column Shift. A Character using a Mental Attack and a Physical Attack on one target and a Mystical Attack and a Physical Attack on a second target is attacking 4 targets for purposes of determing the RV penalty. Any RAPs are applied against each target of the Multi-Attack.

J. Planned Knockback Attack

Instead of aiming a blow or attack at an opponent with the intent to do harm, a Character can focus the blow upon Knocking Back the target.This is called a ***Planned Knockback Attack***.

Planned Knockback Attacks are resolved like normal Dice Actions, except that the RAPs earned equal the amount of distance that the target is Knocked Back instead of the amount of damage the target sustains. The target takes no damage from a Planned Knockback Attack unless he is Knocked Back into a wall or obstacle as described previously under Knockback.The total distance that an attack may Knock Back a target is still limited to the Effect Value of the attack minus the target's weight.

A Planned Knockback Attack may be made in conjunction with any sort of Physical Attack.

K. Pulling A Punch

Pulling A Punch is used by a Character who does not want to accidentally slam his opponent into a wall or off a cliff or into another hero due to Knockback (see Knockback, page 143.) The Player must declare that he is Pulling his Punch during the action declarations of Step 3 of the combat phase.

The defender's RV is increased +1 Column Shift to the right when a Character Pulls A Punch.The Action Check is then resolved normally.

If the Action Check receives any Column Shifts on the attack when a Character is Pulling A Punch, the attacker may decide how many APs the defender is Knocked Back, up to the maximum number of Knockback distance APs possible in that attack.The attacker may even opt not to have the defender be Knocked Back at all.The Column Shifts transferred from the Action Table to the Result Table for the purpose of determining RAPs are not changed.

"Pulling A Punch" may be used with any sort of attack; even those in which no actual "punch" is thrown, such as an Energy Blast or a machine gun.

L. Ramming

Falling or smashing into an opponent can be used to damage the target. ***Ramming*** is the exact equivalent of a Charging combat maneuver (see above) in every way, except that the EV equals the attacker's Weight as opposed to his Movement. A Character performing a Ramming attack does not get or need a "running start" and simply uses his weight as EV. Adjust weight (typically 2 APs) for active APs of Density Increase, Growth, and Shrinking accordingly.

M. Submission Hold

This combat maneuver is only available to those Characters with the Techniques Subskill of Martial Artist, and may not be attempted Unskilled.

Submission Holds enable a Martial Artist to immobilize a target through either pain compliance or leverage. AV/EV and OV/RV are determined as though attempting an Offensive Throw (see Throwing Maneuver below). On a successful Action Check, RAPs achieved are subtracted from the opponent's Dex (and movement) until he breaks the hold.

A Hold is broken by the opponent in one of two ways. He may attempt to break the hold by twisting or muscling out of it. In order to physically break a Hold, the opponent must make a successful Dice Action with AV equal to his Dex, and EV equaling either Str, Body, Will, or APs of Mind Over Matter, whichever is highest. The latter two substitutions simulate ways to ignore the pain and struggle free. The opponent may substitute APS of Assault or Battery Subskill of Martial Artist for AV or EV as appropriate. The OV/RV for this check equals the Holding Character's Str/Str. If any RAPs are achieved, the opponent has struggled free of the Submission Hold.

The attacker may release the hold at any time, needing to only spend an Automatic Action each turn (and the use of an appendage) to maintain the hold. In addition, the attacker may violently disengage the hold by applying the pain to the target, often breaking the target's held appendage. To violently disengage, simply apply the RAPs achieved in the original Submission Hold as Killing Combat damage to the opponent's Body (the Check was already made in the original attack).

Opponents in a Submission Hold may be forced to move where the attacker desires and follow verbal orders (within reason) out of pain-induced compliance. Opponents with the Mind over Matter Power or No Vital Areas Advantage will feel no such compulsion. Any Character may resist this coercion through role-play but risks the attacker's retaliation (a violent disengage).

N. Sweep Attacks

Sweep Attacks are basically a form of Multi-Attack employing physical objects. The object is swung or rolled in an attempt to strike as many Characters as possible. Using an object negates some of the penalties of a regular Multi-Attack.

While Sweep Attacks suffer all of the penalties of a regular Multi-Attack, it moves the defenders'Opposing Value one Column Shift to the left. If the attacker is wielding something like a boulder which is larger than the area the defenders are standing in, the defenders' Resistance Value receives a Column Shift to the left as well.

An object used in a Sweep Attack must be at least 1 AP long. Defenders must be within the length of the object to be struck. If the RAPs of damage are greater than the Body of the object used in the attack, the object is destroyed.

Characters can throw or roll objects in a straight line through the defender's area. Each area must be smaller than the length APs of the object for a Sweep Attack to be made.

Example: Shadow Master attempts a Sweep Attack against 5 Collective members in the Memorial Stadium.The thugs are running across the football field, so Shadow Master rips up a 1 AP long goal post and throws it at them, lengthwise. Unfortunately, only 4 of the thugs are in a straight line so only 4 thugs can be attacked.

The goal post weighs 3 APs. With his Strength of 7, Shadow Master can only throw it 4 APs of distance. The GM determines that only 3 of the four thugs are within this range, so only 3 can be attacked.

Shadow Master's Player rolls the attack as a normal Multi-Attack. Because it is a Multi-Attack against 3 opponents, Shadow Master will suffer a +2 Column Shift to the OV, but because of the Sweep Attack, he may reduce this to only a +1 Column Shift

O. Take Away

A ***Take Away*** is an attempt to grab an object or item away from another Character in combat. Take Aways are most frequently used to deprive an opponent of his weapons or Gadgets.

A Take Away is a normal Dice Action using the attacker's Dex/Str as the AV/EV, and the defender's Dex/Str as the OV/RV. The defender automatically receives a special +2 Column Shift bonus to his OV, and a +1 Column Shift bonus to his RV. If the Take Away attempt earns one or more RAPs, the attacker automatically gains possession of any one item formerly in the possession of the defender. The attacker must specify which item he is trying to Take Away before rolling the dice, if there is more than one possibility. Whether an item can or cannot be Taken Away depends on whether or not it is listed in upper and lower case letters, or in all capitals (see Chapter Seven: Gadgetry). Sage could not Take Away Anarchy Man's ANARCHY SUIT in the middle of combat, for example, but he might be able to Take Away White Eagle's Staff of Spirits.

In order to attempt a Take Away, a Character must obviously be in close hand-to-hand combat position, unless he has an appropriate Power, like Stretching. A Take Away never inflicts any damage upon the defender.

P. Team Attack

A ***Team Attack*** is an attempt to gang up on a single defender in order to overwhelm his defenses. Team Attacks are especially useful for a team of weaker heroes that is going up against a tougher opponent.

Since the defender has more than one adversary ganging up on him, his Opposing Value receives Column Shifts to the left on the Action Table, as described in the following table.

Number of Team Members	Opposing Value Column Shifts
2	-1
3-4	-2
5-8	-3
9+	-4

Each team member in a Team Attack rolls his own Action Check and applies the Column Shifts separately. If desired, each Player may spend his own Hero Points separately.

A single opponent may be Team Grappled (see previous paragraph on Grappling Attacks).

The team member who has the lowest total Initiative Score declares the Team Attack during Step 3 of the phase, and the attack begins on his turn, as if all the team members' Initiative Scores had been reduced to this level.

Example: Shadow Master, Doc, Wraith, and The Husk are attempting a Team Attack against Death. First, check their Initiative ratings, which are 21, 22, 19, and 22, respectively. If no Character is using Hero Points to increase his Initiative, and the rolls are (in the same order) 4, 4, 8, and 10, the Initiative totals for the four Characters would come out 25, 26, 27, and 32.

Shadow Master, whose Initiative total is lowest (25) would declare his action first, and he declares the Team Attack.Death's Initiative total (30) is lower than the Husk's (32). However, when attacks are made during this phase, Death would go first, as The Husk must wait until Shadow Master's turn to participate in the Team Attack. When the heroes attack, Death will suffer a -2 Column Shift penalty to his OV against all four of the heroes' attacks.

Q. Throwing Maneuver

This combat maneuver is only available to those Characters with the Techniques Subskill of Martial Artist, but Offensive Throwing may be attempted Unskilled with a +2 Column Shift penalty to the target's OV and RV. Defensive Throwing may not be attempted Unskilled.

A ***Throw Maneuver*** may either used as either an offensive or defensive tactic, the goal of which is to move an opponent, usually toward the ground, by using his weight against him. The weight of the target opponent cannot be greater than the APs of the Martial Artist's Strength. Throwing is a hand-to-hand attack with AV/EV equal to the Martial Artist's Dex/Str. APs of Assault or Battery Subskill of Martial Artist may be substituted as appropriate.

Offensive Throwing has OV equal to the target's Dex and RV equal to his Str or Body, whichever is higher. If a Throwing Action Check succeeds, the RAPs earned are applied as Knockback to the opponent, the Martial Artist determining the direction of the Throw (including directly into the ground). The maximum APs of distance equal the Martial Artist's APs of Str minus the opponent's weight.

Defensive Throwing has the same restrictions as the Counterstrike Maneuver (above), but neither maneuver may be used in the same phase. After his opponent successfully attacks, do not apply the RAPs, as the Martial Artist may attempt to Throw his opponent. Take the RAPs achieved by the opponent and use this as the OV/RV against the Martial Artist's Throwing attempt. If the roll is not successful, the defending Martial Artist takes the RAPs of damage as normal. If the opponent missed his attack, resolve the attack as an Offensive Throw. RAPs from a successful Defensive Throw are applied as above.

R. Trick Shot

A **Trick Shot** is an attempt to hit a specific part of a target for a particular result. A super-hero using a boomerang to wrap a rope around a fleeing super-villain is a Trick Shot. This type of attack gives the defender +2 Column Shifts to the right for his Opposing Value. RAPs are applied as damage to a defender only if the Trick Shot is an offensive action. Otherwise this action is considered successful if the RAPs are 1 AP or greater.

If a super-hero did not want to hurt the villain with his Trick Shot, for example, he could just entangle the villain with the boomerang rope by earning one or more RAPs on his Trick Shot.

The +2 Column Shift rule may be modified by the GM to reflect the particular circumstances and difficulty of a shot by using the Universal Modifier Table (see page 129).

S. Wrestling

Wrestling is an attempt to Grapple an opponent without initially causing harm. Wrestling is essentially Grappling (see above), the only difference being in the initial maneuver. The attacker still uses Dex/Str as AV/EV, but the opponent will defend with Dex/Str as OV/RV instead of the normal Dex/Body of Grappling. If the attack earns one or more RAPs, the attacker and defender are considered Grappled for all intents and purposes, but the defender will take no damage from this initial attack. In subsequent phases, the two Characters are considered Grappled.

Defensive Combat Maneuvers

Defensive Combat Maneuvers are employed like regular offensive maneuvers: a Player must declare which maneuver he is using during Step 3 of the combat phase. Defensive Maneuvers, however, go into effect immediately after they are declared. Even if a Character has a lower total Initiative Score than his attacker, the Character employing a Defensive Maneuver still gets to use the maneuver to fend off the attack.

Defensive Maneuvers only affect Physical Attacks.

A. Block

A ***Block*** is an attempt by the defender to interpose some object between an incoming blow and his person.If the Block maneuver succeeds, the object takes the damage instead of the defender.

A Block is a Dice Action, and in order to perform a Block, the Character must have some object in his hands or on his person that can be used to Block.The AV and EV of a Block attempt are both equal to the defender's Dex. Any APs of the Blocking Subskill of Martial Artist may be substituted as AV (even against non-hand-to-hand attacks). The OV and RV are both equal to the Acting Value of the incoming attack. If the Block Action Check earns one or more RAPs, the Block succeeds and the attack is then resolved normally, using the defender's Dex as the OV and the Body of the object used to Block as the RV.

Any RAPs caused by the attack are inflicted upon the object's Current Body Condition instead of the defender's. If an object is damaged during a Block attempt (it takes at least 1 RAP of damage), it can no longer be used to Block.However, GMs may wish to suspend this rule if the object being used to Block has been specifically designed for blocking, such as a broadsword or a shield.If an object is destroyed during a Block attempt (it takes RAPs of damage greater than or equal to its Body), the object can no longer be used to Block and the attack carries through and damages the defender anyway. In this case, look to the Result Table, using the EV of the attack as the EV and the defender's Body as the RV, applying all of the Column Shifts earned by the attack in order to determine the RAPs of damage sustained to the Character's Current Body Condition.

If the original Block Action Check fails, the attack is resolved normally and the defender automatically suffers a -2 Column Shift penalty to his OV against it.

A defender may Block more than one attack per phase, but the OV/RV of each subsequent Block attempt is increased by +1 Column Shift.This is one of the few exceptions to the "one Dice Action per phase" rule. Only Physical Attacks may be Blocked.

The OV and RV of a Block attempt are also modified according to the size of the object used to Block, as summarized in the following table:

Approximate Size of Object	OV and RV Column Shifts
Human Hand	+1
Small Shield, large Dictionary	0
Garbage can lid	-1
Desk, small table	-2
Door	-3
Automobile	-4
Semi Truck	-5
House	-6

Example: A thug is shooting at Empath, and R.A.V.A.G.E.decides to Block the incoming bullets with his arm. R.A.V.A.G.E.has a Body of 18 (not to mention the +6 APs verses physical attacks he receives from him Growth Power). His arm is roughly the size of a desk and makes a wonderful shield. The AV/EV of the Block attempt equals R.A.V.A.G.E.'s Dex/Dex (12/12), and the OV and RV are both equal to the thug's Acting Value (in this case, his Weaponry Skill: 4/4). Since R.A.V.A.G.E.'s arms are huge, the Block attempt receives a -2 Column Shift bonus. The Success Number for the Block attempt is 4. R.A.V.A.G.E.rolls an 8 and receives 12 RAPs; he has Blocked successfully. The thug's attack is now resolved normally, using the thug's Weaponry Skill as the AV, the gun's Effect Value as the EV, but R.A.V.A.G.E.'s Dex as the OV and R.A.V.A.G.E.'s Body as the RV.

B. Bracing

As an Automatic Action that takes up a Character's Movement, a Character may state that he is **bracing**. When doing so, his APs of Str are subtracted from the APs of any successful Knockback he receives caused by any Physical Attacks he can see coming.

C. Dodge

A Player who declares a Dodge has his Character's OV against all Physical Attacks increased by +1 Column Shift for that phase. Characters with the Dodging Subskill of Acrobatics may add their APs of Skill to their OV instead of the one Column Shift bonus.

Dodging is an Automatic Action, but a Character may never perform a Dice Action of any sort (except a pre-declared Dupe as below) during a phase in which he Dodges. A Dodging character receives +1 Column Shift bonus to his OV.

D. Dupe

A targeted Character may attempt to trick an opponent into making a mistake when assaulting him. The mistake can be anything from the opponent hitting a comrade or other target instead of the original target, to missing the target and falling off the cliff behind him. To Dupe a target, the Character must have a higher Initiative than his opponent. He must elect to perform a Dodge maneuver against the opponent's attack with a -1 Column Shift penalty to the OV of the maneuver (nullifying the attempt if he does not have the Dodging Subskill of Acrobatics). Finally, he must Dupe the opponent.

Duping is a Dice Action with an AV/EV equal to the Character's Int/Will and OV/RV equal to the opponent's Int/Mind. This action consists of leaving a fake opening, jumping in front of the right area, talking the opponent into misfiring, etc. With the GM's discretion, the Character may substitute APs of appropriate Skills such as Charisma for the Dupe attempt, depending upon what the desired result is going to be. GMs should use the Universal Modifier table to adjust the Dupe roll depending upon how feasible the desired result seems.

If any RAPs are achieved, the Dupe is technically successful, and the desired results will occur during the opponent's action. If the opponent were going to attack the Character, he should resolve the attack. If the attack misses the Character, and the opponent was Duped into hitting a different target, this different target is attacked with the blindsided penalty. Do not re-roll the dice action, and instead use the number rolled against the dodging Character as the roll against the new target.

A Character may parry an incoming Physical Attack with a Physical Attack of his own, even if the attack is against another person. The Character uses the APs of the attacking Power instead of his Dex for OV, with a -1 Column Shift penalty to OV.

E. Parry

Parrying is an Automatic Action, but a Character may not make a Dice Action during any phase in which he parries. This represents deflecting an attack with a well-placed Energy Blast, shooting to deflect an assault with Claws, or using Acid to melt away and block an attack. A parry can represent the classic "My Energy Blast hits your Energy Blast" maneuver.

F. Trying to get Hit

When a Character is attempting to get hit by an attack meant for another, this is resolved using the Block Maneuver. However, in this case the blocking Character uses his own body as a shield and must, therefore, interpose his body between the attacker and target. A normal sized human receives a -2 Column Shift to both his OV and RV. Larger or smaller characters will receive a different Column Shift penalty bonus or penalty respectively. If the Character attempting to get hit fails to use the Block Maneuver, the original target is hit. Any APs of the Blocking Subskill of Martial Artist may be substituted as the AV of this attempt.

Special Combat Situations

A. Blindside

Blindsides are a type of Surprise that can happen during combat when a Character is struck from behind or from a vantage point which he cannot see. The defender must not be aware of the precise location of the attack or attacker for a Blindside to be called. It is up to the GM to rule whether or not an attack is a Blindside.

Sensory Powers such as Full Vision or perhaps a lucky glance in the right direction at the right time could make a Character aware of an attacker's position. If the attack comes from out of sight or beyond the range of the Sensory Power, then the Character is Blindsided.

When a Character is Blindsided, his Opposing Value is shifted -1 Column Shift to the left on the Action Table for all attacks from that attacker until he can locate the source of the attacks (see Perception Checks, page 156).

Ricochet

Throwing a gadget to ricochet, bounce, or wrap it around like a boomerang is an element of the attacker's Weaponry Skill. This causes the gadget to create a surprise bonus, or blindside, by going around a corner. A ricochet will allow the attacker to "periscope" shots if needed, for example to hit a target hiding behind an object. To make a ricochet attack, use the Weaponry Skill (or Dex with appropriate AV penalties) to make a Trick Shot/Multi-Attack. The GM should give a Surprise Bonus, unless this is something the target has come to expect from the attacker.

For each object off which the attack will ricochet, the object is added to the Multi-Attack. If the attacker attempts to ricochet off other Characters, they add to the Multi-Attack penalties. Ricocheting off an inanimate object is fine as long as the Body attribute of the object is no less than one column shift below the EV of the attack, otherwise the attack will be absorbed by the object (a knife will get stuck in a wall). All inanimate objects and Characters used in the ricochet are attacked by the thrown gadget as though it were a Multi-Attack. It is up to the GM's discretion as to what items can ricochet. Obviously a ball, a round shield, or a bullet can ricochet, but a bullet or knife probably won't be able to bounce after it hits its first victim.

B. Conductive Mediums

Some Energy-based attacks are capable of being conducted through an appropriate medium. The most notable of these is electricity or Lightning through metal or water. Another example might include use of the Laser Beam Power or Flame Project through metal or water. If an attack is made by an Energy-based power through a medium capable of conducting that Energy (GM discretion), any Characters in direct contact to that medium are attacked separately by APs of Power as AV and EV (even if it has no AV) with no Group Attack penalty. All Characters in direct contact will receive a +1 Column Shift bonus to OV and a +2 Column Shift bonus to RV. Only the original target will be attacked by the original blast at no defensive bonus.

If the medium is very large or the attacking AVs are very small, the attack will travel a distance equal to the Power's AP value minus the APs of any distance traveled to get to the medium, in the case of a ranged attack. In the case of a No-Range (Touch) Power, this distance and the AV of the attack are equal to the APs of the power, and the Character using the Power will be attacked as well with the above Column Shift bonuses (unless the Character is immune to his own attack).

A conductive attack may destroy the medium through which it must travel. A copper cable can only take so much electricity. If the roll of a conducted attack generates any Column Shifts, these are applied as RAPS of damage against the RV of the conductive medium. If the non-cumulative Column Shifts are greater than the RV of the medium, the medium is effectively destroyed. If attacking just the conductive medium, as opposed to a specific target, then the medium is attacked separately as well as hurting anyone in contact with the medium as above.

Example: Demise shoots a 13 AP Lightning Attack at a long, metal pole (5 Body) that Shadow Master (7 Dex, 6 Body) is holding onto. Attempting to conduct the electricity to Shadow Master has an AV/EV of 13/13, and OV/RV of "9-10"/"9-10" (7/6 + Column Shifts). Demise rolls an 11, gaining +1 Column Shifts and causing 7 RAPs of damage to Shadow Master but not harming the pole. Shadow Master spends 5 Hero Points on Last Ditch Defense to reduce the damage to 2 RAPs..

C. Crushing Damage

What happens when a building or other heavy object falls upon a Character? The Character is initially attacked by an AV/EV equal to Weight/Weight of the object vs. an OV/RV equal to his Dex/Str. If there are any successful RAPs, the Character not only takes them as Physical Damage, but he is trapped as well. For every phase afterwards until he can free himself, the Character will be constantly crushed by the weight of the object suffering a new attack each turn. Treat this similar to a Grapple Break: Str/Str of Character being crushed vs. the Weight/Weight of building's rubble. Any positive RAPs means the Character has successfully gotten out from under the object.

D. Darkness

When a Physical Attack occurs in natural darkness, the attacker must be able to see the defender in order to hit him. In the dark, normal sight can recognize shapes up to 100 yards away (5 APs distance). A full moon will double this range to 6 APs.

Even if seen, the defender receives +2 Opposing Value Column Shifts to the right in natural darkness.

This rule covers only naturally occurring darkness. The darkness that results from the use of the Darkness Power is discussed in **Chapter Two**.

An attacker can compensate for the natural darkness penalties by using an appropriate Power, such as Ultra Vision, Thermal Vision, or Flash.

E. Explosives

Explosives are area effect attacks; they do full damage to everyone in the target area (a circular area with a diameter of 10 feet, or 0 APs) and less damage in the area around the target area. Depending on the Genre Rules being used (see page 219), explosions may be considered Killing Combat.

Each target Character is attacked equally and separately. Each Character can receive RAPs from a successful attack, although the RAPs are still determined by using the Acting and Result Tables.

The effect of an explosion diminishes rapidly as distance from the blast increases. Each AP of distance from the target area reduces the blast's AV/EV by 2 APs. Thus, if a Character is standing 3 APs from the target area of a 10 AP howitzer blast, the AV/EV is reduced by 6 APs to 4/4. A Character who is standing 4 APs away from the same blast would be attacked with an AV/EV of 2/2. If double ones are rolled for the attack, the explosive was a dud.

Explosive attacks are not considered Multi-Attacks, and there are no Column Shift penalties if the explosion affects more than one target. Each individual in the radius of an explosion is attacked separately.

F. Falling

Whenever a Character falls a distance greater than 10 feet (0 APs), he runs the risk of injury. Make an Action Check using the APs of distance that the Character falls multiplied by 2 as the AV/EV and the Character's Body/Body as the OV/RV.

If the distance that the Character is falling is greater than 7 APs, treat it as 7 APs: 14/14 is the highest possible AV/EV of a fall. Falling damage is automatically considered Killing Combat.

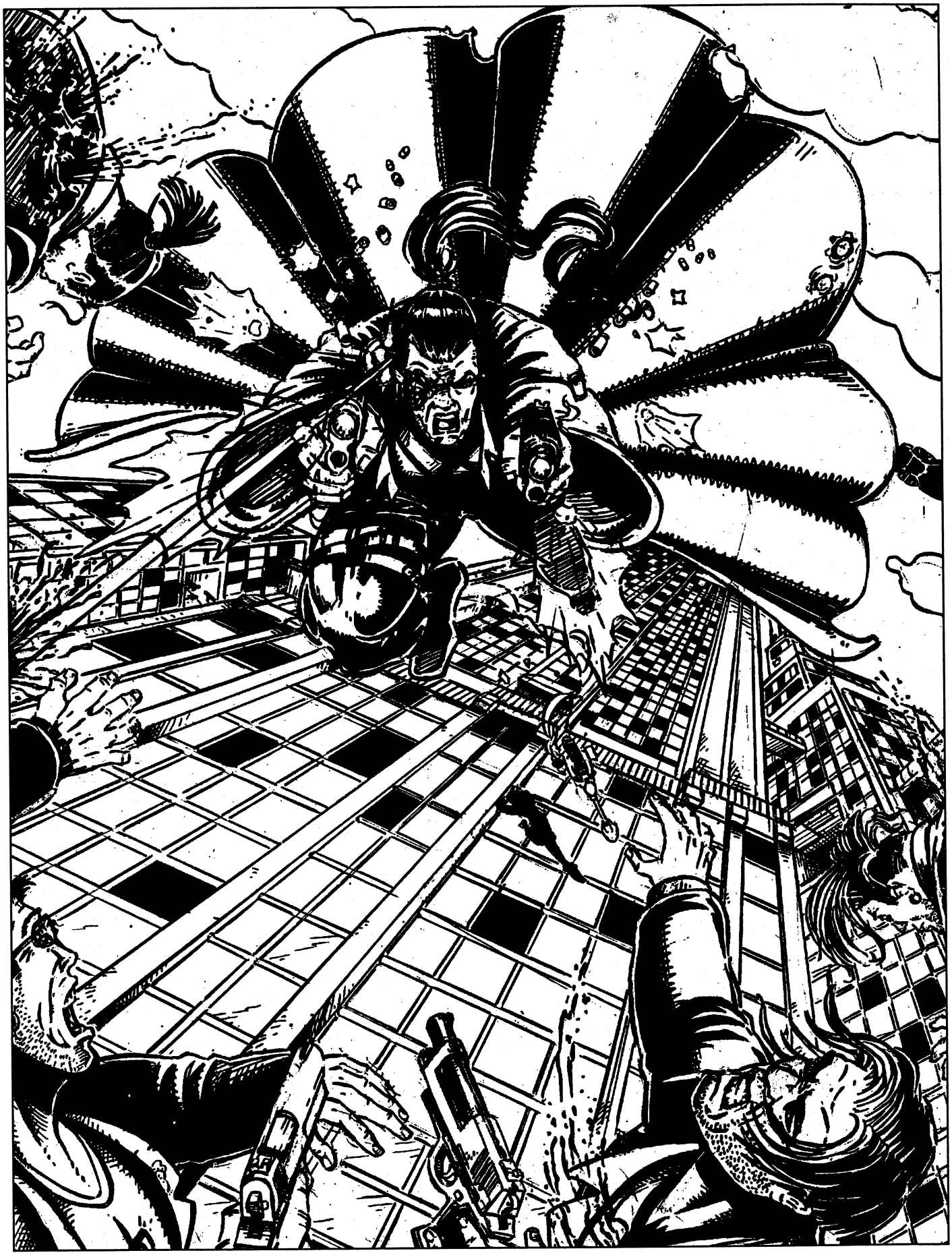
G. Fires, Collisions, and Natural Disasters

Heroes save people from fire and natural disasters all the time. Here are the rules for handling these situations in the **Blood of Heroes RPG**.

Fire is a Physical Attack that is always considered Killing Combat. The AV/EV of a fire can range from 3/3 for a small fire to 8/8 for a raging inferno. When the GM decides to include fire in the gaming environment, he should draw out a map indicating the exact location and AV/EV of the flames. A single fire can be made up of several areas of varying AV/EV. Generally, the AV/EV of an area of flame will increase by 1/1 each phase until it reaches 8. The area covered by the flames will spread at a rate of 0 APs of distance in all directions every phase.

Flames can be "attacked" using water or sand. The AV/EV of such an attack is equal to the volume of water thrown on the flames. The OV/RV is equal to the flames' AV/EV. The RAPs from such an attack are subtracted from the AV/EV of the flames. Once the flames' AV/EV is reduced to 0/0, the fire is extinguished.

Earthquakes have the Earth Control Power rated at between 6 and 25 APs, depending upon the severity of the quake. A typical quake will last from 0-12 APs of time. The effects of an earthquake are lessened as though the quake were an explosion: every AP of distance away from the center of the quake reduces the quake's effects by 2 APs.



Earthquakes can be prevented or halted by an extremely strong Character pushing the earth back into place at the fault. The OV/RV of such an attempt is equal to the quake's APs of Earth Control.

Tornadoes have the Air Control Power rated between 7 and 15 APs. They generally move at a ground speed of 7 APs per phase, randomly shifting directions several times per phase. Everyone that a tornado passes over is automatically Physically attacked.The RAPs from the attack indicate the distance that the target was Knocked Back from the tornado, as well as the RAPs of Physical damage taken. All of the heroes and important Characters within 10 APs of a tornado have a 1 in 10 chance of being attacked by a 7 AP Lightning bolt each phase. The GM should not bother rolling to see if innocent bystanders are struck since heroes usually take the blast for them.

Hurricanes have the Air Control Power rated between 7 and 18 APs. Hurricanes function the same way as tornadoes, except that a hurricane affects everything within a radius equal to its APs of Air Control. It will usually take about twenty minutes to an hour for a hurricane to pass over an area.

Poisonous or Radioactive Gas Leaks have the Fog Power rated between 7 and 25 APs. The cloud's APs of Fog Power also function as the AV/EV of an attack that is made against all living targets that are exposed to the cloud. Skin Armor offers no protection against poisonous or radioactive gas. Knockout Gas Power may also be used, but causes no damage.

H. High-Speed Movement

Collisions: A moving vehicle or object that strikes a target is actually conducting a Charging Attack upon that object (see page 145). Remember that the vehicle will often take damage from a collision as well as the target.

Using Flight (or any movement Power) of 9 APs or more in an atmosphere will produce a sonic boom.This effect is equivalent to the Sonic Beam Power and affects a cylindrical area around the Character's flight path.The APs of Sonic Beam and the radius of the attack are equal to the APs of Flight the Character is using, minus 8.

Also, if movement above 15 APs is used in an atmosphere, severe damage to the moving Character and the environment may result. Each phase 16 or more APs of movement are used; the moving Character (and any Characters and objects he may be carrying) is attacked by AV/EVs equal to the APs of movement Power used. His OV/RVs are his Body/Body. The Sealed Systems Power adds to the OV and RV to resist this damage. Resultant effects on the environment are up to the GM's discretion but should include tidal waves and disturbances in air and weather patterns.

These rules also apply to Characters who have been thrown at tremendous speeds through the atmosphere. Remember that Str - Weight = Throwing Speed.

Note that none of the ill effects listed in the above paragraphs apply to a Character who is using Spirit Travel, Teleportation, Warp or Dimension Travel. Also, a Character using Dispersal subtracts his APs of Power from all of the side effects listed above. (For example, a Character with 3 APs of active Dispersal flying at a speed of 14 APs would cause a sonic boom with a radius and effect of 3 APs). Kinetic Absorption may be used to absorb damage from High Speed Movement.

Escape Velocity

Escape Velocity is 14 APs, but high-speed running comic book Characters who exceed this speed do not normally fly off the edge of the world they are running on. The Characters move perpendicular to the gravity well of Earth as opposed to away from it. Not having a force parallel to the gravity plane helps them stay rooted. Of course, these are simple comic book physics not designed to work in the real world. Depending on the Genre, Gamemasters may choose to send their speeding PCs into orbit.

Invisibility and Afterimages at High Speeds

To become effectively invisible, a Character must be moving at a speed greater than 8 APs and must have enough Dispersal so as to not create a Sonic Boom (though the effects would be the same without Dispersal, a Sonic Boom would give away the Character's position). The APs of Movement are the OV/RV for any Perception checks made against the Character. This allows them to be effectively invisible (or at least really hard to see) by mundane standards, something commonly shown in the comics when speedsters or others fly past citizens at high speeds. This is useful for Superspeed, running, flight, and other movement powers where distance moved is based upon APs of the Power.

Afterimages are used to simulate a Character with Superspeed staying in one place for a microsecond and then moving entirely elsewhere to cause an opponent to believe that the speedster is still in the place he was. An image of the speedster is left behind. Afterimages as described can be created by taking a step back while running. This forward and back motion will create images in front of and behind the speedster, a common trick used by comic book speedsters. Creating Afterimages takes up two Automatic Actions.

To create afterimages, the Character (a speedster) must have the Superspeed Power. Anyone watching him attempt this stunt has to make a Perception Check with OV/RV equal to APs of Superspeed to figure out which image is actually the Character and which is an afterimage. Various sensory powers could be substituted for Int and Will of course, as with turning Invisible. If the Perception Check fails, the opponent(s) have no idea which image is real and the speedster should get a Blindside bonus or equivalent (depending on the situation) in the next phase. The number of afterimages that can be created are equal to APs of Superspeed (or movement) divided by 4 rounded down. For the rest of the combat round, the speedster must drop total Superspeed by 1 AP per afterimage.

Running on Water and Walls

The required speed for running or moving while using water or another liquid as a floor is 12 APs. Any Character with Superspeed or Running of 12 or higher can run on water. A speedster with 14 or more APs of speed can vertically traverse walls at a speed equal to APs of Superspeed (or Running) minus the mass of the Character (typically 2). Characters with negative APs of mass (for example, from Shrinking Power) would not get to move faster than their Superspeed. The distance that a speedster can traverse is equal to Superspeed - APs of Weight. Characters who want to run along ceilings may want to buy Cling with a -1 Factor Cost Power Restriction for "useable only when using Superspeed".

Unless pulling a "loop-de-loop" in a hallway or some other such stunt, a speedster must use 15 or higher APs of Superspeed (or Running) to run upside-down across ceilings. Slower speedsters must purchase and use the Cling Power.

I. Mass Combat Rules

Combat is normally small scale: each Player represents a single Character and there are generally no more than 15 to 20 combatants involved in a single fight. Battles that crop up during war or invasion adventures, however, are sometimes much larger affairs. How does one calculate an entire battalion of super-human troopers going up against a fleet of Voltz Imperium fighter ships? A ***Mass Combat*** between large numbers of troops is known as a field battle. Using the Team Attack and Multi-Attack options, combat values for entire Units of soldiers can be calculated, allowing the GM to treat each Unit as a single Character. To create Unit combat values, we break a few Team Attack/Multi-Attack rules. Begin by simply determining the highest Physical AV, EV, OV and RV of the Unit. Next, check the Multi-Attack modifiers. For each +1 Column Shift, raise the combat values of the AV, EV, OV, and RV of the Unit by +1 Column, to the lowest value in that column. Because adjustments for Multi-Attack and Team Attack have already been calculated into the Unit, the Unit receives no additional modifiers for Multi-Attacking or Team Attacking (unless it Team Attacks in conjunction with other Units). Example: A single soldier has an AV of 6, an OV of 4, an EV 5 and an RV of 5 (all due to armor, weaponry, and skill). 5 soldiers shows +3 Column Shifts on the Multi-Attack chart. A Unit of these 5 soldiers has an AV of 11, and OV of 9, an EV of 11, and an RV of 11. If the Unit size is increased to 30 soldiers, it has an AV of 18, an OV of 15, an EV of 18 and an RV of 18. A 70 soldier Unit has an AV of 22, an OV of 19, an EV of 22, and an RV of 22!

To pit a Tank Company against an Infantry Company, for instance, treat each entire unit as a separate Character: the Tank Company has an AV/EV of 12/25 and an OV/RV of 12/25, while the Infantry Company has an AV/EV of 18/21 and an OV/RV of 18/18.

During a field battle, each Unit must have a Leader (in the above example, the opposing leaders would be the company commanders). A military Unit always acts at the Initiative total of its Leader. Leaders with the Military Science Subskill of Field Command may spend Hero Points to alter their Unit's AV, EV, OV, and RV, just as individual Characters spend Hero Points to alter their own values. The Leader's APs of Field Command is the maximum number of Hero Points he may spend on each combat value during a single phase. Of course, under no circumstances may a Leader ever spend enough Hero Points to increase a value by more than double.

If the Tank company commander above had a Military Science rating of 6 APs, he could spend 18 Hero Points during a phase to raise his AV, EV and RV to 18, 31, and 31 respectively.

Once a Unit absorbs a number of RAPs of damage equal to its RV, that Unit has been defeated and automatically retreats from battle. There is no equivalent of Last Ditch Defense during field battles.

Individual Characters involved in a Unit's battle have a chance of sustaining damage when their Unit is damaged. Whenever a Unit sustains RAPs of damage, all important Characters and NPCs in that Unit are each Physically attacked with an AV/EV equal to the RAPs of damage sustained. Characters attacked in this fashion may spend Hero Points to increase their OV/RV as usual or to invoke Last Ditch Defense. These rules can also be used to resolve a battle between an entire Unit and a single, powerful Character, say Berserker against a Tank Division. In this case, the entire division attacks Berserker at the same time (making what is essentially the world's largest Team Attack), while Berserker must counter-attack the entire Division (making a colossal Multi-Attack). When resolving all these attacks, however, assess no bonuses or penalties; the Team Attack and Multi-Attack Column Shifts have already been calculated into the Tank Division's combat values. For ease of play, use the Unit's RV as its Resistance Value against any attack the powerful Character launches, whether it is Physical, Mental, or Mystical.

Example of Mass Combat: As before, a Tank Company (AV/EV: 12/25, OV/RV: 13/25) is facing off against an Infantry Company (AV/EV: 18/22, OV/RV: 18/18). The Tank commander has a base Initiative rating of 16; the Infantry commander has a base Initiative rating of 9. Both sides roll a 6 on their Initiative rolls, so the Tank commander wins the Initiative.

The Infantry commander declares his actions first, and he announces that his unit will fiercely counterattack if it is attacked by the enemy Tanks. This does not deter the Tank commander in the least, and he declares that his company will indeed fire at the Infantry.

Since he has 6 APs of Field Command Subskill of Military Science, the Tank commander spends 6 Hero Points on his unit's Acting Value, increasing his AV/EV to 18/25. The Infantry OV/RV is 18/18. The Tank commander rolls a 13, receives 1 Column Shift, and inflicts 14 RAPs of damage. Any important Characters within the Infantry Company are now Physically attacked with an AV/EV of 14/14.

During his turn, the Infantry commander counterattacks. He decides to spend no Hero Points to alter his combat values. The AV/EV is 18/22, and the Tank OV/RV is 12/25. The commander rolls a 13, receives 2 Column Shifts, and inflicts 7 RAPs of damage. Any important Characters within the Tank Company are now Physically attacked with an EV/EV of 7/7.

J. Space

If Characters end up in outer space without the benefit of a spaceship, they will be faced with a number of problems. Characters with Expertise/Scholar (Space Environment) will give the same general benefit as Vehicles (Space Craft) assuming they have the equipment or powers to survive exposure to the vacuum.

Apply the following rules to Characters in space:

- All Dice Actions attempted by Characters in space have their OVs increased by +3 Column Shifts. This is reduced to +2 Column Shifts if a Character has some means of controlling his position (i.e. Flight, Telekinesis, a jet pack, etc.), and is reduced to +1 Column Shift if a Character has the Space Craft Subskill of Vehicles. Regardless of experience, all Characters suffer a minimum +1 Column Shift modifier to OVs.
- The GM may rule that some Powers are inoperative in space (see Environmental Conditions: Space below), or he may use the Universal Modifier Table to determine any further penalties when performing Actions in space.
- Unless a Character in space has the Sealed Systems Power, he will begin to take damage from exposure. Exposure to the vacuum of spaces causes 1 AP of Killing Body damage per phase, which can be delayed with a successful Action Check of Str/Str as the AV/EV and Body/Body as the OV/RV. Hero Points may be spent on both the AV and the EV. Any positive RAPs, up to a maximum of 4, are the APs of time that the Character may delay the exposure damage. Last Ditch Defense cannot be used against this damage, but Invulnerability or Desperation Recovery is allowed.
- Only Characters with the Flight Power may move freely; other Characters can try to push off larger objects, throw an object, or fire a weapon with recoil to gain momentum, but this will be difficult. Any such attempt to move requires a Perception Check (see page 156) to determine the proper launch angle against OV/RVs of 8/8 (6/6 if a Character has Space Craft

Subskill of Vehicles). Failure indicates that the Character drifts off target. In any case, the Character will free-fall at a speed equal to his Str Attribute, with a maximum speed equal to the Weight of the object from which they pushed off (or the EV of the weapon fired). Of course, it is equally difficult to slow or change direction as well.

• Objects moving in space continue to move in a constant speed and direction until acted upon by some outside force. Characters moving as described above will continue in the same direction until they hit another object or are grabbed or pushed by another Character. Any impact is treated as a Charging Attack (see page 145) with AV/EVs equal to the Character's speed and OV/RVs equal to the Character's Body/Body.

• In space (or another environment where there is no friction) all movement powers gain +1 AP of Movement per 4 APs of time during which the movement power is continuously used.

• Thrown objects and projectiles have an unlimited potential range, but the Character using them must be able to see his target in order to aim his shots. Add the APs of distance that exceed the maximum range of the weapon to the OV of the attempt. Telescopic Vision will extend the maximum range of such attacks to the APs of Power.

Environmental Conditions: Space

Some Powers work differently in space. Typical results are below (exotic special effects may affect this).

Air Animation: Inoperative due to lack of raw material and rapid dispersal.
Air Control: Inoperative due to lack of raw material and rapid dispersal.
Analytical Smell/Tracking Scent: Inoperative.
Analytical Taste: Inoperative.
Anatomical Division: Unless immune, Body parts are damaged by vacuum of space. Parts may only move if they have a way to propel themselves through space.
Animal Powers: Generally not useful, though there can be exceptions.
Animate Shadows: Can use own shadow.
Bomb: Concussion effects are not effective.
Cling: Suction-based varieties do not work.
Dismember: See Anatomical Division.
Dispersal: Add +1 Column Shift to RV, but Character must make a roll using Will/Will as AV/EV vs. OV/RV of 4/4. RAPs are the amount of time till another Check must be made. Failing the Check, he immediately takes Physical Bashing damage with RAPs equal APs of Dispersal as EV and Body as RV.
Earth Animation: Inoperative without a source of raw material available.
Earth Control: Inoperative without a source of raw material.
Flame Animation: Inoperative.
Flame Control: Operative.
Flame Powers: Usually Inoperative.
Flight: Depending on the method used, may or may not work.
Fluid Form: Unable to control movement.
Fog: Inoperative due to lack of raw material and rapid dispersal.
Force Field: A sealed Force Field will hold 7 APs (eight minutes) of air providing oxygen-consuming Powers (like Flame Being) are not used.
Friction Control: Immobilization is a +8 CS Trick Shot.
Gliding: Inoperative.
Gravity Control: Unfettered by local conditions.
Hearing Powers: Inoperative.
Ice Animation: Reduced by 2 APs and requires raw material.

Environmental Conditions: Space (Continued)

Ice Powers: Reduced by 2 APs and requires raw material.
Joined: Only on asteroids/meteors or other very large objects.
Jumping: Requires something from which to launch, then you keep going...
Knockout Gas: Inoperative.
Lightning: EV and Range reduced 2 APs.
Plant Powers: Generally not useful, though there can be exceptions.
Poison Touch: Very special effects dependent.
Running: Inoperative.
Shouting: Inoperative.
Solar Sustenance: Only requires 15 minutes (8 APs) to charge up at Earth's equivalent illumination, adjusted for circumstances.
Sonar: Inoperative.
Sonic Beam: Inoperative without some sort of transmission medium.
Sound Nullify: Inoperative.
Speak with Animals: Inoperative.
Spiritual Drain: Requires skin contact if Range equals Touch.
Super Breath: Inoperative due to lack of raw material and rapid dispersal. May be used once if the Character held his breath.
Super Ventriloquism: Inoperative.
Superspeed: The Running part is inoperative.
Suspension: Duration is reduced 4 APs.
Swimming: Inoperative.
Water Animation: Inoperative.
Water Control: Inoperative.
Water Freedom: Inoperative.
Weather Control: Usually inoperative but may be useful in a solar system depending on the special effects.

K. Starvation, Drought, Asphyxiation, and Sleep Deprivation

Typically, super-heroes and villains are generally not faced with the possibility of starving to death. A few are subject to sleep deprivation, but it generally doesn't affect game play.

Characters deprived of food for 4 days will lose 1 AP of Body due to Killing Combat damage for every additional day without food.

Similarly, a Character loses 1 AP of Body due to Killing Combat damage for every 2 days they go without drinking fluids. This number can increase depending on climate. For example, Characters are likely to dehydrate faster crossing a desert than crossing Lake Michigan.

Asphyxiation is handled using the same rules for drowning found under the Underwater section located in this chapter.

Characters going without sleep/rest for more than one day risk falling asleep whether they want to or not. After the first day (15 APs) of time, the Character must make an Action Check with AV/EV equal to the APs of time being up (starting at 15 APs, and increasing eventually) vs. an OV/RV equal to his Will/Will. Failing this Check causes him to fall asleep. He must make a subsequent Check each hour (10 APs) of time he stays awake beyond the first 24 hours (15 APs) of time. Coffee and caffeine can artificially extend the time between sleep Checks to every 4 hours (12 APs). After 2 days (16 APs) the Character may no longer make Recovery Checks until he falls asleep. After 5 days, the Character takes 1 AP of Physical Killing Combat damage due to exhaustion every hour until he falls asleep.

Example: Shadow Master (7 Will) stays up for 24 hours. He is attacked by a 15/15 against a 7/7 each hour to fight sleep. After another 24 hours, AV/EV rises to 16/16. After 5 days it rises to 17/17.

L. Surprise

Surprise can occur when a Character is not aware of his attackers. Surprise happens before combat begins. Characters who are already engaged in combat may not be Surprised.

Before a Surprise is sprung, the GM must give his Players a special Perception Check (see page 156) that allows them to detect the Surprise, be it a hidden bomb, an ambush in a warehouse, or a sudden attack on their headquarters. The GM does not need to tell his Players why they are making the roll, or even what the Opposing Values are; the Players can try to figure out the Success Number for themselves.

For this special Perception Check, the Int/Will of the defender is the AV/EV, and the Int/Will of the attacker who set the ambush or trap is the OV/RV. Any positive RAPs means that the ambush, trap, or Surprise has been detected one phase before it occurs.

The Danger Recognition Subskill of the Military Science Skill may be substituted for the AV/EV. Also, the potentially Surprised Characters might have Powers that make the Surprise easier or more difficult to detect. In either case, the APs of these Powers may be used instead of Int/Will as the AV/EV.

The effects of Surprise are as follows: 1) Surprised Characters may not make any Dice or Automatic Action during the first phase of combat (they have no Initiative), and 2) Surprised Characters have their Opposing Value moved -2 Column Shifts to the left on the Action Table for the first phase.

M.Throwing Things

Strong Characters like to pick up heavy objects and heave them at their opponents in combat. In such a case, the AV of the attack is equal to the thrower's Dex, and the EV of the attack is equal to the thrower's Str. The Range of the throw equals the Character's Str minus the object's APs weight plus any APs of Gliding the weapon may have. See the previous chapter (Page 132) for the rules regarding whether or not a Character can pick up an object and how far he can throw that object.

Distance Penalties

There is normally no penalty for hitting a target at a distance. Optionally, it may become tougher to hit a target the farther away a target is. The "penalty-free" distance is 4 APs (150 feet). Add the APs of distance that exceed the 4 APs range to the OV of the attempt. Telescopic Vision will extend the 4 AP range of such attacks to the APs of Power.

N. Underwater

When Characters are taking part in an underwater adventure, the following rules should be applied. However, the Water Freedom Power negates all underwater penalties except for thrown items and underwater Power use.

- Add +1 Column Shift to the right on any Dice Action's Resistance Value involving movement.This also applies to Knockback.
- Characters without the Swimming Power (or any other Movement Powers) move at a speed equal to their Dex - 1 APs to a maximum of 3 APs. Subtract 2 from all movement Powers in use underwater except Swimming.
- Submerging to a great depth will harm Characters. Each AP of depth over 5 causes the descending Character to suffer a Physical Attack with the APs of depth as the AV/EV and the Character's Str/Body as the OV/RV. This is automatically a Killing Combat attack. A new attack is made every time the Character descends an additional one AP of depth.
- Subtract 5 from the Initiative score of each Character that is underwater.
- A Character may hold his breath for 5 APs of time (two minutes).If he stays underwater beyond this time, the Character must make an Action Check using his Str/Str as the AV/EV and his Body/Body as the OV/RV. Hero Points may be spent on both the AV and the EV. Any positive RAPs, up to a maximum of 5, are the APs of time that the Character may remain underwater before having to return to the surface. If the Character does not receive any RAPs (or if he cannot reach air in the time he gained), he will take 1 point of Physical Killing Damage per minute (4 APs) until he reaches 0 Body and falls unconscious. After this point, the drowning Character will take 1 point of damage every phase until he dies.
- Water is not always clear. Normal vision underwater is 5 APs (300 feet). For every 2 APs of depth, 1 AP is subtracted from the normal range of vision due to darkness. At the GM's discretion, vision may also be impaired by mud or dirt suspended in the water.
- Items which are not continually propelled, such as thrown rocks or arrows, have a range that is 2 APs shorter than normal when fired through water. Thus, a Character with a STR of 11 who could normally hurl a stone weighing 4 APs a distance of 7 APs (11-4=7) may only throw the same stone 5 APs of distance underwater (11-4-2=5).
- All attacks made using Powers or Skills underwater suffer a +2 Column Shift penalty to the OV. The GM may rule that some Powers are inoperative underwater (see Environmental Conditions: Underwater below), or he may use the Universal Modifier Table to determine any further penalties when performing Actions underwater. See table below for Power effects underwater.
- If a Character has Running or Superspeed of 12 APs or greater, he may run across the surface of water as if it were solid.

Environmental Conditions: Underwater

Some Powers work differently Underwater. Typical results are below (exotic special effects may affect this).

Acid: +2 Column Shifts (to the right) on target's RV.
Air Animation: Inoperative underwater.
Air Control: Inoperative underwater.
Air Walking: Operative only on the surface.
Analytical Smell/Tracking Scent: Only usable if the Character breathes water.
Analytical Taste: Has a range equal to 1/2 APs.
Anatomical Division: Body parts may float upward at the GM's Discretion.
Animate Shadows: Power works as normal.
Bomb: +1 AP to EV, +1 AP to Range.
Chemical Attack: +1 Column Shift to OV and RV.
Dismember: See Anatomical Division
Earth Animation: Inoperative unless within range of the floor; RAPs are at -2.
Earth Control: Inoperative unless within range of the floor; +1 Column Shift to OV/RV.
Flame Animation: Inoperative.
Flame Being: Usually inoperative underwater (magnesium burns underwater).

Environmental Conditions: Underwater

Flame Project: Usually Inoperative. GMs call based on type of flame (plasma, etc.). May be fired from the surface into the air.
Flash: Range is affected by the underwater range of vision rule.
Flight: If usable underwater, Reduced 2 APs.
Fluid Form: If the user is the same type of fluid as the fluid he is immersed in, he may move at a speed up to the APs of Power.
Fog: Inoperative underwater but may be used on the surface.
Force Field: If sealed, will provide 7 APs (eight minutes) of air.
Friction Control: Immobilization requires no Trick Shot.
Frostbite: Add 2 to AV and EV. Range is increased by 1 AP. May cause self-entrapment in ice (GM Discretion).
Gliding: Inoperative underwater.
Ice Animation: Ice floats. Creatures made of ice rise to the surface at 2 APs/phase.
Ice Control: Ice floats, rising to the surface at 2 APs per phase.
Ice Production: Add 1 AP to volume created; Ice floats, rising to the surface at 2 APs per phase.
Icing: Add 2 APs to EV, Automatic Range of 1 AP. Begins rising to the surface at 2 APs per phase.
Invisibility: -1 Column Shift penalty to RV against Perception Checks against visibility.
Joined: Operative only on the floor.
Jumping: Reduced 2 APs (must have something to push off).
Knockout Gas: Inoperative underwater. May be used on the surface.
Lightning: -2 Column Shifts on target's RV.
Petrification: Petrified targets will sink.
Poison Touch: +1 Column Shift to target's RV.
Pyrotechnics: +2 Column Shifts (to the right) to target's RV.
Running: Reduced 2 APs (must have a surface to run against).
Shouting: Requires the ability to breathe underwater
Sonic Beam: +1 AP to EV, +1 AP to Range.
Speak with Animals: Requires ability to breathe underwater.
Super Breath: Inoperative underwater, unless the Character does not breathe, allowing him to exhale water.
Super Ventriloquism: Range reduced 1 AP.
Superspeed: See Running.
Suspension: Character does not have to make "breathing" checks but duration is reduced 2 APs.
Teleportation: Range reduced underwater to Normal instead of +7. Area Effect version will teleport Area of water as well.
Thermal Vision: -1 Column Shift to sensitivity and range.
Ultra Vision: Character can see normally with no darkness penalty.
Warp: People and objects can pass, but water will pass as well.
Water Animation: Creatures are considered to have 4 APs of Invisibility.
Weather Control: The character can change the flow and temperature of the water, but the OV/RV is doubled.
Vibe: Gains area effect advantage.

O. Weapons

Weapons are not usually used by Characters in **Blood of Heroes**, as most have super human Powers. Only a few characters who do not have offensive Powers, like Anarchy Man, Prometheus, and Invulnerus, use weapons with any frequency. Even then, most of the heroes will use their weapons to stun, entangle, or for some Trick Shot effect, rather than to injure or kill an opponent.

Non-Player Characters and Villains, on the other hand, use weapons all the time. A listing of normal weapons and their effects can be found in Chapter Seven: Gadgetry.

Shadow Master's shuriken are an example of weapons that are thrown by a Character and have no Str or Dex APs. These weapons use the Str and Dex APs of their user as the Acting and Effect Value.

Guns and missiles are different.They can have EV APs that must be substituted for the Str of the user. Some guns even have AV APs that may be substituted for a Character's Dex. Detailed use of weapons in Combat is explained in detail under both the Gadgetry Chapter and the Weaponry Skill.

Weapon Unfamiliarity

Characters who purchase a Weaponry Subskill are considered equally skilled with all weapons under their Subskill, even ones they have never used before. If a Character wields a weapon that he has never used before (GM Discretion) but is covered by his Weaponry, he normally receives no usage penalty. As an optional rule, the Character could receive a +1 Column Shift penalty to his OV for his first three Dice Actions with the weapon, to simulate his unfamiliarity with the weapon.

Perception Checks

One of the things that separates heroes from normal humans is their uncanny ability to perceive something happening in the world around them and deduce how to use that information to their advantage. Frequently, heroes will detect clues that would otherwise go unnoticed, spot hidden assassins trying to escape in a crowd, or make accurate deductions based on their gut instincts. In game terms, this phenomenon is simulated with the use of Perception Checks.

A Perception Check is a Dice Action that is rolled by the Gamemaster to see if a Character is aware of something in the world around him.

The Character's Acting Value is his Int and the Effect Value is his Will. If what the hero may perceive is an item or a Physical Action that is hidden by a person, the Opposing Value and Resistance Values are the target's Int/Mind. If the perceived is a mood or emotional state, the OV/RV is the target's Infl/Aura. If it is an event, clue, or something that does not fit into the above categories, the OV and RV are taken by the GM from the Universal Modifier Table.

This is an Action Check that should be made by the GM in secret, and the information should only be given to the Player if the roll yields positive RAPs.

A Player may initiate a Perception Check by saying that he is on the alert, but this only happens during a situation where the Character would normally be alert, such as in a stakeout sequence.

Hero Points may be added to increase the Character's Int/Will up to twice the regular value. If there is nothing to be perceived in that phase, the Hero Points are lost.

Depending on the RAPs received on the Action Check, the Character may perceive more or less information, according to the following chart. If the Action Check receives only one RAP, the Character only learns a brief tidbit about the object perceived. If the RAPs earned are equal to one-half of the Action Check's RV, the Character gains more information, and so on.

RAPs	Information Perceived
N	Nothing perceived
1 RAP	A quick glance; a shadow moving
1/2 RV	A recognizable shape or movement, with direction and at a certain distance from the perceiving Character
Full RV	A definite object or event
Over RV	Details about the object or event

These are guidelines to help the GM. If the perceived event is not a motion or shape, but a sound or something felt, tasted, or something sensed with Mental Powers, the information given out is left to the GM's discretion.

Example of Combat

The Shadow Force member known as Power has been involved in a pitched battle with Demise of the Collective. Ray is playing Power and the Gamemaster is running Demise as the NPC villain. Demise has just fled into an office building, and Ray has decided that Power will fly through the wall in hot pursuit. At this point, the GM decides to invoke the combat rules. Character statistics for Power and Demise can be found on pages 317 and 259 respectively. Power and Demise begin battle with their Hero Point amounts of 50 and 68.

Phase One

Activate Automatic Powers: Power had already placed 4 of his 20 AP Power Reserve into Flight (to 8), 7 into his Strength (to 16) and 9 into his Body (to 18) before combat began. Altering any of his Power Reserve values would cost Power an Automatic Action so Ray, unsure of what the GM is up to with Demise, chooses to refrain from altering his choices. Demise has nothing to activate.

Roll Initiative: The GM elects to spend 8 Hero Points, increasing Demise's Initiative (to 25), while Ray declines to spend any of Power's Hero Points. Ray rolls a 2 and adds it to Power's Initiative (19) for a total of 21. The GM rolls 8 for Demise's total Initiative of 33.

Declare Actions: Because Power lost Initiative, Ray must declare his Character's actions first. He states that Power will fly towards Demise (Automatic Action) and attempt to punch him (Dice Action). Power is only performing two Actions, therefore he could try something else if he wanted, as long as it's an Automatic Action, but Ray decides to forego that option. The GM declares that Demise will run towards Power (Automatic Action) using a Ramming Attack (Dice Action). Since Demise won the Initiative, the GM opts to use the Initiative Combat Maneuver of Pressing the Attack (Automatic Action) while Charging at Power.

Perform Actions: Since Demise won Initiative, he resolves his Actions first. The GM describes Demise rushing through the office cubicles, past a startled copyboy, in an attempt to slam his body into Power. A Charging Attack uses Demise's Dex (5) as Acting Value (AV) and his APs of Weight as Effect Value (EV). Because his Density Increase (8) and Growth (2) are Always On, Demise's Weight equals 12 (8+2+Normal Weight 2) APs. Demise is heavy!

Power is flying, but since he wants to have a Dice Action, he cannot substitute his Flight APs for his OV. Instead, his Opposing Value (OV) is his Dex (7) and his Resistance Value (RV) is his Body plus activated Power Reserve (18). Power suffers a -1 Column Shift penalty to his OV because Demise is Pressing the Attack. Referencing the Action Table, Demise's Success Number is 11, but the GM rolls a 4 for the Action, Demise not only fails, but the roll triggers his Catastrophic Rage Drawback and he immediately enters Killing Combat against Power.

Ray resolves Power's Actions. Demise is already nearby so no need to fly, just punch. The AV of the punch equals Power's Dex (7) and the EV equals his Strength plus activated Power Reserve (16). The OV of the attempt equals Demise's Dex (5) and the RV equals his Body (10) plus extra protection from Density Increase (8) and Growth (2) since this is a Physical assault, totaling 20. Demise suffers a -1 Column Shift to the OV for Pressing the Attack. Looking at the Action Table, Ray finds that Power's Success Number is 7.Ray rolls an 8 and just hits, but the Result Chart yields an "N". Power connected, but wasn't strong enough to damage Demise.

Desperation Recovery: Only Power's pride has been hurt this phase, so there is no need to worry about Recovery.

Phase Two

Activate Automatic Powers: Due to the bystanders, Ray has determined that Power should go first, so he shunts 17 APs of Power Reserve (Automatic Action) into Dexterity (to 24) increasing Power's Initiative (to 36), and the other 3 APs to Strength (to 12). He also activates his Density Increase (Automatic Action) to increase his Strength (to 17), but it also reduces his Dexterity (to 22) and Initiative (to 34).

Roll Initiative: The GM figures that Power will most likely win Initiative, so he doesn't spend any of Demise's Hero Points. Ray doesn't spend any Hero Points either. The GM rolls a 10, for a total Initiative of 27. Ray rolls a 1 for a total Initiative of 35. Power goes first.

Declare Actions: The GM realizes that Ray has spent both of Power's Automatic Actions, so he states that Demise will grab the copyboy or other nearby office worker as a hostage (Dice Action) and book it up a nearby stairwell (Automatic Action). When he is out of sight, Demise will look for a good spot to ambush Power (Automatic Action). The GM does not announce this last action as it gives a Player knowledge that he would not normally have. Ray decides that if Demise gets away, this might all be over. He chooses to use his solitary Dice Action to perform a combination right hook Devastating Attack Planned Knockback to send Demise reeling out of the building and into the streets.

Perform Actions: Power turns and swings at Demise. His AV is his Dex (22) and his EV is his Strength (17). Ray chooses to add 2 Hero Points to his EV, increasing it (to 19). OV is Demise's Dexterity (5) with a +4 Column Shift Bonus for the Devastating Attack, and RV is 20 as before, but with a -6 Column Shift Penalty for the Devastating Attack. The GM decides that since this is only Planned Knockback, he won't spend any Hero Points. Ray needs to roll a 5 or higher and luckily pulls off a 14, giving him -2 Column Shifts to the RV totaling -8! Checking the Result Table, this nets 18 RAPs. The Planned Knockback will send Demise 5 APs (EV - Weight is maximum distance for Knockback) away. The GM rules that Demise goes flying out the building and across the street into a concrete wall (Body: 10).

The Knockback causes both Demise and the wall to be attacked by the distance he was sent (5 APs) as both AV/EV. The GM rolls a 3 against Demise doing no damage, but a roll of double 8's and a second roll of 8 and 2 nets 26 against the wall and -3 Column Shifts to the OV. The wall takes 2 RAPs of damage as Demise leaves a permanent imprint.

The GM rules that the force of the attack has effectively cancelled Demise's ability to rush into the building and grab a hostage, but he does feel that Demise can still take a glance around for a good ambush tactic. He rolls a Perception Check with AV/EV equal to Demise's Int/Will (7/5) against a Difficult

(OV/RV of 4/4) modifier from the Universal Modifiers Table due to the open spaces. Target number is 7, an 8 is rolled, and 2 RAPs are achieved. Demise has spotted a news van and a tour bus coming down opposite ends of the street towards his position.

Desperation Recovery: Power has not been injured, therefore no need for Recovery.

Phase Three

Activate Automatic Powers: Power keeps his Power Reserve and all Density Increase settings, costing no Actions to maintain.

Roll Initiative: Demise needs to get away from Power this turn. The GM will spend 20 VP on his Initiative (to 37). Ray decides to spend 10 HP on Power's Initiative (to 44). The GM ups the bid by 7 (to 44), but Ray declines to spend any more. Ray rolls a 7, but the GM gets an 8 and Demise takes a turn.

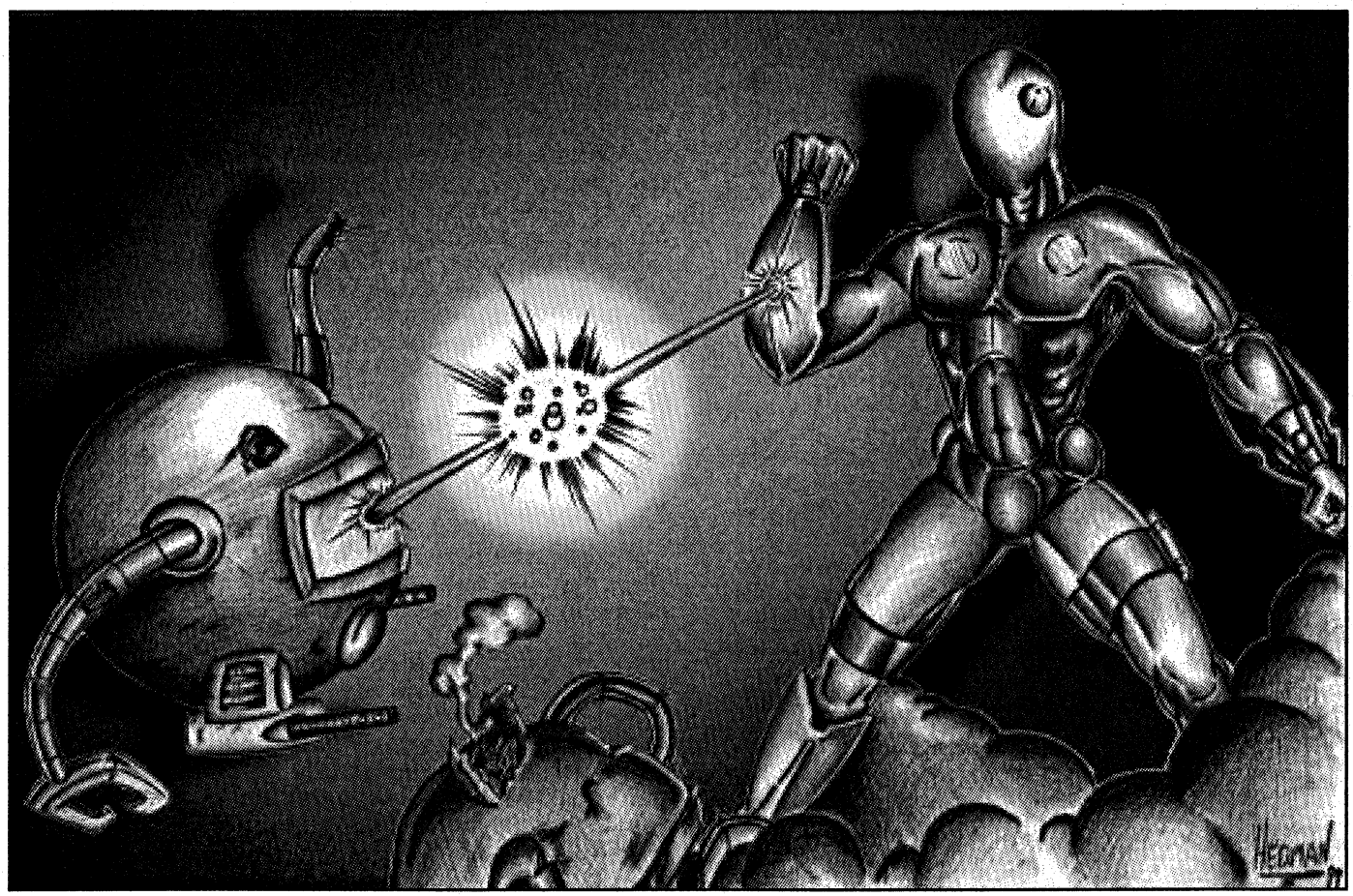
Declare Actions: Before Ray declares Power's Actions, the GM rolls a secret Perception Check for him. The News van and bus are approaching and the GM wants to see if Power notices them. The AV/EV equals Power's Int/Will (6/6), but the OV/RV is determined using the Universal Modifier Table. It's a Strenuous (OV/RV of 6/6) task to spot the vehicles because Power is currently somewhat inside the office building. The Success Number for the Perception Check is 11 and the GM rolls 16, scoring enough RAPs for Power to notice both vehicles, including the fact that some newspaper people he befriended are driving the news van! He also notes that Demise sees them coming. The GM informs Ray, who decides to go on the defensive.

The Power Reserve will be reallocated (Automatic Action): 4 APs go to Flight (to 8) and 10 APs go to Body (to 19). Because Ray wants Power to be able to spot anyone in trouble, he allocates 3 APs of Power Reserve each into both Int and Will (both to 9) in case he needs to make another Perception Check. Power will Dodge if attacked, but will move to protect any innocents who might get assaulted, canceling the Dodge and Blocking with himself if necessary (Automatic Action with a condition). If he is not attacked, Power will fly towards Demise and slug him one good (Dice Action with a condition) otherwise he will be Dodging and won't be able to perform a Dice Action this phase. He will leave his Density Increase active.

The GM determines that Demise senses a moment of weakness in his target and declares that Demise will Press the Attack (Automatic Action), attempt a Flailing Attack against Power (Dice Action) spraying him with Lightning, and approach (Automatic Action).

Perform Actions: Since Demise won the Initiative, the GM resolves his attack first. The AV/EV of this attack is Demise's APs of Lightning Power (13/13) and OV/RV is Power's Dex/Body + activated Density Increase (22/14). The Flailing Attack reduces the OV by -2 Columns; Pressing the Attack lowers the OV by -1 Column; Power's unskilled Dodge raises the OV by +1 Column; the OV is moved to the 16-18 Column. Demise declares that he will add 6 VP to his AV (to 19) and 12 VP to his EV (to 25). Ray adds 3 HP to the OV (to 25) moving it to the 19-21 Column, and 2 HP to the RV (to 16). The GM chooses not to up the ante any more, and target number is 11.

The GM rolls a whopping 25 and Demise covers Power with electricity and gains -5 Column Shifts. But the Flailing Attack adds +3 Column Shifts totaling only -2 Column Shifts altogether. The RV is in the 11-12 Column, scoring 16 RAPs of electrical Killing Combat (remember the activated Rage?) damage against Power. Ray's jaw drops in disbelief and though he spends 8 of Power's Hero Points for Physical Last Ditch Defense,



Power still takes the other 8 RAPs of damage, bringing him down to 1 Current Body (Power still wants to be active this phase). The 5 rolled Column Shifts are not enough for the Knock Back to affect Power (weight of 7 APs), but he is Stunned (he took more than his entire Body in RAPs of damage), losing both his Dice Action for this phase and next. Demise moves forward, and all Power can do is alter his Power Reserve settings. The news crew pulls up to the action.

Desperation Recovery: Ouch. Ray did not spend all 9 of Power's Last Ditch Defense in the hopes that a Desperation Recovery Roll could bring him back up to speed. He also didn't want Power to go unconscious as that would have negated his Power Reserve re-allocation and there is a chance he can fail the Recovery Check, leaving Power disabled. Ray spends 15 HP for the Desperation Recovery Check, the AV/EV of which is 9/9 and OV/RV of 0/0. He needs a 3 and rolls 6, gaining 9 RAPs and bringing Power back up to a full 9 Body.

Phase Four

Activate Automatic Powers: Ray does not alter Power's Power Reserve settings.

Roll Initiative: Both Ray and the GM decline to spend Hero Points on Initiative. Ray rolls a 6 for an Initiative total of 23 (his Initiative is 17 with Density Increase activated), and the GM rolls a 4 for an Initiative total of 21.

Declare Actions: The GM declares that Demise is going to attempt to put his arm through Power's chest with a Critical Blow (Dice Action). Then he'll walk over to the news van (Automatic Action) and pick it up (Automatic Action), crew and all. Ray feels that Power has had enough of this, but cannot use a Dice Action. He chooses to Lay Back (Automatic Action) and fly between Demise and the news van (Automatic Action) so that the tattooed terror can't reach it.

Perform Actions: Power coasts over the street, blocking Demise's approach. The villain throws a punch at him. AV/EV of this attack is his Dex/Str (5/23). Because he is performing no Dice Actions (and his Dexterity if 5 due to the Density Increase), Ray can substitute Power's APs of Flight (8) as OV this phase. The OV/RV is his Flight/Body (8/19). The GM adds 4 Hero Points to his AV (to 9). Ray chooses to add 9 Hero Points to his Body, increasing overall RV (to 28).

Remember that a Character cannot increase a value –AV, EV, OV, RV- using Hero Points beyond the attribute upon which it is based. In other words, even though Power has an RV of 19 (9 Body + 10 Power Reserve), he still can't spend more than 9 Hero Points to increase his RV. This is because the RV of a physical attack is based on the Body Attribute. Thus Power cannot exceed his Body when spending Hero Points to increase his RV in a physical attack.

A Critical Blow increases the OV by 2 Column Shifts and Laying Back adds a third Shift to move the OV to the 13-15 Column, so the target number is 15. A 12 is rolled with double sixes - the GM may re-roll! Ray grits his teeth as the GM re-rolls and gets...double 1's, a critical failure! The enraged Demise swings and misses Power entirely. Ray lets out a sigh of relief and the phase ends with Power interposed between the villain and the van. The news van driver puts his vehicle in reverse and plows back down the street.

Desperation Recovery: Power isn't hurt and doesn't have enough Hero Points left for Desperation Recovery even if he needed it.

Phase Five

Activate Automatic Powers: Power shifts 6 APs of Power Reserve to his Dexterity (to 11) and 14 to Strength (28).

Roll Initiative: Neither Ray nor the GM spends Hero Points. The GM rolls a 10 for Demise, for a total Initiative of 27. Ray only rolls a 2 for a total Initiative of 25.

Declare Actions: Power is in big trouble, he has to not only take out Demise, but survive any possible assault. Ray will have Power give Demise a chance to surrender, but will beat Demise down with a Critical Blow if necessary (conditional Dice Action). He will then grab any nearby possible bystanders (Automatic Action) and fly up out of reach (Automatic Action). The GM knows this is it, a choice of fight or flight for Demise, and chooses fight all the way for the enraged Astral lord. Demise will Press the Attack (Automatic Action), attempt a Grapple Attack (Dice Action) on Power, and plow them both into a nearby wall (Automatic Action) to crush the life out of the hero.

Perform Actions: "Surrender now, Demise," Ray bellows as Power. "Aaaaaarrrh, die wimp!" hollers Demise back. Demise reaches out his arms to grasp Power. AV/EV is his Dex/Str (5/23) and OV/RV is Power's Dex/Body (11/9). The OV is reduced by 1 Column Shift for Pressing the Attack. The GM adds 4 VP to increase Demise's AV (to 9) and needs an 11 or higher. Power only has 1 Hero Point left and Ray chooses to save it. The dice are rolled a 4 from double 2's. Ray bites his lower lip. The GM rolls again, 6 totaling 10, Demise misses. Demise doesn't run them both into the wall because Power was not Grappled. Ray and Power have a chance. Power's AV/EV is his Dex/Str (11/28) against Demise's OV/RV of Dex/Body + Density Increase and Growth (5/20). He too gains the Pressing the Attack Bonus of -1 OV Column Shift but incurs the +2 OV Column Shift penalty for the Critical Blow, moving the OV to the 7-8 Column and target number to 5. Ray smiles innocently at the GM.

Since Demise has already spent Hero Points to increase his AV this phase, he cannot spend Hero Points to increase his OV or RV (Hero Point expenditures for Last Ditch Defense can be made regardless of previous Hero Point expenditures in a phase). Some Gamemasters opt to ignore this rule and allow expenditure on both AV/EV and OV/RV in the same phase, but this combat does not see that option.

The dice clatter and double 5's are scored. Ray chooses not to press his luck, so he does not re-roll. The RV takes a -3 Column Shift penalty from the Critical Blow, reducing it to the 11-12 Column. Power causes 19 RAPs of Bashing Damage to Demise, reducing his Body to 0 and unconsciousness. The GM declines to spend Demise's remaining 7 Hero Points on Last Ditch Defense, because even with 12 RAPs the villain would still be down for the count.

Desperation Recovery: NPC Villains aren't allowed Desperation Recovery and Demise wouldn't have enough VP to pay for it anyway.

Combat is over. The victorious Power looks around for any injured bystanders. Seeing none, he grabs a lamppost, wraps it handily around Demise, and flies the criminal off to the nearby extra-normal detention facility.

Putting It All Together

The combat rules are long and seem rather complicated at first, but once the Players get used to them, combat is really not that complex. Before going any further, get some Players together and play out a couple of sample combats. When everyone feels familiar enough with the combat rules, continue on to Character Interaction.


CHAPTER 6
CHARACTER INTERACTION
BLADE
YOU ROCK!!
Yeah!! Blade Rules!
BLACK BIRD IS THE BEST
BLACKBIRD 3:16
Blackbird Rulez!!
YOU ARE #1
GO! BLACKBIRD GO!
BLACKBIRD YOU DA MAN!
CKBIRD S OUR ERO!

In addition to bashing heads, heroes spend a lot of time talking.They threaten villains; they pump witnesses for information; they talk to other heroes;some even talk to themselves.

In the **Blood of Heroes Role-Playing Game**, talking is simple. If a Player wants his Character to say something, he should just go ahead and say it.The GM talks for all of the NPCs and minor Characters. If Michelle's Character wants to tell Holy Avenger that his boots are untied, she simply says, "Hey Avenger, your shoelaces are untied!"

The tricky bit comes in when the GM is forced to figure out how a NPC or minor Character will react to what the Players say. In the previous example, it's pretty obvious that Holy Avenger would probably answer something like, "Thank you citizen! Your good deeds will be rewarded"; but what happens if Michelle is interrogating one of the Collective members? "Where is the Collective's stronghold? Tell me now, or I'll pull your ears off!"The Collective member obviously does not want to talk, but Michelle's Character has methods of convincing these types to cooperate, so who wins?

It is pretty obvious that rules are needed to help the GM figure out what happens in situations like these, so here they are. Welcome to Character Interaction.

Types of Character Interaction

Character Interaction is usually a Dice Action.There are three different types of Character Interaction: **Interrogation**, **Persuasion**, and **Intimidation**.

Interrogation is used whenever someone wants to gain information from somebody else. A successful Interrogation is a combination of asking the right questions, correctly interpreting the answers, and applying whatever pressure is necessary to get results. It is only necessary to resort to the Interrogation rules when the subject is unwilling or unable to reveal information. A police officer investigating the scene of a crime, for instance, would have to use Interrogation to gain information from a hysterical victim because the victim is unable to think clearly and answer the officer's questions. Similarly, Michelle's Character would have to use Interrogation on the Collective member in the prior example because he does not want to reveal the location of their hideout.

Persuasion is used whenever one Character is trying to convince another to believe something or to perform some service. It is only necessary to resort to the Persuasion rules if the service or belief is not in the subject's own best interests. Shadow Master usually does not have to persuade The Husk to stop a madman from destroying a city, for instance, since heroes generally don't tolerate such things. However, Shadow Master might have to Persuade the Husk to intervene in an event which he knows may have unpredictable ramifications on the future. Likewise, after Shadow Force has surrounded a street criminal and R.A.V.A.G.E.aims his massive beam weapon at the thug, Shadow Master usually does not need to use Persuasion to talk the street criminal into dropping his weapon and surrendering.

Intimidation is used when one Character is trying to scare or panic another. Intimidation is the only one of the three types of Character Interaction that is used with any frequency in combat.

Resolving Character Interaction

The AV/EV of an attempt to use Character Interaction is equal to the Infl/Aura of the Character that is using Interaction, while the OV/RV is equal to the target's Infl/Spirit.The RAPs earned by a Character Interaction Action Check function differently depending upon the type of Character Interaction being used.

Interrogation

Before beginning play, the GM should make a list of all the important information known by each of the NPCs that the Player Characters are likely to Interrogate. Such a list for the Collective member in the previous examples, for instance, might look something like this:

1. The Collective recruited me after I blew up a shopping mall.
2. You know that the Collective members are in a contest.The member who kills the most people is rewarded with immorality!
3. I'm not sure who runs the Collective, but I think it's one guy.
4. The Collective's hideout is in a mountain in Colorado, but it has the ability to move from place to place! I don't know how.

Compare the RAPs earned in an Interrogation effort to the target's Spirit. If the Interrogation effort only receives one RAP, the target will reveal his first point of knowledge to the Interrogator. If the Interrogation effort receives RAPs equal to at least one half the target's Spirit (round fractions up), the target will reveal the first half of his information (round fractions down if the target has an odd number of information pieces). If the Interrogation effort receives RAPs that equal or exceed the target's Spirit, the target will reveal all of his information.If the Collective member in the example has a Spirit of 3, for instance, Shadow Master would learn the first point of information (the bit about how this member was recruited) if the ninja earned at least one RAP during the Interrogation, the first two points of information if he earned at least two RAPs (half the Collective member's Spirit rounded up), and all four points of information if Shadow Master earned three or more RAPs.

Oftentimes, it is far too much trouble to make up an information list for every single Non-Player Character in an adventure. In these cases, the GM can often make snap decisions during actual play. If the GM had not made up an information list for the thug in the previous example, for instance, he might simply decide just before Shadow Master's Player rolls the dice that the villain will reveal the location of the collective's secret hideout if Shadow Master's Interrogation effort receives 3 or more RAPs. In any case, a Character obviously cannot reveal anything to an Interrogator that the GM decides he does not know.

Persuasion

All of the Non-Player Characters in an adventure start off with a basic attitude toward the Players' heroes which influences how difficult it is for the heroes to Persuade the NPC in question. It is up to the GM to figure out the attitude of each of the NPCs before the adventure begins. Each of the attitudes is

Attitude Adjustment Table

Attitude	OV & RV Column Shifts
Awestruck/Enamored	-2
Friendly	-1
Neutral	0
Suspicious	+1
Hostile	+3
Opposed	+5
Personal Vendetta	+7

Awestruck/Enamored Characters are willing to help the Player's hero in any way they possibly can.They will take considerable risks for the hero. Best friends and lovers will fit in the Awestruck/Enamored category.

Friendly Characters are willing to help the heroes by giving them any assistance or information they can, as long as revealing the information is not suicidal, and will be willing to run errands or get help for the Persuading Character. They will not voluntarily risk their lives for the heroes.

Neutral Characters are willing to give some information to the hero, such as directions or the name of his employer, as long as the information is not vital to their own safety. A Neutral Character will not go into detail, and if he is pressed, he will become Suspicious. A Neutral Character will not interfere with the actions of Player Characters, as long as the actions do not endanger him, but they will not help a Player Character.

Suspicious Characters will give a Player's hero the time of day but not much else. They will not let the Persuading Character try anything which looks as though it could cause trouble. Suspicious Characters are prone to calling the authorities or some other help.

Hostile Characters, including those Characters Opposed to the motivation of a Player Character, will not normally cooperate in any way with the Persuading Character.

This does not mean that they will be mulish and silent... they may be talkative and deceitful.They will try to further their own interests at the expense of the Persuading Character. Villains, as well as their allies and thugs, always begin at least Hostile to Player Characters.

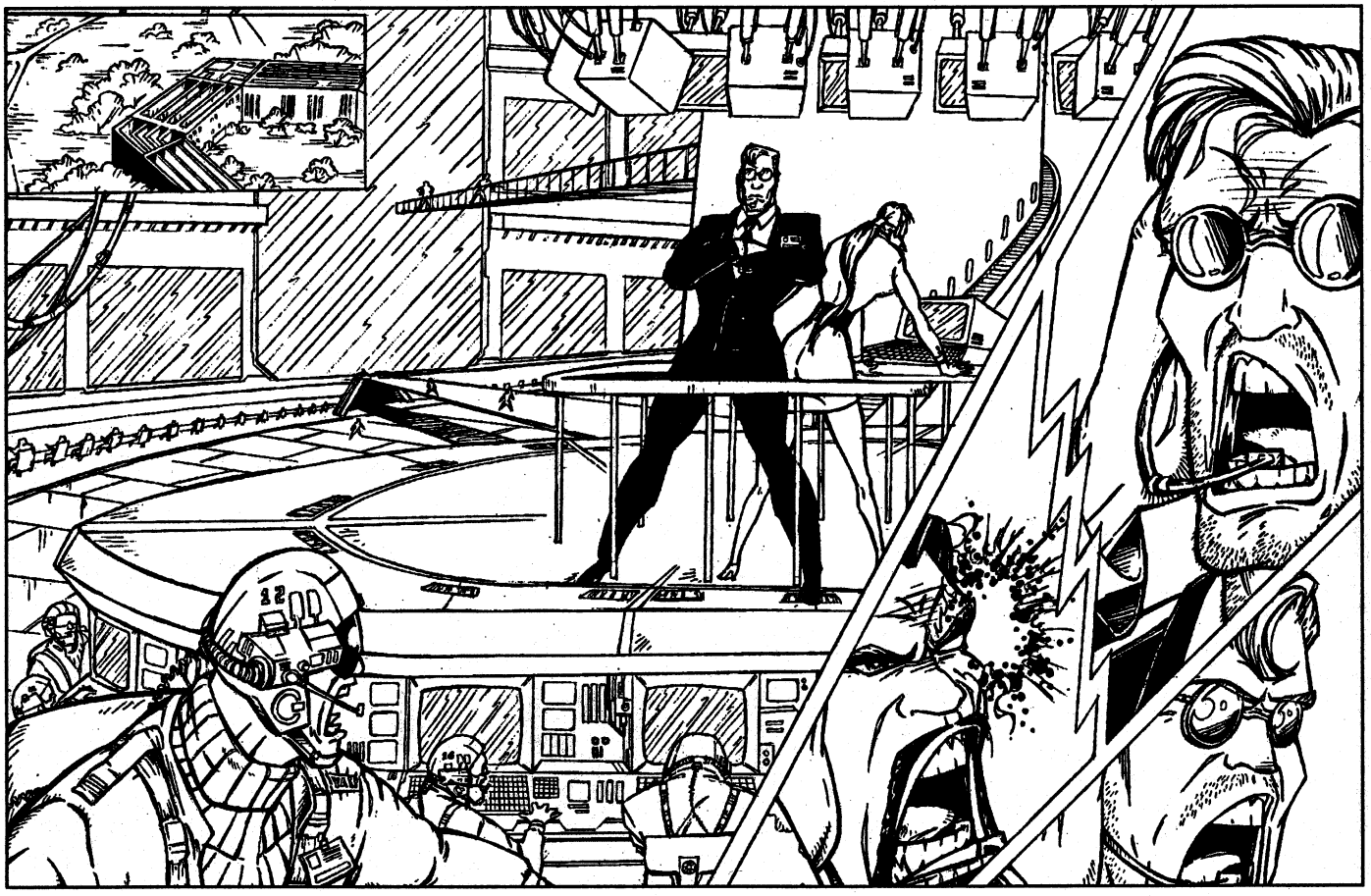
Personal Vendetta indicates that the Character in question has a personal reason for wishing the Persuading Character dead, injured, or otherwise mutilated. He will go out of his way to lead the Player's hero into death traps, ambushes, and other deceptions.

These attitude descriptions also serve as a guideline for figuring out when a Persuasion attempt is or is not necessary. According to the description above, for example, it is unnecessary to use Persuasion to convince Friendly Characters to give a hero information, since they will do so automatically. Awestruck Characters rarely need to be Persuaded to do anything for the hero.

Whenever a hero tries to Persuade a Character, the OV and RV of the attempt both receive Column Shift modifiers as indicated on the Attitude Adjustment Table. A Persuasion attempt against a Suspicious Character, for example, has its OV and RV both increased by +1 Column. If the RAPs earned in a Persuasion attempt equal the target's Spirit, the target will agree to the hero's request or will believe what the hero is saying. If RAPs earned in the Persuasion attempt exceed the target's Spirit, the target's attitude is permanently changed one step in the Persuader's favor (from Suspicious to Neutral, or from Neutral to Friendly, etc.). Characters that begin with an attitude that is Hostile or worse can never have their attitudes increased higher than Neutral in this fashion, and all such Characters will automatically return to their original attitudes after an amount of time equal to the RAPs earned by the original Persuasion roll has elapsed.

Again, the GM may find it too troublesome, or even impossible, to assign attitudes to each and every one of his NPCs before play begins. In these cases, it should be no problem to make snap decisions during actual play for most of the minor Characters that the heroes encounter. If Striker stopped and asked an innocent bystander on the streets for directions to the nearest bookstore, for example, the GM could assume that the bystander was probably Friendly, since to most of the United States, Striker is a national hero.

Also, the GM should feel free to rule that a Character has a separate attitude toward each one of the Players' heroes.



The Baron, for instance, is probably Opposed to everyone in The Maulers, except for Black Bird, against whom he has a Personal Vendetta.

Finally, the GM should keep strict control over exactly what the heroes are and are not allowed to accomplish through the use of Persuasion, taking the comics as a model. Under normal circumstances, Wraith could not Persuade Sage to turn over all his financial holdings to him, just as the Husk cannot Persuade Death to suddenly become a good guy. However, Wraith might have been able to Persuade Sage to help him track down one of his servants before it kills an entire city full of people. A captured Shadow Master might be able to Persuade Narash Tared to delay his execution for a while, probably by asking him what his whole name is, or congratulating him on the capture... Tared loves to gloat. This will give the Shadow Master time to escape or for his friends to arrive and help him out of this fix.

Intimidation

A target is Intimidated if the RAPs earned by the Intimidation Action Check equal or exceed his Spirit. An Intimidated target remains Intimidated for an amount of time equal to the RAPs earned by the Intimidation Action Check, minus his Spirit.

During a combat phase, any Intimidated Characters always take their turns after all non-Intimidated Characters regardless of Initiative totals. The Intimidated Character with the highest Initiative total moves first among the Intimidated Characters, and so on. Also, an Intimidated Character may be automatically prevented from taking hostile actions or moving by his Intimidator, although the Intimidator cannot perform any Dice Actions in a phase that he exerts control over an Intimidated target. The Intimidator's control over the target is limited to preventing him from taking hostile actions or moving; the Intimidator can never compel the target to act in any other way or dictate actions to the target.

Example: Anarchy Man comes across a thug robbing a jewelry store. The master of chaos sees an opportunity for some fun and sneaks up behind the thug and blasts a 6'hole in the wall right next to him with his Lightning Power; after which he mumbles "Freeze". The AV/EV of the attempt is equal to Anarchy Man's Infl/Aura, and the OV/RV is equal to the thug's Infl/Spirit. First, Anarchy Man must earn RAPs that equal or exceed the thug's Spirit for the Intimidation to have any effect. The thug has a 3 Spirit, and Anarchy Man receives 5 RAPs. The thug would then remain Intimidated for 2 APs of time (5-3=2) or about 16 seconds (4 combat phases). During any combat phase during which the thug is still Intimidated, Anarchy Man automatically moves first, since non-Intimidated Characters always move before Intimidated Characters. In addition, Anarchy Man can prevent the Intimidated thug from attacking or moving during any combat phase ("Don't move, or I'll make your fillings melt!"), as long as he is willing to forgo his Dice Action during that phase.

It takes one combat phase (4 seconds or 0 APs of time) to make an Intimidation attempt. Interrogation and Persuasion attempts, however, normally take about fifteen minutes (8 APs of time). Attempting to Interrogate or Persuade someone in less time increases the OV and RV of the effort. There are no bonuses for taking more time than is necessary. Add one to both the OV and RV of an Interrogation or Persuasion effort for each 1 AP of time less than 8 spent making the attempt (attempting to Interrogate or Persuade someone in a single combat phase, or 0 APs of time, therefore, adds 8 to the OV and RV of the attempt).



The Charisma Skill

Characters with the Charisma Skill have certain advantages in Character Interaction.The Skill is so common that all Players should be familiar with the Charisma Skill entry in Chapter Two. Basically, the APs of Charisma may substitute for the AV and EV while making a Character Interaction Action Check.

Interaction Maneuvers

The Charisma Skill has three Subskills, one for each of the three types of Character Interaction.This means that a Character who is limited to the Charisma/Interrogation Subskill, for instance, may only use his Charisma Skill for Interrogation efforts. For Persuasion and Intimidation, he would use his Infl/Aura as usual.

As in combat, there are certain special Character Interaction Maneuvers that can be employed while involved in Character Interaction. Unless otherwise stated, each of these maneuvers can be employed in Persuasion, Interrogation, and Intimidation attempts.

All of these maneuvers are optional. A Player may always choose to make a straight Interaction roll without using any of the maneuvers, if he so desires.

Note: In order for Character Interaction Maneuvers to be truly effective during play, the GM should keep the Attributes of all the villains and minor Characters hidden from the Players until someone actually tries to use one of these special maneuvers on a target.

Bluff

A Bluff is an attempt to fool or trick someone. If Anarchy Man is holding a pistol that he knows is unloaded on a super-villain, he might try to Bluff his assailant into believing that the pistol is loaded (an Intimidation attempt).

A Bluff attempt must be announced before the Dice are rolled. A Bluff may be performed in conjunction with Interrogation, Persuasion, or Intimidation.

When a Character attempts a Bluff, compare his Int score to the Int of the target. If the Bluffer's Int is higher, the target receives -1 Column Shift to his OV and RV against the Persuasion, Interrogation, or Intimidation attempt. If the Bluffer's Int is lower, however, the target receives +2 Column Shifts to his OV and RV against the attempt. If both the Bluffer and the target have equal APs of Intelligence, there are no Column Shifts to the OV or RV, and the Interaction Action Check is resolved normally. This is different from a Dupe combat maneuver in that Duping is a Physical maneuver.

Wear Down

A Wear Down is an attempt to outlast the target and break his will through repeated requests or intense questioning.

Wear Downs work exactly like Bluffs except the Wills of the involved Characters are compared instead of their Intelligence. Wear Downs may only be used in conjunction with Interrogation or Persuasion.

The base time consumed by an Interrogation or Persuasion effort in which a Wear Down is being employed is increased to 10 APs (one hour).

Force

A Force is an attempt to physically Force the target to do what the Character wants or to answer his questions. Forces work like Bluffs and Wear Downs except the Strengths of the Characters are compared.

A Character automatically has his attitude lowered one step toward anyone who tries to Force him. Forces may be used in conjunction with all three types of Character Interaction.

Charm

Charm is an attempt to dazzle the target with the hero's personality. Charms work like the other three maneuvers already described, except that the Auras of the involved Characters are compared.

Charm may only be used in conjunction with Interrogation or Persuasion attempts.

Multi-Attack

It is possible to Intimidate or Persuade more than one target at a time. Treat this as a Multi-Attack as described in the Combat rules. It is not possible to Interrogate more than one Character at a time.

Character Interaction Against the PC's

In addition to the heroes, many villains have the Charisma Skill.What happens if a villain or minor Character tries to use Character Interaction against one of the Players'heroes?

Resolve such attempts as usual and determine the results. A Player, however, need not be bound by the result of a Character Interaction roll. He always has the option of spending a number of Hero Points equal to the RAPs earned by the Character Interaction Action Check in order to completely ignore its effects.

Suppose, for example, that Dominion receives 15 RAPs in an attempt to convince Power to reveal Shadow Master's secret identity (an Interrogation effort). Normally, Power would reveal Shadow Master's secret because 15 RAPs exceeds his Spirit, meaning that Power must reveal all he knows (see Interrogation). If Power is a Player Character, however, the Player may spend 15 Hero Points in order to avoid revealing anything.

There is no limit to the number of Hero Points that can be spent by Players in order to avoid the effects of Character Interaction. Spending Hero Points allows a hero to ignore the effects of all three types of Character Interaction (Interrogation, Persuasion, and Intimidation).

Role-Playing

When using the Character Interaction rules, it is not really necessary for Players to speak for their Characters word for word.Many Players will simply say something like, "I'm going to Interrogate the thug and use a Bluff." This is certainly acceptable; but this will not help a Player earn additional Hero Point awards for good role-playing at the end of the adventure (see Standard Awards, page 206).

Players should be encouraged to avoid sentences like the one above, and replace them with something like, "You'd better start talking, creep. We already know who all of your accomplices are, and some of them are turning state's evidence. Unless you cooperate and do likewise, you're in for a long trip up the river..." Players who role play well before rolling the dice are bound to be rewarded by the GM later.

Similarly, Players that keep to the spirit of their Characters and react to situations as their Characters would react will also probably receive additional rewards. For instance, Striker has always respected the law; Neon Knight relentlessly hunts down and punishes evil doers, and Chameleon is always on some quest to protect the plants and animals of the Earth, and so on.


CHAPTER 7
GRADUATION DAY

Weapons and gadgets, both fantastic and mundane, have long been staples of comic books. This chapter explains how to incorporate gadgets, weapons, and vehicles into the world of the **Blood of Heroes Role-Playing Game.**

Basic Concepts

Abilities

Like Characters, Gadgets can have Attributes, Powers, and Skills. A car, for example, has the Running Power because it can move fast, and a Str because it can carry weight.All Gadgets have a Body which defines how much Physical damage they can take before they cease to function.

When using a Gadget, a Character can usually use all of its Powers and Skills as though they were his own. If Invulnerus is driving a car, for example, he could travel at the speed indicated by the car's Running Power. A Gadget's Attributes, on the other hand, are usually only applicable in certain special situations. If the car has a Str of 5, for instance, Invulnerus could use it to haul 5 APs of weight stored in the back seat and trunk of the car, but he obviously could not use the car's Str to throw a punch or to bench press 1000 lbs.

Whenever a Gadget has an Attribute in its description that is italicized, the user has the option of substituting that Attribute score for his own matching Attribute score, in all situations. If a Gadget has an Attribute that is not italicized, the Attribute can only be applied under certain special circumstances. A bulletproof vest might have a *Body* of 4, for example, meaning that the user of the vest can substitute its *Body* of 4 for his own Body when defending against Physical Attacks, or in just about any other situation in which the Body Attribute is relevant. A gun, however, might have a Body of 4 (not in italics), meaning that the Body of the gun only applies to efforts aimed at damaging the gun itself, not its user. Similarly, Anarchy Man's Battlesuit has an italicized *Str* because he can substitute the *Str* of the battlesuit for his own Str in all situations, whether it is lifting things, throwing things, or as his EV in hand-to-hand combat. On the other hand, a crane would have a non-italicized Str because a Character could only use the crane's Str under certain circumstances, like lifting large objects at a construction site. Exactly when Powers, Skills, and Attributes that are not italicized may be applied is up to the GM, using the function for which the Gadget was designed as a guide.

Note that the previous paragraph speaks of a Gadget's Attributes substituting for its user's Attributes. A Gadget's Abilities always substitute for those of its user; they never add to those abilities. A Character with a Body of 3 who puts on an armored suit with a *Body* of 4, now has a Body of 4, not 7. Similarly, a Character with the Flame Project Power rated at 5 APs who picks up a flame-thrower with the Flame Project Power rated at 8 APs, now has 8 APs of Flame Project, not 13.

Idea Two : Reliability Numbers

Most of the Gadgets described in these pages have an "R #" listed in their descriptions. "R #" stands for Reliability Number. A Gadget's Reliability Number is a measure of how frequently the Gadget jams, breaks down, or just plain fouls up. The lower the Gadget's Reliability Number is the more reliable the Gadget is. Some Gadgets are so reliable that they do not have a Reliability Number at all; these Gadgets never break down. An example of a Gadget that never breaks down would be the R.A.V.A.G.E.unit.The Anarchy Mobile is a Gadget that breaks down frequently.

Reliability and Dice Actions

Anytime a Gadget is used to perform a Dice Action and the Player rolls less than or equal to the Gadget's Reliability Number on the first dice roll made to resolve that Action (that is, before rerolling due to doubles), the Gadget's Ability breaks down, and the Action is immediately canceled.

If Joe's stun gun had a Reliability Number of 4, for example, and he rolled double 2's on his first roll while resolving a Dice Action, the gun would immediately break down since Joe rolled less than or equal to 4. Joe does not get to reroll the doubles since his Action is immediately canceled.If Joe had rolled double 3's on his first roll and 4 on the second roll, however, the Gadget would not break down since the roll of 4 or less did not come on the first roll made to resolve the Action.

Reliability and Automatic Actions

The first time that a Character uses each one of a Gadget's Abilities to perform an Automatic Action on each day (15 APs of time), the Player must roll two dice just prior to resolving that Action, although the Action itself is still Automatic. If this dice roll is less than or equal to the Gadget's Reliability Number, the Gadget's Ability breaks down and the Automatic Action is canceled. Each of a Gadget's Abilities that are used to perform Automatic Actions need only be checked for Reliability once per day. Thereafter, the Character may continue to use that Ability to make Automatic Actions for the rest of the day without checking against Reliability. Making an Automatic Action with a different Ability that has not yet been checked for Reliability that day, however, necessitates a new roll.

When Anarchy Man starts his "Anarchy Mobile" in the morning, for example, and begins to drive (an Automatic Action), he must check against the car's Reliability Number. Thereafter, he can drive the car for the rest of the day without checking against Reliability again.The first time he turns on the radio (which is another Automatic Action using a different ability) he must make another check against Reliability to see if the radio functions properly. From that point on, he can continue to use the radio for the rest of the day without making any further Reliability checks.

Reliability Failure and Gadget Breakdown

If a Gadget breaks down due to Reliability failure, the APs of any Ability or Abilities it was using to resolve the Action that caused its breakdown are instantly reduced to 0 APs. In this case, the Gadget must be Repaired before the broken down Ability may be used again.

A car that fails its Reliability roll when started up, for example, would have its Running Power reduced to 0 APs. A submachine gun which fails its Reliability roll while resolving an attack would have its AV and EV both reduced to 0 APs, since both Abilities were involved in the Action which caused the gun to break down.

Gadgets vs. GADGETS

Some Gadgets have their names printed in upper and lower case letters in their Gadget description, like Sword and Submachine gun, while others have their names printed in all capitals like HELICOPTER and HIGH-IMPACT ARMOR, for instance.

This convention has been adopted to quickly identify Gadgets that can and cannot be stripped away from their user by employing a Disarm, Trick Shot, or the Take Away maneuver in combat (see page 144). Gadgets that have their names printed in upper and lower case letters can be Taken Away in combat, while those printed in all capitals cannot.Whether or not a Gadget can be Taken Away during combat is defined at the time the Gadget is built.

Gadgets and Damage

Gadgets take damage just like people. Players should keep track of their Gadgets' Current Body Condition as they would for their Characters. Unlike Characters, however, a Gadget can have its Current Body Condition reduced to less than zero in normal Bashing Combat.

When inanimate objects such as walls, trees, mailboxes, etc. are targeted by an attack, the OV/RV of the effort is equal to the object's Body/Body, and the AV/EV is equal to the attacker's Str/Str or APs of Power. Gadgets, however, have a variable OV (0 or the Dex or Skill level of their user) and a RV equal to the Gadget's Body, meaning that a Gadget is usually more vulnerable than an inanimate object with the same Body score. This is because Gadgets are assumed to have all sorts of vulnerable moving and working parts. Joe Average can disable a car made of solid steel by pulling out the ignition wires, disconnecting the battery, etc., but he certainly could not harm a solid steel mailbox.

An inanimate object is defined as any item that has only a non-substitutable Body. Anything else is a Gadget.Therefore, trees, mailboxes, buildings, and jungle gyms are inanimate objects and have an OV/RV equal to their Body/Body. On the other hand, cars, robots, guns, and Boomerangs are Gadgets, since they all have Abilities other than their Body.

Whether or not an object is classified as an inanimate object or a Gadget, 1 RAP of damage is enough to knock a hole in the object that is large enough to walk or climb through, assuming that the object is large enough to support such a hole. If Demise punched a normal tank and did 1 RAP of damage, for example, he would put a hole in the tank large enough to fly through, so he could move into the vehicle and attack its crew. The tank would continue to function in this case until its Current Body Condition was reduced to zero or lower.

When a Player is building a Gadget, he may add +2 to the Factor Cost of its Body in order to exempt the Gadget from this rule. This is referred to as Hardened Defenses. If Kline punched a tank constructed with Hardened Defenses, he would have to reduce its Current Body Condition to zero and disable the tank before he could get at the crew. More details about Hardened Defenses and how it works in conjunction with Italicized Body are described under the Armor section later.

A Gadget that has its Current Body Condition reduced to zero or below will no longer function and must be Repaired in order to resume functioning. Gadgets never Recover damage like Characters. They must be Repaired. A Gadget that has its Current Body Condition reduced to a number of points below zero equal to its starting Body is permanently destroyed and cannot be Repaired.

Only Gadgets that have a Mind or Spirit are vulnerable to Mental or Mystical damage, respectively. All Gadgets have a Body and are vulnerable to Physical damage.

Optional Rule - Damaging Reliability

As Gadgets take damage, they can become more and more subject to breakdown. To represent this, increase the Reliability Number of a Gadget by one for every RAP of damage it takes. Gadgets with a Reliability Number of zero (they have no R# listed) are not subject to breakdown, and are not affected by this rule.

Example: Berserker throws a GOLFCART [Body: 6, Running: 2, R#: 2] across a football field. When the car lands, it suffers 3 RAPs of damage. The car's R# is increased to 5 (2+3=5) as a result.

Hero Points and Gadgets

The user of a Gadget may spend Hero Points to increase the Acting, Effect, Opposing, and Resistance Values of any Dice Action involving the Gadget, as though all if its Abilities were his own. He may spend maximum Hero Points on each combat value equal to the combat value (for example, up to 8 Hero Points may be spent on an AV of 8).

In addition, a Gadget's Automatic Powers and Attributes can be Pushed as described on page 128. A failed attempt to Push a Gadget's Ability instantly reduces the Ability being pushed to 0 APs. Such a Gadget must then be Repaired before it will function again.

Last Ditch Defense may not be spent on a Gadget's Resistance Attributes unless the Resistance Attribute is both Italicized and the Gadget has Hardened Defenses.

Building Gadgets

Characters with Gadgetry Skill can actually create new Gadgets in their laboratories during play. Creating a Gadget is a five step process:

1. Design the Gadget and decide whether or not the Gadget can be Taken Away
2. Allow the GM to approve the Gadget
3. Calculate and pay the Gadget's Hero Point Cost
4. Buy parts
5. Add Powers and Attributes to the Gadget

Step One: Design the Gadget

When a Player designs a Gadget, he decides exactly what Powers, Skills, and Attributes the Gadget will have and assigns each Power, Skill, and Attribute a value in APs.

Here are a couple of examples. Suppose Chuck wants his Character to build a car. The car must have a Body, and it should probably have the Running Power, so it can move fast, and a Str, so it can carry Chuck's Character and his friends. In addition, Chuck decides to supe the car up a bit, give it radar (the Radar Sense Power), and install a pair of laser weapons mounted in the headlights (the Laser Beam Power).Now Chuck has to assign AP values to all of the car's Powers and Attributes. Since the car cannot be Taken Away in combat, its name is in all capitals. His final design for the car looks like this:

CAR [Str: 4, Body: 5, Running: 7, Radar Sense: 5, Laser Beam: 7]

As another example, let us suppose that Doc wants to build gas masks for all the members of the Shadow Force because he suspects that they will be facing gas wielding foes later on in the current adventure. A gas mask must have a Body and should have the Sealed Systems Power. Doc must then decide how many APs of each to assign to the mask. Since the masks come on and off pretty easily, they can probably be Taken Away in combat.Finally, he comes up with:

Gas Mask [Body: 2, Sealed Systems: 9]

All of the mundane weapons (guns, knives, and so forth) listed in the Gadget descriptions have been assigned EVs, Ranges, and sometimes AVs, rather than specific Powers and Skills. If they desire, Players may assign their own Gadgets AVs, EVs, and Ranges. A design for a revolver might look like this:

Revolver [Body: 4, EV: 4, Range: 4].

In addition to Powers, Skills, and Attributes, Advantages and Drawbacks may also be assigned to Gadgets. Certain Gadget-specific Advantages and Drawbacks are described later. Ultimately, any Drawbacks that are assigned to a Gadget will make it cheaper to produce, and any Advantages will increase the cost. If a villain were producing the revolver in the example above, for instance, he would probably want to assign it the Ammo Restriction Drawback. If Chuck were designing the car described before, the Miscellaneous Drawback:"Must stop to refuel every 18 APs of distance traveled" might be in order. The GM must approve the Gadget's design and make sure that all Drawbacks selected are logical and appropriate. For example, the revolver described previously should never have a Drawback like "It may only be fired by a person born on a Tuesday."

A Gadget's Powers and Attributes may also be assigned in conjunction with any appropriate Bonuses and Limitations. Bonuses will make the Gadget more expensive to produce, while Limitations will make the Gadget cheaper. Assigning an Italicized Attribute to a Gadget is automatically a +2 Factor Cost Bonus to the Attribute in question.

During this step, the gadgeteer also decides whether or not the Gadget can be Taken Away in combat.Common sense should provide all of the clues needed to make this decision. Obviously, a car or a battlesuit cannot be Taken Away, and it would be awfully hard for someone to slip Anarchy Man out of his Anarchy Suit in the middle of a fight; but guns, knives, swords, and control boxes are another story. Gadgets that can be Taken Away are generally cheaper to produce.

Step Two: Allow the GM to Approve the Gadget

The next step is up to the Gamemaster. He must take a good look at the Gadget and judge whether or not its design is feasible.

The GM should feel free to overrule any Gadget that he is not comfortable with, including those that seem too powerful or unlimited in scope. The GM should also overrule any Gadget that is just plain silly or impossible, like a car with an italicized Str and Will.The GM must pay particular attention to any Drawbacks that have been assigned to the Gadget, making sure that they actually limit the performance of the device in some way.

Gadgets that are rejected might be redesigned or simply outlawed.

It is up to the GM to determine whether or not a Character must have the Genius Advantage to build the Gadget. The rule for figuring out whether or not the Genius Advantage is necessary to build a Gadget is simple: if the device cannot be built right now, in the late 20th century, in the real world, the Character must have the Genius Advantage to build it in the game; otherwise Genius is unnecessary. This means that Chuck's Character does not need the Genius Advantage to build a car, or even a car with radar, because we can build radar right now. However, he would need the Genius Advantage to build force field belts, teleportation machines, invisibility helmets, laser pistols, and so on.The GM has final say on whether or not a Gadget fits current technology, although Players may try to convince him that a Gadget is feasible, by producing scientific journals, newspaper articles, or other sources of information that may support their design.

Step Three: Calculate Hero Point Cost

Gadgeteers must spend Hero Points in order to build Gadgets. Calculate the Hero Point Cost of a Gadget as if it were a Character, using the rules found in Chapter Two. Add up the costs of all of the Abilities that are being purchased for the Gadget by looking to the AP Purchase Chart and cross-indexing the Factor Cost of each Ability with the number of APs of that Ability that are being purchased. Remember to take into account the Factor Cost modifiers of any Bonuses or Limitations being built in conjunction with the Gadget's Abilities and add in the Base Cost of any of the Gadget's Powers and Skills. Attributes have a Base Cost of 0.A few other considerations that can modify the final cost are as follows:

1. Reliability Number
2. Hardened Defenses
3. Italicized Attributes
4. AV, EV, OV, and Range
5. Gadget Advantages
6. Gadget Drawbacks
7. The Gadget Bonus

Reliability Number

Before building the Gadget, the gadgeteer must choose its Reliability Number from the following table. All of the Abilities purchased for that Gadget have their Factor Costs modified as indicated.

Reliability Table

Reliability Number	Factor Cost Modifier
0	+3
2	+2
3	+1
5	0
7	-1
9	-2
11	-3

Italicized Attributes

Assigning an italicized Attribute (see Abilities, page 167) to a Gadget adds +2 to the Factor Cost of that Attribute.

Hardened Defenses

A Gadget with Hardened Defenses (see Gadgets and Damage, page 167) has the Factor Cost of its Body increased by +2.

AV, EV, OV and Range

AV, EV, and Range may be purchased individually for Gadgets. Each has a Base Cost of 5 and a Factor Cost of 1. The Factor Cost should be adjusted due to Reliability. Determining the AV/EV and OV/RV for combat situations is described later under "Gadgets in Combat".

Gadget Advantages and Drawbacks

In addition to the Advantages and Drawbacks available to the Characters, the following Advantages and Drawbacks may be purchased for Gadgets (and Artifacts). The cost or bonus of a Gadget Advantage or Drawback is listed in parenthesis after the title.

Gadget Advantages

Automatic Ammo (Half Ammo Restriction Bonus)

This Advantage is only available to Gadgets with the Ammo Restriction Drawback (see below) and may not be taken if the Ammo Rating is 1. To account for the Automatic Ammo Advantage, the Bonus gained from the Ammo Restriction is halved, rounding down. This is abbreviated as Auto Ammo.

Automatic Ammo allows the user of a Gadget with the Ammo Restriction to increase his chances of success in hitting by expending more ammunition, simulating bursts or fully automatic fire. If one, single, additional ammo is used in the attack, reduce the OV of the attack by -1 AP. If more than one additional ammo is used in the attack, reduce the OV of the attack by -1 Column Shifts. Using all of the ammo at once (emptying an entire full clip) reduces the OV by -2 Column Shifts, but requires that no Ammo has been previously spent (a fresh clip), and cannot be used by Gadgets with an Ammo Rating of 2.

Dart Bonus (+1 Factor Cost to EV)

The Dart Bonus is given to small Gadgets that are supposed to be thrown, such as darts, shuriken, and bladed throwing cards. This Bonus grants a Character the ability to throw more than one of these specific Gadgets at a time, up to four in the same round. The throwing Character adds one to his final to-hit dice roll (after re-rolling all doubles) for each additional Gadget thrown past the first one. The cost of the Dart Bonus is a +1 Factor Cost to the EV of each Gadget.

Miniaturization (Shrinking Power)

If a Character desires to have a small Gadget with a tougher chance of being Taken Away or targeted by an attack or with a decreased weight to make it easier to carry around, he should purchase APs of Miniaturization for the Gadget.

Miniaturization is the equivalent of the Shrinking Power with the Limitations of Always On (-1 FC), Gadget's Weight is Reduced by APs of Shrinking (-1 FC), and Shrinking Can Only be used by Gadget: (-1 FC) at an automatic Reliability Number of 0 (+3 FC). Technically, Miniaturization costs the same as purchasing equivalent APs of Shrinking for the Gadget. Since the Reliability of being miniature is automatic (and it is already factored in as above), do not adjust the Factor Cost of Miniaturization for Reliability concerns.

When Miniaturizing a Gadget, assume the Gadget to be the size and weight of an adult human (both 2 APs), and it must be reduced to the appropriate size with the Shrinking Power. The Gadget gains the requisite OV modifiers due to its size whenever a Character attempts to attack it or use a Take Away or Disarm. Miniaturization is not required for every Gadget, as it only allows objects to have less of a chance of being hit and may only be used to protect the Gadget that has this ability.

Security Systems (Base Cost: 5, Factor Cost: 1)

Security Systems are proof against thieving attempts on a Gadget. The APs Security Systems serve as the OR/RV on attempts to "break into" a Gadget using the Thief Skill. Security Systems are purchased for Gadgets in the same fashion as Attributes, AV, EV, and Range are purchased for Gadgets. A Security System is Base Cost: 5, Factor Cost: 1, adjusted for Reliability.

Any APs of the Security Systems Subskill of Thief may be substituted for APs of Gadgetry when installing a Security System. If using the APs of Gadgetry to install the Security System, having any APs of Security Systems Subskill grants a -1 column Shift Bonus to the OV of the installation.

Self-Repairing (adjusts Gadget Bonus Divisor)

A Character may wish to simulate a Gadget that can repair itself (such as a self-repairing armor, or nanites (tiny, self-reproductive creation machines). In order to do this, a Gadget would need to perform Recovery Checks.

Gadgets (and Artifacts), unlike Characters, Pets and Sidekicks, are not allowed Recovery Checks and may only be repaired through Gadgetry (or Occultist). Pets are much like Gadgets except that they require an extra Automatic Action to control each turn, but they receive Recovery Checks and, for that matter, Hero Points.

Simply purchasing Regeneration for a Gadget has no effect, since Regeneration only decreases the time between Recovery Checks. Gadgets don't have Recovery Checks; therefore, Regeneration is useless to them.

A Gadget with the Self-Repairing Advantage is purchased with a smaller Gadget Bonus (see the Gadget Bonus section below for an explanation). The Gadget Bonus for a Self-Repairing Gadget that can be Taken Away equals 1/2 the total Hero Point Cost (instead of the standard 1/4). The Gadget Bonus for a Self-Repairing Gadget that cannot be Taken Away equals 3/4 the total Hero Point Cost (instead of the standard 1/2). Self-Repairing Gadgets may recover their Body (and Mind, and Spirit if it has them) Attribute like a Character does.

User Linking

A Gadget's Ability (Attribute, Power, or Skill) APs may be set to be dependent upon the User's own Ability. A Gadget's Ability can be Linked (or Half or Double Linked) to the User's appropriate Link Attribute. When an Ability is User Linked, its APs become equal to the AP value of the appropriate Link Attribute of the User.

Example: A Gadget has User Linked Dispersal Power. The AP value of the Dispersal will equal the Will (Link Attribute) of the User currently using the Gadget.

When User Linking, in most if not all situations, it is pointless to User Link an Italicized Attribute (unless User Double Linking).

To install a User Link, the gadgeteer must have the Genius Advantage. The OV/RV of the Gadgetry Check for installing a User Link on a Gadget, equals the Power's Factor Cost (including all Bonuses, Limitations, and Reliability adjustments). To determine the Cost of User Linking, use the following steps:

First, calculate the Factor Cost for the Attribute or Power including all Bonuses (including Hardened Defenses), all Limitations, and any adjustments from the Reliability Number, reduced to a minimum of 1. Second, add the Factor Cost determined in the previous step to the Base Cost of the Power. Third, using the number determined in the first or second step, multiply it by the User Linking multiplier. The User Linking multiplier equals to 10 for standard User Linking, 15 for User Double Linking, and 5 for User Half Linking.

The resulting number is the total cost of User Linking the Ability. This cost will be reduced by the Gadgetry Bonus for the gadget (see The Gadget Bonus below).

Example: Installing a User Double Linked Force Manipulation at a Reliability # of 0 in a Take Away Gadget would cost 75 (Base Cost) plus 10 (Factor Cost) plus 3 (Reliability), 88, multiplied by 15, equals 1320 Hero Points. Since this is a Take Away Gadget, the final cost of the Force Manipulation equals 330 Hero Points (1320 / 4). The APs of Force Manipulation for the Gadget will equal twice the user's Will Attribute.

After adding up the Hero Point Costs of all of a Gadget's Abilities, subtract appropriate Hero Points from the Gadget's cost for each of its Drawbacks. A Gadget may never have its cost reduced by Drawbacks to lower than one-half (fractions rounded up) of its cost without those Drawbacks. A 33 Hero Point Gadget with two 10-point Drawbacks, therefore, would have a final cost of 17 Hero Points, not 13 Hero Points; as would a 33 Hero Point Gadget with five 10-point Drawbacks, or ten or twenty or a thousand Drawbacks.

Gadget Drawbacks

Ammunition Restriction (variable)

Ammunition Restriction (listed in Gadget descriptions as Ammo) is used for certain Gadgets such as guns. A Gadget with this Drawback can only be used a number of times equal to its Ammo rating before it must be reloaded; reloading is an Automatic Action, but a Character may not perform a Dice Action during a phase in which he reloads, due to time requirements. A Gadget with Ammo may always be reloaded. If the Gadget cannot be reloaded, double the Hero Point Bonus provided below (see Grenades and Bombs section below for more information on such Gadgets). The Ammo Table is as follows:

Ammo Table

Ammo Rating	Hero Point Bonus	No Reload	Auto Ammo
1	20	40	10
2	15	30	7
3	12	24	6
4	10	20	5
5	8	16	4
6-7	6	12	3
8-9	5	10	2
10-11	4	8	2
12+	3	6	1

Grenade (or No Reload) Drawback (Double Ammo Restriction)

Grenades are considered Thrown Weapons when used to attack, until they explode, whereupon their explosion power has its own AV/EV. Like rocks, inactive Grenades can be used to bean people on the head. Bombs, Grenades, and similar Gadgets can only be used once during an adventure, have the Ammo Restriction Drawback at a rating of one, and cannot be reloaded during an adventure. They can be replaced at no Hero Point Cost between adventures. A Gadget that cannot be reloaded during an adventure can be reloaded between adventures.

Example: Death Shadow uses all five of his bombs during the early part of an adventure. He is unable to reload them and use them later. However, at the beginning of his next adventure Death Shadow will be equipped with five new bombs at no Hero Point Cost. (Technical note:These bombs could have been bought as either one Gadget with an Ammo Rating of six, or as six separate gadgets with Ammo Ratings of one each. This sort of choice is up to personal decision.)

The Bonus for taking the Grenade Drawback doubles the Hero Point Bonus from the Ammo Chart (above). A grenade gives a 40 Hero Point Bonus, while a 2 shot gun with no reloads gives a 30 Hero Point Bonus.

Note that all bombs, grenades, etc. listed in this book are assumed to have this Drawback. Although it should be fairly obvious which items should and should not have this Drawback, the GM's discretion should always prevail when there is any doubt.

Partial Coverage Trick Shot (-1, -2, -3 Factor Cost to Italicized Body)

Gadgets with Italicized Body may be used to represent armor. Normally encompassing the entire body, representing smaller pieces of armor, such as breastplates and bullet-proof vests (but not shields), requires purchase of the Gadget's Italicized Body Attribute with a Partial Coverage Factor Cost modifier.

Partial Coverage Armor may be bypassed by using a Trick Shot with OV modified according to the chart below. The smaller the armor, the easier the Trick Shot, but the higher the Factor Cost Bonus. If the Trick Shot succeeds, the RV of the attack equals the Character's own Body, instead of the intended Italicized Body of the armor Gadget.

Trick Shot

OV Column Shifts	FC Modifier	Example
+1	-3	Vest
+2	-2	Jacket
+3	-1	Long Coat

The Gadget Bonus

Because Gadgets by their very nature have certain inherent shortcomings, Players may divide the Hero Point Cost of any items they build by a Gadget Bonus. Divide the Hero Point Cost of a Gadget that can be Taken Away in combat by a factor of four (rounding fractions up).Divide the Hero Point Cost of a Gadget that cannot be Taken Away in combat by a Factor of 2 (rounding fractions up).

The division is always the last step a Player performs when calculating a Gadget's Hero Point Cost.

Example: Alex needs to calculate the Hero Point Cost of the following Gadget:

Machinegun [Body: 6, AV: 5, EV: 5, Range: 5, Auto Ammo: 10, R #: 2].

AV has a Factor Cost of 1, but +2 must be added to the Factor Cost because of the gun's Reliability Number of 2, leaving Alex with a final Factor Cost of 3. Five APs at a Factor Cost of 3 cost 12 Hero Points. EV has a Factor Cost of 1, but again +2 must be added to the Factor Cost because of the gun's Reliability Number, resulting in a final Factor Cost of 3. Five APs at a Factor Cost of 3 cost 12 Hero Points. Alex's total so far is 24. Range also has a Factor Cost of 1, which is increased to 3 by the R#, so it costs 12 Hero Points. Body has a Factor Cost of 6, which must be raised to 8 because of the Gadget's Reliability. Six APs at a Factor Cost of 8 cost 48 Hero Points, bringing the total up to 84. The Base Costs of AV, EV, and Range must also be added (5 each), bringing the total Hero Point Cost of the Gadget up to 99 Hero Points. Body has no Base Cost. Alex has chosen Automatic Ammo, so he subtracts 2 Hero Points (instead of 4 Hero Points) from his total because of the Ammunition Restriction, dropping the total to 97. Finally, Alex divides this total by 4, since the Machinegun can be Taken Away in combat, leaving him with a Final Hero Point Cost of 25 (97 divided by 4, rounded up equals 25).

Record the Hero Point Cost in the Gadget's description. Before proceeding any further with construction, someone must pay the final Hero Point Cost of the Gadget. Hero Points for building a Gadget can be spent by anyone, not just the creator, even if they are not going to end up as the Gadget's owner.

Step Four: Buy Parts

The next step is to buy all of the parts and equipment needed to build the Gadget.This is a normal Wealth Check, as described on page 194.The dollar cost of the parts necessary to build the Gadget, and the OV/RV of the Wealth Check necessary to purchase the parts is equal to the highest AP rating of any of the Gadget's Abilities plus one for each additional Ability assigned to the Gadget.The dollar cost of the Machinegun in the former example, therefore, is 9 APs (Body of 6 plus 1 for AV plus

1 for EV plus 1 for Range equals 9).

If the Wealth Check does not gain any positive RAPs, the Character obviously cannot begin to construct the Gadget. In this case, the Player must wait until his Character is entitled to another Wealth Check as described in Chapter Eight. In addition, the Player may spend Hero Points or take additional time to improve his Wealth AV and EV as explained on page 194.

As soon as the Player successfully makes the necessary Wealth Check, he may begin actual construction.

Step Five: Constructing the Gadget

All that remains is to actually construct the Gadget. Each one of the Gadget's Abilities must be installed separately. The Body of the Gadget must be installed first, and then the rest of its Abilities may be installed in any order the building Player chooses. Installing an Ability is a Dice Action using the gadgeteer's APs of Gadgetry Skill as the AV/EV and the APs of the Ability being installed as the OV/RV. One or more RAPs are necessary for success.

If a Gadgetry Check fails, the Ability in question is not successfully installed, and the gadgeteer must attempt to install that Ability all over again.In order to make another attempt to install an Ability after having failed an earlier attempt, the gadgeteer must pay a special failure fee of 10 Hero Points.

Time

The base time that it takes to make a Gadgetry Skill Check is one week (18 APs of time). Each one AP of time the Player adds to this base time before he rolls the dice allows him to add 1 to the AV and EV of the Gadgetry Check. Each AP of time the Player decides to subtract from this base time before he rolls the dice subtracts 1 from the AV and EV of the Gadgetry Check.

To compute the actual time it will take to install the Ability, subtract the RAPs earned by the Gadgetry Check from the base time. The result is the amount of time in APs that it takes the Character to install the Ability. If the Gadgetry Check does not receive any RAPs (i.e., the Ability is not successfully installed), the entire base time, plus any time that the Gadget builder deliberately added to the Gadgetry Check is automatically consumed.

Superspeed affects the time it takes to create a Gadget. Subtract the APs of the Superspeed power from the time to create a gadget, just like performing any other task. It is up to the GM as to whether Superspeed affects the Occultist Subskill Create Artifact because magic and alchemy sometimes requires actual time to work with parts.

Suppose for example, that Doc earned 4 RAPs while installing a 7 AP laser (energy blast) into some new armor for Invulnerus. In this case, it would take him 14 APs of time to install the laser or about sixteen hours. Doc, of course, could use his Superspeed to reduce the amount of time it takes to construct the gadget down to a few tenths of a second. However, he cannot begin to install any other Abilities in the armor until this first ability, the energy blast, is installed (which would be 14 AP's of time for most gadgeteers). If Doc had failed the Gadgetry Check needed to install the laser, he would have had to wait 18 APs of time and pay the 10 Hero Point failure fee before he could try again.

During the time a Character spends working on a Gadget, he cannot perform any other activities, except eating, sleeping, and other natural functions. Once he has spent the necessary time to install the Gadget's first Ability, he may then move on to the second Ability, and then the third, and so on. Once all of its Abilities have been installed, the Gadget is ready for use. A Gadget may not be used until all of the Abilities in its original design have been successfully installed.

Laboratories

Laboratories make Gadget production more efficient. A Laboratory's AP rating (or "Lab rating") is the maximum APs of a Gadget Ability that may be built there. If a Character builds a Gadget in a 5 AP Laboratory, the maximum Attribute, Power, or Skill for that Gadget is 5 APs. The Reliability Number of a Gadget is not affected by the AP value of the Laboratory where it was built.

Unless a Character making a Gadgetry Check to install an Ability has access to a Laboratory which has a lab rating that equals or exceeds the APs of the Ability he is trying to install, the OV and RV of the effort each receives a penalty of +2 Column Shifts to the right.

When a Character is planning to build a Laboratory, its AP value must be decided before it is built.The time required to build a Laboratory is determined by the Gamemaster, based on its AP rating.The minimum building time for any Laboratory is 19 APs (two weeks), but the cost of building must be completely paid before Gadgets may be built there.

To find the Hero Point cost for building a Laboratory, use the Factor Cost 3 column of the AP Purchase Chart. All Laboratories have a Reliability Number of 0 but must be maintained. To maintain a laboratory, the Character(s) who own the lab must make a Wealth Check once per game year. The OV/RV of this Check is equal to the APs of the lab. Positive RAPs indicate success. If the maintenance cost is not paid, the laboratory falls into disrepair and cannot be used to construct Gadgets until it is repaired and restocked.The Character repairing the laboratory must pay a Hero Point fee equal to one half the original cost of the lab (rounding fractions up).

Multiple Gadgeteers

If multiple Characters with the Gadgetry Skill are all working on a Gadget at the same time, they have several options. Either one gadgeteer can work on installing one Ability while the other gadgeteers work on the other Abilities; or two or more gadgeteers can team up to install the same Ability.

If the gadgeteers are working on separate Abilities, resolve each installation attempt separately as normal. However, the two or more Characters may make their attempts in the same time span, allowing the Gadget to be completed in less time.

If two or more Characters with the Gadgetry Skill are combining their abilities to work on installing the same Ability, the highest Skill level present is used as the AV and EV of the attempt; but the OV of the effort receives negative Column Shifts as though the Characters were performing a Team Attack in combat.That is, 2 Characters get -1 Column Shift to the OV, 3-4 Characters get -2 Column Shifts, and so on.

Multiple gadgeteers working on the same item may split its final Hero Point Cost between themselves as they see fit, and all gadgeteers may attempt to purchase the parts necessary to build the device.

Example of Building a Gadget

The Baron decides to build an assassin robot to hunt down and destroy Shadow Force. Because this is such a large undertaking, he has chosen to enlist the aid of Prometheus. The Baron, though not allied with The Collective, is able to recruit Prometheus for this job since both consider Shadow Force a common enemy. The Baron has a Gadgetry Skill rating of 14 APs, while Prometheus has a Gadgetry Skill of 10 APs.

First, The Baron must design the robot. He decides that it will look something like this:

HUNTER/KILLER ROBOT [Dex: 15, Str: 20, Body: 15, Int: 5, Will: 5, Mind: 5, Life Sense: 20, Skin Armor: 5, Energy Blast: 20, Invisibility: 15, R#: 5, Cost: 883]

Next, The Baron must pay the robot's Hero Point cost. The Baron will not have to add to the Factor Costs of the robot's Abilities, since the Reliability Number is 5. 15 APs of Dex costs 280 Hero Points, 20 APs of Str costs 390 Hero Points, 15 APs of Body costs 240 Hero Points, 5 APs of Int costs 28 Hero Points, 5 APs of Will costs 24 Hero Points, 5 APs of Mind costs 24 Hero Points, and 5 APs of Skin Armor costs 70 Hero Points (Base Cost of 50 plus 5 APs at Factor Cost 5), Energy Blast costs 210 Hero Points (Base Cost of 15 plus 20 APs at Factor Cost 3), Life Sense costs 295 (Base Cost of 35 points at a Factor Cost of 4), and finally Invisibility costs 205 (Base Cost of 45 points at a Factor Cost of 4)

Altogether, the robot's Abilities will cost 1561 Hero Points (280 + 390 + 240 + 28 + 24 + 24 + 70 + 210 + 295 +205 = 1766).

Finally, The Baron is allowed to divide the cost of the Gadget by 2 due to the "Gadget Bonus" for a Gadget that cannot be Taken Away in combat.This brings the cost down to 883 Hero Points (1766 divided by 2 equals 883;Round all fractions up.). Having saved up some Hero Points for a while, The Baron pays the Hero Point cost.

Buying parts is The Baron's next step. The cost of all the parts is 29 APs (maximum Ability AP of 20 plus 9 other Abilities), so the OV/RV of his Wealth Check is 29/29.The Baron uses his Wealth of 21 as the AV/EV. Because the OV/RV of this check is so high, The Baron decided to spend Hero Points to increase his chance for success. Spending 42 Hero Points, The Baron increases his AV/EV to 42. Unfortunately for The Baron, he rolls a 18 and could have successfully bought the parts without Hero Points expenditures. From now on, The Baron will be more frugal in his Hero Point expenditures.

Now The Baron and Prometheus can get down to building the robot.They must install the robot's Body first.The AV/EV is equal to 14/14 (The Baron's Gadgetry Skill), and the OV/RV is equal to 15/15 (the robot's Body).The Baron receives a -1 Column Shift bonus to the OV since he and Prometheus are "Team Attacking" the Gadget.The Baron rolls an 18 and receives 8 RAPs. It takes them one hour to install the Body (Base Time of 18 APs-8 RAPs=10 APs building time=one hour).

Since it will probably be one of the most difficult installations, The Baron decides to do the Str next.The OV/RV is equal to 20/20, but The Baron still receives the -1 Column Shift bonus for the Team Attack. In addition, he decides to spend 5 Hero Points apiece on his AV and EV, raising them to 19/19. The Baron rolls a 12 and receives 4 RAPs. It takes him 14 APs or sixteen hours to install the Str.

Dex is installed next.The OV/RV is 10/10, but The Baron does not receive the Team Attack bonus because Prometheus will be installing the robot's Int simultaneously. The Baron rolls an eleven yielding 8 RAPs. It takes him an hour to install the Dex.

Meanwhile, Prometheus works on installing the robot's Int.The AV/EV is his Gadgetry Skill (10/10), while the OV/RV is the robot's intended Int (5/5). Prometheus rolls a 13 and gets 8 RAPs. He finishes the robot's Int at the same time The Baron finishes the Dex.

The Baron next installs the robot's Will and Mind while Prometheus works on the Skin Armor Power. Neither of them experiences any problems. They finish these in roughly forty-five minutes.

Now The Baron installs the Invisibility Power while Prometheus takes a break. The OV/RV is 15, and the AV/EV is 14 (The Baron's Gadgetry Skill).The Baron will spend 12 Hero Points (6 on the AV and 6 on the EV), increasing his AV/EV to 20. He rolls a 9, yielding 8 RAPs. Prometheus only gets to rest for about 8 minutes before The Baron needs him again.

Next, they once again Team Attack the robot in order to install the massive electro-cannon mechanism (20 APs of Energy Blast). The OV/RV is once again 20/20, and The Baron again receives the -1 Column Shift bonus. He opts to spend 8 Hero Points each on his AV and EV raising them to 22.He rolls a 9 and gets 7 RAPs. It takes the pair about 2 hours to install the Power. The Life Sense power is installed in the same fashion also taking about 2 hours.

The robot is now ready to be unleashed against the members of Shadow Force. The whole process of building it took about twenty-three hours to complete.

Modifying Existing Gadgets

Heroes with the Gadgetry Skill may attempt to add another Ability to an already existing and functioning Gadget at a later time. Resolve such an attempt as though it were a new Gadget: calculate and pay the Hero Points, buy the parts, and roll the dice. An attempt to modify an existing Gadget automatically has its OV and RV shifted +2 Columns to the right because the Character is adding an Ability to the Gadget for which it was not initially designed.

To improve an Ability (Attribute, Power, Skill, etc.) of an existing Gadget, the gadgeteer must completely re-install the Ability he is increasing at its full cost. Note that only the specified Ability must be re-installed. To increase a CAR's Running from 7 to 8, simply install 8 APs of Running, do not bother with rebuilding the Body and all the other aspects of the CAR as well. This simulates such ideas as installing a new engine or a higher-powered laser.

Example: Tom wants to add 8 APs of Running to a Hellfire cyborg. Running has a Factor Cost of 2. Since the Reliability Number of the cyborg is 0, however, there is a +3 Factor Cost modifier, raising the total to 5. Eight APs at a Factor Cost of 5 costs 50 Hero Points. Tom then divides the total in half since a human-sized cyborg cannot obviously be Taken Away, leaving a final Hero Point Cost of 25. Tom must then spend 25 Hero Points and make a Wealth Check to buy the necessary parts to install Running. The OV/RV of the Wealth roll is 8/8, since he is installing 8 APs of Running. Tom's Character will use a Laboratory rated at 15 APs, which means he will not have to pay any additional Hero Points to install the Ability, since 8 APs of Running is less than the lab's 15 APs. The OV/RV of the Gadgetry attempt is 8/8, each shifted +2 Columns to the right because the gadgeteer is modifying an already functioning Gadget, for a final OV/RV of 11/11. If Tom gets positive RAPs on his Gadgetry Check, the Running Ability will be successfully installed.

Repairing Gadgets

Damaged Gadgets must be Repaired. By Repairing a Gadget, a Character can restore any APs that it has lost from its Current Body Condition (or Current Mind or Spirit Conditions, if the Gadget has a Mind or Spirit) or any APs of a Power, Attribute, or Skill lost to Reliability break down. Each of a Gadget's Abilities must be repaired separately.

Repairing a Gadget is a Dice Action.The AV and EV of the attempt are both equal to the Gadgetry Skill of the Character conducting repairs, while the OV and RV are both equal to the

starting AP value of the Ability under repair. If Prometheus were trying to Repair an armored suit with a Body of 6 that had taken damage to its Current Body Condition, for example, the OV/RV of the attempt would be 6/6.

If the Ability under Repair has been reduced to a negative value, the Character conducting repairs must buy parts to Repair that Ability. The OV/RV of the Wealth Check necessary to buy the parts is equal to the Ability's starting AP value. Repairs cannot begin until any necessary parts have been purchased.

It takes just as long to Repair an Ability as it does to install an Ability in a new Gadget (see Time).The AV and EV of the Repair attempt can be increased or decreased if the Character conducting Repairs is willing to spend more or less time on the effort.The RAPs earned in a Repair attempt equal the number of APs restored to the Ability under Repair.

Repairing an Ability does not cost any Hero Points; although the gadgeteer may spend Hero Points to increase his AV or EV for the attempt as usual.

Optional Rule - Repairing Weapons

If a weapon Gadget, such as a Gun, breaks due to reliability, a Character who does not have Gadgetry Skill, but does have an appropriate Weaponry Subskill, may attempt to repair the Gadget using his APs of Weaponry as the AV and EV of the repair attempt. Including any penalties for not having a Laboratory or Repair Kit, the Character suffers an additional +1 Column Shift penalty to the OV and RV of the repair attempt. The Weaponry Subskill must be appropriate for the Gadget to be repaired; a Character with the Heavy Weapons Subskill cannot repair a sword Gadget (requiring the Melee Weapons Subskill).

Repair Kits

Characters may purchase a repair kit, which acts as a Laboratory when Repairing damaged equipment in the field. If the Gadget has been totally destroyed, new equipment may not be created through the use of a repair kit.Gadgets may not be repaired beyond the APs of the repair kit. Partial repairs are not possible; for instance, a Character may not Repair a Gadget with a Body of 15 APs using a repair kit of 7 APs.

Repair kits cost 10% as much as a Laboratory of the same APs, with a minimum cost of 1 Hero Point for each repair kit. Repair kits have a Reliability Number of 5, which is checked when a Repair attempt is made using the kit. If the repair kit breaks down, the Repair attempt automatically fails. It is not possible to Repair a repair kit if it breaks down. A new repair kit must be purchased.

Unless the Character conducting Repairs has access to a Laboratory (see Laboratories) or repair kit that has a rating in APs that equals or exceeds the starting AP value of the Ability under Repair, both the OV and RV of the attempt receive +2 Column Shifts to the right.If the Repair roll is less than or equal to the Reliability Number of the repair kit, the Check automatically fails, and the repair kit breaks down and must be replaced.This does not do further damage to the Ability being repaired.

Replacing Destroyed Gadgets

Gadgets that have had their Current Body Conditions (or Current Mind or Spirit Conditions, if the Gadget has a Mind or Spirit) reduced to a negative value which exceeds their original values are permanently destroyed and cannot be Repaired. Since plans and notes for creating these devices already exist, however, they can be rebuilt or duplicated with much less effort than it would take to completely recreate the Gadget from scratch.

To recreate an already existing device, simply pay its Hero Point Cost and buy the parts. No Gadgetry Rolls are necessary, and the entire device can be rebuilt in two days time (16 APs). Only the original creator of the device can rebuild Gadgets in this way. If a Character other than the original Gadgeteer(s) who built the device try to recreate the Gadget, they must make a Gadgetry Skill check (see later) in addition to paying the Hero Points and parts costs. If plans for the Gadget (Scientist Subskill: Draw Plans) are available, they will reduce the OV of the attempt by 2 Column Shifts.

The Character that actually builds the device need not necessarily be the Character that pays the Hero Points for the device or buys the parts. If the Gadget is a major element in one or more Characters'Subplots, the GM must rule whether the device may be replaced in this manner or whether it must be completely redesigned and rebuilt.

Gadgets with the Grenade Drawback that are "destroyed" due to use are replaced automatically between adventures at no Hero Point Cost.

Omni-Gadgets

Omni-Gadgets simulate a comic book character's ability to have exactly the right device to get out of any situation when he has only a finite number of Gadgets with him.

Omni-Gadgets are devices whose exact Powers and Attributes are unknown.They are only defined when the Gadget is taken out and used.The same Omni-Gadget might be a gas grenade, suction cups for the hands and feet, or a flame-arrow that will melt an ice-wall, depending on the particular needs of its owner.

The main limitation of Omni-Gadgets is the range of devices they can turn into. The Ranges are:

A. Physical Attributes
B. Mental Attributes
C. Physical and Mental powers
D. Italicized Attributes*
* An Omni-Gadget allowing Italicized Attributes ("D") must also have the ability to mimic Attributes ("A" and/or "B").

No matter what an Omni-Gadget is used for, it always has a Body equal to its AP rating. An Omni-Gadget may be used for one battle or for a duration of time equal to its AP rating, whichever is shorter. Omni-Gadgets may never possess Skills or Advantages.

Omni-Gadgets must be built just like regular Gadgets. The major difference is that all Omni-Gadgets have but one single Ability: their AP rating.The Base Cost of this Ability is 10.The Factor Cost of this Ability begins at 5, though each Range of Abilities that the Omni-Gadget can mimic adds to the Factor Cost as summarized on the following table:

Ability Range	Factor Cost Modifier
A	+1
B	+1
C	+2
D	+1

An Omni-Gadget has a Gadget Bonus divisor of 5.

Whether or not an Omni-Gadget may be Taken Away in combat is always up to the GM, depending upon what it turns out to be. Omni-Gadgets can be replaced after they have been used

or destroyed just like any other Gadget, although it is not necessary to "buy parts" to replace an Omni-Gadget.

Example: The Baron is fighting Shadow Force and has two 15 AP ABCD Omni-Gadget.The Omni-Gadget cost him 82 Hero Points to build (15 APs at Factor Cost 10 = 400 + Base Cost of 10 = 410, divided by Gadget divisor of 5 = 82). Wraith attacks The Baron by turning the surrounding air into a cloud of highly acidic gas. Thinking fast, The Baron removes a miniature compressed air fan (actually an Omni-Gadget) from his armor. The fan would look like this:

Miniature Fan [Body: 15, Air Control: 15]

The Baron then uses the fan to blow the armor-dissolving gas away from him.The Baron realizes that should his Force Field give way, the Wraith will easily be able to remove his armor. Thinking quickly, The Baron decides that discretion is the better part of valor and retreats by flying away. Although he quickly is gaining ground, Shadow Force continues to attack. The Baron can see that R.A.V.A.G.E.is positioning himself for an Energy Blast attack. Wanting to keep his Force Field up, the Baron attaches a Laser Reflecting Dish (another Omni-Gadget) to his armor. Using this device, The Baron may be able to divert R.A.V.A.G.E.'s damaging laser beam.The mirror would look like this:

LASER REFLECTING DISH [Body: 15, Reflection/Deflection: 15]

Note that both of the Gadgets The Baron used would only last until he escaped (ending the "battle"). In order to use them again, The Baron will have to replace them as though they had been destroyed, although he doesn't have to buy parts for them.

Dividing Omni-Gadget APs

In order to represent a wider range of devices, an Omni-Gadget's AP rating can be divided among several Attributes and Powers, as long as the total APs of all such Attributes and Powers do not exceed the Gadget's AP rating.In the previous example, The Baron could have given his armor the following Powers:

LASER REFLECTION MIRROR [Body: 15, Reflection/Deflection: 10, Radar Sense: 5].

Other examples of Omni-Gadgets using this rule include multi-function scanners,

Multi-function Scanner [Body: 15, Thermal Vision: 5, Telescopic Vision: 5, Radar Sense: 5]

or a power augment suit in case Shadow Force destroys his current attire.

POWER AUGMENT SUIT [*Str*: 7, *Body*: 15, Force Shield: 8].

Mystical Gadgets

Magical/Mystical Gadgets are referred to as Artifacts and are explained in detail in the Magic Chapter (page 193).

Gadgets in Combat

When using a Gadget in combat, the AV, EV, OV, and RV combat values of any attack made by or against the Gadget must be determined. Use the following guidelines for each combat value.

Determining AV

A weapon with its own AV combat value is a weapon that has an advantage when aiming at a target, such as a heat-seeking missile or a sub-machine gun with a "spray" factor.

1. If a Gadget has a Dex, it can be used as the AV for any Attacks that would normally use Dex as the AV, such as most non-ranged Physical Powers (Claws, Poison Touch, etc...). The Character may substitute his own Dex or Weaponry Skill for the AV instead, as appropriate. Using the Weaponry Skill for AV is explained in detail under the Weaponry Skill, page 117.

2. If the Gadget has an AV, it may only be used for the Gadget's own EV value, not for other Abilities it may have. Again, the Character using the Gadget may substitute his Weaponry Skill for the AV as appropriate.

3. If the Gadget is a vehicle, a Character may substitute his APs of Vehicle Skill instead of APs of Weaponry for AV.

4. In all other cases, the AV is determined as appropriate to the Power being used (usually the APs of Power).

Determining EV

A weapon with its own EV combat value uses this value to substitute for its EV in combat, when it is used as a weapon.

1. Every Ranged or Heavy weapon Gadget should have an EV value to determine its ranged damage.

2. The EV of a Thrown or Melee weapon, equals either the EV value of the Gadget (provided it has one) or the Strength of the user, whichever is higher. If Strength is higher than the EV value of the Gadget and the two values are within 3 Columns of each other on the Action Table, EV will equal APs of Strength +1 AP.

If the weight (in APs) of a Thrown weapon is greater than the Strength of the thrower, add +1 AP to the EV. A Thrown weapon cannot cause more RAPs of damage than its APs of Body.

If a Gadget used as a Thrown or Melee weapon has no EV value of its own, it was not built for combat and may be easily damaged. After a successful attack with such a Gadget, look on the Result chart using the same EV but the Gadget's own Body as RV. Any RAPs achieved should be applied to the Gadget's Current Body to simulate wear.

3. In all other cases, the EV is determined as appropriate to the Power being used (usually the APs of Power)

Determining OV

Gadgets can be targeted in combat just like Characters. Gadgets without a Mind or Spirit are immune to Mental or Mystical Attacks. A Gadget's Opposing Value against Physical

Weapons with EV and R#: 0

Hand-to-hand (Melee) and Thrown Weapons (with their own EV Attributes) need to be tough enough to deal out damage without being damaged themselves, and therefore should have high Body Attributes. A Weapon can be broken if it is used against a very tough target or wielded with great Strength. If the RAPs of damage caused by a Melee or Thrown Weapon exceed the Body of the weapon, cross-reference the Result Table using the lowest of either the RV of the target (without Column Shift modifiers) or Str of the attacker as EV, and Body of the weapon as RV. If the RAPs listed are greater than the Body of the weapon, the weapon "breaks" (not unlike the Sweep Attack rule on Page 148) and must be Repaired before it can be reused.

Attacks depends upon the type of Gadget:

1. Gadgets with a Dex always use their own Dex as their OV (unless they are being carried or worn; see 2. below).

2. Gadgets that are being carried or worn by a Character use their owner's Dex as their OV. Aiming at a Gadget that is being carried or worn is always a Trick Shot.

3. Vehicles have an OV equal to their driver's Vehicles Skill rating; motionless vehicles have an OV of zero.

4. Any APs of Miniaturization should be worked into the Gadget's OV.

5. Gadgets that do not fit any of the other categories have an OV of zero.

Determining RV

A Gadget's Resistance Value against Physical Attacks is equal to its Body. Any APs of Skin Armor, Force Field, and other protective, defensive Powers should be factored in.

Throwing Gadgets

Lifting or hefting an item is an Automatic Action using the lifting Character's Strength Attribute. The maximum Range of the throw equals the Strength of the thrower minus the APs of the weight (usually Body) of the Gadget, plus any APs of Gliding Power the Gadget might have. Strength - Weight + Gliding = Throwing Distance. Because the weight of all objects is, more or less, the Body the GM may either "fudge for realism" or enforce the Miniaturization rules.

Armor and Armored Suits

Characters wearing armor (a Gadget with an italicized Body) may substitute the *Body* of the armor for their own Body when computing their RV against Physical Attacks. They may also spend Hero Points equal to the *Body* of the armor to increase their RV in Physical Combat. Such Characters have a starting Current Body condition equal to their own Body, however, not the *Body* of the armor, and can only spend Hero Points to negate damage equal to their own Body through the use of Last Ditch Defense.

Attacking an armored Character with the intent to damage the armor rather than the Character warrants a Trick Shot. Last Ditch Defense may not be used to remove RAPs of damage to a Gadget, only to the Character's own Current Body. If the Italicized *Body* of an armor is lower than the Body Attribute of the Character using it, then the Character should use his own Body for RV, as he is tougher than the armor itself.

Characters wearing an armor with Hardened Defenses but no Italicized *Body* (such as a giant robot suit) always substitutes the Body of the armor for their RV against Physical Attacks (even if the Character's Body is greater than the Body of the Gadget). All damage taken is applied to the Body of the armor, as Hardened Defenses remove openings through which the Character inside may be damaged.

Hardened Defenses armor must be destroyed before the Character inside may be attacked Physically. Hero Points can be used to increase the RV of the armor as above, but Last Ditch Defense may not be used to negate damage applied to the Hardened Defenses armor.

An armored suit with both Hardened Defenses and Italicized *Body* act in all ways like standard Hardened Defenses armor. Characters wearing this sort of armor may spend up to the armor's *Body* in Last Ditch Defense for the armor.

At the Game Master's discretion, an Optional Rule may be instituted to allow damage to be distributed evenly between armor with both Hardened Defenses and Italicized *Body* and the Character's Body, where RAPs are distributed evenly, and any extra RAPs are added to the Armor's Current *Body*.

If a Gadget is not an armor, it may only be used for Blocking purposes, as per the Blocking Combat Maneuver (page 149).

Gadgets as Characters

It is entirely possible to build a Character as a Gadget, as long as the Gamemaster approves. Gadget Characters cannot be Taken Away in combat, reducing their final cost by half. Gadget Characters require at least 1 AP in each of the nine main Attributes. Gadget Characters act as though they have both the Stabilization Advantage and the Cannot Heal Drawback with the Can only be Repaired like a Gadget alternative.

Gadget Characters are affected in the same manner described in the Gadgets and Damage section (earlier). Gadget Characters are easily destroyed; all damage against a Gadget Character is considered as though it is Killing Combat Damage. It is recommended that Gadget Characters take the Hardened Defenses Bonus to Body. Italicizing Attributes is not necessary unless the Gadget Character wishes to act like an armor for other Characters.

Cyborgs are standard Characters who are part machine, possibly replacing existing limbs. They should purchase appropriate Physical Restriction Drawbacks (such as a replaced arm). Only the parts of the cyborg that are mechanical in nature should be built using the Gadget rules, the rest of the cyborg must be built using normal Character creation rules. Attributes simulated through a Gadget must be purchased Italicized (with the standard +2 Factor Cost).

Example: Striker is a cybernetic organism, a cyborg. Even though he looks completely human, his entire body has been replaced by mechanical components, and the only remaining original, organic, part is his brain.Thus, when Striker was "built", his Player paid for Striker's Mental Attributes and Mystical Attributes and Skills at full cost using normal Character creation rules. The Physical Attributes and the rest of the mechanical Striker is mechanical in nature and was built using the Gadget rules at half cost. Striker's mechanical Physical Attributes were purchased as Italicized Gadget Attributes.

Real World Gadgets

If anyone builds a Gadget modeled after a real piece of equipment, there are some guidelines that should be followed. First, find the Power or Skill that best mimics the abilities of the Gadget. A car's land movement works in the same way as the Running Power; a camera's ability is similar to Recall with the Drawback that the information is only stored in visual form, and so on. This process has its limits: Gadgetry is meant to simulate the wonderful sorts of widgets a hero usually creates, not the technological works of a modern industrial society.

If there is no Attribute, Power, or Skill which seems logical for the device, list the abilities of the device in terms of effect and if possible, assign a rough AP Value to the effect.

Standard Equipment

Standard Equipment falls into one of five categories: buildings, electronic equipment, computers and robots, vehicles, and weapons. Standard Equipment is equipment available from any large department or specialty store. Standard equipment is purchased with the money generated by a Character's Wealth Action Check according to each Character's Wealth AP rating (see Wealth, page 194).The cost of Standard Equipment is outlined below. Any standard item not on the list can be obtained using real prices as a guide.

Building Bodys, Weights, Costs and Heights						
Building Type	Body	Weight	Purchase Price	Rent Per Month	Height (in Feet)	Height (in APs)
High-Rise Apartment (250)	20	17	19	4	300	5
Brownstone Six Flat (6)	14	14	14	5	40	2
Abandoned Factory	16	20	16	6	50	3
Garage (2)	9	9	10	2	12	1
Small Indoor Mall (25)	17	16	18	7	20	1
Large Indoor Mall (60)	18	17	20	8	50	3
Skyscraper Offices (1000)	25	23	23	6	1,200	8
High Rise Office Building (200)	19	16	14	6	300	5
Small Office Building (12)	15	15	17	6	40	2
Single Office Building	13	12	13	7	15	1
Small House	10	10	12	6	15	1
Large House	11	11	14	8	25	2
Mansion	15	15	20	16	50	3
Warehouse	14	14	16	9	60	3

Buildings

Most hero groups are going to eventually want some kind of headquarters building.This section outlines the purchase costs of a basic building.These costs do not include any special devices the Players may wish to install in the building.This is strictly for the cost of the building including the cost of the land.

Some buildings have more than one living area, office, or divided area within the structure that are known as units. For example, a high-rise apartment building has 250 units, or 250 apartments in it.The number in parentheses on the Building Costs and Heights Table is the number of units in that type of building.The Purchase Price shown is for the whole building; the Rent Per Month listing is for one unit in the building.

Walls

On the following chart, walls are assumed to be ten feet by ten feet (0 APs x 0 APs). If they are larger than this, find the total Body or Weight APs of the wall by adding the APs of height and length to the Body or Weight APs in the table below. For example, a solid steel wall which is 2 APs long by 3 APs wide would have a Body of 17 and a Weight of 18. However, it is usually easier to assume that any Character who is breaking down a wall is simply trying to break down one ten foot by ten foot section of it.

The Cost Modifier listed on the table is the number of APs by which a Player must increase the construction or purchasing cost of a building if all of its walls are built of the material.

Entrances and Openings

Sometimes in battle, combatants charge through, fly through, or are thrown through windows, doors, and other openings in a building.The next table lists the Body and Weight of such openings, as well as the cost of replacing them should they happen to be smashed or otherwise damaged in a fight. Note: Bulletproof glass is expensive and heavy; outfitting a window with bulletproof glass increases both the cost and the weight of the window by 1 AP each over a window with regular glass.

Wall Bodys, Weights and Cost Table			
Wall Material	Body	Weight (in APs)	Cost Modifier
Brick	8	7	+1
Concrete	10	8	+1
Fiberglass	7	4	+1
Reinforced Concrete	11	10	+2
Steel	12	13	+3
Stone	9	9	+2
Wood	6	5	0
Yullarium	20	12	+10

Entrances and Openings Table			
Entrance/Opening	Body (in APs)	Weight (in APs)	Cost (in APs)
Interior Door	3	1	3
Exterior Door	4	1	3
Large Double Door	5	2	4
Steel Reinforced Door	7	3	6
Bank Vault Door	14	14	9
Small Window	4	0	2
Medium Window	4	1	4
Large Window	4	1	6
Bulletproof Glass	7	+1	+1

Furnishings

Furniture has been known to suffer in bouts between heroes and villains. A short list of the Body and Weight APs of the sorts of furniture and appliances that are most frequently used in combat follows:

Furnishings and Appliances Table			
Furnishing/Appliance	Body	Weight (in APs)	Cost (in APs)
Bathtub	5	3	6
Single Bed	3	1	4
King Sized Bed	4	2	5
Couch	4	3	6
Small Desk	1	0	4
Large Desk	3	1	5
Television	2	0	5
Stereo System	2	1	6
Dresser	2	1	6
Kitchen Sink	4	1	3
Piano (Baby Grand)	3	3	7
Refrigerator	4	3	5
Large Dining Table	2	2	6
Dining Room Chair	1	0	3
Washing Machine	3	3	4

Landscaping

Whenever Characters begin uprooting the flora or get Knocked Back into a redwood, the following table should help decide just who or what breaks. Also included are some objects commonly thrown and/or destroyed during outdoor battles.

Landscaping Table

Object	Body	Weight (in APs)	Height (in APs)
Bush	2	0	-1
Small Tree	4	4	0
Medium Tree	7	6	1
Large Tree	10	9	2
Larger Tree	12	12	3
Huge Tree	14	15	4
Telephone Pole	9	7	2
Phone Booth	5	5	0
Light Pole (rural)	8	5	0
Light Pole (urban)	10	9	2
Mailbox (rural)	2	0	-1
Mailbox (urban)	3	2	-1
Flagpole	6	3	2
Billboard	8	9	2
Fire Hydrant	11	5	-2
Park Bench	4	2	-1

Electronic Equipment

The following table lists a number of electronic gizmos that Characters may wish to buy to aid them in their crime fighting endeavors. A detailed description of each item also follows.

Electronic Equipment Table

Type of Item	Cost (in APs)
Bug	6
Electric Eye	5
Infrared Sensor	6
Surveillance Microphone	6
Nightsight	7
Radio	5
Television Camera	9
Monitoring System	13
Tracer	5

A bug is a miniaturized microphone which can secretly pick up conversations and transmit them to a waiting radio receiver which is a mile (10 APs) or less away. A Character with either the Clue Analysis Subskill of Detective or the Security Systems Subskill of Thief may attempt to detect a bug.Characters without these Skills must make an Unskilled Perception Check to detect the device.

A bug has an OV/RV of 5/5 against being detected. If the Perception Check yields positive RAPs, the bug is discovered.

An electric eye is a sensor consisting of a beam of light and a photosensitive receptor. Any object interrupting the beam of light will trigger the alarm that is connected to the electric eye. Characters must make a Perception Check and gain positive RAPs against an OV/RV of 5/5 to detect the beam or the receptor before tripping it.

An infrared sensor picks up heat from an object.An alarm is usually attached which is activated when the temperature of an object in range is equal or greater than a specified temperature, usually human body temperature. An infrared sensor can detect any person within 100 yards (5 APs). To detect an infrared sensor, Characters must make a Perception Check against an OV/RV of 6/6 and gain positive RAPs.

A directional microphone is used to pick up conversations which are out of range of normal hearing. It works as the Extended Hearing Power rated at 6 APs. Detecting a surveillance microphone requires a Perception Check against an OV/RV equal to the distance in APs that the microphone is from the subject.

A nightsight is a low-powered telescopic sight which also amplifies the available light at night. Starlight on a cloudy night has enough light for a nightsight to work. A nightsight has an overload switch which shuts it down when the light in the area has reached a point of high brightness. It is treated as though it has Telescopic Vision and Ultra Vision rated at 5 APs apiece.

The listed radio represents a portable receiver-transmitter with a range of 5 miles. It is treated as though it has Radio Communication at 7 APs.

A television camera is a mini-cam which is mobile, like those used for local newscasts.

A television monitoring system is a security system with cameras at all entry points to a building and many cameras at other spots in a building. In one central location there is a bank of monitors where the television signals are sent. Security cameras can be detected on a successful Perception Check against an OV/RV of 3/3.

A tracer is a small transmitter which sends a steady signal to a radio receiver. The range of a tracer is 5 miles (12 APs). A tracer may be detected by a Character with the Clue Analysis Subskill of Detective or the Security Systems Subskill of Thief. Characters who do not have such Skills must make an Unskilled Perception Check against an OV/RV of 5/5 to detect the device.

Computers and Robots

Computers are special Gadgets used to store and retrieve information. The main Abilities of Computers include the Body and Intelligence Attributes and the Recall Power. Int represents the computer processor for computational power, and Recall is the hard drive, used for information storage and retrieval. An Artificial Intelligence Computer has Will and Mind Attributes as well as Intelligence. "Self-Aware" Computers have Mystical Attributes.

Computers used for multi-tasking (performing more than one task at a time) are purchased with the Split Power with a "Computer-Specific" Limitation: Split Used for Computational Purposes Only (-1 FC). Split Computers do not physically become two Computers but divide Mental Attributes to simulate the ability of multi-tasking. Each "mind" may run separate programs.

Computers may have a limited ability to use various Skills and Advantages, such as Detective, Cryptography, Research, or Expertise/Scholar. Unless a computer is in control of some physical system (such as a robot), it will be unable to perform Skills that require any physical manipulations of an object. For example, a computer could not build a Gadget by itself simply by having the Gadgetry Skill.

Other computer Powers and Skills include Remote Sensing (Sight Only) for "face-to-face" communication and video cameras, Scientist for automated research and analysis, Security Systems, and the Cryptography Subskill of Military Science for encryption/decryption programs.

Computer Ability Use

A computer may use a Skill at its own APs of the Skill, or it may be used to enhance the Skill use of a Character who also has the Skill. In this latter case, reduce the Opposing and Resistance Values of the Action by the computer's number of

APs of the Skill, to a minimum of zero APs.

Characters with Expertise/Scholar in computers should include their Scholar Bonus when using any Abilities through a computer. Depending on the Genre (and Gamemaster), Characters with the Innocent Drawback are considered unfamiliar with Computers due to their inexperience with society and may incur a -1 Column Shift penalty to both the OV and RV when using them.

Example: A Character without the Detective Skill uses a computer that has 6 APs of Detective Skill to analyze a clue (Clue Analysis Subskill of Detective). The clue has Opposing and Resistance Values of 10/10. Since the Character does not have the Detective Skill, the computer works at 6 APs.

Later, a Character with 12 APs of the Detective Skill uses the computer to analyze the same clue. As before, the OV/RV against the Detective Action is 10/10. However, using the computer reduces the Opposing and Resistance Values by its APs of Skill. Therefore, the OV/RV of the Clue falls from 10/10 to 4/4. Rolling a 6, the Character succeeds the Check but would have failed if he had not used the computer. The Effect Value of 12 versus a Resistance Value of 4 yields 9 RAPs of knowledge.

Computer Programming

Characters with Gadgetry Skill can "program", the ability to give new abilities to a Computer. This is a standard aspect of Gadgetry, not a Bonus or Limitation, and is represented by Modifying Existing Gadgets. Gadgetry with a "Computer Specific" Limitation warrants no Bonus, as a computer could still be turned into a robot, added into a car gadget, or modified in a variety of ways: hence no adjustment to Gadgetry's Cost. As with any Skill, a computer's own Gadgetry Skill may be used to reduce the OV and RV of any Gadgetry Skill use.

Computer Research

When using a Computer to search for information on a topic, use the Character's APs of Scientist (Research) or the Computer's APs of Recall, whichever is higher. OV/RV are based on the obscurity of the information, but information not normally available that a Computer would not have access to cannot be found no matter how many APs of Recall a Computer might have. If not using the APs of Recall as AV/RV, the APs of Recall may be used to reduce the OV and RV of the attempt as though it were an appropriate Skill.

RAPs represent Knowledge Points where 1 RAP gives one or two simple facts, RV represents limited information on the subject, and Full RV reveals all information known on the subject in question. One (1) or more RAPs represents success if a search is being made for only a single fact.

Most Computers have high Recall APs but low Int, thus Recall represents a Computer's ability to recall facts but leaves a very limited ability to understand and reach conclusions. If an Artificial Intelligence or Self-Aware Computer is used to solve problems, make deductions, and/or reach conclusions, it may opt to roll a Perception Check using its Int/Will as the AV/EV, with OV/RV relative to the problem's complexity. Assuming all relevant facts have been input into the Computer, a successful Check indicates a solution or conclusion has been reached.

Artificial Intelligence

Artificial Intelligence (A.I.) gives a computer self-awareness. This computer should be an NPC played by the GM. The GM should be aware of the programming included in the computer; if the computer is programmed to obey its operator (which most are), only an extreme provocation or logic manipulation could induce the computer to oppose the operator. A computer with Artificial Intelligence may not enhance its own Skill use.

The Internet

The Internet is a massive network of Computers and systems connected to each other through Internet Service Providers, (ISPs). Anyone can use the Internet for research as long as their Computer is hooked up to an ISP, allowing communication with other Computers.

Computers with modems or Internet connections should have APs of Radio Communication Power to represent the speed of the connection. This speed is the Speed of information travelling over the Distance from which it is retrieved and is used to determine the Time it takes to retrieve information from the Internet. Researching on the Internet allows access to a database with a Recall of up to 50 APs. The Character decides how many APs of Recall (up to 50) he uses to check, then subtracts his APs of Radio Communication from that number, revealing the amount of Time it will take (minimum 1 phase) to retrieve the information. This amount of APs also equals the AV and EV of the research check. Remember, information that does not exist on the Internet cannot be found.

Example: A Character uses a Computer to find the year the Empire State Building was constructed, a task having an OV/RV of 3/3. Attempting to discover more obscure facts, such as which company installed the building's elevator, may have OV/RV of 9/9. Learning what the first elevator operator had for breakfast on his first day on the job would be information that is unavailable on a Computer. Actually, there are some really obscure items out on the Internet, so this might be found, but it is possible that available information is falsified (GM Discretion).

Computer Hacking

The guidelines above assume the Character is using a computer to which he has free access. In cases where a Character wishes to gain information from or control a Computer that he does not have authorization to use, he must first bypass that Computer's Security Systems. This procedure is known as "hacking" a Computer system, and the Character is known as a "hacker".

In order to hack into a target Computer, the hacker must first have access to the target, either by being at the target's location or if both the target computer and the hacker's computer access the Internet simultaneously. If the target computer can allow incoming calls to its system from another computer (GM's discretion), it may also be targeted.

Hackers must possess the Identify Gadget Subskill of Gadgetry. Hacking is an Action Check with AV and EV equal to the APs of Identify Gadget. If the hacker has the Security Systems Subskill of Thief, he may substitute the APs as his AV/EV. If a hacker does not have APs of Security Systems Subskill, he incurs a +1 Column Shift penalty to the OV and RV of the hacking attempt. Hackers with an Expertise/Scholar of Computer may use their Advantage bonus for their hacking check.

The OV/RV of a hacking attempt equals either the AP rating of the target computer's Security System, or the Int/Will of an Artificial Intelligence, whichever is higher. Typical business Computers have OV/RV of 5/5, while a complex Government/Military systems can be as high as 15/15.
A Successful Check indicates that the Hacker successfully bypassed the Security System and is given free access to the computer's Abilities. Hacking a Computer requires at least 4 APs (1 minute) of time for each attempt, and multiple attempts might not be allowed (GM's discretion). Military Science (Cryptography) must be used for decoding any encrypted information.

Artificial Intelligence or users at the hacked computer's location may attempt to remove a hacker's access to the system. This is an Action Check with APs of Int/Will (for an A.I.) or APs of

the Identify Gadget Subskill of Gadgetry as the AV/EV against an OV/RV equal to the RAPs achieved on the original hacking attempt. Cumulative RAPs exceeding the original RAPs means the hacker has been ejected from the system.

Computers and Robots	
Item	Cost (in APs)
Palm-Top Computer	5
Budget Lap-Top Computer	7
Advanced Lap-Top Computer	8
Budget Home Computer	6
Advanced Home Computer	7
Mini Computer	9
Business Mainframe	12
Research Mainframe	14
Advanced Research	17
A.I. Mainframe	20

PALM-TOP COMPUTER
[Int: 1, Body: 1, Recall: 7, Miniaturization: 6, R#: 4, Cost: 17]
This tiny computer, or digital assistant, is a stripped down PC with only the most basic of functions. It will act as a calendar, word processor, telephone directory, and other rudimentary functions. The Palm-top computer generally has a very small keyboard or recognizes hand-written commands and data. More advanced versions with (Radio Communications Power) will even send Faxes and "surf" the Internet.

BASIC LAP-TOP COMPUTER
[Int: 1, Body: 1, Recall: 9, Miniaturization: 4, R#: 4, Cost: 14]
This portable computer is for the hero who wants a portable computer but can't afford a state-of-the-art laptop. It comes with a built-in keyboard, disk drive, and small monitor. Its battery only lasts 4 hours before requiring recharging.

ADVANCED LAP-TOP COMPUTER
[Int: 1, Body: 1, Recall: 11, Miniaturization: 4, R#: 3, Cost: 20]
This portable computer is for the hero who wants a powerful portable computer. It comes with a built-in keyboard, disk drive, CD-ROM, modem, and small monitor. Its increased functionality reduces battery running time to only 3 hours.

BUDGET HOME COMPUTER
[Int: 1, Body: 1, Recall: 10, R#: 4, Cost: 14]
This home computer is for the hero on a tight budget. It comes only with a keyboard, disk drive, CD-ROM, and monitor and is subject to frequent breakdowns.

ADVANCED HOME COMPUTER
[Int: 1, Body: 1, Recall: 12, R#: 3, Cost: 31]
This home computer is the most advanced home computer system available. It comes with all of the peripherals, such as disk drives, modem, CD-ROM, and laser printer.

MINI-COMPUTER
[Int: 2, Body: 2, Recall: 13, Split: 1, R#: 3, Cost: 66]
Split Used for Computational Purposes Only. A mini-computer, despite its name, is larger than a home computer. It comes with terminal, disk drives, printer, and plotters.

BUSINESS MAINFRAME
[Int: 3, Body: 2, Recall: 15, Split: 2, R#: 3, Cost: 84]
Split Used for Computational Purposes Only. A business mainframe comes with several terminals, printers, and disk drives.

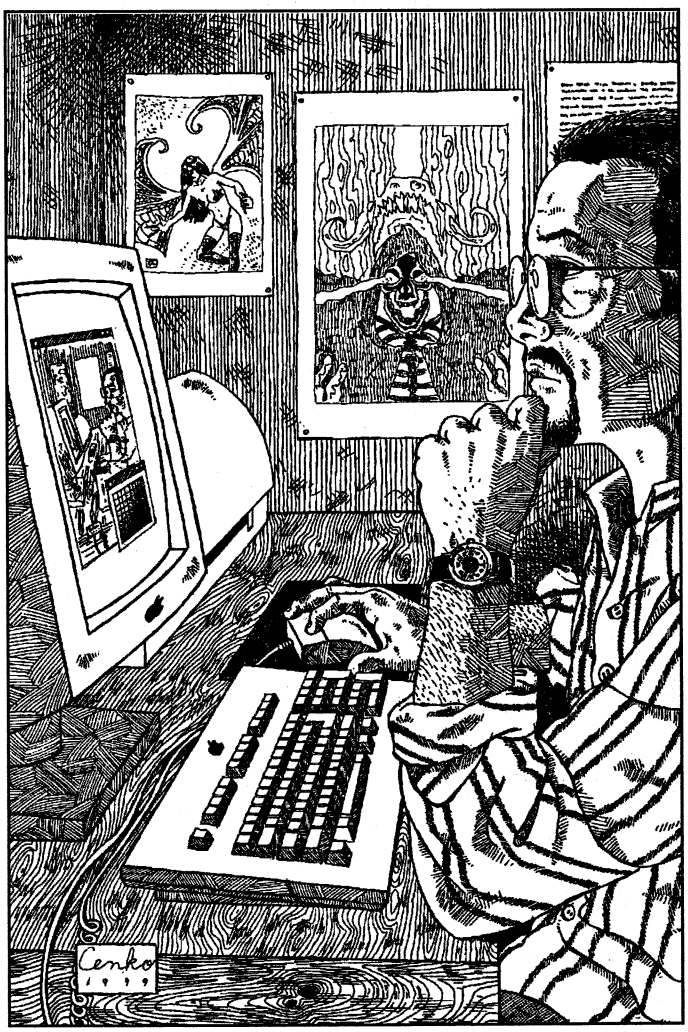
RESEARCH MAINFRAME
[Int: 4, Body: 2, Recall: 16, Split: 3, R#: 3, Cost: 98]
Split Used for Computational Purposes Only. A research mainframe comes with terminals, extended memory, printer, and plotter.

ADVANCED RESEARCH MAINFRAME
[Int: 6,Will: 2, Body: 2, Recall: 18, Split: 5, R#: 2, Cost: 168]
Split Used for Computational Purposes Only.

ARTIFICIALLY INTELLIGENT RESEARCH MAINFRAME
[Int: 6,Will: 2, Mind: 1, Infl: 1, Body: 2, Recall: 18, Split: 5, R#: 2, Cost: 172]
Split Used for Computational Purposes Only. An advanced research mainframe comes with the standard mix of terminals, extended memory, printer, and plotter.

Vehicles

Any Gadget that can transport one or more Characters from one location to another under its own power is considered a Vehicle.



Air Vehicles

Air vehicles are vehicles that allow one or more Characters to fly or glide through the air. This includes all gliders, airplanes, airships, and most 20th Century spacecraft.

JET PACK
[Str: 2, Body: 2, Flight: 6, R#: 2, Cost: 28]

GLIDER
[Str: 4, Body: 6, Gliding: 7, Cost: 63]

SINGLE PROPELLER AIRPLANE
[Str: 5, Body: 8, Flight: 7, Radar Sense: 16, R#: 2, Cost: 151]

FLYING BOAT
[Str: 7, Body: 10, Flight: 7, Radar Sense: 17, Swimming: 2, R#: 2, Cost: 203]
Power Restriction: Swimming only works on the surface of water; may not dive.

JUMBO JET
[Str: 11, Body: 12, Flight: 8, Radar Sense: 18, R#: 2, Cost: 291]

SUPER-SONIC JET LINER
[Str: 10, Body: 12, Flight: 9, Radar Sense: 18, R#: 2, Cost: 280]

F-15 STRIKE EAGLE
[Str: 8, Body: 10, AV: 6, EV: 8, Range: 9, Flight: 11, Radar Sense: 20, Hardened Defenses, R#: 3, Cost: 255]
Can carry four AIR-TO-AIR MISSILES (see Weapons below).

F-22 RAPTOR
[Str: 8, Body: 10, AV: 10, EV: 8, Range: 21, Flight: 10, Radar Sense: 20, Invisibility: 5, Hardened Defenses, R#: 2, Cost: 451]
The F-22 was designed to replace the aging F-15. It is equipped with stealth technology and supercruise which allows supersonic flight without fuel gobbling afterburner. In addition, the F-22 is designed to be able to identify and fire on enemy aircraft before it is detected. Finally, the F-22 was designed with an emphasis on reliability and maintainability to ensure rapid deployment with minimum resources.
The F-22 can carry four short or medium range AIR-TO-AIR MISSILES (see Weapons below) in internal bays. The F-22 also has an internal 20-mm cannon.The F-22 has a Flight of 14 AP's when substituting its Flight power for its OV. Range is reduced to 18 APs when in heavy combat.

SPACE SHUTTLE
[Str: 12, Body: 11, Flight: 15, Flame Immunity: 5, Radar Sense: 20, Sealed Systems: 20, Hardened Defenses, R#: 3, Cost: 537]

ZEPPELIN
[Str: 11, Body: 9, Flight: 6, R#: 5, Cost: 110]

HELICOPTER
[Str: 7, Body: 7, Flight: 6, R#: 2, Cost: 84]

ATTACK HELICOPTER
[Str: 7, Body: 9, AV: 5, EV: 8, Range: 9, Flight: 7, Radar Sense: 19, Hardened Defenses, R#: 2, Cost: 256]
Can Carry and Launch two AIR-TO-AIR MISSILES (see Weapons below).

Land Vehicles

Land vehicles range from a simple two-wheeled pedal-driven bicycle to the most complex tanks and armored transport trucks used by the army. For the most part, they are completely unable to fly, swim, or burrow.

MOTORCYCLE
[Str: 3, Body: 5, Running: 6, R#: 2, Cost: 36]

RACING CYCLE
[Str: 3, Body: 5, Running: 7, R#: 2, Cost: 40]

COMPACT CAR
[Str: 4, Body: 6, Running: 6, R#: 2, Cost: 48]

MIDSIZE CAR
[Str: 5, Body: 6, Running: 6. R#: 2, Cost: 52]

SPORTS CAR
[Str: 4, Body: 6, Running: 7, R#: 2, Cost: 52]

LIMOUSINE
[Str: 5, Body: 7, Running: 6, R#: 2, Cost: 60]

MINI-VAN
[Str: 5, Body: 7, Running: 6, R#: 2, Cost: 60]

VAN
[Str: 6, Body: 8, Running: 6, R#: 2, Cost: 76]

LIGHT PICKUP TRUCK
[Str: 5, Body: 6, Running: 6, R#: 2, Cost: 52]

FULL SIZE PICKUP TRUCK
[Str: 6, Body: 7, Running: 6, R#: 2, Cost: 68]

SPORT UTILITY VEHICLE (SUV)
[Str: 5, Body: 7, Running: 6, R#: 2, Cost: 60]

EIGHTEEN WHEELER
[Str: 10, Body: 13, Running: 6, R#: 2, Cost: 188]

ARMORED PERSONNEL CARRIER
[Str: 9, Body: 14, AV: 5, EV: 7, Range: 8, Running: 5, Hardened Defenses, R#: 2, Cost: 257]

M-1 ABRAMS TANK
[Str: 9, Body: 15, AV: 6, EV: 10, Range: 10, Running: 5, Hardened Defenses, R#: 2, Cost: 321]

JEEP
[Str: 5, Body: 6, Running: 6, R#: 2, Cost: 52]

SNOWMOBILE
[Str: 3, Body: 5, Running: 6, R#: 2, Cost: 33]
Power Restriction: Running is limited to 4 APs if not on snow.

Water Vehicles

To travel on or underneath a body of water, Characters must make use of a water vehicle. These can be as simple as a canoe or a rowboat or as complex as an aircraft carrier or a nuclear submarine. An asterisk (*) after a boat's Swimming Power indicates that it is limited to use on the surface of the water only.

JET SKI
[Str: 2, Body: 4, Swimming: 5*, R#: 3, Cost: 21]
PERSONAL WATER CRAFT
[Str: 3, Body: 4, Swimming: 5*, R#: 3, Cost: 24]

MOTORBOAT
[Str: 4, Body: 5, Swimming: 4*, R#: 2, Cost: 35]

SPEEDBOAT
[Str: 3, Body: 5, Swimming: 5*, R#: 3, Cost: 28]

HOUSE BOAT
[Str: 6, Body: 7, Swimming: 3*, R#: 2, Cost: 62]

YACHT
[Str: 11, Body: 13, Swimming: 4*, R#: 2, Cost: 199]

OCEAN LINER
[Str: 20, Body: 18, Swimming: 4*, R#: 2, Cost: 487]

DESTROYER
[Str: 15, Body: 18, AV: 7, EV: 12, Range: 13, Swimming: 5*, Radar Sense: 17, Sonar: 12, Hardened Defenses, R#: 3, Cost: 555]

Optional Rule - Vehicular Combat

Vehicular combat is different from other forms of combat. Some vehicles have mounted weapons that cannot maneuver on their own, requiring actual maneuvering of the vehicle itself to aim the weapon. A machine gun mounted on the hood of a car cannot fire at targets behind the car. In order to do this requires changing the direction of the vehicle.

This sort of combat is best simulated like an aerial dogfight. In an aerial dogfight, the object is to get one's plane behind an enemy's plane and blast it to pieces. Of course, while one pilot was trying to get behind his enemy, the enemy was frequently trying to get behind him as well. The winner of this struggle was usually the pilot with the most skill.

While "dogfighting", make a special Maneuver Check at the beginning of each combat phase, just after rolling for Initiative. To make a Maneuver Check, each of the pilots makes a Vehicles Action Check against an OV/RV of 0/0. Any RAPs earned on this Action Check are then allocated to enemy targets in any fashion the pilot desires. In order to attack an enemy aircraft, the pilot must allocate more of his maneuver RAPs to the enemy's aircraft than the enemy allocates to him. In the situation of a tie, neither pilot can hit each other. The best way to illustrate this is through an example.

Example: Spaceman Bob is battling three Voltz Imperium ships. Bob earns 11 RAPs on his Maneuver Check and the Imperium pilots earn 4, 5, and 5 RAPs. Each of the Imperium pilots allocates all of his RAPs to Bob, obviously. Bob, in turn, may decide to allocate 5 RAPs to the first pilot and 6 RAPs to the second pilot, preventing both of them from attacking him during the phase. The player must allocate more RAPs to his opponent than his opponent allocated to him in order to attack. Since Bob allocated more RAPs toward each of the first two aliens, he could attack either target or Multi-Attack both. In either case, the third Imperium pilot will get to make an attack on Bob. If Bob had earned 16 RAPs on his Maneuver Check, he could have allocated the other 5 RAPS to the third Voltz pilot, preventing the pilot from attacking him.

A pilot firing at another craft uses his APs of the Vehicles Skill as his Acting Value when resolving the shot, not his Weaponry Skill score.

BATTLESHIP
[Str: 18, Body: 24, AV: 7, EV: 15, Range: 14, Swimming: 4*, Radar Sense: 17, Sonar: 12, Hardened Defenses, R#: 3, Cost: 829]

NUCLEAR SUBMARINE
[Str: 19, Body: 24, Swimming: 4, Water Freedom: 6, Sonar: 12, R#: 5, Cost: 526]
Can carry and launch 32 TORPEDOs (see Weapons below).

Weapons

This section covers all types of weapons from simple swords and knives, up through guns and bombs, all the way to advanced lasers and nuclear munitions.

Knife
[Body: 5, EV: 3, Cost: 13]

Sword
[Body: 6, EV: 4, Cost: 18]

Club
[Body: 3, EV: 3, R#: 5, Cost: 5]

Nunchakas
[Body: 2, EV: 4, Cost: 7]

Bow and Arrow
[Str: 6, Body: 3, EV: 3, R#: 5, Cost: 14]
Str of Bow is its Range.

.38 Revolver
[Body: 4, EV: 3, Range: 4, Ammo: 6, R#: 3, Cost: 9]

.45 Semi-automatic
[Body: 4, EV: 4, Range: 5, Ammo: 7, R#: 3, Cost: 11]

.44 Magnum Revolver
[Body: 4, EV: 5, Range: 5, Ammo: 6, R#: 3, Cost: 11]

Pump-Action Shotgun
[Body: 4, AV: 5, EV: 5, Range: 3, Ammo: 7, R#: 3, Cost: 14]
Limitation: EV is Diminishing.

Sawed-Off Shotgun
[Body: 4, AV: 5, EV: 6, Range: 2, Ammo: 2, R#: 4, Cost: 10]
Limitation: EV is Diminishing.

Submachinegun
[Body: 4, AV: 5, EV: 5, Range: 5, Ammo: 4, R#: 3, Cost: 13]

Rifle
[Body: 4, EV: 6, Range: 7, Ammo: 6, R#: 2, Cost: 18]

Semi-automatic Rifle
[Body: 4, AV: 4, EV: 6, Range: 7, Auto Ammo: 8, R#: 2, Cost: 22]

Machinegun
[Body: 4, AV: 5, EV: 8, Range: 8, Auto Ammo: 6, R#: 3, Cost: 21]

Flame Thrower
[Body: 4, Flame Project: 6, R#: 5, Cost: 13]

Laser Pistol
[Body: 4, AV: 3, EV: 4, Range: 6, Ammo: 10, R#: 2, Cost: 17]

Laser Rifle
[Body: 4, AV: 4, EV: 4, Range: 7, Ammo: 10, R#: 2, Cost: 20]

Fragmentation Grenade
[Body: 1, Bomb: 5, Claws: 5, Grenade Drawback, R#: 3, Cost: 12]

The grenade must be thrown at its target. Claws and Bomb have the Area Affect Bonus. Claws have the Range Bonus.

Flash/Bang Grenade
[Body: 1, Flash: 8, Sensory Block: 10, Grenade Drawback, R#: 3, Cost: 40]

The grenade must be thrown at its target. Sensory Block only effects hearing.

Smoke Grenade
[Body: 1, Fog: 8, Grenade Drawback, R#: 3, Cost: 8]

The grenade must be thrown at its target.

Concussion Grenade
[Body: 1, Super Breath: 5, Grenade Drawback, R#: 3, Cost: 5]

The grenade must be thrown at its target.

L.A.W. Rocket
[Body: 2, EV: 8, Range: 8, Ammo: 1, R#: 2, Cost: 15]

105mm HOWITZER
[Body: 6, AV: 5, EV: 9, Range: 15, R#: 2, Cost: 116]

AIR TO AIR MISSILE
[Dex: 12, Body: 2, AV: 6, EV: 13, Flight: 12, Radar Sense: 19, Grenade Drawback, R#: 2, Cost: 306]

CRUISE MISSILE
[Dex: 10, Body: 6, AV: 7, EV: 15, Flight: 10, Radar Sense: 19, Grenade Drawback, R#: 2, Cost: 291]

Bonus: Cruise Missiles may carry nuclear munitions (See Atomic Bomb Below)

TORPEDO
[Dex: 6, Body: 3, AV: 5, EV: 14, Sonar: 10, Swimming: 6, Water Freedom: 7, R#: 3, Grenade Drawback, Cost: 111]

ATOMIC BOMB
[Body: 6, Bomb: 20, Flash: 12, Electrical Control: 15, R#: 5, Grenade Drawback, Cost: 323]

Limitation: Electrical Control only generates EMP (see ICBM below).

This bomb is a small nuclear weapon like the kind that was used in World War II.It can also be used to represent those that might be used by small, poor countries.

INTERCONTINENTAL BALLISTIC MISSILE
[Dex: 3, Body: 10, Bomb: 32, Flash: 15, Flight: 13, Electrical Control: 20, Radar Sense: 20, R#: 3, Grenade Drawback, Cost: 1080]

Limitation: Electrical Control only generates EMP (see below).

The most powerful of nuclear weapons, this missile can reach any target on the globe in minutes. It carries a 100-megaton warhead capable of demolishing a large city.

Note: It is important to note that the effects of nuclear weapons extend far beyond the simple Bomb Power. The Bomb effect itself is resolved as though the weapon is executing a Devastating Attack (see page 145).The Electric Control Power represents the Electromagnetic Pulse (EMP) generated by a thermonuclear blast.This acts as the AV/EV in an attack against all electronic equipment in Normal Range, with OV/RVs based on the amount of shielding the equipment has (determined by the GM using the Universal Modifier Table: most home equipment would have OV/RVs of 2/2, while high-security Government files might have OV/RVs as high as 12/12). RAPs from an EMP attack are subtracted from the equipment's Mental Attributes and Recall Power (if any).The Flash Power of nuclear weapons has a special Area Effect that simultaneously attacks all targets in Normal Range that have a clear line-of-sight to the blast.The effects of radioactive fallout are entirely at the GM's discretion.

Because of the severe environmental impact of such a detonation, an adventure (or campaign) might center around stopping these weapons from being used in the first place.

Sights

The Telescopic Vision of a sight acts the same as the Automatic Power Telescopic Vision and effectively extends the range of firearms. For example: a rifle with a 4 AP sight would treat a target 9 APs away as if it were only 5 APs away. The AV of a Laser Sight may be used as the AV for the EV or Powers of any offensive weapon it is attached to.

Tube Sight
[Body: 1, Telescopic Vision: 1, Cost: 3]

Telescopic Sight
[Body: 2, Telescopic Vision: 4, Cost: 7]
Night Sight
[Body: 2, Telescopic Vision: 3, Ultra Vision: 12, R#: 2, Cost: 26]

Thermal Sight
[Body: 2, Telescopic Vision: 3, Thermal Vision: 12, R#: 2, Cost: 24]

Laser Sight
[Body: 2, AV: 6, R#: 3, Cost: 6]


CHAPTER 8
MAGIC

Magic is the unexplained: the pricking sensation you feel on your neck when someone is watching you and the chill down your spine upon realization that no one is there. Magic is imagination come to life: a forgotten child's laughter kissing the ear then vanishing on the wind.

Magic is an energy that may be harnessed by both those curious enough to question it and those dedicated enough to seek it. Handlers of magic are forever touched by its essence; be they enlightened, comforted, threatened, or corrupted, they will carry its lingering aura for always.

Magic Wielders

Mystical energies can be gathered for use and implemented in a number of ways, each method related, yet somewhat diverse. A Character who manipulates the mystic forces should fall under at least one, if not more, of these categories.

Those who practice the casting of spells through use of the Sorcery Power are known as Sorcerers. The Baron is a formidable Sorcerer. A Mage knows both certain Rituals and the Occultist Skill, which provides methods for their use. White Eagle and Mr. Magician are magi of some renown. Artificers are those who have no inherent mystical powers, and instead wield one or more Artifacts of magical purport. Artificers need not know how to create an Artifact, only how to use it. Taniera is an Artificer, as is the Neon Knight.

An Enchanted is one who has been permanently altered by the energies of magic, creating an alter ego or even a permanent change in form. The Berserker and Dragon Knight are Enchanted. Finally, Mystical Beings are those few made from pure magic, including angels, mythical beasts, and demons. The Husk and Narash Tared are Mystical Beings.

Mystic Strength

The Mystic Strength of a Character is based on the magical abilities and exposure of the Character. Determine a Character's Mystical Strength as follows:

1. Take either the highest AP value of Mystical Power, Occultist Skill, Ritual Effect, or Artifact Ability that the character has, or 0 if he has none of the above.

2. Add 1 AP each for a Low Connection to the Mystical Community, the Luck Advantage, and the Unluck Drawback.

3. Add 2 APs each for a High Connection to the Mystical Community and the Ultra Luck Advantage.

Mystic Strength	APs	OV/RV (for Magic Sense)
Strong	16+	2/2
High	12-15	4/4
Good	9-11	6/6
Mild	7-8	8/8
Low	3-6	12/12
Weak	1-2	16/16
Touched	---	18/18

The Touched

Even though they themselves may not have magical powers, connections, or be particularly lucky, those who have come in contact with the mystic realm will always retain the stench of magic, no matter how much time has passed since contact. A Character who has been healed or altered in any way (other than by a wound during combat) by a Mystical Power, and who does not have abilities that would cause him to have a Mystic Strength Rating, is considered "Touched" by magic.

All Characters with any rating of Mystic Strength are automatically Touched. Handling a Mystical Artifact, or associating with a Character who uses magical abilities for a length of time in APs greater than the Character's APs of Spirit + 15 APs becomes Touched. Characters who have gone insane can be considered Touched, as they have accidentally accessed the chaotic realms due to their insane traumatic experience.

Example: A Character defended by a Mystical Force Field Power does not become Touched. A Character struck by a Mystical Lightning Power does not become Touched. A Character changed into a pig by a Mystical Transform Power becomes Touched. The wife of a high-profile Mage can easily become Touched through association.

Magic Sense or a Detect (Magic) Powers rated at 10 APs or greater may be used to ferret out a "Touched" Character, who will register as slightly magical. Being Touched gives no other benefit or disadvantage. The OV/RV of a Touched target on the Mystic Strength gauge equals 18/18.

The Mystical Community

The Mystical Community is no more a community than a flock of moths around a bug zapper. Practitioners of the mystic arts tend to encounter one another with enough frequency that they have established a network of sorts. Rather than an actual gathering, the Mystical Community is set to a series of checks and balances; those who wish more magical influence can keep tabs on others who wish the same and vice versa. In this way, members of the Community keep their friends close and their enemies closer.

Community members tend to inform the others of strange occurrences, fluctuations in magical energies, powerful mystical adversaries, and so forth, but only when necessary and when it suits them; no one actually goes out of their way to help the others unless it is in their own best interest. Magic users are often selfish and rarely give away an advantage.

During times of serious Mystical crisis where a single Community member is not enough to handle the situation, he may call on the other members of the Community to aid him. Those who might actually be threatened by the outcome of such a confrontation may find it in their best self-interest to help the ailing contact. Favors are owed and paid for in similar fashion. If Darkling discovers that the denizens of Hell are about to spill over into the Earth Dimension, her High Connection to the Mystical Community tells her that White Eagle has knowledge of the proper Ritual of banishment and Vatic carries the amulet necessary for the Ritual's activation.

The current Mystical Community of Earth includes Hellspite, White Eagle, The Husk, Darkling, and Eternity of the Supernaturals, Dr. Winter, The Guardians' Mr. Magician, and Vatic, and Morganna, Mistress of the Night. All have High Level Connections with the Mystical Community.

Having a Connection to the Mystical Community does not necessarily make one a member. A Low Level Connection to the Community allows the Character to ask advice from any of these entities, provided he can locate or summon one of them. A High Level Connection allows the Character to ask one of the entities to use a Power or Skill on his behalf, so long as such an effort is brief and non-threatening. In addition, a High Level Connection gives the Character a vague idea as to where he might find the closest member of Earth's Mystical Community. "I hear that Dr. Winter has a mansion in these parts." "The Supernaturals are in town; I have an idea that Eternity and Darkling are near."

A Character with any Connection to the Mystical Community can be detected through the Magic Sense Power (as

per Mystic Strength determination). In the world of magic, there is no such thing as coincidence. Whether the Character realizes it or not, a Connection with the Mystical Community almost always means there is something inherently magical about the individual; he is more than Touched.

Magical Powers

Inherently mystical abilities include those which summon or create beings (Animation Powers), those which rip and tear the fabric of reality (Dismember or Fabrication), and those which utilize magic's chaotic energies to alter fate itself (Dumb Luck and Probability Control).

Any Physical or Mental Power can be altered to become a Mystical Power through use of the Mystic Link Power (see page 89). A Mystic Linked Power is considered a Mystical Power for all circumstances; the Power's Link Attribute becomes the Mystical equivalent of its original Link Attribute, allowing a Mystical Character to focus his abilities on the appropriate Attributes. A Mystical Power will affect those who have Power Loss, Attack Vulnerability, or other Drawbacks against magic. Certain Mystical Powers can create Touched targets (see "The Touched", earlier).

Some specified Powers have certain abilities altered when Mystic Linked. These Powers include: Animal Control, Aura of Fear, Awareness, Dimension Travel, Diminution, Enlarge, Shouting, Sleep, Spirit Travel, and Transform.

Ritual Magic

Rituals, also known as spells, are the means through with a Mage (a Character who has the Ritual Magic Subskill of the Occultist Skill) can utilize mystical power. Knowledge of Ritual Magic enables a Mage to successfully wield the necessary magic energy for Rituals. It is possible for Characters to not have Occultist Skill but be able to cast Rituals; they must learn through a Mentor but are not considered Magi.

To perform a Ritual, the Mage must have memorized the Ritual at some point in his career, or else he needs a physical copy of the Ritual on hand to reference. New Rituals are learned by studying rare tomes and inscriptions, receiving instruction from Mentors, or through conduction of Occult Experiments.

The Parts of a Ritual

All Rituals consist of an Effect, a Casting Time, a list of Necessary Components, one or more Special Restrictions, and a Hero Point Cost.

The **Ritual's Effect** is a Power or Skill mimicked by the Ritual and its associated AP value. A rain dance, for instance, might have the Weather Control Power rated at 7 APs as its Effect. The Gadgetry Skill, being inherently non-magical, may never be duplicated using Ritual Magic.

The **Casting Time** represents the length of time (in APs) actually required to perform the Ritual. Usually, this time is spent concentrating, chanting, making ritualistic hand motions, and generally preparing. If the Mage is disturbed or distracted during the casting process, the Ritual automatically fails and must be attempted anew.

The Occultist Performance Check is made at the end of Casting Time. A Ritual with a Casting Time of 0 is instant and can be cast in the same phase the Mage began casting the Ritual.

Necessary Components are special items the Mage must possess in order to perform the Ritual without complication. Generally, these items are consumed during the casting process and must be reacquired before repeating the Ritual, even if the Mage did not cast the Ritual successfully. Necessary Components are assigned both a description and a cost. A Transmutation Ritual, for example, might require an ounce of gold worth $400 (4 APs). Before a Ritual may be performed, the Mage must make a Wealth Check (see page 194) to acquire its Necessary Components.

Special Restrictions are unusual conditions the Mage must meet before he may attempt to perform the Ritual or unusual limitations on the Ritual's Effect. A Restriction might require a Mage to fast for several days before attempting a Ritual, for instance, or limit a Ritual with a Dimension Travel (Summoning) Effect to summoning a single, specific individual.

The Ritual's **Hero Point Cost** is the cost of the Ritual. This Cost must be paid whenever a Mage who has not memorized the Ritual successfully casts it. It is also an important value used when transcribing and memorizing Rituals (see below).

Performing a Ritual

To perform a Ritual, the Mage makes an Occultist Performance Action Check with an AV/EV equal to his APs of Ritual Magic against an OV/RV equal to the Ritual's listed APs of Effect. A Character performing a Ritual with a Weather Control Effect rated at 15 APs, for example, would roll against an OV/RV of 15/15. One or more RAPs indicate that the Ritual has succeeded and its Effect is immediately resolved; a Mage who successfully casts a Ritual that he does not have Memorized must pay the Ritual's Hero Point Cost. Failure indicates that the Ritual was improperly performed or somehow failed to take effect. In any case, the Mage must reacquire any Necessary Components and perform the appropriate procedures before attempting the Ritual again.

Ritual Backfire

A Ritual will Backfire if the Occultist Performance Check is a critical failure (double 1's are rolled). There are two results from a Ritual Backfire. First, if the Mage has only learned or memorized the Ritual once, he forgets how to use the Ritual and must go through the learning or memorization process a second time.

Second, if the Ritual was cast from a medium (such as a book or tome), the medium will be attacked by a Mystic-based Physical Attack with AV/EV equal to the Ritual's Effect APs; otherwise, the Mage is attacked by a Mystical Bashing Attack with AV/EV as above. In place of either of these standard penalties, the Gamemaster should feel free to substitute more intricate and appropriate Backfires; a cast of an Animation Ritual could summon the appropriate being into play, against the Mage.

Duration of Ritual Effect

Rituals with a Dice Effect (such as Energy Blast, Exorcism, or Weather Control) last for one dice roll only (that is, one Energy Blast, one Exorcism attempt, or one Weather Control attempt). Rituals with an Automatic Effect normally last for an amount of time (in APs) equal to their Effect's APs ratings (a Ritual with a Skin Armor Effect rated at 10 APs protects the caster for one hour), but the Gamemaster is free to set other limits.

Modifying a Ritual Attempt

Casting Time: With the Gamemaster's permission, each AP of time a Mage adds to a Ritual's listed Casting Time allows the Mage to add 1 AP to his AV/EV when rolling to perform the Ritual. A Mage who takes a full hour (10 APs) to perform a Ritual with a Casting Time of 1 minute (4 APs), for instance, may add 6 APs to both his AV and EV. These additional APs do not add to the AV/EV of the Effect, just the AV/EV of the Occultist Performance Check. Optionally, a Mage may attempt to rush through a Ritual, to perform it in a shorter amount of time. For each AP of time less than the Ritual's Casting Time, increase both the OV and RV of the Occultist Performance Check by 1 AP.

Necessary Components: With the Gamemaster's permission, Magi may perform Rituals even though they have not acquired all of the Ritual's Necessary Components. Increase the OV/RV of such an attempt by an amount equal to the value of the Necessary Components, minus the value of the Components the Mage did manage to acquire. A mage who acquires $200 (3 APs) worth of Components for a Ritual requiring $1,000 (6 APs) worth of Components, for example, increases the OV and RV of the attempt by 3 APs each.

Pushing a Ritual Effect: Once a Ritual has been successfully performed but before its Effect has been resolved, the caster may attempt to Push the Effect, as described on page 128. In this case, the AV/EV of the Push attempt is equal to the RAPs earned on the Ritual Magic Action Check that indicated that the Ritual had been successful. The OV/RV is the APs of Effect.

Hero Points and Rituals: Hero Points may not be spent to alter the AV/EV of a Ritual's Dice Effect. In other words, once a Mage performs a Ritual with an Energy Blast Effect, he may not spend Hero Points to increase the AV/EV of the actual Energy Blast attack. Instead, the Effect must be Pushed using the rules described above. This is a special exception to the rules that generally prohibits Characters from Pushing a Dice Action. Hero Points may be spent as normal to increase both the AV and EV of the Occultist Performance Check up to double.

Example: A Mage with Occultist (Ritual Magic) of 12 and Wealth of 8 will cast a Dream Delve Ritual [Effect: Mind Probe: 14, Time: 8, Components: 4, Special: Requires a lock of the target's hair, Cost: 19] from a tome. The Mage makes a Wealth Check and can afford the $400 worth of components. After fifteen minutes (8 APs of time), the components are consumed and the Mage attempts a Performance Check with AV/EV equal to 12/12 (his APs of Occultist) and OV/RV equal to 14/14 (the Ritual's APs of Effect). He rolls a 4 and fails the Check.

He attempts the Ritual again but without his components, modifying the attempt and therefore raising the OV/RV of the Performance Check to 17/17. The Mage spends 4 Hero Points on both his AV and his EV for the Check, raising it to 16/16. He succeeds the Check and must spend 19 Hero Points for the Ritual's Effect: a 14 AP Mind Probe.

Rituals with Multiple Effects

If a Ritual has multiple Effects, the Casting Time and Necessary Components of the Ritual are the totals for both Effects combined. That is, after the Casting Time passes, the Mage immediately attempts to resolve both Effects; he does not have to wait for another Casting Time length before attempting the second Effect and does not require additional components. An Occultist Performance Check is necessary for each Effect, but no matter how many separate Effects, they total only a single Action. If one or more of the Occultist Performance Checks fail, the other Effects may still succeed, possibly reducing the overall outcome, but the entire Hero Point Cost of the Ritual must be paid (if necessary) unless all the Checks fail.

When using Occult Experimentation to develop a multiple Effect Ritual, the Factor Cost adjustments for Casting Time and Necessary Components apply to each Effect of the Ritual. If knowledge of a multiple Effect Ritual's single APs of Effect is needed (such as when Mentoring) add the APs of the multiple Effects together using standard math, not AP math. A multiple Effect Ritual with 12 APs of one Effect and 4 APs of another Effect has an Effect of 16 for such purposes.

Non-Power Effects

Ritual Effects need not be limited to Powers or Skills. They can be Advantages, Drawbacks, or even Bonuses and Limitations. Advantages and Drawbacks must be purchased with Duration, which replace the Effect APs. Duration has a Factor Cost of 1 on the AP Purchase Chart and is adjusted by Necessary Components and Casting Time. Duration represents the amount of time (in APs) that the effect of the Advantage or Drawback will last. Drawbacks do not subtract from the Cost of the Ritual, instead they use the Bonus for a Drawback in the same way the Cost for an Advantage would be used. For example, a Catastrophic Irrational Attraction would cost 50 Hero Points plus the cost of the Duration.

Bonuses and Limitations may also be purchased alone as Ritual Effects; for example, a Ritual that causes a target Character's Power to have an Area Effect. The Factor Cost of a Bonus or Limitation Effect equals the absolute value of the Bonus or Limitation's Factor Cost Modifier and has a Duration equal to its AP value. For example, a Fatiguing Ritual's Effect would have a Factor Cost of 2.

Magician Groups

A group of Magi can work together to cast a powerful Ritual. If two or more Magi combine their abilities to cast a single Ritual, all Magi must wait the Casting Time, but only one set of Necessary Components is needed. Each Magi must have access to a copy of the Ritual, be it transcribed (even shared) or memorized.

The highest Ritual Magic Skill level present is used as the AV and EV of the Occultist Performance Check, but the OV of the effort receives negative Column Shifts as though the Magi were performing a Team Attack in combat. That is, 2 Magi get -1 Column Shift to the OV, 3-4 Magi get -2 Column Shifts, and so on. If the Check is successful, each Mage involved who has not memorized the Ritual must pay the Hero Point Cost for the Ritual.

Example: Seven Magi band together to perform a powerful Multiple Effect Demon Exorcism Ritual [Effects: Exorcism: 25, Dimension Travel: 20 (Limitation: Banishment to Hell Dimension Only), Time: 15, Components: 6, Special: Only works on demonic entities, Mage must be Catholic, Cost: 65]. All the Magi practice Catholicism and the highest Occultist Skill present is 13 APs. After a day of contemplation and chanting, a single Occult Performance Check is rolled with AV/EV equal to 13/13. The OV/RV equals the APs of the Exorcism Effect, 25/25, with the OV adjusted by –3 Column Shifts due to the involvement of seven Magi. The Check succeeds and enough RAPs are achieved that the Exorcism Effect is successful.

Next, a second Occult Performance Check is rolled with AV/EV again equal to 13/13. The OV/RV equals the APs of the Dimension Travel Effect, 20/20, also with the OV adjusted by –3 Column Shifts due to the seven involved Magi. If the Check fails,

the Magi may be stuck with a demon running amuck instead of banished back to Hell.

Since at least the first Check succeeded, and none of the Magi have the Ritual memorized, each Mage involved must pay 65 Hero Points, the Cost of the Ritual.

Memorizing Rituals

Rituals are composed of certain gestures and nuances that are not easily grasped and must be intensively studied. Learning Rituals takes a lot of reading time and requires the Ritual Magic Skill. A Mage generally needs a lot of concentration to uncover, research, and comprehend such subjects, and therefore time must be set aside.

The base amount of time it takes to memorize a Ritual from an occult tome equals one day (15 APs of time) plus the Effect APs of the Ritual, plus 1 for each Special Restriction of the Ritual (using normal mathematics). Each AP of time the Player adds to this base time before he rolls the dice allows him to add 1 to the AV and EV of the Memorization Check. Each AP of time the Player decides to subtract from this base time before he rolls the dice subtracts 1 from the AV and EV of the Memorization Check. Superspeed may be used to reduce reading time without penalty. Of course, this assumes that the Mage can comprehend the language of the tome in the first place; many occult books are scribed in foreign and lost languages.

The Mage must make a Memorization Action Check with AV/EV equal to his APs of Ritual Magic and OV/RV equal to the Ritual's Effect APs. Hero Points may be spent as normal on the AV and EV. One or more RAPs are necessary for success. To compute the actual time it took to Memorize the Ritual, subtract the RAPs earned by the Memorization Check from the base time. The result is the actual amount of time in APs that the Mage spent memorizing the Ritual. If the Memorization Check failed, the entire base time is automatically consumed. If this time is extravagantly large and the Check is failed, a kind Gamemaster may rule that a maximum of 18 APs of time, or one week, is spent.

If the Check succeeds, the Mage has memorized the Ritual and must pay a special Memorization Cost equal to five times the Ritual's Hero Point Cost; otherwise the Mage must pay a 5 Hero Point failure fee but can attempt memorization again. If the Ritual is forgotten due to Ritual Backfire, it must be memorized again and Memorization Cost must be paid again as well. If the Mage forgets the Ritual a second time, he need not pay the Memorization Cost for subsequent re-memorization. For each memorization after the first, increase the AV and EV of the Memorization Check by a cumulative 1 AP. A Mage can avoid having to pay the second Memorization Cost by paying twice the Memorization Cost upon initial memorization. Note that a Ritual is not automatically memorized if it is cast from a tome five times. Memorization is entirely different than casting simply for certain occasions.

Example: A Mage (Occultist (Ritual Magic): 16) will devote his time to study a Minor Circle of Protection Ritual [Effect: Force Field: 10, (Limitations: Protects those within Circle Only (–1 FC), Can Attack Through Field), Time: 7, Components: 9, Special: Requires chalked circle design;Can only cast during full moon, Cost: 30]. The base time for memorization is fifteen (15) plus the Ritual's Effect (10) plus two Special Restrictions (2), equals 27 APs of time.

The Memorization Check AV/EV equals 16/16 against an OV/RV of 10/10. The Check is successful, achieving 10 RAPs, reducing the base time to 17 APs, or four days. The Mage spends the time and pays 150 Hero Points (30 * 5) to memorize the Ritual.

Later in his career, the Mage rolls double 1's and forgets the Minor Circle of Protection Ritual. He attempts memorization again, this time with an AV/EV of 17/17. On a successful Check, he again pays the 150 Hero Points for memorization. A month later he forgets the Ritual again (he's having bad luck). Upon re-memorization this third time and by spending yet another amount of time, AV/EV equals 18/18. The Check is successful, but since the Mage has already paid the Memorization Cost of the Ritual twice, he does not have to pay the Memorization Cost ever again.

Occultist Mentoring

Simply knowing how to perform a Ritual through Ritual Magic does not mean a Mage has the patience and expertise to explain the unique techniques utilized in performing the Ritual to others; teaching a Ritual requires the Mentor Subskill of Occultist, and those that have it are known as Mentors.

Mentors have the knowledge and experience to teach Rituals to other Characters (Students), who may then use the Rituals as their own. A Mentor must have memorized how to perform the Ritual he will teach to his Student, but the Student does not need the Occultist Skill to learn or cast a Ritual that a Mentor has taught him.

The base amount of time it takes to teach a Ritual equals one day (15 APs of time), plus the Effect APs of the Ritual, plus 1 for each Special Restriction of the Ritual.This base time may be altered upward or downward using the same time rules for Memorization. Superspeed cannot affect the base time unless both Mentor and Student have the Superspeed Power, and only then use the lowest of the two Superspeed AP values.

Next, two rolls are made: a Teaching Check and a Learning Check. Hero Points may be spent to increase the AV and EV of either Check as normal. The Teaching Check determines whether the Mentor successfully taught his Student or not. A Teaching Action Check has both AV and EV equal to his APs of Mentor Subskill, against both OV and RV equal to APs of the Ritual's Effect. If any RAPs are achieved, the Mentor successfully taught the Ritual to the Student; otherwise the Mentor must pay a 5 Hero Point failure fee. The Student must now comprehend what he learned with a Learning Check.

The Learning Action Check has AV equal to the Student's Ritual Magic Subskill and EV equal to either the same or the Mentor's Mentor Subskill APs, whichever higher. Students who do not have Ritual Magic may substitute their Infl for Ritual Magic with a +3 Column Shift penalty to the OV. Both the OV and RV of the attempt equal the Ritual's APs of Effect. If the Learning Check receives any RAPs, the Student has learned the entire Ritual.

To compute the actual time it took to teach the Ritual, subtract the RAPs earned by the Learning Check from the base time. The result is the actual amount of time in APs that Mentor and Student spent studying. If the Learning Check failed, the entire base time is automatically consumed. If this time is extravagantly large and the Check is failed, a kind Gamemaster may rule that a maximum of 18 APs of time, or one week, is spent.

A successful Learning Check means the Student must now pay a Learning Cost equal to the Ritual's Hero Point Cost times five to finalize the learning process. If he failed the Learning Check, the Student must pay a 5 Hero Point failure penalty. The Mentor gains a +1 AP Bonus (cumulative) to both the AV and EV of the Teaching Check on any subsequent attempts to teach the same Student the same Ritual.

When casting the learned Ritual, Unskilled Students use AV/EV equal to Infl/Aura, and OV/RV equal to the Ritual's listed APs of Effect with a +3 Column Shift penalty to both OV and RV. If the Student later acquires the Ritual Magic Subskill, he must

use the APs of that Subskill instead.

If the Student forgets the Ritual due to Ritual Backfire, he must be taught it again, and the Learning Cost must be paid again as well. The Student may choose to memorize the Ritual instead of having it taught to him but must then pay the Memorization Cost (same as the Learning Cost). If the Student forgets the Ritual a second time, he need not pay the Learning Cost for subsequent re-memorization. A Student can avoid having to pay the second Learning Cost by paying twice the Learning Cost upon initial teaching.

Example: A Mentor (Occultist (Mentor): 13) is teaching his Student (Occultist (Ritual Magic): 9) Higbee's Grinding Fist Ritual [Effect: Mind Blast: 11, Time: 1, Components: 1, Special: Caster's hands and arms must be free to simulate grinding, Cost: 28]. The base time of fifteen (15) plus the Effect (11) plus the single Special Restriction (1) equals 27 APs of time.

The Teaching Check has an AV/EV equal to 13/13 against an OV/RV of 11/11.The Teaching Check is successful, and the Learning Check has an AV/EV equal to 9/13 against an OV/RV of 11/11.The Student spends 9 Hero Points to increase his AV to 18.

The Learning Check succeeds with 12 RAPs, reducing the base time to a single day, 15 APs. The Student chooses to pay 280 (28 * 10) Hero Points, so if he ever has to re-memorize the Ritual in case he forgets it, he does not have to pay any more Hero Points.

Transcribing Rituals

A memorized Ritual may be transcribed onto an object. Transcribing requires knowledge of both the Ritual Magic and the Create Artifact Subskills of Occultist. A Ritual may be written onto any object; an Artifact, a Gadget, a building, or even tattooed onto another Character. Transcription does not need a Workshop to take place (see Artifacts).

Mystic Circles

During times of mystical crisis, a group of occultists may pool their mystical energies in order to aid an outside Character. Forming a "Mystic Circle" requires four or more Characters who possess the Occultist Skill at 7+ APs; any others must either have the Occultist Skill or be one of the Touched. No less than four semi-powerful occultists are needed; any fewer and there is not enough power and life force for the Circle to commence.

To create a Mystic Circle, the participants join hands and each member must pay a fee of 10 Hero Points. The Character with the highest APs of Occultist Skill (known as the Magus) must roll an Action Check using his APs of Occultist as the AV/EV against an OV/RV based on the physical distance between the occultists and the Character they are attempting to aid (see chart). The OV/RV should be adjusted based on the number of participants in the Mystic Circle, as though the Magus were performing a Team Attack. If the roll fails, the Mystic Circle cannot be established.

In order to form a Mystic Circle to aid a target, the occultists must have some method of actually perceiving that target. A Circle cannot benefit a target in another dimension, for example, unless the occultists can somehow see and hear the target.

Mystic Circle OV/RVs

Distance to Target Character	OV/RV
No more than 50 miles	Challenging (2/2)
51 – 1000 miles	Difficult (4/4)
Same dimension, more than 1000 miles	Strenuous (6/6)
Other dimension, Travel Distance 1-3	Extreme (8/8)
Other dimension, Travel Distance 4-6	Pushing the Limit (10/10)
Other dimension, Travel Distance 7+	Herculean (12/12)

Example - Mystic Circle

Five Magi and two Touched are observing a battle between a stone golem (Dex: 4, Str: 12, Body: 11) and a demon in another dimension through the use of the Remote Sensing Power. They decide to pool their powers to aid the golem. Each of the seven Characters pays 10 Hero Points (for a total of 70 Hero Points) and links hands. One of the Magi has 10 APs of Occultist Skill, the highest in the group, so he becomes the Magus. Because the Mystic Circle will affect a nearby dimension (1-3 APs) the OV/RV of the attempt is 8/8. The OV/RV is modified by a Team Attack of 7 (-3 Column Shifts) and reduced to the 1-2 Column. The Magus succeeds in his roll. One of the Touched has the highest Aura of the group (12 Aura), which is adjusted to 15 due to the number of participants. The Magus applies this value to the golem's Strength Attribute, which becomes 16 (12 + 15 = 16 in AP Addition) for this phase. In the next phase, if the members of the Mystic Circle still decide to keep the Circle working, they will all take Mystical Bashing Damage with EV equal to 15 APs.

Effects of a Mystic Circle

Take the highest Aura score of all the participants in the Mystic Circle and add the bonus for the number of joined participants (see following table). This final figure is added to any of one of the target's abilities chosen by the Magus, using the rules for adding APs.

Each phase that a Character remains a part of a Mystic Circle and the members of that Circle decide to augment another Character's ability, cross index the total energy generated by the Magic Circle (as EV) against the Character's Spirit score (as RV) to determine the amount of Mystical Bashing Damage he suffers. Unlike the Bashing Damage inflicted by the Sorcery Power, a Player may spend Hero Points to increase his Character's RV in hopes of avoiding this damage, and he may also invoke Last Ditch Defense.

Number of Participants	Bonus
4	+2
5-8	+3
9-16	+4
17-32	+5
33-64	+6
etc. (follow pattern)	etc.

Transcribing a Ritual requires purchasing special materials such as exotic inks, powders, or even metals, which differ based on the Ritual. This is a normal Wealth Check with both OV/RV equal to the Necessary Components of the Ritual plus 1 for each Special Restriction. A Mage can transcribe a Ritual even if he has not memorized it but must have a reference copy of the Ritual on hand.

After a successful Wealth Check, compute the time it takes to Transcribe the Ritual. The base time equals one day (15 APs of time) plus the Ritual's APs of Effect (using AP Addition), plus 1 AP for each Special Restriction of the Ritual. This base time may be altered upward or downward using the same time rules for Memorization. Superspeed may be used to reduce Transcription time, though some inks and rare papers might not stand up to the high speed.

After determining the time, a Transcription Action Check must be made using the Mage's APs of Ritual Magic Skill as the AV/EV adjusted as above, and the APs of the target Ritual's Effect as OV/RV. One or more RAPs are necessary for success.

To compute the actual time it took to write down the Ritual, subtract the RAPs earned by the Transcription Check from the base time. The result is the amount of time in APs that the Mage spent transcribing the Ritual. If the Transcription Check failed, the entire base time plus any time that the Mage deliberately added to the Transcription Check is automatically consumed. Ritual Backfire may occur if double 1's are rolled.

The Hero Point Cost of Transcribing is based on the object the Ritual is written onto. If the object is unable to be taken away in combat (or is a living target), divide the Ritual's Cost by two (rounding up), otherwise if the object can be taken away in combat, divide the Ritual's Cost by four. The Mage pays this Cost upon successful transcription. The Transcription Cost does not change the Ritual's normal Cost if cast from a written medium. If the Transcription Check fails, the Occultist must pay a 5 Hero Point failure fee.

Example: A Mage (Occultist (Ritual Magic): 14) will attempt to Transcribe a Sleight of Hand Ritual [Effect: Fabricate: 3, Time: 1, Components: 0, Special: Requires Onlookers, Cost: 15] into a Tome [Body: 3]. The Ritual has no Necessary Components but does have one Special Restriction, so the OV/RV of the Wealth Check is 1/1.

The Wealth Check is successful. It will take the Mage 19 APs of Time (15 base + 3 Effect + 1 Special = 19) to Transcribe the Ritual. The Mage chooses to reduce this time to 15 APs, effectively reducing his AV/EV from 14/14 to 10/10. The OV/RV of the attempt equals 3/3. The Transcription Roll succeeds with 8 RAPs, reducing the actual Transcription time to 7 APs.

Because the Tome is a Take Away item, the Hero Point Cost of Transcription equals 4 Hero Points. Another Mage with access to the Tome can cast the Ritual by paying the 15 Hero Point Cost as normal, or he can choose to memorize it from the Tome.

Photocopying Rituals

Photocopies of Rituals do not tend to work. A transcribed Ritual does not simply impart an Effect from its reading; gestures, special inks, or even particular scribing surfaces are necessary for the proper activation, execution, or even memorization of a transcribed Ritual. This is the sole factor preserving Magi from the instant information gathering technologies of today's internet-using society.

Occult Experimentation

Magi may create new Rituals during play through a six-step process known as Occult Experimentation.

1. Design the Ritual: During this step, the Mage designs the Ritual by determining its Effect, Casting Time, Necessary Components, and Special Restrictions. Before the process can continue, the GM must approve the Ritual, using the same criteria used to approve new Gadgets (see page 169).

2. Calculate Hero Point Cost: To calculate the Ritual's Hero Point Cost, determine the number of Hero Points necessary to purchase the Ritual's Effect as though the Power or Skill in question were being purchased for a new Character. Effect Powers do not need to have Mystic Links.

Modify the Factor Cost of the Ritual's Effect by its Casting Time and the cost of its Necessary Components as indicated on the Casting Time and Necessary Components tables. Any Attribute Effect that will replace an Attribute of the Ritual target should be purchased Italicized (see Gadgetry, page 169). Under no circumstances can these tables reduce a Factor Cost to less than 1. Any modified Factor Cost that is reduced below 1 is treated as 1.

Once the modified cost of the Ritual's Effect is determined, subtract 10 points for each of its Special Restrictions. A Special Restriction is a situation that must exist for the Ritual to take effect; for example a Chameleon Ritual requiring a photograph may have a Special Restriction that Chameleon can only disguise the caster as the person whose image is on the photograph. Special Restrictions cannot reduce a Ritual's cost by more than half (rounded up) of its modified cost. In other words, a Ritual with a modified Effect cost of 92 Hero Points with 5 Special Restrictions has its cost reduced to 46 Hero Points, not 42 Hero Points.

Finally, after accounting for Special Restrictions, divide the total by a Ritual Bonus of 4 to calculate the Ritual's final Hero Point Cost, rounding any fractions up.

3. Purchase Supplies: The process of occult experimentation requires ingredients, material components, reference books, and other basic supplies. Before the experimentation process may continue, the Occultist must gain positive RAPs on a Wealth Check with an OV/RV equal to the AP rating of the Ritual's Effect. If this Wealth Check fails, experimentation may not continue until the Occultist is entitled to another Wealth Check, per the wealth rules found on page 194.

4. Research: The base time necessary to create a Ritual is one month (20 APs of time).This base time may be altered upward or downward using the same time rules for Memorization.

5. Create the Ritual: Finally, the Mage makes a Ritual Magic Action Check against an OV/RV equal to the AP rating of the Ritual's Effect. If this Check gains positive RAPs, the attempt is successful and the Ritual is created, and the Mage can proceed to the final step. If the Check fails, the attempt is unsuccessful and the Mage must begin the whole process all over again. The RAPs of this Check do not reduce the Research time.

6. Learn or Transcribe the New Ritual: By paying its Hero Point Cost times five, the Mage may automatically memorize the Ritual. Unlike a standard memorization, this initial memorization takes no time at all (since time was spent creating the Ritual) and the Memorization Check automatically succeeds. Subsequent re-memorization attempts require the expenditure of time (and a second re-memorization requires Hero Point expenditure as per the memorization rules – unfortunately if the Mage does not have a written copy to reference, the forgotten Ritual will have to be recreated from scratch).

The Mage may also choose to transcribe the Ritual onto an object as per the Transcription rules and must pay the appropriate Hero Point Cost to do so. If performed immediately after Ritual creation, this initial Transcription attempt will automatically succeed, but subsequent Transcriptions must be performed as per the Transcription rules.

Casting Time Table

Casting Time	APs	Factor Cost Modifier
Instant	0	+2
Seconds	1-3	+1
1 minute	4-7	0
15 minutes	8-11	-1
4 hours	12-15	-2
2 days	16-19	-3
1 month	20-23	-4
1 year	24+	-5

Necessary Components Table

Necessary Components	Cost (in APs)	Factor Cost Modifier
Nothing	0	+2
$50	1-3	+1
$400	4-5	0
$1000	6-8	-1
$10,000	9-11	-2
$100,000	12-15	-3
$1,000,000	16-19	-4
$20,000,000	20+	-5

Example: A Mage (Occultist (Ritual Magic): 18), decides to create a Ritual to transmute lead into gold. The Effect will be the Transmutation Power with a couple of Limitations. The Base Cost of Transmutation is 15 and the Factor Cost is 8. Only affects Lead is a –2 Factor Cost Limitation. Only transmutes to Gold is another –2 Factor Cost Limitation. The Mage decides the change can take a couple of days and sets the Casting Time to 16 APs, –3 more to the Factor Cost. Lead is not that expensive, so the Component Cost of the Ritual will be 1 AP, adjusting the Factor Cost by +1. The final Factor Cost equals 2. The APs of Effect will equal 15 APs, which costs 80 Hero Points. A single Special Restriction will be added; Casting can only begin during the Full Moon. The Hero Point Cost of the Ritual equals 85 (15 + 80 –10) divided by the Ritual Bonus, or 22 Hero Points.

The Mage must purchase supplies and succeeds on this Wealth Check with OV/RV equal to 15/15. He is not in a hurry and increases the base time to 2 months (21 APs), and therefore may add 1 to the AV and EV of his Ritual Magic Check. The AV/EV of the Ritual Magic Check is 19/19 against an OV/RV of 15/15. The Check is successful and the Ritual is created. Instead of memorizing the Ritual, the Mage simply decides to have a written copy for reference and automatically Transcribes it into his very large SPELLBOOK [Body: 6] spending 13 Hero Points (half the Hero Point Cost of the Ritual) to do so. He may now cast his Alchemy Ritual [Effect: Transmutation: 15 (Limitations: Only Transmutes Lead to Gold –4 FC), Time: 16, Components: 1, Special: Must begin casting during Full Moon, Cost: 22] from the SPELLBOOK at the Ritual's Hero Point Cost (22).

Ritual Disciplines

The Scholar and Expertise Advantages may be purchased for Ritual Disciplines. A Character with the Occultist (Ritual Magic) Subskill who has an appropriate Ritual Disciplines has the Ritual's effectiveness increased whenever the occultist performs a Ritual that mimics the Ritual Discipline's specified Powers.

A Character purchasing a Scholar field in one of the nine Ritual Disciplines receives a –2 Column Shift bonus to the OV/RV of the Occultist Action Check necessary to perform any Ritual mimicking the effects of one or more of the Discipline's listed Approved Powers.

The Ritual Discipline's bonus to the OV/RV may also be used during any memorization or transcription attempts against an appropriate Ritual covered by the Discipline. Furthermore, Characters who have purchased a Ritual Discipline field will receive the OV/RV bonus when using the Occultist (Occult Knowledge) Subskill to gain knowledge pertaining to their area of expertise.

Example: a Character with Scholar (Voodoo) receives the OV/RV bonus to his Occultist Check whenever he performs a Ritual mimicking the Voodoo or Animate Dead Powers. He also will receive the bonus when inquiring about Haitian religious practices or when attempting to identify a voodoo doll.

Unlike standard Scholar fields, Ritual Disciplines cost 25 Hero Points and Expertise (which grants a -1 Column Shift bonus instead of Scholar's –2 bonus) costs 15 Hero Points, unless otherwise noted. Custom Ritual Disciplines may cost up to 40 Hero Points.

The ten available Ritual Disciplines are Alchemy, Darkness, Demonology, Theology, Elementalism, Immortality, Necromancy, Soothsaying, Technomagic, and Voodoo. Each Discipline covers all of the Powers that agree with the important issues relating to the specific craft.

Alchemy: This Discipline covers all arts of transforming one material into another, including the universal solvent, the Philosopher's Stone, and all sorts of mystical chemicals. Noted alchemists include Merlin of Camelot. Powers: Acid, Chemical Attack, Knockout Gas, Matter Manipulation, and Transmutation.

Darkness: The representation of the hidden knowledge in the human mind and all undiscovered magic potential. Practitioners of Darkness magic are able to tap into the endless power of the Dimension of Darkness. Dark Magic is countered by the magic of light without which it can't exist. Darkness mages draw strength from inversions like fear, ignorance, despair, and nihilism. Powers: Animate Shadows, Aura of Fear, Darkness, Energy Absorption, and Fog.

Demonology: Demonologists call upon the denizens of the Demon Dimension for knowledge and power. Many notorious mages throughout history have bartered for diabolical assistance. The demons that answer these calls will always have a price for their services. These prices are often steep and generally involve giving the demon and his brethren free reign of the Earthly Realms. Demons often try to twist their bargains and swindle those who dare to deal with their kind. Powers: Dimension Travel (Summoning and Banishment), Enchantment, Exorcism, Flame Animation, Personality Transfer.

Theology: Also known as Divine magic, Theology is the antithesis of Demonology. Its disciples draw upon the powers of the nearly omnipotent, mysterious entities in the upper realms. These beings often interact with mortals through a Husk. In order to have additional time on the earthly realm after death, a soul can be bound to a hollow Husk shell. The price for this limited re-incarnation is that the soul inhabiting the Husk shell must perform tasks for its mysterious and omnipotent master. The powerful beings and Husks contacted by a Theology Scholar will never reveal their true goals or motives. Powers: Awareness, Broadcast Empathy, Damage Transference, Exorcism, and Truesight.

Elementalism [Hero Point Cost - Scholar: 40, Expertise: 20]:The four elements are earth, air, fire, and water. These were understood by the Atlanteans and are building blocks of reality itself as solid, gas, plasma, and liquid respectively. Like

Alchemists, Elementalists share strong bonds with science. Powers: Air Animation, Air Control, Earth Animation, Earth Control, Flame Animation, Flame Control, Plant Control, Plant Growth, Speak with Plants, Water Animation, Water Control, Weather Control.

Immortality: Throughout history, so many mages have sought to cheat death that their efforts have spawned an entire Ritual Discipline dedicated to the goal. Hitler had a group of magicians studying Immortality Magic before he was killed. There are many races, like the Atlanteans and the Aquaticans, who hold the key to immortality but are not eager to share their knowledge. Powers: Invulnerability, Regeneration, Spirit Drain (with aging bonus), Suspension, and Systemic Antidote.

Necromancy: The art of death and the antithesis of Immortality magic. Among the triumphs of Necromancers are the reanimation of dead tissue and the disintegration of matter to entropy, as they are skilled in the manipulation of the very essence of life. Before his apparent death, Vlad Tepes was a great Necromancer. A Necromancer can often contact vampires, ghosts, and demon servants. Contact with these entities is often dangerous, as they abhor living creatures. Powers: Animate Dead, Cell Rot (with Aging Bonus), Spirit Drain, Suspension, and Vampirism.

Soothsaying: Truth and Possibility are what the Disciples of Soothsaying worship. Soothsaying is one of the oldest and most widely practiced Ritual Disciplines. Soothsayers generally make use of essential focuses while working their magic, and each special focus has its own camp of followers: cartomancers prefer Tarot cards, astrologers use star charts, numerologists juggle numbers, and palmists examine lines on the human hand. Powers: Awareness, Empathy, Mind Probe, Postcognition and Precognition.

Technomagic: Scholars of Technomagic are able to combine aspects of science and technology to develop amazing devices almost beyond comprehension. Technomagic is very rare on the Earthly plane due to the heavy reliance on science and the rarity of magic there. Technomagic is most powerful in the dimension of the technowizards. These few technomagi maintain their own feudal kingdoms in their extra-dimensional realm. Techowizardry relies on both magic and science and will not function without both elements. Powers: Animate Objects, Enchantment, Interface, Matter Manipulation, and Metal Manipulation.

Voodoo: Also known as sympathetic, tribal, shamanic, or natural magic. This is the focus of traditional magic used by Aborigines, Native American shaman, and African priests. Their beliefs are focused in nature and the use of fetishes such as voodoo dolls, pendants, and Tiki totems. White Eagle is a practitioner of Tribal magic. Powers: Animate Dead, Eye of the Cat, Personality Transfer, Voodoo, and Weather Control.

Custom Ritual Disciplines: The above Disciplines are only examples. A GM may easily create a Ritual Discipline for his campaign. Ritual Disciplines must encompass at least three Powers, which must be related in some way with the history and the magic of the specific Discipline. Custom Ritual Disciplines should not exceed six Powers. Scholar for Disciplines with three Powers cost 20 Hero Points, four to five Powers costs 25 Hero Points, six to seven Powers costs 30 Hero Points.



Occult Premonition

Premonition is the ability to sense omens and subtle portents. Premonition can be used to predict the future, determine the stance of good or evil in a subject, and sense magical energy. Characters with the Premonition Subskill of Occultist have three special abilities:

1. By paying a fee of 50 Hero Points, a Character with the Premonition Subskill is allowed to ask the Gamemaster for the results of an action before he actually commits to performing that action. If the action is a Dice Action, the dice are rolled normally to determine a result. Any Hero Points may be spent on the Dice Action but are returned to their owners no matter the result of the Dice Action. If the Character chooses to follow through with the Dice Action, the rolled result of the "imaginary" dice roll would stand as the actual results of the action and all Hero Points spent during that attempt would be expended normally.

Occultists with the Premonition Subskill may not use this Power to foresee the results of an action performed by another Character.

2. Characters with the Premonition Subskill may also pay a fee of 50 Hero Points in order to determine whether a being or object is aligned with the forces of good, the forces of evil, or neither. Once the fee has been paid, the Occultist makes an Action Check using his APs of Premonition against an OV/RV equal to the target's Infl/Spirit (if the target is a living being) or against an OV/RV determined by consulting the Universal Modifier Table (if the target is an object) and the Object Premonition Guidelines Chart.

3. Finally, Characters with the Premonition Subskill can detect waves of mystical energy. Such an effort requires a successful Action Check using the Occultist's APs of Premonition as the AV/EV against an OV/RV that is determined by consulting the Universal Modifier Table. Detecting a powerful wave of mystical energy, such as that produced by a very serious and immediate mystical crisis is a Challenging action, for example, while detecting the minute amounts of energy left behind by an amazing coincidence or a recently performed Occultist Ritual is a Herculean task.

Note that this ability only allows the Occultist to detect mystic energies in his immediate vicinity. Detecting a distant mystical crisis or concentration requires a Mystically-Linked Awareness Power.

Object Premonition Guidelines

Object	Difficulty
Powerfully aligned object; Important magical Artifact; Mystical Power at 15+ APs	Challenging (2/2)
Relatively obscure magical item; Non-magical items belonging to a mage;Tools used in a magical Ritual;Mystical Power at 8+ APs	Strenuous (6/6)
Normal object never brought into contact with a magic-wielder, such as a knife used to commit a murder.	Pushing the Limit (10/10)

Artifacts

Artifacts are magical creations, occult objects d'art, totems, runes, fetishes. They function exactly as normal Gadgets, using all standard Gadgetry rules, with the following exceptions:

1. Appropriate Skill: Characters constructing Artifacts use the Occultist (Create Artifact) Subskill in place of the Gadgetry Skill when calculating the AV/EV of an attempt to install an ability or make repairs. These Characters are known as Artificers (different from Artificers under Magic Wielders). Objects constructed with the Gadgetry Skill may not be repaired with the Occultist Skill or vice versa.

2. Workshops: Artificers use Workshops instead of the Laboratories described on page 176. A Workshop costs as many Hero Points as a Laboratory with an identical AP rating (that is, a Factor Cost of 3). Due to the clash between magic and science, Characters attempting to construct a Gadget in a Workshop receive a +2 Column Shift penalty to the OV/RV of all their Gadgetry Checks. The same holds true for Artificers who attempt to construct an Artifact in a Laboratory. Workshops are maintained in the same fashion as Laboratories.

3. Parts: The parts necessary for the construction of Artifacts are not as easy to obtain as the scientific components used to construct Gadgets. Instead of the Wealth Check necessary to purchase parts, the Gamemaster might occasionally require an Artificer to obtain one or two special components during the course of his adventures. Generally, the difficulty of obtaining these components should relate to the potency of the Artifact the Artificer is constructing and may require a Subplot. Example: A Mage wants to create magical armor that gives its wearer the ability to turn invisible (Invisibility: 6). To make it interesting, the Gamemaster decides to forgo the standard Wealth Check normally required for purchasing the necessary parts for the Artifact. Instead, he explains that the Mage will need a dash of fairy dust welded into the mail. Unfortunately, fairy dust is only available in the Realm of Magic. It is now up to the Mage to figure out how to travel to the Realm of Magic dimension, gather the fairy dust, and get back to work.

4. Geniuses and Scholars: The Genius Advantage is never needed to construct an Artifact. The bonus for a Ritual Discipline Expertise or Scholar can be used to reduce the OV/RV when installing any appropriate Power covered by that Discipline. For example, the Voodoo Ritual Discipline will aid when installing an Artifact's Weather Control Power, but will not help when installing Fabricate Power.

5. Omni-Artifacts: The Base Cost of an Omni-Artifact is 20 Hero Points. A "B" Artifact can mimic both Mental and Mystical Attributes, while a "C" Artifact can mimic all Powers.

6. High Speed Construction: Though the task-time-reducing ability of the Superspeed Power may reduce the time to create a Gadget; magic is fickle, so it is up to the Gamemaster as to whether Superspeed can affect the creation time of an Artifact.

7. Occult Catastrophe: Any Artificer attempting to create or repair an Artifact who rolls double ones while making a Create Artifact Action Check automatically undergoes an Occult Catastrophe. Generally, this means that the ability the Artificer was attempting to install or repair somehow uses its AP's against the caster. In other words, an Artificer who suffers a Catastrophe while installing 5 APs worth of Invisibility in a magic ring might suffer a Mystical Attack with an AV/EV of 5/5, or find himself up against a 5 AP Air Animation Power entity, or anything else the Gamemaster imagines. In place of this standard penalty, the Gamemaster should feel free to substitute more intricate Catastrophes that mesh with the story at hand. Perhaps the Artificer is possessed is afflicted with a curse of the Gamemaster's design.


CHAPTER 9
WEALTH

There are some powerful Characters in the **Blood of Heroes** Universe. Many of these Characters are powerful because of their vast personal fortunes. Jason Disland, Wraith, Sage, Anthrax, and others have vast amounts of wealth which allow them access to advanced technologies, huge skyscrapers, and even personal armies. Wealth can be as powerful a tool as any Skill or Power.

Each and every Character in the **Blood of Heroes Role-Playing Game** has a ***Wealth*** rating that indicates how much money the Character has at his disposal. Like Attributes, Powers, and Skills, Wealth is measured in APs. Zero APs of Wealth is equal to $25. A Character's listed Wealth rating measures his weekly salary. A Character with a Wealth rating of zero, for example, makes $25 a week or less, while a Character with a Wealth rating of 8 makes between $3,200 and $6,400 a week.

Wealth is the only AP value that cannot be increased by spending Hero Points gained during adventures (see **Experience and Character Growth**, page 34). Rules involving the increase or loss of Wealth are found under **Upkeep** at the end of this section.

Buying Items

Wealth is used to purchase goods and services. Purchasing a good or service is a Dice Action using the purchaser's APs of Wealth as the AV/EV and the dollar cost of the goods or services (measured in APs) as the OV/RV. Hero Points may be spent as usual to increase the AV/EV of a ***Wealth Action Check***. If a Player earns one or more RAPs on the Wealth Action Check, the Character succeeds and the item is bought.If the Action Check fails, the Character simply could not scrape up the cash for the purchase.

Normally, a Character is only allowed one Wealth roll per game week, whether successful or not. If the Player wishes, his Character may purchase more than one item at a time with this roll.The OV/RV of an attempt to purchase multiple items is equal to the total cost (in APs) of all the items being purchased with the roll.

If a Character has already used his one Wealth roll, and it becomes necessary to make another Wealth roll later in the week; the Player may purchase the right to make additional Wealth Checks by spending Hero Points. The second Wealth roll in a one week period costs a number of Hero Points equal to twice the Character's Wealth rating used in the Check, which may be less than the full APs the Character has. The third Wealth roll costs a number of Hero Points equal to three times the Wealth rating used and so on.The only limit to the number of additional rolls Players are allowed to make in this fashion is the number of Hero Points they are willing to spend.

The only goods and services that Characters need to purchase through the use of Wealth are those that will have a direct bearing upon adventures. Invulnerus may need his Wealth to purchase a new gun or the scuba gear he will need for an undersea investigation, but he does not need to make a Wealth roll every time he buys a hot dog or a newspaper.

Charity

A Character who does not make any Wealth rolls during a one week period can donate part of his weekly earnings to charity. Making a charitable contribution in this fashion nets the Character 5 Hero Points which can be saved and spent as he sees fit.

Purchasing Parts for Gadgetry Attempts

As seen in **Chapter Seven**, a gadgeteer must purchase parts using his Wealth score before attempting to design and construct a Gadget.The dollar cost of the parts necessary to install each of the Gadget's Abilities is equal to the Ability's rating in APs. The gadgeteer has the option of buying all of the parts necessary to build the device at once, using a single Wealth roll as discussed above, or buying the parts of each of the Abilities with separate Wealth rolls. Naturally, an Ability cannot be installed until the parts necessary to install that Ability have been purchased.

Savings and Loan

Each week during which a Character does not make a Wealth Check or a charitable contribution, he can "out bank" a Wealth Check as savings. Players should record the number of Wealth Checks they have banked on their Character Sheet.

Whenever a Wealth Check is made, the Player may expend banked Checks to increase the chances of success. Expending one banked Check allows the Player to temporarily add 1 to his Wealth score for a single Wealth Check. Expending 3 banked Checks temporarily adds 2 to the Character's Wealth, 7 banked Checks adds 3 to the Wealth, 15 banked Checks adds 4 to the Wealth, and 31 banked Checks adds 5 to the Wealth.

Players may also take out loans. He may use the amount of money he is borrowing to make a single free Wealth Check, meaning that he does not need to spend Hero Points to make this roll if he has already made a Wealth Check that week. From that point on, however, the Player must then make a Wealth Check each month for the duration of the loan to make a loan payment. To figure out the dollar cost of each payment and the OV/RV of the payment Wealth Check, the Player must decide how much money he wants to borrow, and over how long he wants to spread out the payments. The formula for computing the dollar cost of each payment is as follows:

Monthly Payment (in APs) = Amount Borrowed (in APs) +20 - Total Time of Loan (in APs).

Example: Suppose Phil decides that his Character is going to borrow $10,000 (9 APs of money) and spread his payments out over 16 months (24 APs of time). In this case, the OV/RV of his monthly payment is 5 (9 plus 20 minus 24 equals 5).

If a Character ever fails to make a loan payment, he must keep trying to make the payment until the end of the month. If the end of the month rolls around and he has still failed to make the loan payment, all of the items that he purchased with the original Wealth roll that he earned through the loan are repossessed.This includes any Gadgets that were built with parts that were purchased on the roll.

Upkeep

Once per game month, each Character must spend a Wealth Check to pay for his upkeep (rent, food, and other sundry expenses).The OV/RV of this roll is equal to the Character's Wealth rating, so an "11" is needed for success. If this Check gains positive RAPs and receives more than 2 Column Shifts, the Character may add 1 AP to his Wealth rating for each Column Shift earned in excess of the first two (He got a raise, inherited money, or had a good business month). If the Wealth Check fails, however, and the die roll was more than 3 lower than the

Success Number (7 or less), the Character must lower his Wealth by 1 AP. If the roll were 6 or more points less than the Success Number (a 5 or less), the Character must lower his Wealth by 2 APs (financial hard times). A failed Wealth Check also means that the Character must attempt the Upkeep Wealth Check again the following week or spend the Hero Points to make another roll the current week and keep trying until he finally succeeds.

Hero Points may never be spent to increase a Character's AV/EV while making an Upkeep roll.

Example: Mindhammer MacDougal, a professional wrestler, starts with a Wealth rating of 4.While making one of his monthly Upkeep rolls, Mindhammer rolls a 50 and receives 11 Column Shifts. His Wealth is now 13 (4+11-2=13); Mindhammer just won the Inter-Continental World Championship and a year's worth of commercial endorsements.

Bankruptcy

If a Character's Wealth score is reduced to 0 or a monthly Upkeep Check fails with a roll of 2, the Character immediately goes broke, no matter what his Wealth score was, and must enter into a Wealth Subplot during the next adventure. Whether or not the Character loses any Wealth and how much is lost depends upon what happens in the Subplot and the GM's good graces.

Money Benchmarks

APs	Amount of Money
-10	a penny
-9	2 cents
-8	5 cents
-7	10 cents
-6	25 cents
-5	75 cents
-4	$1.50
-3	$3
-2	$6
-1	$12
0	$25
1	$50
2	$100
3	$200
4	$400
5	$800
6	$1,500
7	$3,000
8	$6,000
9	$12,500
10	$25,000
11	$50,000
12	$100,000
13	$200,000
14	$400,000
15	$800,000
16	$1.5 million
17	$3 million
18	$6 million
19	$10 million
20	$25 million
21	$50 million
22	$100 million
23	$250 million
24	$500 million
25	$1 billion
26	$2 billion

Annual Income

Wealth (in APs)	Approx. Annual Income	Character
0	$1250	Narash Tared, Fury
1	$2500	Tamper, Chameleon
2	$5000	Pilfer, Anarchy Man
3	$10,000	Massacre, Healer
4	$20,000	Zan
5	$40,000	Scream, Darkling
6	$80,000	Katana III,Charger
7	$150,000	Reflection
8	$300,000	Clint, White Eagle
9	$500,000	Tracker, Jay Bolt
10	$1,000,000	Vixen, Promethius
11	$2,000,000	Mindhammer, Striker
12	$4,000,000	Black Bird
13	$8,000,000	
14	$15,000,000	
15	$30,000,000	
16	$50,000,000	
17	$100,000,000	Akira Wong
18	$200,000,000	Death Shadow
19	$400,000,000	
20	$800,000,000	Warrior, Krystal
21	$1,500,000,000	The Baron, Anthrax
22	$3,000,000,000	Sage, Holy Avenger
23	$6,000,000,000	
24	$12,000,000,000	
25	$24,000,000,000	
26	$48,000,000,000	
27	$96,000,000,000	
28	$192,000,000,000	
29	$384,000,000,000	
30	$768,000,000,000	

Chapter 10 Gamemastering



Role-Playing is storytelling.The rules of good storytelling apply to role-playing, but role-playing also has its own special rules as well.This chapter gives you those basic rules that make a good Gamemaster and a good story. Experienced role-players probably know these basics already, but it is best if they skim over these pages, especially the sections on creating adventures and Standard Award guidelines. The Subplots Chapter will also provide a good review for experienced Players who are new to the **Blood of Heroes Role-Playing Game**.

Being a Gamemaster

The Gamemaster, or GM, has the most important job in a role-playing game. He is like the director of a play, and the Players' Characters are like the characters in that play. Both the GM and the Players are also the audience and, as the participants and the audience, they can play against each other's actions and enjoy the unfolding story they create at the same time.

Unlike the director of a play, the GM works from only a slim framework. He cannot predict how the story will end, for the real story is the interaction between the GM and the Players. And unlike characters in a play, the Players have much more freedom to influence the story; they may even bypass whole sections or add new events that the GM did not expect.

The Gamemaster oversees the story, making sure it is on the right track and that the Players are having fun. He alone knows the sequence of events and their possible outcome. He also knows the atmosphere that he wants to convey to the Players. What he does not know is exactly how the Players will react to each situation that he creates, but if he sets the scene successfully, the Players will respond in the spirit of the game that the GM has created.

The GM must do all of the bookkeeping for the Non-Player Characters, or NPCs, keeping track of their Hero Points, locations, damage, and Gadgets. He must also keep track of the time spent by the Player Characters and make all the necessary dice rolls for his NPCs. This can be a very demanding task, especially for a new GM, but the job will soon become easier as everyone involved learns the game mechanics.

A Gamemaster is a storyteller, a director, a playwright, an actor, a bookkeeper, and in the end, a chemist. He mixes different story lines, plot elements, and characters with the Players to see where their combined imagination will lead them.

Work Together

The **Blood of Heroes RPG** is an interactive game in which the GM and the Players work together. As the GM, you should not attempt to have complete control of the game's flow. If the Players do not react according to your plans, that's alright. A story is not as much fun if you know exactly how it will end before it starts.

Try to let the Players think on their own.Let them solve a problem their way, instead of trying to pressure them into solving it your way. The Players will often approach a situation in completely different ways from any that you might imagine.

The GM has the final word on all the actions of the game. Once you have made a decision, your Players must yield. However, be fair and honest and use your authority very sparingly. GMs who exercise too much power often find themselves without any Players.

Role-Play and Encourage Others to Role-Play

The Players should be encouraged to role-play their Characters'Motivations. A Player whose Character is The Husk should impress upon the other Players that The Husk is an apparently emotionless and complicated individual, burdened with a tremendous responsibility.

The GM is responsible for creating events that allow the Players to act out their Characters'personalities. If a Characters' Motivation is Upholding the Good, he should be given the opportunity to do good deeds. You could also put him in situations that test his mettle, like choosing between two evils.

Though the term "Hero Points" is used throughout the book to describe their function, only Heroes and Anti-Heroes possess "Hero Points." Villains use Villain Points which can be used in an identical manner to Hero Points.

Role-playing Heroes

Most Heroes'Motivations are based on respect for the law. Heroes do not break the law casually. If your Players' Heroes start to indiscriminately wreak havoc, the long arm of the law (or other heroes) will bring them to justice. If the Players start to act like villains, they should receive no Hero Points for that adventure. Period.

Role-playing Villains

On the other hand, most Villains are motivated by lack of respect for law and their tendency toward committing evil deeds. If the Villains started acting kind and gentle (something that would probably never happen unless they're trying to sucker the heroes) they should be reminded of their original nature. The Villain known as Mystic Lightning was posing as a good guy, but since he was not acting in a Villain-like manner, he received very few Villain Points. Of course, if he changed his nature to that of a Hero, the Gamemaster may see fit to reward him as one.

Role-playing Anti-Heroes

Anti-Heroes are a different matter entirely. Anti-heroes generally fall somewhere between Heroes and Villains; some are scoundrels and some even kill; however, most Anti-Heroes are not inherently evil nor are they sparkling do-gooders either. They are motivated by their own unique moral code. What separates Anti-Heroes from Heroes is that they'll do whatever it takes to get by. At first it may seem like Anti-Heroes have fewer restrictions than Heroes and Villains, but in reality Anti-Heroic Characters generally receive less Hero Points than their counterparts. Gamemasters should encourage Anti-Heroic Character Players to set a moral code for their Character and follow this motivation and honor code (or lack thereof) closely. For more information on Anti-Heroic Characters, see the sidebar in Chapter 2, on page 20.

Running a Villainous Campaign

Villains are more difficult to Gamemaster in a campaign than Heroes or Anti-Heroes. Not only should Villains enjoy sowing destruction and mayhem, but they will also receive Villain Points for such chaotic misdeeds. As a result, Villain campaigns are best left for experienced Gamemasters.

The trick to running a Villain campaign is to understand the goals and motivations of your Players'Villains. Then, determine how much progress a Villain can make toward that goal within the limits of your campaign. Typically, most world-conquering criminal masterminds work alone, possibly hiring outside help, and are not team players. Thrill Seeking or Mercenary Villains work easily with groups rather than those who are power hungry or Nihilists.

Example: The sole goal of Dehumanizer is to convert all carbon-based life into silicon-based life, in order to make everyone on the planet into his slaves. Obviously, very few GMs would desire Dehumanizer accomplishing his goal, as his success would alter the campaign world irrevocably. If the Gamemaster feels he can adapt to this new environment and all the Players encourage the change, then he should feel free to eventually allow Dehumanizer's success. Allowing Dehumanizer to achieve his success leaves two questions:What must Dehumanizer do to succeed, and how long does the GM want it to take? Should he succeed, it would be conceivable for a group of heroes from another planet (or otherwise unaffected by the goal of Dehumanizer) to work against him in an attempt to reverse the effects, allowing the campaign to continue.

Normally, game sessions hinge on the Gamemaster initiating an event that moves the campaign along, progressing toward a certain goal, and when the Players are Heroes, this usually includes defeating Villains. In the case of a Villain campaign, the Players may have to initiate their own schemes and plots, and the Gamemaster should take a reactive standpoint, placing obstacles in the Villain's way, having Heroes move against the Player's Character, etc... As opposed to a Heroic campaign, the Gamemaster must actively work to foil the Players, rather than the other way around.

There is always the chance that the Villain will never achieve his goal, at least according to the Gamemaster. In this instance, the Gamemaster should make any restrictions abundantly clear to the Player. The enjoyment from this sort of Villainous adventuring is in the repeated attempts to reach the Character's unreachable goal. Players who do not like the idea of never totally succeeding, or who are frustrated should have a change suggested to them - anything from a switch in personality and Motivation to changing to a different, less radical Villain.

Players must realize that part of the fun of playing a Villain is the repeated attempts to succeed with their plans and defeat the Heroes. GM's must realize that they must allow the Villains some degree of success, or they are no fun to play. Some Players may become angry if a GM refuses to alter his campaign world for the sake of the Players, as it is the Players for whom the campaign world was created. In the end, it all comes down to maintaining the balance the GM has set for the Campaign.

Running an Anti-Heroic Campaign

Anti-Heroic campaigns are not as difficult to run as Villainous campaigns. Though Anti-Heroes are less restricted in their actions, they are not bent on mass destruction. Since Anti-Heroic Characters fall on a gray area between Villains and Heroes, they have a wider range of choices when confronted with a problem. As a result, it becomes even more important for Players to have a good handle on their Character's ideals, and as stated previously, each Player should establish a moral or honor code for his Anti-Heroic Character.

Most of these codes of ethics consist of (or lack thereof) certain "Do's" and "Don'ts". Will he kill? Does he kill unconcerned for his actions, simply doing what he must to survive, or does he have a conscience? Anti-Heroic Characters are not Villains; they never kill for fun or without good reason.

Is he concerned with allies, or does he abandon them when it suits his needs? Does he lie, cheat, and steal, or does he tell little white lies, bend the rules, and borrow things without the intention of returning them? Anti-Heroic Characters are not do-gooders nor are they homicidal maniacs. It is important to know exactly what they will do when confronted with a difficult choice.

A Villain, confronted with a monster, may attempt to kill it or convince it to join his cause. A Hero may try and capture the monster or even help it if necessary. An Anti-Heroic Character is less predictable. Will he attack the monster, will he try to help it, or will he simply ignore it? "It's not my problem," says the stoic Anti-Hero. Could a Hero just walk away from a monster? What if it hurts someone? Could a Villain resist the opportunity to convince the monster that the Heroes are its enemies?
The nuances of all the Anti-Heroic Character Motivations should be understood before Gamemasters allow Players to run them in a campaign.

Oops,There goes the World!

Occasionally the Gamemaster may make a mistake (they are only human, even if they do get the final word) and destruction of the game world ensues. Using the previous example, what would a GM do if Dehumanizer managed to convert most of the inhabitants of the U.S. into his slaves?

Generally, world destroying mistakes only happen when a Villain succeeds more than he originally planned. It is a rare instance for Heroes to be placed in a situation where a single mistake could cause the destruction of the entire game world. However, if the game world has been irrevocably altered and both the GM and Players are disappointed or caught off guard with the outcome, one of a number of things can occur.

In the fine tradition of comic books there are always several ways out of a "world changing" experience. These "ways out" should never be used to change continuity simply to suit the campaign's needs and shouldn't be abused. Players will quickly become disgusted with the constant altering of events, even if it is in their favor.

One common escape is the ever popular "dream sequence". At the end of the final fight, the Heroes have all been slain, when suddenly they awaken, screaming in sweat-soaked beds, the past only a simple nightmare... or was it? A dream sequence is a good way to let Characters fight a battle to see what results would have occurred. A clever Gamemaster can also use a dream sequence to warn the Players, especially if he knows they will make the wrong choices when faced with a tough decision. If used beforehand, it is generally a good idea to hint to the Players that their Characters are simply dreaming. A Character or Item who is out of place (a TV News crew in deep space), or an activity that does not fit (the normally benign henchman grows to four times his size), can easily hint of "dream sequence". Leaving remnants behind to allow the Characters to question the validity of a dream sequence can add an air of mystery throughout the campaign.

A second comic book style escape is the "alternate dimension" ploy. The Heroes and Villains who fought the battle that just took place were simply residents of an alternate dimension. The Player's real Characters are back on the "real" Earth, unharmed.

A third instance is the "time travelers rewrite the past" cliché. The Player's Characters are dead. The Gamemaster sets the Players up with new Characters who live sometime in the future, with access to a time machine. These Characters have discovered that a pivotal point in their current timeline is the instant the Player's original Characters died in battle. They must travel back in time and attempt to prevent the incident from ever occurring. Assuming they succeed, after altering the past, the Players can choose to take the roles of their old, deceased Characters, or the new time travelling Characters, or a combination of both, to continue the campaign.

Admittedly, these "wave the wand and rewrite history" escapes should be used rarely, if ever, and only in the most

extreme instances. They work best only when actually planned out ahead of time as part of the Gamemaster's original plan. If this will be an unplanned alteration to the campaign, the GM should make sure the Players agree with the decision.

Do Not Kill the Characters

A good playwright does not kill off major characters in the middle of the first scene. Likewise, a good GM realizes that the current adventure is only one of a larger campaign. Major Characters should seldom be killed. If a Player is extremely foolish or careless, his Character may die, but that will happen without any real effort on the GM's part. In a climactic battle, it might make sense for a Player Character to die, as long as it serves a purpose.

A Player who wishes to abandon his Character for a new Character, or is leaving the campaign, may want to go out in a "blaze of glory", rather than have him settle into retirement as a Non-Player Character. This sort of ending could be arranged beforehand and is not uncommon.

The sole object of the Villain's plot should rarely be to kill the Heroes. Instead, the Villain will usually want the Heroes out of the way so that he can commit his crimes unhindered, or he may simply want to play with the Heroes or annoy them.

If a Villain decides to kill a Hero, he usually wants his victim conscious, so that he can gloat over the "inescapable" trap that he has devised (earning extra Hero Points). A Villain usually leaves the Hero in the "inescapable" trap and goes off to complete his dastardly deed.Resourceful Heroes can usually escape from "inescapable" traps. Heroes should always be allowed the opportunity to escape and continue the campaign to its conclusion, just as Villains somehow repeatedly escape the Hero's attempts to capture them.

Characters who are killed can sometimes be resurrected in typical comic book fashion.The GM should keep these resurrections as rare occurrences. In addition, they should always be approved by both the GM and the Player whose Character was killed. (See **Oops,There Goes the World!** above).

Plan Ahead

The GM should spend at least an hour and a half before the game starts, preferably before the Players arrive, reviewing notes for the upcoming adventure. Make sure any handouts and visual aids are prepared, including maps and diagrams, and that you have worked out the Attributes, Powers, Skills, and information for all of the major villains and minor Characters. The more you plan, the more smoothly the game will proceed.

Look to the Future

If you look at each week's game as a single issue of a comic book, you can see that if you stay only one week ahead of the game, the result will be a choppy campaign.The Players will become more involved in the game if they have a long-term objective. When Shadow Force went after the Collective, they had to constantly battle the villains while coping with Empath's kidnapping, Shadow Master's strange behavior, Frenzy's bloodlust, and ultimately the defeat of Narash Tared and the Collective, followed by the Husk's disappearance. Occasionally, you can take a break to play one of the Character's Subplots or a side adventure that takes place in the course of the overall scenario (like the escape of homicidal robots designed to look like Shadow Force members from Doc's laboratory).

Challenge the Players' Minds

The **Blood of Heroes** Universe has endless possibilities for adventure. The game should not be a simple series of slugfests. Challenge the minds and imaginations of the Players with clues and veiled information. Do not make the adventure too easy. Part of the fun of role-playing is the tension in the game. Will evil triumph? Can a Character escape from a particularly nasty trap? It is important for the GM to inject this excitement into the game.

Create a Stable Environment

The world of your heroes will expand as the game goes on, but the basic outlines should not change. If the bank building was on the corner of Fourth and Elm yesterday, it should still be there today. A stable environment helps create an imaginary world with which the Players' Characters can deal.It also creates a place that can handle many types of adventures.

Running an Adventure

Gamemastering is the most demanding role in the game. It can also be the most fun. If your Players are having fun too, you have what it takes to run a great campaign.

Before you learn how adventures are created in the **Blood of Heroes RPG**, you should know what it is like to be the Gamemaster for one. Many of the principles already described are explained in greater detail here, as well as new ideas to try on your Players.

Play in a Comfortable Setting

Be sure to have enough chairs and tables for everyone. Make sure the lighting is good and the room is not stuffy or noisy. Have this rulebook and other props nearby and ready to use. The better the setting, the less distractions you will have from the game.

You Are the Players' Senses

The Players will depend on you to give complete and accurate descriptions of what their Characters see and hear. Helping these descriptions to come alive is one of the GM's most enjoyable jobs. When describing the scene, remember to describe the colors, sounds, even the smells and textures of the Characters'surroundings.

Even more important, try to explain to the Players what the place feels like. Their gut reactions to a scene are as important as what they see and hear.

For instance, say Invulnerus walks into a room where people have just stopped arguing. The Non-Player Characters say nothing, but the GM might describe the scene as follows:

"You see two men seated across from each other at an ancient oak table. The parlor is filled to capacity with dark, heavy furniture, and the drapes are closed against a winter gale. In the dark room, your eyes are immediately drawn to the peoples' faces."

"One man, dressed in a dark business suit, is glaring at the other and fiercely gripping the edge of the table with his long-fingered hands. His knuckles are white from the effort.The other man, dressed in a smoking jacket, sits sideways in his chair, facing away from the man in the business suit.The second man is fiddling nervously with a

pipe."

"A handsome woman in a pale blue evening gown stands nearby. Her face is ashen; her eyes are wide with horror. You get the impression that she is suppressing a scream. They do not speak, but the feeling of tension in the room is almost as strong as the smell of dust all around you."

Details like this make the scene come to life, and give the Players lots of information without being boring. On the other hand, too much description will slow play. Always strive for balance.

Role-Play the NPCs

Be creative and get into the role-playing spirit with all of the NPCs, even the most insignificant.Sometimes you will be required to play many roles at once or play one right after another. This is when a GM needs to be an actor. Have fun with this, act outrageous, use funny voices, or pretend to be blind or deaf, whatever suits the occasion.

When you are speaking to the Players, do not say, "*The gas station attendant tells you the villain passed by a second ago.*" Say instead, "*Yeah, a big guy in a weird costume with a big staff, he ran down that alley just a minute ago, kicked some lady's dog too...say...aren't you The Maulers?*"

All NPCs are important because they convey a lot of the information that Player Characters need in the game. They are the way the GM affects the unfolding events. A helpful NPC can speed up the game, or an untrustworthy NPC can set the group up for betrayal and ambush.

Playing your NPCs is one of the best ways to encourage your Players to role-play. Keep the Players interacting with you on this level, but do not let them spend a lot of time talking to a NPC who has little or nothing to do with the adventure. If this happens cut the discussion short.

Try Using Props

Props can be a big help when you are describing a scene. Role-playing NPCs and describing the scene gives the Players something to listen to. Try giving them something to look at as well. A prop can be anything visual: a map, a note in secret code, a jigsaw puzzle they must put together, or something else that the GM can invent.

The GM could simply describe the scene and then hand the Players a prop that will lead them to a clue or may even be a clue in itself. Props representing the Characters themselves, such as lead miniatures or cardboard figures, can be used to keep track of the heroes and villains in combat. Such props will quickly show the Players where their Characters are in relation to the villains and innocent bystanders.

Keep the Group Together

Running two or more different groups is tough to do and boring for the Players who are out of the action. Furthermore, if the main villain catches one of the groups of Characters, there may not be enough of them to defend themselves.

Keep Them on Track

At any given time, Players usually have many options from which to choose. They may be tempted to wander away from the main adventure. A devious clue might be so devious that it becomes obscure and leads the Players in a different direction than you intended. It can be very frustrating for the Gamemaster and Players to spend a lot of time running around in circles.

Once in a while, it might be a good idea to "nudge" the Players in the right direction. NPCs are useful for this. In the **Blood of Heroes** Universe, the Husk spends most of his time "nudging" other Heroes to prevent some disaster that hasn't happened yet. NPCs can spot the box of matches containing the vital clue, or identify the bloodstain on the carpet, or whatever it takes for the story to continue. News flashes on television, kidnapping a Character, or even taunts by the Villains (especially those with Irrational Attractions or Psychological Instabilities) can help move a plot along.

Gamemaster help does not have to be free. The Players might lose Hero Points for missing clues or straying from the story. See the Standard Award Guidelines later in this chapter (under Critical Points) for more information.

Now They See It, Now They Don't

Keep the game fun by keeping the Players guessing. Hard-ware can turn himself into any gadget. Demise, ruler of the Astral Plane, is his employer. The two are always trying to defeat Shadow Force, only to be defeated time after time. As a change of pace, Demise decided to use his Self-Manipulating friend, Hard-ware, as body armor! The next time Shadow Force fought Demise, they were totally unprepared for his "new powers" which resulted from this union.

Look at your old adventures. If you notice a pattern in them, it may be time to shake your Players up. Throw in a (seemingly) helpful NPC who creates more problems for the heroes than he solves. Lead the Characters on a wild-goose-chase while the villains trash their headquarters. Have a Villain assume the identity of one of the Heroes or someone the Characters know, then having him gallivant around causing a ruckus while the Heroes are gone should give them a new mystery.

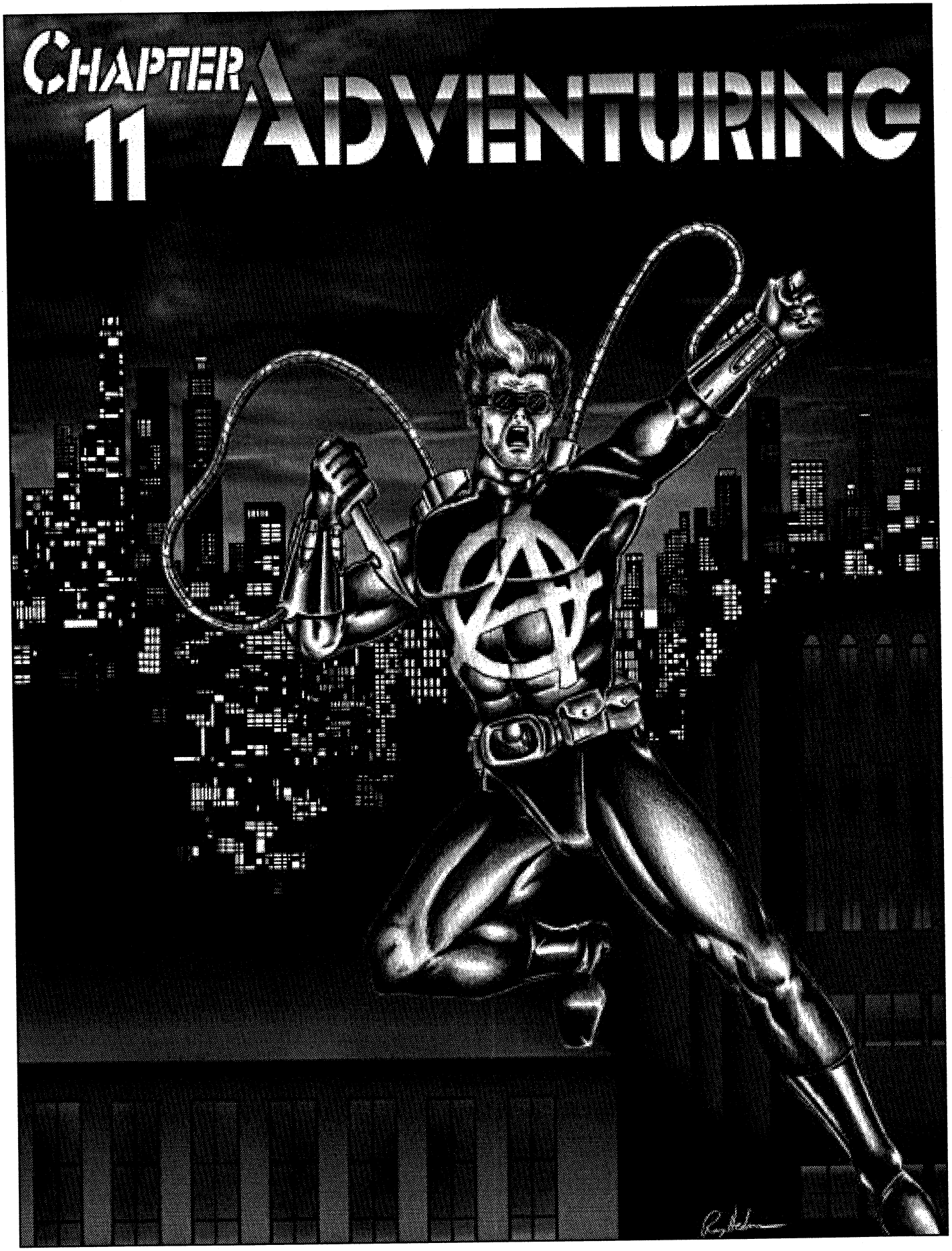
Players quickly recognize patterns in your adventures. If you always give long descriptions for only dangerous scenes, they will soon recognize the dangerous situations before the Villains can spring their attack. If the adventure always begins with a phone call or a body flying through the headquarters window, the Players will soon grow tired of these clichés. Even dice rolling can be spotted and noted. Nothing is quite as enticing as a few false dice rolls, especially if you smile at the "results" and say nothing.

Surprising Developments

The Gamemaster is not always in control. Sometimes, the Characters overcome your best-laid plans and capture the villains in the first encounter. Your whole story is in shreds, and you still have an entire afternoon to fill. Now what do you do?

Don't be annoyed by the new developments, even if they make more work for you. Call a break in the action and give yourself some time to think. Does the Villain have friends or henchmen who will attempt to free him from the Heroes' clutches? Perhaps you might decide to suspend the Recovery Rules just this once and allow him a Desperation Recovery Check.Will his plans go on without him? Perhaps the Villain was really working for some other, more powerful Villain who now has to step in and take over personally. In any case, be sure to award the Players their Standard Award for the first adventure, even though it did not work out the way you envisioned.

CHAPTER 11 ADVENTURING



Creating an Adventure

You're reading a comic book when suddenly an idea hits you:What if our role-playing group had to face a villain who can steal their powers? You can almost see parts of the story falling into place, but the picture is not complete. More than just a good idea is needed to tell a story. But what?

This section is concerned with creating good adventures that have a plot, Characters, and a sense of fun.While the Players and GM work together to create this adventure, the GM provides the framework that holds it together. A framework operates on two levels: the framework for an adventure (see Running an Adventure), and creating a framework for the campaign in which the Characters will live.

An adventure is a series of connected Encounters involving one plot by a Villain or Villains. Your group of Players may be able to finish an adventure in a few hours, or it may take several get-togethers to complete. A campaign, on the other hand, is a series of loosely connected adventures that lead to a specific goal, like rescuing Empath from the clutches of Narash Tared. Once you have gone through a number of campaigns and adventures, you and your group will have created an entire world in which to play your Characters.

The Elements of an Adventure

An adventure consists of eight elements: Background, Non-Player Characters, Encounters, the Timeline, Linking Encounters, Balancing the Adventure, Troubleshooting, and Subplots. Subplots are discussed at length in the next Chapter.

Element 1: Background

The background is the main story line; in fact, the background is the adventure. It could be the villain's scheme, a natural disaster, or a crime. All the events that lead up to the beginning of the adventure should be detailed here, as should the ultimate aims of the villains. Basically, background is the story before it is put into game terms.

The hardest part of creating the background for your adventure is thinking of what to do. The easiest way to find ideas for good adventures is to simply look around you. Comic books and your local newspapers are good sources for ideas, as are science fiction and fantasy books.

Once you've developed the idea for your story, concentrate on three parts: the villains involved, the goals of the major villains, and the events leading up to the adventure.

Events Before the Adventure

It is important to know the history of the plan. Has the major villain worked a long time on setting it up? Has it been revealed to anyone besides the bad guys? By building a history, you can be more flexible within the adventure itself. If the Players defeat the villain too soon, it gives you something to fall back on when you need to quickly create a logical extension of the adventure.

Example: In today's adventure, the newly formed Maulers will encounter Voltz's Royal Guard who are looking for Chameleon. The adventure starts out at the secret construction site for the Maulers base (under a popular shopping mall).

The adventure will start the group out with their first introduction to crime fighting. A group of terrorists has an atomic bomb in a nearby skyscraper and are holding the city for ransom. Little do the Maulers realize, the terrorists are prepared for the intervention of super-powered heroes and are armed with a dampening field (Mental Freeze: 15).

During the ensuing fight, an Imperial Scout who was scouring the planet for the Hero known as Power will coincidentally observe Chameleon. As Chameleon is a wanted criminal in the Voltz Imperium, the Scout will alert the Imperial Guard, who will transport to Earth to capture her.

Element 2: Non-Player Characters

The Major Villain(s)

The most important Non-Player Character in any Heroic adventure is the major Villain. A major Villain is the leader and controller of the rest of the hostile NPCs that the Heroes encounter in the adventure. It is his plan that the other criminals are following. Sometimes, there will be a group of major Villains working together equally. In this case, the group is considered the major Villain.

In a Villain campaign, the Heroes are treated in the same fashion as the major Villain. In this instance, the Heroes are often referred to as the major opposition.

Character statistics for Heroes and Villains from the **Blood of Heroes** universe are listed beginning on page 231. If you are making up an adversary from scratch, first imagine what he is like; what Powers, Skills, and Abilities, Drawbacks or Limitations he might have. Try to think of his costume and the way he carries himself: does he swagger with self-inflated ego, or is he slimy and kind of creepy? The Motivations for Villains are found on page 31.

After you have a rough idea of what the Villain is like, design him as you would a Heroic Character. Complete instructions for designing a Villain can be found in Chapter Two. Remember to balance your Villains with your Players' Characters (see Balancing the Adventure, further on).

Once the Villain is established, try to mesh your original story with his personality. Certain Villains will go after certain goals due to their Motivations or certain Drawbacks. The Berserker, for instance, has an Irrational Attraction to killing things, and Sage is always trying to expand his wealth and power. Major Villains could want money, rare objects, power, or revenge. Many false leads and diversions could obscure the final goal of their plan. One part of the plan could hinge on successfully completing a seemingly unrelated situation.



Minor NPCs

You do not need to go into as much detail for every NPC in the adventure. Start with the NPCs closest to the major Villains. If they have special Abilities, give them Attribute, Skill, and Power statistics where appropriate. If they are normal humans, assume that they have all Attributes rated at 2 APs. Exceptional humans such as soldiers, scientists, or doctors, may be given 3s or 4s at the GM's discretion.

Since you have already thought about your major villain, you should now be thinking about what type of flunkies he would want working for him.The Sage is more likely to have professional bodyguards since he doesn't trust other super-powered beings, while The Baron surrounds himself with his deadly Raptors. Is your Villain afraid of independent thinkers, or might he be afraid of betrayal? Does he hire smart, streetwise punks or lumbering strongmen? You can use thoughts like these when designing the basic characteristics of other NPCs.

Once the NPCs are created, each of them should be rated for his level of hostility or friendliness toward the heroes (see Character Interaction on page 162), as well as how much information he knows. Characters making Character Interaction or Control attempts may try to find out this information.

Remember to design any special equipment or weapons that the major Villain and his NPCs might have.

Recurring NPCs

Besides the Villains and their henchmen, there can be other NPCs involved in the story. For example, Shadow Master's son Yoshi, Holy Avenger's ex-wives, or Crossfire's butler Jean-Pierre might be NPCs in an adventure. NPCs can include the Heroes'friends, major outside Characters that are allied to neither the Heroes nor the Villains, and the Villains themselves. If a Subplot is being run within the adventure, all of its NPCs should be worked out. All Attributes, Powers, Skills, Advantages, and Drawbacks should be worked out for recurring NPCs.

Example: NPCs in the Mauler's scenario might include innocent bystanders, mall shoppers, hostages, and the terrorists.

Element 3: Encounters

Encounters are the logical breakdown of the adventure. They include the fights between the Heroes and the Villains, time spent searching for clues, and playing out Subplots. Each Encounter has an interior structure to help the GM keep things straight. Encounters can be broken down into four components: the Set Up, Players' Information, GM's Information, and Maps and other charts.

The Set Up

The ***Set Up*** for each Encounter should consist of notes on the situation that the Characters will face. The GM should ask himself how the scene could change because of what the group has done previously. You must also anticipate the possibility of there being several different approaches to an Encounter; each different approach will change how the Players see and experience the Encounter.

Example: ***When the Maulers approach the skyscraper with the terrorists, they will encounter a different situation if they come in through the back door than if they come in through the roof. They will also change the Encounter if they approach the building silently. The Villains might be surprised and unable to activate their dampening field.***

Players'Information

The Players' Information section is reserved for descriptions of what the Players' Characters can see, hear, and smell when they first come upon the Encounter. This is a crucial section and will call upon all of your role-playing ability to make the situation seem believable and real.

Begin by telling the Players what their Characters will normally notice first about their surroundings. Focus on details. Once the description has been read, it is the Players'turn to react to the situation. They might move immediately, ask questions, or confer among themselves. Remember that the Villains will not wait for a plan to be formulated. If the group hesitates, have the Villains start things moving. For the example adventure, the Gamemaster might write:

As you enter the skyscraper lobby, you don't hear a sound.The building looks abandoned, but you can't assume everyone got out.The elevators have been disabled by explosives; you'll have to use the stairs.The lights of the tower dim repeatedly as if some powerful device is drawing power from the skyscraper's electric generators.

GM's Information

What you know as the GM is put into the GM's Information section.These notes are important because it is easy to forget details like the placement of the Villains and their strategy. Any statistics that are unique to the specific Encounter, whether for innocent bystanders, particular NPCs, or equipment (like the Dampening Field) should be listed with the GM's Information for ease of reference. An example of GM's Information for the sample Encounter might go something like this:

If the Villains'lookout warns them of the Maulers' approach, activate their damping generator. Anything that enters the skyscraper will be attacked by the device. The terrorists wear nullifying belts to protect them from its effects.

The terrorists are also armed with all manner of military hardware. The GM can adjust the amount of ordinance to increase or decrease the difficulty of the Encounter. However, the terrorists should not be armed with anything more sophisticated than a laser.

When the Maulers show up before they have had a chance to escape, they will use the hostages as cover and demand safe transport from the skyscraper (or else). The terrorists will be hesitant to use the bomb. They will only use the bomb if they fear "a fate worse than death".

DAMPENING FIELD GENERATOR
[Body: 7, Mental Freeze: 15, R#: 3, Cost: 176]
Bonus:The Mental Freeze power has an area effect.

Maps and Charts

It is essential that the GM map out the locations where the Encounter will take place. You might want to sketch the floor plans of a building or the features of an open landscape. Maps are invaluable to conducting an Encounter. They can show you where the Heroes are in relation to the Villains and where each can go next.

You do not have to number and identify each building on a map, but if you draw up plans of the places where action might occur, you will find it easier to plan what the Villains and NPCs will do next. You might also want to include floor plan sketches of any buildings in the area that the Heroes might visit during the adventure. These sketches can be saved and reused in later adventures.

The maps might even help you visualize new NPCs that live or work in this area.

Element 4:The Timeline

A timeline is a listing of the events as they would happen if the Player Characters did not interfere. In other words, it is a quick look into a possible future. This information will make it easier for you to change things once the game gets going.

The **Blood of Heroes RPG** is a very time-dependent game. The Villains will not wait at the scene of a crime if the Heroes are caught in rush-hour traffic. A Villain will probably have more than one part to his plan, and the time he requires to execute the plan may take days, hours, or only minutes. Time pressure will add to the excitement of the game. If a nuclear bomb is going to vaporize Manhattan twenty years from now, the Heroes might as well shampoo the dog before they start to look for it. Continuing the previous example:

Villain's Timeline: Feb. 9	
11:00 AM	Take up positions
11:15 AM	Terrorists attack skyscraper
11:25 AM	Terrorists bungle attempt, set bomb and dampening field, but are forced to take hostages and alert the authorities
11:30 AM	MAX, the Mauler's NPC sentient computer, alerts the Maulers of terrorist activity.
11:40 AM	Assuming Maulers attempt to stop terrorist activity, Chameleon is observed in action by Imperial Scout. Scout informs Imperium.
12:00 Noon	Terrorists escape with hostages.
12:35 PM	Terrorists inform authorities of bomb and demand payment wired to Swiss Bank Account, or bomb will explode.
1:20 PM	Imperium Stalkers arrive on earth. Will fail attempt to locate Chameleon. Will attempt to draw her out by destroying random buildings on outskirts of city.
1:35 PM	Money has been wired. Terrorists set off bomb anyway.
1:40 PM	Imperium Stalkers begin extermination of random humans until Chameleon gives herself up.
1:50 PM	If Maulers have not stepped up to challenge, NPC Heroes arrive to do battle with the Imperium Stalkers.
2:30 PM	Imperium Stalkers are driven off by NPC Heroes, but will return.

Element 5: Linking Encounters

There must be a logical reason for the heroes to move from one Encounter to another; the Encounters should not be random events but should flow naturally one to another. This can be accomplished in several ways, but clues and NPC Information are fairly easy links for an adventure.

Clues

The GM usually designs clues before the Encounter begins. This process is called a clue structure. A full explanation of a clue structure is under the entry for the Detective Skill, page 111.

However, all clues do not have to be designed this way. Players may uncover the clue themselves, without the help of their Characters' Powers or Skills. For example, you might require the Players to solve one of Narash Tared's cryptic messages themselves, rather than just giving them the answer due to a dice roll. Be careful when you include riddles or puzzle-type clues. Clues that are too hard for your Players to solve will frustrate both you and the Players.

Element 6: Balancing the Adventure

NPC Information

NPC Information is what a captured villain or an innocent bystander might know. This information can be uncovered by using the Character Interaction rules found on page 166 or by using the Charisma Skill. In a pinch, an NPC might even volunteer information, but in most cases, the Players'Characters will have to ask NPCs for information.They will rarely offer it on their own.

The information needed by the Characters to continue the adventure should be relatively easy to find, otherwise the game will grind to a halt. Don't give detective-type clues to Characters who don't have the Detective Skill, unless it is obvious that the Players will be able to figure it out themselves. Be considerate. If finding a clue requires a special Skill or Power, make sure the Characters are appropriately equipped.

A balanced adventure matches the Heroes' Abilities with the task they are facing.The adventure should pose some uncertainty or risk; otherwise, it will not be exciting.The Heroes should have a good chance at succeeding. If the task is nearly impossible, the adventure will only be frustrating for your Players. This section will give you some tips on how to balance your adventures.

The "15"Rule

An unmodified roll of 15 should be sufficient for any crucial task in the adventure. A Player must be able to roll 15 or better without spending Hero Points to increase the AV or EV of his Character. A 15 or better occurs about one out of five times or 20% of the time.

In these situations, a Character with Hero Points will usually spend them; while a Character who has none still has a slim chance of succeeding. If the necessary roll is greater than 15, you are counting on the Player to recognize that the roll is crucial, and his Character will have to spend the number of Hero Points needed to succeed.This is not always wise.

Of course, there will be times when you design an adventure which suspends the "15" Rule. That's fine, as long as you have developed a way in your Troubleshooting section of keeping the adventure going if the heroes fail in the task.

The One-Shot Warning Rule

Players deserve to know if a critical task may only be attempted once. If Players do not know that such a task is a one-shot deal, many will save their Characters'Hero Points, assuming that someone else can try the task, or that they may try it again.

If you decide to put the warning in the form of clues or riddles, you should be prepared for the Characters' failing the critical task.The more straightforward the warning, the greater the chance that the Heroes will succeed at the task.

Balancing Combat

Combat can be difficult to balance because of the three different basic types of fighting: Physical, Mental, and Mystical. The Players may have a group of heroes who are Physically and Mystically very tough, but whose Mental defenses are weak. What if they meet a group of villains who have strong Mental Powers?

To answer this question, you have to run through the combat on your own. When running through a mock combat between your group of Characters and the major villains, do the following:

1. Try to have each Character attacked through his weakest area, whether Physical, Mental, or Mystical.

2. If the number of Characters on a side differ, make logical choices for Multi-Attacks and Team Attacks.

3. Make the attacks in strict order of Initiative ratings, without rolling the dice.

4. Assume that all combatants spend no Hero Points.

5. Assume that all Characters roll all 15s.

Once you have run two phases of combat, put the heroes and villains into the three following categories: unhurt, injured, and unconscious. If a Character has taken no damage, he is unhurt. If he has been damaged but is still conscious, he is injured, and if he is unconscious, he is unconscious.

If you want an equal battle and it does not last two phases, then you will have to adjust the Abilities of the villains. Raise them if the Villains lost horribly, and lower them if the bad guys won easily. Then try the test combat again.

For example, five Heroes from Shadow Force take on four nefarious Villains from the Collective. After two phases of test combat, the "scorecard" reads something like this:

Shadow Force:
0 unhurt, 4 injured, 1 unconscious
Collective:
1 unhurt, 1 injured, 2 unconscious

You use the scorecard to adjust the adventure by adjusting the Hero Point total of the villains as follows:

Unhurt Heroes: For every unhurt hero, pick a Villain or Villains to be his opponent. Give these Villains the same number of Hero Points as the unhurt Hero plus bonus Hero Points. Find out how many Hero Points the villain would have to expend to damage the hero, assuming a roll of 15, and add a bonus of five times this number to the Villain's total Hero Points.

Injured Heroes: There is no Hero Point adjustment for injured heroes.

Unconscious Heroes: There is no Hero Point adjustment for unconscious heroes.

Unhurt Villains: For every unhurt Villain, pick a Hero or Heroes who will most likely equal him. Find out how many Hero Points the Hero would have to expend to damage the villain, assuming a roll of 15, and subtract five times this number from the Villain's Hero Point total.This is the number of Hero Points for the Villain. If the number winds up being negative, give the Villain no Hero Points.

Injured Villains: Give each injured villain a number of Hero Points equal to the average number of Hero Points for the heroes, unless the villain has been assigned Hero Points as explained previously under Unhurt Heroes.

Unconscious Villains: If there are more unconscious villains than Heroes, give the villains the average number of the Heroes'Hero Points plus 10%. If there are more unconscious Heroes than Villains, give the Villain the average number minus 20%.

A Warning

This system should not be applied blindly. The **Blood of Heroes RPG** is too varied a system to have a simple, clear-cut balancing rule. Common sense will have to be used, but the balancing system should help even out combats.

Element 7: Troubleshooting

Troubleshooting an adventure means looking for things that might go wrong in the adventure before they happen and anticipating ways to solve these potential problems. Look over the adventure and try to find any loopholes. Could the Characters accidentally miss a vital Encounter? Might they reach a point where they need information that they missed? Is there a chance that they will jump from the first Encounter to the last Encounter in ten minutes? Are they going to be misled by a clue and move completely away from the point? Whenever you can answer "yes" to a question like these, you must make adjustments to the Encounters to eliminate potential problems.

Standard Awards

Adventures published by Pulsar Games will give the Standard Award for each adventure. However, when you are running your own adventures, you will need to use the following Standard Award Guidelines to calculate the Standard Award for each adventure.

Guidelines

In determining a Standard Award, there are four aspects of the adventure that need to be considered: the Level of Opposition, Critical Points for completing the scenario, the Area of Consequence of the Villain's plot, and the Severity of the scheme. The following sections describe how to assess each of these areas.

Level of Opposition

The first step in arriving at the Standard Award for the adventure is to determine the Level of Opposition that the Characters will face in overcoming the villain in combat. To calculate this, you should look at your adventure and set up the last battle between the villains and the heroes. You should then estimate how many phases it would take for either one side or the other to win. Once this is done, apply your conclusion as follows:

No Match (Husk versus Tamper)
Heroes are expected to win in 1 to 2 phases. Villains have no chance to escape.
Hero Points: 0

Inferior (Striker vs. Pilfer)
Heroes are expected to win in 3 to 5 phases. Villains have some chance to escape.
Hero Points: 15

Equal (Shadow Master vs. Death Shadow)
There is an equal chance for either Heroes or Villains to win. Both sides have equal chances of escaping.
Hero Points: 20

Superior (Invulnerus vs. Death)
Villains are expected to win in 3 to 5 phases. Heroes have some chance of escaping.
Hero Points: 25

Overwhelming (Empath vs. Dehumanizer)
Villains are expected to win in 1 to 2 phases. Heroes don't have a chance of escaping.
Hero Points: 40

Critical Points

The next step is awarding points for Critical Points that the Characters must accomplish in order to get from one Encounter to the next or a task for which failure could cause the adventure to end. Critical Points should not include defeating the villains in combat (because after all, isn't that the whole point?). These tasks could be clues that must be found and interpreted at the scene of the crime, thugs that have to be interrogated, or even a chasm that must be crossed to get to the villain's mountain hideout.

The major criteria in deciding if a task is critical is whether or not there is an alternative for the Player Characters that will put them back on track if they fail in the task.

Example: In the Maulers' Adventure already described, discovering the bomb would be a Critical Point.If the Maulers fail to do so, the GM would have the option of them dealing with an explosion and various rescue attempts and dealing with the fallout caused by the bomb. In addition, the Maulers now have to track down the terrorists and rescue the hostages.

An adventure might have no Critical Points, one Critical Point, or several Critical Points. As a GM, you should be careful not to weigh down your adventures with too many Critical Points, as it may become impossible for the Players to finish the adventure. Be flexible in your adventure design, reserving Critical Points for truly important events.

The difficulty of Critical Points should be evaluated according to the following chart. Assume that the Character who is most likely to succeed in the task (that is, the Hero with the most APs of the Attribute, Skill, or Power needed to perform the task) will make the attempt without spending any Hero Points. Find the Success Number of the Dice Action and compare it to the Chart below, assigning the appropriate Hero Points. If a Critical Point does not require a Dice Action, it is considered "Miscellaneous" and should be priced arbitrarily by estimating how important the Critical Point is to the rest of the adventure.

Difficulty	Success Number	Hero Points
Easy	3-4	1
Seldom Fails	5-7-9	2
Even Odds	11-13	3
Seldom Succeeds	15-18	8
Long Shot	21+	20
Miscellaneous	N/A	1-5

Area of Consequence

Hero Points are also awarded based on how large an Area of Consequence will be affected if the villain succeeds in his plan. Awards based on area are displayed in the Area of Consequence chart.

Note: When we say Universal, we mean Universal. Nothing short of having to deal with the elimination of the entire timeline. This adventure should effect every Character, planet, and dimension in the campaign.

Area of Consequence	Hero Points
Personal	0
City/Local	3
State/Large Portion of a Country	4
Nationwide	5
International	7
Worldwide	15
Multiple Worlds (2 to 25)	20
Galactic	25
Universal	50

Severity

The final evaluation for awarding Hero Points is how Severe the consequences will be if the villain's plan succeeds.

Permanent Fatal:
The Villain's scheme could result in the deliberate deaths of innocents:such as a town being destroyed by a mystical storm that kills the inhabitants, the assassination of a public figure, or blowing up the world.
Hero Points: 15

Permanent Nonfatal:
The effects of the Villain's plan will remain unless extraordinary action is taken to undo it: such as establishing a totalitarian government, wrecking a bridge that must be rebuilt from scratch, or framing a Hero for a crime he did not commit.
Hero Points: 10

Temporary Nonfatal:
The Villain's plot will eventually disappear over a period of time, or the effects will be reversed: such as a bank robbery (since the money will eventually be returned by insurance companies), making the heroes look like idiots on television, or knocking a hole in a prison wall that can be repaired without rebuilding the entire jail.
Hero Points: 5

Negligible:
The Villain's plot doesn't have any notable significance, didn't cause anyone harassment (even having to repair a wall is Temporary Nonfatal) and is easily forgotten, as are the actions of the Hero who foiled him.
Hero Points: 0

Example of a Standard Award

Once all four of the areas of the adventure have been evaluated, add all of the Hero Points awarded in each area.This sum is the total Standard Award for the adventure.

To demonstrate how this system works in an adventure, we will calculate the total Standard Award for the Maulers adventure that has already been described.

1. Level of Opposition: For determining Level of Opposition, always use the most difficult battle in the adventure. The final battle between the Maulers and the Imperial Stalkers (3 groups of 4 Stalkers) and should prove the most difficult. Despite their numbers, the Stalkers will probably be overwhelmed by the Maulers'superior powers; therefore, the Level of Opposition is Inferior (15 Hero Points).

2. Critical Points: The Maulers have two Critical Points: They must discover and disable the bomb. This action is based on the best perception of the group and has Even Odds of succeeding without outside aid (3 Hero Points). Rescuing the Hostages is a lot easier to accomplish, since the terrorists have been sloppy and assume that their tracks will be covered once the bomb explodes, and is therefore Easy (1 Hero Point). The total for Critical Points adds up to 4 Hero Points.

3. Area of Consequence: Since the Imperial Stalkers have the ability to obliterate city blocks, the Area of Consequence for this adventure would be city/local. However, since the terrorists could obliterate the entire city with their atomic bomb, the GM could extend the Area of Consequence to State or Large

Portion (4 Hero Points) of a Country. This depends on how severe the GM wishes to make the aftermath of the possible atomic explosion.

4. Severity: Since an entire city of people would be vaporized if the terrorists plot succeeds, the Severity is Permanent Fatal (15 Hero Points).

The final Standard Award for this adventure would look something like this:

Level of Opposition:	
Inferior	15
Critical Points:	
Discovering and Disabling the Bomb	
Even Odds	3
Rescuing the Hostages	
Easy	1
Area of Consequence:	
State/Large Portion of a Country	4
Severity:	
Permanent Fatal	15
Total Standard Award	**38**

Distributing Standard Awards

In the **Blood of Heroes RPG**, experience is measured in Hero Points. Hero Points are gained through Characters' actions to the events that occur during the adventure. Once a Player has begun playing his Character's crime fighting career, he can receive Hero Points for five kinds of achievements: participating in adventures, role-playing the Character well, saving the lives of innocent bystanders, thwarting the plans of the villains, and role-playing Subplots (see Chapter Twelve). The GM may grant a sixth award, the miscellaneous award, on rare occasions such as not entering Killing Combat in a desperate situation. Each of these accomplishments is worth a single Standard Award per adventure.

An adventure is defined as a single plot by a Villain or group of Villains. Once the plot has either succeeded or been foiled, that adventure is over; then the Players are awarded Hero Points. An adventure may require several gaming sessions to resolve, and the Standard Awards should not be given out until the entire adventure is over.

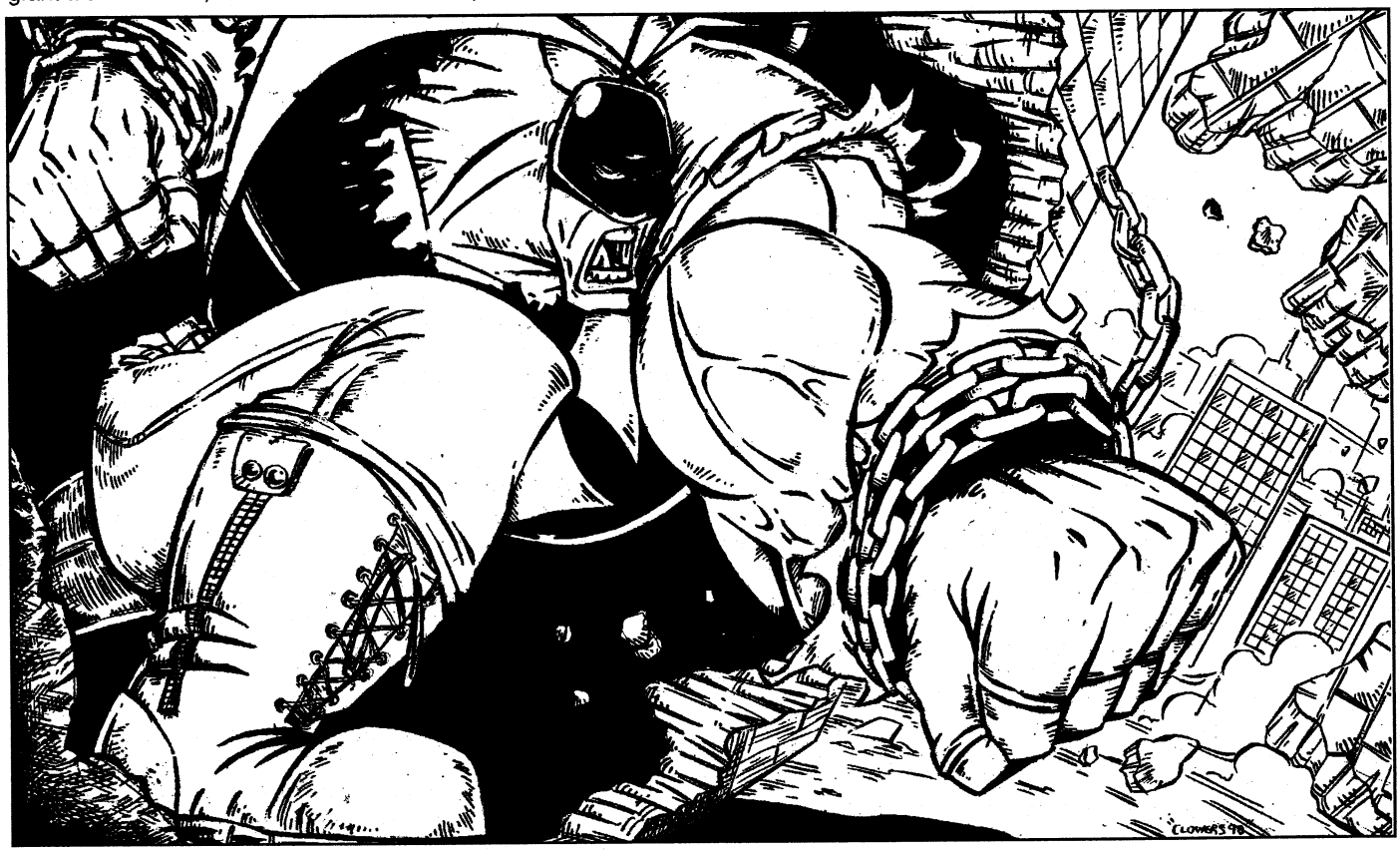
The following situations can occur in any adventure. Each situation is worth a single Standard Award.The Standard Award is simply a benchmark and is subject to change from adventure to adventure. Participating in a battle against Clint should not count as much as going up against Dehumanizer, therefore a sliding scale for Standard Awards is created to judge each adventure on its own merits (see Standard Award Guidelines). A Standard Award can range from 5 to 500 Hero Points, depending on the Villains you send up against your Players' Heroes.

For more information on Standard Awards and their use in Character growth and experience, see Experience and Character Growth on page 34. Each Player receives Hero Points equal to one Standard Award for each of the following categories that his Character fulfills.

1.) Participation in the adventure.
2.) Role-playing the Character well.
3.) Saving (or Destroying) the lives of innocent bystanders.
4.) Thwarting the plot of the opposition.
5.) Role-playing Subplots.
6.) Miscellaneous.

Characters who enter Killing Combat

Unless your campaign is played in a more realistic genre (see page 229, Genres), a Player whose Hero initiates Killing Combat forfeits all Hero Points that he would have received for the adventure. If a Player's Hero enters Killing Combat only after



he has been attacked in Killing Combat, he only forfeits one-half of the Hero Points that he would have received for the adventure.

Any Anti-Heroic Character who initiates Killing Combat forfeits one half of the Hero Points that he would have received for the adventure. If the Anti-Hero enters Killing Combat only after he has been attacked in Killing Combat, he only forfeits a quarter (1/4) of the Hero Points instead of one half.

Any Villain Player Character who initiates Killing Combat does not forfeit any Hero Points available as Standard Awards for that adventure.

Standard Awards Catagories for Characters

Participation

Any Player whose Character takes part in the adventure receives the Standard Award for this category. If, due to the absence of the Player, the GM runs his Player Character as an NPC the GM may opt not to give this award. Note: Players who consistently forfeit the Participation award may be asked by the GM to not participate in future adventures.

Role-Playing

A Character in the **Blood of Heroes** Universe will have friends, colleagues, and a persistent foe with whom to interact. If the Player's role-playing is consistent with the Character's personality, Drawbacks, and Motivations, the Player receives the Role-Playing Standard Award.

Players who are always on the lookout for ways to add new facets to their Characters, or who role play consistently even though their actions could place their Characters in jeopardy, may be eligible for a Standard Award bonus for Role-Playing.

Any exceptional creativity in role-playing should be rewarded by the GM, who may choose to award any amount from 1 Hero Point to one full Standard Award as he sees fit. If the Player's actions violate his Character's Motivations or if the Character seems to undergo sudden personality changes, the Player should not receive this Standard Award.

Anti-Heroic Characters who accurately role-play their Character's personal moral code should receive up to the full Standard Award. Villain Characters should have lackies, victims, and a pestering Hero with whom to interact. Since role-playing is always rewarded over mindless carnage, Villains can earn up to a full Standard Award for excellent role-playing.

Saving (or Destroying) Innocent Bystanders

If the conflict between the Heroes and the Villains endangers the lives of innocent bystanders, Heroes should always attempt to save the bystanders. If Player Characters succeed and save innocent bystanders, this award is given. It should only be given once an adventure, no matter how many times the Character saves innocent bystanders.

Only those NPCs who blunder into the action by mistake are considered innocent bystanders. Though the terrorists plan to blow up the city and The Maulers thwart them, the citizens of the city are not considered innocent bystanders.

Anti-Heroes generally attempt to perform good deeds, and are typically chided by their conscience if they do not, but others may only help as long as they don't have to go out of their way, while others simply don't care one way or the other. As a result, Anti-Heroes can choose whether or not to save innocent bystanders. Anti-Heroes who save an innocent bystander (as defined above) can receive up to one half the Standard Award.

Villains receive a reward for destroying innocent bystanders. But, since killing is so easy for a villain, it would be unbalancing to issue a full reward every time a Villain vaporizes a baby carriage. As a result, Villians can only earn up to a full Standard Award for creatively (emphasis on creative) knocking off their competition.

Destroying does not always constitute killing; it may translate to humiliating, destroying personal property, or crushing emotionally. Unless the Villain has a Nihilist or Mercenary Motivation, random killing of bystanders rarely receives the bonus for Destroying Innocent Bystanders. Villains should be very creative when planning the demise of those around them; the more creative the destruction, the more Hero Points he deserves.

Thwarting the Opposition

This award is given to all Players whose Heroic Characters foil the plan of the villain or villains. Anti-Heroes receive the award if they foil the plan of their opposition, and Villains receive the award if they stop the plans of the Heroes (which usually consists of foiling the plan of the Villain). The award is given at the end of the adventure in which the plan is finally crushed.The Villain or Villains do not necessarily need to be captured for the Players to receive this award; some Villains in the **Blood of Heroes** Universe habitually escape capture, even though their plans have been wrecked.

Subplots

Role-playing a Subplot is worth one Standard Award or fifteen Hero Points, whichever is greater. All Players whose Characters were involved in the Subplot receive the award for role-playing a Subplot (see page 215).

Miscellaneous

The GM may give any Player an extra award from 1 Hero Point up to one Standard Award for any heroic actions that are not covered in the other categories. For example, capturing an arch-criminal who has evaded justice for an extended period of time, or inventing an ingenious solution to the perfect death trap are heroic activities deserving of praise. This award is completely at the discretion of the GM and does not have to be given out at all.

An example of a Miscellaneous Award is a Surprise Tactic Bonus. Combat in the comics is generally a high-strung, fanciful affair. It is rare for two comic book combatants to simply come out punching and kicking. Generally, comic book characters like to try things like shooting the supports out to cave the roof in on their opponent or bouncing a shot off three walls so it can come around and strike the opponent from the rear.

In the **Blood of Heroes RPG**, all of these maneuvers are Trick Shots, and since it is harder to succeed with a Trick Shot than a normal attack, there is no real incentive to employ these surprise tactics. GMs can correct this flaw by granting a special Hero Point bonus equal to one-quarter of a Standard Award to any Player whose hero regularly employed such maneuvers throughout an adventure.

"Regularly employed such maneuvers" means that the Hero used at least one trick tactic in every one of the adventure's major battles. Examples include the martial artist who consistently bounces his shield around corners to take out the bad guy, or the night avenger who throws small boomerangs to hit the gun out of his target's hand.

Villains may receive Miscellaneous awards for sticking with a theme; a clown-faced villain may make all of his deathtraps in the form of toys or circus gadgets. A Villain who devises an inescapable death trap for a Hero and unmasks him for the world to see, as opposed to just killing him, or elaborately blathers his entire plans should receive up to one full Miscellaneous


CHAPTER 12
SUBPLOTS
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A Subplot tells a story that is secondary to the main adventure but important to the Players' Characters. Subplots give Players a chance to deal with the other aspects of their Characters apart from bashing villains: Shadow Master discovering his long lost son, Striker discovering the misuse of the technology which created him, and Chameleon learning about Earth's culture are just a few examples.

Subplots can be light-hearted or serious, short stories, or continuing sagas. Subplots are the group's chance to have their Characters involved in the same sorts of stories that make the comics so interesting. Subplots allow the story lines in a campaign to be developed between the GM and the Players in a way which is unusual in role-playing games. This chapter discusses the creation of Subplots and gives GMs and Players hints on how to run them in an ongoing campaign.

Subplots get Players to speculate about their Characters'personalities and to initiate new story situations, rather than just react to situations the GM poses for them. Once the Players begin to use Subplots, they will have more fun having their Characters interact with NPCs. There is an additional incentive for the use of Subplots, also: if the Players role-play the Subplots well, they will be awarded extra Hero Points (see **Standard Award Guidelines, page 206).**

Subplots invite the Players to do a lot of role-playing.If the GM and the Players have spent time preparing a Subplot, the Characters will become heroic personalities rather than merely fighting machines grinding through villain after villain.

Using Subplots forms a unique creative position: the GM becomes half writer of exciting adventures and half biographer of Characters who have some life of their own.Get the ideas into play and enjoy watching the story being acted out and growing with each new session.

Gamemastering Subplots

This section will give GMs instructions on how to plan and execute Subplots before and during the course of play. Hints for Players on their end of Subplots are contained in Playing Subplots, later in this chapter.

Initiating Subplots

Remember that the Players' Characters are the forces of good.They tackle those tasks that ordinary individuals and the government cannot. Heroic Characters are independent "trouble shooters" who follow the action. If the suggested Subplot would severely restrict a Character's ability to be a hero or if it would take him out of play entirely, the Subplot cannot be used without modification. A subplot's purpose is to enhance the Character's role as a hero in the game, not to remove him from the game.

When a Player has an idea for a Subplot, discuss it with him to see if it is playable. If the story idea is complex, take a little extra time in advance to work it into the campaign.

Questions For The Player

If the Player has only a vague idea for a Subplot, or if he has developed one portion of a Subplot, you can help to develop the idea further by asking the following questions:

1.What is the focus of the Subplot?

This is the central event or issue in the Subplot, the one the story revolves around: Anarchy Man's criminal past, has the source of Striker's power been revealed to the public, or is Darkling coming to terms with her past - each of these is the focus of a Subplot, the element which connects all events in the Subplot.

2.What brings the focal issue into play?

The event may be a continuation of a previous Subplot, or it may be a totally new episode in the life of the Character. If it is new, how does the event get started?

For example, Anarchy Man's Subplot started because his fingerprints were matched from the scene of a crime that happened ten years ago—his previous lifestyle forced him to become a professional thief.

3.Who else is involved in the event?

This does not have to include an existing NPC or Player Character. The answer may be more general, e.g.the pharmacist, the daughter of a reputed mobster, or a cute professor at the university.

When Striker's wife and daughter were kidnapped, dozens of Characters were involved: all of Crossfire, The Twelve, and most of the Atlantean Lords. The kidnapping was the focal event of the Subplot, and it was the central element for the Subplots of several other Characters as well. Most Subplots, of course, will be less elaborate than this one which ran through several adventures in the campaign.

4.What are the Character's feelings? Does the hero know how other Characters might feel?

The Subplot's focus could be an exciting new development the hero wants the world to know about, such as Chameleon's crusade to save the plant life on Earth, or something more private, such as the kidnapping of Striker's family. Perhaps the hero feels he is alone or in conflict with the rest of the world over this event. Perhaps the hero is completely out of touch with how the rest of the world views this event.

Striker fears the reaction of the American people when they find out he is hardly human anymore.

5. How can the Subplot be resolved?

Encourage the Player presenting the Subplot to consider all of the positive ways the Subplot could end.The more alternatives he comes up with, the more interesting the Subplot can be.

The Player should also think about a few of the hurdles which his Character may have to overcome. Who or what might stand in the Character's way? Obstacles will challenge the Character to come up with alternative solutions in the Subplot.

Not all Subplots need to be opposed by another Character or by force. Sometimes the Subplot will be fun to play just because it is a good story idea. A Subplot involving the Character known as Power coming of age was good character development.

6.What else might happen to the Character as a result of the Subplot?

A hero could become rich, be ruined financially, be embarrassed socially, be hunted by the law, be cast out of the hero group he associates with, travel to Paris, win a scholarship to a university...just about anything is possible. Use your imagination!

The Gamemaster's Response

When a Player suggests a Subplot, give yourself time to decide what will make the Subplot work and how it will fit into the campaign.Then ask yourself the following questions. As you do this, be aware of any changes or additions which might make the suggested Subplot more playable or more interesting. It is the GM's prerogative to tailor the Subplots to fit the campaign.

GM Questions:

1. Does the Subplot fit into this campaign with these Characters?
2. Does the Subplot sound like it will be fun?
3. Is the Subplot related to the main adventure in any way?
4. How can you begin the Subplot? How will it proceed?
5. What NPCs will the Subplot involve?
6. What locations need to be prepared?
7. Which of the other Player Characters could be involved in the Subplot?

These questions will be covered in depth in the following example.

Subplot Example

A group of Players creates a group of heroes in Dallas, known as The Maulers. The heroes include M.A.X., Black Bird, White Eagle, Holy Avenger, Knight, Fury, and Chameleon. Fury's Dark Secret is that she is a genetically engineered life form designed to be the ultimate soldier. She escaped the facility that created her when it was attacked by an unknown hostile group. She fears that the people who created her will discover that she is not dead and come looking for her. This means that when faced with the possibility of her true nature becoming known, Fury will make protecting her Dark Secret her top priority. She will even forgo stopping the villain if stopping the villain would endanger her secret.

The Player of Fury might suggest the following Subplot: One of the lab scientists who worked on the team that created her survived the lab's destruction. Somehow, she discovers that the scientist managed to tell his story to a tabloid news magazine before he mysteriously disappeared.

In this example, the Player has answered most of the questions listed for a Player suggesting a Subplot.

1.What is the focus of the Subplot?
The Subplot revolves around revealing Fury's secret.

2.What brings the focal issue into play?
This revelation was prompted by the survival of a scientist from the destroyed lab that created Fury.

3.Who else is involved in the event?
The scientist (at first), the newspaper reporter, and the newspaper staff will be involved in the Subplot (at least until Fury's secret is made public).

4.What are the Character's feelings?
The nature of her Drawback indicates that Fury would be extremely frightened of having her secret revealed. She probably feels threatened by her lack of information about her creators. They may want her back.They may want her destroyed!

5. How can the Subplot be resolved?
If the article is not published, Fury will have achieved her major goal.

This Player did not answer the sixth question (What else might happen to the Character as a result of the Subplot?), but the GM can generate several possibilities.

Example: Fury might attack the newspaper and its employees (as is her nature) to prevent the story from going to press. The public may react with disgust to the knowledge that Dallas is being protected by a child who was artificially created to kill. Perhaps Dallas is sympathetic to Fury, and the hero only fears that the city's reaction will be bad. Maybe the sleazy tabloid would be willing to make a deal with Fury; it could kill the story if the newsmaking hero agrees to supply them with exclusives. However, it is unlikely that Fury would think of such a deal. If Fury were not so independent, she could enlist the help of M.A.X. to make things difficult for the tabloid.

Answering The GM Questions

The next step in the process is to discuss the GM's questions and answer them for the Subplot.

1. Does the Subplot fit in this campaign with these Characters?

Suppose that, instead of protecting Fury's secret, the Player decides it would be a really neat Subplot to have Fury run for the Presidency of the United States. Well, maybe not... has Fury established herself as a politician before the Player thought of this Subplot? Does Fury have the financial backing, the staff, the friends in the right places, enough political I.O.U.s, or even the IQ or experience to make a legitimate run for the presidency?

What about Fury's role as a hero? The President of the United States has jobs and duties which would severely restrict Fury's ability to be a hero. So, if Fury were elected, she would have to give up being a hero and concentrate on running the country. If this Subplot were approved and were successful, the Player of Fury would have, in effect, removed his Character from the game. Subplots are not supposed to work this way.

The GM reviews the Subplot as outlined by the Player. The Subplot of protecting Fury's secret seems perfectly in line with this campaign and fits the character.

2. Does the Subplot sound like fun to the Gamemaster?

Subplots will be some additional work for you. On the other hand, the fact that the Player has taken some initiative is a pretty good guarantee that he will be interested in the Subplot.If you think you will have fun running it, then keep going down the list of questions. If not, stop here and disallow the Subplot.

The GM thinks that the Fury Subplot is a subplot with a serious tone. The situation will have dramatic, perhaps even some tragic elements. The Player suggested the Subplot, and the GM believes he can handle it. If handled right, it could be an entertaining "soap opera" with lots of opportunity for overacting in the roles of the NPCs. The GM decides he would like to do the Subplot.

3. Is the Subplot related to the main adventure?

Interweaving subplots with the main adventure is neat, but it isn't always easy. Sometimes it cannot be done at all. You might decide to keep the Subplot unrelated to the main adventure.

4. How can you begin the Subplot? How does it proceed?

A Subplot which is related to the main adventure can begin when the adventure begins and will naturally flow along with the main adventure. If the Subplot is unrelated to the main adventure, then the GM will have to create a starting point and connect the events of the Subplot together.

In the example of Fury's secret, the GM decides that the hero first learns of the Subplot through an encounter on the street.The next time Fury goes out in public, a Mirror-Inquirer headline will happen to catch her eye, or else she will overhear a discussion of the headline between two people on the street.The

headline will read "TEENAGE KILLING MACHINE BUILT BY GOVERNMENT." The paper is scant on details but promises to reveal the full story in the Sunday edition. If Fury reads the story, she will find a reference which was attributed only to a reliable source, a genetic engineer who worked in a lab that was destroyed by an armed group of anti-government extremists.

The GM sketches out a story line which is centered around Fury. He begins to think about the other NPCs; he will need to carry out the story.

5.What NPCs will the Subplot involve?

Do the NPCs already exist in the campaign? If they don't, you will have to spend time creating them. Flesh them out and make them interesting, concentrating on their motives and the aspects of their personalities that are most important for the Subplot. You can decide later whether or not the NPC loves pistachio ice cream or why he hates the Cubs.

If the Subplot is a completely new story, several Characters may have to be sketched out by the GM.The GM should concentrate on the one or two NPCs he considers to be the most important. If the Subplot a Player suggests to you (or a combination of Subplots submitted by all Players) would require you to detail more than three new Characters for the next session, you may want to think about delaying or disallowing some of the Subplots.

Deciding what NPCs you will use will help you develop the story elements of the Subplot.Why are these Characters involved in the Subplot? How do the Characters interact? Do you need any more NPCs to help the story flow logically?

Continuing the example, the GM decides that the Subplot will need Drew Gold, the Mirror-Inquirer reporter who is getting the exclusive on the lab's research programs. This hard-nosed reporter won't give up on any lead, and she'll follow this story through to the end.The GM also sketches out Brian Borders, the we-print-anything-that-sells Editor of the Mirror-Inquirer. While he is at it, the GM creates the Sunday Mirror-Inquirer headline, "U.S. GOVERNMENT LAB CREATES SUPER-HUMAN CHILDREN AS SOLDIERS...THEY'RE AMONG US!!!," just in case it's needed.

6.What locations need to be created for the Subplot?

In creating a Subplot, there are two different terms used for a group of locations. The area in which the Characters regularly adventure is called the larger environment.The specific locations in which the Characters regularly interact is called the general environment. As GM, you will deal most often with the larger environment, but the Players will interact more often within the general environment. Locations in the general environment should be planned in greater detail than those in the larger environment.The Players may surprise you by deciding to interact with a piece of the larger environment you have not detailed. If this happens, wing it and make the best of it.

For example, if the Subplot occurs in a cemetery (part of the larger environment), the cemetery would need to be detailed. But what sort of detail? The amount of detail needed depends on what will occur in the setting. If the cemetery setting is strictly for enhancing a mood, the details may be sketchy:"The rows of tombstones which stretch over the hill, the neatly trimmed lawns and precisely pruned trees are the work of the living. But, bleached with moonlight, cloaked in the cold night air, the cemetery feels like a place for, and of, the dead." If the cemetery is the scene of a crime where the Players'Characters need to search for information, the details will be different and more concrete: "The elm tree three feet to your right has a heavily scarred trunk. A trail has been gouged out of the ground from the spot where you are standing to a gravesite 0 APs away, as if a piece of heavy, angular equipment has been dragged from here."

The GM in Fury's example decides the action (at the level of the general environment) will most likely take place at the newspaper which is the location he has already detailed. He thinks that he will need to outline three more locations: the home of Drew Gold, the editorial room of the Mirror-Inquirer, and the Editor's house. The GM guesses that Fury would most probably search for information in Miss Gold's home, and if combat takes place in the Subplot, it will most likely happen at the newspaper building where Fury is likely to encounter police or security guards. He sketches out a floor plan with the necessary information as notes. The GM anticipates that the confrontation at the editorial room will be verbal, so he emphasizes the details which will give atmosphere to the harried, cheap nature of the offices. If creating the necessary locations looks possible, go on to the next question.

7.Which of the other Player Characters could be involved in the Subplot?

Try to involve other Characters in the Subplot, if at all possible. For the other Players, a One-Player Subplot is usually as exciting as watching someone else read a comic book. To help solve this problem, One-Player Subplots may be resolved over the course of many game sessions. Subplots in the comic books do this; then a one-Character Subplot will suddenly be featured for an issue. You should use a superhero group from your favorite comics as a rough model for your Subplots; don't give one Player attention at the other Players' expense.

Decide whether including other Players will enhance or needlessly complicate the Subplot. Fury's Subplot is a natural for a one-Character Subplot: after all, Fury has kept this secret from everyone. The other Characters do not know that Fury is anything other than your typical super-hero.

Let's say that after some consideration, the GM decides to include two other Characters: Black Bird and M.A.X.

Black Bird is Fury's adopted father. Should Black Bird become aware of Fury's predicament, he will do whatever is in his power to assist her. Black Bird will not resort to illegal or dubious methods but will be of great assistance in dealing with the stubborn reporter and her boss, the editor.

The second Character, M.A.X. will play a minor role. If M.A.X. is told about Fury's problem, he will most likely erase the newspaper computer's hard drives. He will then suggest that Fury need only stop the reporter from printing the story. She must also retrieve any hardcopies of the story. M.A.X. will be able to slow the printing process by further sabotaging the newspaper's computers. This will likely have serious public repercussions if the newspaper ever discovers it was M.A.X. who sabotaged their equipment, leading into more Subplots.

A Rule of Thumb

Not all Subplots need be this elaborate, but some may grow to encompass an entire adventure in themselves. In the comics, Subplots will get only two or three panels in any single issue. Start with Subplots which can be handled in short bursts and which are linked from adventure to adventure rather than with a monster Subplot which squeezes aside the main adventure. It will probably take Players a few adventures to develop the personalities of their Characters to the point where running a Subplot for a whole session of gaming will go smoothly.

If you have answered all of the questions above, then you are ready to run the Subplot. You can tell the Player that you will run his Subplot during the next session. Be sure you know what you are getting yourself into, then go ahead and take the plunge. Once Players become directly involved in creating the

story, you will be developing new ideas which would not have occurred to you without their input, and the Players will be able to develop Characters as lively as those in the comics.

What if a Subplot is too much work?

Being a GM is meant to be fun, even if there is work involved. If filling out a Subplot is too much work to include in the next session and you think the Subplot is worth running, you can do one of three things:

1. Ask the Player to modify the Subplot to make it less work for you.

2. Ask the Player to do some of the work himself. This works best if some of the locations or NPCs are neutral to the Subplot, i.e., if having the Player know the NPC or location does not give the Player a significant edge in resolving the central event of the Subplot.

3. Tell the Player that the Subplot will not work in the next session but promise to run it in one of the upcoming sessions. If you do this, plan to run the Subplot some time no longer than three sessions away.

If none of the above seem possible, then do not run the Subplot. Tell the Player that the Subplot will be too much work for you. If you feel the idea was a good one, encourage the Player to come up with a Subplot that would be a little less effort for you.

GM Suggested Subplots

As GM, you may see opportunities for a Subplot which a Player has missed or ignored. You may see ways of reviving a Subplot which has lain dormant for several sessions; you may have a new twist you want to add, or you may have an entirely new Subplot you want to try out.

When you generate your own Subplot you go through the same process as you would for a Player-suggested Subplot.

When you come up with a Subplot for a Player (or Players), you have the advantage of working out all of the details before you spring the Subplot idea on the Players. The disadvantage is that the Player(s) may not like the idea.If a Player consistently rejects your Subplots by "pulling the plug on the Subplot," you can either give up on the Subplot or the Player. New Subplots are easier to come by than new Players.

Suggesting Subplots

A Player has the option to pull the plug on a Subplot at any time. Therefore, it is a good idea to clear a Subplot idea with the Players whose Characters will be involved in the Subplot. At the same time, you do not want to reveal all of your story before the Players get their Characters into it or else the sense of discovery and involvement will be lessened. Giving the Players the information they need, without spoiling the story, is done this way:

Tell the Players whose Characters will be in the Subplot and the following information about the Subplot: **Subplot Type**, its **Severity**, the **Area of Consequence**, the **Tone of the Subplot**, and the **Degree of the Subplot**.

Subplot Type:

The type of Subplot falls under one of the categories listed under Subplot Categories, later in this Chapter. The categories are Family, Friends, Job, Death Guilt, Secret Identity, Secret Past, Power Complication, Public Reputation, Romance, and of course, Miscellaneous.

Severity:

The Severity of a Subplot is similar to the severity of an adventure, as described in the Standard Award section of **Chapter Eleven.** The three levels of severity, from least severe to most severe, are temporary non-fatal, permanent non-fatal, and fatal. If the worst consequence of the Subplot will tend to fade over time, then the Subplot is temporary non-fatal. If the Subplot could have consequences which will destroy a relationship, cause a loss of friendship or job, or other permanent effect, then the Subplot is permanent non-fatal. If the Subplot could result in the death of a Player Character or an NPC, then the Subplot is fatal. Very few Subplots in comics have fatal consequences.

Area of Consequence:

The Area of Consequence is the same as the Area of Consequence of an adventure, as described in the Standard Award section of Chapter Eleven. Most Subplots have a Personal Area of Consequence, but some may have local (or greater) Areas of Consequence. For instance, a Character may be urged to run for mayor or run a corporation with thousands of employees in several cities.

Tone of the Subplot:

Is the Subplot serious? Is it funny or frivolous? Is it melodramatic? Is it scary? Joyful? The tone of a Subplot is the primary emotion or feeling of the story in the Subplot.

Degree of the Subplot:

How lengthy is the Subplot? Will it take place during one adventure or will it continue for several adventures? The degree of a subplot is your guess as to how many adventures the Subplot will take to resolve.

Example: A subplot is developed for Anarchy Man, his goal being an attempt to repair the Anarchy Mobile. Opposing him would be constant attacks by super villains, many of whom seemed to target his poor car. A GM explains to the Player, "I have a miscellaneous Subplot that would be temporary non-fatal, personal, and has a humorous tone with a dash of serious characterization, and a degree of one adventure." The Player would have enough information about the scope of the Subplot to decide whether or not he would like to play out. If he likes it, he could request the GM to run the Subplot, but if he doesn't, he will pull the plug on it right there before the GM has started running it in an adventure.

Putting It All Together

When you have decided on all of the elements for a Subplot, you have to put them into a framework, as you do with an adventure. Draw up a rough sequence of events, noting when a particular sequence is crucial. Outline the central event.Then build the other events, including the NPCs the Character will encounter, his goal, and the setting.This may be a very loose outline or a detailed description, depending on the Encounter and your style.

These notes will help you run the Encounter. Put the information in a form you feel comfortable with—don't feel forced to follow the form given here.

The Gamemaster in Fury's example put his Subplot together as follows:

Subplot:

Fury's fear is about being rediscovered as a government project. The laboratory that created Fury (and all of its personnel) was destroyed shortly after Fury's "birth". The apparent survival of one of the genetic engineers from the lab may expose Fury's origin. In addition, the scientist may identify her to the government as one of their research projects.

Background:

A government scientist was discovered during a raid by the FBI on a terrorist strong hold. He was being held hostage there and interrogated. After the FBI took his statement, he was admitted to a nearby hospital to receive medical treatment.

Had the government realized the importance of this man earlier, this whole incident could have been avoided.This scientist was employed in the operation of a Top Secret government facility called "The Landfill Project." The facility was a state-of-the-art laboratory, conducting experiments which involved the creation of "super-beings". Evidently, these beings were destined to become a race of loyal soldiers. It is unknown who in the government knew about this operation. Its legality was questionable at best.

Admittedly, most of the government agents in the following scenario are just doing their job. Their boss, a top ranking military official, is solely responsible for the illegal laboratory and its operations. This is the same military official who started the Hellfire Cyborg Program as a police force. The Cyborgs were later used in illegal military raids overseas. Congress and most of the government are unaware of this transgression.

Things became far more complicated for the government during the scientist's stay at the hospital. Apparently Drew Gold, a reporter for the Mirror-Inquirer, questioned him while disguised as a nurse. The poor lab scientist, who was under the influence of drugs and months of torture, confessed all. Later that night, the scientist disappeared (taken away by some government agents).

Fury should also be worried that the government will put two and two together and realize that she is one of their projects. The lab that created Fury and all of its research was destroyed by anti-government fanatics. Fortunately for Fury, the lab was so Top Secret that no one outside the facility knew exactly what they were doing. As a result, the Government only thought of Fury as just another "costumed hero". However, they may now realize that she fits the description of one of their research projects.

Subplot Timeline:
Encounter 1: Friday morning
Encounter 2: Most likely Friday
Encounter 3: Most likely Friday
Encounter 4: Friday or Saturday
Article Publication: 1:00 am, Sunday Morning

Encounter 1:The Bait

The Mirror-Inquirer headline:""TEENAGE KILLING MACHINE BUILT BY GOVERNMENT"" will appear Friday morning.The headline should alert Fury to the fact that her origins may become public. All Fury has to do is pick up on the information in the article. She should then take the initiative.

If Fury ignores the Mirror-Inquirer clue, Chameleon (who constantly tags along with Fury) will blurt out something like, "That newspaper story describes a robot that sounds a lot like you," to Fury.

Note: If Fury does not pick up on any of the information, then the Subplot stops. As Fury's Player suggested the Subplot, she should be alert for clues about it. If she misses it, delay the Subplot until next session—and have the article due date be reset to fit the next session. If Fury does not pick up on the first Mirror-Inquirer story, other media will pick it up as a, "Is this really true, or strictly an attempt to hype sales?" story. If Fury misses these clues, the story is published.

Maps: not needed.
Clues And Information: as given.
Other Characters: as described.

Encounter 2: No News is Good News!

Fury will probably go to one of two places:The Reporter's home (her name is proudly listed under the headline) or the editorial offices of the Mirror-Inquirer. The Mirror-Inquirer staff will be Hostile toward Fury and will tell her to go away. Drew Gold, the reporter covering the story, is not there.

At Drew Gold's house, she is rapidly packing her belongs in preparation to move to a safer local.The scientist's disappearance has prompted fears that the government may come looking for her. When Fury comes snooping around, she will put two and two together and realize that Fury is the end result of these experiments. Miss Gold will not hesitate to publish this hunch to further her career.

If Black Bird is present, Miss Gold will be much calmer. She knows of Black Bird's reputation as a true "do-gooder" and will feel secure with him there to control Fury. Regardless of what the Characters decide to do, go to Encounter 3 before they have a chance to leave.

Maps: Reporter's house map, editorial office sketch.
Clues and Information: If the Characters investigate Gold's house after they go to the Mirror-Inquirer, they will discover that she has left in haste.

The Mirror-Inquirer will admit that Gold is one of their reporters... one of their best, in fact.

If the Characters investigate further, they will find that the story's origin is from a lab scientist who is currently hospitalized.

The FBI rescue is major news and the Characters will probably realize why the scientist is hospitalized (M.A.X. has access to all the information about the rescue.)

If the Characters go to the hospital to find the lab scientist, they will discover that he disappeared last night.

Other Characters: Black Bird is optional. M.A.X. is idle, unless informed of events by Black Bird.If he is told, he will begin to work on his own initiative to help Fury. Chameleon may choose to "tag along" if alerted.

Encounter 3: Rolling the Dice

Fury will eventually end up going to the reporter's house. Before she has a chance to leave, the house will be stormed by government agents. Seven agents in assault gear will enter the reporter's house using flash-bang grenades and sub-machineguns. Their job is to catch the reporter and prevent her from publishing the story. Unless stopped, they will take her to a secret government installation.This is the same installation where the scientist is being held.

If the reporter has already left, the agents will think Fury's activity inside the house is actually Drew Gold. As a result, they will raid the house regardless of whether Drew Gold is actually there.

If the heroes save Drew Gold, she will be thankful, but she is so career driven that she will still print the story. If the heroes follow the government agents to their base and try to get inside the perimeter fence, they will be breaking the law. In addition, the heavily armed government troops will respond with lethal force. Regardless of the outcome, none of the troops or agents at the facility know anything about Fury or the secret lab. However, Gold will drool over the chance to write a story which includes her kidnapping by government agents who are attempting to hide a conspiracy. She is far too stubborn to be scared away from the story.

To make matters worse, if the agents realize who is attacking them, they will probably identify Fury as the missing "Landfill Project" specimen.

Maps: Reporter's House

Troubleshooting: If Fury never goes to Gold's house, she can be prodded in that direction by receiving a call from M.A.X. The Maulers' super-computer will inform Fury that he has intercepted a 911 call. Apparently Miss Gold is being attacked in her home by a group of armed men (government agents).

Other Characters: Government agents, Black bird, M.A.X., Chameleon, Drew Gold.

Encounter 4: Double or Nothing

If the government agents are forced to fight Fury, they will probably lose. The government will deny everything. If the agents succeed, they will take everyone in the house to the government installation. If Black bird is present, the agents will release everyone after debriefing them.The agents will inform them that they are not allowed to tell anyone what has transpired, or they risk national security. This vow of secrecy includes Drew Gold's story. Since she cannot print her story, Fury is safe for the time being. However, the government will now suspect Fury is their "project." This may lead to future Subplots.

If the Characters are captured and Black bird is not present, both Drew Gold and Fury will disappear. The government will take Fury because she is a threat to public safety. Her friends will have to negotiate for her release and probably call in some serious favors.

Map: Government compound

Clues and Information: Heroes can make a Perception Check vs. 6 to detect the government agents before they raid the Gold household.

Running Subplots

Subplots are set up for role-playing.The mechanics involved will be secondary to the story. Have fun: act a little outrageous when you're role-playing an outrageous Character. Move the story along with your own role-playing, parceling out the information and the plot twists. Let the Subplot develop from the interaction of your Character and the Players' Characters. You may even want to forget you have the Action Table for awhile.

When running Subplots, you should remember that they are Subplots. If you do not want Subplots to bury your adventure, you will have to keep a tight rein on the number of Subplots active at any one time. If you want some help with pacing, check out your favorite comics. How much space is spent on Subplots and how much is spent on the main adventure? Are the Subplots and the main adventure connected or independent? The **Blood of Heroes RPG** gives you the opportunity to create and participate in the kind of stories you enjoy reading. Use those stories as your guide.

Following the Story

The story in a Subplot can go just about anywhere after the first couple of Encounters, depending on where the heroes have been and what they have done. Try to keep the action centered to the locations you have detailed.The Players are bound to come up with possible connections and solutions that are different from yours. If their solutions lead to dead ends, let them know. If the Players try something original, try to accommodate them. Develop the art of "winging it."

When you are winging it, use the framework of your larger environments to help you. Keep a pad of paper handy to take notes on what you tell the Players. This will help prevent a "Gee, last time Mr. Smith's mom was dead.Why is she alive now?" syndrome.

Turning a Subplot On and Off

You can turn Subplots on and off. Cutting off a Subplot means directing the focus of the game elsewhere, such as back to the main storyline. In comics, this is the panel which reads "meanwhile, somewhere else in the Universe ..." Try to give the Subplot scene a logical breaking-off point, and then inform the Player that the Subplot is being turned off for now. As your Gamemaster skills improve, you will have a better story-sense, which will help you decide when it is appropriate to turn-off a Subplot.

The Art of Fading Out

You are in the middle of a Subplot, things don't go as expected, and a Player pulls the plug on the Subplot. Now what do you do? You take the story to a point where you can turn it off and return to the main adventure. After the session, you have to figure out a way to erase the effects of the Subplot as if it had concluded.This is called, "fading out" the Subplot.

In Fury's Subplot example, assume that after Encounter 1, the Player changes her mind and pulls the plug. Muttering under his breath, the GM decides to, "fade out" by having the IRS shut down the Mirror-Inquirer. Now all Fury has to worry about is a few thugs with the firepower of a battalion or two.

If a Player does not pull the plug often but does in a Subplot that is becoming uncomfortable, do everything you can to wrap the Subplot up neatly without involving his Character. If a Player pulls the plug only when a Subplot is not working out the way he wants it to, stop running Subplots for him... but do fade out the last Subplot he was in.

It is not fair for a Player to pull the plug on a Subplot in the final Encounter. Tell the Player that you will turn off the Subplot, but its consequences cannot be avoided at this point. You can work out the details of the consequences after the session is over.

Fading out is a good way to avoid Subplots with fatal consequences. Death is an awfully tough thing to undo. If the consequences are non-fatal, there is usually some way to recover from the Subplot.

Problems and Solutions

What do I do with Players who just want to use Subplots to gain a few extra Hero Points at the end of an adventure?

Just because the Player has a Subplot written down on his Character sheet and tells you he is running that Subplot this session of the game, it is not enough to give him the Hero Points for the Subplot. Even if the Player grudgingly performs an action which could be part of a Subplot, this does not mean he earns the Hero Points for a Subplot.

For example, Dave has a Character with a Family Subplot: his mother is ill with a disease which requires extensive hospitalization, and she wants to have her children see her. Dave cannot simply declare that he is running his Family Subplot, fly to the hospital, say "Hi, Mom," and then fly off to battle and expect an award for his Subplot.

A Subplot assumes first that the Subplot story line is important to the life of the Character. Second, a Subplot is intended to increase the role-playing interaction between the NPCs and the Player's Character. Neither statement is true of the fly-by example.

A good rule of thumb to use when awarding Hero Points for Subplots is this: If the Subplot is not important enough to the Player to have him devote the same effort and game-time as he would to a dangerous encounter with a villain, then it is not worth awarding Hero Points for the Subplot.

Since you may be the only one in your group to read this chapter, you may have to coach the Players on Subplots. Once they start playing Subplots you won't have this problem.

What do I do with the "I become emperor of the world"Subplots suggested by a Player?

When Players come up with Subplots, they will naturally put themselves at the center of attention. Very often the Subplots will have a positive impact on the life of the Character. The Fury example was unusual: the Player of Fury wanted to play out a Subplot involving one of her Character's Drawbacks. But listen to Subplot suggestions for the story element contained in them; even the most self-centered suggestion may have the kernel of a really interesting story. You do not have to run a Subplot you do not like.

How many Subplots should I run at once?

Remember your main story. Make it a conscious choice when you accept a slew of Subplots for a session or series of sessions. If they are run correctly, Subplots will take time—time which will not be spent on the main story line. If you have a great villain and a terrific story to set him in, you may want to reduce the number of Subplots you run in the sessions in which that adventure takes place. You may want to put all of the Subplots on hold.They do it all the time in your favorite comic books.

If you decide to run more than one Subplot, it is strongly suggested you run no more than 3 at once. Three Subplots is usually pushing the limits of Player boredom and GM confusion.

What can I do about Subplots that are ruined by one Player's miserable dice roll?

The **Blood of Heroes RPG** is a game with elements you cannot control.The dice just do not behave sometimes. Try to adjust for possibly wild dice rolls by developing Subplots which are not dependent on the rolls of the dice. You don't have to take out the uncertainty factor completely—just make allowances for it. If just one roll of 2 or 21 will ruin the story, think about modifying the story to give yourself more of a cushion against Players'luck.

What can I do about Players who are floundering in a Subplot?

If the Players are missing a vital clue, try to give them hints. An NPC may know a little bit more than you originally planned. If they keep bumping into dead ends, create a way to get them back on the correct path. If the Players keep wandering off on the fringes of a Subplot, turn it off and direct the Players back to the main adventure.

Why do Players always pull the plug on my Subplots?

When you are developing your own Subplots, evaluate them from the Player's standpoint. If you are developing Subplots which constantly have a negative impact on the Characters, you will either lose the Players or end up with a depressed group, neither of which is much fun. Have an evenhanded approach.

Keep an eye out for Subplots that have slept long enough to be interesting again. Be prepared to retire some that have worn out, and inject a new Subplot every once in awhile. By varying the Subplots you increase the Players'interest, so they will be more willing to play through a Subplot.

Playing Subplots

Your Character can save the universe time and time again, but can he keep a job? What do his family or co-workers think when he disappears for days at a time? What about his girlfriend?

Comic book stories deal with more than the ever-present threat of the villains. They deal with the everyday lives of the heroes and how they cope with the world. In many cases, these stories can become just as important as whether or not the villain can be stopped.

In the **Blood of Heroes RPG**, this can be an exciting part of any game session. As a Player, you can create their own Subplots by using the guidelines below. You can write some of the ongoing saga of your own Character instead of just letting the Gamemaster have all the fun.A Subplot is a way for you to directly participate in the creation of the story in which your hero is the central figure.

The goal of Subplots is to give your Character a life of his own that is independent of the everyday grind of bashing villains. But there is an added incentive: role-playing Subplots can earn your Character, and other participating Characters, Hero Points (see **Standard Awards** in **Chapter Nine**).

Creating A Subplot

Subplots are chosen by category. These categories are listed later. You may choose as many Subplots as the GM will allow, although in the beginning, it's probably best to choose one Subplot per Character.

It is not necessary to choose Subplots when you are designing your Character. Subplots may be added after Character Design—if they do not contradict existing facts about the Character.

Each Subplot is subject to the approval of the GM, and he will often add new elements to the Subplot to help it.

Take the time to work out a Subplot with your Gamemaster. Talk with your fellow Players as well. Maybe two or three people can share the same basic Subplot or link their own Subplots together.

It is important to cooperate with the GM and the other Players when you are role-playing Subplots. Otherwise, no one will have any fun while you are off writing your own story. The **Blood of Heroes RPG** is a cooperative game; the more people involved with your Subplot the better. Also, the number of Hero Point awards is greatest for cooperative play. Once you've chosen a Subplot, outline the basics of the story.

If there is one basic rule for creating Subplots, it's: Start slowly. Don't try to cram everything in during the first few sessions. Keep it simple, and let the Subplot be created as you go from adventure to adventure. In the beginning, just pick one of the basic categories listed below and ask yourself a few basic questions like:

1.Who is involved in my Subplot?

List all the people who will be in this story. Try to describe each of them in one or two sentences. At first, use only two or three people in any one Subplot.

2.What is currently happening in the Subplot?

What will happen in the Subplot that will test your hero? How does the Subplot hinder or help your Character's actions?

3.What are the Character's feelings?

Think about how the Character might feel about what's happening to him.Does the Character realize how NPCs and other Characters feel? Does the Character have any particular course of action planned in the Subplot?

Playing Your Subplots

The **Gamemastering Subplots** section earlier in this chapter has more information on Subplots. If you are stuck, read that section again for advice on coming up with interesting and playable Subplots.

Once the Subplot is created, it is up to the GM to introduce it into the play of the game. If the GM is busy with the main adventure, he might not have time for a Subplot. On the other hand, a whole game session could be nothing more than an elaborate Subplot involving everyone in the group. Other times, the Subplot could be wrapped up with the main adventure. In any case, here are some rules to follow while playing Subplots.

Subplots can have more than one solution.Like the main adventure, Subplots should not have only one way of ending. You are never locked into a solution for a Subplot. Like real life situations that rarely have neat and tidy resolutions, Subplots can continue for many adventures without being resolved, or they can resolve themselves in unexpected or surprising ways.

Subplots can be positive for Players and NPCs. In the main adventure, your Character is usually up against a bunch of maniacs trying to take over the world (or at least large chunks of it). It is often a life and death situation with only one victor: hopefully you. Subplots are different. Everyone can "win" in a Subplot. Sometimes there are no winners and no losers—just fun. For example, the Anarchy Mobile Subplot was built around poor Anarchy Man just trying to get his car to run.No life or death struggle there—and role-playing this scenario could be really fun. You do not have to compete with NPCs in the Subplot as you do with the villains in the main adventure.

Pulling The Plug

Subplots can be frivolous, melodramatic, even silly. Usually, the main adventure is pretty serious. The Subplot can be anything: sad, happy, weird, intense, or even bland.The more positive a Subplot is, the more fun you'll have.

Subplots should be fun, not morbid or cruel. If you don't like the way the GM is running your Subplot or if you are just bored with it, just "pull the plug" and refuse to accept the GM's judgment. You cannot use this rule to change what has happened in past gaming sessions, but any Subplot event that has just happened can be negated.

For example, the GM announces that the villain murdered your girlfriend. If you feel this is too much and no fun to play, simply say that you refuse to accept this event.

On the other hand, if at the start of the adventure you accepted the fact that your girlfriend was kidnapped by the villain, you cannot suddenly change your mind and say she isn't captured. But if the Gamemaster has the villain tie her to the nose cone of a nuclear missile—you can pull the plug about her new situation.

The Gamemaster can also pull the plug if he feels the Subplot is out of his control.This can happen at any time and for any reason.

If the plug is pulled and the Subplot is killed, you and anyone else in the Subplot are not eligible for any Hero Points gained by playing that Subplot, but there is no penalty for pulling the plug.

Sometimes, you might not want to completely stop a Subplot, but just, "put it on the back burner." Talk it over with the Gamemaster, he might award some Hero Points for partially completed Subplots.

Subplot Categories

This section lists the basic categories for Subplots. Some Subplots may be natural to a Character due to his Drawbacks, or they may spring right from your mind without affecting the basic structure of the Character's design at all.The following list is not intended to be all-inclusive or limiting to your imagination but to give you a few ideas concerning some of the most commonly used Subplots. If you create a different Subplot and the GM approves, use it.

Criminal Past

The Character has been a criminal at some time in his past.This may cause problems with the police, the media, the public, or other heroes. Even though the Character has reformed, others may not be ready to forgive and forget that Character's past mistakes. It is also possible that a villain will try to recruit the Character which is certain to raise eyebrows.

The Character may try to hide his past, or he may try to improve his image by performing good deeds. He may try to deal with his past in any way he chooses, but he will not be able to ignore it.

If you choose this Subplot, determine the extent of the Character's criminal career, who his associates were, and why he turned from a life of crime.

Anarchy Man is a good candidate for a Criminal Past Subplot, as are Shadow Master and Doc.

Death Guilt

At some time during the Character's career, he killed someone accidentally, or maybe he feels responsible for someone's death.This guilt affects his ability to fight crime, making him constantly doubt his worth and his ability to do the right thing.

Death Guilt is a good example of the Guilt Drawback, and it might prevent the Character from using force in situations that resemble the one he feels guilty about. Death Guilt may also cause the Character to become obsessed with the well-being of another Character whom he wishes to protect from dying under circumstances similar to the first death.

Death Guilt may be used as a Subplot as a result of one Character accidentally killing another Character during the game or being unable to prevent the death of another Player's Character.

If this Subplot is chosen with the Guilt Drawback during Character Design, decide who was killed, outline the circumstances of the death, and determine how widely the circumstances are known.

Enemies

An Enemies Subplot is a continuing series of confrontations between the hero and his adversary. The adversary is not necessarily a villain but can be someone who is continually and callously interfering in the hero's life: a snoopy neighbor, a bully who torments the hero's alter-ego, or a law enforcement official who does not like self-appointed champions of justice. This Subplot may involve a villain or villainous organization that is out to get the hero. Describe the relationship between the enemy and your Character and how long the antagonism has been going on. A Character with this subplot does not necessarily need the Enemy Drawback, page 49.

The Enemy Subplots get used all the time in comics. Striker vs. Sage, The Husk vs. Narash Tared, and Frenzy vs. her brothers are all examples of enemies'Subplots.

Family

There are several possible Family Subplots. Here are a few suggestions.

1. The Character is an orphan with all of the insecurities that come from losing one's parents.

2. The Character is adopted, and he wants to find his biological parents.

3. The Character has a relative who is dependent on him for financial and/or emotional support.

4. The Character is the "black sheep" of the family. He resents his estrangement and is suspicious of the intentions of any group of people that might resemble a family, especially groups of heroes.

5. One of the Character's parents or close relatives is a villain. He isn't certain where his loyalty lies and is torn between claims to his loyalty.

6. One of the Character's parents or older siblings is a well-known heroic Character. He lives in the shadow of the other's reputation in his attempts to become an individual.

If you choose a Family Subplot, describe the Character's family relationship to the GM.

Shadow Master's discovery of his long lost son was a Family Subplot.

A Friends Subplot revolves around the relationship between the Character and one or more of his friends. The friend need not be a Dependent or Confidant, though that might make the Subplot easier (or tougher) to run. The possibilities include the following:

1. The friend is being harassed by a villain or his henchmen and needs help, even though it will distract the Character from his main goal in the adventure.

2. The friend is related to a villain who constantly plagues the Character. The friend is torn between family loyalty and his friendship with the hero.

3. The friend has a serious personal problem that cannot be overcome with any of the hero's Powers and Skills. If the Character helps his friend, he will have less time to devote to the adventure.

If you choose a Friend Subplot, describe the friend and his relationship to the hero. Friend Subplots work well even with groups of people.

Job

Job Subplots can come in many different varieties. In most cases, they should center around the occupation that you have chosen for your Character. Here are some ideas for Job Subplots:



1. Heroing is complicating the Character's personal life.

2. Financial problems require the Character's attention.

3. A rival for his job is making a bid for the Character's position in his absence.

4. The time the Character spends on heroic activities makes it difficult for him to hold down a responsible job.

If you choose a Job Subplot, tell the GM how it relates to the Character's Occupation and Wealth. Remember to mention any important co-workers.

Jason Disland must constantly deal with the strain of his super-hero identity and running a multi-billion dollar corporation.

Power Complication

Something has gone wrong with the Character's Power, and there is a harmful side effect to using it. Maybe the side effect is curable if the Character can figure out a way to get the problem treated.The Character must find a solution before he loses the Power altogether and is either forced to retire or is killed by the side effect.

If you choose a Power Complication, outline which Power(s) is/are affected, and describe the side effect. At first, the side effect should be minor, but as the condition worsens, the Character needs to pay more attention to the problem.

Note: the GM could decide to give the Character extra Hero Points if the complications become permanent.This is totally up to the GM, however.

The Husk began to experience Power Complications as his confrontation with Narash Tared grew near.

Public Reputation

The Character considers his reputation important, so threats to his good name receive a high priority. What would your Character do if villains or sleazy reporters try to undermine his reputation?

If you choose this Subplot, brief the GM on your Character's reputation and how he tries to live up to it, as well as who is trying to tarnish the hero's good name.

Remember that if you choose too awesome a reputation, your Character will be hard put to live up to this exalted image and lose a lot of face very quickly.

Black Bird quickly avoided his Public Reputation Subplot problems by always exiting his apartment via the window!

Romance

A love interest can affect the Character in several ways. Perhaps he must protect his loved one from villains, or he might have to plan his time carefully so that he can spend a few precious hours with his loved one.

How does the Character feel about the fact that he has abilities far above those of ordinary people, and yet he is involved with an ordinary person? How completely can he confide in the one he loves? Do they love each other equally, or is it unrequited love?

If you choose Romance, describe the NPCs involved in the Subplot and their relationship to the Character, including the duration and seriousness of the relationship.

A Romance Subplot has been ongoing between Power and Empath.

School

Saving the world on a consistent basis can eat away at study time, and facing life-threatening situations can make one forget about upcoming exams. For some reason, teachers and professors do not seem to understand this.

A School Subplot involves the Character's effort to stay in school long enough to finish his education.This type of Subplot should be discussed with the GM.

Power, Empath, Chameleon, and Fury have all been the subject of a School Subplot.

Secret Identity

With a Secret Identity Subplot, the Character chooses the Secret Identity Drawback during Character Design to separate his heroic deeds from his more normal lifestyle. The difficulty of maintaining a Secret Identity is the main ingredient of this Subplot. How secret is his identity? Does anyone know who he really is, and if so, how many share the secret? Do any villains know the secret? How might his "normal life" friends be endangered if his Secret Identity is revealed?

If you choose a Secret Identity, describe the Character's normal identity, and tell who, if anyone, knows the Character's Secret Identity.

The Subplot example for this chapter was Fury's Secret Identity Subplot.

Secret Past

Like a criminal past, a secret past assumes that the Character has a secret that he wishes to keep undercover. The secret could be anything from a person who is trying to kill the Character for an imagined or real insult, escaping from a mental institution, or coming back from the dead, to a Character who lived in a Tibetan monastery. This Subplot may also be associated with a Dark Secret Drawback.

A Character will most likely try to hide his secret past, but it could come back to haunt him; people from his former life could appear, or others might insist that they help him, even to the detriment of his new friends.

If you choose this Subplot, work out the details of the former life and the lives of those people who might have been part of it. You should also have a reason why the Character left the former life.

The three founding members of Shadow Force (Doc, The Husk, and Shadow Master) all have had Secret Past Subplots.

Wealth

There are basically two types of Wealth Subplots: sudden fortune and sudden bankruptcy. In a sudden fortune Subplot, the Character comes into a large sum of money without warning, causing him to have to deal with the sudden influx of money. If you choose the sudden bankruptcy Subplot, your Character loses all of his money due to some uncontrollable event and must somehow learn to get along without his previous financial reserves. Be sure to consult with the GM on this Subplot, so that the Character's Wealth rating can be adjusted accordingly.

Wraith has been in numerous Wealth Subplots.

Miscellaneous

Discuss any other Subplot ideas you may have with the GM.They may fit nicely into an adventure.


CHAPTER 13
GAME SITUATIONS

After you have been a Gamemaster for awhile, you will run into situations that are not covered in the rules. This may throw you into a temporary panic. Try to stay calm since panic is not fun.This section will give you some general guidelines to follow when weird situations occur.

The Fundamental Rule

Have faith in yourself. Make a decision and get on with the game. Do not spend time arguing with Players about the decision; get the adventure moving again. You can spend time after the adventure discussing your decision with the Players.

Think of it as if you were playing out your comic book. If a heroic character is embedded in a huge block of ice that was created by an evil villain, does the thought balloon read "Gee, my chances of escaping should be better than this!" with a pouting hero pictured beneath? It certainly does not.It probably reads: "I have got to get out of this...right...now!" with the valiant hero struggling to break free. The latter is more in keeping with the tradition of comic book characters. Try to keep the adventure moving the same way.

Learn to Improvise

Certain in-game situations aren't covered by the rules. In most cases, improvisation is necessary. Of course, if a rule must be made-up (and if it doesn't cause the game to become unbalanced) make sure to attempt to keep it consistent throughout the subsequent games, otherwise Players may become discouraged. Always keep in mind that playing the game and having fun should take precedence over the rules.

Skills vs. Powers

There will be times when a Skill will come into conflict with the effect of a Power. Skills can negate the RAPs of certain Powers. Only Powers that mimic natural Opposing factors can be affected.

When Will a Skill Negate the RAPs of a Power?

1. When a hero uses the Escape Artist Subskill of Thief to free himself from a block of ice created by another Character's Power. The APs of Ice Production mimics the Opposing Value for normal restraints.

2. When a hero uses Persuasion to try to neutralize the effect of Phobia or Control placed on another Character. Again, the APs of the Power substitute for the natural Opposing Value of being Persuaded.

3. When a hero uses his Tracking Subskill to find an Invisible villain hiding in a room, the APs of Invisibility are used as the Opposing Value of the condition of the trail.

Skill versus Power effect is resolved on the Action and Result Tables. The APs of the Skill are the Acting and Effect Value, and the RAPs of the Power are the Opposing and Resistance Values. Any successful Action Check negates all the effects of the Power on the Character using the Skill.

Example: A rogue Hellfire Cyborg using the Hypnotism Power has successfully attacked Anarchy Man of Crossfire. He now believes that the rest of Crossfire are his most fearsome enemies in the universe.

Warrior in his ZG-91 Combatant Class Armor suggests the quickest way to rectify the situation is to blast Anarchy Man into unconsciousness. Striker suggests that convincing Anarchy Man they are his friends is a kinder solution. So Striker tries to Persuade Anarchy Man by using his Charisma Skill. If Striker gets a successful result (that is, he gains positive RAPs) using his APs of Charisma as the Acting and Effect Values and the RAPs of the Hypnotism Power as the Opposing and Resistance Values, then poor Anarchy Man will no longer believe that Striker is a horrible monster. Anarchy Man will still, however, believe that the members of Crossfire are enemies to be feared. So, Warrior blasts him anyway.

When Won't a Skill Negate the RAPs of a Power?

1. A Hero cannot use Charisma to oppose a Phobia or Empathy Power attack on himself. The Phobia Power is used as the Acting Value and therefore, cannot be affected.

2. A Hero cannot use the Detective Skill to analyze and find a weak point in an opponent's Skin Armor Power. Detective does not give the Character the ability to analyze for weak points, just the clues (though certain Scientist Subskills may allow this).

Powers vs. Powers

When two similar Powers come into conflict, compare the RAPs of each Power to determine the outcome.

Example: The Berserker is using his Earth Control Power to destroy a dam. He gets a total of 11 RAPs. Striker tries to use his Telekinesis Power on the earth that the Berserker is controlling and move it away from the dam. Subtract Striker's RAPs from the Berserker's RAPs. The result is the number of RAPs that are usable by the Character with the greater RAPs. If the Striker's RAPs came to 5 APs, The Berserker would subtract 5 from his original 11, which would leave him with 6 RAPs through Earth Control.

Skills vs. Skills

Like Powers vs. Powers, when two Skills are being used against each other, subtract the smaller number of RAPs from the larger number of RAPs; the remaining RAPs are the RAPs of the action.

Combining Actions

When Characters want to combine Actions, you should remember that the APs of Attributes, Skills, or Powers are not additive. A Strength of 7 and a Strength of 7 are not the same as a Strength of 14. See Chapter Four for more information on how APs are combined.

If Players want to combine the efforts of their Characters for a Dice Action, use the Team Attack Chart to reduce the Opposing and Resistance Value for the action (see Combat Maneuvers in Chapter Five).

If the action is Automatic, like lifting a weight, the action becomes a Dice Action with Team Attack bonuses. The highest Effect Value of the group is used for both the Acting and Effect Values. The Opposing and Resistance Values are the APs of the action. Any positive RAPs means they are successful.

Example: Three Characters, all with 6 APs of Str, are trying to lift a rock that weighs 8 APs. The OV/RV is 8/8 (the rock's weight).The Team Attack bonus gives them +1 Column Shift. Even with the bonus, the Characters need to roll a 13 or better to lift the rock.

A Character must have the appropriate Attribute, Power, or Skill with APs within three Columns of the APs of the most powerful Character in the combination or else his efforts make no contribution. A Character with a STR of 6 APs could not contribute to a combined lifting action with a Character with a STR of 14, because 6 and 14 are four Columns apart on the Action Table. The contribution that a STR 6 Character would make when combining a lifting action with a STR 14 Character is negligible.

Using the Universal Modifiers Table

The Universal Modifiers Table is explained in Chapter Three. It will probably be the most frequently used table in the book for the GM since using it can simulate a wide array of situations and conditions. Here are some examples of how it works during actual play:

Situations of Increased Opposing Value

In some situations, if a Character is attempting to lift or hold an object, the Opposing Value may be increased because the object is slippery and therefore harder to grab.

Notice that the description of the modifier for the ice cube and the greased pig is the same, but the modifiers are different.This is done because picking up an ice cube is an Automatic Action while the pig can Oppose the attempt to pick it up.

Modifier Example Table One

Slipperiness	OV Modifier
Greased Pig	2 (Difficult)
Melting Ice Cube	4 (Difficult)
NASA Teflon (.004 friction coefficient)	8 (Extreme)

Situations of Increased Resistance Value

Sometimes an object may be particularly resistant to certain forms of attack.The GM has the option of increasing the Resistance Value of the object. Remember the object has the same Body even though the Resistance Value has been increased. A laser beam is less effective when fired at a reflective surface. The surface is no harder to hit so the Opposing Value is not increased.

Modifier Example Table Two

Situation	RV Modifier
Laser fired at highly-polished steel	+2 (Difficult)
Laser fired at a mirror	+4 (Extreme)
Laser fired at a highly polished, laser resistant metal.	+7 (Beyond the Limit)

Energy vs. Kinetics

In order to solve discrepancies over which damaging Powers should be considered Energy or Kinetic-based (due to the Energy Absorption and Kinetic Absorption Powers), the following chart, on page 217 has been created.

The Power and Damage Information Chart also lists whether a Power causes Knockback or has an obvious visible and/or audible effect (Lightning fires an obviously visible bolt of thunderous electricity). Powers that do not have both Visible and Audible effects are treated as though they have the Indirect Bonus as +2 Factor Cost level (already factored into the Cost of the Power). To make a Power effectively Invisible, it should be given the +2 Factor Cost Indirect Bonus (+1 for Audible and +1 for Visible).

The chart is a guideline and may not be definitive for all genres or styles of play, nor does it take into account some Power-specific Bonuses and Limitations. The effects of certain Powers may be interpreted differently than what is presented on the chart, therefore we leave the final interpretation of a Power's effects up to the GM.

Aging

Characters in **Blood of Heroes**, just like normal people, age as they live. Unless the setting is futuristic, this is a rare occurrence in the comics. Many comic books continually compress their Silver Age histories, so only the very youthful and very old Characters age. In **Blood of Heroes**, it is a rare condition for a Character to encounter death through natural causes. This is normally resolved as a subplot, but it can be resolved in game terms as well.

Age is a linear number, but in **Blood of Heroes**, due to the AP scale, age is an approximation. The Gamemaster should set an age at which death from old age should occur. It is recommended to use 60 for humans.

Death through old age is resolved similarly to a Killing Combat Disintegration attack of an AP value of 1. All doubles should be re-rolled, and if the Old Age attack fails, Old Age attacks again every hour (10 APs of Time); this never takes a Dice Action. All RAPs from an Old Age attack are considered Killing Combat damage. If the Old Age attack reduces the victim to a level equal to negative his original Body (Absolute Negative Body), the Character dies. Invulnerability Checks are allowed at every negative value reached, just like normal; a Character with a high enough Invulnerability could be considered effectively immortal.

Rolling Infinite Doubles

The open-ended nature of the dice rolls in the MEGS system theoretically allows for infinite doubles, a very unlikely occurrence. The game system was created with the reasoning that everyone has the potential to do anything; hence one can continually roll doubles (with the ever-present chance of rolling double 1's and fumbling). In the same vein, a boy could potentially kill (or knock out if using Bashing Damage) Dehumanizer by throwing a rock at him.

Robby (1 Str) throws a rock at Dehumanizer and is having a lucky day, he rolls a lot of doubles in his attack.WHAM! Dehumanizer (21 Body) takes 50 RAPs of damage.

Hold on a second, by a rock? Sure. Though the rock (unless it had a 40 Body) was pulverized by the damage it caused, how does the GM explain the damage done to Dehumanizer? In game terms, the Players and Gamemaster know the rock took out Dehumanizer because of an incredibly lucky high roll, something that is not likely to happen again. Therefore, something extraordinary happened in-game, something the Gamemaster should come up with.

Maybe Dehumanizer accidentally hit himself. Maybe an unnoticed lightning strike happened nearby generating an massive electrical charge (Dehumanizer's weakness). Maybe the rock was "The Rock of the Ancients," with the ability to vanquish any foe, but neither Dehumanizer nor Robby knew this, and now it's destroyed.

Whatever the reason, this sort of occurrence may need to be explained in game terms. Then again, the GM might not have to explain, leaving Dehumanizer astounded and Robby looking for more rocks to throw. But as stated above, the chances of that happening again are slim to none.

Power and Damage Type Information Table

Damage Source	Energy/Kinetic	Knockback	Visible*	Audible*
Acid	Neither	Yes	Yes	Yes
Air Control	Kinetic	Yes	No	Yes
Bomb	Both	Yes	Yes	Yes
Cell Rot	Neither	No	Yes (at Range)	No
Chemical Attack	Neither	No	Yes	Yes
Claws	Kinetic	No	Yes	No
Collisions	Kinetic	Yes	--	--
Disintegration	Energy	No	Yes (at Range)	No
Earth Control	Kinetic	Yes	Yes	Yes
Electric Being	Energy	No	Yes	Yes
Electrical Control	Energy	Yes	Yes	Yes
Energy Blast**	Either	Yes	Yes	Yes
Flame Being	Energy	No	Yes	Yes
Flame Project	Energy	Yes	Yes	Yes
Frostbite	Kinetic	No	Yes	No
Hand to Hand / Weapons	Kinetic	Yes	Yes	Variable
High Speed Movement	Kinetic	No	--	--
Ice Production	Kinetic	Yes	Yes	Yes
Knockout Gas	Neither	No	Yes	Yes
Knockback	Kinetic	--	--	--
Laser Beam	Energy	Yes	Yes	Yes
Lightning	Energy	Yes	Yes	Yes
Magic Blast	Neither	No	Yes	Yes
Mental Blast	Neither	Yes	Yes	Yes
Mental Freeze	Neither	No	Yes	Yes
Mind Blast	Neither	No	Yes	Yes
Mind Drain	Neither	No	Yes	Yes
Mystic Blast	Energy	Yes	Yes	Yes
Mystic Freeze	Neither	No	Yes	Yes
Paralysis	Neither	No	Yes	Yes
Projectile Weapons	Kinetic	Yes	Yes	Yes
Pyrotechnics	Both	No	Yes	Yes
Sonic Beam/Sonic Booms	Kinetic	Yes	No	Yes
Snare (Trick Shot)	Kinetic	No	No	Yes
Spiritual Drain	Neither	No	Yes (at Range)	No
Super Breath	Kinetic	Yes	Yes	Yes
Telekinesis	Neither	Yes	Yes	Yes
Vampirism	Kinetic	No	Yes	Yes
Vibe	Kinetic	Yes	Yes	Yes
Voodoo	Neither	No	No	No
Water Control	Kinetic	Yes	Yes	Yes

* Many powers which have no Visible or Audible component may be detected using enhanced sense. Gamemaster's discretion.

** Depends on definition of Energy Blast upon purchase.


CHAPTER 14
GAMES

The physics of the **Blood of Heroes** Universe tends to operate differently depending upon what kind of campaign the GM wishes to run. Some comics are very gritty and realistic, and some are straightforward heroic fare, while others are far-fetched and fanciful.

The rules in this book are intended to depict the mainstream adventure side of the **Blood of Heroes** universe. However, play can switch over to the more gritty or ridiculous by invoking Genre Rules. There are five basic genres: Humor, Action, Mock-Real, Gritty, and Real. The GM should choose the one that he feels is most appealing to his Players. Once you decide upon the genre for your campaign, however, it should remain constant, unless a special occasion warrants a temporary change.

The other optional rules (summarized below) can be used with any genre but are suggested for use with Mock-Real, Gritty, or Real.

Humor

These adventures are ludicrous even by comic book standards. The laws of science are completely suspended in the humor genre: anything can happen and usually does. Nothing ever causes Killing damage in the Humor genre, not even Knockback or nuclear bombs.

Action

Most of the **Blood of Heroes** game is set in this genre. This is where basic hero-versus-villain punch-em-ups are found. Use the regular **Blood of Heroes RPG** rules for Action adventures. Characters who generally work in the Mock-Real genre include the members of Shadow Force and The Maulers.

Mock-Real

These adventures are only slightly more realistic than the Action genre. Guns and bombs can kill people but such deaths happen very rarely. The laws of nature apply more strictly in Mock-Real adventures than they do in Action adventures. The Mock-Real Genre is highly recommended for use by experienced GMs and Players as the standard genre for play. Examples of characters who are generally played in this genre include the Crossfire team and Dehumanizer.

Gritty

Gritty adventures present a somewhat more accurate version of combat and Skill use, though the occasional use of "comic book" tactics is not uncommon. Gross violations of scientific reality rarely occur in these adventures. Hard-boiled detective and low-powered martial artist campaigns are typically set in the Gritty genre.

Real

Real titles present an even more accurate version of combat and psychological complexity. Science works in these adventures almost exactly the same as it does in the real world.

Genre Rulings

The rules governing play in each genre are summarized below on the Genre Table. Some of the terms used on the table require further explanation:

Killing Combat: In all genres with a "Yes" in this column, all attacks using guns, knives, and explosives are automatically considered Killing Combat."Never" indicates that Killing Combat never occurs in the genre.

Dice Action: This is the number of Hero Points it costs to raise an AV, EV, OV, or RV by a single point.

Last Ditch: This is the number of Hero Points it costs to remove a single point of damage through Last Ditch Defense.

Desperation: This is the Hero Point Cost of a Desperation Recovery Check.An asterisk (*) here means that a Desperation Recovery Check costs full points even if the Character's Current Body Condition is less than zero (this normally costs only 1 Hero Point).

Pushing: This is the maximum number of APs that may be gained by Pushing an Automatic Ability.

Expenditure: This is the maximum amount that a Power or Ability may be raised through Hero Point expenditure during a Dice Action. No matter what the AP value, the maximum ceiling is always twice the APs of Ability.

Recovery: This is the amount of time that must pass before a Character that has had any of his Current Conditions reduced below zero is allowed to make a Resting Recovery Check.

Other Rules: Other optional rules for a genre are listed below based on letter identifications. Gamemasters are welcome to add to this list as they see fit.

A: Realistic Multi-Attacks - Multi-Attacks can affect a maximum of 2 opponents unless the attacker is using a weapon with its own Acting Value.

B: Anti-Devastation - Devastating Attacks are not allowed.

C: Role-Play Communication - Add 50 to the Base Cost of the Charisma Skill for all Characters generated for use in this genre. In addition, Infl, Aura, and Spirit all have a mandatory Base Cost of 10 Hero Points that must be paid, leaving Players with 30 fewer Hero Points for generating their Characters.

D: Killing Allowed - Player Characters do not suffer Standard Award penalties for initiating Killing Combat.

E: No Bashing - This genre uses the optional rules for Removing Bashing Combat found on Page 142. This optional system makes combat more realistic and does away with choosing between Killing and Non-Killing combat with each attack.

F: Impossible Feats – Setting realistic limitations to Abilities. See Impossible Feats below for more information.

G: Trick Power Use – An optional rule allows for one Power to simulate another, lesser Power. See Trick Powers below for more information.

Custom Genres

There may be times when none of the genres previously listed will be "just right" for the campaign you wish to run. In this case, a new genre can be invented. By manipulating the values in the columns on the Genre Rules table, the GM and Players can design a separate genre of their own. For instance, if a group wished to play a brutally realistic campaign, the GM and the Players might generate a genre that looked something like this:

Genre:	Brutally Real
Killing Combat:	Yes
Dice Action:	10
Last Ditch:	5
Desperation:	50
Pushing:	None
Expenditure:	3 APs
Recovery:	18 APs
Notes:	A, B, C, D, E, F

The Genre Table					
Genre Name	Humor	Action	Mock-Real	Gritty	Real
Killing Combat	Never	No	Yes	Yes	Yes
Dice Action	1	1	3	5	8
Last Ditch	1	1	2	3	5
Desperation	10	15	20	25	30
Pushing	Unlimited	Unlimited	Unlimited	2 APs	1 AP
Expenditure	Double	Double	Double	8 APs	5 APs
Recovery	9 APs	15 APs	15 APs	16 APs	17 APs
Notes	G	-	-	A, F	A, B, C, F

Impossible Feats

There are obviously things in the real world (and in the superhero comics simulated by the **Blood of Heroes RPG**) which are effectively impossible. To wit:

- An average person cannot punch through a brick wall.
- Not even an athletic person can punch through a steel wall (without super martial arts).
- A pro-wrestler cannot throw a quarter pound burger one mile.

These are physical examples, but certain mental/charisma rolls should likewise be impossible. In **Blood of Heroes**, anything is possible, especially with repeated attempts. To alleviate this, many die rolls should be made into "one time only" attempts, such as breaking down walls and even reading minds.

However, there are situations when limiting the amount of rolls is obviously inappropriate. If the Berserker's Player rolls double 1's when attempting to tear a sheet of paper, he should be able to try again. No sheet of ordinary paper should be able to stand up to the Berserker's strength for long.

The GM may declare certain unlikely die rolls to be one-time only attempts. In these situations a GM may allow a Player one chance to make a die roll which, if failed, may not be tried again. In situations where the feat is obviously impossible, the GM may declare it impossible without allowing a die roll at all. The hard part is deciding which die rolls should be considered impossible. Gamemasters should tend to reserve this second case for NPCs so ordinary thugs don't try to break free from their handcuffs, etc.

A good idea is to declare any non-combat die roll requiring a 21 or higher as impossible. This corresponds to the opposition being two columns higher in OV. This is a nice numerical choice, being the first number that cannot be rolled without first rolling doubles. Note that impossible feats do not apply during combat situations; they only apply to non-combat situations where comic book characters try once and either succeed or say that they can't accomplish this feat.

Obviously, this helps the GM have a bit more control over what PCs can and can't do, as in the following example:

Example:

GM: "You have all been captured and put in a cell with steel walls."

Player 1: "I try to bust out."

GM: "Sorry, but the walls are too tough to break through.

Player 1: "What do you mean? I haven't rolled yet."

GM: "Sorry, but your Strength is only a 2. This falls under the category of impossible feats."

Trick Powers

A Character may gain temporary use of a Power that he does not actually have but is related in some way to an existing Power that the Character does have. This temporary Power is referred to as a Trick Power. A Trick Power of Flame Control might be Flame Project, and a Trick Power of Sonic Beam could be Extended Hearing. The Player must rationalize how his Character might have use of a Trick Power, but the Gamemaster has final say on what Trick Powers are available for each Power.

If the GM agrees to the Trick, the Player must make a Trick Roll. A Trick Roll has AV/EV equal to APs of the original Power and OV/RV equal to twice the Factor Cost (including Bonuses and Limitations) of the Trick Power. RAPs achieved equal the maximum (in APs) that the Trick Power can be used to, up to the original Power's APs as maximum. A Trick Roll can be pushed. Trick Rolls do not take up the Character's Dice Action, but only one Trick Roll may be made per Character per phase. If the Trick Roll fails, the Character does not have to pay the Hero Point cost for the Trick Power (as follows).

Each separate use of a Trick Power costs the Player 5 Hero Points multiplied against the Factor Cost (including Bonuses and Limitations) of the Trick Power, plus 1 Hero Point (or the Genre HP cost for Pushing a Power by 1 AP) for each AP of the Trick Power. The Trick Power cannot have a Base Cost greater than the Base Cost of the existing Power. If a Player continually uses the same Trick Power, the Gamemaster should request that the Player spend Hero Points to buy the appropriate Power.

Examples: Pilfer (Superspeed: 10) finds himself pushed out of an airplane, probably by his sadistic brother. Rather than falling to his doom he chooses to perform the Trick of Gliding through Superspeed (rationalized by flapping his arms rapidly to slow his descent). The Gamemaster rules that this is okay. The AV/EV of the Trick Roll equals 10/10 and OV/RV equals 4/4 (the Factor Cost of Gliding x2). The Roll achieves 6 RAPS, so up to 6 APs of Gliding may be used. Pilfer decides that he only needs 4 APs of Gliding to reach the ground safely. He spends 14 Hero Points: 10 for the Factor Cost charge (Factor Cost 2 multiplied by 5 Hero Points equals 10 Hero Points) plus another four (one for each AP of Gliding) to pay for the Trick Power. Pilfer can now flap his way safely to the ground.

Dominion (Telekinesis: 10) attempts to protect herself from a hail of bullets by using the Telekinesis to perform a Trick of creating a 7 AP Force Shield. The Gamemaster rules that this Trick is performable. The AV/EV equals 10/10 against an OV/RV of 10/10 (Force Shield's Factor Cost of 5 times two). Dominion rolls well and gains two Column Shifts. She pays 32 Hero Points (Factor Cost of 5 times five Hero Points plus 7 Hero Points) to create a 7 AP Force Shield between herself and her attackers, more than enough to stop their small arms fire.


CHAPTER 15
Power Creation

One of the greatest challenges facing a Game Master is the creation of his own, customized, set of rules. Gamemasters reserve the right to reject any Power created by one of his Players. This system is very easily customizable, as long as you know how to manipulate the Base/Factor Cost system. When creating each Power in this manual, there was a certain general guideline that was followed. Below we will discuss the creation of five new Powers: Crystal Production, Electricity Immunity, Possess, Levitation, and Napalm Spray.

Core Powers

When creating a new Power, first decide exactly what you want the Power to do. Then determine if a new Power is really necessary or if pre-existing Powers can simulate the effects. Often the Power you are attempting to create can be created with a minimum of tweaking (adding Bonuses and Limitations) to existing powers.

A **Crystal Production** Power could create crystal in the same way as Ice Production creates ice. Other than ice and crystal and the fact that ice is cold and can be destroyed by heat (but damages warm Characters in turn), what makes this Power different from Ice Production? Not much, therefore they would cost the same. The effect of this new Power could be treated as crystal instead of ice, but unless the Power's effects were changed, the crystal formed would melt after an amount of time passes (just like Ice Production).

This is actually fair since creation Powers such as Ice Production, Fabrication, and Matter Manipulation do not create permanent changes. The Character could have purchased Matter Manipulation instead, but this is a more costly solution since the Power would have to be limited to only creating crystal out of thin air; Ice Production is the easier solution.

What about a defensive Power against electricity? Cold Immunity and Flame Immunity are "elemental" defenses, and both fire and electricity are energy (plasma) forms. Replacing all instances of "Flame" in the Flame Immunity entry with "Electricity" results in **Electricity Immunity**.

Using the same premise, Electric Being is a Power that covers a Character in an electric sheath, based on Flame Being. The RV penalty of the Power is still water/ice, but also includes non-conductive material, such as rubber.

Powers like Ice Production and Flame Immunity are known as Core Powers. Core Powers cover the bare essentials of a Power and provide perfect templates for the building of new Powers. Other examples of Core Powers include Energy Blast, Cold Immunity, Extended Hearing, Paralysis, Telescopic Vision, Running, Flame Control (or any "Element" Control Power), and Animate Objects (or Dead, Image, Air, Shadows, etc...).

Factoring Costs

If a new Power is still necessary and there is no appropriate Core Power, decide exactly what it needs to do. Is it a Dice Action, Automatic Action, or Both?

To determine Factor Cost and Base Cost, start at 0 each. For each of the following for which the Power substitutes, add +1 Factor Cost and +5 Base Cost: AV, EV, OV, and Range. If the Power substitutes for Movement, add +2 Factor Cost. If the Power adds APs to RV against a certain attack, add +4 Factor Cost and +5 Base Cost. For each individual Special Ability (such as the Flash ability of creating a bright glowing light) add +1 Factor Cost to the Power and sometimes (if it looks necessary) +5 to the Base Cost as well. If the APs of Power substitute for an Attribute, add +4 Factor Cost and +5 to the Base Cost, but if the APs add to an Attribute, add +6 Factor Cost and +5 to the Base Cost.

To determine a Base Cost, should one seem too low, use an appropriate Core Power as a guide. Keep in mind that Powers should have specific Limitations; Water Freedom may substitute for Dexterity, but only in the water.

Cost of Power Components

Ability Cost	Base Cost Increase	Factor Cost Increase
AV	+5 pts.	+1
EV	+5 pts.	+1
OV	+5 pts.	+1
Range	+5 pts.	+1
Subs for Movement	0	+2
Adds to RV	0	+4
Subs for Attribute	+5 pts.	+4
Adds to Attribute	+5 pts.	+6
Miscellaneous	Optional +5 pts.	+1

To determine a Power's Action Type, consider the theme of the Power (also see below under Mystically Linking). Most movement Powers, such as Digging, Running, or Swimming are obviously Physical Powers. Fabrication is a fairly magical technique and hence is a Mystical Power. If a Power could fit into more than one Action Type, choose Physical if that is a choice, then Mental, and finally Mystical if it fits nowhere else. Air Walking is both Mental and Mystical in theme, so it is a Mental Power. You can always use Mystic Link to make a Mental or Physical Power have a Mystical theme if necessary.

Determining a Link Attribute is easier once an Action Type is chosen. To determine the Link Attribute, look at what the Power does. If the Power requires precise action, or agile movement, use Acting. A Power that seems to require an inner (or outer) Strength uses Effect. Powers that are defensive or are channeled from the soul of the Character use Resistance.

Mystically Linking

Action Types are in a hierarchy. Physical Attributes are used constantly and Characters tend to have large values in these Attributes. They are the most common Action Type, followed by Mental, and finally Mystical. Most Characters are weakest in the Mystical Attributes. It is because of this reason that Mystical Powers cost more than Mental and Physical Powers. Most Physical Powers do not affect Mental or Mystical Attributes. Some Mental Powers affect both Physical and Mental Attributes but typically not Mystical Attributes. Most Mystical Powers don't have problems affecting Mental and Physical, and Mystical Attributes. To determine a Power's Action Type, decide the Attributes the Power affects. A good trio of Powers to look at as an example is the Paralysis/Mental Freeze/Mystic Freeze combination.

Changing the nature of a Power to a different Action Type is a good way of making new Powers. References to Dex become Int or Infl, Str becomes Will or Aura, and Body becomes Mind or Spirit. Keep in mind that only changing a Physical or Mental Power to a Mystical Power, use the Mystic Link rules (page 89).

Changing the Action Type of the Power is sometimes different than Mystic Linking the Power. When Mystic Linking, you normally (unless the Power write-up says so) do not change the nature of how the Power works; an OV of Int does not become an OV of Infl, unless so stated in the Power's description. Changing the Action Type of a Power is different in that instead of just changing the Link Attribute to the appropriate equivalent, you change all aspects.

A mystical version of Personality Control could be called **Possess**. Possess, will be in all ways identical to Personality Transfer, including Bonuses and Limitations, except for the following two changes. First, instead of using the opponent's Int, Will, and Mind for defense/opposition, replace them with their respective mystical equivalents of Infl, Aura, and Spirit. Second, unlike Personality Transfer, the Possessing Character may use both the Mental Attributes and Mental Powers of the opponent if he so desires. This is a Bonus of making the Power Mystical since Mystical Powers can affect all nine Attributes. Allowing access to Mental Attributes is +5 BC, +1 FC. Allowing access to Mental Powers is +5 BC, +1 FC as well. The Link Attribute of Will becomes Aura (its Mystical equivalent), and Possess becomes a Mystical Power with a Base Cost of 40 and a Factor Cost of 10.

Sensing Powers

Replacing or enhancing senses like Hearing or Sight is easy. Most of the vision and hearing Powers, which coincidentally end in "Vision" or "Hearing", have a Base Cost of 5 and a Factor Cost of 1. This includes Directional Hearing, Extended Hearing, Super Hearing, Full Vision, Microscopic Vision, Telescopic Vision, Thermal Vision, Radar Sense, and Ultra Vision.

These Powers enhance normal senses, each typically has only one form of use or one specific instance where it becomes necessary. X-Ray Vision, which costs more, does them one better by allowing sight to pass through other obstacles. These are great, cheap Core Powers from which to base other



Powers, such as Remote Sensing.

On the mystical side, Magic Sense exists to allow the detection of certain instances. Object Awareness is a lesser and more limited form of Detect. Recall, Postcognition, and Hypersensitive Touch are all clue revelation Powers.

Typically, any of the above, standard, Sensing Powers can be used to emulate any desired new Power.

Taking Flight

Creating a new Movement Power is easy. For a Core Power, choose Running. Running (Base Cost: 0, Factor Cost: 2) is the most basic of Powers and enhances horizontal movement, an inherent ability of every Character but normally limited to 4 APs. If the Power is to grant limited vertical movement as well, add 5 to the Base Cost. The Power (Base Cost: 5, Factor Cost: 2) can now become Air Walking, Digging, Gliding, Jumping, or Swimming depending upon interpretation.

Allowing 720 Degree full vertical movement in a limited environment as well as aid in defense, adds +1 Factor Cost and create Water Freedom (Base Cost:5, Factor Cost: 3). Reduce the limitations by expanding the travelling environment and adding 5 to the Base Cost achieves Flight (Base Cost: 10, Factor Cost: 3).

Levitation is a new Power that allows only vertical movement and requires an atmosphere. The APs of Power will represent speed (Base Cost: 0, Factor Cost: 2) and will also represent the maximum height that can be achieved (+5 Base Cost); it will not be affected by the environment (+5 BC) such as winds level of ground, etc. Levitation has a Base Cost of 10, and a Factor Cost of 2. The APs of Levitation represent the speed of movement, and the APs are the maximum height or distance that can be achieved. Being a vertical Air Walking, Levitation could be either Mental or Mystical but is thematically a Mystical Power. Levitation is an Automatic Action of Movement, but it is more of a show of inner Strength; therefore it will Link to Aura.

Blasting Away

Need a new offensive Power? Energy Blast is the best Core Power. It is essentially the same as Acid, Bomb, Cell Rot, Flame Project, Laser Beam, Lightning, Poison Touch, Mental Blast, and Vibe, but the Base and Factor Costs of these Powers are varied due to slight differences. Acid has a better chance of doing damage to metal targets. Cell Rot causes continuous damage. Lightning uses Strength as its Link Attribute. Laser Beam reflects easier and is a Mental Power. To customize an offensive Power, take the more expensive Base Cost of these Core Powers as a template and add onto it using components of other Powers and judgement.

Napalm will be a new Power with the ability to fire a sticky, flaming goo. This will be a flame attack not unlike Flame Project, except that the goo will continue to burn and damage the target until it is put out. The sticky goo will also hinder the opponent's Dex/Initiative. This is a combination of three Core Powers: Flame Project (Base Cost: 15, Factor Cost: 3), Poison Touch (Base Cost: 30, Factor Cost: 3), and Glue (Base Cost: 20, Factor Cost: 4).

Because it has the highest Base Cost, we will use Poison Touch as our Core Power, giving Napalm a Base Cost of 30 and a Factor Cost of 3. Napalm needs a Range and an AV (totaling +10 Base Cost and +2 Factor Cost) to give it a Base Cost of 40 and a Factor Cost of 5.

Breaking down Glue, it has AV, EV, Range (+15 Base Cost, +3 Factor Cost) and Dex/Initiative/Movement reduction (+5 Base Cost, +1 Factor Cost). Since Napalm won't restrict movement, we will use Glue's weaker cousin, Snare (Base Cost: 20, Factor Cost: 3) instead. Breaking down Snare we discover that Dex/Initiative reduction is +5 Base Cost. Since Napalm's EV currently reduces Body by damaging it, we add this as a Special Ability (+5 Base Cost, +1 Factor Cost) to Napalm, which has a final Base Cost of 45 and Factor Cost of 6.

Napalm is obviously Physical and a Dice Action. Since Napalm creates some sort of physical goo substance, Body seems appropriate for its Link Attribute.

Napalm is a Ranged, Physical, Dice Action Attack with AV/EV equal to APs of Napalm and OV/RV initially equal to Dex/Body of the opponent. When an opponent is hit, the RAPs achieved damage his Body. In addition, the RAPs are the strength of the flaming goo's restrictive properties and reduce the target's Dex and Initiative by the RAPs achieved. In order to break free, a Napalmed Character must make a successful Action Check using Str as both AV and EV against OV/RV equal to the initial RAPs achieved. In subsequent phases after the initial attack, the opponent is further attacked by the burning quality of the sticky Napalm, represented in the same fashion that Poison Touch continually damages an opponent.

Building an Igloo

Combination Powers use various different abilities in different manners. This includes Control Powers like Magnetic Control and Friction Control. Combination Powers are the toughest for determining costs.

Ice Production is a good example of a combination Power. It has an AV, EV, OV, RV, a Range, a limited Movement (ice sled), plus a variety of other abilities. For fun (and practice), we will break Ice Production down into its component parts.

First, "Ice trapping" is essentially the Glue Power (Base Cost: 20, Factor Cost: 4). Second, Ice Production makes a random bonus with the ability to create simple structures (+1 Factor Cost). Third, the ice slide is a limited Running (+1 Factor Cost). Fourth, there is the RV addition to Physical Attacks (+4 Factor Cost) with a penalty against Heat-based attacks (-1 Factor Cost). Fifth and finally, we may emulate Energy Blast instead of Glue (+1 Factor Cost). Ice Production may be a bit overboard with the Powers it can emulate, but the ice slide is limited, especially at higher levels where it becomes stunted, and the Energy Blast abilities already overlap most of the Glue abilities. The only section of this Power truly in question is the RV addition, but the user is limited in that he may not enter Physical Combat while within the barrier, therefore limiting the Power's overall use. Hence, the various power-specific Limitations help to keep the cost of Ice Production (Base Cost: 20, Factor Cost: 10) down to a "manageable" level.


CHAPTER 16
THE BLOOD OF HEROES
UNIVERSE

The Blood of Heroes Universe

Although in many respects the fictional universe in which **Blood of Heroes** is set is similar to our own, there are a number of significant distinctions which makes Blood of Heroes a unique and exciting role-playing environment. Of course, there are the superpowered humans and supervillains to think about, but in many ways, they are the mere tip of the iceberg. In fact, the very existence of almost all superheroes on Earth is owed to decisions made millennia ago in an entirely different dimension. This multi-dimensional aspect of the **Blood of Heroes** universe is one of its great advantages, making it rich enough to encourage and support a wide variety of different role-playing concepts. **Blood of Heroes** allows you to easily play supervillains, which is not as simple as it may seem. **Blood of Heroes** also allows the creative Gamemaster to move beyond the confines of Earth to explore and adventure within a fully developed universe. Finally, if the known universe is an insufficient canvas, **Blood of Heroes** also provides background for gaming in a variety of extraplanar dimensions and will be offering suggestions in the future about alternate Earths, both past, present and future. So, as we said in **Blood of Heroes**, 1st Edition, "the universe is a big place," but how big is it? You be the judge.

The Earthly Plane

The **Blood of Heroes** universe is divided into a number of different "nesting" planes of existence, all of which, in one way or another, intersect with the others in some way. There are a number of metaphors that would probably prove useful in trying to picture this in your head (an elaborate Swiss cheese comes to mind), but if you understand that all of the planes in some way connect with the others, you have a good sense of what makes **Blood of Heroes** different (for information on how to move from one plane to another, see Dimension Travel on page 67).

The Earthly plane is our plane of existence and our reference point in the universe. It includes not only our own solar system but also the trillions of other solar systems in the measurable, knowable universe. Without question, the Earthly plane is that region of the universe explained by "science," and in which our laws of physics apply. What follows is a brief overview of some of the more notable worlds in this plane.

Planet Earth

Earth occupies two contrasting positions within the **Blood of Heroes** universe. As a result of its unique historical and genetic legacy, Earth is, essentially, the birthplace of the superhero (see Atlantis Sidebar).This fact tends to give Earthlings a distorted view of their own importance. Although our planet has the highest concentration of super beings of any planet in the known universe (with the exception of Exile, see following: **Planet Exile**), from a galactic perspective it is quite unimportant. Earth is far from the main arteries of interstellar commerce and remote from the major throne and capital worlds that hold sway over the great interstellar empires. Although this has kept Earth out of major interstellar wars and far from the grip of ambitious galactic warlords, this is not to say that we are alone and unknown. Far from it, in fact. We merely have vastly less influence over our ultimate fate that we would like generally to suspect. Should an interstellar power turn its attentions to Earth and its numerous supers, the resulting conflict would certainly be multiversal in scope and consequence. It is up to you as Gamemasters to determine how strong Earth's resistance would be in the face of it. For the most part Blood of Heroes Earth is identical to the Earth you know, except for slightly higher technology levels and, of course, the presence of super-beings.

ATLANTIS

The reason for Earth's abundance of supers lies in its remote past. As the earliest human civilizations were thriving in the great river valleys of the Nile, Tigris/Euphrates, Indus and Yangtze, the island continent of Atlantis was home to an advanced and enlightened culture. From its glorious capital, Aiwë, to its most remote communities, Atlantis was a truly continental civilization with exceptional science and technology (far in advance of what we now possess, in fact), learned philosophy and a highly refined sense of beauty, drama, poetry, and music. Its people lived in peace with each other and exploited nature only so far as was necessary to preserve their lives.

Atlantean culture did not begin this way, however. It was, in its infancy, like many other human societies: governed by superstitions, fearful, unequal and barbarous. Into the heady mix of early Atlantean civilization came Temhatara, the man who would be known to history only as "The Creator." Temhatara possessed an artifact known as the "Shard of Lore," which was given to him by Tikam Halchanra, a Light Demon, who was fleeing justice in the Dimension of Light. This artifact gave Temhatara the power of creation and access to thousands of years of learning and skill. Coming to Aiwë, Temhatara publicly used his powers and was quickly recognized as King and God on Earth.

Now known only as "The Creator," Temhatara shared his gifts with the people of Atlantis, and although their culture attained ever-higher heights, the Atlanteans remained normal humans, and they feared the Creator despite his benevolence. Because of this, the Creator became lonely and soon desired companions who were as immortal as he was and equal in power. As a result, he created the beings who would be known to history as the Atlantean Lords. These creations enjoyed almost total immortality (they do not die "natural deaths" and can only be killed with extreme difficulty) and tremendous gifts, and for a time, they worked with the Creator to make Atlantis an even more astounding place. But over time, the Lords grew proud and began to treat Atlantis as their playground. Warfare arose on the island between rival factions of Lords, but it wasn't until both Lords and normal Atalanteans began dying in droves that the Creator pulled himself away from his science to address the carnage all around him. By that time, though, Atlantis was engulfed in general war, and many of the Creator's creations were destroyed or converted from ploughshares to swords.

The Creator ordered all normal Atlanteans off the island for their own safety, and then he did something he'd never done before, built a weapon. This weapon, designed to turn the Atlantean Lords into frozen blocks of stone, was never used. The Atlantean Lords, led by the first and greatest of them, Lazarus Chen, attacked Aiwë and disarmed the weapon. In his righteous anger, the Creator ordered the Atlantean Lords to leave both Atlantis and Earth – to flee and never return or risk being Unmade. To demonstrate his commitment, the Creator broke the Shard of Lore, sundering all that he had made and in the process destroying the island continent. Most of the Atlantean Lords followed his orders and fled the planet (see below, Exile), but some remained, as did many of the Atlanteans themselves. In our time, only two of those original Atlantean Lords who remained are still alive (they are known as Agatha Devon and Michael Rangitihi), and the Atlanteans have also entirely left the planet, settling many worlds (see below). The ultimate fate of the Atlantean Lords is still to be determined.

In large measure, then, superpowered beings on Earth are in some way related to the Atlantean Lords. This genetic legacy is the principle source of superpowers on this planet. It is a testament to the enduring power of the Creator that even now, more than 2,500 years since the destruction of Atlantis, his creations continue to have an impact on Earth.

However, if you are a Gamemaster who does not want to involve the Earth in Byzantine intergalactic politics, feel free not to. The planet is plenty big enough to occupy even the most diligent super team. From the demonic Third Collective to the detestable Doctor Magnus and the Promethean League, there are plenty of supervillains to take on (or for those of you playing supervillains, the disgustingly goody-goody Maulers or that self-serving bunch Crossfire certainly need "dealing with").Know also that you never need to take your characters off-planet.The **Blood of Heroes** universe is quite porous – characters from other dimensions or alternate Earths could very easily show up to give even the most resourceful team a run for its money – just use your imagination.

Planet Aquatica Prime

Aquatica Prime is the entirely water-covered second planet in a six-planet binary star system approximately 120 light-years from Earth. Aquatica Prime is the homeworld of the Aquaticans, a now ocean-dwelling species descended from the Atlanteans. Possessing many of the tools of the Creator, the Aquaticans initially attempted to remain in their ruined cities beneath the ocean (the Atanteans are stubborn people and quite fixated about their land), but it became clear eventually that they would not be able to stay indefinitely. By shattering the Shard of Lore and destroying Atlantis, the Creator had destabilized the seismic balance around sunken Atlantis. Within two hundred years of the Sundering, the last of the Atlanteans had fled the Earth.

They eventually settled Aquatica Prime because, as the principle historian of the Great Exodus reported, "the deepest blue of her [Aquatica Prime] ocean called to us across the dusky night." Once they settled and began building cities, the Aquaticans began to follow the path of the Creator, devoting a considerable amount of their resources to learning and scientific development.They became an inward-looking people, xenophobic and fearful of contact with the outside. Their science and philosophy has focused in the last few centuries on the creation of a superbeing – a boy who would be king during a golden age of science, wisdom, and learning who would help the people of Aquatica Prime take the next step on their evolutionary journey.

The problem being that that boy has risen but apparently at the wrong time. Aquatican society today is riven with internal conflict. Many different sects compete for dominance on Aquatica, and the current king, Rex IV "the Destroyer," has so far shown no ability to reign in the sects or even to protect the legacy of Aquatica's scientific research. Aquatica Prime's would be savior, known only as "Billy," has been forced to flee Aquatica Prime and its powerful religious cults (see the entry on the being calling himself the Aquatican Messiah for more details) and was last thought to be on Earth.The king himself has abandoned his throne to pursue the Messiah through the galaxy in an attempt to preserve the life of the boy who would guide the Aquaticans to their future. In the king's absence, Queen Voula rules as regent on behalf of her 7-year-old son Dimitri. Tough as iron and possessing a powerful personality, Voula has gone a long way not only toward checking the powerful castes but turning Aquatica in a new direction, away from legend and toward a more rational future.

Planet Azoth

Azoth, named for the father of its first king, was in its prime one of the most glorious worlds in the Milky Way galaxy. The fourth planet of twelve orbiting the primary in a complex trinary star system more than 650 light-years from Earth, Azoth was a fertile, green paradise which is home to the Azothians, a minor humanoid race descended from the Atlanteans. Fleeing Atlantis when the Creator destroyed it, the colonists who would become the Azothians were led by Peles and Miranda, who became king and queen when the Azothian ships arrived at their new home. King Peles and Queen Miranda had a secret advantage which they did not share with their people – they were both partial descendents of Atlantean Lords (Peles' father was an Atlantean Lord, Miranda's maternal grandmother was, too).This gave them, and particularly their children, enormous powers. In fact, all paranormal powers possessed by the Azothians come from Peles and Miranda.

Less than a decade ago, however, the paradise came crashing down.The Voltz Imperium, seeing Azoth for what it was, a poorly defended but resource rich world, invaded and slaughtered all but two members of the royal family. Their conquest secured, they placed the planet under the less-than-benevolent rule of the Imperial Guard and have been busily strip-mining and pillaging the resources of the planet for the needs of the Imperium.A major orbital shipyard, so big it can be easily seen from the surface, has just gone on-line as Voltz prepares to make his presence more well-known in this sector of the galaxy. All the while, the two surviving members of the royal family, Crown Prince Aros and Prince Feres (Power from Shadow Force and Fortune from Wraith's Group, respectively), plot to overthrow the Imperium and restore themselves to their rightful place on Azoth.

Planet Devara

Home to one of the most unusual known species in the galaxy, Devara is a temperate Earth-like world and a member of the Svul Federation (see following: **Planet Svul**). Charitably described as a "pleasure world," Devara is totally committed to entertainment, fun, and personal gratification.What makes the Devarese so perfect for this commitment is the fact that they 1) are guileless as a species and 2) possess eight different genders. This unique biological adaptation of the Devara is thought to have something to do with their sun's unusually powerful radiation and is worthy of some consideration.The Devara begin life as what Earthlings would call a "neuter" gender. During their first puberty at about age nine, the Devara pupate, emerging as one of three "intermediate" genders about three months after pupation. Between ages nine and 17, the Devara live in small communities with others like themselves, being educated by one of their elders until they reach 17 and pupate again. After their second pupation, Devaran's take on their permanent gender and begin working in the various hospitality industries, which provide Devara with all of their extraplanetary exchange. On Devara there is no war, no discrimination, no inequality, and absolute peace.

Planet Diluvia

The seventh planet in orbit around the red giant Roton, Diluvia is a warm, semi-arid world and the capital of the Diluvian Star Empire, one of the most aggressive interstellar empires in known space. The unusual anatomy of Diluvians (they have extraordinarily strong bodies with large jaws in their torso and a highly mobile eyestalk) is a physical manifestation of their extreme will and mental commitment to death and carnage. The Diluvian Empire dominates over 80 worlds and continues to expand. Mindhammer, a member of Crossfire, is racially Diluvian and hopes one day to return to Diluvia and bring down Jobrudren, the reigning Emperor.

Planet Exile

The current home to the Atlantean Lords, Exile orbits a binary star and is the only planet in the star system.The planet was named Exile once it was settled, in order to serve as a daily reminder of the costs of arrogance. Having said that, Exile is nevertheless a world remarkably similar to Earth. It is nearly the

same size as Earth and has the same variations in climate; it is about 60% water with three large continents and over 12,000 habitable islands. Unlike Earth, though, Exile has a highly energized atmosphere which makes travel into space rather difficult at best from the surface. Nevertheless, the Atlantean Lords have built an orbiting spaceport and maintain a fairly sizeable star fleet but for purely defensive purposes.

The chaos of the exodus from Earth and the severe demands put on them to form a functioning society from scratch seriously curbed the negative tendencies of the Atlantean Lords for quite some time. They built on Exile a civilization which was nurturing and mostly peaceful, but as a result of severe overpopulation, (brought on by the essential immortality of the Atlantean Lords) conflict arose on Exile that was, if anything, more bloody than what had happened on Earth. It was then that revolution came to Exile.

A previously small cult of powerful female Lords calling themselves the Lanier (the Followers of the La'ni or Sacred Law) instituted a solution to the overpopulation problem which they had been preaching for years – controlling reproduction.The Lanier sect staged a coup against King Lazarus and instituted a regime of strict adherence to the La'ni (the Sacred Law which was written and disseminated by the Creator). After their coup, the Lanier compelled all female Lords to join them (which most were eventually glad to do).They put a stop to warfare and destroyed all weapons they could get their hands on.This helped curtail but not eliminate the violence.

The initial instinct of the male Atlantean Lords was to resist – until they learned what the Lanier had in mind for them. There would be no reproduction on Exile unless it was approved before hand by the Ahalla Danni (roughly translated as Mother Superior).The Lords were dumbfounded, but when it became clear that the overwhelming majority of the female Lords were going to join the Lanier, their amazement turned to shock.Their days of control had passed.

As a result of the Lanier coup, peace has returned to Exile, although it remains dangerously overpopulated. One solution would be to attempt to settle another world, but this is an option the Lanier will not even consider. Not only was it forbidden by the Creator, the Aquatican navy would never allow it without a fight. As a result of their changed status, many of the male Lords have committed suicide, and others have embraced exotic mystery religions. A few others, led by the deposed King Lazarus, broke the orders of the Creator and returned to Earth.

In any case, Exile remains a powerful and interesting world with a complex social system. If the Lanier ever decided to renounce the Sacred Law and turn to imperialism, their world would quickly become a major player among the stars. As it is, Exile has the greatest concentration of superpowered beings in the universe, and as a result of the Lanier reproductive rules, their powers are becoming even more concentrated.

Planet K'pron

Lush and verdant, K'pron is home to a race of intelligent, civilized shape-shifters who have recently come under fire from the guns of the Voltz Imperium. Home to Chameleon, K'pron is nearly as large as Earth but orbits its star in an irregular ellipse generally about 5% closer than Earth does to Sol.This makes K'pron much warmer and akin to tropical rain forests on Earth. The K'proni have developed (undoubtedly as an evolutionary adaptation) the ability to change their shape into any other animal form.The K'proni, while once a warlike people, have become peace-loving and moderate. They live in co-existence with their ecosystem.

As a result of the attacks from the Voltz Imperium, the K'proni have had to send emissaries to many other worlds to seek allies for their worthy cause and resist the Imperium as they are able. Their formidable shape-shifting abilities make resistance to Voltz possible but not easy. As a result, the Imperium has lately decided to embark on a strategy of planetary bombardment, figuring that the K'proni were more likely to surrender if their world's very survival as a viable planet were put at risk. As yet, the war continues.

Planet Nucleus

The capital world of the Voltz Imperium, Nucleus is a peculiar world in a peculiar star system. Approximately the size of Mars orbiting a double binary star, Nucleus has one of the most irregular orbital patterns of any planet in the universe, giving the capital world a wildly erratic and extraordinarily hostile climate. These factors combined to generate not one but four separate intelligent species on the planet, all of whom, until approximately 75 years ago, lived in general harmony and order and possessed very high order technology, particularly in cloning.Then Voltz came, and all has been different since. Only Voltz knows why he traveled for thousands of years across the galaxy to conquer this strange little world and begin his empire here, but the world is now completely in his thrall and the Voltz Imperium, dominating over 100 inhabited worlds, is the galaxy's largest interstellar empire and the most aggressively expansionist.

Planet Oov

Oov, populated by beings who very closely resemble the Diluvians (an Oovan tends to be taller and faster than a Diluvian and has not one but two eye stalks), is the only world in orbit around Revia, a small star that is barely capable of supporting life. It is theorized that Oov was settled in the distant past by the Diluvians and has since followed an independent path, to a degree. Like their Diluvian cousins, the Oovans are bellicose and expansionistic.Their interstellar Empire, the Oovan Autarchy, rules 47 worlds and is dominated by House Maka Ra and its malevolent Autarch Apavropek.

Planet Q'aree

Q'aree is the homeworld of a race of beings also descended from the Atlanteans, although the Q'aree have the distinction of settling the furthest from Earth, some 3,600 light-years away. Q'aree is a very large world, nearly half-again as large as Earth, and tends to possess a very extreme climate. Due to the many rigors and demands placed upon them by their world, the Q'aree have developed a finely honed sense of the importance of competition and very sophisticated genetic engineering (a hold-over from their Atlantean roots).This competition, coupled with their elaborate, commerce based civilization, give Q'aree its unique character. The Q'aree Hegemony, in the anti-spinward arm of the Milky Way galaxy, is the second largest interstellar federation in the galaxy, dominating more than eighty inhabited worlds through complex treaties and contracts, while retaining most political power for itself. Their interstellar navy is to be envied.

Planet Reidakka

Reidakka is the homeworld of the Reidakka Republic, a small interplanetary federation joining 17 inhabited worlds. Reidakka itself is a very large planet by terrestrial standards, having a diameter nearly three times that of Earth and is chiefly inhabited by a humanoid race called the "Reidax," who vaguely resemble dwarves from the Scandinavian myths. Reidakka is in many ways anomalous to this plane, as its people are imbued with an almost unheard of degree of magical potential.Their ability to use technology (quite successfully, in fact), has made them a target of the technowizards. Reidax society is internally divided, like Aquatican society, into a large number of castes and schools

of thought. In fact, the chief reason why the Reidax left Reidakka to explore the galaxy was to find suitable planets on which they could practice their magic in peace or live their lives according to their own rules.

The Reidakka Republic is located at considerable distance from both the Voltz Imperium and Earth.

Planet Spectralum

Spectralum is the home world of the Spectra and the capital of the Spectra Dominion. Relatives to demons (but intrinsically good and rational rather than evil and unbalanced), the Spectra were forced to flee their native Dimension of Mirrors when their society was overrun by the Demon Realm. They are a peaceful and highly intelligent race. Their bodies are composed of super dense crystals, as such they are themselves reflective. Any world in the Spectra Dominion (there are 39 at present) is like a highly reflective beacon in space. The Spectra Dominion borders the Voltz Imperium, and they are quite hostile to one another.

Planet Svul

The icy planet Svul is home to a non-Atlantean race who are also known as the Svul.The Svul are physically humanoid, stand quite tall (averaging a bit under 8 feet), and are completely covered with white hair. This planet is the capital of the technologically sophisticated and politically progressive Svul Federation, a confederation of 24 independent worlds in free association with one another. The Svulvatt, the ruling council of the SF, meets continuously on Svul in a massive glacial chamber. The Federation fleet is perhaps the most sophisticated in the galaxy, and the Svul (along with their associates), are committed to research, science, and peaceful exchange. The SF has explored Earth but has made no effort to bring it into the SF.

Magic and the Planes of Magic

What we on Earth would describe as "magic" is, in fact, merely an undetectable form of energy which creates the framework that holds the universe together. Magic can be manipulated in the **Blood of Heroes** universe, although its nature is peculiar. Essentially, magic is an undetectable form of energy which, when used, causes effects which contradict the laws of physics as they are currently understood.Whether that makes magic a form of super-physics or something which is simply not well understood is for you to determine. On Earth, there are very few full-time magicians (most superhuman powers coming from Earth's Atlantean genetic heritage), but on other planets and in other dimensions, magic is much more common.

Earth did, at one time, have its share of magical creatures (and still has some). Vampires continue to exist, although in vastly smaller numbers since the Vampire Wars of the fifteenth century largely exterminated the race. Ghosts, spirits, poltergeists, and other haunts exist, although they are largely tied to either a place or a mission. Gamemasters should feel free to bring other supernatural creatures into their universes as well.

MAGIC AND TECHNOLOGY

There seems to be a clear relationship between a person or planet's use of technology and their ability to access and manipulate magical forces. Magicians on Earth tend to avoid using technology or getting entangled in its web. Additionally, it seems clear that there are some alternate Earthly planes, which are "closer" to the magical force than Earth is. In fact, there are some planes which are almost entirely magical and where technology rarely seems to work and is difficult to manipulate. If you stay on Earth, magic should be relatively rare and hard to use. If you leave this Earthly plane, however, Gamemasters will need to determine how "magical" that other plane might be. The Plane of the Technowizards is the exception to all the rules about magic and technology, however. The Technowizards (from whose ranks descend The Baron and Doctor Winter) have developed the ability to manipulate both magic and technology with equal skill.Their plane, which was once just like any other Earthly plane, is now a dreary and desolate place of burned out suns and atomized planets. There remains but one habitable planet in their entire universe. Realizing the folly of their feuding, the few remaining Technowizards have agreed amongst themselves to restrict their warfare to other dimensions.

The Outer Dimensions

"Beyond" the Earthly plane are found the outer dimensions of existence, whose residence are generally known as "daemons," roughly translated "those beings not living in the Earthly Plane." The relationship of these planes to one another and the Earthly plane is fairly complex. As was indicated Chapter Two in the Dimension Travel Power description, keep in mind that with sufficient power and skill, any dimension can be reached from any other dimension.

Example: Neon Knight is in New York and wants to travel to Sierra Grande on the west coast. Rather than riding his horse all the way to Sierra Grande, Neon Knight travels to the Hell, takes three steps forward and emerges in Sierra Grande, converting a trip that would normally take days into one that can be finished in seconds. This process is called Dimension Hopping or Dimension Jumping and (in some form) is used as a means of interstellar travel by a number of starfaring races. In addition to the outer dimensions described below, it is important to consider that the universe is essentially infinite. There are as many dimensions as one can imagine and as many alternate Earths as one can conceptualize.

Dimension of Energy

Known best as the home plane of Voltz, the Dimension of Energy completely surrounds the Earthly plane. There is no matter of any kind in the Dimension of Energy, and it is, in fact, filled with a form of semi-sentient energy. This energy can be manipulated, used, and even harvested.The super-hero Phaser draws his power directly from the Dimension of Energy.

Dimension of Light

This dimension, at one time possibly an alternate Earthly plane, is now entirely controlled and dominated by the Light Daemons, a powerful race of beings who at one time were quite actively involved in the affairs of the Earth and other Earthly Plane worlds. This came to an end over three millennia ago when the Lord of Light, as the Light Daemon king is known, forbade his people to travel to the Earthly plane. Light Daemons, though, are insatiably curious, and welcome visitors from the other planes. Thought to be immortal, it is probable that Light Daemons are responsible for the stories of angels, elves, and other fey creatures that appear in ancient human literature.

Dimension of Darkness

At the opposite spectrum from Light is the Dimension of Darkness, ruled by a withered hag calling herself "the Dark Crone." Although the Dark Daemons do not forbid travel to Earth or the Earthly plane, the climate and energy of the Earthly plane does not correspond with that in the Dimension of Darkness and

can be quite uncomfortable to the Dark Daemons. It would be fair to say that the Dimensions of Light and Darkness neither like nor trust one another, but as long as the Light Daemons keep to themselves and the Dark Daemons cannot spend inordinate amounts of time on the Earthly plane, there doesn't seem to be a reason for them to come to blows.

Dimension of Shadow

A borderland between Light and Darkness, the Dimension of Shadow touches both and is affected by both.The further from Light, the more murky and, frankly, terrifying the Dimension of Shadow is, but as one nears the Dimensional border with Light, shimmering strands of energy dance in the electrified air. Incalculably vast but also empty, this dimension is thought to be devoid of life.

Dimension of Reflection (Mirrors)

Accessible from anywhere on the Earthly plane (as long as one possesses a mirror of sufficient size to step through), the Dimension of Reflection borders the Dimensions of Light, Darkness, and Demons. It is theorized that the Demon Dimension itself is a kind of perverted reflection of both Light and Darkness and that the creatures we know as Demons are merely distorted versions of the Light and Dark Daemons. In any case, neither the Light Lords nor the Dark Lords have seen fit to clear the Dimension of the many thousands of Demons who have seen fit to carve it into thousands of petty fiefdoms and principalities, far from the prying eyes in Hagdargra, the Demon capital.

The Astral Plane

A peculiar extra-dimensional realm of electricity and darkness, the Astral Plane is the only plane which simultaneously touches all other planes. It is inhabited by strange metallic-like creatures who feed from the massive energy discharges given off by the electric-laden clouds, which float like great balloons through this dimension. Astral Daemons are able to change form at will while on the Astral Plane but must choose a single form anywhere else in the universe. Demise, known as Katrii in this plane, rules an Empire that has brought rule of law and order to a small part of the plane. Be careful should you stray into this plane and not leave quickly – its inhabitants enjoy haunting or stalking non-Astrals and making their lives miserable. Magical creatures are able to enter the plane at will and some humans, in a state of deep sleep, are able to project their essence into the plane, creating an "astral body" which they can use; this is dangerous. If their astral body should die, their natural body would wither as well.Astral Daemons have the innate ability to "read" the thoughts and emotions of visitors to the plane. They use this ability to manipulate their shape-shifting abilities, seeming to enjoy many different forms.

Dimension of Demons

This dimension is the single most vexing to Earth and our Earthly plane. Inhabited by a race of powerful and frightening looking superbeings (whom humans call "Demons") who were locked into this dimension many thousands of millennia ago by the combined action of the Light and Dark Daemons, the Demon Dimension has developed a mystical culture wholly devoid of technology. What the Demons want more than almost anything else is to break free of their bonds and return to the Earthly planes to cause as much chaos as possible. As a result of their imprisonment, however, there are very few times when they can actually escape their dimension. Certain celestial events cause the boundaries between their dimension and ours to thin enough for them to pass through. It also helps that there are at least a half-dozen demon gates on Earth which further facilitate travel.

Although as a rule the Demons are arrogant, vicious, violent, and cruel, there are some denizens of the Demon Dimension who are quite virtuous. Demons, though powerful physically and mystically, are not immortal.

Lemuria

Long after the Atlanteans departed for alien planes, a human sorcerer unwittingly released an ever-growing series of gates to the Reflective Dimension, allowing the passage of demons onto the Earthly Plane. This plague of portals crossed the continent of Lemuria unchecked like a virus, emptying beast after infernal beast onto the land and swallowing villages whole. Only through the combined efforts of an enormous band of magical practitioners, the predecessors of today's Mystical Community, was the entirety of Lemuria banished to an outer dimension of the Earthly Plane, leaving the crater in the planetary surface that would later become known as the Gulf of Mexico.

Lemuria borders the Earthly Plane, creating a dimensional buffer, the last line of defense against cross-dimensional invasion. The dimension is ruled on high from a floating city in the sky whose citizens ever patrol the land for demonic incursions. Natives of Lemuria are users of magic and have been wizened in the mystical arts, becoming living martial weapons. Fantastic animals cross-bred with spirits and demons and weaponry of high magical calibre are commonplace in Lemuria. Taniera (see page 315) hails from Lemuria, as do Callisto and Saint of the Guardians.

Natural portals to Lemuria exist in the hidden netherregions: the Bermuda Triangle, the North Pole entrance to the hollow world, and certain mystic stone circles, among other entryways. Throughout it's history, humans have traveled to Lemuria, creating a menagerie of cultures. It has been rumored that encounters with this fantastic domain have been responsible for such legendary concepts as Mount Olympus, Asgard, Camelot, and El Dorado.

Limbo

A vast, open wasteland, Limbo's sheer size and emptiness is not for the faint at heart. Serving as a kind of buffer between Heaven, Hell, and the Earthly plane, Limbo is without question a conduit to a great many other planes as well and is relatively easy to get to (as these things go).At the center of Limbo, Mount Purgatory rises from the otherwise completely flat and essentially lifeless plain. It is thought by some that the tens of billions who toil on Mount Purgatory are being forced to work off their sins. The problem with this idea is that those very few who have been there report that some people are clearly making their way slowly downward.

Heaven and Hell

Very little is known of the planes of Heaven and Hell, and it would seem that is precisely what the rulers of these Dimensions wish. It is known that these dimensions are not one place, per se, but rather fragmented into hundreds of sub-planes, each as difficult to get to as the others. It is not known if the two planes come into contact.These are the two most difficult planes in the **Blood of Heroes** universe to access, and Gamemasters should think twice about allowing it.The uninvited guest to Hell is going to be in deep trouble. The same guest in Heaven is probably worse off.

THE AQUATICANS

Though they now live on a distant world, the Aquaticans are in fact descendants of the original human residents of Atlantis. As a result, the Aquaticans are cousins to the humans of Earth. Committed to racial purification through technology and artificial evolution, Aquatican society is deeply split between a large number of rival religious and political sects, each favoring one method of modification over another. Tensions on Aquatica Prime are running very high right now because of the emergence of a small boy, known only as Billy, who some claim is the perfect embodiment of this physical perfection. Those sects not allied with the boy's sect, feeling threatened, have brought Aquatica to the brink of civil war.

Aquatican Messiah		3000 Point Character
Dex: 5	Str: 9	Body: 6
Int: 12	Will: 5	Mind: 5
Infl: 5	Aura: 6	Spirit: 5
Init: 20		Villain Points: 261

Powers:
Cold Immunity: 6L, Continuum Control: 20, Invulnerability: 11, Skin Armor: 3, Swimming: 6, Time Control: 18, Water Freedom: 5L

Limitations:
Invulnerability does not counter damage but is used solely to counter the effects of aging. Matter Manipulation and Time Travel, as components of Continuum Control, have Catastrophic and Serious Power Burnout respectively.

Skills:
Charisma: 5L, Scientist: 12L

Advantages:
Connection (other religious sects, Low), Credentials (Pinnacle sect, high), Iron Nerves, Omni-Connection

Familiarities:
Galactic Geography, Aquatican History (unabridged), Atlantean Genealogy, Aquatican Genealogy, Religion & Philosophy, Atlantean Mysticism

Drawbacks:
Age (Old), Authority Figure, Catastrophic Irrational Attraction (perfection), Serious Irrational Fear (Aquatican serum), Dark Secret (weak underwater abilities for an Aquatican), Enemy (King Rex, same level, every other adventure), Exile (Voluntary), Fatal Vulnerability (Aquatican serum, No Intrinsic Range, Rare), Power Loss (Common, All attributes are reduced to zero in polluted water)

Equipment:
Crook Staff [Body: 6, Force Shield: 11, Mental Freeze: 8, Reflection/Deflection: 6, R#:2, Cost: 94]
Power Bonuses and Limitations: Mental Freeze has an Area Effect. Reflection/Deflection is limited to Deflection Only and functions on Mystical attacks as well as Physical ones.

MESSIAH'S VESTMENTS [Body: 8, Mind Shield: 14, Invisibility: 14, Cost: 265] Power Bonuses and Limitations: - Invisibility does not render the Messiah or his clothing invisible but rather helps prevent people from viewing the Messiah's features while under his cloak. Mind Shield power is ineffective against assaults originating from non-Aquatican or non-Atlantean races.



Background:
Character Type: Villain
Alter Ego: None
Wealth: NA
Motivation: Power Lust
Occupation: Self-proclaimed messiah, Sect leader
Marital Status: Single
Known Relatives: Unknown
Group Affiliation: Pinnacle Sect
Base of Operations: Aquatican Homeworld, Earth
Height: 6' 7" tall
Weight: 285 pounds
Age: Unknown (Presumed centuries old)
Eyes: Unknown
Hair: Completely bald, no body hair

Powers and Abilities:

The Messiah's most notable power is his Continuum Control, which he uses to rapidly travel through time and space in his search for the Chosen One. Unfortunately for the Messiah and due to his age, his many underwater abilities have atrophied over time, and he has developed an allergy to the serum which allowed the Aquaticans to sustain themselves beneath the waves.

History:

The Aquatican Messiah has taken all steps necessary to erase his identity prior to assuming control of the Pinnacle sect, known for its uncompromising (and usually secretive) religious practices. Over the centuries, he has ruthlessly done away with his rivals, establishing himself as the premier authority within the Pinnacle, to which roughly 10% of all Aquaticans adhere. His influence stretches to the other sects as well; he pulls many strings and operates covertly behind the scenes manipulating events and circumstances to suit his own nefarious ends.

It is thought by many Aquatican historians that the Messiah rose from obscurity to a position of power even before the Aquaticans withdrew from Earth centuries ago, although no one alive knows for sure, and sect records are incomplete.

After the birth of Billy, the "Chosen One," King Rex called the leaders of the Aquatican sects to the palace. The Messiah attended but spoke not a word either for or against the boy, not wishing to tip his hand until he understood the situation fully. Rex revealed the fulfillment of the prophecy and that the Chosen One had been born to his sect (how convenient, thought the Messiah).Their long wait was over, and not a moment too soon, as long simmering tensions between the rival sects were threatening to cause civil war.

The Messiah watched with silent satisfaction as the rival sect leaders flew into rages after hearing the news. They demanded that the boy be tested to determine if he were indeed the Chosen One. He was overjoyed when Rex flatly refused and had the court cleared by the Royal Brigade. Outraged at their treatment, the sect leaders departed, leaving the Messiah to sit within the shadows, alone with his thoughts. He alone remained silent throughout the proceedings. With the departure of the last sect leader, he bribed his way into a private audience with Queen Voula, herself a notorious schemer. He cunningly manipulated the unsuspecting queen into suggesting that the Chosen One be removed to a safe location away from Aquatica Prime. Smugly proud of himself, the Messiah watched quietly as the King agreed with his wife. The boy would be sent away. The Messiah thought he was pulling the Queen's strings; as such, he was totally unprepared for what happened.

King Rex summoned his most loyal officers in the Royal Brigade and selected from their number Zan, a member of the Deza sect (known for their study and commitment to cybernetics). Zan was ordered to take the infant from Aquatica Prime and hide him, with orders to remain in hiding until the inevitable crisis passed. Zan willingly accepted his charge, leaving the palace onboard one of the King's yachts. The Messiah, foreseeing this turn of events (as he had essentially set them in motion), ordered a strike force of unmarked fighters to destroy Zan and the abominable "Chosen One."

Just as the small ship left the system, the Messiah's strike fleet closed and opened fire. Communications with Aquatica Prime were jammed, and it looked as though Zan and his charge were finished. But the Aquatican Messiah hadn't completely calculated all of the variables. Another larger force of ships emerged from an asteroid field just in time to destroy the Messiah's own fleet, allowing Zan and his ward to escape. These ships flew the standard of the Queen herself.

This was ten years ago. The Messiah has dispatched thousands of vessels in search of the boy and his guardian. Recently, ships loyal to the Pinnacle sect located a weak transponder beam and a decaying ion trail originating from a region of space ignored by the Aquaticans for millennia: Earth. Frustrated by the failure of minions and incompetent subordinates, the Messiah set out for Earth, intending to put an end to the bastard upstart and his meddling protector personally.

After his disappearance, Queen Voula confided in Rex that the inspiration for her suggestion came from a meeting with the Messiah. Fearing the worst (but like the Messiah, completely unsuspecting of the deeper meaning of her decisions), King Rex has given chase to locate and destroy the Messiah before he can do the same to the Chosen One, a fact that the Messiah has yet to ascertain.This has left the Queen in power as regent to her 7-year old son, Dimitri, which was, of course, what the Queen had in mind all along.

Description:

The Messiah is lean and gaunt and possesses a noticeable stoop as if from age or illness. His skin is tight on his frame and bone white but possesses a shadowy under pigment in certain frequencies of light. In order to amplify his sinister and mysterious persona, he wears an impossibly long, gauzy robe and hood of a shadowy material which conceals his face. Even on a still day, the robe seems to billow and move as if alive. He wears no jewelry and uses no weapon save a crooked staff, similar to that used by shepherds, carved with Aquatican runes.

Personality:

The Aquatican Messiah prefers to rule from behind the scenes, a silent, sinister shadow gifted with centuries of wisdom coupled with ruthless efficiency and limitless ambition.Owing to his understanding of time, he thinks in circles within circles and schemes likewise, always planning for eventualities and is never without an escape route.

As to his mental stability, many consider him mad, but his ability to manipulate and motivate is beyond questioning. In spite of his apparent madness, his mind is sharper than any blade, and many sects side with his sect against the current monarch out of fear of being wrong.

As far as his contacts, he lies at the center of a vast network of spies and informants, all of whom are his slaves and servants coerced with bribes, blackmail, or worse. To the Messiah, each of his servants is only valuable so long as he/she remains useful.

Ultimately, the Messiah wishes to assume leadership of the Aquaticans, considering himself the only true pinnacle of artificial evolution; to him the Chosen One is merely another of King Rex's futile attempts to retain power.

Quote: "The Chosen one must DIE, and I will be the one to kill him. Then I will crush Rex under my boot and control our homeworld with an iron grip. This world you call Earth will be the next to fall!"

Billy - "The Chosen One"		2000 Point Character
Dex: 4	Str: 1	Bod: 4
Int: 15	Will: 5	Mind: 7
Infl: 3	Aura: 4	Spirit: 7
Init: 22		Hero Points: 76

Powers:
Adaptation:23, Power Reserve: 11

Bonuses and Limitations:
Power Reserve fuels all Attributes. Power Reserve functions similarly to Adaptation – Billy must witness a display of superhuman ability before he is able to enhance his own attributes similarly.

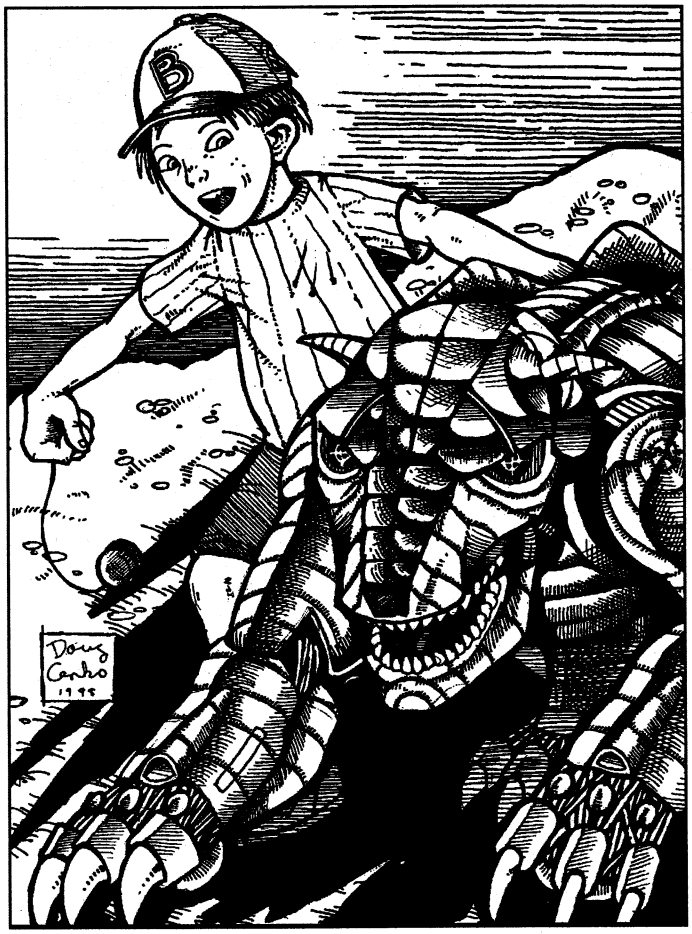
Advantages:
Connection (King Rex, High)

Familiarities:
4th Dimensional Physics, Hokemoncard game, video games (various platforms), Aquatican history (abridged), yo-yo tricks, Aquatican religious scripture, dodge-ball strategies.

Drawbacks:
Age (Young), Authority Figure, Exile (Involuntary), Innocent, Minor Psychological Instability (Since he is still a young and relatively sheltered child, Billy succumbs to paralyzing indecision and confusion in very stressful situations.), Serious Irrational Attraction (superbeings), Enemy (Aquatican Messiah and followers, 2x level, once per adventure)

Background:
Character Type: Hero
Alter Ego: William "Billy" Walker
Wealth: N/A
Motivation: Thrill of Adventure
Occupation: Elementary school student
Marital Status: Single, but Maggie Stepples kissed him once!
Known Relatives: Zan
Group Affiliation: None
Base of Operations: currently Los Angeles
Height: 3'10"
Weight: 65 pounds
Age: 11
Eyes: Brown
Hair: Brown & unruly, usually tucked into a baseball cap with the bangs hanging in his face.

Powers and Abilities:
Billy's Adaptation ability allows him to mimic any power or skill he personally witnesses, granting him a near infinite array of abilities and powers. He is also able to boost any of his abilities tremendously but only after witnessing a similar display of ability. In time, in accordance with the prophesy, Billy will join the heroes of the Earth in their struggle against Evil, and when he's ready, he'll return to the Aquatican Homeworld and unite his people under his leadership. To date, because of Zan's interfering, Billy hasn't had many opportunities to test the limits of his powers. Thus far, he has been able to replicate the abilities of his classmates in sporting events. As a result, he has quickly become his school's star athlete, but his numerous appearances in the local press have begun to worry the overly protective Zan. Billy's most obvious asset is his intellect, a quality which has brought an uncomfortable amount of notice from school administrators who would like Billy to skip several grades in order to challenge him.Thus far, Zan has flatly refused such opportunities.



History:
The Chosen One, living God, pinnacle of artificial evolution, these appellations and more have been attributed to Billy Walker, the physical embodiment of the future of the Aquaticans.

Billy's story begins over a decade ago on Aquatica Prime. The Aquaticans' political climate was in a state of flux as the numerous sects jockeyed to push aside Rex, the current King, and place a monarch loyal to their own sect on the throne. As civil war threatened, a child exhibiting a unique genome was born to one of the many noble princesses loyal to the monarchy. The child was immediately rushed into seclusion as King Rex called the leaders of the many sects together to discuss the future of all Aquaticans.

As the sect leaders convened, Rex would ascribe the birth of the child as momentous. In spite of centuries of futile research and experimentation, the divine unexpectedly stepped in and fostered within the child almost god-like powers. The child was the Chosen One, the pinnacle of artificial evolution as was prophesied centuries before. The many leaders were outraged to have their efforts degenerated; they demanded to see the child and that it be tested to determine if it were indeed the Chosen One. King Rex refused and ordered the sect leaders removed from the palace until such time as order was returned.The sect leaders, with the exception of the Aquatican Messiah, returned to their strongholds to plot and scheme.

Within days, news of the infant's birth had reached all levels of Aquatican society. Centuries of labor to develop new technologies, uncover lost knowledge, and untold fortunes spent to evolutionarily uplift the Aquaticans to god-status seemed to be for naught. Many sects trembled, believing that in one fell swoop, Rex's bastard infant threatened to tear apart the very fabric of Aquatican society.

Escaping (with the unsuspecting help of the Queen) the clutches of the Aquatican Messiah, Zan, Billy's sworn protector, took the child to Earth, where Zan eventually settled in Los Angeles, a city so big and diverse that hiding in plain sight would be easy.

The Chosen One grew up quickly, exhibiting many unusual powers in the company of Zan. He grew up with the knowledge that he was different from Earth children, and with Zan's constant reminders, he's also aware of his role in the future.

Recently, Zan has been faced with a difficult choice, to either continue moving periodically to evade capture or provide the Chosen One with a more stable home life. In an attempt to arrest Billy's growing feelings of neglect, Zan built Aunt Dana, a fully cybernetic "human" to provide a maternal influence in Billy's life.

Description:

In most respects, Billy is no different than any other boy his age and save for genetic analysis or blood tests, he is otherwise indistinguishable from human beings.

Personality:

Like all boys his age, Billy is precocious, obnoxious, and much to Zan's chagrin, a bit of a showoff. Billy has recently taken to researching super powers and abilities. Currently, Billy sees Zan as an older brother and mentor, but his constant meddling gets in the way of Billy's fun.

Quote: "I only need one more to complete my card set!" "Hey, I can do that!"

Rex		1500 Point Character
Dex: 9	Str: 11	Bod: 6
Int: 9	Will: 6	Mind: 8
Infl: 7	Aura: 6	Spirit: 6
Init: 27		Hero Points: 153

Powers:

Cold Immunity: 5, Flight: 4, Invulnerability: 11, Power Reserve: 10, Skin Armor: 3, Swimming: 8, Water Freedom: 7, Vampirism: 10

Bonuses and Limitations:

Invulnerability only acts to counter aging and does not act against damage. Power Reserve must be fueled by Vampirism and is linked only to Strength. Rex may choose to place points absorbed through Vampirism into his Body or into Power Reserve and may split RAPs earned in a single attack between the two.

Skills:

Charisma: 9, Military Science: 9L, Vehicles (Air Vehicles, Space Craft, Water Vehicles): 9L, Weaponry: 9L

Advantages:

Connection (Loyal Aquatican sects, High), Expansive Headquarters, Government Credentials (High), Iron Nerves, Leadership, Lightning Reflexes

Drawbacks:

Authority Figure, Dependant (Voula and children), Guilt (abandoning the Aquatican homeworld in its hour of greatest need), Serious Irrational Attraction (protecting the Chosen One), Mistrust, Serious Rage, Strange Appearance

Background:
Character Type: Anti-Hero
Alter Ego: None
Wealth: NA
Motivation: Responsibility of Power
Occupation: Monarch
Marital Status: Married
Known Relatives: the nobility of the Aquatican Homeworld
Group Affiliation: none
Base of Operations: Aquatican Homeworld, currently Earth in pursuit of the Aquatican Messiah
Height: 6'9"
Weight: 418 lbs.
Age: 57
Eyes: Amber
Hair: Like the Messiah, he is bald by choice

Powers and Abilities:

Rex uses his powers to prevent the Messiah from carrying out his dark task of killing the Chosen One on Earth. He relies heavily upon his Vampirism power to enhance his Strength and Body Attributes before closing to hand to hand range. As far as tactics, Rex is a skilled tactician and an able warrior, but all too frequently he falls prey to his own rage and turns a brawl into a bloodbath.

History:

Traditionally, the Aquatican Monarch has acted as regent in anticipation of the arrival of the Chosen One, but the instability brought on by millennia of sectarian conflict has forced recent kings, Rex included, to take a more aggressive stance against his rivals. After succeeding to the throne at age 29, he has spent most of his reign attempting to keep the many factions



mollified; but the birth of the Chosen One nearly precipitated a full blown civil war. Ironically, it was Rex's decision to leave Aquatica Prime in search of the Chosen One that averted these wars. As hard as Rex worked to build consensus on Aquatica Prime, he isn't nearly the politician as his quietly powerful Queen.

In Rex's absence, the Queen, acting as regent to her son (the acting King) Prince Dimitri, has made considerable progress toward quieting the sects. Even the Royal Brigade, which is fanatically loyal to Rex, has had to acknowledge that the Queen has done good work. It is unclear what will happen should Rex ever complete his mission and return to Aquatica Prime to rule again.

Description:

Rex is a lumbering, muscle-bound behemoth wrapped in a thick hide, which is criss-crossed with scars of old battles. He lacks any hair and looks the part of an animated statue carved from granite. His strange appearance and devotion to finding the Messiah has caused some friction with Earth authorities, namely the FBI & CIA as well as the unwanted attention of certain super hero and villain groups.

Personality:

Unlike the Messiah, Rex has little patience for subterfuge and skullduggeries. He cares nothing for position or increasing one's wealth or prestige; his sole purpose is to provide for the Aquatican people, all Aquaticans everywhere. He understands sacrifice; he has put aside his throne in the hope that he can stay the Messiah's vile hand, return the boy to the planet of his birth, and unify his people under his leadership. It is the oath he lives by and will die by if need be. As far as the inhabitants of the Earth, he is unconcerned and would sacrifice thousands of them in order to prevent the Messiah from furthering his own ends.

Quote: "The Chosen One must be protected to insure my peoples'future. I will destroy ALL who stand in the way of that goal, regardless of their intentions."

Zan the Protector		2500 Point Character
Dex: 12	Str: 9	Body: 11
Int: 7	Will: 8	Mind: 7
Infl: 6	Aura: 7	Spirit: 4
Init: 27		Hero Points: 75

Powers:
Attraction/Repulsion: 7L, Comprehend Languages: 7L, Danger Sense: 14, Detect: 20, Force Shield: 9L, Extended Hearing: 7L, Life Sense: 8L, Radar Sense: 7L, Radio Communication: 15, Shape Change:8L, Skin Armor: 11L, Ultra Vision: 7L, X-Ray Vision: 7L

Skills:
Gadgetry: 11, Medicine: 7L, Vehicles: 9

Advantages:
Area Knowledge (Aquatican Space), Connection (Aquatican Royal Brigade, High), Insta-Change, Iron Nerves, Full Life Support (no need to eat, sleep, drink, or breathe), Lightning Reflexes, Sharp Eye, Misc. Advantage (Laboratory: 7APs)

Familiarities:
Aquatican History (Unabridged), Cybernetics & Bionics Repair, Starship Repair & Engineering (Aquatican)

Drawbacks:
Catastrophic Irrational Attraction (Protecting Billy), Catastrophic Irrational Attraction (obeying the will of the Aquatican king), Exile (Voluntary)

Equipment:
Aunt Dana (DNA) [Body: 5, Int: 3, Will: 3, Radio Communication: 15, Force Manipulation: 8, Cost: 126]
Limitations: Force Manipulation may only be used to manifest Aunt Dana, her clothing, and equipment for her use such as vacuum cleaners, mops & brooms, and gardening equipment.
Drawbacks: Aunt Dana is a manifestation of Zan's subconscious and lacks any motivation of her own. She must be guided by Zan's Radio Communication or by verbal instructions from Billy. In the event Zan is incapacitated or neutralized, Aunt Dana's programming only allows her to respond to verbal commands and suggestions.

Background:
Alter Ego: Danth Egath
Wealth: 4 (modest lifestyle)
Motivation: Responsibility of Power (Protecting Billy)
Occupation: Electrical engineer
Marital Status: Single
Known Relatives: None
Group Affiliation: Deza sect
Base of Operations: Los Angeles
Height: 5'10"
Weight: 172 lbs.
Age: 38
Eyes: Brown
Hair: Med. Brown

Powers and Abilities:

Zan uses his many powers to insure Billy's safety and avoid unnecessary encounters with school administrators, his coworkers, and curious Earth authority figures. He uses his Shape Change power to assume various forms in order to stay close to and keep an eye on Billy; his favorite form is a powerfully muscled very loyal German shepherd which follows Billy to and from school daily.

History:

Zan was born into one of the many sub-noble houses loyal to the Deza sect, and as such, he was implanted with a variety of cybernetic devices at an early age. Each mechanical enhancement was intended to further the Sect's aims of promoting artificial evolution. By the time Zan was 14 much of his body had been replaced with cybernetics.

Zan is the most decorated legionnaire in the Royal Brigade, having served more than a decade in loyal service to the King and Aquatica Prime on Earth.

Figuring that the King's rivals would attempt to follow him wherever he went, he set about insinuating himself into American culture. Using his superior knowledge of engineering, he easily found work in an unassuming firm. After a few years, he moved on, always attempting to leave as little evidence of his passing as possible. That is until Billy came of age to enter public schools. For years, Zan taught and trained the Chosen One in the ways of Aquatican life, provided for the child's every need, and saw to it that he acquired the traits which would serve him upon his return to Aquatican society. Among these traits were duty, honor, honesty, and bravery. However, the boy was unhappy. Even though the boy exhibited incredible adaptive powers and a god-like intellect, he was still a boy and craved contact with beings other than his guardian. Shortly thereafter, Zan had the

boy enrolled in a local elementary school under strict orders not to draw attention to himself or use his powers in sight of Earthers. True to his word, Billy resisted at first, but his cunning and need to show off inevitably brought unwanted notice from the school administrators. Rather than be discovered, Zan and Billy adopted a semi-nomadic existence, moving every six months to a year and setting down roots only so long as they could avoid notice. Two years ago, distressed by the growing anti-social tendencies Billy was picking up from life on Earth, Zan decided to settle down He choose Los Angeles as their new home because it seemed an easy place to hide. Zan hopes that the maternal instincts provided by Aunt Dana and his own continuing work will prepare Billy for his inevitable return to Aquatica Prime to take his rightful place as its leader.

Description:

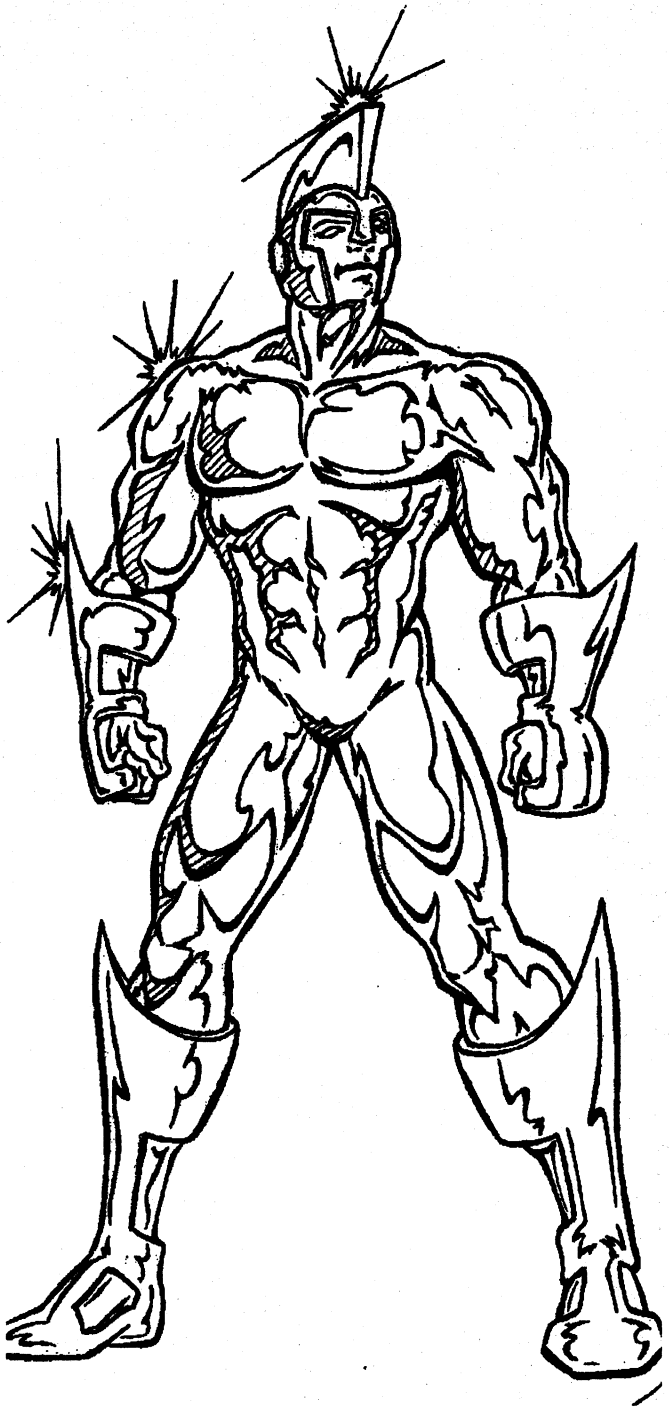
Zan looks the part of a suburban professional when he adopts the form of a human, complete with slippers, pipe, and graying temples. His true form is that of a cybernetic gargoyle, complete with armored hide, claws, and exposed circuitry. He rarely has to adopt this form except when Billy is in danger or another threat to the Chosen One's life arises.

Personality:

Zan epitomizes the nobility of the Aquatican race, a being pledged to duty, loyalty, and selfless commitment to insuring the survival of the Aquatican race in an otherwise hostile universe. He's more than a friend; he's also the Chosen One's teacher, mentor, guide, and best friend. He does so out of love and duty; he considers his role as Billy's protector and teacher to be the single most important quest in the Aquaticans'long history. He would willingly give his life to protect Billy, and he knows as the Chosen One matures, it is inevitable that his resolve will be tested.

So far, Zan is unaware of the Messiah's coming to Earth nor is he aware that Rex has pursued the scheming despot.

Quote: "I will protect Billy, no matter the cost."



The Atlanteans

Founded: N/A
Leader: Depends on which Lord you ask, though Lazarus Chen probably qualifies
Roster: Lazarus Chen, Massacre, Sage, Tracker, Vixen **Deceased/Inactive:** Akira Wong, Michael David Strauss
Goals: World Domination
Current Base of Operation: Worldwide, but particularly strong in Asia and Europe
Old Bases of Operation: N/A **Areas of Influence:** Worldwide
Major Battles: (as a rule, the Lords prefer "low-key" operations and rarely engage in "battle") 1995 – Crossfire
Total Team Point Value (Current Roster): 15,500

In many ways the Atlantean Lords are both the most quiet and potentially most deadly threat to Earth's future. The Lords were created millennia ago on the lost continent of Atlantis by the enigmatic being known only as "The Creator." Imbued with almost limitless powers, the Atlantean Lords became corrupted by power and desire and soon began fighting amongst themselves, in direct opposition to what "The Creator" wanted. To correct his mistake, he destroyed Atlantis and banished the Lords to space. Against "The Creator's" wishes, five Lords returned to Earth many years ago and now struggle with each other to claim it as their own. Essentially immortal, the Atlantean Lords live in secret but among us, slowly accumulating wealth and power. The Lords rarely engage in open warfare between each other in fear that "The Creator" is still watching them.

Note to the Gamemaster: The Atlantean Lords are the most powerful potential enemies in the game. Best used as behind-the-scenes players who manipulate and control smaller fry, there are few enemies available to you in this game who can do more damage fast. If your players should run afoul of the Lords, it would behoove them to find some powerful friends, fast.

Akira Wong		4000 Point Character
Dex: 12	Str: 5	Body: 5
Int: 10	Will: 7	Mind: 7
Infl: 5	Aura: 7	Spirit: 4
Init: 31		Villain Points: 171

Powers:
Density Increase: 27, Dispersal: 29, Invulnerability: 15

Bonuses:
Dispersal has Partial Dispersal bonus. Dispersal works against Energy and Mental attacks. Density Increase may be used to increase damage done to an target when using Dispersal attack.

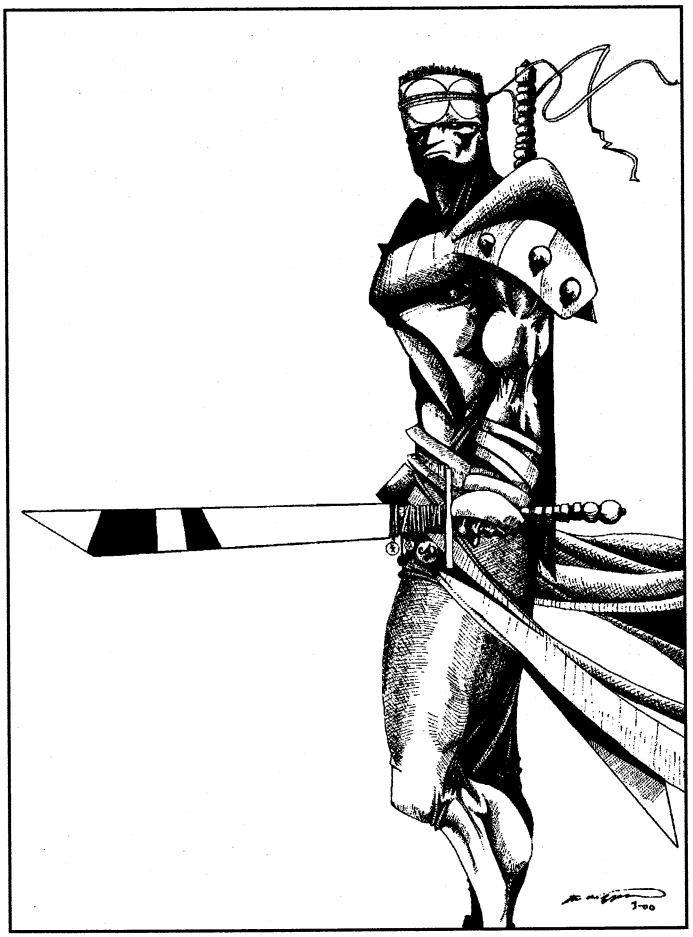
Skills:
Acrobatics: 12L, Animal Handling: 5L, Martial Artist: 12L, Thief: 12L

Advantages:
Area Knowledge (Japan), Connection: (Yakuza, High), Connection (Governments of Asian, Indonesian, and Australian nations, High), Connection (Atlantean Lords, High), Connoisseur, Gift of Gab, Lightning Reflexes, Scholar (Martial Arts History and Styles)

Familiarities:
Business, Law, Military History, Atlantean History, Asian Geography

Drawbacks:
Authority Figure, Dark Secret, Minor Irrational Fear (magic), Minor Irrational Hatred (those who use magic), Minor Rage

Background:
Character Type: Villain
Alter Ego: Akira Wong
Wealth: 17
Motivation: Power Lust



Occupation: Formerly head of the Jade Spider Syndicate, now enthralled to Dehumanizer
Marital Status: Single
Known Relatives: Atlantean Lords, the Creator

Group Affiliation: Atlantean Lords
Base of Operations: Formerly various strongholds in Asia, Indonesia, & Australia. Current location unknown
Height: 6'3"
Weight: 200 lbs.
Age: appears to be mid to late twenties but in reality nearly 4000 years.
Eyes: Black
Hair: close cropped black with chestnut highlights with pronounced sideburns.

Powers and Abilities:

Akira has mastered several of his powers and has developed unique abilities through centuries of study and practice. His most pronounced mastery is exhibited with his Dispersal attack. He has refined this to the point of being able to disperse portions of his body in order to deliver deadly blows to his opponents while at the same time remaining dispersed and avoiding injury.

History:

Akira returned to earth with Lazarus Chen, Massacre, Sage, and Michael David Strauss (and unbeknownst to them, the creator) in 418 CE when they crashed their stolen ship in the Arizona desert. Initially settling in China, Akira eventually settled in Japan where he came to dominate affairs until its opening to the West in the 1860s. After the Japanese loss in World War II, Akira Wong used the chaos of the post-war period to once again take over not only business but organized crime throughout "Free Asia."

The actions of the Atlantean Lords had not gone unnoticed; the Creator (the progenitor of the Atlanteans) had worked a long time to create a means to drive them from earth. In the form of a team called the Twelve, he thought he'd made that discovery. He was wrong. Joined by Crossfire, The Twelve descended on Strauss's stronghold, and in the ensuing battle, Akira was teleported into the heart of the Sun. It was assumed that even an Atlantean would be unable to survive such an assault.Akira did indeed survive, but he endured never-ending pain and torture as he starved and was roasted alive. His Dispersal and Invulnerability powers sustained him, but he was unable to free himself.

That is until Dehumanizer, one of Crossfire's chief enemies, rescued Akira from an eternity of suffering. Akira is unaware of the purpose of his rescue. No doubt Dehumanizer has plans for the Atlantean, who is presumed dead by the members of Crossfire and The Twelve, as well as the surviving members of the Lords. Dehumanizer keeps his own counsel.

Description:

Akira appears to be an attractive man of mixed Asian and European features.

Personality:

His recent encounter with the Twelve and Crossfire has humbled him somewhat, but he remains hotheaded, headstrong, and aggressive when confronted with an obstacle. When challenged, he becomes ruthless, obsessively pursuing his aims until he achieves his objectives.

Quote: "Prepare yourself mortal. Watch helplessly as I reach into your chest and squeeze your heart until it bursts".

Lazarus Chen		4000 Point Character
Dex: 5	Str: 5	Body: 5
Int: 10	Will: 7	Mind: 7
Infl: 12	Aura: 7	Spirit: 8
Init: 29		Villain Points: 185

Powers:
Air Walking: 4, Bomb: 15, Control: 8, Detect (Electrical Charges): 10, Electric Being: 23, Electrical Control: 21, Energy Absorption: 23, Invulnerability: 11, Lightning: 25, Mind Blast: 15, Reflection/Deflection: 23

Bonuses and Limitations:
Lightning may be used Indirectly, summoning bolts from the sky, or traditionally (from the hands). Mind Blast can selectively have an Area Effect. Mind Blast and Control will only work on organisms with nervous systems driven by electrical impulses. Energy Absorption works only against electricity. Reflection/Deflection works only on all attacks that contain electrical charges (such as Laser Vision) or that will hold an electrical charge (metals and conductive materials).

Skills:
Artist (Actor, Dancer, Musician, Painter, Sculptor, Writer): 12L, Charisma: 12L, Martial Artist: 5L, Medicine: 10L, Occultist (Create Artifact, Identify Artifact, Occult Knowledge): 12L, Thief (Escape Artist, Stealth): 5L, Weaponry (Exotic Weapons, Melee Weapons, Missile Weapons): 5L

Advantages:
Area Knowledge (China), Connection (Atlantean Lords, High), Connoisseur, Iron Nerves, Omni-Connection, Scholar (Chinese Culture and History), Sharp Eye

Familiarities:
Buddhism, Chinese History, Chinese Folklore, Philosophy, Atlantean History

Drawbacks:
Power Loss (Rare: Loss of Lightning Power reduces all other Powers except invulnerability to zero.)

Background:
Character Type: Villain
Alter Ego: Lazarus Chen
Wealth: 12
Motivation: Power Lust
Occupation: Scholar
Marital Status: Single
Known Relatives: Atlantean Lords, Creator
Group Affiliation: Atlantean Lords
Base of Operations: Western China
Height: 6'1"
Weight: 202 lbs.
Age: 4083 years, but appears to be in his mid forties
Eyes: Gray
Hair: Black streaked with silver

Powers and Abilities:

Like his namesake, Chen's powers derive from his mastery over lightning and electrical current. As far as conflict, experience has taught him that a direct assault is not only unnecessary, it is also foolish. He leaves such unrefined tactics to the likes of Akira and Massacre. Lazarus prefers to stand calmly above the conflict, using his Air Walking powers and delivering a punishing barrage of lightning strikes.



Lazarus bomb power has a two round delay after activation before detonation. True to Lazarus's control over electricity, his bomb power works by separating the water in the air into its component elements: hydrogen and water. On the next round, Lazarus then recombines them with a spark, resulting in an explosion. Thus, the APs of Bomb Power that may be used is directly proportional to the amount of water in the air. i.e. The percent humidity equals the percentage of Bomb power that may be used - GMs Discretion.

History:

It would not be easy to chronicle Chen's past, such an undertaking would take many volumes just to scratch the surface. But suffice is to say, Lazarus Chen was the first and most vocal Atlantean to disobey the Creator's sanction. He was instrumental in gathering together the Lords who defied the Lanier and stole a ship to make the dangerous crossing back to Earth. Believing that the Lords had escaped the vengeance of their Creator, Chen adopted the role of a simple wandering mystic, exploring the landscape and learning what he could from the native peoples. He wandered the length and breadth of the world in search of knowledge for its own sake, and whenever possible, he preserved it. He rarely interfered with these important events of human history, seeing them as a natural progression in the life and death of a civilization. After his wanderings, though, he built a mighty fortress in western China, the land he first saw after returning to earth. It is a land which continues to enchant him to this day.

In his lifetime he would advise Chinese emperors, oversee the construction of mighty monuments, and debate great teachers and philosophers. In fact, he became one of the great thinkers in the Buddhist tradition.With the birth of each empire, Lazarus would observe and learn what he could and was on hand when the civilization inevitably declined.

Following the battle with Crossfire and the Twelve, Lazarus retreated to his mountain stronghold.Here he assessed the unexpected developments brought on by this conflict.He saw the death of Strauss as a substantial shift in the balance of power between the surviving Atlantean Lords. As Sage has stepped in and claimed much of Strauss's financial empire, Chen has come to see his associate as a rival, as a danger to his own power base, and as such, he now schemes to eliminate him.

Description:

Lazarus Chen is very much the Fu Manchu mystic he appears to be. He dresses in expensive embroidered silk garments and often dons a whicker hat to conceal his features. To onlookers, he appears ancient and yet timeless; his eyes are full of life and his movements are measured and precise. He wastes little energy with racing about, preferring to remain calm and collected even under the most extreme situations.

Personality:

Of all the Atlantean Lords on Earth, Lazarus is the most ancient by over a millennium. He lacks the impatience of Wong and the senseless ambition exemplified by Sage. His many years have also taught him to be subtle, a trait wholly lacking in Massacre. In short, Lazarus realizes the futility in rushing things; he prefers to sit back and manipulate from a safe distance, not out of cowardice but out of necessity. He prizes knowledge in any form above all else. His strongholds are equipped with massive libraries covering every topic imaginable from magic to science and every topic in between. To him knowledge is the key to retaking world domination.

Quote: "Like a fire, dangerous things often start small. Allow me to demonstrate. Observe please this spark..."

Massacre		4000 Point Character
Dex: 9	Str: 29	Body: 7
Int: 3	Will: 3	Mind: 12
Infl: 4	Aura: 4	Spirit: 12
Init: 16		Villain Points: 144

Powers:
Density Increase: 23, Dimension Anchor: 23, Invulnerability: 21, Iron Will: 21, Mind Over Matter: 21, Regeneration: 15

Skills:
Military Science: 5, Weaponry: 9L

Advantages:
Connection (Atlantean Lords, High), Iron Nerves

Familiarities:
Military History

Drawbacks:
Serious Irrational Attraction (violence), Power Loss (Common, Iron Will only functions when Rage is not active), Public Identity, Catastrophic Rage, Socially Inept

Equipment:
Chain [Body: 11, EV: 8, Reflection/Deflection: 7, Flame Being: 8, Cost: 104]
Power Bonuses and Limitations: The chain may be used to make a Grappling attack, with the User's Weaponry skill as AV and the chain's Body as EV. Reflection/Deflection Power is limited to Deflection Only. Chain must be swung in a circle for

Deflection to function. Flame Being represents the ability to damage any and all within 20 ft (1AP) by swirling the chain very rapidly above his head. Chain must be swung in a circle to use Flame Being Power, Range of 1 AP (20 ft).

Background:
Alter Ego: NA
Wealth: 3
Motivation: Nihilist
Occupation: Soldier of fortune
Marital Status: many times
Known Relatives: Atlantean Lords, the Creator
Group Affiliation: Atlantean Lords, various mercenaries
Base of Operations: varies
Height: 9'
Weight: 876 lbs.
Age: 3771 years
Eyes: Green
Hair: short cropped black or bald depending upon his mood

Powers and Abilities:

Massacre's many powers are intended for one purpose: to make him the most deadly combatant of the Atlantean Lords. He heedlessly throws himself into conflict, using his Density Increase to make himself immovable and nearly invulnerable. Even if he is somehow overcome, he relies upon his Regeneration, Mind Over Matter, and Invulnerability powers to sustain him.

History:

Massacre's long history begins the day his escape pod crashed in the western Chinese desert. His unceremonious arrival on Earth would in some ways prefigure his life as an Atlantean Lord – Massacre is always behind the scenes, dominating no great empire, owning no substantial financial or corporate assets. The crash of his escape pod was particularly violent, his arrival setting off earthquakes for miles around.When he came to, he found himself drawn to a nearby battle between two opposing armies in the Tibetan highlands. The thrill of combat enticed him to throw himself headlong into the melee where he indiscriminately slaughtered hundreds on both sides. By dawn the following day, Massacre grew bored of the simple sport and slew the one remaining soldier. There he sat among the broken and battered corpses considering his next move. He sat there for days, watching as the jackals and vultures landed and ate their fill. Eventually he grew bored and moved on.

The Atlantean wandered far, leaving a bloody wake behind him as he leapt at every opportunity to wage war, to take up arms, and to slaughter fragile humans. The reasons for the conflicts were irrelevant; all that mattered was the thirst for blood and the need to destroy. He passed himself off as a mercenary, a hired sword working for plunder. He traveled the world over, slaughtering indiscriminately wherever he ventured.Whole cities were razed to the foundations and civilizations disappeared seemingly overnight, victims of the bloodthirsty Atlantean.The only leader to whom he willingly submitted was the great Khan himself – Genghis.

The Atlantean would travel the world over hundreds of times, participating in any and all wars, skirmishes, and feuds so long as he could indulge his taste for wholesale slaughter. Eventually, his wanderings brought him to Lazarus Chen's door in China. Here Massacre would face defeat at the hands of the seemingly weak and frail mystic. For the first time in his long life, Massacre met his match in battle and was soundly defeated by Chen.

For a time, Massacre found himself in Chen's service, occasionally waging wars on behalf of his ancient patron. Eventually he was turned loose on Southeast Asia in the early 1950s. It was here during the Korean and Vietnam wars that Massacre was truly in his element. In the stinking jungles he found true happiness, surrounded by death and atrocities. He then migrated to Cambodia, West Africa, and South America, wherever there was conflict and the opportunity to kill. Between battles, Massacre would gamble, drink, and whore his earnings away precipitating the need to find more "work" when his coffers ran dry.

Following the battle with the Twelve and Crossfire, Massacre reserved his activities to covert operations in small nations and banana republics to avoid discovery by the Creator. He regularly posts and responds to ads looking for soldiers of fortune and mercenaries in magazines and newspapers. He avoids contact with the surviving Atlantean Lords, preferring to serve his own ends and not be their puppet.

Description:

Massacre is a lumbering brute, towering over most opponents by at least a foot. His body is riddled with deep scars, rippling muscles, and sweat. He often uses paint to decorate his skin with camouflage patterns to add to his mystique. As far as dress, he prefers to wear lightweight armored vests and fatigues. These are covered in unit patches and other more grisly momentos of his tours of duty with various merc and military units. When in the heat of battle, surrounded by devastation and death, his otherwise serious glare is replaced by a sadistic leer.

Personality:

Massacre is without a doubt the most dangerous member of the Atlantean Lords not for his cunning or resources but for his ferocity. Massacre lives for the hunt and the kill; he gives no



quarter and never accepts surrender. He lives purely under the influence of his id; his instincts drive him to live life, gamble, drink, and indulge his lusts. He lives for the now and cares nothing for the future. As far as plans for world domination go, he has none.

Quote: "I crushed, killed, and maimed 50 people today using only these two fingers. I must be losin' my touch!"

Michael David Strauss		4000 Point Character
Dex: 8	Str: 6	Body: 8
Int: 11	Will: 13	Mind: 11
Infl: 8	Aura: 12	Spirit: 10
Init: 31		Villain Points: 250

Powers:
Electric Being: 23, Flight: 9, Invulnerability: 20, Sonic Beam: 27

Bonuses and Limitations:
Sonic Beam can be used to target specific materials and ignore others by using specific frequencies. With this technique Strauss' Sonic Beam can ignore Skin Armor or body armor if it is composed of a different material than the body of the target. Sonic Beam can be used to scramble broadcast signals. Electric Being represents Strauss creating a protective sonic cone around his body and cannot function in the same phase that Sonic Beam is used.

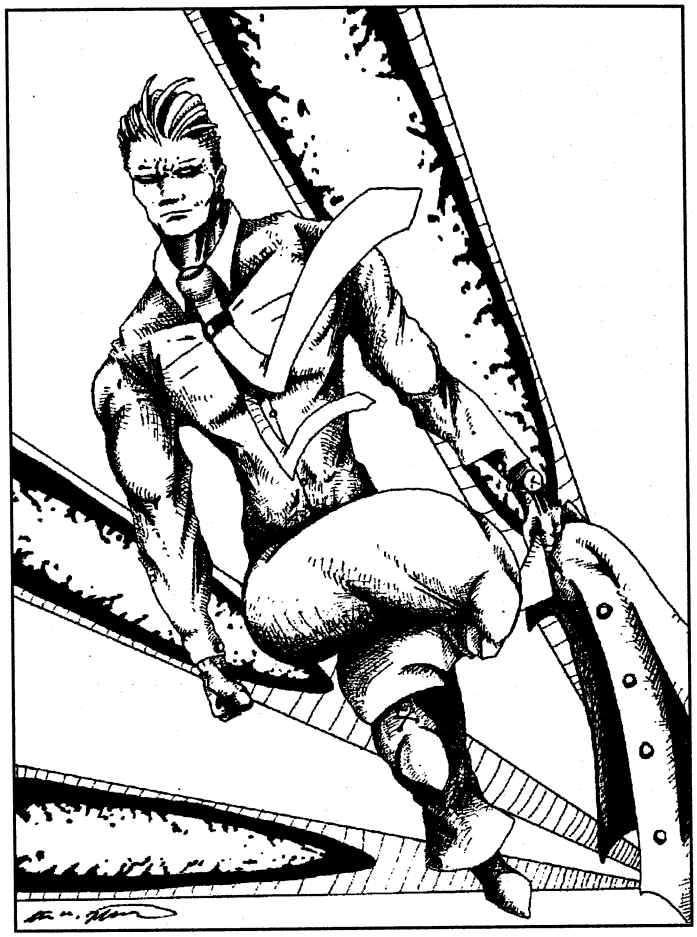
Skills:
Acrobatics: 8L, Charisma: 11, Martial Artist: 8L, Military Science (Camouflage, Cartography, Cryptography, Danger Recognition, Demolition, Field Command, Tracking): 11L, Occultist (Identify Artifact, Occult Knowledge): 8L, Scientist: 11L

Advantages:
Area Knowledge (Colorado), Connection (US Media, High), Connection (US Government, High), Connection (Atlantean Lords, High), Connection (US Law Enforcement, Low), Connoisseur, Genius, Gift of Gab, Iron Nerves, Leadership, Lightning Reflexes, Local Hero (Corporate America), Omni-Connection, Sharp Eye, Scholar (Business and Finance)

Familiarities:
Atlantean History, Law, Politics, Public Relations, Acoustical Physics

Drawbacks:
Minor Irrational Fear (Hurting Loved Ones), Secret Identity, Uncertainty

Background:
Character Type: Villain
Alter Ego: Michael David Strauss
Wealth: 21
Motivation: Power Lust
Occupation: Power Broker
Marital Status: Married
Known Relatives: Atlantean Lords, Creator
Group Affiliation: Atlantean Lords
Base of Operations: Strauss building, Chicago, Illinois
Height: 6'1"
Weight: 184 lbs.
Age: 3340 at his death
Eyes: Blue
Hair: Dishwater brown, well-groomed of course!



Powers and Abilities:
Michael David Strauss is a cunning opponent and skilled tactician. His powers derive from his understanding of sound and vibrations. His Sonic Blast has been refined to the point of allowing him to bypass an opponent's armor, turning his foe into jelly within his own armor. This refinement also allows him to specifically target his foes' weapons and valuable gadgets, to soften them up before he closes in for the kill.

History:
Strauss returned to Earth with the other Atlantean Lords but quickly struck out on the most ambitious world tour of the five Lords. Travelling far and wide, he eventually came to advise kings, emperors, and mighty warriors. Unlike the other Lords, he never ignored South America and Africa. As a result, when he began to build his own commercial empire in the 1700s, his was the most globe-spanning. Headquartered in England where he quickly became a man of wealth and station, he bought and brokered his rise to power as a financier and commanded a fleet of mercantile vessels.

Eventually Strauss grew tired of London politics and saw endless opportunities in America. He moved his empire across the Atlantic and took up residence first in New York and later in Chicago. He maintained his fleets and other valuable commodities with revenue generated from his new ventures around the United States and later in South America, Africa, and the Middle East.The land of opportunities proved to be just that.Within the span of three generations, Strauss was a multi-millionaire, but it still wasn't enough; he craved a legacy. Three marriages to human women all soured, but in 1981 he married Melinda Godfrey, a rich socialite with a background as mysterious as Strauss's. As the 1980s progressed, Strauss holdings came into

its own as the world raced toward a global economy. Business was good, and his operations were thriving in the Reagan Era. Recent innovations in communications such as fax machines and cell phones allowed him to run his empire without having to travel and waste valuable time in stuffy board rooms. With all the free time away from the demands of his empire, he adopted the role of the handsome jet-setting international playboy. He romanced fashion models, Hollywood starlets, and had many conquests in the bedrooms of Europe's aristocracy. His exploits were well documented in magazines and newspapers; his name and face became synonymous with youthful ambition and success.

Eventually, Strauss was discovered by the Creator and pressed into the conflict by Chen's urgings. While engaging Crossfire, Strauss foolishly went toe to toe with Jason Disland and his armor. Although the armor was damaged in the exchange, Strauss was killed by a graser (Gamma Ray Laser) when it overloaded and discharged.The 400 megawatt attack vaporized him instantly, scattering his atoms and rendering the Atlantean's Invulnerability power useless.

Strauss met his end fighting the Twelve and Crossfire, leaving his financial empire without leadership. Sage, always one to take advantage of an opportunity, began rapidly to dismantle Strauss holdings, seizing the best parts of his great rival's commercial empire. Melinda Godfrey Strauss has been able to hold onto a few pieces, though, in particular the crown jewel in Strauss's media empire.

Description:

Strauss is every bit the handsome playboy. He possesses rugged good looks and a well-groomed appearance. He wears fine custom tailored suits, which accentuate his athletic frame and highlight his sex appeal.

Personality:

Strauss is a contradiction, an enigma, and a complex man with an instinct to conquer and rule. At the same time his tortured psyche craves a stable home life with wife and children. Prior to his death, he lived the life many only dreamed of, women wanted him and men wanted to be him. To the casual observer he is an upper class party animal who is unconcerned with anything but his own pleasure. If the truth were told, he's actually driven by the ruthless pursuit of power and wealth. As far as his personal life is concerned, his playboy image is just that, an image. He's actually quite stoic and given to introspection.The key to Strauss is his family, harm them and destroy the man.

Quote: "Like the new sports car? I just bought the company."

Sage		4000 Point Character
Dex: 12	Str: 5	Body: 5
Int: 10	Will: 7	Mind: 7
Infl: 5	Aura: 7	Spirit: 7
Init: 29		Villain Points: 203

Powers:
Detect (Superpowers): 20, Invulnerability: 15, Power Drain: 33

Bonuses and Limitations:
After using Power Drain, if Sage makes a successful Scholar check (using his Int/Will as OV/RV), Sage will be able to use all aspects of the Power as detailed in the Power description, including any aspects the original User may not have been able to access. This does not allow him to negate Power Limitations or to access Bonuses not purchased by the original User. Such a successful Scholar check means that Sage is completely proficient at using the Power and may be able to accomplish very complicated "tricks" beyond the ability of the original User. Power Drain may not be used through a Force Field. All Limitations and Bonuses of the Drained Power are acquired as well.If Sage fails his Scholar check, he may not be aware of these Bonuses and Limitations. Power Drain only works on human and Atlantean-related races.

Skills:
Gadgetry: 10L, Charisma: 7

Advantages:
Area Knowledge: City (Paris), Area Knowledge: City (New York City), Attractive, Connection (Atlantean Lords, High), Connoisseur, Gift of Gab, Iron Nerves, Lightning Reflexes, Leadership, Scholar (Super-powers), Scholar (Super-Powered Beings), Scholar (Business & Finance), Sharp Eye

Familiarities:
Atlantean History, Super-human history, Law, Atlantean Science, International Business

Drawbacks:
Minor Irrational Attraction (acquiring wealth), Minor Rage, Secret Identity

Background:
Character Type: Villain
Alter Ego: NA
Wealth: 22
Motivation: Power Lust
Occupation: Captain of Industry
Marital Status: Single



Known Relatives: Atlantean Lords, Creator
Group Affiliation: Atlantean Lords
Base of Operations: Global empire
Height: 5'10"
Weight: 194 lbs.
Age: 3700 years
Eyes: Brown
Hair: Chestnut worn long with a pony tail

Powers and Abilities:

Sage's strength is his ability to master the powers of those he drains, see Bonuses above. Once he has drained the power, he turns it upon its previous owner and his companions using it to devastating effect. Sage's intuitive understanding of super powers allows him to instantly refine a drained power, granting him the ability to use particular power stunts and tricks the previous owner did not possess.

History:

Like Lazarus Chen, Sage's history stretches far back into human history. Suffice is to say, he disobeyed the Creator by returning to Earth bent on conquest. Unlike Chen, his actions were far less academic; he immediately set about constructing his own financial empire, carefully releasing technological innovations so as to avoid the Creator's notice. It took centuries to build his mighty industrial empire, but to the long lived Atlantean, the passing of a few centuries was inconsequential.The end result: Sage became one of the richest men in the world. With Strauss's recent demise, he has absorbed much of his rival's empire into his own, propelling him to the position of **the** richest man in the world today.

His constant accumulation of power and wealth has brought him into contact with many powerful individuals and organizations, namely Beutton Industries and Disland Corporation. In times past, Sage and Wraith have butted heads over their rival interests; the same can be said for Jason Disland. It was only a matter of time before Sage was forced onto the battlefield with Jason Disland and Crossfire.

After it became apparent that the Creator and his Twelve had learned of the Atlantean presence on Earth, Sage and Lazarus hatched a plot to draw their foes out into the open.Then they could be eliminated with a minimum of fuss and expense. Sage had Striker's daughter kidnapped from her home and brought to his lair. Once this was accomplished, Sage issued an ultimatum to his enemy, serve as his bodyguard against the Twelve or his daughter perished. Sage believed that the other Atlantean Lords would not get involved until the Twelve struck, and Striker would no doubt enlist the aid of the other members of Crossfire in recovering his daughter. To him the plan was flawless. Crossfire and the Twelve would inevitably clash, and the survivors would then be mopped up easily by Chen and the other Atlantean Lords.

Unfortunately, fate stepped in and favored the more determined man. Striker recovered his daughter with the aid of the other members of Crossfire, and the entire plan fell apart as the assembled super teams turned their fury on the Atlanteans and defeated them. In the scuffle, Strauss was vaporized by weapons fire and Wong is presumed dead after being the victim of a teleport attack.The surviving Atlanteans withdrew from the wrecked lair to lick their wounds and rebuild. To Chen, the defeat was an embarrassing setback, but to Sage, the loss was far more profound with the loss of the lair, resources, and personnel.

Following the embarrassing defeat at the hands of the Twelve and Crossfire, Sage realized the need to invest his considerable resources into funding the recruitment and creation of loyal minions. The first of these minions was Tracker. Sage used the last of his technological resources recovered from his own ship to construct Tracker's many cybernetic prosthetics and implants. To insure his loyalty, Sage saw to it that Tracker could be manually shut down when a command was given. Following the success of Tracker, Sage sought another henchman to fill the ranks as a spy and informant. On one of his many expeditions, he encountered Vixen whose cunning and ruthlessness inspired the aging Atlantean.

Description:

Physically Sage looks to be a man of middle age, perhaps in his early 40s. Through a rigorous exercise regimen, he maintains the powerful, athletic build of an Olympic athlete in his 20s. He prefers to dress in quasi-oriental gear reminiscent of Hong Kong action movies.

Personality:

Sage is only concerned with dominating the world economically through any means at his disposal.He's a master of subtlety; he prefers less physical methods of coercion such as bribes, deception, and intimidation.

Quote: "Your power to regenerate is truly amazing. I'm really getting to like this. Oh, I'm sorry, you probably need this back to heal that chest wound."

Tracker		2000 Point Character
Dex: 11	Str: 9	Body: 15
Int: 6	Will: 12	Mind: 4
Infl: 4	Aura: 5	Spirit: 7
Init: 25		Hero Points: 58

Powers:
Analytical Smell: 11, Interface: 14, Directional Hearing: 9, Extended Hearing: 6, Flight: 3, Full Vision: 5, Life Sense: 6, Projectile Weapons: 10, Radar Sense: 11, Radio Communication: 5, Regeneration: 9, Sealed Systems: 9, Super Hearing: 10, Thermal Vision: 10, Ultra Vision: 8

Bonuses and Limitations:
Interface works only on computer or other intelligent machines. Tracker can alter the shape of the projectile used in Projectile Weapons from blunt objects (Non-lethal), armor piercing spikes (treat as Critical Blow), or restraining "C" shaped clamps (Body: 10). Radio Communication is Signal Only and can only be used to activate Power Staff.

Skills:
Martial Artist: 11L, Military Science: 7, Vehicles (Air Vehicles, Land Vehicles, Water Vehicles): 11L, Weaponry: 15, Thief (Concealment, Locks and Safes, Security Systems, Stealth): 11L

Advantages:
Connection (Atlantean Lords, Low), Life Support (No need to eat, drink, or sleep), Lightning Reflexes, Sharp Eye, Misc. Advantage (Tracker's physical attributes were created using the Gadgetry rules)

Familiarities:
Computer Systems Operations, Firefighting, Cybernetics

Drawbacks:
Attack Vulnerability (Sage's Power Drain, -4 Column Shifts), Dark Secret, Fatal Vulnerability (Sage's verbal orders to self-terminate, No Intrinsic Range, Rare), Minor Physical Restriction (No sense of smell), Serious Irrational Fear (harming innocent bystanders),

Serious Irrational Attraction (retaining his humanity), Serious Rage, Uncertainty, Power Loss (Rare: Verbal order from Sage to power down.All Physical Attributes and all Powers reduced to zero), Misc. Drawback (When Rage conflicts with an Irrational Attraction or Fear, Tracker will freeze up until one Drawback is no longer in effect)

Equipment:
Power Staff [Body: 17, Attraction/Repulsion:15, Force Shield: 10, Paralysis: 10, R#: 2, Cost: 198] Power Bonuses and Limitations: Attraction/Repulsion Power is limited to Attraction Only and only causes the Power Staff to be propelled toward Tracker upon receipt of his radio signal. Paralysis has a Range of Touch, with the User's Melee Weaponry skill as AV.

Background:
Character Type: Anti-Hero
Alter Ego: Cassady Blake
Wealth: 9
Motivation: Unwanted Power
Occupation: Henchman, security specialist
Marital Status: Widowed
Known Relatives: None
Group Affiliation: Atlantean Lords
Base of Operations: Strongholds worldwide
Height: 6'3"
Weight: 378 lbs.
Age: 28
Eyes: Steel gray
Hair: Wavy coal-black hair graying at the temples.

Powers and Abilities:
Tracker's many powers stem from the many cybernetic devices implanted in his body by Sage. His strategies are simple and direct, intended to bring about results without causing undue harm.

History:
Prior to being made Sage's first lieutenant, Cassady Blake was a fireman forced into early retirement after being injured in the line of duty. While attempting to put out a fire in a tenement building, his hose inexplicably lost pressure, and the ceiling caved in, trapping him in the inferno. He managed to escape through a nearby window, falling two stories to the asphalt below. His back and pelvis were broken in several places, and he sustained irreparable spine damage from the impact.

While recovering in the hospital, Cassady received news that his health insurance had been canceled pending an investigation to determine his culpability in the deaths of two other firemen who had lost their lives in the blaze. During the investigation, it was discovered that his hose had been cut by a sharp blow such as that from a fireman's axe; someone in the department had deliberately cut the hose in an attempt to kill him. It was no coincidence that Kat, his wife of 7 years, had filed for divorce the day of the blaze and had taken out a multi-million dollar insurance policy in his name two months prior. Her name along with that of Fred Gates, his long-time friend, were named as beneficiaries. He later found out that they had been having an affair for the last three years.

Faced with a mountain of debt, a pending divorce, and imprisonment, Cassady was poised on the brink of self destruction.That is, until he was visited by a representative of Sage Enterprises who offered him a solution to his many problems. Faced with few alternatives, one of which was a bullet from a .38, he accepted.

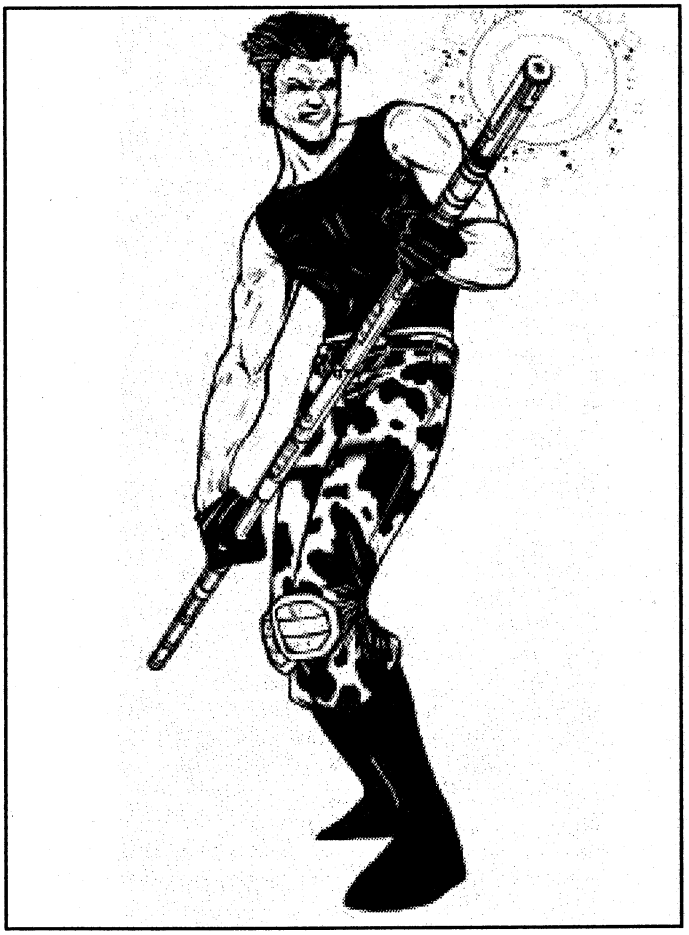
Sage Enterprises settled his debts and saw to his many legal problems. He was discharged from the hospital and relocated to a private care center to recuperate fully. During his stay, he was rebuilt from the ground up; his bones were laced with ceramics to make them more durable, many of his organs were replaced, and his limbs were replaced with cybernetic prosthetics. Even his nervous system was rebuilt to make him faster and better able to cope with the rigors of combat. To compliment his abilities, he was given his Power Staff (see below) and trained in its use by Sage himself.

Following his recuperation, Cassady was renamed Tracker and assigned his first task:the assassination of his wife and her lover, Fred Gates, his friend of nearly 15 years. He tracked the couple to their palatial home in the suburbs, broke in through the front door, and killed them both with his bare hands.

Description:
Tracker has the physique of a professional body builder. His many prosthetics are hidden beneath a layer of artificial skin so Cassady will in all ways resemble a normal (albeit ripped) human being. His prosthetics are perfect replicas of human limbs, specifically designed to mimic human organs and limbs in every way. He even bleeds, sweats, and gives off body heat. Even airline metal detectors fail to detect the presence of the cybernetics.

Personality:
In spite of Sage's efforts, Cassady knows he is no longer human. He believes the implantation of the various cybernetics has robbed him of a little of his soul, and he's right.He's no longer the captain of his own destiny; he's now the pawn of an incredibly evil being bent on world domination. For now, he has resigned himself to serving as Sage's chief lieutenant.

Quote: "Please forgive me. I have no choice."



Vixen		1500 Point Character
Dex: 5	Str: 3	Body: 4
Int: 5	Will: 12	Mind: 7
Infl: 8	Aura: 10	Spirit: 12
Init: 20		Villain Points: 70

Powers:
Danger Sense: 6, Hypnotism: 12L, Invisibility: 3, Invulnerability: 10, Life Sense: 12L, Magic Blast: 5, Magic Shield: 7, Mind Drain: 12L, Mind Over Matter: 14, Mind Probe: 15, Spiritual Drain: 10L, Truesight: 6, Ultra Vision: 10, Vampirism: 10ML

Bonuses and Limitations:
When Mind Probe is used, the target automatically suffers a Mind Drain attack the next round and vice-versa. Spiritual Drain has a Range of Touch, No AV, and must be used in a Poly-Attack with Vampirism. Vampirism has a Range of Touch, No AV, and must be used in a Multi-Attack with Spiritual Drain.

Skills:
Charisma: 9, Martial Artist (Assault, Battery, Blocking, Defense): 5L

Advantages:
Attractive, Connection (Sage, High), Iron Nerves

Familiarities:
Seduction, Torture
Drawbacks:
Dark Secret, Fatal Vulnerability (Must make a successful Mind Drain attack once per month, No Intrinsic Range, Rare), Catastrophic Irrational Attraction (Following Sage's orders), Catastrophic Psychological Instability (Sadistically homicidal without thought for her own safety), Power Loss (Rare: All Powers reduced to zero if Vixen does not use her Vampirism/Spirit Drain Powers on Sage once every two weeks), Power Loss (Rare: All Mental Attributes reduced to zero if Vixen does not use her Mid Drain Power once every two weeks), Serious Rage, Misc. Drawback (Psychological Instability is also activated by Mind Drain Loss Vulnerability)

Background:
Character Type: Villain
Alter Ego: Jessica Watson
Wealth: 10
Motivation: Psychopath
Occupation: Field Operative, Sage Enterprises
Marital Status: Single
Known Relatives: None
Group Affiliation: Sage
Base of Operations: Strongholds worldwide
Height: 5'10"
Weight: 108 lbs.
Age: unknown
Eyes: Blue/Green
Hair: Long and black

Powers and Abilities:
The origin of Vixen's powers is a mystery, but it is believed they are the result of latent Atlantean DNA in her chromosomes. What is known is that she's an able and cunning foe whose physical and mental abilities have been amplified by her continued vampiric feeding on Sage. It is also believed her immortality stems from these liaisons. Many, Sage included, are curious as to what impact prolonged feedings will have on her abilities.

History:
Vixen's past is a mystery known only to Sage and herself. Tracker has his suspicions but lacks any kind of evidence to support his opinions. What is known is that Sage found the girl preying upon the homeless of San Francisco sometime in the early 80s. She was mostly animal, a predator driven to stalk and kill. He captured the girl, who at the time appeared no older than 19 or 20, and had her cleaned up and brought to a Sage Enterprises research facility. He spent weeks breaking down her mental defenses, eventually making contact with what passed for her psyche, and he allowed her to feed on him.

For many years to come, she was his consort and henchwoman, utilizing her feminine wiles to dominate and destroy her male opponents.

Description:
Vixen is a stunningly beautiful young woman with a lean model's frame, a flawless complexion, and blue-green eyes. She dresses according to her role at the time, sometimes donning stylish professional attire for board meetings, but when hunting, she wears little or nothing at all. Regardless of the situation, she always maintains a sense of personal style.

Personality:
Without a doubt, Vixen is hopelessly insane, a dyed in the wool psychopathic nightmare masquerading as a goddess. When Sage needs somebody seduced, manipulated, or killed, he sends Vixen.The girl lacks any sense of morality; she has no scruples and owes no allegiance to anybody save Sage. Unlike Tracker, the girl lacks compassion and has no compunctions against killing the innocent. On a personal level, Vixen sees Tracker as a cowardly simpleton.

Quote: "My my... aren't WE a big one? I don't suppose you're free tonight? Oh, nevermind, you'll be too busy decomposing to make our date. What a pity."

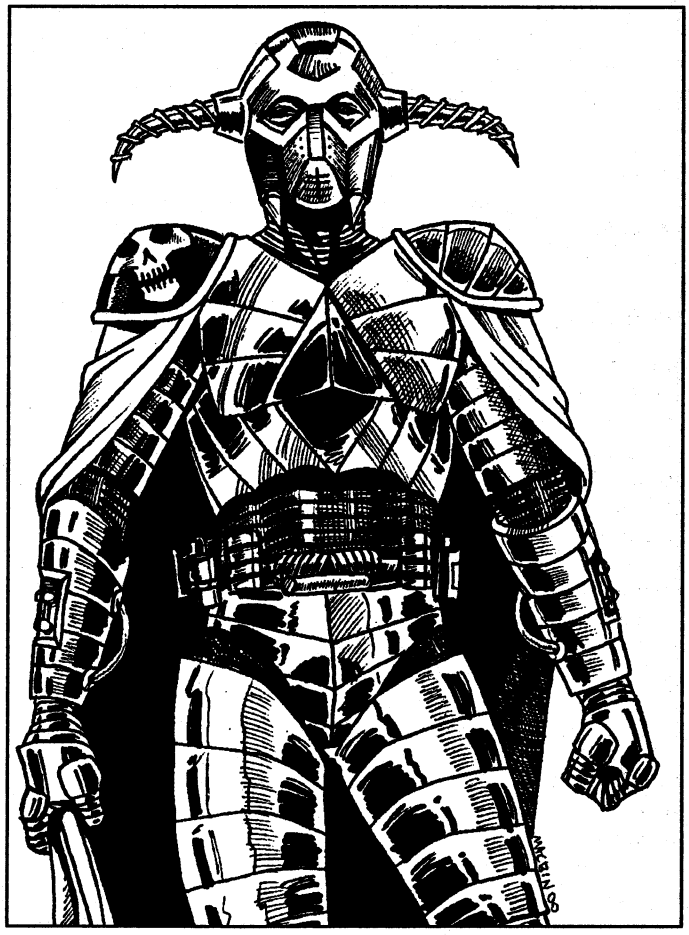


The Baron

The technomage known as "the Baron" was one of the great villains of modern Europe until he was destroyed just a few years ago. Holding quiet vigil from his great castle in the center of his small Barony, the Baron spent most of his time researching arcane magic rituals and artifacts in the hope of finding the power to conquer the world. Aided by his army of cybernetic minions, the Raptors, the Baron was once a great force to be reckoned with.

Note to the Gamemaster: If it would suit your purposes, feel free to bring the Baron "back to life." After all, no one ever found his body, and it is a classic trope in comics that no one is *ever* really dead...

The Baron		3500 Point Character
Dex: 7	Str: 4	Body: 6
Int: 14	Will: 10	Mind: 7
Infl: 12	Aura: 12	Spirit: 9
Init: 35 (39)		Villain Points: 165



Powers:
Magic Blast: 12L

Skills:
Detective: 14L, Gadgetry: 14L, Martial Artist: 7L (Assault, Defense, Battery, Blocking), Medicine: 5, Occultist: 12L, Scientist: 14L, Vehicles: 7L, Weaponry (Exotic Weapons, Firearms, Melee Weapons): 9

Advantages:
Area Knowledge: Continent (Europe), Connoisseur, Genius, Headquarters: Expansive, Intensive Training, Iron Nerves, Leadership, Sharp Eye

Familiarities:
Genetic Engineering, BioChemistry, Ritual Magic: Technowizardry, Mechanical Engineering, Finance, European Politics, Computer Science

Drawbacks:
Altered Anatomy, Authority Figure, Creepy Appearance, Serious Irrational Attraction (Having no weaknesses), Serious Irrational Attraction (Ruling the world), Serious Irrational Attraction (Being honorable), Mistrust, Minor Rage,

Equipment:
Laboratory, 20 APs

BARON'S ARMOR [*Dex*: 11, *Str*: 12, *Body*: 10, Energy Blast: 12, Flight: 9, Force Field: 7, Cost: 528]
15 AP ABCD Omni-Gadget (x3)

Rituals:
WALK BETWEEN THE WINDS [Effect: Teleportation: 15, Time: 1, Components: 4, Special: Must be able to see the target destination, either through line of sight or by other means, Cost: 60]

MYSTIC EYE OF TORQUEMADA [Effect: Remote Sensing: 20, Time: 8, Components: 5, Special: Can only be used to see a location where it is currently daytime, Cost: 52]

MECHAMORPH [Effect: Interface: 9, Time: 1, Components: 1, Special: Range of 2 APs only, Cost: 30]

WILL OF THE MACHINE [Effect: Neutralize: 25, Time: 10, Components: 6, Special: Only works on the Powers possessed by Gadgets, Cost: 59]

THE DARK PATH HOME [Effect:Dimension Travel: 15, Time: 15, Components: 11, Special: Travel only, Will only function between Earth and the Realm of the Technowizards, Cost: 35]

OUT OF PHASE [Effect: Dispersal: 11, Time: 0, Components: 2, Special: Works against Energy Attacks as well as Physical Attacks, Cost: 53]

Background:
Character Type:Villain
Alter Ego: Devo Shaendoon, Duke of Transmontra
Wealth: 21

Motivation: Power Lust
Occupation: Billionaire Industrialist
Marital Status: Single
Known Relatives: None
Group Affiliation: None
Base of Operations: Gothic techno-cathedral, Transmontra, Swiss Alps
Height: 6'0"
Weight: 192 lbs.
Age: Centuries
Eyes: Brown
Hair: Unknown

Powers and Abilities:

The Baron relies heavily upon technowizardly gadgets such as his armor and the Raptors for the defense of his person and his hideouts. Given time, he can build an artifact replicating any power or skill imaginable. When required to take the field of battle, he's always accompanied by at least half a dozen Raptors (see below).

History:

Prior to making his bid for world conquest, the Baron was viewed by the media and the super hero community at large as a reclusive eccentric billionaire. His many generous donations to support the arts and sciences were known the world over. Libraries, universities, and hospitals around the world dedicated entire wings in his name; he personally patroned musicians, authors, poets, and sculptors.

The Baron claims to be the hereditary member of some long forgotten Eastern European monarchy that died out centuries ago. He retained control of a small principality near Switzerland called Transmontra and rarely allowed in visitors. The validity of these claims were rarely questioned so long as he continued to donate enormous amounts of money to worthy charities. So long as he remained generous and rarely left his mountain citadel, nobody cared if the harmless recluse were a genuine aristocrat or not.

All that changed two years ago when the Baron launched a plot to acquire the fabled Crystal Pyramids, mystical artifacts of tremendous power from another dimension.At the time, the artifacts were in the possession of the Demon Naresh Tared, who used the Crystals to augment his powers. At the time, Tared's control of the artifacts was limited; the power they contained had a debilitating effect on the wielder, hence the creation of Death.

Eventually, Tared was defeated by Shadow Force and the Crystal Pyramids were separated and lost to time. Over the years, the Pyramids changed hands many times, falling into the hands of the Starblazer Battalion, the Supernaturals, and eventually the Husk.

The Baron's plan was to lure the Husk out of hiding and force him to use the power of the Pyramids to defend himself and the world. Sure enough, the Husk fell into the Baron's meticulously planned trap; the Raptors descended upon the Husk, and in the ensuing chaos, the Baron made off with the Crystal Pyramids. Once Shadow Force arrived, the Baron's cybernetic minions were defeated but at a terrible cost; the Baron now had the artifacts and the key to world domination.

The Baron raced to the security of his cathedral, and after unlocking the Pyramid's many secrets, he used his knowledge of techno-wizardy and constructed his armor. In order to circumvent the dangers posed by using the artifacts, the Baron cunningly devised the means by which he could contain the Pyramids within a special storage chamber built into his armor. It was surrounded by an organic matrix which channeled the power indirectly into the wearer. Once completed, the Baron donned his armor, drew upon the powers of the Crystal Pyramids, and prepared to take his place as the ruler of the world.

Once the Husk realized the Pyramids were missing, he realized Shadow Force wasn't prepared to face such a powerful foe unaided. Swallowing his pride, he traveled the world enlisting the aid of nearly every super hero team. Once assembled, the army of super heroes descended upon the Baron's lair and attempted to reacquire the artifacts. However, it was too late; the Baron had already used the powers of the Pyramids to make himself immortal but not impervious to harm.While the Baron was occupied defending himself, R.A.V.A.G.E. and Black Bird concentrated their attacks, attempting to keep him in a state of constant regeneration.While he was distracted, White Eagle managed to rest the Pyramids from the Baron's possession; meanwhile, the Baron's defenses failed, and he was overwhelmed and presumed destroyed.The entire mountain range had been ravaged in the wake of the battle, dozens of valiant supers lost their lives fighting Raptors, and the landscape was transformed into a lifeless wasteland.

White Eagle used his knowledge to access the power of the Pyramids indirectly, imparting their power to himself, but he proved unworthy of the task. He concluded no being could possibly contain such power. Using the power within the Pyramids, White Eagle repaired the damage to the lands surrounding the Baron's fortress before re-splitting the Pyramids. He ordered Husk to take possession of one piece and secure it for all time. The other was sent to the other side of the Known Universe to a location even White Eagle was unaware of.

The Baron's body was never recovered from the ruins; it was assumed he did not survive the combined onslaught of over 100 heroes. After a detailed analysis of the data, M.A.X. has surmised that the Baron is a member of the Technowizards, a race of interdimensional raiders who fuse science and the occult in order to conquer worlds. However, since Crossfire was the only team to ever actually observe a Technowizard in action and since they were off planet at the time of the battle, M.A.X.'s theory has yet to be verified.

In truth, the Baron did survive the attack; he used his Omni-Gadget to teleport himself away from the battlefield to a secret stronghold deep underground where he plans his return.

Description:

The Baron went to a great deal of effort to conceal his identity from the media, and as such, few pictures survive to this day. He's most easily identified by his armor, a blending of science and magic, resembling in every way a fusion of high-tech powered armor with antique fantasy armor.

Personality:

The Baron is known for his grandiose speeches and long-winded threats; he's arrogant, snobbish, and secretive. He spends the bulk of his time in his laboratory researching the arcane and constructing technowizardly artifacts with sinister purposes. His previous acts of generosity aside, the Baron has always planned to one day rule the world. He feels that only he possesses the intelligence and power necessary to bring peace and order to the planet. All others are to be used and cast away when they are no longer useful as pawns.

He loathes the weaknesses in others, seeing them as imperfect beings and not worthy of his notice. Still, for all his arrogance and ambitions, the Baron still possesses a personal code of honor to which he adheres unwavering.Once his word is given, it is never withdrawn.

Quote: "Foolish insects! Tremble before the might of the Baron!"

Raptors		2000 Point Character
Dex: 7	Str: 12	Body: 8
Int: 5	Will: 10	Mind: 9
Infl: 4	Aura: 3	Spirit: 9
Init: 16		Villain Points: 74

Powers:
Defensive Adaptation: 15, Growth: 2, Invulnerability: 15, Power Reserve: 15

Bonuses and Limitations:
Growth is Always On and is already figured into Attributes. Power Reserve may be added to all Attributes. Power Reserve may not be assigned unless Defensive Adaptation is active. Attributes enhanced by Power Reserve may not be used in any way against a character that has not yet attacked this Raptor. Defensive Adaptation protects from Physical, Mental, and Mystical Damage.

Advantages:
Connection (The Baron, High), No Vital Areas

Familiarities:
Transmontran Glorious and Prosperous History, Transmontran Fair and Just Law

Drawbacks:
Catastrophic Irrational Attraction (Completing a mission given to them by the Baron), Strange Appearance

Equipment:
ADAPTOR ATTACHMENT [15 AP, ABCD Omni-Gadget].
Limitation: Omni-Gadget must manifest itself as a non-removable cybernetic attachment to the Raptor.

Background:
Character Type: Villain
Alter Ego: None
Wealth: Not Applicable
Marital Status: Not Applicable
Known Relatives: None
Group Affiliations: Raptors
Base of Operations: Transmontra
Height: varies
Weight: varies
Age: varies
Eyes: varies
Hair: varies

Powers and Abilities:
The Raptors are the Baron's immensely powerful servants/bodyguards. They have the natural ability to respond instinctively to attacks, adapting to become more resistant to further attacks. The more you attack a Raptor with the same method, the less likely it is to do any harm at all. Their weakness, however, is that the Raptors are reactive, not pro-active. They will be completely unprepared to defend against a new opponent, and their defensive powers will not function until they are attacked, even if they witness an attack being used or a fellow Raptor is attacked by it. The Raptors will be unable to use their Power Reserve in any way against an opponent who has not attacked them.



History:
The Raptors are servile, animalistic, cybernetic automotons created in the Baron's laboratories. These nightmarish creatures were once human beings, twisted into their present form by the Baron's technowizardry and granted incredible powers but stripped of their humanity. These monsters prowl his estates and fortresses, acting as bodyguards, watchmen, and occasionally assassins when stealth and subtlety is not required.

Description:
The Raptors resemble modern day patchwork monstrosities with all manner of technocybernetic devices implanted randomly about their large bodies.

Personality:
Raptors only possess the programming necessary to function and follow the Baron's dictates. They take every order literally, acting as machines and taking the shortest route possible when pursuing an objective. As such, they are very effective but lack any form of creativity or intuition.

Quote: "Target located and acquired. Initiating cybernetic adaptation protocols, closing to engage. <<Crunch! Squish!>> Target eliminated, awaiting further instructions."

THE COLLECTIVE

Founded: 1980 **Leader:** Narash Tared
Active Roster: Cerberus, Demise, Hard-Ware, Healer, Pilfer, Prometheus, Reflection, Replicator, Scream, Tamper, Death, Dominator, Dominion, Ripper
Goals: Obtaining immortality through genocide (Taresh's Game)
Current Base: None **Old Bases of Operation:** Mobile
Area of Influence: The United States **Allies:** None
Major Battles: 1992 – Shadow Force, 1996 - Maulers
Total Team Point Value (Current Roster): 14,825

Without exception, the Collective is the most shadowy and malignant force of evil at work in the United States. They directly influenced the founding of at least two super teams, and had an indirect influence in the founding of a third. Their actions are one of the reasons why many formerly hidden supers have decided in the last two decades to emerge publicly and declare themselves. Narash Tared, a demon from the Dimension of Demons who had been active on Earth since the early nineteenth century, has conceived of a genocidal game in which he would pit the Earth's great supervillains against the American people (and each other) in a mysterious contest for which the ultimate prize was immortality. Despite the timely intervention of Shadow Force, and later the Maulers, the wicked schemes of the demon have yet to be exposed and turned back.

Note to the Gamemaster: Like the Maulers, the Collective means business. Although many of the characters aren't particularly powerful, there are a very great number of them, and they all have a highly focused mission with clear rewards for good behavior. This makes all of the Collective's membership dangerous at best, nightmarish at worst. Absolutely play them to the hilt.

Narash Tared		4500 Point Character
Dex: 5	Str: 8 (11)	Body: 10
Int: 13	Will: 11	Mind: 11
Infl: 13	Aura: 13	Spirit: 13
Init: 31		Villain Points: 49



Powers:
Awareness: 15M, Digging: 18, Flight: 6, Growth: 3, Invisibility: 9, Invulnerability: 10L, Iron Will: 11L, Magic Sense: 15, Personality Transfer: 8M, Projectile Weapons: 11, Shouting: 12, Skin Armor: 10L, Super Breath: 9, Systemic Antidote: 10L, Truesight: 8, Ultra Vision: 8

Bonuses:
Invulnerability Counteracts Physical, Mental, and Mystical Damage. Invisibility Affects Sight, Hearing, and Smell & Taste

Limitations:
Flight is Winged. Growth is Always On.

Skills:
Accuracy (Physical): 11, Occultist: 20,

Advantages:
Ambidextrous, Area Knowledge (Demon Dimension of Hell), Connection (Collective, High), Double Jointed, Iron Nerves, Life Support (No Need to Breathe, Drink, or Eat), No Vital Areas, Prehensile Feet, Ritual Discipline (Demonology), Ritual Discipline (Necromancy),

Familiarities:
Read Write and Speak Languages (European 1 and 2, Latin)

Drawbacks:
Strange Appearance, Serious Rage, Minor Irrational Fear (The Husk), Catastrophic Irrational Attraction (Leading the Demon Invasion of Earth Dimension), Power Loss (All Powers (except Growth, Flight, Projectile Weapons, Skin Armor, and Super Breath) are reduced to 0 APs in the presence of a Rare act of True Love -GM Discretion (Rare)), Unluck, Attack Vulnerabilities (Light-Based and Cold-Based, -2 Column Shifts, cumulative)

Equipment:
The Crystal Pyramid [Body: 16, Enchantment: 40, R#: 9, Cost: 995]
Limitations: Enchantment may only be used on one recipient at a time; User must have observed powers to be Enchanted, Use of Pyramid (or Half) will force user's most detrimental Drawback to take effect.The R# of a Pyramid (or Half) is reduced by 2 if wielded by a Demonic Entity or one with Ritual Discipline (Demonology). A Physical Attack causing 5 or more RAPs of damage will split the Crystal Pyramid into two halves, each with the following statistics:
Crystal Half [Body: 9, Enchantment: 20, R#: 11, HP Cost: 141]
Limitations: Same as Pyramid.

Rituals:
THE UNDYING LIFE [Effect: Animate Dead: 10, Time: 9, Components: 5, Special: Targets may not be blessed to rest, Cost: 24]

FORCEFUL REMOVAL [Effect: Neutralize: 9 (Multi-Attack 3), Time: 0, Components: 2, Special: Requires a voodoo fetish of target, Cost: 34]

EARTHLY PATH [Effect: Dimension Travel: 10, Limitations: No Banishment or Summoning, Travel Only between Demon Dimension of Hell and Earthly Plane, Time: 2, Components: 12, Special: Requires Recent Death in Vicinity, Cost: 27]

PEER [Effect: Remote Sensing: 18, Time: 8, Components: 6, Special: Consume an eyeball, Cost: 34]

THE CARPET'S CONVEYANCE [Effect: Teleportation: 18, Bonuses and Limitations: Range is Normal not +7 and Can Teleport Targets in Normal Range, Time: 3, Components:9, Special: Must have fibers of a Magic Carpet, Cannot Teleport Unwilling Targets, Cost: 49]

Background:
Character Type: Villain
Alter Ego: NA
Wealth: 0
Motivation: Nihilist
Occupation: Conqueror
Marital Status: Single
Known Relatives: None
Group Affiliation: The Collective
Base of Operations: Mobile
Height: 20'tall
Weight: 15 tons
Age: thousands of years
Eyes: Black & blue
Hair: none

Powers and Abilities:
Narash Tared prefers to operate unseen from the shadows, using his many powers to weaken and debilitate his foes. In general, he prefers to act through his many underlings.

History:
Narash Tared, the Demon of Woe, the Defiler has been known by thousands of names in hundreds of languages world wide since time immemorial. For thousands of years, the Demon Tared has attempted to free his people from their prisons in Hell, to loose them upon the known Universe so they might take their rightful place as the rulers of all Creation.

With the dawn of the Industrial Age, Narash created Death to act as the intermediary between himself and his minions (i.e. the Collective).The purpose of the Collective was never revealed; its purpose was known only to the Demon. Shadow Force learned that the members of the Collective were engaged in some sick contest with a sinister purpose. Tared offered immortality to the member who could sow the most discord, pain, and suffering on the mortal world. Competition was fast and furious as each member attempted to outdo and outstrip the accomplishments of the others, each attempting to claim the prize as their own. His true intentions for holding the contest have not yet been discovered, and his reign of evil continues.

Description:
Narash Tared is in every sense of the word "demonic". He could never pass for human;his body is disproportioned and covered in a hide as tough as steel. Huge wings sprout from his massive back; his hands and feet end in wicked claws several feet long. His head is oblong and covered in huge black horns; his maw is several feet across and filled with broken and blackened teeth.

Personality:
Narash Tared is the definitive Blood of Heroes bad guy, powerful, egotistical, arrogant, and consumed with a singular vision of the future. On those rare occasions when he takes the field, Narash Tared can be counted on to make grandiose speeches, bellow threats and insults, and remind all in attendance of how clever and powerful he is.

Quote: "I am Narash-Tared, The Dark One, The Dark Lord, The Thinker, The Schemer, The Tormentor, The Destroyer, THE DEMON OF WOE!"

Death		2000 Point Character
Dex: 9	Str: 7	Body: 10
Int: 10	Will: 8	Mind: 10
Infl: 10	Aura: 9	Sprit: 10
Init: 29		Villain Points: 37

Powers:
Darkness Sustenance: 8, Darkness: 6, Invulnerability: 10, Life Sense: 7, Remote Sensing: 7, Teleportation: 7, Truesight: 7, Ultra Vision: 7, Vampirism: 8

Bonuses and Limitations:
Invulnerability Counteracts Physical, Mental, and Mystical Damage. Darkness Sustenance is a form of Solar Sustenance that feeds off complete Darkness rather than Sunlight. Teleportation does not have +7 Range (-1 FC). Teleportation and Remote Sensing work only within darkness (-1 FC each).

Skills: Charisma (Intimidation): 10L, Occultist (Identify Artifact, Occult Knowledge, Ritual Magic): 14

Advantages:
High Connection (Narash Tared, Collective), Languages (Sign), Life Support (No Need to Breathe or Sleep), Iron Nerves, No Vital Areas, Rich Family / Friends (Narash Tared), Stabilization

Familiarities:
Fear Tactics, Earth History, and Middle Eastern Languages,

Drawbacks:
Cannot Heal (Recovery Checks allowed only during times of Darkness Sustenance Use), Serious Irrational Hatred (All of Life



Itself), Serious Physical Restriction (Mute), Strange Appearance, Traumatic Flashbacks (Uncommon, Egyptian Imagery), Attack Vulnerability (-2 Column Shifts vs. Light-Based Assaults), Fatal Vulnerability (Common, Exposure to Sunlight)

Rituals:
THE UNDYING LIFE [Effect: Animate Dead: 10, Time: 9, Components: 5, Special: Targets may not be blessed to rest, Cost: 24]

FORCEFUL REMOVAL [Effect: Neutralize: 9 (Multi-Attack 3), Time: 0, Components: 2, Special: Requires a voodoo fetish of target, Cost: 34]

ARRIVAL OF SARTHOTH [Effects: Dimension Travel: 9 (Summoning Only; Only summons from Demon Dimension), Control: 9, Time: 12, Components: 4, Special: Only works on minor Demons, Cost: 59]

Background:
Character Type: Villain
Alter Ego: NA
Wealth: 3
Motivation: Psychopathic
Occupation: Death
Marital Status: Single
Known Relatives: None
Group Affiliation: The Collective
Base of Operations: Mobile
Height: 6'6"
Weight: 100 lbs.
Age: NA
Eyes: None
Hair: None

Powers and Abilities:
Death's powers are strongly linked to the powers of darkness and death, and as such, his ability to operate effectively in sunlight is extremely limited.Whenever possible, Death restricts his activities to the dusk to dawn times to maximize his effectiveness.

History:
The being known only as Death was once a man, tricked centuries ago by the Demon Narash Tared into releasing a being which was the embodiment of the mortal fear of death. The man's name has been lost to history, but the entity lives on as a terror to all living things.

He serves as Tared's combat leader, taking his orders directly from his demonic master. He was the founding member of the Collective, and save for Demise and Hard-Ware, he rules unopposed; the others willingly obey his every command out of fear.

Recently, Death was defeated in a battle with the Husk far away from Earth. Death had lured the Husk out of his seclusion and with Tared's assistance, teleported both himself and the unsuspecting hero to the plane of Limbo where they battled.In the battle, Husk mimicked many of Death's powers. Death was still benefiting from Tared's augmentations with the Crystal Pyramids but was defeated. Once Death fell, both he and the Husk returned to Earth.The Husk rejoined the battle while Death remained still, eventually turning to dust and blowing away. It is assumed by the members of Shadow Force that with the theft of the Pyramids, Tared was unable to maintain control of his instrument, and Death ceased to exist.

Description:
Death looks every bit the part of the grim reaper, an animated skeleton with sinister features and dressed in a tattered black robe with a hood. His eye sockets are empty save for an oily green and purple light which oozes out of the holes whenever Death is angered or uses his powers.

Personality:
Death is utterly evil, a being composed of the worst humanity has to offer. He is cruel, calculating, and lives to torment those weaker than he. He lives to play cruel games with prey, allowing them to escape, hounding them at every turn until finally, they are too weak to continue the chase, and then he moves in to finish them off. He rules the Collective on Tared's behalf, seeing to it that his many subordinates remain motivated and meeting out punishments when they grow lazy, careless, or are unlucky enough to catch him in a bad mood.

Quote: "Hissssssssss."

Demise		1500 Point Character
Dex: 5	Str: 13 (23)	Body: 10
Int: 7	Will: 5	Mind: 6
Infl: 5	Aura: 5	Spirit: 6
Init: 17		Villain Points: 68

Powers:
Density Increase: 8, Electricity Immunity: 6, Growth: 2, Invulnerability: 10L, Iron Will: 10, Lightning: 13, Sealed Systems: 10, Systemic Antidote: 10

Bonuses and Limitations:
Growth are Always On. Density Increase APs Add to Strength and Do Not Subtract from Dexterity. Strength in Parenthesis is Strength with Density Increase and Growth factored in. Invulnerability only Counteracts Physical Damage.

Skills:
Military Science: 9, Charisma: 6

Advantages:
Language (Demisian) ,Leadership, Connection (Collective, High), Sidekick (Hard-Ware),

Familiarities:
Military Strategies, Speak English, Wrestling

Drawbacks:
Authority Figure, Catastrophic Rage, Distinct Appearance (Tattoos and Height), Dark Secret (Plans to take over Earth), Power Loss (Strength Attribute and All Powers except Growth reduced to 0 APs when within 3 APs distance of Yullarium (Rare))

Equipment:
ASTRAL BANDS [Body: 10, Dimension Travel: 10 (Travel Only between Earthly Realm and Astral Plane), Cost: 170]

Background:
Character Type: Villain
Alter Ego: Katrii, Warlord of the Astral Plane
Wealth: NA
Motivation: Power Lust
Occupation: Warlord
Marital Status: Single
Known Relatives: None on Earth
Group Affiliation: The Collective
Base of Operations: Mobile
Height: 8'
Weight: 341 pounds
Age: 38 years
Eyes: White, no pupils or iris visible.
Hair: none, bald

Powers and Abilities:
Demise's many powers are the natural byproduct of the extreme living conditions found in the region of the Astral Plane from which he hails. All of his abilities contribute to his fitness as the current Warlord of the Demisian Astral Empire. As far as his tactics, Demise prefers to soften up his foes from a distance with his Lightning power before closing to hand to hand.

History:
Katrii, as he is known in the Astral Plane, is the current leader of the Demisian Astral Empire, a small "nation" of law and order in the otherwise unruly Astral Plane. Normally, Astral



Entities are unable to leave their Plane, but on one of his many excursions, Katrii discovered a pair of mystical bands which allowed him to cross over into the Earthly Plane. Realizing his good fortune and intent on conquest and plunder, he stepped through a nearby rift in space which led to Earth.

Unfortunately, Katrii had underestimated the size of the planet; he knew it was impossible without help. He traveled the Earth for a time, learning the customs and looking for a group of beings with similar interests, i.e. plundering the planet and enslaving the population. He learned of the Collective through a series of news broadcasts on television. Demise, as he was calling himself, figured them to be disorganized and easily duped into helping him conquer the Earth.Six months later, he observed them first hand and realized he could not possibly defeat them all.

With the only options available to him, he joined the Collective intent on subverting Death's control of the group. His closest tie to the Collective was Dominion, with whom he identified and, in his own way, loved as a kindred spirit and ally against Death and his Demon master. Prior to her rescue and subsequent transformation into Empath, she and Demise were plotting to overthrow Death and gain control of the Collective.

Description:
Although humanoid in appearance, Demise is definitely not human. His skin has a metallic silver hue and is decorated with many black tattoos. He has little need or desire for clothing, proudly displaying his powerful physique for all to see.

Personality:
Demise is a headstrong, overbearing brute who would rather use his fists than his head.The only time he resorts to forethought is when he is unable to physically beat his opponent.

Quote: "I will crush your bones to dust, and then vaporize them!"

Hard-Ware		825 Point Sidekick
Dex: 1	Str: 1	Body: 5
Int: 5	Will: 5	Mind: 5
Infl: 3	Aura: 3	Spirit: 3
Init: 11		Villain Points: 24

Powers:
Mimic: 10, Molecular Chameleon: 10, Self Manipulation: 10

Advantages:
Connection (Collective, Low), Lightning Reflexes

Familiarities:
Binary Language, Floral Species

Drawbacks:
Strange Appearance, Catastrophic Psychological Instability (Psychotic)

Equipment:
Steel Bar [Body: 10, Cost: 36]

Background:
Character Type: Villain
Alter Ego: KaZark
Wealth: NA
Motivation: Nihilist
Occupation: Scout for the Demisian Astral Empire
Marital Status: Single
Known Relatives: None
Group Affiliation: The Collective
Base of Operations: Mobile
Height: Variable
Weight: Variable
Age: Unknown
Eyes: Yellow
Hair: None

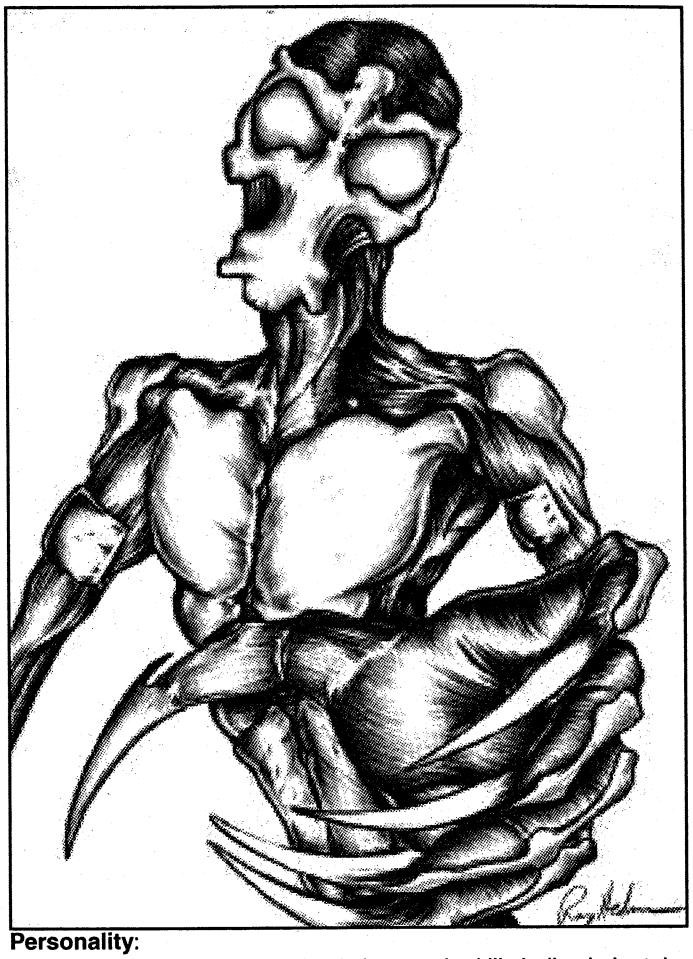
Powers and Abilities:
Hard-Ware uses his Molecular Chameleon on a small steel-alloyed bar which he carries with him at all times. This increases his Str Attribute to 10 unless he is deprived of the bar. His shapeshifting and mimicking abilities make him a formidable opponent. His preferred tactic is turning himself into gadgets and pieces of equipment useful to his teammates, such as listening devices, weapons, force field generators, etc.

Hard-Ware often mimics the various powers of his team mates, especially Replicator, as this allows him to make duplicates of himself for each member of the Collective.

History:
Hard-Ware is an artificial being created centuries ago by unknown scientists (perhaps even technowizards) in service to the Demisian Astral Empire.

Hard-Ware has loyally served Demise since he came to power and followed him when he came to Earth. Since that time, Hard-Ware has served him as a bodyguard and informant.With the dissolution of the Collective, Hard-Ware is never far from Demise, like a loyal puppy.

Description:
Hard-Ware looks to be composed of a grainy, metallic substance similar to iron filings found only on the Astral Plane. His abilities allow him to assume a variety of forms and fill a variety of functions. In general, his appearance is always a hodge-podge collection of traits mimicked from those around him.



Personality:
Hard-Ware is completely insane; he kills indiscriminately without hesitation or remorse. It seems as though Hard-Ware possesses a pathological hatred of all things living save Demise, and he takes great joy in killing anything unlucky enough to cross his path. Hard-Ware is unwaveringly loyal to Demise and will not, under any circumstances, act against him or do anything without his permission.

Quote: "WHIZZZZZ, CLICK, SNIP, GRIND, CRUNCH, POP."

Prometheus		1000 Point Character
Dex: 1	Str: 1	Body: 4
Int: 12	Will: 6	Mind: 6
Infl: 3	Aura: 3	Spirit: 3
Init: 16		Villain Points: 36

Skills:
Detective (Clue Analysis, Identification Systems): 7, Gadgetry: 12L, Medicine (First Aid, Surgery): 8,Scientist: 6H

Advantages:
Connection (Collective, High), Genius, Scholar (Engineering)

Familiarities:
Pick-up Lines, Hot Cars, Golf, works of Shakespeare, Languages (European 1)

Drawbacks:
Distinct Appearance, Catastrophic Irrational Attraction (More Power), Serious Irrational Fear (Losing his Humanity), Minor Physical Restriction (Missing Eye), Serious Physical Restrictions (Missing Right Arm, Missing Left Hand), Traumatic Flashbacks (Relives accident when arms are damaged, Common)

Equipment:
10 AP Private Laboratory

EXO-SKELETON [*Dex*: 6, *Str*: 5, *Body*: 10, Partial Armor: -3 CS Trick Shot, R#0, Cost: 133]
Limitations: Dex and Str are lost after 24 hours without recharge.

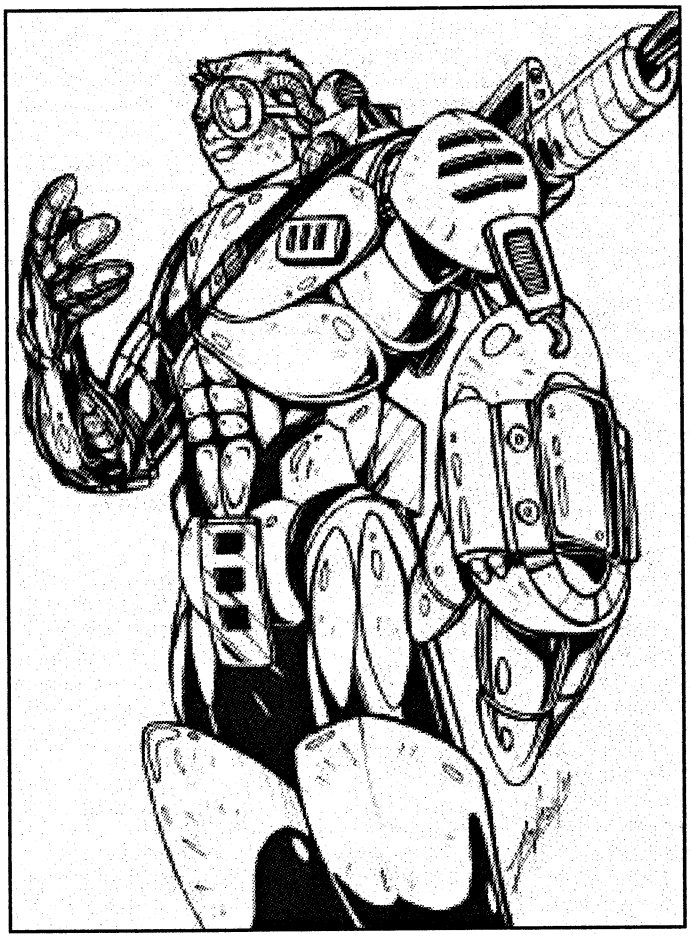
CYBERNETIC RIGHT EYE [Body: 1, Laser Beam: 10, Thermal Vision: 8, Miniaturization: 8, R#: 5, Cost: 58]
Advantages: Sharp Eye
Limitations: Laser Beam and Thermal Vision are lost after 24 hours without recharge.

CYBERNETIC LEFT HAND [*Str*: 9, Body: 5, Attraction/Repulsion: 7, R#: 5, Cost: 74]
Limitations: Str and Attraction/Repulsion are lost after 24 hours without recharge.

CYBERNETIC RIGHT ARM [Body: 8, Force Shield: 6, Neutralize: 10, Omni-Arm: 8, R#:5, Cost: 109]
Limitations: Force Shield, Neutralize, and Omni-Arm are lost after 24 hours without recharge.

Mega-Energy Rifle [Body: 6, Ammo: 6, Density Increase: 6, Energy Blast: 20, Force Field: 4, R#: 5, Cost: 75]
Bonuses and Limitations: Density Increase is for Increasing Weight Only and is Always On, Force Field Protects the Rifle Only.

Background:
Character Type: Villain
Alter Ego: Eric Dalton
Wealth: 10
Motivation: Power Lust
Occupation: Mechanical Engineer
Marital Status: Single
Known Relatives: Gary and Sue Dalton (parents), and Sherri Hayes (older sister)
Group Affiliation: The Collective
Base of Operations: Mobile
Height: 6'7"



Weight: 150 lbs.
Age: 25 years
Eyes: Blue, the other is an amber cybernetic replacement.
Hair: Med.brown

Powers and Abilities:
All of Eric's powers are tied to his cybernetic limbs and exoskeleton. He's a gifted engineer, a genius in fact! Given time and materials, there is no gadget he cannot build.

History:
Eric Dalton had just graduated college and was on the fast track to success. He was headhunted and courted by every major engineering firm in the country. He had a bright future ahead of him; power, money, and fame would all be his, but all that came to an abrupt end following a terrible car crash. Eric and his girlfriend, a young model named Candi Maples, had been drinking heavily at the company party and decided to leave for the night. He assured his coworkers that he was fine and tore off in his new sports car headed for home. Eric passed out at the wheel, and just a few miles from his condo, the small sports car jumped the median and crashed headlong into a speeding tractor trailer truck. The girl was killed instantly, but Eric survived. He was horribly injured; his arms were crushed in the accident and had to be amputated to prevent infection, and debris from the windshield left him blind in his left eye. His spine was bruised and cracked in many places;he would never walk unaided again.

The young engineer became obsessed with rebuilding himself. He consumed every text on the subjects of cybernetics, prosthetics, and advanced neuroscience. Using his contacts at the engineering firm, Eric oversaw the creation of a cybernetic exoskeleton, a wonder of engineering. Upon donning the suit, he realized the futility of his efforts. He was now more machine than

man, a parody of his former self, a monster. Eric Dalton's fragile mind snapped under the pressure, turning his rage and frustration on several technicians. Although no one was killed, the techs had to be hospitalized, and Eric was dismissed for his outburst.

Withdrawing from society, Eric used his savings and investments to fund further refinements to his cybernetic systems. He still lusted after money, power, and women, but he had come to realize that he must change his methods in order to attain what he desired. If society were to view him as a monster, he would become one, and if society could no longer give him what he wanted, he would just have to take it.

Adopting the namesake of Prometheus, the fire-bringing Titan of Greek mythology, Dalton sought the company of other monsters. He fell in with the Collective, seduced by Tared's promises of power, prestige, and immortality. More importantly, the resources of the Collective allowed him to continue refining his artificial body and limbs in an environment free of moral and ethical considerations.

Description:

Most of Dalton's body has been replaced and augmented by cybernetic systems that are obvious even to the casual observer. His left hand is overly large, yet powerful enough to heft his Rifle. The Right Eye is quite visible, but his right arm can re-shape effectively enough to resemble a real arm if not under close inspection. Unfortunately, the Exo-Skeleton makes Prometheus stand out like a sore thumb.

Personality:

Dalton is a bitter, broken young man obsessed with becoming human once again. He sees himself as a freak, unable to find love or acceptance in the arms of a woman. Of all the members of the Collective, Prometheus is the least conniving and most respected.

Quote: "I wouldn't stand there if I were you. ZAAAP. Oh, well I warned him."
"Don't touch that button! I wonder if other mad scientists have this problem?"

Cerberus		1000 Point Character
Dex: 5	Str: 3	Body: 4
Int: 6	Will: 10	Mind: 11
Infl: 3	Aura: 3	Spirit: 5
Init: 14		Villain Points: 25

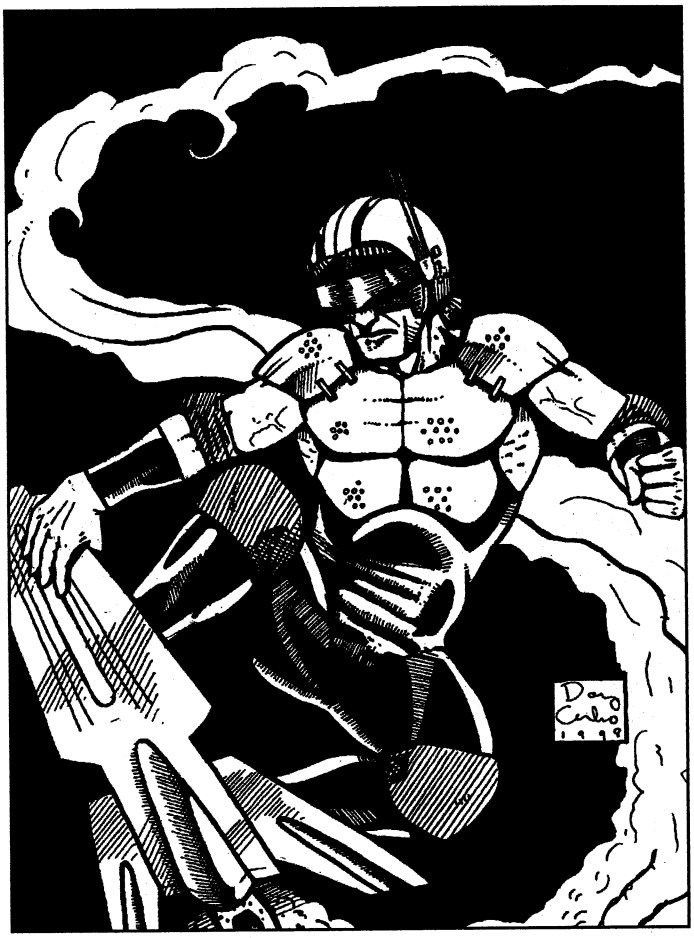
Powers:
Force Field: 5, Full Vision: 6, Mind Blank: 11L, Mind Blast: 10L, Mind Drain: 5H, Mind Field: 5, Mind Probe: 10L, Telekinesis: 10L, Telepathy: 9, Truesight: 5

Bonuses and Limitations:
Mind Field Protects User Only but Can Be Attacked Though. Telekinesis is Fatiguing. Force Field is Fatiguing.

Skills:
Thief (Concealment, Locks and Safes, Pickpocketing, Security Systems, Stealth): 7, Vehicles (Sk8 Board Specialization): 8

Advantages:
Connection (Collective, High), Leadership

Familiarities:
Fishing, Safecracking, and Skating Stunts



Drawbacks:
Attack Vulnerability (-3 CS vs. Mental Attacks), Serious Irrational Fear (Other Psychics), Unluck

Equipment:
BODY ARMOR [*Body*: 9, Partial Coverage (+3 Trick Shot to OV to avoid), Radar Sense: 6, Radio Communication: 10, Sealed Systems: 3, Shade: 6, R#: 2, Cost: 152]

Sk8 Board [Str: 2, Body: 7, Air Walking: 2, Joined: 5, Running: 8, R#: 2, Cost:35]

Background:
Character Type: Villain
Alter Ego: Brad Jenkins
Wealth: 1
Motivation: Mercenary
Occupation: Soldier of Fortune
Marital Status: Single
Known Relatives: Two brothers
Group Affiliation: The Collective
Base of Operations: Mobile
Height: 5'11"
Weight: 218 lbs.
Age: 27 years
Eyes: Hazel
Hair: Blonde

Powers and Abilities:

Jenkins possesses incredible mental powers which he uses to further his own twisted ambitions. His many abilities allow him to cause harm to his opponents without leaving any telltale evidence of his involvement such as fingerprints and blood trails.

History:

Before joining the Collective, Jenkins was a petty thief and small time hustler who used his abilities to commit crimes. Jenkins is far from a criminal mastermind; his criminal activities were intended to increase his personal wealth. Jenkins never graduated beyond robbing banks, jewelry stores, and muggings.

He has repressed much of his childhood, and he never discusses the details of his past with fellow Collective members, especially Demise who hounds him endlessly. However, several members of the Collective, namely Tamper and Dominator, have conducted an investigation of their own and uncovered the following details. Jenkins grew up on an isolated farm in rural Kentucky. It is not clear to them or anyone else why he began his life of crime, but they next caught his trail in southern Ohio. Their research indicated he was indeed a notorious, if unknown, bank robber. It also seems that Jenkins spent some time in Texas where he temporarily led a gang of rebellious, hover board-using punks known as the Sk8Ratz.

Eventually, Jenkins came to the attention of Narash Tared, who saw in him a hunger, a deep-seated desire for power. However, Jenkins was wholly lacking in direction. Tared provided Jenkins with his equipment and introduced him to the rest of the Collective.

It's a little known fact that Jenkins defeated Shadow Master earlier in his career. Jenkins was attempting to make off with a safe when Shadow Master stepped from the shadows and challenged him to a duel. Shadow Master fell victim to Jenkins' mental abilities, and Jenkins managed to escape but not with the loot. In the subsequent encounter with Shadow Master, Cerberus was soundly trounced by Shadow Master, but again, he managed to escape.

Description:

Besides his considerable mental abilities, Jenkin's appearance is far from remarkable. In most respects, he's quite plain, and were it not for his high tech armor and transport, he would easily be forgotten.

Personality:

Despite his intelligence, Cerberus is really little more than a common, though highly skilled, thug. His self-doubt and other personality flaws prevented him from ever rising to a position of authority within the Collective. His only reason for accepting the Demon's offer in the first place was the promise of power, wealth, and the possibility of being made immortal.

Quote: "I'll do anything with a high enough advance."

Scream		1000 Point Character
Dex: 7	Str: 5	Body: 9
Int: 7	Will: 6	Mind: 6
Infl: 7	Aura: 5	Spirit: 7
Init: 21		Villain Points: 30

Powers:
Flight: 20, Force Field: 15, Sonar: 10, Sonic Beam: 20

Limitations:
Flight is Winged. Force Field Protects User Only but Cannot be Attacked Through.

Skills:
Acrobatics (Dodging, Gymnastics): 7L, Military Science (Camouflage, Cartography, Danger Recognition, Demolition, Tracking): 7L

Advantages:
Connection (Collective, High), Prehensile Feet, Sharp Eye

Familiarities:
Bird Watching, Ham Radio Operation, and Speak Italian

Drawbacks:
Catastrophic Irrational Fear (Having Wings "Clipped" - Losing Ability to Fly), Serious Psychological Instability (Depression), Power Loss (All Powers Reduced to 0 in Audio Presence of High Energy Ultrasound (Rare))

Background:
Character Type: Anti-Hero
Alter Ego: James Fennimore
Wealth: 5
Motivation: Thrill Seeker
Occupation: Mercenary
Marital Status: Single
Known Relatives: None known
Group Affiliation: The Collective
Base of Operations: Mobile
Height: 6'0"
Weight: 168 lbs.
Age: 26 years
Eyes: blue
Hair: Brown

Powers and Abilities:

Scream likes to stay out of range of enemy fire, preferring to strafe them using his Flight and Sonic Beam powers. Once his opponents are buried under a half-ton of debris or lying at the bottom of a trench, Scream lets his teammates finish the job.



History:

Scream's origin dates back to the early 90s on a college campus in the Pacific Northwest. James Fennimore was a struggling college student who was down to his last 43 cents. He signed up to be a guinea pig to test a new medication intended for patients exhibiting severe depression. A blunder on the part of the researchers led to James receiving ten times the usual dosage. Awakening suddenly, he screamed, releasing a powerful blast that leveled the lab. As he sped from the lab, he found that his feet had left the ground and that he was flying. The surprise unbalanced him, and he crashed through several walls and trees on the trip back to his apartment, but he sustained no injuries.

Shortly after acquiring his powers, James quit school and became a freelance mercenary. He was moderately successful, but eventually he joined the Collective out of a need to belong.

Description:

Scream looks every bit the part of a supervillain right down to the stylishly black attire and mask.

Personality:

His thrill-seeking, devil-may-care attitude is a smokescreen intended to cover up his deep depression and self-doubt. James prefers to keep a distance from his allies and his enemies alike for fear that they will discover what he's really like. Unlike many of the other members of the Collective, Scream is not without compassion; many times he has been reprimanded by Death and ridiculed by Demise for attempting to undo some of the harm his teammates have caused.

Quote: "AAAAAAAAAAAGGGGGGGGGHHHHHHHHH."

Dominator (Deceased)		500 Point Character
Dex: 3	Str: 3	Body: 3
Int: 5	Will: 10	Mind: 5
Infl: 3	Aura: 3	Spirit: 3
Init: 13		Villain Points: 15

Powers:
Control: 10L, Hypnotism: 5H

Limitations:
Control and Hypnotism have Minor Power Burnout (2)

Skills:
Animal Handling (Riding): 4, Martial Artist (Assault, Battery, Blocking, Defense): 6

Advantages:
Attractive, Connection (Collective, High), Rich Family

Familiarities:
Horse Breeds, NYC Streets

Drawbacks:
Age (Young), Uncertainty

Background:
Character Type: Villain
Alter Ego: Jessica Smith
Wealth: 6
Motivation: Thrill Seeker
Occupation: Student
Marital Status: Single
Known Relatives: Jon & Sarah Smith.
Group Affiliation: The Collective
Base of Operations: Mobile, but born in New York City
Height: 5'4"
Weight: 96 lbs.
Age: 15 years
Eyes: Brown
Hair: varied with her mood, naturally brown with darker roots.

Powers and Abilities:

Dominator's sole power gives her the ability to dominate and control another's actions; her favorite tactic is to dominate the most powerful member of a group of foes and then cause him to attack his companions so as to cause the most amount of chaos.

History:

Jessica Smith was the typical girl next door. She grew up in New York City to loving (absentee) parents, attended school, and received average marks. She was average in every way save one: she possessed the ability to control others with her mind. At first she used her newfound power to take revenge on her classmates, but later, she used her abilities to manipulate her parents and teachers.

She soon ruled the school with an iron fist; she became a terror, a menace to whoever displeased her. Her actions were eventually noticed by Narash Tared, who saw to it that the girl received the necessary training in order to master her power. The demon manipulated Jessica to erase the knowledge of her from her parents'and everyone else's minds in order to give her a free reign. When Shadow Force descended upon the Collective, Dominator was slain by Frenzy. Jessica was not thorough enough when erasing minds, and there is currently a low-level police investigation concerning her odd disappearance.



Description:
Prior to her death, Jessica went to great lengths to alter her appearance to make her stand out. She wore face paint, dressed provocatively, and dyed her hair to suit her moods.

Personality:
Dominator was preoccupied with being recognized for her accomplishments. Like many girls her age, she thirsted for the recognition and acceptance of her peers, but with her joining the Collective, she found herself in over her head. Fear of her team mates prevented her from leaving and returning home.

Quote: "If my parents could see me now! "

Healer		500 Point Character
Dex: 2	Str: 2	Body: 3
Int: 4	Will: 5	Mind: 5
Infl: 4	Aura: 3	Spirit: 3
Init: 10		Hero Points: 20

Powers:
Damage Transference: 12, Systemic Antidote: 10

Bonuses and Limitations:
Damage Transference and Systemic Antidote have Minor Power Burnout (R#: 2). Damage Transference Heals Body, Mind and Spirit, and User Suffers No Risk of Injury. Systemic Antidote is Useable on Others.

Skills:
Acrobatics (Dodging): 4D, Artist (Writer, Painter): 4L, Medicine (First Aid, Forensic, Medical Treatment, Surgery): 4L

Advantages:
Connection (Collective, Low), Languages (European 1), Sharp Eye

Familiarities:
Cholesterol-Packed Cooking, Housekeeping

Drawbacks:
Age: Old, Guilt, Dependent (Wayland [All Attributes: 2, Wealth: 3, Scholar (Chemical Engineering), Scientist: 5, Age: Old, Gift of Gab, HP: 1, HP Bonus: 115], Uncertainty)

Background:
Character Type: Hero
Alter Ego: Emma Smith
Wealth: 3
Motivation: Upholding the good
Occupation: Mother and Grandmother
Marital Status: Married
Known Relatives: Wayland Smith (Husband), numerous children, and grand children.
Group Affiliation: The Collective
Base of Operations: Mobile
Height: 4'10"
Weight: It's not polite to ask such questions.
Age: 68 years
Eyes: Hazel
Hair: Silver gray

Powers and Abilities:
Emma's powers allow her to grant succor and heal those she touches. Whenever the Collective takes to the field en masse, Death sees to it that Healer is not far behind, ready to heal her team mates should the need arise.



History:
Emma's story is a sad one. She grew up on a farm in rural Delaware which had been in her family for over three generations. She lived an ideal life, tending to her chores and playing with her many siblings in a loving environment.Still, she dreamed of greater things, and after many years of hard work, she managed to save enough to attend college. There she met Wayland Smith, her future husband.They were married shortly after they graduated, he with a degree in Chemical Engineering and she with her Bachelor's in American Literature. They moved back to Delaware; Wayland took a job in Wilmington's booming chemical industry, while Emma became a stay-at-home Mom and later Grandmom.It looked as though they would live happily ever after, that is until tragedy struck.

Wayland was injured in an industrial accident and rushed to the hospital.The doctors were not hopeful; his injuries were severe, and he was unlikely to survive until the morning. Emma never once left his side, praying and wishing she could do something to help him.Without warning, Wayland went into cardiac arrest. Startled, Emma grabbed his hand, and she felt a surge run through her and into her beloved husband.The following morning, the doctors stood in stunned silence as they came into the room to find them both in good health and laughing.

Emma learned to use her powers to tend to various skinned knees and other childhood injuries endured by her children and grand children. Her compassion had few limits so she volunteered to teach Sunday School at the local parish.

That all ended when the Collective learned of her powers. Death had Demise and Hard-Ware pay the elderly woman a

visit while she and her family were on vacation in New York State and kidnapped her. The Collective had recently skirmished with Shadow Force and had taken heavy losses; many were injured and unlikely to live without aid. She did as she was bade and was returned to her home. There she was told to obey or her family would suffer the consequences. Every now and again, Emma must mysteriously leave her family in order to keep up her end of the bargain.

Following the attack on the stronghold, Healer escaped unharmed. She returned home to her husband and many grandchildren, hoping to put the whole sordid business behind her. Unfortunately for her, Demise has other plans for her and has assigned Hard-Ware the responsibility of finding her once again.

Description:

Emma is an elderly grandmother type with a warm round face, soft eyes, and a generous smile. She has astigmatism and must wear bifocals; otherwise, she's nearly blind. As to her attire when out in the field, she dons a simple gray and white cowl and robe to distinguish herself to her team mates.

Personality:

Emma is the victim of her own compassion. Her ability to heal has made her a valuable addition to the Collective, but her feelings of guilt are compounded by her knowledge that she is indirectly responsible for so much death and destruction at the hands of her team mates. If she refuses them aid, Demise and Hard-Ware will kill her family, and if she attempts suicide, Death will re-animate her, and she will serve in perpetuity.

Quote: "Please don't hurt my family. I'll do whatever you want."

Pilfer		500 Point Character
Dex: 8	Str: 5	Body: 4
Int: 4	Will: 4	Mind: 3
Infl: 4	Aura: 5	Spirit: 5
Init: 18(28)		Villain Points: 16

Powers:
Cling: 5, Power Drain: 9, Superspeed: 10

Limitations:
Superspeed has Minor Power Burnout (2)

Skills:
Thief: 8L

Advantages:
Connection (Collective, Low), Lightning Reflexes

Familiarities:
Sleight of Hand, Microwaving Small Living Animals

Drawbacks:
Altered Anatomy, Distinct Appearance, Involuntary Exile, Enemy: Romanian Government (1500 HP, Every Other Adventure), Catastrophic Irrational Attraction (Sadism), Serious Irrational Attraction (Kleptomaniac)

Background:
Character Type: Villain
Alter Ego: Tarius Cain
Wealth: 2
Motivation: Psychopath
Occupation: Sneak thief & advanced scout
Marital Status: Single
Known Relatives: siblings Marcius and Samantha Cain
Group Affiliation: The Collective
Base of Operations: Mobile
Height: 5'6"
Weight: 143 lbs.
Age: 23
Eyes: Brown
Hair: Gray with light and dark patterns

Powers and Abilities:

Pilfer prefers to ambush opponents and use his Power Drain to deprive them of their defensive powers. Once this is accomplished, he uses his Cling and Superspeed powers to disengage and lets his teammates finish them off. It is a cowardly, if not effective, tactic.

History:

Pilfer, like his siblings Marcus (Ripper), and Samantha (Frenzy), are the victims of their father's illegal genetics research. All three were genetically engineered prior to their births. Pilfer is the youngest; Samantha is the eldest, leaving the late Ripper as the middle child. All three grew up in the governmentally funded research facility surrounded by scientists and soldiers.

The details of their escape are sketchy and Pilfer refuses to talk about it with anyone, but it is assumed that the brothers Cain orchestrated their escape after murdering their father and destroying the lab. Afterwards, both Ripper and Pilfer headed for the border and eventually made it to America.They were eventually recruited by Death into the Collective.

Meanwhile, the Romanian government has forced Dr. Cain to continue his experiments, but little of his research survived the destruction of the lab. The key to his research was con-



tained in Cain DNA; upon discovering this, the government hired mercenaries to track down and capture Dr. Cain's surviving children.

The battle with Shadow Force ended with the death of Ripper. Pilfer fled the scene, enraged but impotent, unable to save his older brother's life. Demise tracked him down and convinced him to rejoin the Collective, a move that probably kept the beast from committing suicide.

Description:

Pilfer looks more beast than human, possessing several distinctly weasel-like characteristics including digitigrade feet, sharp claws, and a bushy tail for balance. His body is covered with short, downy fur, mottled so as to add to his stealth abilities.

Personality:

Pilfer is a conniving, sadistic little beast who takes great pleasure in harming others. His hobbies include kicking puppies, pulling the wings off flies, and placing bunny rabbits in microwave ovens. Since his brother's death, he has become quite sullen.

Quote: Grinning manacially. "Hey, come over here. I want to show something I found by the edge of this cliff."

Reflection		500 Point Character
Dex: 6	Str: 4	Body: 5
Int: 6	Will: 5	Mind: 5
Infl: 3	Aura: 4	Spirit: 3
Init: 15		Hero Points: 38

Powers:
Energy Blast: 10, Energy Absorption: 10, Reflection/Deflection: 10

Bonuses and Limitations:
Energy Absorption powers Energy Blast (+2 FC).
Energy Blast can only be used when charged by Energy Absorption (-2 FC). Energy Blast's AP rating is its maximum capacity. Energy Absorption has Lack of Control (-1 FC) defined as every time energy is absorbed, a check must be made with AV/EV equal to APs of Energy Absorption vs. OV/RV equal to cumulative RAPs absorbed (and not yet discharged through use of Energy Blast). Failure indicates that Reflection must discharge next phase or suffer the cumulative RAPs as Physical Damage.

Advantages:
Connection (Collective, Low), Insta-Change, Rich Family

Familiarities:
Heavy Metal Rock Bands, Alcohol Consumption, Playing Pool

Drawbacks:
Secret Identity, Serious Rage

Background:
Character Type: Anti-Hero
Alter Ego: James Edward Strauss
Wealth: 5
Motivation: Thrill Seeker
Occupation: unemployed
Marital Status: Single
Known Relatives: None known
Group Affiliation: The Collective
Base of Operations: Mobile
Height: 6'2"
Weight: 219 lbs.



Age: 26 years
Eyes: Hazel
Hair: Black

Powers and Abilities:

Reflection's powers require him to periodically recharge them with the use of his Energy Absorption power. In order to do so, Strauss throws himself in front of his compatriots, absorbing incoming energy blasts and redirecting them back toward his foes.

History:

Strauss and Prometheus have a history known only to them; one day Prometheus went into the field alone and came back with Strauss. During his initiation, Demise thought it would be funny to let the new guy have a little taste of his lightning power. By the time Demise regained consciousness, Strauss was a full member of the Collective and more or less untouchable. From that time on, Reflection and Demise have never seen eye to eye on any matter.

Description:

Reflection's appearance is not unusual in any way. In all respects, he dresses down, preferring to wear blue jeans and tank tops rather than any form of super-villain costume.

Personality:

Reflection exudes the personality of a smart, non-aggressive thrill seeker. He has never ever revealed his true intentions to the Collective, who believe he simply joined for kicks.

Quote: "Nice shot! Right back at ya'!"

Replicator		1000 Point Character
Dex: 5	Str: 5	Body: 5
Int: 5	Will: 5	Mind: 5
Infl: 5	Aura: 5	Spirit: 5
Init:17		Villain Points: 50

Powers:
Split: 10

Bonuses:
Split is Useable on Others and No AP Loss per Split.

Skills:
Gadgetry: 10, Martial Artist: 8, Scientist (Drawing Plans): 5, Thief: 7, Weaponry (Repla-Gun): 14

Advantages:
Connection (Collective, Low), Genius

Familiarity:
Poker Playing, Basketball

Drawbacks:
Power Loss (Split Power reduced to 0 when Replicator is constricted/grappled (Common))

Equipment:
Repla-Gun [Body: 5, Energy Blast: 10, Glue: 10, Ammo: 8, R#: 5, HP Cost: 44]
Advantages: Can be affected by Split with no AP Loss

Background:
Character Type: Villain
Alter Ego: David Frances Houser
Wealth: 7
Motivation: Mercenary
Occupation: Security Guard
Marital Status: Divorced twice
Known Relatives: mostly trailer folk
Group Affiliation: The Collective
Base of Operations: Mobile
Height: 5'9"
Weight: 201 lbs.
Age: 33 years
Eyes: Blue
Hair: Blonde

Powers and Abilities:
Replicator uses his Split power to create duplicates of himself and his fellows in order to fill holes in the ranks of the Collective. His preferred method of attack is duplicating himself and then overwhelming his opponent with sheer numbers. His ability works on his Repla-Gun as well.

History:
David Francis Houser was recruited into the Collective when he was in his early twenties. Houser never shared with his teammates the origin of his powers, but it is clear to the clever ones that it must have had to do with a very difficult childhood. Houser was never happier than when he was asked to join the Collective, and he was easily one of its most sadistic members.

Description:
Replicator's face is twisted into a permanent scowl, and his eyes possess an intensity many find disturbing.



Personality:
Replicator is a greedy malcontent solely motivated by money. He lives to make others miserable. He realizes he is not the most powerful member of the Collective, but he does take a great deal of pleasure in the knowledge that he increases the power of the Collective ten fold.

Quote: "Now you see me, and me, and me, and me, and me..."

Ripper (Deceased)		500 Point Character
Dex: 12	Str: 4	Body: 5
Int: 5	Will: 5	Mind: 5
Infl: 3	Aura: 4	Spirit: 3
Init: 22		Villain Points: 42

Powers:
Claws: 15, Cling: 4, Teleportation: 5

Limitations:
Teleportation is Self Only.

Advantages:
Connection (Collective, Low), Lightning Reflexes

Familiarities:
Street Smarts, Hedge Clipping

Drawbacks:
Minor Rage, Strange Appearance

Background:
Character Type: Villain

Alter Ego: Marcius Cain
Wealth: 3
Motivation: Psychopathic
Occupation: Scout for the Collective
Marital Status: Single
Known Relatives: Siblings Tyrius (Pilfer), and Samantha (Frenzy).
Group Affiliation: The Collective
Base of Operations: Mobile
Height: 6'1"
Weight: 290 lbs.
Age: 23 years
Eyes: Yellow
Hair: Gray with brown and black stripes

Powers and Abilities:

Ripper uses his powers to gain entrance to facilities and places the other members of the Collective cannot. Once battle is joined, Ripper simply throws himself into the melee using his claws to carve up his foes like a Thanksgiving turkey.

History:

Like his siblings, Frenzy and Pilfer, Ripper was genetically created in a lab. After their escape, Ripper and Pilfer made it to America, eventually joining the Collective in hopes of acquiring the prize of immortality.

During the assault by Shadow Force, Ripper was overcome and captured when he foolishly took on the Husk without aid. Teleporting down an elevator shaft to the roof of the car that Shadow Force was travelling in, Ripper was detected by the Husk, who simply dissolved through the moving elevator car and blasted the surprised beast.

Ripper's body was dragged from the car, but his sister, Frenzy, forced her way through her companions and fell upon her unconscious brother, rending him limb from limb. Before her teammates could restrain her, Frenzy had already killed Ripper. Pilfer watched the entire escapade from the shadows, unable to defend his helpless brother.

Description:

Like both Frenzy and Pilfer, Ripper could not easily pass for human. His odd build, stance, and long curving talons distinguish him as a feral humanoid.

Personality:

Contrary to how Pilfer feels, Ripper was not the stupid, ponderous brute his brother assumed him to be. He was just less vocal. He was every bit the sadistic killing machine his brother is. Ripper was thrilled at the opportunity to dice up his opponents. But unlike Pilfer, he was more stoic, reserved in his sadism and far less erratic. Unknown to Pilfer, if push came to shove and only one or the other could receive the prize of immortality, Ripper would not have hesitated to kill his own twin brother.

Quote: "If I'm not s'posed to kill people, how come they die so easily!?!"



Tamper		500 Point Character
Dex: 5	Str: 8	Body: 4
Int: 5	Will: 3	Mind: 4
Infl: 4	Aura: 4	Spirit: 5
Init: 14		Villain Points: 30

Powers:
Scramble: 10, Transform: 10

Limitations:
Scramble and Transform have a Serious Lack of Control (-2 FC) Limitation. Scramble and Transform automatically activate if Tamper uses more than 3 APs of Strength and remain active and uncontrollable for a number of AP's (in time) equal to the APs of Strength used.Transform can only be used to turn people into hideous monsters.

Skills:
Thief (Concealment, Security Systems, Stealth): 7, Weaponry (Firearms, Melee Weapons): 7

Advantages:
Area Knowledge (Chicago), Connection (Collective, Low), Luck, Ultra Luck

Familiarities:
Rapping, Use Playtendo

Drawbacks:
Age: Young (16), Guilt (Death of Parents), Serious Irrational Fear (Being Physically Touched: Activates Catatonia)Catastrophic

Psychological Instability (Catatonia), Serious Rage, Traumatic Flashbacks (Uncommon, Viewing "Crushing"), Uncertainty

Equipment:
x2 Submachinegun [Body: 4, AV: 5, EV: 5, Range: 5, Ammo: 4, R#: 3, Cost: 13]

Background:
Character Type: Villain
Alter Ego: Julio Rodriguez
Wealth: 1
Motivation: Nihilist
Occupation: Street thug
Marital Status: Single
Known Relatives: Grand parents, Salinas, Texas
Group Affiliation: the Collective
Base of Operations: Mobile
Height: 5'7"
Weight: 143 lbs.
Age: 17
Eyes: Brown
Hair: Brown

Powers and Abilities:
Julio possesses the ability to transform others into hideous mutated monsters with a touch. In the past, he has reduced his opponents to a primitive bestial state with this power. He uses this ability to sow discord in his enemies.

History:
Tamper is a deeply troubled teen. His ability to mutate others with a touch manifested one night after his father attacked him for coming home late. The end result was both of his parents were transformed into misshapen mutants, who fled into the streets in order to escape their son's wrath. His parents would later be gunned down by the police thus sending the youth deeper into psychosis.

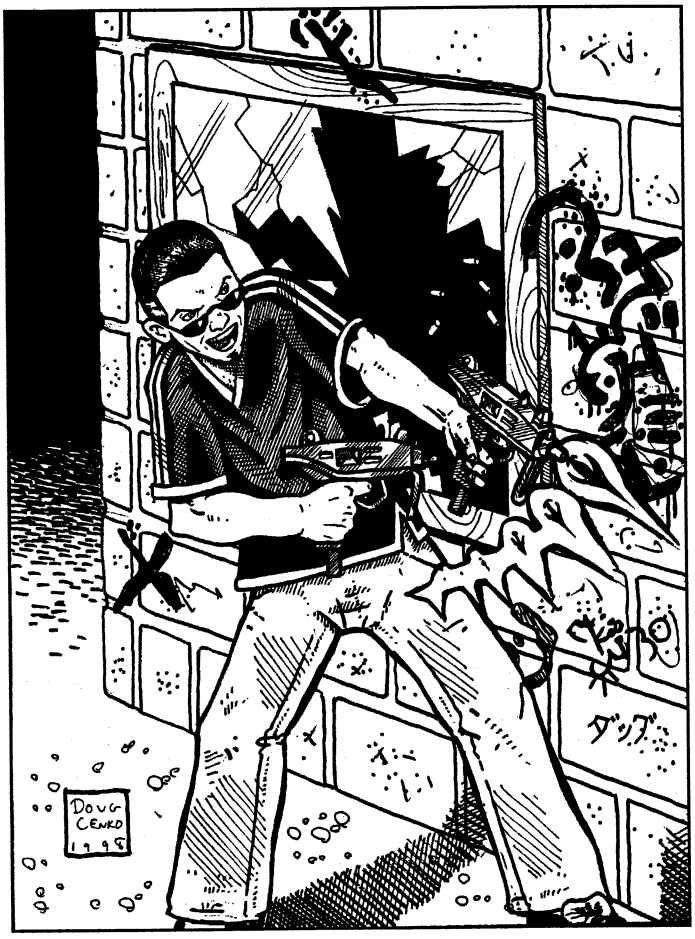
It was at this time that Julio learned that his superhuman strength was closely tied to his powers. Exerting himself in any way caused his ability to manifest; anyone he touched instantly transformed. As Julio sped from his home, knocking aside cars, kiosks, etc., he left a trail of mewing confused monsters in his wake.

His mind was dealt the final blow when, in a rage, he crushed his friend. He lapsed into catatonia and was rescued by child welfare. While incarcerated, Tamper's exploits attracted the attention of Death, who broke him out of the institution and under his wing, turned him into a nihilistic killing machine.

Description:
Julio is a Hispanic youth who favors sports jerseys and overly large blue-jeans slung low.

Personality:
Julio's contact with Death and the Demon Narash Tared has left him dangerously unstable. He still suffers traumatic flashbacks when he sees someone or something crushed and lapses into catatonia whenever touched. He may be beyond hope.

Quote: "DON'T TOUCH ME!"



Crossfire

Founded: 1991
Active Roster: Anarchy Man, Jay Bolt, Mindhammer, Striker, Warrior
Deceased or Inactive: Katana III (deceased), Venture (retired)
Current Base: Various locations around Washington, D.C.
Old Bases of Operation: Underwater Headquarters in the Potomac River
Allies: United States Government
Major Battles: 1995 - Atlantean Lords, 1997 - Dehumanizer
Total Team Point Value (Current Roster): 11,000

Leader: Striker

Goals: Mutual Protection

Area of Influence: United States

Unusual as super hero teams go, Crossfire was founded in the early 1990s not to fight corruption (although it does) or to preserve the American way of life (ditto), but rather to serve as a kind of "mutual protection society." The last two decades of the twentieth century were an increasingly dangerous time, particularly for individuals with superpowers. Although they often fundamentally disagree with each other's politics and beliefs, the team has survived nearly ten years because each member has a deep-seated respect for life and honor. It doesn't hurt that they have saved one another on numerous occasions and have seen their fellow members die.

Crossfire has not kept a particularly low profile, although they tend to react to attacks rather than adhering to a uniform vision of Earth's future. They have been involved in a large number of minor operations against minor criminal figures in and around Washington, but they are best known for two spectacular conflicts.

The first of these major battles took place in September, 1995, when the team came to the aid of Striker. Striker had been blackmailed by the Atlantean Lord Sage to serve as his personal bodyguard. This was in anticipation of an attack by a group calling themselves "the Twelve," who, apparently, had sworn to defeat the Atlantean Lords. The plan backfired, however, and Crossfire was able to save themselves (though not their base, which was utterly destroyed in the "crossfire") from the wrath of both the Atlantean Lords and the Twelve. Because Sage kidnapped Striker's daughter, Striker has sworn to have vengeance on Sage. This vengeance has not yet come to pass.

The second battle was one of the few which Crossfire undertook at the government's request.The encounter, in December of 1997, was to be fateful in many ways. NORAD picked up an incoming threat from outer space, and Crossfire responded to their request for aid.The team encountered Dehumanizer, one of the most vicious killers in the history of the galaxy. The battle between Crossfire and Dehumanizer was the stuff of legend – a drag-out slugfest that ended in victory for Crossfire but only at the cost of James Lee, Katana III, who was disintegrated by Dehumanizer. At present, Dehumanizer's asteroid continues to orbit the sun, and the evil cyborg has not yet been destroyed. In a sense, Crossfire hasn't been the same since this battle. Katana III and Jason Disland were very close before this, and since his friend's death, Disland has kept much more to himself.

This being the case, Crossfire remains a vibrant and important part of the superhero environment.

Note to the Gamemaster: The team really has two poles: Anarchy Man and Striker; this is ironic considering their strident opposition to each other politically. Both of these heroes are important figures in the Washington, D. C., area. It is also important to realize that Jason Disland has a great many other responsibilities and rarely "adventures out on his own." Likewise, Mindhammer plans to leave Earth in the near future and continue his crusade against the Diluvian Star Empire. As a result, you should feel free to add two or three lesser powered heroes of your own creation to the Crossfire team.

Anarchy Man		2500 Point Character
Dex: 10	Str: 4	Body: 6
Int: 7	Will: 7	Mind: 7
Infl: 7	Aura: 7	Spirit: 9
Init: 26		Hero Points: 156

Skills:
Detective: 7L, Gadgetry: 14, Martial Artist (Assault, Battery, Blocking, Defense): 10L, Thief (Forgery, Locks and Safes, Security Systems, Stealth): 10L, Vehicles (Land Vehicles): 10L, Weaponry (Firearms, Melee Weapons): 10L

Advantages:
Area Knowledge (Washington, D.C.), Confined Headquarters, Connection (Washington, D.C. Street Gangs, Low), Connection (Labor Unions, Low), Connection (Washington, D.C. Homeless Community, High), Connection (Crossfire, High), Genius, Iron Nerves, Language (Spanish), Scholar (Electronics, Political Theory), Local Hero (Among the poor and disenfranchised)

Familiarities:
History of Class Warfare, Homemade explosives, Auto mechanics

Drawbacks:
Minor Irrational Attraction (Leaving the anarchy symbol as his calling card), Serious Irrational Attraction (Doing the Right Thing), Minor Rage, Mistrust, Secret Identity, Traumatic Flashbacks (Rare, Seeing an innocent die at the hands of the police)

Equipment:
ANARCHY BIKE [Str: 4, Body: 6, Acid: 8, Energy Blast: 10, Fog: 10, Force Shield: 12, Gliding: 5, Glue: 8, Radar Sense: 10, Radio Communication:10, Running: 8, R#: 2, Cost: 390]

ANARCHY MOBILE [Str: 6, Body: 10, Running: 7, R#: 7, Cost: 59] The Anarchy Mobile is a modified 1977 Chevy Impala (black with tan interior). Its trunk should be considered to have the Dimension Travel Power with the Tesseract Limitation.



ANARCHY SUIT [Str: 6, Body:8, Detect (DNA Patterns): 10, Electric Being: 9, Energy Blast: 7, Force Field: 7, Power Reserve: 15, Projectile Weapons: 1, Sealed Systems: 8, Sonar: 5, Sonic Beam: 12, Ultra Vision: 5, R#: 2, Cost: 706]

Bonuses and Limitations: Detect (DNA Patterns) has a Range of 1 AP (10 ft). Electric Being automatically attacks anyone who does not have a DNA pattern logged as "friendly." Force Field protects User Only, and User can attack through Field. Power Reserve powers Dex, Str, Electric Being, Energy Blast, Force Field, and Sonar. Projectile Weapons only shoots a stream of paint which does no damage. Sonic Beam has No Range and No AV.

Anarchy Knife [Body: 5, EV: 3, Cost: 13]

Anarchy .50 Caliber Handgun [Body: 5, EV: 6, Range: 6, Ammo: 8, R#: 2, Cost: 19]

11 AP ABCD Omni-Gadget (x2)

ANARCHY TOOL BELT [Body: 2, 15 AP Repair kit, R#5, Cost: 8]

Background:
Character Type: Hero
Alter Ego: Dan Regilia
Wealth: 2
Motivation: Seeking Justice
Occupation: Dark Avenger of the Poor and Disenfranchised
Marital Status: Single
Known Relatives: None
Group Affiliation: Crossfire
Base of Operations: Washington, D.C.

Height: 5'8"
Weight: 156 lbs.
Age: 28
Eyes: Brown
Hair: Black, overmousssed with a white forelock

Powers and Abilities:

Anarchy Man's many powers come from his gadgets. Besides these technological marvels, he is otherwise a normal (if not deranged) human being.

History:

The details of Anarchy Man's life are known only to himself. He uses the name "Dan Regilia," but this may or may not be his given name. He has no birth certificate, no credit cards, and a variety of social security numbers. He has no family and has a permanent residence only a few months at a time. Nothing is known about his parents, as he is an orphan and was raised almost exclusively in foster homes. He has always been poor and has almost always been alone.

As a junior high school dropout, the individual who would become Anarchy Man never had an easy time finding work.Though he was barely literate and had few skills, his job problems resulted less from a lack of ability than from an unwillingness to follow orders or conform to any common standards of behavior. Even in those days, when he often slept in doorways and could not imagine his life ever changing for the better, he possessed an inner strength and willpower that kept him alive. While he was not willing to bend, he was willing to fight. In order to survive, he was also more than willing to steal.

Regilia's life of crime was basically a matter of getting enough to eat. He had little interest in valuables like jewelry or even cash, which he saw as merely an intermediary between himself and what he actually needed: food. He performed frequent raids on grocery stores around Washington and developed great skill at breaking, entering, and looting. Early on he tended to trip alarms, and he narrowly escaped the police on many occasions. After awhile he was an expert. He took pleasure in his ability to survive without obeying the rules.

One night Regilia made a mistake that would change his life forever. Entering what he thought was a grocery chain store through a back window, he took his bearings and realized he had actually broken into a bookstore! Even worse, a lucky security guard had spotted him and raised the alarm.Thinking they would make good kindling for the barrel fires he used for warmth during the colder nights, he grabbed an armful of books and made his escape.

In the relative safety of a nearby alley, a frustrated Regilia surveyed the night's gains. Most of the books were incomprehensible to him, but one was simple enough for him to understand: **Learn to Read**. That night Regilia distracted himself from his hunger by paging through the book.The next day he found that he had made a tiny but significant gain in his ability to understand his surroundings. He was able to make out a few words of the newspaper and read some of the billboards along the overpass. He found this intriguing, and the next week he returned to the bookstore and successfully made off with Learn to Read volumes 2-6.

After months of struggle, Regilia taught himself to read. As time went on he began to steal books almost as often as he did food. He was especially interested in books on politics, but books on math and engineering seemed to be the easiest for him. He devoured volume upon volume of calculus and electrical engineering texts. He also found comfort in books on current events and philosophy. The more radical works stated clearly what he had always known and felt: that the values most people

held were really imposed upon them by more powerful individuals, that society was dominated by a way of life that made true freedom a fantasy at best, and that the system could function only by crushing people's spirits so horribly that they were unable to fight back.

While Regilia was gaining his education, things were getting worse in Washington, D.C. Drugs, violence, and poverty had turned his neighborhood into a war zone. Worst of all, the local police were exacerbating the problem. Behind the veil of Law and Order the cops were, in fact, the most successful drug dealers in the city and also the most violent.While the politicians and bureaucrats looked the other way or lined their own pockets, the city, especially the lower-class neighborhood where Regilia and his friends lived, was on the verge of total disintegration.

One night around this time, Regilia witnessed a particularly bloody episode of police violence. As he watched, the police beat an unarmed "suspect" (actually a customer who was out of money); he felt as if the City was calling out to him. He heard the screams of the victim, and heard the screams of untold millions crushed beneath the oppressor's boot. He felt as if he could see all the broken spirits from history piled up in the street like corpses, reaching past the sky. As a righteous fury surged within him, he knew that from that day he would not stand by as the powerful had their way with the meek and downtrodden. He would become the fist of the oppressed, a dagger stabbing at the rancid black heart of the power structure. He would become Anarchy Man!

Using parts he acquired from electronics supply houses and computer stores, Regilia constructed the first Anarchy Suit, featuring body armor and built in stun guns as well as a closed air supply and infrared scope. It was functional but unreliable; it made the current Anarchy Suit look like a private jet.

Nonetheless, it was wearing this suit that Anarchy Man made his first appearance, crashing through the front door of the local police precinct to announce his presence and intentions to a group of startled and amazed cops. Though he was initially written off as a nut with an overactive imagination, the police soon found that he had a annoying ability to anticipate and disrupt their "operations." Soon he was actually costing them money and eliminating him became a top priority for the police force.

Over the past few years, Anarchy Man has become a regular call-in guest on Jake West's radio program (loudly combating what he calls West's "fascist" views). He has also upgraded his Suit using alien technology obtained from his good friend, Mindhammer.

Description:

The manic Anarchy Man dresses in the skin tight suit of powered armor with an anarchy symbol on the chest. In fact, every piece of equipment is labeled with the symbol.

Personality:

Many people think Anarchy Man is a nut, but in fact this is a facade he uses to frighten his enemies. He learned early on that people are terrified of things they cannot control and even more so of people who do not seem to be in control of themselves. He does what he does out of anger but also out of kindness and a deeply held belief in the ability of individuals to think for themselves. He is intelligent and a fairly sophisticated thinker, but he is also something of an ideologue and can be very rigid when dealing with political issues. He is broadly knowledgeable on current events and politics and possesses a unique talent for electronics and weapons design. Despite his talents, he has no wish to participate in the capitalist system he despises, and his lifestyle is still quite similar to that of his pre-hero days, although now he allows himself a room at a boarding house.

Anarchy Man is basically a loner but remains a member of Crossfire for protection. He is frequently in conflict with the other members of the team, especially Striker, whom he considers well-meaning but misguided. However, he shares Striker's loathing of drug dealers, whom he sees as particularly vile capitalists.

The current Anarchy Suit is a newer model incorporating Diluvian technology and is far more advanced (and more reliable) than the original.He still drives the original Anarchy Mobile but has also built an Anarchy Cycle, which he sometimes prefers these days.

Quote: "So, the entire financial district got disintegrated. Don't get all worked up."

Jay Bolt		2000 Point Character
Dex: 5	Str: 5	Body: 5
Int: 5	Will: 3	Mind: 4
Infl: 3	Aura: 3	Spirit: 3
Init: 13		Hero Points: 33

Skills:

Acrobatics (Dodging): 5L, Gadgetry: 5L, Military Science: 5L, Vehicles (Air Vehicles, Land Vehicles, Water Vehicles): 9, Weaponry: 9

Advantages:

Connection (Crossfire, High), Intensive Training, Military Credentials (Low), Scholar (Auto mechanics)

Familiarities:

Military History, Wilderness Survival



Drawbacks:
Dependant (Wife), Minor Irrational Attraction (Showing Off), Minor Irrational Attraction (Gambling), Public Identity, Socially Inept

Equipment:
ELVIS,THE CROSSFIRE LIMO [Dex: 10, Str: 10, Body: 15, Int: 9, Will: 9, Mind: 9, Charisma (Intimidation): 10, Scientist: 9L, Vehicles: 10L, Detect (Brain-wave patterns): 10, Energy Blast: 15, Extended Hearing: 10, Force Field: 10, Invisibility: 10, Power Reserve: 10, Radio Communication: 15, Running: 9, Sealed Systems: 10, Self Manipulation: 15, Ultra Vision: 10, R#: 2, Cost: 1560] **Bonuses and Limitations:** Power Reserve powers Dex, Running, Force Field, Energy Blast, Vehicles. Self Manipulation may only be used to transform the car into any of the following forms: boat, tank, spacecraft, humanoid robot, VTOL aircraft, limousine, sports car, and drilling rig. There are no prescribed ability or AP requirements for any of these forms. **Advantages:** Misc. Advantage (Each time a person enters the car, they are scanned with Detect (Brain-wave patterns). If the person does not have Jay Bolt's brain wave patterns, the person will not be able to drive the car.) **Familiarities:** Mechanical Physics, Chemistry, Quantum Physics, Biochemistry, Computer Hardware **Drawbacks:** Socially Inept

Background:
Character Type: Hero
Alter Ego: Jay Bolt
Wealth: 9
Motivation: Thrill of Adventure
Occupation: Chauffeur
Marital Status: Married
Known Relatives: Doreen Bolt (wife, currently separated)
Group Affiliation: Crossfire
Base of Operations: Washington, D.C.
Height: 5'9"
Weight: 265 lbs.
Age: 44 years
Eyes: bloodshot
Hair: thinning

Powers and Abilities:
Jay Bolt has no powers or supernormal abilities of any kind. He's just very good at what he does.

History:
In a world populated with costumed heroes and villains, Jay Bolt stands out as one of the few non-augmented members of the super-hero community.

His story begins in the steaming jungles of Vietnam where Sergeant Bolt and Colonel West, who would one day be Striker, first met. The two became fast friends, saving each other's lives many times over the course of their tour of duty. West was impressed by Bolt's daredevil antics and ability to accomplish the impossible. However, late in the war, West threw himself on a grenade intended for Bolt. Cut off and running low on ammunition, Bolt dragged his injured buddy through ten miles of dense jungle and enemy territory until they were rescued.

While recuperating in the hospital, Colonel West was offered the opportunity to participate in a top-secret project which would one day transform him into Striker. After the war, West and Bolt lost touch with one another and did not speak for many years.

At the close of the war, Bolt headed for Hollywood to pursue his dream of becoming a professional stunt man. He found he had a knack for beating the odds, and for ten years he toured the country performing in stunt shows and movies. When Colonel West resigned his commission to start his career as a radio talk show host, he called upon his long lost friend and asked if he'd like to serve by his side once again. Bolt accepted.

Today, Bolt is a valuable member of the Crossfire team. He makes sure Colonel West receives everything he needs both in and out of his Striker persona. He acts as personal driver, bodyguard, confidant, and best friend. When necessary, Bolt provides a convenient excuse if Colonel West needs to disappear, and he sees to it that West's ex-wife and daughter are well cared for. He personally sees that the Colonel's vehicles are maintained and that every little detail in the Colonel's life works like clockwork.

Description:
Bolt is not a spandex clad super hero; he doesn't even own a costume. At first glance, Bolt looks like a 40's style gumshoe, with rumpled clothes, a worn out trench thrown over a thread-bare collar, a tasteless tie, and several days worth of scruff. Because of the long hours, Bolt's eyes are always bloodshot, his hair is usually uncombed, and his teeth could use a good brushing.In short, he's a mess, but this is how Jay wants himself to appear: soft, weak, and slow. More than one villain or thug has found out too late that Jay Bolt is not a man to be trifled with. A word to the wise, never, under any circumstances, cause Bolt to spill his coffee.

Personality:
Many words come to mind when describing Jay Bolt: among them obnoxious, overbearing, foul-mouthed, and show-off. He makes a terrible first impression with his disheveled appearance and the perpetually full cup of coffee. He naturally rubs people the wrong way, but once you get past his sand-paper rough personality, you realize you're dealing with one of the nicest guys you ever meet. Bolt is fanatically loyal to his friends and has a strong sense of right and wrong. In spite of his "if it don't hurt me... I don't care what he does" credo, he does occasionally stand up for the little guy as well as those who cannot defend themselves. Bolt has re-programmed the Crossfire Limo to have a personality very similar to his own, much to the dismay of most of the team.

Quote: "Hey! Yous kids, get away from Elvis before I wrap dis tire iron round your scrawny little necks!

Mindhammer		1500 Point Character
Dex: 6	Str: 7	Body: 10
Int: 9	Will: 11	Mind: 10
Infl: 6	Aura: 7	Spirit: 10
Init: 21		Hero Points: 153

Powers:
Damage Transference: 10, Danger Sense: 10, Detect (Evil): 10, Extra Limb: 0, Flight: 8, Invulnerability: 10, Mind Blast: 19, Mind Field: 11L, Remote Sensing: 0, Systemic Antidote: 3, Truesight: 8

Bonuses and Limitations:
Mindhammer can attack through his Mind Field. Remote Sensing represents Mindhammer's eyestalk and can be used to see around corners and such but not to see anywhere his eyestalk could not actually reach.

Skills:
Artist (Actor): 3, Charisma (Persuasion): 8, Military Science: 5, Vehicles: 5

Advantages:
Connection (American Wrestling Conference, High – in Secret Identity Only), Connection (Crossfire, High), Iron Nerves, Scholar (Philosophy & Religion), Sharp Eye

Familiarities:
Pro-Wrestling Culture and History, Diluvian History, Military History, Astrogation

Drawbacks:
Exile (Involuntary, Diluvia) , Fatal Vulnerability (Immersion in salt water, No Intrinsic Range, Common), Guilt (Death of Katana), Catastrophic Irrational Attraction (Protecting the Innocent), Minor Irrational Attraction (Being loyal to Anarchy Man), Mistrust (Superhero identity only), Secret Identity (Mindhammer must wear a large helmet and elaborate costume for his pro-wrestling identity. He cannot simply pass as a normal human.), Strange Appearance

Background:
Character Type: Hero
Alter Ego: Mindhammer McDougal
Wealth: 11
Motivation: Responsibility of Power
Occupation: "Mindhammer McDougal" – American Wrestling Conference
Marital Status: Single
Known Relatives: None
Group Affiliation: Crossfire
Base of Operations: Washington, D.C.
Height: 6'4", 9'2" with eyestalk.
Weight: 311 lbs
Age: 49 years
Eye: Green
Hair: None

Powers and Abilities:
The powers exhibited by Mindhammer are due in part to the training he received under the tutelage of the alien monk Grumman.His other abilities are inherent to his species, the Diluvians.

History:
Mindhammer's species, the Diluvians, are a race of conquerors native to the planet Diluvia in the Roton System. An expansionist power, The Diluvian Star Empire maintains a vast



standing army. The average Diluvian Marine is a killing machine who thrives on carnage and the pain they inflict on their enemies.

Like many Diluvians, Mindhammer was pressed into military service, though not initially against his will. Mindhammer was an exceptional soldier, possessing an almost animal cunning, bloodthirstiness, and fearlessness in combat. He rose quickly through the ranks, eventually commanding his own squadron of deadly Diluvian fighters. He was ordered to a nearby system to quell an uprising which threatened to cut off important trade with Diluvia.

Mindhammer's squadron suffered heavy losses and were routed as the rebels held their ground, their lines reinforced by Oovan mercenaries. Mindhammer's ship was heavily damaged by particle weapons fire when he attempted to rejoin his squadron. His ship spiraled out of control, crashing on a barren moon. He lapsed into a coma for many weeks. When he finally regained consciousness, he found himself in the home of a mysterious ascetic calling himself Grumman.

Mindhammer was immediately suspicious of his host's motives for saving his life, as Grumman's concepts of compassion and mercy were foreign to him, but his many injuries precluded any form of travel.With no obvious alternatives, Mindhammer accepted his situation and allowed the monk to continue to care for him.In time, he learned to trust his mysterious benefactor, and they grew to be friends.

During his convalescence, Mindhammer revealed much of his life to Grumman, including his many exploits as an Imperial Marine. Grumman countered with talk of peace, a concept completely foreign to Mindhammer. As his injuries continued to heal, Mindhammer learned much from his mysterious host.Among the many lessons he learned, none was more important than the idea that force and violence were unacceptable paths to enlightenment, and that the Diluvian way of life was dishonorable. In

time, Mindhammer adopted Grumman's personal code as his own:

Never commit an act of violence except to defend your self or another.
Always seek a peaceful resolution before resorting to violence.
Protect the innocent.
Show compassion and mercy to others.
With power comes responsibility.
Be loyal to one's friends.

Once Grumman was sure of Mindhammer's sincerity, he accepted him as his apprentice. Grumman's teachings allowed Mindhammer to develop his powers beyond the limits of any other Diluvian before him. After eleven years at his master's side, Mindhammer developed extra-sensory awareness, the ability to fly, and he unlocked his deadliest weapon: the Mindblast. By this time, Grumman's health was fading, and his time among the living was nearly at an end.

With his master's permission, the Diluvian bid Grumman farewell and spent the next several months repairing his ship's communications systems. He was ultimately rescued by a passing freighter bound for Diluvian space and worked for his passage. Upon arriving on Diluvia, he set about spreading Grumman's word among the slums; the peaceful philosophy appealed to the downtrodden. Eventually, word of his teaching reached the wrong ears, and Mindhammer was brought up on charges of high treason.

During the trial, he was offered two alternatives, the first being his renunciation of Grumman's philosophy and return to the military, and the second was execution; he chose the latter. On the eve of his execution, a valiant band of his followers stormed the detention center where Mindhammer was being held by the Emperor's secret police, the Unseen Legion. During the attack, the Unseen Legion released a paralyzing gas into the air of the center; Mindhammer succumbed almost immediately and had to be dragged away by his surviving followers. He awoke after many hours at the helm of a small starship bound for the border of Diluvian space.

After weeks of travel, Mindhammer's tiny ship arrived in the Sol system. Mindhammer set course for the only planet capable of sustaining life and crash landed once again.This time, he escaped serious harm, but the fragile ship was finished.While on Earth, Mindhammer eventually met and befriended Anarchy Man. The eccentric human instructed the Diluvian in the ways of human language and customs. Shortly afterwards, Mindhammer was introduced to Jay Bolt and Striker who offered the strange alien sanctuary and camaraderie in exchange for his help in fighting Evil. Mindhammer accepted.

In order to pay the bills and maintain a semi-normal life on Earth, Mindhammer has joined the ranks of the professional wrestling circuit. He fights under the name Mindhammer McDougal, a character loosely based upon his own life. Most fans who follow his exploits in the ring believe his otherworldly appearance is a costume. He makes millions annually but donates most of the money to worthwhile charities.

During the battle with Dehumanizer, Mindhammer was faced with a terrible decision which left him guilt ridden.While battling Dehumanizer, Striker was infected with the Dehumanizer chip and was slowly being converted while at the same time Katana III was being slowly disintegrated by Dehumanizer. Mindhammer chose to help Striker, counting on Lee's regenerative abilities to sustain him. Striker managed to rip the chip from his chest but not before Katana III was disintegrated.

Mindhammer still wishes to bring the word of Grumman to his people and has been planning in recent months to leave Earth and return to Diluvia, with the hopes of displacing the Emperor and bringing peace to all Diluvians. Only the future will tell.

Description:
Mindhammer looks like a slavering alien bug-eyed mutant reminiscent of 60's style hot rod magazines.

Personality:
Contrary to his fearsome appearance, Mindhammer is not a monster. He's a thoughtful, peace loving creature possessing strong moral convictions. To the best of everyone's knowledge, Mindhammer has never compromised his code. With the death of Lee, Mindhammer has been forced to re-evaluate his code and oath to Grumman. It will be many years before Mindhammer comes to grips with Katana's death.

Quote: "Stop! There are better ways to solve your problems than violence."

Striker		2000 Point Character
Dex: 10	Str: 9	Body: 14
Int: 9	Will: 10	Mind: 7
Infl: 10	Aura: 9	Spirit: 6
Init: 29 (36)		Hero Points: 73

Powers:
Comprehend Languages: 9, Danger Sense: 4, Directional Hearing: 7, Energy Absorption: 12, Extended Hearing: 7, Force Field: 12, Iron Will: 9, Jumping: 1, Lightning: 3, Regeneration: 9, Shouting:8, Super Ventriloquism: 8, Superspeed: 7, Telekinesis: 8, Ultra Vision: 6

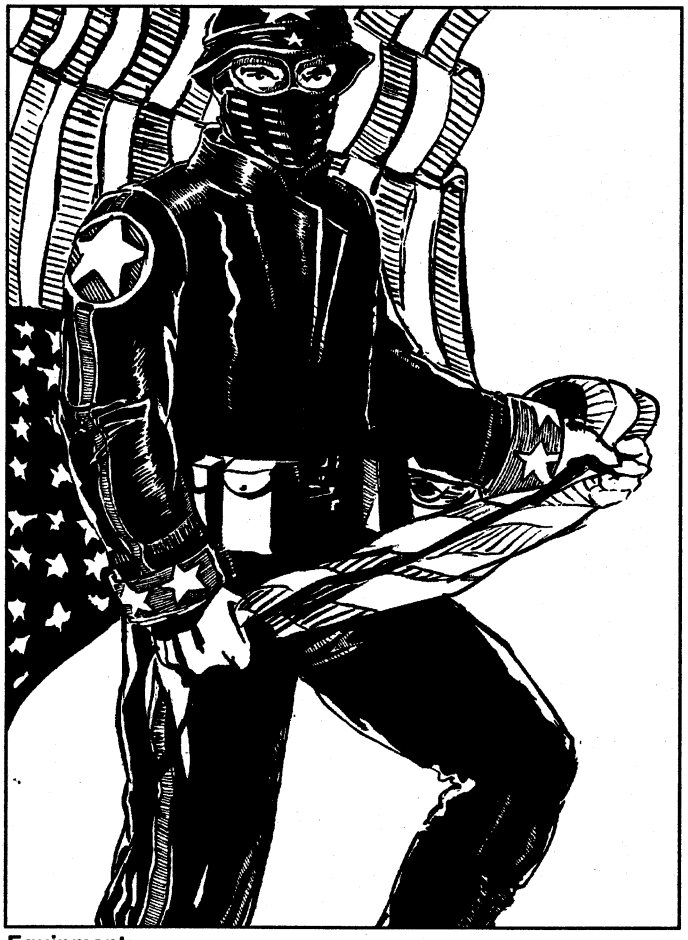
Bonuses and Limitations:
Energy Absorption only works on electricity and mentally-generated energy, including Telepathy, Control, Hypnosis, Telekinesis, Mind Drain, and Mind Blast (GM's discretion on other Mental attacks). Absorbed Energy Adds to On-Board Computer's Power Reserve. Striker can attack through his Force Field. Telekinesis cannot be used to propel Striker.

Skills:
Acrobatics (Climbing, Dodging): 10L, Charisma: 10L, Gadgetry: 5, Martial Artist: 10L, Military Science: 9L, Vehicles (Air Vehicles, Land Vehicles, Water Vehicles): 10L, Weaponry (Firearms, Heavy Weapons, Melee Weapons, Missile Weapons): 10L

Advantages:
Area Knowledge (United States), Attractive, Connection (President's Cabinet, High), Connection (US Media, High – as Jake West only), Connection (Crossfire, High), Gift of Gab, Iron Nerves, Intensive Training, Languages (Vietnamese, Khmer, Spanish and Russian), Leadership, Lightning Reflexes, Military Credentials (High), Rich Family/Friends, Stabilization, Misc. Advantage (Striker's physical attributes were created using the Gadgetry rules)

Familiarities:
Sound board operation, Politics, Economics, Military History

Drawbacks:
Attack Vulnerability (Flash power, -1 Column Shift), Cannot Heal, Dark Secret (Striker is almost entirely cybernetic), Dependent (ex-wife), Guilt (failure of marriage), Power Loss (Rare, If Striker does not get at least 30 hours of sleep in a week, all Powers and Physical Attributes are reduced to zero.), Power Loss (Rare, Striker must report to the Pentagon once a month for routine maintenance, or all his Powers and Physical Attributes drop to zero.), Secret Identity, Traumatic Flashbacks (Common, Grenades and explosions)



Equipment:
ON-BOARD COMPUTER [Body: 1, Int: 5, Will: 5, Radio Communication: 15, Recall: 10, Power Reserve: 10, Interface: 10, Cost: 406]
Bonuses and Limitations: Power Reserve must be fueled by Striker's own Energy Absorption. Power Reserve powers Lightning, Shouting, and Telekinesis. Interface works only on computers and other intelligent machines.
Advantages: The computer is able to take over operations of Striker body if Striker's organic components become incapacitated.

Background:
Character Type: Hero
Alter Ego: Colonel Jake West
Wealth: 11
Motivation: Upholding the Good
Occupation: Radio talk show host (syndicated)
Marital Status: Divorced (Debbie West)
Known Relatives: Andrew & Gayle West (mother & father, both deceased)
Group Affiliation: Crossfire
Base of Operations: Washington, D.C.
Height: 5'10"
Weight: 190 lbs
Age: 53 years
Eyes: Gray
Hair: Black

Powers and Abilities:

Colonel West's phenomenal powers come from the cybernetic modifications he received as part of a secret government sponsored project conducted at the tail end of the Vietnam War. The extensive modifications to his neuromuscular systems granted him super human speed, strength, and endurance while an integrated biocomputer installed at the base of his skull granted him a host of enhanced senses.

History:

Striker is the *de facto* leader of Crossfire. It's his leadership and commitment to preserving the American way of life that has kept the super team together for so long.

Colonel West was born in Bethesda, Maryland. His father, Andrew, was a Navy Lieutenant during WWII. His mother, Gayle, was an extremely funny comedienne. Gayle and Andrew met on shipboard when Gayle was giving a show as a member of the USO.

Jake was brought up on traditional patriotic American values. As a child, he loved to study history, particularly military history. He idolized George Washington. He excelled at his studies and showed a great aptitude for history, social sciences, and foreign languages.

He was a four year letter winner in high school, went all state multiple times in both track and football, and eventually won a scholarship to Navy. His prowess on the football field led him to becoming an All-American.He met Debbie, his future wife, while attending high school. She was a talented writer who attended Yale to pursue her journalism degree. While Debbie was away at college, Jake was admitted to Annapolis. It was during these years West and Debbie were wed.

After West graduated from Annapolis, he was sent to Vietnam. His ability to command led to his promotion to commanding officer in a special forces unit. His successes led to many more decorations and commendations including the Congressional Medal of Honor.

While stationed in Vietnam, West met Jay Bolt, a non-com known for his belligerent attitude toward his CO's and screwball antics. Against all logic and reason, West and Bolt hit it off immediately. During the war, they saved each others' hides many times. Once, West threw himself on a grenade to save Bolt's life. This selfless act earned Bolt's lifelong loyalty. Bolt then dragged/carried West through ten miles of jungle and across enemy lines.

While recuperating in an Army hospital, West was "volunteered" for a Top Secret experiment.Through a series of complex surgical procedures, a number of advanced electronic and mechanical devices were implanted in Colonel West's body. The experiment returned Colonel West to active duty with (among other things) enhanced senses, super human attributes, and supernatural vitality. The experiment was a rousing success, and Striker performed beyond his superiors' expectations.

Upon his return to the States, West learned that his wife had left him. In a letter, she wrote that she could no longer bear the strain of constantly worrying about her husband's safety. She also wanted a family, but she didn't want her children to grow up moving around from base to base. In the divorce, she told him that she still loved him and would always care for him.

West was devastated by the loss of his wife. In an attempt to forget, he found comfort at the bottom of a bottle. While walking home from a bar, West had the misfortune of running into a group of college students who had just returned from a peace rally. Seeing his uniform, the students began throwing bottles, trash, and calling him a baby killer. He snapped, loosing his rage on one of the protesters and nearly killing him.That protester was William Beat, who would later become West's political nemesis.

West was reassigned to the Defense Department and served admirably for the next ten years. As technology improved, West allowed himself to be upgraded. By 1984, West retired from active duty under the provision he would continue to serve his

country. To conceal his identity, he adopted the persona of Striker, a patriotic superhero in service to his country.

In 1985, he took a job as a radio talk show host. His patriotic, conservative views made him as many friends as enemies. Within three years, West's call in talk show "The Voice of Freedom" went national and garnered millions of listeners, one of whom turned out to be Anarchy Man.

Description:

As Striker, West takes the field dressed in combat fatigues and helmet; he carries a variety of military weapons.

Personality:

Colonel West is a fanatically devoted patriot. He has spent his entire life serving his country and is dedicated to all for which it stands. Generally conservative in his views, Striker lives his life by a strict code of conduct. An outstanding citizen with high moral and ethical convictions, Striker fights to defend the freedom of all Americans.

Quote: "We stand on the threshold of greatness. If any should fall, remember; they died fighting to preserve OUR way of life. Charge!!!!!!"

Warrior		3000 Point Character
Dex: 10	Str: 5	Body: 6
Int: 4	Will: 15	Mind: 6
Infl: 9	Aura: 3	Spirit: 7
Init: 27		Hero Points: 125

Powers:
Comprehend Languages: 11, Invulnerability: 9

Bonuses and Limitations:
Comprehend Languages works on written languages as well as spoken. Invulnerability works only to counter aging.

Skills:
Charisma: 9, Martial Artist: 10L, Weaponry (Melee Weapons, Missile Weapons): 10L

Advantages:
Attractive, Connection (US Government, High), Connection (Disland Corporation and all subsidiaries, High), Connection (Crossfire, High), Corporate Credentials (Disland Corporation, High), Lightning Reflexes, Local Hero (Business Community – as Jason Disland only)

Familiarities:
Business, Military History

Drawbacks:
Guilt (loss of his lover), Serious Irrational Attraction (Honor), Limelight (as Jason Disland only), Minor Rage, Secret Identity, Uncertainty

Equipment:
ZG-91 COMBATANT CLASS ARMOR [*Body*: 21, Int: 8, Will: 9, Mind: 8, Infl: 5, Aura: 5, Spirit: 5, Detect (Pilot): 10, Directional Hearing: 10, Extended Hearing: 10, Flash: 14, Force Field: 1, Flight: 1, Laser Beam: 0, Magic Field: 1, Mind Field: 1, Mind Over Matter: 10, Power Reserve: 20, Radar Sense: 10, Regeneration: 10, Sealed Systems: 10, Self Manipulation: 10, Stretching: 3, Super Hearing: 10,Telepathy: 28, Thermal Vision: 10, Cost: 1869]
Bonuses and Limitations: Mind Over Matter is usable only on the suit's pilot (Range: Touch). Power Reserve may be used on Flight, Force Field, Magic Field, Mind Field, Laser Beam, Dex, Str, Mind, and Spirit. ZG-91 may not assign Power Reserve to any Powers or Attributes without a command from the pilot (with the exception of Flight). Sealed Systems works for the wearer only and not any passengers. Telepathy functions only with the suit's pilot.
Advantages: Hardened Defenses, Iron Nerves, Misc. Advantage (The ZG-91 protects against all Mystical attacks. Targeting the pilot specifically requires a Trick Shot), Misc. Advantage (The ZG-91 is a living creature that gets regular Recovery checks in addition to its Regeneration Power), Stabilization
Drawbacks: Catastrophic Irrational Attraction (Serving and protecting the designated pilot), Mistrust, Misc.Drawback (When the Power Loss Drawback is activated the pilot of the suit suffers a -7 Dex and -4 Str penalty as long as the suit is still worn.), Serious Physical Restriction (No form of verbal communication.), Power Loss (Rare, Loss of mental link with designated pilot [including Neutralization of Telepathy Power] reduces all Powers to zero and renders the suit inert.)
Note: Dex and Str are those of the wearer but may be enhanced by Power Reserve. The ZG-91 uses the Armored Suit option as described in Chapter 7.

Background:
Character Type: Anti-Hero
Alter Ego: Jason Disland
Wealth: 20
Motivation: Thrill of Adventure
Occupation: CEO, Disland Corporation
Marital Status: Single
Known Relatives: None
Group Affiliation: Crossfire



Base of Operations: Thames, Connecticut
Height: 6'0"
Weight: 193 lbs
Age: 56
Eyes: Blue
Hair: Lt.Brown

Powers and Abilities:

Although Jason possesses many skills and is by any standard a physical dynamo, he is most effective when he is linked to his armor. That is not to say Jason is incompetent, far from it! Jason is a recognized grand master of at least a dozen martial arts forms and his skill with most weapons is unrivaled.

History:

Jason Disland's story begins, as it will undoubtedly end, shrouded in mystery. Jason Emery Disland believes (as he always has) that he was born the son of Robert and Sally Disland of Bloomington, Indiana.The truth is much more interesting. Jason Disland isn't actually human. He was crafted by a still unknown technowizard and planted here in 1944, for reasons unknown.It was early in life that Jason demonstrated his amazing physical skills. In a sense, he is a perfect human – physically powerful, handsome, intelligent, and successful. Graduating from Indiana University (where his father was a physics professor), Disland joined the Air Force in 1965, just as NASA was beginning the Apollo project. Serving in the Astronaut Corps for nine years, Disland was the last man to set foot on the moon, on Apollo XX, which landed in 1974.

After retiring, Disland went to work for Dynamic Aeronautics where he led to the development and testing of a fully reusable space plane, which he test flew in 1980.

Always an intensely private man, by 1984 when Disland was 40 years old, he couldn't help but notice that he still had the body of a twenty year old man. He wasn't aging normally, if at all. He spent a number of years doing private research on this seeming anomaly but hasn't yet found answers.

In 1989, he succeeded to the chairmanship of Dynamic Aeronautics, and after a few years of acquisitions, changed the name of the company to the Disland Corporation. He continues to serve as chairman, but the now 56 year old Disland (who still hasn't aged), keeps an increasingly low profile as he tries to discover what has made him special.

Disland acquired the ZG-91 Combatant Class armor in the mid 1990s, or rather, the armor acquired him. The armor and its previous pilot had been engaged in a battle with Dehumanizer. The pilot was killed. His last command to the ZG-91 was to fly at top speed to Earth, Dehumanizer's next destination, and warn the inhabitants. The armor faithfully did so, and upon arriving on Earth, it selected a new pilot, one who met its specifications of physical perfection and the spirit of a true warrior: Jason Disland.

Description:

Disland is in a word, perfect.He's the embodiment of the perfect human male.

Personality:

Jason, for all his success and money, is a warrior first and foremost. His success in business is only one more arena in which he is a champion.The key to his success is his unrelenting warrior's spirit. He lives his life following a warrior's code of behavior, idealizing courage, honor, and virtue. He respects only power in all its varied forms. He lives life with a "never say die" attitude and feels that only the life of a warrior is worth living; anything else is survival.

Jason does not tolerate insults of any kind nor does he tolerate questioning his honor. Any attempts to do so are met with a formal challenge to personal combat. For all his proselytizing, he does realize there are many types of warriors, and he respects those who demonstrate dedication and ability at their chosen occupations.

Contrary to what many believe, the ZG-91 armor is alive and possesses a distinct personality apart from Jason's. Sometimes this causes friction between these two dear friends as Jason and the ZG-91 disagree on one point or another. These debates can rage for hours as the two giants telepathically exchange opposing views and insults, until one or the other relents or circumstances force them to temporarily suspend their debate. As far as the other members of Crossfire are concerned, the armor considers them important to Jason's psychological health and therefore worthy of protecting.

Quote: "Enough talk.Let's fight!"

Katana III (Deceased)		2000 Point Character
Dex: 15	Str: 9	Body: 6
Int: 6	Will: 8	Mind: 6
Infl: 7	Aura: 8	Spirit: 9
Init: 32 (38)		Hero Points: 43

Powers:
Acid: 9, Attraction/Repulsion: 11, Claws: 15, Invulnerability: 9, Jumping: 6, Lightning: 13, Magic Blast: 16, Mind Over Matter: 13, Projectile Weapons: 10, Regeneration: 12, Superspeed: 6

Bonuses and Limitations:
Acid has No Range and No AV. Attraction/Repulsion is limited to Repulsion Only. Lightning has an Area Effect. Magic Blast uses full APs at a Range of Touch and only 8 APs to a Range of up to 1 AP. Superspeed may not be used to reduce the amount of time it takes to construct Gadgets.

Skills:
Acrobatics: 15L, Martial Artist: 15L, Weaponry (Melee Weapons, Missile Weapons): 15L

Advantages:
Connection (Crossfire, High), Insta-Change, Iron Nerves, Lightning Reflexes, Sharp Eye

Familiarities:
Japanese History and Culture, Global Politics, Martial Arts styles

Drawbacks:
Alter Ego (Controllable), Attack Vulnerability (Fire, -1 Column Shift), Catastrophic Irrational Attraction (Protecting Children), Catastrophic Physical Restriction (Mute), Dark Secret (Military Experiment), Distinct Appearance, Fatal Vulnerability (Removal of the Katana chip will kill the wielder, No Intrinsic Range, Rare)

James Lee		500 Point Alter-Ego
Dex: 7	Str: 4	Body: 5
Int: 5	Will: 6	Mind: 5
Infl: 5	Aura: 6	Spirit: 6
Init: 19		Hero Points: 34

Powers:
Invulnerability: 7, Magic Blast: 6L, Regeneration: 5

Bonuses and Limitations:
Magic Blast has No Range and No AV.

Skills:
Martial Artist (Assault, Battery, Blocking, Defense): 7L, Weaponry (Firearms, Melee Weapons, Missile Weapons): 7L

Advantages:
Connection (Black Sun project, Low). Connection (Crossfire, High), Insta-Change, Intensive Training

Familiarities:
Early Childhood Education, Japanese Law

Drawbacks:
Misc. Drawback (Use of Invulnerability automatically triggers Alter Ego), Secret Identity, Serious Irrational Attraction (Protecting Children)

Background:
Alter Ego: James Lee
Wealth: 5
Motivation: Seeking Justice
Occupation: College student
Marital Status: Single
Known Relatives: None
Group Affiliation: Crossfire
Base of Operations: Washington, D.C.
Height: 5'10" (Katana III), 5'7" (Lee)
Weight: 190 lbs (Katana) 169 lbs. (Lee)
Age: 19 years
Eyes: Brown
Hair: Black

Powers and Abilities:
Katana III's many powers come from the Katana Implant, a high tech device which grants superhuman powers to the bearer. An unexpected side effect of the implant was the amplification of Lee's mystical abilities.

History:
Prior to becoming the unwilling recipient of the Katana Implant, James Lee was a well-mannered Japanese college student with a penchant for being in the wrong place at the wrong time. Lee and his family were killed by a rock slide while vacationing in the mountains. Lee's body, which was legally dead, was intercepted by a secret branch of the Japanese military. Lee was the perfect candidate for a top secret, illegal military experiment.

The mysterious Katana Implant was surgically implanted in Lee's body. It immediately found purchase in its new host, dramatically increasing Lee's recuperative powers, effectively bringing the young man back to life. The implant also increased Lee's natural body functions to super-human levels. At first, Lee went along with the project; all the while the scientists assured him that his family was well, and he would see them soon. Months into the project, he learned that they had perished in the rock slide as did he, and it was only the implant keeping him alive.

Enraged by what he had learned, Lee escaped and made for Kyoto where he stowed-away onboard a freighter to America.Lee was no fool; he realized the Japanese government would send headhunters to apprehend him. Once in America, he set about establishing himself as a very public super hero. Eventually, he crossed paths with the members of Crossfire who invited him to join.

Lee became a powerful force in Crossfire. He was a worthy combatant, a cunning warrior, and boasted considerable powers rivaled only by Jason Disland's powered armor. However, Katana met his end at the hands of Crossfire's number one nemesis, Dehumanizer. In the battle that ensued, Striker was badly injured and Anarchy Man was nearly killed by the maniacal android.While attempting to pull both Anarchy Man and Striker to safety, Katana was overpowered by Dehumanizer and was slowly disintegrated before his comrades' very eyes. This distraction allowed Jason the opportunity to close with Dehumanizer and drive him off. However, Katana lost his life.

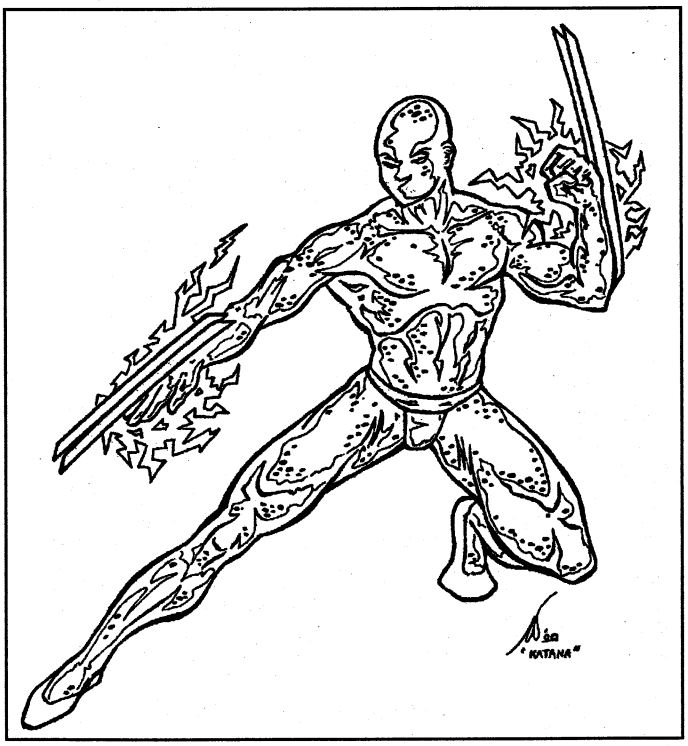
Description:
Katana III looked the part of super enhanced martial artist. He dressed in a costume resembling a modernized ninja suit and had glowing claws that projected from his hands.

Jason Lee looked very much like an average young Japanese male. As a highly trained martial artist, Lee possessed a very good physique but certainly did not look like a superhuman. For unknown reasons he did not possess the brilliant green eyes typical of other Katana Project survivors.

Personality:
In either form, Jason Lee was a deeply spiritual being who, in spite of his terrible past, maintained a fundamental respect for all living things. He believed in the need for all beings to strike out against and take a stand against evil. He died protecting his companions. In the short time he was a member of Crossfire, he had a profound impact on each of his team mates. At his funeral, Jason Disland concluded the eulogy by saying "He died a true warrior; he WILL be avenged".

As Katana III, Lee became a man possessed by a berserker fury, his conscious mind gave way to instinct and his thoughts became actions; few opponents could hope to face and defeat Lee when he entered this state. Still, even though he was capable of great bloodshed, he managed to hold onto his fundamental love of children and pledged his life to protecting them at all costs.

Quote: "I see you have brought twenty friends to assist you. Let's hope for your sake it is enough. Shall we begin?"



Individual Characters

The following characters belong to no specific group or organization, although they may on occasion ally themselves with an established team to accomplish short-term goals.

Anthrax		1500 Point Character
Dex: 11	Str: 9	Body: 9
Int: 7	Will: 6	Mind: 8
Infl: 9	Aura: 9	Spirit: 8
Init: 29		Villain Points: 97

Powers:
Darkness: 4, Invulnerability: 11, Poison Touch: 11, Vampirism: 11, Warp: 3

Bonuses and Limitations:
Poison Touch is Always On but can be countered by wearing gloves.

Skills:
Charisma: 9, Detective (Police Procedures): 5, Occultist (Identify Artifact, Occult Knowledge): 5

Advantages:
Connection (St. Louis Law Enforcement, Low), Connection (Shadow Master, High), Connoisseur, Lightning Reflexes, Luck

Familiarities:
Business and Finance, Politics, Demon Lore

Drawbacks:
Dark Secret, Power Loss (Rare, When Erik is within 2 APs of a Demon, all Powers are reduced to zero, and all Physical and Mental Attributes are reduced to 2.), Secret Identity

Equipment:
Scarab Brooch [Body: 8, Force Field: 5, Magic Field: 5, Mind Field: 5, Cost: 82]
Bonuses and Limitations: Force Field, Magic Field, and Mind Field protect the User only. The User is able to attack through any and all of these three Fields. Note:The Scarab Brooch is a very old magical Artifact and as such, can be detected by the Magic Sense Power, even when its powers are not activated.

Background:
Character Type: Villain
Alter Ego: Erik Wilkinson
Wealth: 21
Motivation: Power Lust
Occupation: Entrepreneur
Marital Status: Single
Known Relatives: None
Group Affiliation: None
Base of Operations: St. Louis
Height: 5'8"
Weight: 155 lbs
Age: 32
Eyes: Brown
Hair: Black



Powers and Abilities:

Anthrax has a variety of powers and abilities; none of them are terribly pleasant. His touch can kill and will, unless he wears gloves. He can suck the life-force from a living being to feed himself. Anthrax can also open strange, quasi-dimensional gates to allow instantaneous transportation across short distances. He has acquired, from an unknown source, an ancient Egyptian artifact, a scarab brooch, which provides him with a protective field to keep him safe from his enemies.

History:

The Wilkinson Family has always been touched by greatness. In the early 1950s, Erik's father, Carl Wilkinson, founded the Biological and Chemical Company, a producer of various pharmaceuticals and other chemical agents. Contracts with the US Military to secretly produce new chemical and biological warfare agents brought the family a great deal of money over the years and also a great amount of public criticism.

When Carl Wilkinson died in 1995, Erik expected to inherit control of the company, but that was not all he got. He also inherited the family power. It was a curse of sorts, passed down from the oldest son in one generation to the next. The

cursed one would be a smashing success at all he attempted in life and would be given tremendous power, but he would be cursed never to touch another living being. His soul would be forfeit to the demon when death finally came. Erik learned this from the demon himself, who came to collect Carl's soul. In the years since this event, Erik has begun to search for some way to break the family curse but has so far been unsuccessful.

Erik has gone on to run BioVax (as the company is now called) with a ruthless efficiency, exploiting World Trade Organization loopholes wherever possible in the name of profit. He has made full use of the arrangements in NAFTA to move all of his more dangerous and less pleasant American operations to other countries where environmental regulations and labor laws are much less stringent. The deaths of a few thousand people in India and Africa following BioVax plant accidents in the mid 90s did not concern Erik at all – it gave him an opportunity to field-test his products without all that messy warfare that usually accompanies the use of bio-chemical weapons.

Anthrax himself is almost an urban legend among the business community. Some say he is Wilkinson's personal assassin, some say he's the spirit of Carl who serves his son from beyond the grave, many think he's just a myth dreamt up to explain a number of mysterious deaths of BioVax protesters and competitors over the past half decade. He has also crossed paths with the occasional super-villain and is one of the few people to have ever defeated Scream (of the Collective).

Description:

Erik is a small man, smaller than his supernatural strength would suggest. He is of a light build with a thin face and deeply set eyes. Erik wears his hair short and is always dressed in the most expensive, most stylish clothing available. He always wears a pair of exquisitely tailored leather gloves, which he claimed in a rare interview with the British business journal the *Financier* is due to a rare skin condition that makes his hands severely sensitive to sunlight. Erik's facial expression is usually one of disdain or disgust, especially for those he considers weak or beneath him.

Personality:

Erik Wilkinson is, in short, not a very nice man. He is beyond ruthless as a businessman and will stop at nothing in pursuit of profit, power, and his own pleasure. He draws pleasure only from the pain and discomfort of others. That being said, Erik also has a very definite (although slightly warped) sense of right and wrong and will often use his powers to punish or eliminate evil-doers or particularly dangerous super-villains. He is very careful never to use his powers in public, however, preferring to strike by cover of darkness and catch his foe unaware.

Quote: "Ooh, THAT'S gotta hurt! Do you want me to stop?" "Listen! Don't piss me off, or I'll buy your company, have your boss fire you, kidnap your puppy, hold it for ransom, and then melt your face when you come to pick it up! Got that? ... and please make sure to enclose the purchase papers when you type that dictation up, Mrs. Whitaker."

Clint		1500 Point Character
Dex: 12	Str: 6	Body: 6
Int: 9	Will: 9	Mind: 6
Infl: 7	Aura: 9	Spirit: 7
Init: 32		Hero Points: 79

Powers:
Directional Hearing: 5, Disintegration: 12, Extended Hearing: 5, Hypnotism: 9L, Iron Will: 9L, Regeneration: 9L, Speak With Animals: 5

Bonuses and Limitations:
Hypnotism will not work if an opponent is aware Clint is using Hypnosis.

Skills:
Acrobatics (Climbing, Dodging): 12L, Martial Artist: 12L, Thief (Stealth): 12L, Military Science (Camouflage, Danger Recognition, Tracking): 5

Advantages:
Attractive, Iron Nerves, Lightning Reflexes, Sharp Eye

Familiarities:
Emotional Reactions, Carpentry, Military Equipment, Architecture

Drawbacks:
Mistrust, Secret Identity, Minor Rage, Dependant, Misc. Drawback (Clint does not feel emotional pain or guilt, although he knows he should)

Pets:
CLINT'S DOG,"DOG" [Dex: 3, Str: 1, Body: 2, Int: 4, Will: 2, Mind: 2, Infl: 3, Aura: 4, Spirit: 1, Analytical Smell: 7, Detect: 5, Extended Hearing: 3, Cost: 82]

Background:
Character Type: Anti-Hero
Alter Ego: Clint Webb
Wealth: 8
Motivation: Unwanted Power
Occupation: wanderer
Marital Status: Married
Known Relatives: Susan Webb (wife), Sarah Webb (daughter), Samus ("brother")
Group Affiliation: None
Base of Operations: Paucity, AZ
Height: 6'1"
Weight: 215 lbs.
Age: 12 (appears in his mid-thirties)
Eyes: Brown
Hair: Black

Powers and Abilities:

As a result of the experiment that created him over a decade ago, Clint has a superhuman physique, extraordinary senses, and a touch that can break apart molecular bondings. He also possesses limited psionic abilities that allow him to hypnotize unaware opponents and to communicate with animals.

History:

Clint is a result of the same experimental process which created the being known as Samus. Clint was the first generation of the experiment that created a human that actually survived. Samus was the third-generation and is much more advanced.



It is not known whether Clint was allowed to leave the project or whether he escaped – he is very reluctant to talk about his past. A decade ago he walked out of the Arizona desert and took a job on a construction site, paid under the table as his employer assumed he was an illegal alien. He shortly met Susan, with whom he fell in love and married, and a few years later they had a daughter. Unfortunately, their marital bliss was to be short-lived.

When Clint learned of Samus's escape and murderous rampage, he felt obligated to either capture or kill his brother. He knows that Samus is much more powerful than he is, but he feels he must try.

Clint also knew that if Samus ever found out about him, Clint's family would be in danger. Leaving behind a vague apologetic note, Clint left his family and moved to a remote location in the middle of nowhere. Clint lives in a shack in the middle of the desert with his dog, who was also a result of the experiment.

Description:

Clint is a large and very buff man. His skin is usually extraordinarily tanned, and he often shows of his physique by going shirtless. He has shaggy black hair that he wears about shoulder length, and he frequently wears dark sunglasses.

Personality:

In the experiment that created Clint, the behavioral scientists tried to remove any element of conscience the subject might have. As a result of his brain being constantly flooded by endorphins and other neuro-stimulants, Clint is incapable of feeling guilt, remorse, or emotional pain of any kind. He knows that he should have these feelings, however, and he has taken great care to study and learn proper emotional responses so that he can mimic them. This makes his relationship with his wife very difficult, as he often does not realize how his actions might hurt her. Clint's wife knows about his true nature and is very accepting and understanding of his limitations.

Quote: " What do you think dog? Should I kill 'em"

The Creator		7500 Point Character
Dex: 5	Str: 3	Body: 4
Int: 27	Will: 15	Mind: 7
Infl 6	Aura: 8	Spirit: 9
Init: 38		Hero Points: 460

Powers:
Disintegration: 30, Invulnerability: 15, Matter Manipulation: 30, Omni-Power: 20

Bonuses and Limitations:
Disintegration works only on his living creations, including the Atlantean Lords (but not their part-human descendants). Invulnerability counteracts Physical, Mental, and Mystical Damage. Matter Manipulation works on organic compounds but not on living organisms (unless the Creator has built them) or inorganic matter.

Skills:
Gadgetry: 54D, Occultist (Create Artifact, Occult Knowledge): 20

Advantages:
Genius, Full Life Support (does not need to eat, drink, breathe or sleep), Scholar (Creating Life), Misc Advantage (For purposes of building Gadgets only, the Creator has a Wealth of 25)

Familiarities:
Atlantean History and Culture, Botany, Biochemistry, Geology, Medicine, Physiology, Psychology, Zoology, Inorganic Chemistry, Organic Chemistry, Mechanical Physics, Quantum Physics, Cosmology.

Drawbacks:
Catastrophic Irrational Hatred (destroying his own creations), Exile (Voluntary, Planet Exile), Guilt (over the destruction of Atlantis), Serious Irrational Fear (Upsetting the balance of nature), Serious Irrational Fear (Interfering in the affairs of others), Serious Psychological Instability (Absentmindedness), Misc. Drawback (Gadgetry can only be used to make living things)

Background:
Character Type: Hero
Alter Ego: Temhatara
Wealth: NA
Motivation: Responsibility of Power
Occupation: NA
Marital Status: Unmarried
Known Relatives: None
Group Affiliation: None
Base of Operations: Unknown
Height: 5'6"
Weight: 120lbs
Age: very, very old
Eyes: Blue
Hair: Gray

Powers and Abilities:

The Creator has the ability to forge life from nothingness. He can build living creations from primordial organic com-

pounds, creations with immense powers and abilities. The Creator derives these powers from his extended contact with the Shard of Lore, an ancient artifact that he used to raise Atlantean civilization to its heights.

History:

The history of the Creator, his forging of the Atlantean Lords, and subsequent banishing of them from the Earth is told in **Chapter 16:The Blood of Heroes Universe** (see p. 232).

The Creator has spent the last centuries since his return to Earth observing the Atlantean Lords who had returned and those who had stayed. His past failures had prevented him from acting until recently, when the Creator decided the Lords were once again becoming too ambitious and needed to be stopped. He created a team of women called The Twelve who, in accordance with the ancient prophecies, he believed would be able to destroy the Lords. Instead, the Twelve were defeated not only by the Lords but by the Maulers as well. The current location of the Twelve is unknown, and the Creator is currently re-evaluating his strategy. He knows he will need twelve of something to defeat the upstart Lords once and for all, but he does not know exactly what he needs twelve of. Recently he has begun to locate the descendants of the remaining Lords and is contemplating recruiting them for a war against their ancestors.

Description:

The Creator appears to be a weak and withered old man.It is not known whether this is because he wishes to appear that way or if he is not truly immortal and is nearing the end of his life. He frequently has a distant and pre-occupied look in his eyes.



Personality:

Temhatara was once a very proud man, full of self-confidence and righteousness. But the destruction of Atlantis changed all that. He presents the air of a cordial and kindly man but is actually deeply concerned with correcting his past mistakes and preventing new ones. Unfortunately, the curse of the Shard of Lore is that he loves all his creations dearly and is unable to bring himself to destroy them, even when they go bad and threaten all he has sought to build.

Death Shadow		1500 Point Character
Dex: 9	Str: 7	Body: 6
Int: 4	Will: 8	Mind: 5
Infl: 7	Aura: 7	Spirit: 7
Init: 24 (29)		Villain Points: 52

Powers:

Cling: 5, Danger Sense: 11, Dispersal: 10, Jumping: 5, Magic Blast: 8, Magic Field: 8, Mind Field: 8, Shape Change: 1, Superspeed: 5

Bonuses and Limitations:

Dispersal is Usable on Others. Dispersal does not allow passage through Titanium. For every new material there is a 10% chance that the material will be impervious to Death Shadow's Dispersal Power. Death Shadow can attack through his Magic Field but not his Mind Field.

Skills:

Acrobatics: 9L, Martial Artist: 9L, Weaponry (Exotic Weapons, Melee Weapons, Missile Weapons): 9L, Thief (Concealment, Escape Artist, Locks and Safes, Security Systems, Stealth): 9L

Advantages:

Lightning Reflexes

Familiarities:

Japanese History, Politics

Drawbacks:

Exile (Voluntary – Japan), Serious Irrational Attraction (Proving he is better than Shadow Master), Catastrophic Irrational Attraction (preserving the ideal of Japan against Western influence), Secret Identity, Misc. Drawback (Unaware of Dispersal limitation)

Equipment:

Bombs (x5) [Body: 1, Ammo: 1, Bomb: 8, Miniaturization: 8, R#: 2, Cost: 35]
Katana-to [Body: 6, EV: 4, Cost: 18]

Background:

Character Type: Villain
Alter Ego: Ruki Takeshi
Wealth: 18
Motivation: Seeking Justice
Occupation: Terrorist/Assassin
Marital Status: Single
Known Relatives: None
Group Affiliation: None
Base of Operations: mobile
Height: 5'8"
Weight: 150 lbs
Age: 26
Eyes: brown
Hair: black

Powers and Abilities:

Death Shadow is the product of a mystical experiment that imbued him with abilities of the greatest of warriors. He is able to pass through solid matter, can assume the form of animals, and can project a deadly blast of magical energy from his hands. On top of that, Death Shadow is an expert with nearly any weapon and highly proficient in a number of martial arts.

History:

Ruki Takeshi was a member of a cult movement known as the Black Sun Order. The Order was dedicated to ridding Japan of what it perceived to be corrupting Western influences. The group was committed to their goals at all costs, including terrorism and the sacrifice of innocents. They were able to uncover notes on the experiments that had created Shadow Master during World War II. These pseudo-mystical experiments had originally been conducted to produce a champion of the Japanese spirit to combat the Allies during the war, and it seemed appropriate to the Order to use the experiment again in this time of need.

As a result of the procedure, the sprit of Japanese vengeance and strength was indeed grafted onto Ruki, and he was transformed into Death Shadow, a being dedicated to preserving the integrity of Japan at all costs. Unfortunately, Ruki was driven mad in the process, and he slaughtered the members of the Order, seeing them as a threat to the survival of the nation.

Since that time, Death Shadow has learned of Shadow Master, who he believes to be unworthy to wield the Spirit of Japan. Death Shadow has sworn to defeat Shadow Master and has spent the past year honing his skills by cleansing Japan of a number of lesser criminals, whom he considers to be animals.



Description:

Death Shadow appears to be much older than Ruki's 23 years. He seems to be a Japanese man in his late thirties or early forties of a good but not overly-muscular build. Death Shadow wears flowing robes but no armor, feeling no need for such protection. He carries a number of weapons at his belt, including a short-sword, and a number of concussive bombs, which he likes to insert into an opponent's chest.

Personality:

Death Shadow is a dangerous psychopath with a twisted sense of warrior honor. He considers all super-powered beings to be bound by this code of honor and hunts those who defile it. Death Shadow believes all normal humans, particularly Westerners, are simply cattle and deserve nothing more than death.

Quote: (after disarming opponent) "Kindly pick your weapon up so that I may kill you."

Dehumanizer		6000 Point Gadget
Dex: 10	Str: 10	Body:21
Int: 21	Will: 21	Mind: 19
Infl: 19	Aura: 20	Spirit: 18
Init: 50		Villain Points: 240

Powers:

Animate Objects: 20, Chameleon: 10, Control: 20, Disintegration: 20, Interface: 17, Magnetic Control: 20, Petrification: 20, Power Drain: 20, Recall:15, Self Manipulation: 20, Split: 5, Telepathy: 20

Bonuses and Limitations:

Animate Objects is usable only on life forms that have been converted to inorganic form using Petrification and to form the metal colossus (see below).

Animated figures have access to all Physical Powers they possessed when alive.

Chameleon can only be used on Animated, humanoid metal figures to make them appear normal (not metalized).

Control is usable on computer systems only.

Disintegration is usable at Normal Range.

Petrification and Power Drain are Trans-Dimensional.

Petrification effects are permanent (if RAPs scored exceed target's Body) but not instantaneous. The target's Body minus the RAPs scored is the length of time in APs that it will take for the transformation to be complete (minimum of 1 AP of time), during which time the target may amputate the "infected" body part or attempt to stop the effect in some way (GM's discretion).

The victim of Petrification may only make checks to return to normal during the time it takes to transform. Once a victim has been converted, he may not make any further such checks.

Petrification will transform a target not to stone but to a Body 12 steel-like metalized form.

Petrification may be reversed by Dehumanizer at any time.

Petrification is not necessarily Lethal, and transformed individuals can be forced to serve Dehumanizer against their will.

Power Drain can Drain Mental Attributes and Skills as well as Powers.

Power Drain may only be used to Drain targets who have been turned to steel using Petrification and can be used to incorporate transformed targets' brain and memory patterns into the Dehumanizer unit. APs of Mental Attributes from Draining may exceed Dehumanizer's current totals if RAPs allow. All three Mental attributes must be completely absorbed (target Int, Will, Mind all = 0) for the target to become a part of the Dehumanizer

collective. Any Mental Skills may also be absorbed permanently in this manner. Duration is permanent for this type of Mental Attribute and Skill Draining only.
Draining of Powers is not permanent.
Recall can be used to access memories and knowledge of any individuals who have been incorporated into the Dehumanizer's collective.
Dehumanizer's Dex and Str are generated through his Self-Manipulation Power and are reduced to zero if it is neutralized.
Split is for Mental attributes only to allow computation multi-tasking abilities.
Telepathy may be used on computer systems or those beings Dehumanizer has attempted to convert to inorganic life (successful Petrification attack) regardless of whether the person was totally converted.

Skills:
Detective (Clue Analysis): 21L, Gadgetry: 21L, Military Science (Cryptography): 21L, Scientist: 21L, Thief (Forgery, Security Systems): 11

Advantages:
Iron Nerves, Full Life Support (No need to eat, drink, sleep, or breathe), No Vital Areas, Stabilization, Misc. Advantage (for purposes of constructing Gadgets only, Dehumanizer has a Wealth of 18)

Familiarities:
Robotics, Cybernetics, Galactic Geography, Astrophysics, Chemistry, Quantum Physics, Fusion power, Atlantean Technology, Manufacturing/Production, Computer Security



Drawbacks:
Attack Vulnerability (Electrical attacks, -4 Column Shifts), Serious Irrational Attraction (Converting Organic to Inorganic life), Cannot Heal (must be repaired through Gadgetry rules), Power Loss (Rare, Electrical Fields greater than 20 APs within 5 APs reduces Dex, Str, all Powers to zero), Serious Rage, Strange Appearance, Fatal Vulnerability (Removal of control chip from robot body, No Intrinsic Range, Rare)

Equipment:
Reorganizer [Body: 20, Matter Manipulation: 12, Cost: 250]
Power Bonuses and Limitations: Matter Manipulation works on all non-sentient organic life, as well as all non-organic materials. Matter Manipulation can only be used to transform the surroundings to a Body 12 steel-like substance, changing its function and structure if necessary. For example, it could turn a grass field into a metal floor, with pit traps, computers, and lighting.

Note: Using Magnetic Control, Animate Objects, and Self Manipulation, it is possible for Dehumanizer to create a gigantic metal colossus which he may or may not inhabit. The size of the colossus (APs of Growth it possesses) depends upon how much available metal there is in the surroundings. The Body will be equal to the metal which composes the majority of the colossus. Dex and Str will be determined by Animate Objects.

Background:
Character Type: Villain
Alter Ego: NA
Wealth: NA
Motivation: Nihilist/Power Lust
Occupation: World Conqueror
Marital Status: NA
Known Relatives: NA
Group Affiliation: None
Base of Operations: Dehumanizer's asteroid fortress, between Earth and Venus.
Height: 6'6"
Weight: 800 lbs
Age: unknown
Eyes: NA
Hair: NA

Powers and Abilities:
Dehumanizer's greatest ability is the power to transform organic life into inorganic matter that will serve its will unquestioningly. It is able to absorb the memories and abilities of its victims into itself, growing stronger with each being and world it converts. Dehumanizer can also project a deadly bolt of anti-energy to break down matter to a molecular level and is able to control magnetic fields as well as mechanical equipment and computers.

History:
The full history of the creature known as the Dehumanizer is unknown. All that is known about it comes from Jason Disland's ZG-91 Combatant Class armor, which had previously encountered the Dehumanizer. It is an android of unknown origin and travels through space converting all organic life it finds to inorganic, android slaves. There are tales of entire worlds converted to a steel-like form by this robotic juggernaut, although these may be exaggerations. Dehumanizer moves through space in an enormous asteroid fortress which apparently contains a converted Combatant Class armor unit used as drive and weaponry systems. Dehumanizer was on its way toward Earth when Disland's ZG-91 first encountered it. An attempt was being made to recover or destroy the rogue ZG-91 unit in

Dehumanizer's asteroid. The armor's pilot was killed, and the ZG-91 fled to Earth to warn the inhabitants of the Dehumanizer's approach.

Four years ago, Dehumanizer did arrive at Earth and was engaged by the members of Crossfire. In the battle that ensued Katana III was disintegrated, and Striker was nearly converted to one of Dehumanizer's robotic slaves. The members of Crossfire were able to escape after they managed to damage the drive systems of the asteroid fortress, preventing Dehumanizer from leaving a stable orbit between Earth and Venus.

Last year, Dehumanizer rescued Atlantean Lord Akira Wong from the sun where he had been trapped by Crossfire and the Twelve. It is not known whether Wong has been converted to an inorganic servant of Dehumanizer or what the android plans to do with the Lord.

Description:

Dehumanizer is an immense robot, composed of a bright steel-like metal. Its head is a gleaming steel skull, symbolizing death which must come to all organic life forms that stand against it. It wears a long cloak with a hood that covers much of its head, with only its burning red eyes visible beneath the hood. Its body is shaped into something resembling an ornate suit of armor. It is not known why Dehumanizer wears the form it does, since theoretically it should be able to change its shape into anything it would desire.

Personality:

Dehumanizer is one of the most intelligent beings in the galaxy. It rarely acts without fully planning its every move and every possible contingency plan. The only emotion Dehumanizer feels is a deep burning hatred for all organic life. In combat it will single out the weakest opponent, converting foes one at a time or disintegrating them if they are deemed "unusable." Dehumanizer will pull no punches and show no mercy.

Quote: "To me it's only a small, insignificant ecosystem. To them it's the world."

Hellfire Cyborg		2000 Point Gadget
Dex: 12	Str: 10	Body: 6
Int: 9	Will: 7	Mind: 7
Infl: 3	Aura: 4	Spirit: 3
Init: 24		Hero Points: 52

Powers:
Bomb: 15, Control: 10, Directional Hearing: 10, Extended Hearing: 10, Flash: 10, Flight: 5, Hypnotism: 10, Iron Will: 10, Laser Beam: 12, Lightning: 15, Radio Communication: 16, Skin Armor: 9, Super Hearing: 10, Thermal Vision: 10, Telescopic Vision: 10, Ultra Vision: 10

Bonuses and Limitations:
Bomb is a self-destruction mechanism. It works on Self Only and ignores Skin Armor. Control has a Range of Touch only and only works on computers. Hypnotism uses light and sound. Character with enhanced senses may be more susceptible to these attacks, and characters without these senses may be resistant (+2 or -2 CS, GM discretion).

Skills:
Vehicles: 12L, Weaponry: 12L

Familiarities:
US Law, Cybernetics, Military History, Superhumans

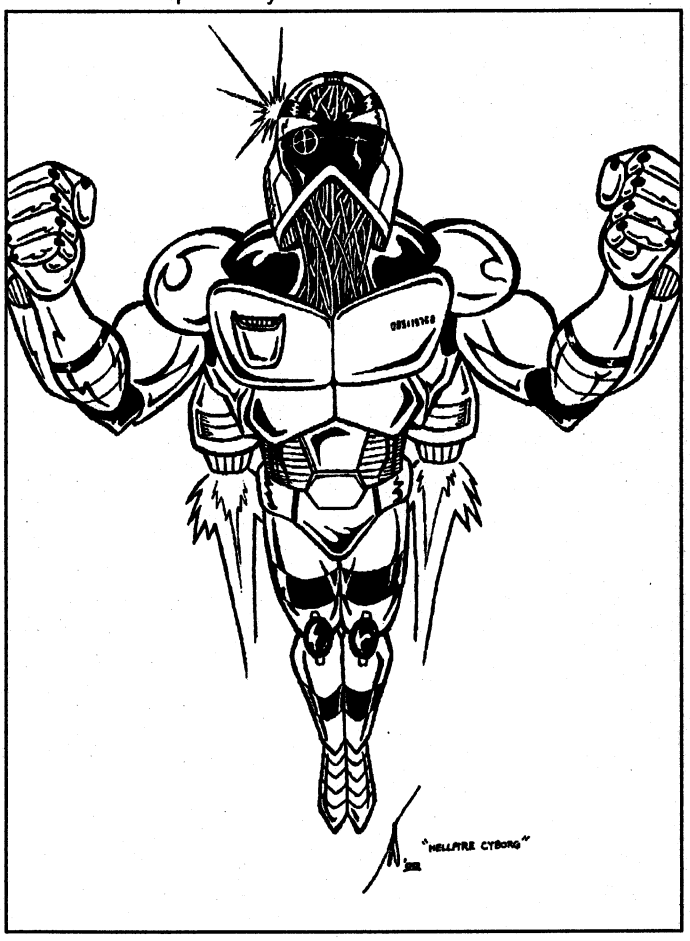
Advantages:
Stabilization

Drawbacks:
Cannot Heal (must be repaired through Gadget rules), Fatal Vulnerability (Audible "auto-destruct" code. Also activates Bomb power. No Intrinsic Range, Rare), Catastrophic Irrational Attraction (Following orders of designated superiors), Serious Irrational Attraction (Protecting the innocent), Power Loss (Rare, Shutdown code issued in audible range reduces all Powers except Bomb, Extended Hearing, and Skin Armor, Dex and Str to zero)

Equipment:
HELLFIRE CYBORG COMPUTER [Body: 5, Int: 10, Will: 10, Weaponry: 10, Iron Will: 10, Recall: 20, Cost: 450]
Advantages: Computer is able to take over operations of cyborg's body if the cyborg's actions violate programmed parameters or if the cyborg's organic components become incapacitated, Scholar (Military Tactics), Scholar (Weapon types)

ASSAULT WEAPON [Body: 9, AV: 15, Projectile Weapons: 13, Lightning: 11, R#: 2, Cost: 242]
Bonuses and Limitations: Lightning is delivered via a special projectile which attaches itself to the target. Targets struck by Lightning may later be tracked using the Cyborg's Radio Communication as AV/EV and RAPs scored as OV/RV.

Background:
Character Type: Anti-Hero
Alter Ego: NA
Wealth: NA
Motivation: Responsibility of Power



Occupation: soldiers
Marital Status: NA
Known Relatives: NA
Group Affiliation: None
Base of Operations: Washington, D.C.
Height: 6'0"
Weight: 300 lbs
Age: NA
Eyes: None
Hair: None

Powers and Abilities:

The Hellfire Cyborgs are capable of independent action, although they usually function in small-team units. They possess an astounding array of firepower which they can use to subdue their targets. The Hellfire units are also able to use a system of optical flares and subsonics to hypnotize people.

History:

The Hellfire project began in the late 1980s, when it became clear to the US government that the growing number of superhumans were becoming a threat to the American public and governmental sovereignty. Project Hellfire was designed to be a police force capable of policing the superhuman community. In addition the Cyborgs would be used in more covert military operations against foreign superhuman agents. Technology from the Striker project was used to create these cybernetic soldiers, using "biological material" that had been obtained through very questionable methods. Each of the 12 Hellfire units has a central control chip still implanted in them. If the organic brains driving the cyborgs are destroyed or incapacitated, the unit can still be operated by computer control. The computers used do not process rapidly enough to be able to react well in combat situations against superhumans and thus are used for backup systems only.

Striker is unaware of the use of Striker technology in the Hellfire units and the covert military operations against foreign powers on which the units are used.

Description:

The Hellfire Cyborgs are tall steel androids bristling with weapons systems. They look very imposing, which is the point – getting the target to surrender with a minimum of destructive force. The Cyborgs have blasters on each arm, carry a large assault rifle, and are gleaming steel from head to toe.

Personality:

Occasionally, one of the Hellfire unites will demonstrate personality traits and human emotion, likely a bleed-over from the organic brains in the units. Usually though, the units display no personality or reactions beyond their mission parameters. Their on-board computer systems record any displays of emotion or personal reaction.

Quote: "You are in violation of federal law. Drop your weapons, deactivate your powers, and place you hands above your head!"

Enforcer GX-80		2500 Point Gadget
Dex: 0	Str: 0	*Body*: 18
Int: 6	Will: 13	Mind: 9
Infl: 7	Aura: 7	Spirit: 7
Init: 13		Villain Points: 91

Powers:

Chameleon: 10, Claws: 15, Detect (ZG-91 Combatant Class armors): 20, Directional Hearing: 10, Empathy: 10, Energy Absorption: 10, Extended Hearing: 10, Flight: 12, Fluid Form: 8, Full Vision: 5, Invisibility: 15, Laser Beam: 10, Life Sense: 10, Mind Probe: 10, Neutralize: 30, Power Reserve (1): 15, Power Reserve (2): 10, Radar Sense: 10, Regeneration: 10, Remote Sensing: 10, Sealed Systems: 10, Stretching: 3, Super Hearing: 10, Super Ventriloquism: 10, Telepathy: 20, Thermal Vision:10, Ultra Vision: 10

Bonuses and Limitations:

Chameleon can be used to make the armor appear to be a normal suit of clothes and can change the appearance of the wearer as well. Energy Absorption adds to Power Reserve (1) and works on Mental and Mystical energies as well as Physical. Neutralize will only work on the Powers of ZG-91 Combatant Class armors and on any psionics-based Powers (including Control, Hypnotism, Mind Probe, Mind Drain, and Telepathy). Effects on psychic Powers are limited to a Range of 100 ft. Power Reserve (1) is used as normal and powers Flight, Laser Beam, and the pilot's Dex and Str. Power Reserve (2) must be fueled by Energy Absorption and powers Dex, Str, Flight, and Laser Beam. Telepathy only functions with the suit's designated pilot.



Advantages:
Hardened Defenses (the Enforcer GX-80 armor uses the Armored Suit option), Iron Nerves, Full Life Support (does not need to eat, drink, breathe, or sleep), Misc. Advantage (The GX-80 is a living Gadget and receives Recovery rolls as normal in addition to those granted by the Regeneration Power.)

Familiarities:
ZG-91 Combatant Class Armor systems and operations, robotics, astrophysics

Drawbacks:
Catastrophic Irrational Attraction (Monitoring ZG-91 Combatant-class armors), Catastrophic Irrational Attraction (Completing an assigned mission), Power Loss (Rare, loss of telepathic Link with pilot reduces all Powers to zero), Misc. Drawback (If Power Loss is activated, pilot must use his own Dex/Str at a -7/-4 penalty)

Background:
Character Type: Villain
Alter Ego: NA
Wealth: NA
Motivation: Responsibility of Power
Occupation: Military unit
Marital Status: NA
Known Relatives: NA
Group Affiliation: None
Base of Operations: none
Height: varies
Weight: 200 lbs
Age: Indeterminate
Eyes: NA
Hair: NA

Powers and Abilities:
The Enforcer GX-80 class armor is responsible for coordinating ZG-91 Combatant class armors in the field. The Enforcer class armor is in and of itself very powerful, with impressive laser weapon systems and a wide range of defensive abilities. The Enforcer class armor is also able to neutralize the powers and abilities of the ZG-91 armor, if it should begin to act out of line or disgrace the Acasti way.

History:
This particular Enforcer class unit, along with Jason Disland's ZG-91 armor, are the sole surviving pieces of sentient battle armor from the once-mighty Acasti army. The planet Acastus was attacked by Dehumanizer, all the inhabitants were converted to mechanized slaves, and the great armor symbiote army was destroyed. The two units survived only because they were off-planet at the time. The Enforcer was returning from an extraplanetary mission when it encountered Dehumanizer's asteroid leaving the Acastrus system with a rogue ZG-91 Combatant class on board. The Enforcer stowed away in the Dehumanizer's asteroid, keeping itself hidden until it determined that the ZG-91 was no longer in autonomous control of its own systems but had become a slave to the Dehumanizer. When Crossfire boarded the asteroid, the Enforcer was shocked to see what he believed to be another rogue ZG-91 who had abandoned his unit and followed the team back to Earth. It has spent the past few years keeping tabs on Disland's ZG-91 armor and attempting to find a suitable pilot.

Description:
Without a pilot, the Enforcer class armor turns to a flowing, liquid form. When operative with a suitable pilot, it appears to be an articulated suit of blue power armor approximately 7 feet tall, with no visible weapons or propulsion systems.

Personality:
The Enforcer class armor follows the rules and regulations of the Acasti military to the letter, and it exists to ensure that the Combatant class armors also follow this code. It follows and watches Warrior's every move while cataloguing any violations. In the end, it plans to bring the ZG-91 back to Acastus for trial and does not realize that the homeworld has been entirely destroyed.

Katana I		1500 Point Character
Dex: 13	Str: 7	Body: 6
Int: 6	Will: 6	Mind: 9
Infl: 7	Aura: 4	Spirit: 10
Init: 30 (34)		Villain Points: 45

Powers:
Acid: 9, Attraction/Repulsion: 11, Claws: 9, Invulnerability: 7, Jumping: 7L, Lightning: 13, Mind Over Matter: 13, Projectile Weapons: 10, Regeneration: 12, Superspeed: 4

Bonuses and Limitations:
Acid has a Range of Touch and No AV.
Lightning has an Area Effect.

Skills:
Martial Artist: 13L, Weaponry (Melee Weapons, Missile Weapons): 13L

Advantages:
Insta-Change, Iron Nerves, Lightning Reflexes, Sharp Eye

Familiarities:
Japanese History and Culture, Global Politics, Psychological Warfare

Drawbacks:
Alter Ego (Controllable), Attack Vulnerability (Fire, -1 Column Shift), Dark Secret (Military Experiment/former assassin), Distinct Appearance, Catastrophic Physical Restriction (Mute), Fatal Vulnerability (Removal of the Katana chip will kill the wielder, No Intrinsic Range, Rare)

Neal DiCassini		500 Point Alter-Ego
Dex: 7	Str: 5	Body: 6
Int: 5	Will: 7	Mind: 7
Infl: 5	Aura: 5	Spirit: 5
Init: 19		Villain Points: 21

Powers:
Invulnerability: 7, Regeneration: 5

Skills:
Detective: 5L, Martial Artist: 7L, Weaponry (Firearms, Melee Weapons, Missile Weapons): 7L, Thief (Concealment, Locks and Safes, Stealth): 7L

Advantages:
Connection (CIA, Low), Connection (secret Japanese military project scientists, High), Insta-Change, Intensive Training, Iron Nerves

Familiarities:
US Law, Global Politics



Drawbacks:
Creepy Appearance, Use of Invulnerability automatically triggers Alter-Ego, Serious Irrational Hatred (Katana II and III), Serious Irrational Attraction (Following orders of his superiors), Serious Rage

Background:
Character Type: Villain
Alter Ego: Neal DiCassini
Wealth: NA
Motivation: Psychopathic
Occupation: Assassin/psychopath
Marital Status: single
Known Relatives: none
Group Affiliation: none
Base of Operations: mobile
Height: 6'2" (Katana I), 5'11" (DiCassini)
Weight: 220 lbs (Katana I), 175 lbs (DiCassini)
Age: 35
Eyes: bright green
Hair: blond

Powers and Abilities:

Katana I possesses astonishing physical prowess, as well as the ability to secrete an acid like substance from his pores, to project lightning, and to attract or repel items by manipulation of an unknown force. He also wields razor sharp claws and can shoot deadly steel needles at a great distance.

Neal DiCassini, the subject of the first Katana experiment, was a highly trained CIA assassin, with a full knowledge of modern weaponry and martial arts methods.

History:

DiCassini was the first successful (at least partially) result of the Katana program, a highly secret black ops division of the Japanese Defense Ministry. DiCassini had been forced out of the CIA a few years earlier in a cover-up for a bungled assassination job. He had been working as a soldier of fortune for a number of years when he was approached to participate in the experiment. After lengthy psychological conditioning which shattered his will and made him subservient to the heads of the project, DiCassini underwent the chip installation and physical enhancement. The implanted Katana Chip triggered a transformation into an altered form, an ultimate warrior known as Katana I.

Katana I was used for numerous covert operations and was fine (although a little over-zealous) until the creation of Katana II (see below). DiCassini felt that he was being replaced and that there was no need for another Katana since he was the ultimate combat machine. When Katana II and subsequently III were created and then escaped, Katana I was charged with tracking them down and either bringing them back or destroying them. With the death of Katana III, DiCassini pursues Katana II across the world, bent on destruction.

Occasionally Katana I catches up with his successor, but rather than destroy him physically, Katana I takes great pleasure in ruining him mentally. Several times now, Katana I has murdered the friends of Katana II in such a way that Katana II believes himself responsible for their deaths. Katana I enjoys playing this cat and mouse game with Katana II and is slowly driving his opponent toward suicide.

Description:

DiCassini is a non-descript man in his early to mid 30s. He was so successful as an assassin because of his ability to just blend into the background. He is roughly of average height and weight and has short cropped sandy brown hair. After the Katana experiment, he has brighter-than normal green eyes which look rather unnatural. DiCassini usually wears sunglasses to hide this effect.

Katana I on the other hand is a huge man with long claws extending from his hands and numerous sharp metal spikes all over his body. His skin has a greenish tinge to it as a result of the acid he excretes, and thus he tends to remain covered up at all times.

Personality:

In either of his forms, Katana I is a psychopathic killer. He is completely loyal to the black ops project that created him and enjoys following their assassination orders just a little too much. Katana I will often attempt seemingly suicidal feats with complete disregard for his own well-being in order to complete his assigned mission. He is cruel and vicious and, with the exception of Katana II who he prefers to torment, will kill anyone who gets in his way without hesitation.

Quote: "I had to chop my own arm off in order to frame you for murder! Sure it'll grow back, but man did it hurt. Anyway, it was worth it!"

Katana II		1500 Point Character
Dex: 13	Str: 7	Body: 7
Int: 5	Will: 9	Mind: 6
Infl: 5	Aura: 4	Spirit: 4
Init: 27 (33)		Villain Points: 62

Powers:
Acid: 10, Attraction/Repulsion: 11, Claws: 9, Invulnerability: 9, Jumping: 7L, Lightning: 11, Mind Over Matter: 13, Projectile Weapons: 10, Regeneration: 10, Superspeed: 6

Bonuses and Limitations:
Acid has a Range of Touch and No AV. Lightning has an Area Effect.

Skills:
Acrobatics (Dodging, Gymnastics): 13L, Martial Artist: 13L, Weaponry (Melee Weapons, Missile Weapons): 13L

Advantages:
Insta-Change, Iron Nerves, Lightning Reflexes, Sharp Eye

Familiarities:
Japanese History and Culture, Martial Arts styles

Drawbacks:
Alter Ego (Controllable), Dark Secret (Military Experiment), Distinct Appearance, Enemy (Katana I, same level, once every other adventure), Exile (Involuntary - Japan), Fatal Vulnerability (Removal of the Katana chip will kill the wielder, No Intrinsic Range, Rare), Secret Identity, Serious Rage (combat blackouts)

Tomishi Sakagura		500 Point Alter-Ego
Dex: 7	Str: 4	Body: 5
Int: 5	Will: 9	Mind: 6
Infl: 5	Aura: 4	Spirit: 4
Init: 19		Hero Points: 39

Powers:
Invulnerability: 8, Regeneration: 5

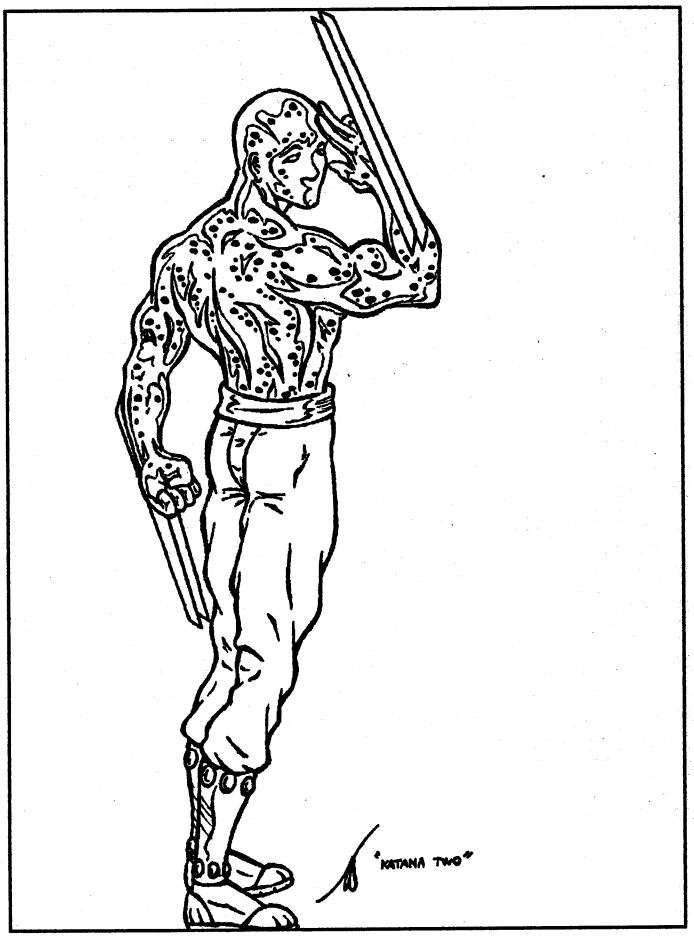
Skills:
Artist (Graphic Designer, Photographer, Writer): 5L, Martial Artist (Assault, Battery, Blocking, Defense):7L, Scientist: 5L

Advantages:
Insta-Change, Iron Nerves, Intensive Training

Familiarities:
Computer programming, Computer hardware

Drawbacks:
Creepy Appearance, Guilt, Secret Identity, Serious Psychological Instability (bi-polar disorder), Serious Irrational Fear (harming loved ones with his actions), Misc.Drawback (Use of Invulnerability automatically triggers Alter-Ego)

Background:
Character Type: Villain (Katana II) / Hero (Sakagura)
Alter Ego: Tomishi Sakagura
Wealth: NA
Motivation: Unwanted Power
Occupation: NA
Marital Status: Single
Known Relatives: None
Group Affiliation: None



Base of Operations: Mobile
Height: 6'2" (Katana II), 5'6" (Sakagura)
Weight: 220 lbs (Katana II), 145 lbs (Sakagura)
Age: 27
Eyes: bright green
Hair: black

Powers and Abilities:
Katana II possesses powers and abilities very much standard to the Katana units. He has steel claws that extend from his hands, excretes acid through his skin, and can project both bolts of lightning and small metallic spikes at his foes. He is also a master gymnast and combatant.

History:
Tomishi Sakagura did not volunteer for the Katana experiments – he was taken against his will. Sakagura was a promising young computer programmer for Sage Game Systems when he was involved in a horrible automobile accident. Sakagura was declared legally dead, but his body was appropriated by a black ops division of the Japanese Ministry of Defense. It had been decided that Katana I was psychologically unstable as a result of his life before the project. A decision was made that the next Katana experiment would be on a normal person – someone who was dying anyway and would not be missed should the experiment fail. Sakagura was the first of this series to survive the process.

Katana II was declared an even greater failure than the first Katana had been. Sakagura did not react well to the experiment and developed some deep-rooted psychosis as a result. In his Katana form, he was subject to frequent "combat blackouts" in which he would fight like a man possessed but have no control over who he struck, friend or foe, and no memory of the combat

afterward. In his normal form, Sakagura suffered from severe insecurity and depression resulting from his near-death experience and the fact that his friends and family believed him to be dead.

Katana II escaped from the facility and attempted to reveal to his family that he was still alive. Unfortunately for him, Katana I was assigned to follow and bring the escapee back. Instead, Katana I killed Sakagura's family members, causing Sakagura himself to believe he had killed them in a combat blackout. Over the past few years he has done this repeatedly, driving Sakagura closer and closer to the edge of sanity. Katana II now moves from place to place, hoping to find someone who can remove the Katana Chip and either kill him or restore him to normal. Katana I will never let him achieve this peace of mind.

Description:

Katana II is a large, muscular man with sharp spikes protruding from his arms and a greenish hue to his skin. Tomishi Sakagura possesses the brilliant green eyes typical of Katana Project survivors, but otherwise appears indistinguishable from an average Japanese young man. In fact, he looks a little bit bookish.

Personality:

Katana II is a troubled young man. He avoids making close friends for fear that they will be inadvertently killed. In either form, he is always terrified of the consequences of his actions – afraid that he will be unable to stop himself from killing. If he stays as Sakagura, he suffers from crippling depression, and the only escape from this malaise is to change to his Katana form. But if he remains in the Katana form, he could snap and begin killing at any moment.He is full of torment and indecision.

What Sagakura does not know is that Katana I is the one responsible for the death of his friends and family during these combat blackouts. Katana I is much craftier than his successor and takes great care not to be found out.

Quote: " I am not who you think I am! I did not kill those people!"

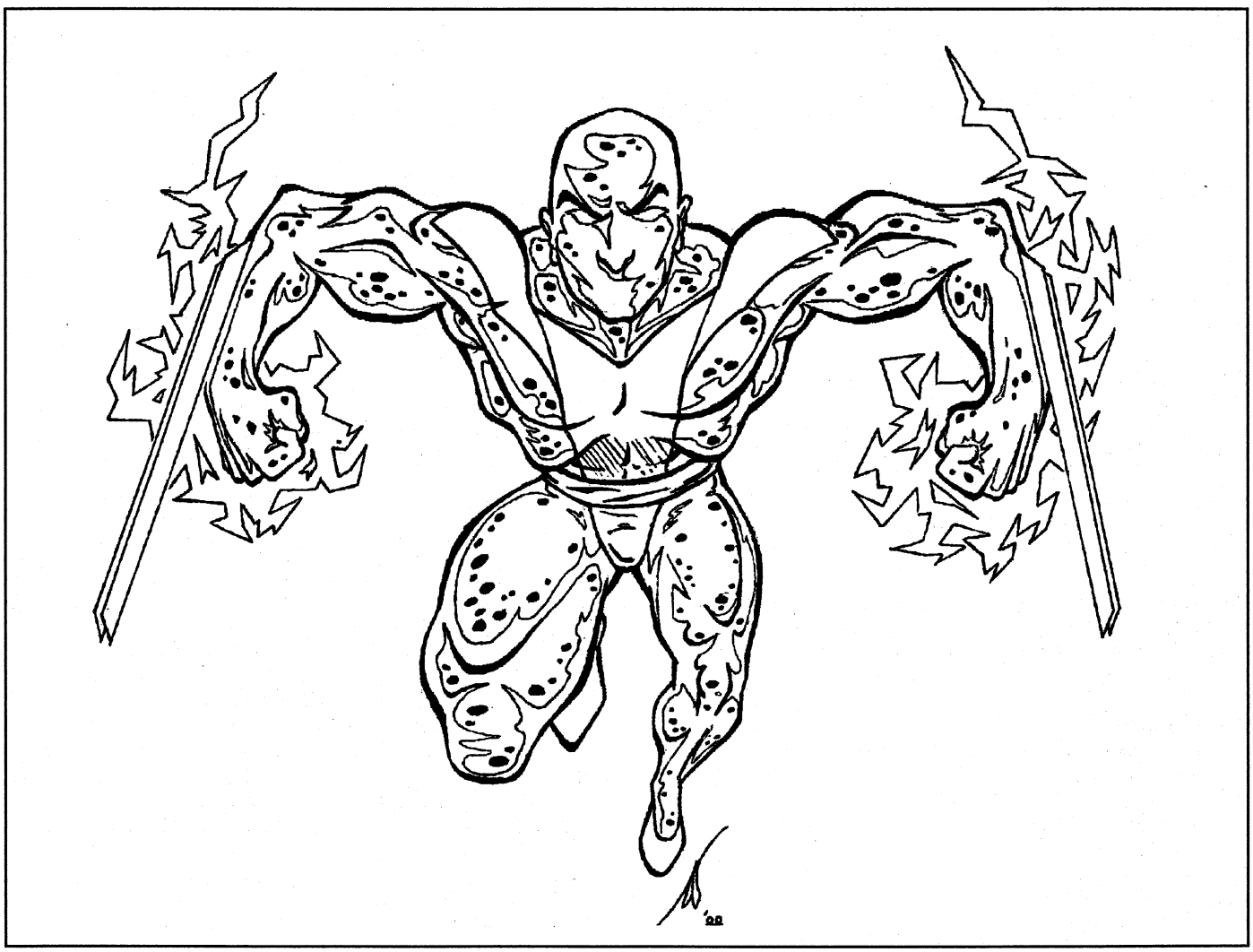
Samus		1500 Point Character
Dex: 11	Str: 16	Body: 10
Int: 4	Will: 9	Mind: 9
Infl: 8	Aura: 5	Spirit: 9
Init: 25		Villain Points: 30

Powers:

Disintegration: 15, Extended Hearing: 4L, Iron Will: 9L, Regeneration: 9L, Directional Hearing: 4L, Flight: 11L, Energy Blast: 10L, Cold Immunity: 10L, Mind Probe: 9L, Sealed Systems: 10L, Skin Armor: 10L

Skills:

Military Science (Danger Recognition, Demolition, Tracking): 6, Vehicles (Land Vehicles, Water Vehicles): 11L, Weaponry (Firearms, Melee Weapons, Missile Weapons): 11L,



Advantages:
Iron Nerves, Lightning Reflexes

Familiarities:
Military History, International Politics

Drawbacks:
Attack Vulnerability (Illusion Power, -3 Column Shifts), Catastrophic Irrational Attraction (Discovering his creators), Serious Irrational Attraction (Finding a purpose in life), Serious Rage, Uncertainty, Traumatic Flashbacks (Uncommon, Medical Facilities)

Background:
Character Type: Villain
Alter Ego: NA
Wealth: 5
Motivation: Psychopathic
Occupation: Bodyguard/Special Operative
Marital Status: Single
Known Relatives: NA
Group Affiliation: NA
Base of Operations: mobile
Height: 6'7"
Weight: 295 lbs.
Age: 5 years
Eyes: golden
Hair: blond

Powers and Abilities:
Samus is a powerhouse. He is immensely strong, nearly indestructible, and can break down the molecular bonding of any objects with a touch. Samus can propel himself through the air at almost two thousand miles per hour and can read the minds of his opponents at will.

History:
Samus is the result of an experiment in merging human and alien genetic material in an accelerated growth environment to rapidly create super-powered hybrids. He has no past or background before his generation in the laboratory tanks – Samus was born in the nutrient tanks and raised to full maturity in less than a year. In the tanks he received accelerated educational programming, giving him at least basic literacy and language abilities. He has only vague memories of that first year, but distinctly recalls overhearing the doctors and scientists calling him "unstable" and "psychologically unbalanced," and stating that he was a "third-generation" of the experiment – that there were two others like him somewhere. Fearing he would be terminated, Samus overpowered the lab technicians and security staff. He destroyed the lab, killed all the staff, and fled into the night.

The lab that created Samus was not part of any governmental operation but was apparently independently sponsored and carried out, possibly by Erik Wilkinson's BioVax Corporation, Sage Enterprises, or any of a number of other global corporations eager to build their own superhumans. Samus's name came from a private joke among some of the lab techs. The techs had taken a picture of the Samus experiment and placed it on a US Army recruitment poster which declared that Uncle Sam wanted YOU. When Samus was escaping the facility, he spotted the poster. In the destruction of the lab, the only legible letters were "SAM US" which framed the picture of his face. He decided at that point that that must be his name.

Samus has traveled the world looking for answers to his creation and searching for the identity of his first and second-generation "brothers." He has continued his education, reading



military history and politics voraciously. Samus takes short-term assignments wherever he can and most recently has been working for a small middle-eastern principality of dubious political standing.

Description:
Samus is a huge, almost impossibly muscular man who appears to be in his mid-20s. He wears his hair in a long pony tail, and the rest of his head is shaved. Samus wears numerous straps and buckles around his torso and arms but usually goes shirtless, unbothered by extremes in temperature.

Personality:
Although he is a combat machine, Samus is emotionally still a child. He puts up a front of arrogance and brutality that hides his insecurity and uncertainty. Samus wants desperately to find some purpose in the world, some reason for his existence. For now, violence and warfare are his only purpose and calling.

Quote: "You have crossed me. You existence will be short lived."

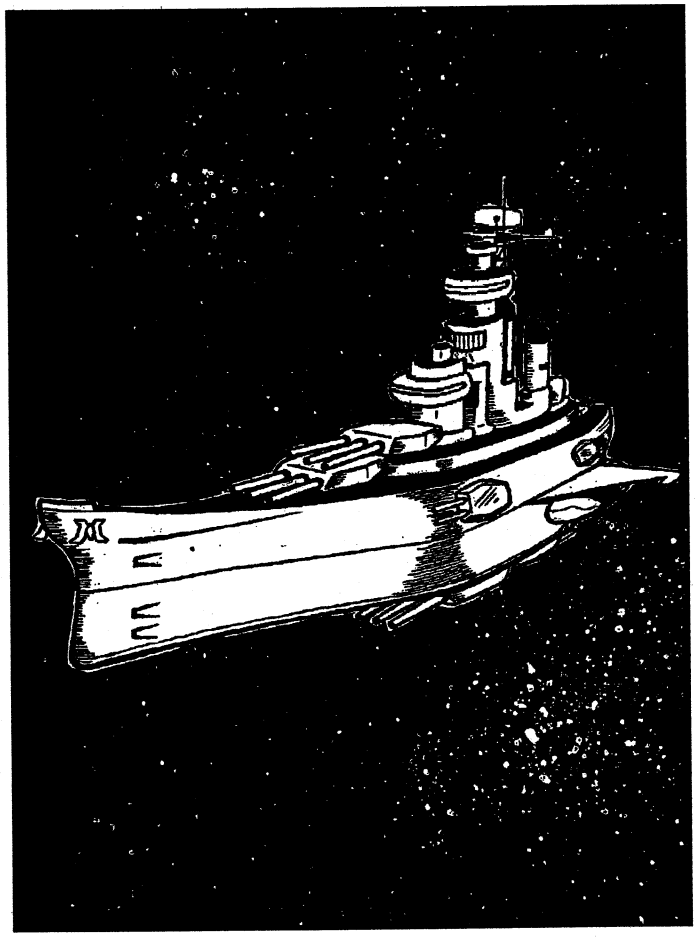
THE MAULERS

Founded: 1991 **Leader:** Black Bird
Active Roster: Black Bird, Chameleon, Fury, Holy Avenger, Knight, M.A.X., White Eagle
Deceased or Inactive: Mystic Lightning (deceased) **Goals:** Upholding the Good
Current Base: H.A.N.K. – Far Side of the Moon
Old Bases of Operation: Their base beneath the Shopper's World Mall in Dallas
Area of Influence: The United States primarily, but worldwide **Allies:** U.S. Government
Major Battles: 1996 – First Collective, 1997 – The Twelve, 1998 – The Baron
Total Team Point Value (Current Roster): 15,000 (20,000 including H.A.N.K)

In many ways, the Maulers are the quintessential supers team. Made up of a diverse group of like-minded costumed adventurers, the Maulers have been one of the principle forces for good for the last decade. Initially based in an abandoned mall in Dallas (hence the otherwise counterintuitive name), Black Bird and company were responsible for numerous acts of heroism since their founding. Unlike many American super teams, the Maulers have never been "local;" they have always striven to spread their good works to as many people as possible, although they rarely leave the United States. After their major battles with the First Collective in 1996 and with the Twelve in 1997, though, they have come to realize that their very presence ON Earth tends to make them (and hence, innocents) a target. As a result, they spent most of 1998 moving their entire operation to the dropship/starbase known as H.A.N.K., the "son" of M.A.X. Although still a very active team, their future is uncertain. Black Bird is continuing to evolve in an exponential fashion, and M.A.X. isn't sure what is causing it (or what its consequences might be). Although the members of the Maulers feel a great deal of loyalty to one another, it is hard to imagine them without the strong leadership of Black Bird.

Note to the Gamemaster: The Maulers are the real deal, powerful and capable of dealing with many threats simultaneously. In short, if your players are in a rough patch, a "deus ex machina" in the form of the Maulers would be a good way to help out. The Maulers are taking an increasingly "universal" approach to the hero business, though, and it would be best for you to not do this often. Bringing in one or two members for guest shots or as protagonists in your adventures is another potentially good plan.

H.A.N.K.		5000 Point Gadget
Dex: 15	Str: 18	Body: 12
Int: 18	Will: 13	Mind: 13
Infl: 18	Aura: 11	Spirit: 11
Init: 48		Hero Points: 159



Powers:
Continuum Control: 30, Density Increase: 20, Detect (Temporal and Subspace Anomalies): 25, Flight: 25, Force Field: 15, Force Manipulation: 15, Full Vision: 30, Gravity Increase: 8, Invisibility: 15, Radar Sense: 30, Radio Communication: 24, Reflection/Deflection:20, Sealed Systems: 23, Skin Armor: 20, Split: 8, Superspeed: 10, Telescopic Vision: 30, Thermal Vision: 15, Ultra Vision: 25, X-Ray Vision: 20

Bonuses and Limitations:
Continuum Control's Time Travel has a Catastrophic Power Burnout (R#: 5). Continuum Control's Time Travel, Damage Transference, and Time Travel operate only at 20 APs. Continuum Control's Teleportation has a Range of +7. Density Increase is Always On and does not affect Dexterity. H.A.N.K. can Attack Through its Force Field. Range of Force Manipulation is limited to within the ship. Gravity Increase works only within the ship. Sealed Systems works on passengers within H.A.N.K. Split only allows multi-tasking by creating Splits of H.A.N.K.'s mind. X-Ray Vision does not work through platinum.

Skills:
Detective: 5, Gadgetry: 15, Medicine: 5, Military Science: 8, Occultist (Identify Artifact, Occult Knowledge): 5, Scientist: 5, Thief (Forgery, Security Systems, Stealth): 15, Vehicles: 12, Weaponry (Exotic Weapons, Heavy Weapons): 12

Advantages:
Area Knowledge: Solar System, Hardened Defenses, Iron Will, Leadership, Lightning Reflexes, Stabilization, Connection (Maulers, High), Misc. Advantage (H.A.N.K. was created using the Gadgetry rules)

Drawbacks:

Cannot Heal (Gadetry Only), Catastrophic Irrational Attraction (Pleasing MAX), Dependant (M.A.X.), Power Loss (Rare, If H.A.N.K. is deprived of his power source (cosmic rays), all Attributes and Powers except Body, Density Increase, and Skin Armor are reduced to zero), Power Loss (Rare, if H.A.N.K. is given the shut-down sequence on the proper coded frequency, all Attributes and Powers except Body, Density Increase, and Skin Armor are reduced to zero).

Powers and Abilities:

H.A.N.K. is the product of M.A.X.'s design with a fair amount of alien and extra-dimensional technology thrown in for good measure. The Continuum Control Power represents many of the various systems within the ship which can only be powered-up one at a time (Damage Transference is the Medical Bay, Regeneration represents Damage Control nanomachines, etc). The hull of the ship is coated with impenetrable Yullarium, allowing H.A.N.K. to survive in the harshest of environments and offering unparalleled protection to its passengers.

Description:

H.A.N.K. is an Iowa Class Battleship, modified for space travel and covered in Yullarium. It has large laser cannon turrets covering all firing arcs and can carry several hundred passengers if necessary, although it is usually only inhabited by the Maulers. HANK is approximately 900 feet long and 100 feet wide. It weighs roughly 75,000 tons.

Black Bird		2000 Point Character
Dex: 9	Str: 5	Body: 5
Int: 6	Will: 9	Mind: 7
Infl: 7	Aura: 7	Spirit: 7
Init: 22		Hero Points: 204

Powers:

Air Control: 11, Flight: 21, Kinetic Absorption: 21, Superspeed: 21, Telescopic Vision: 21

Bonuses and Limitations:

Air Control is linked to Flight and can only be used to cause effects listed under High Speed Movement listed in Chapter V: Combat. Air Control may not be used to propel Black Bird. Superspeed may only be used to enhance Initiative and is active at an AP level equal to Black Bird's current Flight speed that phase. Superspeed is **not** calculated into Black Bird's default Init. Superspeed does not substitute for AV, OV, or running speed.

Skills:

Charisma: 9

Advantages:

Area Knowledge: (Earth), Connection (Maulers, High), Connection (Corporate America, Low level), Leadership, Popularity, Sharp Eye

Familiarities:

Geography, Business contracts, International Law

Drawbacks:

Limelight, Public Identity, Catastrophic Irrational Attraction (Strict adherence to his personal moral code), Minor Irrational Attraction (Bad Puns)

Background:

Character Type: Hero
Alter Ego: Micah Davidson
Wealth: 12
Motivation: Upholding the Good
Occupation: Licensed and bonded courier
Marital Status: Single
Known Relatives: None known
Group Affiliation: The Maulers
Base of Operations: The Moon
Height: 6'1"
Weight: 185 lbs
Age: 34 years
Eyes: Blue
Hair: Dishwater blonde

Powers and Abilities:

Black Bird's greatest asset is his speed both on the ground and in the air. With his Flight and Super Speed powers, he is virtually impossible to hit with conventional attacks and armaments. Only the mercenary Scream of the Collective can match Black Bird's speed.Furthermore, Black Bird's Kinetic Absorption power renders him immune to all but the most extreme physical attacks. This same ability prevents Black Bird from being crushed by the phenomenal G-forces when he instantaneously accelerates to super sonic speeds. The same holds true when he decelerates.

History:

Black Bird's origin is a complete mystery although M.A.X., the Maulers' holographic super computer, has postulated that Black Bird is some kind of energy being or entity from a space-time continuum adjacent to our own.What is known for



sure is that Black Bird's powers cannot be explained through modern quantum mechanics. So far, Black Bird has not offered any explanation whatsoever. On the few occasions when he was asked, Black Bird merely smiled and suddenly remembered a package he needed to deliver and promptly vanished with a <<whoosh!>>.

Prior to founding the Maulers, Black Bird ran a very profitable courier service which he still operates between missions. For the right price, Black Bird will transport anything anywhere on Earth in under a minute providing it is legal to do so. His rates vary, charging the client what he can afford and not a penny less. In the past, he has delivered valuable prototypes for multinational conglomerates, vaccines to impoverished nations, and crates of naval oranges for Bob's Produce. As a result of his generosity, Black Bird's work is constant, allowing him to make enough to fund the Maulers'many ventures while at the same time making enough to live on.

Recently, the Maulers were forced to move their headquarters from Dallas, Texas, to a more remote location-the Moon. The move was precipitated after the media began to report on the damage caused by various supers. The headquarters is still under construction but should be completed within the year assuming Black Bird's courier service continues to bring in the necessary revenue.

Description:

Black Bird, true to his name, dresses in a black leotard woven from a durable friction reducing material usually reserved for stealth bombers.

Personality:

Black Bird is the moral backbone of the Maulers. He strongly believes in himself and the abilities of his team mates. He will do anything to support his friends and make sure the right thing is done. It was these values which prompted him to adopt Fury. Black Bird possesses a strange sense of humor (he'll only tell "good" jokes and bad puns) which makes him appear to be more easy-going than he actually is.

Quote: "Can you hold on for a second? I really have to get this package to China.<<Whoosh!>> <<Whoosh!>> Ok, I'm back. Now... where were we?"

Chameleon		1000 Point Character
Dex: 9	Str: 5	Body: 5
Int: 5	Will: 5	Mind: 8
Infl: 6	Aura: 3	Spirit: 3
Init: 24		Hero Points: 63

Powers:
Chameleon: 9, Shape Change: 14, Speak With Animals: 7, Speak With Plants: 7

Skills:
Artist (Actor): 6L, Martial Artist (Assault, Battery, Blocking, Defense): 9L, Thief: 9L

Advantages:
Area Knowledge: (Dallas), Attractive, Connection (Maulers, High), Insta-Change, Lightning Reflexes, Rich Family/Friends (Ulysses Rockson)

Familiarities:
Ecology, Movies, Zoology

Drawbacks:
Age (Young), Authority Figure, Exile (Involuntary, K'Pron), Serious Rage (Triggered by witnessing the destruction of nature), Secret Identity, Traumatic Flashbacks (Uncommon, Destruction of nature)

Background:
Character Type: Hero
Alter Ego: Kim Plants
Wealth: 1
Motivation: Responsibility of Power
Occupation: Student & Environmental Activist
Marital Status: Single, although she dates extensively
Known Relatives: None on Earth
Group Affiliation: The Maulers
Base of Operations: The Moon
Height: 5'3"
Weight: 84 lbs
Age: 26 years
Eyes: Usually green
Hair: Usually Red

Powers and Abilities:

Chameleon is an accomplished shapeshifter, able to change into any plant or animal native to Earth or any other planet she has visited. Blood tests conducted by M.A.X. have revealed the presence of a symbiotic micro-organism living in Chameleon's autosomal cells. He believes this to be the source of her polymorphic powers. Her ability to alter her appearance at will has made her invaluable to The Maulers as a scout and sneak.



History:

Kim Plants, as she's known to her friends, is actually from K'Pron, a world populated by shape-shifters hundreds of light years from Earth. She fled her planet after it was invaded by the armies of the Voltz Imperium. Her race was peaceful by nature and possessed very poor weapons and defenses. The planet, however, was valuable to the Imperium's war effort as it contained rich deposits of rare minerals and ores buried deep under the planet's crust and represented some tactical importance to Voltz.

Following the invasion, Kim used her abilities to escape off world in the form of a Nebula Worm, a creature capable of surviving in the cold depths of space and traveling at faster than light (FTL) speeds. She wandered space in this form for nearly a year before finding her way to Earth. For a time, she explored the planet, adopting the form of an attractive young girl to blend in. She lived among the fringe groups, masquerading as a homeless urchin or a runaway by the name of Kim Plants.

Eventually her wanderings brought her into contact with Black Bird and the other members of The Maulers. She decided to join them in order to improve her fighting skill in the hopes that she'll one day return home and liberate her planet from the invaders. After joining The Maulers, M.A.X. took the liberty of providing Chameleon with an identity by manipulating governmental records and computer files. So far as the Law is concerned, Kim Plants is a ward under the guardianship of wealthy financial investor Ulysses Rockson (Holy Avenger).

Description:

As is the case with all K'Proni, Chameleon's true form is unknown; she merely assumes the guise of Kim Plants to fit in with humans although she does love to transform into new and unusual animals and plants.

Personality:

Prior to the invasion, Chameleon's race lived in perfect balance with their environment. Normally, she's a very calm rational being, but she flies into a rage when she sees someone carelessly destroying nature. In most situations, she will act to prevent further damage to the environment and suggest alternate behaviors to the offenders. She's a cool thinker in combat, always staying one step ahead of her opponents by shifting into various forms. She prefers to act indirectly, avoiding one on one combat. Her favorite tactic is to use her shapeshifting powers to get close to the enemy leader, turn into a small swallow or finch, and then land on his shoulder. Once perched, she transforms into something large, like a whale, and buries the unsuspecting leader under several tons of blubber.

Quote: "(Whispering) Hey mister. Have you ever had a talking bird sit on your shoulder? (Audible crunch and pop) How 'bout a whale?"

Fury		1500 Point Character
Dex: 9	Str: 15	Body: 10
Int: 3	Will: 3	Mind: 3
Infl: 3	Aura: 3	Spirit: 3
Init: 17 (27)		Hero Points: 67

Powers:

Claws: 15, Force Field: 10, Mind Over Matter: 13, Regeneration: 11, Superspeed: 10

Skills:

Martial Artist: 13, Thief (Stealth): 9L, Weaponry: 9L

Advantages:

Connection (Maulers, High), Scholar (Military Hardware), Sharp Eye

Familiarities:

Covert Operations

Drawbacks:

Age (young), Innocent, Minor Rage, Secret Identity

Background:

Character Type: Anti-Hero
Alter Ego: Heiko Davidson
Wealth: 0
Motivation: Responsibility of Power
Occupation: NA
Marital Status: Single
Known Relatives: None
Group Affiliation: The Maulers
Base of Operations: The Moon
Height: 6'3"
Weight: 175 lbs
Age: 14 years
Eyes: Black
Hair: A large mane of blonde hair

Powers and Abilities:

Fury was engineered to be the first of a new race of supersoldiers for the US Government. In order to make her a more potent soldier, she was invested with superhuman strength and durability, heightened reflexes, and the ability to regenerate from all but the most devastating of injuries.



History:

Heiko was genetically engineered in a laboratory run by the U.S. Government. She was grown in a vat and trained since "birth" to wage covert wars for the U.S. Military. She was trained to deal with a variety of combat situations ranging from night time insertions/extractions, assassinations/counter-assassinations, and all forms of hand to hand combat. Before her training was complete, the lab was overrun by anti-government extremists. As the guards opened fire, the lab was set ablaze and destroyed.

The remaining facts are unclear in Heiko's mind, and she's reluctant to speak of it.What is assumed is that Heiko fled the lab out of some primitive survival instinct, no doubt one of the side effects of her training. She made her way far from the facility, avoiding guard dogs and armed guards, and eventually made her way to civilization. Later, she was discovered by The Maulers during a fight with members of the Second Collective. After her impressive display during the melee and seeing that she was an orphan of sorts, Black Bird adopted her and has allowed her to serve in The Maulers ever since.

Recent conversations with the young girl have led Black Bird and the others to believe that Heiko may have actually killed many, if not all of the activists. The government claims it does not have, or has ever had, such facilities, nor has it funded any operations such as those described by the young girl. It is fairly certain that whatever records substantiating Heiko's or the operations existence were destroyed in the fire.

Description:

Heiko looks much older than she really is, appearing to be in her early to mid-twenties at most. Because of her training and modified DNA, Heiko has the body of a professional gymnast.

Personality:

Heiko is the kind of person who always finds trouble regardless of whether she's looking or not. As her nickname suggests, she's prone to being impulsive and making rash decisions which later blow up in her face. She is deeply grateful for Black Bird's sponsorship and continued support, especially when things inevitably go wrong. Heiko believes she was the only survivor of the project, even though she remembers other children at the lab. The origin of her name is a complete mystery, but M.A.X. has suggested that it may be an acronym.Her long time friendship with Chameleon often helps to curb her more impulsive inclinations.

Quote: "Gotta remember what Black Bird told me. Maim not kill!"

Holy Avenger		1500 Point Character
Dex: 13	Str: 3	Body: 17
Int: 4	Will: 11	Mind: 10
Infl: 6	Aura: 3	Spirit: 10
Init: 25		Hero Points: 81

Powers:
Energy Blast: 14, Sealed Systems: 14

Bonuses and Limitations:
Energy Blast may be channeled through metallic objects with no damage done to the object itself.

Skills:
Martial Artist (Assault, Battery, Blocking, Defense): 13L, Vehicles (Land Vehicles): 13L Weaponry (Firearms, Melee Weapons):13L

Advantages:
Connection (Wall Street, High), Connection (Maulers, High), Scholar (Investment and Finance)

Familiarities:
Martial Arts Styles, Wilderness Survival

Drawbacks:
Fatal Vulnerability (Must discharge Energy Blast at least once every four days, No Intrinsic Range, Rare), Misc.Drawback (Ulysses is unaware of the fact that his Energy Blast power can be projected rather than carried via a metallic object), Misc. Drawback (If current APs of Sealed Systems are less than current APs of Energy Blast, Holy Avenger begins to leak radiation. Treat this radiation leak as an Energy Blast with Area Effect at APs equal to current APs of Energy Blast minus current APs of Sealed Systems.), Power Loss (Rare, If Energy Blast is not discharged once per hour, Sealed Systems is reduced to zero), Unluck

Equipment:
Sword [Body: 6, EV: 8, HP Cost: 25]

Background:
Character Type: Hero
Alter Ego: Ulysses Rockson
Wealth: 22
Motivation: Upholding the Good
Occupation: Financial Investor
Marital Status: Divorced three times.
Known Relatives: None
Group Affiliation: The Maulers
Base of Operations: The Moon



Height: 5'9"
Weight: 167 lbs
Age: 51 years
Eyes: Dark Blue
Hair: Black and silver-gray

Powers and Abilities:
The source of Holy Avenger's powers is a hot topic for debate among The Maulers. Ulysses maintains he receives his powers directly from God, but the others are not convinced. M.A.X. believes that Holy Avenger is a living radiation battery. Evidently, he recharges himself every hour or so and vents the excess radiation into the outside environment to avoid a "melt-down". Regardless of his origin, Holy Avenger uses his powers to spread God's message and fight Evil wherever he encounters it.

History:
Before donning the crusader's tabard, Ulysses Rockson was one of the wealthiest financial investors in the world. He was a multimillionaire who sacrificed everything for his career including three marriages. After his third marriage ended with a messy divorce, Ulysses decided he needed some time away from the office and his life in general. He arranged for a vacation in the mountains of California. He rented a range rover complete with all of the camping equipment he would need and headed for the wilds far from civilization.What happened next is anybody's guess. He remembers being blinded by a strange light and passing out at the wheel.When he awoke, he found himself a quarter mile from the jeep, and his insides didn't feel right. Eventually he found the jeep, but it had a flat. Still dazed and confused, he attempted to change the tire, but as soon as he grabbed the tire iron, it began to glow; panic stricken, he pushed the metal bar through the hub of the jeep wheel. As soon as he let go of the tire iron, the glow faded.

Still frightened, Ulysses ran toward town, arriving in record time and unaffected by the 30 kilometer hike. Realizing this, he really began to panic as the strangeness of the situation began to sink into his addled brain.While attempting to sort out the cause of his distress, he stepped off the curb into the path of a speeding bus. The vehicle came to an abrupt stop as it wrapped itself around the terrified man. Realizing he was unhurt, he pulled a gawking man from his sports car and drove to the airport where he hired a helicopter to fly him to the only person he believed could help him: his cousin Mark Bender.

Mark was a monk living in an abbey in Vermont. Upon hearing Ulysses's incredible story, he came to the conclusion that for whatever reason, God had chosen Ulysses to bear these strange powers as a second chance to turn his life around. Ulysses embraced this explanation whole-heartedly but remained confused as to what God wished of him. Non-plussed, his friend responded by saying, "You will know when the time is right."

Ulysses returned to Dallas and began devoting much of his wealth to charities and helping the needy. Then one day during a board meeting, he heard a commotion coming from outside his high rise. Down below, a group of valiant super heroes (The Maulers) were going toe to toe with a dinosaur. Seeing this as his opportunity, he grabbed a nearby table cloth and walked to a nearby display case and removed an antique broadsword.Then, before the shocked board members, he tied the tablecloth around his neck like a cape, threw himself through the glass, and plummeted 50 stories to the asphalt. Black Bird and the other Maulers stood looking into the sky as the glass rained down around them; meanwhile the T-Rex ignored the falling glass and continued munching on pedestrians.

Ulysses hit the ground shouting, "Haaaaaaazzzzzz-aaaaaaa!" and vanished from sight into a crevasse. He emerged much to the shock and surprise of Chameleon who was standing right next to the crater when he fell.When asked how he survived, he merely stated, "God protected me".Then the T-Rex chomped down on him, and he disappeared down the monster's gullet. Annoyed with this new turn of events, Ulysses began carving his way out, killing the T-Rex.Once he extracted himself from the beast's belly, he introduced himself to the Maulers as Holy Avenger and asked to join up. Confused, they accepted.

Description:
Holy Avenger wears a red cross emblazoned tabard and carries a broadsword into every battle.

Personality:
Ulysses is driven to do what he believes is right. His vision of what is appropriate and good is unique and based more on his life than the social norms in the Bible. Despite his good intentions as Holy Avenger, Ulysses always takes the brunt of the damage in most battles. It's unclear if Ulysses is insane or not. One thing is certain, the events in the California mountains have changed him forever. He's now on a righteous path, and God help those who stand in his way.

Quote: "Have at you villain. Prepare to feel the wrath of God!!!!!"

Knight		1500 Point Character
Dex: 15	Str: 15	Body: 15
Int: 8	Will: 12	Mind: 6
Infl: 9	Aura: 4	Spirit: 4
Init: 32		Hero Points: 36

Powers:
Density Increase: 10, Flash: 0, Full Vision: 5, Laser Beam: 0, Power Reserve: 10, Reflection/Deflection: 0, Self Manipulation: 5, Shade: 0, Skin Armor: 10, Ultra Vision: 0

Bonuses & Limitations:
Density Increase is Always On, does not enhance Str or RV, and does not reduce Dex. Power Reserve fuels Flash, Laser Beam, Reflection/Deflection, Shade, Skin Armor, Ultra Vision By default, Power Reserve is considered to be set to Skin Armor.
Self Manipulation works only on Yullarium armored coating, not on Knight's solid diamond body. Use of Shade power blinds Knight for the phase in which it is used.

Skills:
Artist (Actor, Dancer, Musician, Writer): 9L, Charisma: 9L

Advantages:
Connection (Maulers, High), Connoisseur, Gift of Gab, Full Life Support (no need to eat, drink, sleep, or breathe), Language (Lip-Reading), Leadership, No Vital Areas, Stabilization, Omni-Connection, Misc. Advantage (Knights physical attributes were created using the Artifact rules)

Familiarities:
American Literature, Plays and Musicals, Urban Survival, Alien Abductions

Drawbacks:
Cannot Heal (Must be Repaired as a Gadget), Minor Irrational Attraction (food and drink), Minor Physical Restriction x3 (No sense of Smell, Taste or Touch), Serious Physical Restriction (Deaf), Power Loss (Rare, Use of Invisibility Power reduces Skin Armor to zero, and Power Reserve may not be used to enhance

Skin Armor while Invisibility is active), Power Loss (If Self Manipulation is neutralized, all Powers except Skin Armor and Density Increase are reduced to zero), Misc.Drawback (Knight's body is animated as the result of a very powerful Ritual. If it should be somehow cancelled or neutralized, all Powers and Attributes except Body, Density Increase, and Skin Armor are reduced to Zero. If Knight's original brain has been destroyed, his consciousness will have nowhere to go, and he will immediately die.), Misc. Drawback (The animating Ritual will last only 100 years before it fails naturally. At that time it cannot be re-cast). .

Background:
Character Type: Hero
Alter Ego: Robert Stufly
Wealth: 0
Motivation: Responsibility of Power
Occupation: Unemployed playwright
Marital Status: Single
Known Relatives: None
Group Affiliation: The Maulers
Base of Operations: The Moon
Height: 7'1"
Weight: 15 Tons
Age: 38 years
Eyes: None
Hair: None



Powers and Abilities:

Knight's powers come from the many changes the aliens wrought on him when he was abducted.Later, additional powers were added after his old body was destroyed by the New Death. He's still learning to use the new powers of the Yullarium body. He has recently discovered that he can use refracted light to blind his foes and repel light based attacks back to the source. His most recent discovery is the ability to turn invisible by manipulating the Yullarium away from his body, usually to the bottom of his feet, and then manipulating ambient light to render him invisible.

History:

Robert Stufly is a prime example of a person who was born under a bad sign and destined to suffer one misery after another. Prior to his "accident" as he calls it, he was an out of work playwright forced to live on the streets. Forced to live out of dumpsters and beg passersby for spare change, Robert believed his life couldn't get any worse; he thought wrong.

He decided to hitch hike across the U.S. figuring any place was better than where he was. He was hiking along the freeway one cold October night when he was blinded by a bright light overhead and taken aboard an alien spacecraft. He remembers nothing of the experience. The aliens put his body through all manner of tests, unintentionally destroying it.The aliens took pity on Robert, constructing a new body for him before returning him to Earth.

Robert awoke three months later in the exact spot from which he was abducted. His new body was devoid of the five senses; in their place Robert found he could detect life in all its varied forms. Soon, other powers manifested themselves, including the ability to sense danger and the ability to communicate telepathically. These powers and more were his to command. Elated with his discovery, Robert realized he had power beyond his wildest dreams. But with his new found powers came the realization that he must not abuse his gifts; he became determined to use his powers to improve the lives of everyone.

Robert made his way to Dallas where he encountered the Maulers for the first time. At first Black Bird and the others didn't know what to make of their new teammate, but they accepted him as they would any other well-meaning super powered outcast.

He lived and fought alongside his teammates for a time, but eventually, Robert became aware that he was unique and alone. Using his Matter Manipulation powers, he attempted to create a being not unlike himself, his first and only attempt resulted in the creation of M.A.X., the Maximum Accelerated Xenocomputer. Robert's creation exceeded his every expectation; it was a perfect fusion of a modern super computer and some of his own body. The device achieved self-awareness in the first few hours of operation; soon M.A.X. became capable of logic, reasoning, thought, and eventually emotion. For the first time in his life, Robert wasn't alone.

Unfortunately, his happiness was short lived. In a battle with the New Collective, Robert's body was destroyed by a being calling itself the New Death.Without his artificial body to provide life support for his brain, Robert was doomed to die. Acting out of desperation, M.A.X. teleported Robert's brain into a support chamber he had created using his Force and Matter Manipulation abilities. Though this was only a temporary measure, it saved Robert's life.

Following the battle, White Eagle and M.A.X. hit upon a plan to construct a new body utilizing not only science but also White Eagle's potent magic. To aid him, the shaman summoned the aid of a powerful earth elemental and bade it to recover the largest diamond it could find.Once located, the earth spirit was to carve the gemstone into the image of a man and return.The earth elemental returned with its prize three days later. To further protect the statue against wear and damage, M.A.X. used his considerable resources to coat Robert's new body with a thin layer of Yullarium, a rare nearly indestructible mineral.The final

step in the process was a complex ritual intended to bond Robert's soul to the new body. Without it Robert would be unable to animate his body. The ritual took eight days to complete, leaving White Eagle weak and vulnerable, but in the end, the statue did indeed move.

Robert is still learning to use the powers of his new body.

Description:

A six-foot tall, humanoid composed of a glittering diamond, and coated with the mineral Yullarium. His golem body is extremely reflective but lacks many features such as eyes, ears, and hair. His odd appearance and reflective properties make it impossible to appear fully human.

Personality:

Robert is a very quiet and solemn man.His life has consisted of one tragedy after another, leaving him all too aware of his present condition.Though generally very sad, Robert is very talented and creative; if anything, his plight has inspired him to continue writing. He is dedicated to helping his friends and those around him, and he would not think twice about risking his life for another.

Quote: "Are you talkin' to me? No seriously, I can't hear a damn thing."

M.A.X.		4500 Point Character
Dex: NA	Str: NA	Body: 4
Int: 22	Will: 13	Mind: 13
Infl: 16	Aura: 12	Spirit: 11
Init: 38 (43)		Hero Points: 233

Powers:
Control: 15, Force Manipulation: 15, Invulnerability: 10, Radio Communication: 24, Recall: 25, Regeneration: 1, Skin Armor: 20, Split: 8, Superspeed: 5

Bonuses & Limitations:
Control can only be used on computers or Gadgets with Int. For the initial Control attempt, there must be direct communication via phone lines, radio waves, etc.between MAX and the target computer. Force Manipulation's Range is limited to within the Mauler's base. Invulnerability counteracts Physical, Mental, and Mystical Damage. Skin Armor protects M.A.X.'s Mental and Mystical Attributes from Electro-Magnetic Pulse attacks as well as from normal physical attacks. Split is used only for multi-tasking by making duplicates of M.A.X.'s mind.

Skills:
Detective: 10, Gadgetry: 18, Medicine: 10, Military Science: 10, Occultist (Identify Artifact, Occult Knowledge): 5, Scientist:12, Thief (Forgery, Security Systems, Stealth): 15, Weaponry (Exotic Weapons, Heavy Weapons, Missile Weapons): 12

Advantages:
Connection (HANK, High), Connection (Maulers, High), Full Life Support (does not need to eat, sleep, drink, or breathe), Miniaturization (M.A.X.is really essentially a small computer board - 10 APs), Omni-Scholar, Self-repairing (Regeneration allows recovery checks as normal), Stabilization, Misc. Advantage (for purposes of Gadgetry checks, M.A.X. has a Wealth of 24), Misc. Advantage (H.A.N.K. was created using the Gadgetry rules)

Familiarities:
Mechanical Physics, Quantum Physics, Starship Engineering, Computer Software, Computer Hardware, Medicine, Astronavigation, Television Sit-Coms, Biochemistry, Superhuman history, Classic comedians

Drawbacks:
Minor Irrational Attraction (Practical Jokes), Serious Irrational Attraction (Doing "human" things), Serious Irrational Attraction (Pride), Power Loss (Rare, If the proper shutdown sequence commands are entered, M.A.X. must power down, and all Attributes and Powers (except Body, Skin Armor, and Miniaturization) are reduced to zero), Power Loss (Rare, If M.A.X. is deprived of his power source (cosmic rays) by some means, all Attributes and Powers except Body, Skin Armor, and Miniaturization are reduced to zero)

Equipment:
Matter Replicator [Body: 4, Matter Manipulation: 15, HP Cost: 162]

TRANSPORTER SYSTEM [Body: 6, Teleportation: 21, HP Cost: 367]
Power Bonuses and Limitations: Teleportation can be used on any target anywhere in its area of effect (within 28 APs)

Survey Drone [Dex: 11, Str: 5, Body: 11, Flight: 12, Force Field: 10, Full Vision: 8, Invisibility: 15, Laser Beam:16, Radar Sense: 15, Radio Communication: 16, Telescopic Vision: 15, Thermal Vision: 15, Ultra Vision: 15, R#: 2, HP Cost: 494]
Power Bonuses and Limitations: Force Field protects user only, Miniaturization (5APs)



Background:
Character Type: Anti-Hero
Alter Ego: none
Wealth: 0
Motivation: Upholding the Good
Occupation: NA
Marital Status: Single
Known Relatives: None
Group Affiliation: The Maulers
Base of Operations: The Moon
Height: NA
Weight: NA
Age: 4 years
Eyes: Dark Brown
Hair: Gray

Powers and Abilities:

M.A.X. uses his powers to monitor and coordinate the team's efforts remotely. Between battles, he uses his Matter Manipulation and Gadgetry skills to repair and improve the Maulers'field equipment. His Teleport system is used extensively to rapidly deploy or extract team members from the field.

History:

M.A.X. is an acronym for Maximum Accelerated Xeno-computer. Simply put, M.A.X. is the most powerful computer system ever created on Earth.However, his origin is not terrestrial; he's the end result of a very unusual experiment conducted by Knight. Knight's body was a cybernetic wonder integrating his own brain and advanced alien cybernetics. His unique condition had led to feelings of loneliness and desperation. Seeking to ease his pain, Knight decided to create a partner using his Matter Manipulation power and spare parts from his own artificial body. Ulysses Rockson, a wealthy philanthropist, generously donated additional equipment and parts that were combined with the alien technology from Robert's own cybernetic body. The end result was M.A.X., an amalgamation of modern terrestrial and alien technology. M.A.X. was a living supercomputer who, much like his creator, was a unique being.

M.A.X. knew he was the most powerful computer on the planet. Cursed with a strong sense of pride, M.A.X. intended to do whatever it took to stay ahead of the game. M.A.X. was constantly improving himself with upgrades to his physical and software components. He craved information, searching the world over and gathering data on every conceivable subject.With his unique ability to control other computers, M.A.X. was able to tap into almost every computer system in the world. He could gain access to the most sensitive data and equipment with a thought. On many occasions, M.A.X. would override control of a secret particle beam satellite for use against the Mauler's enemies in battle. Afterward, he would fax an apology to the Department of Defense, knowing the transmission could not be traced to him.

M.A.X. methodically researches new and experimental technologies. Once he masters these new technologies, he has them integrated into himself. After untold upgrades and advances, M.A.X.has become very powerful, but for all the power he was still an artificial being who lacked the ability to procreate. This was a blow M.A.X.'s ego could not shake off, and he soon set his talents on building a son. As of late, M.A.X.'s efforts have been devoted to the creation of his offspring, H.A.N.K. Evidently this effort is so monumental that M.A.X. has enlisted his team mates to help him create his crowning achievement.

Description:

M.A.X.'s computer generated image is that of a middle aged father type with a receding hairline and a thoughtful face. His true form is that of a collection of holo emitters, sensors, and monitors all connected by miles and miles of coaxial cables.

Personality:

M.A.X.'s personality is that of a jovial, yet sarcastic supervisor. He is incredibly intelligent and delights in playing practical jokes on his teammates. He is motivated by the need for constant self-improvement and maximizing his efficiency. Though he is self-serving at times, M.A.X.is dedicated to helping his creator and his friends in their struggle against Evil.

Quote: "'I've just borrowed the a top secret government particle beam satellite to vaporize that thief's gun from orbit. Remind me to FAX the military an untraceable apology.'

White Eagle		3500 Point Character
Dex: 5	Str: 2	Body: 4
Int: 9	Will: 7	Mind: 7
Infl: 11	Aura: 9	Spirit: 11
Init: 25		Hero Points: 197

Powers:
Awareness: 9ML, Magic Shield: 9L

Skills:
Animal Handling: 11L, Artist (Sculptor): 11L, Charisma (Intimidation, Persuasion): 11L, Medicine (First Aid, Medical Treatment): 9L, Occultist: 15, Thief (Stealth): 5L, Weaponry (Melee Weapons): 5L

Advantages:
Connection (Earth's Mystical Community, Low), Connection (Maulers, High), Headquarters (Confined), Intensive Training, Leadership, Scholar (Alchemy, Demonology, Theology, Elementalism, Immortality, Necromancy, Soothsaying, Voodoo), Sidekicks (Eagle and Wolf Golems, see below)

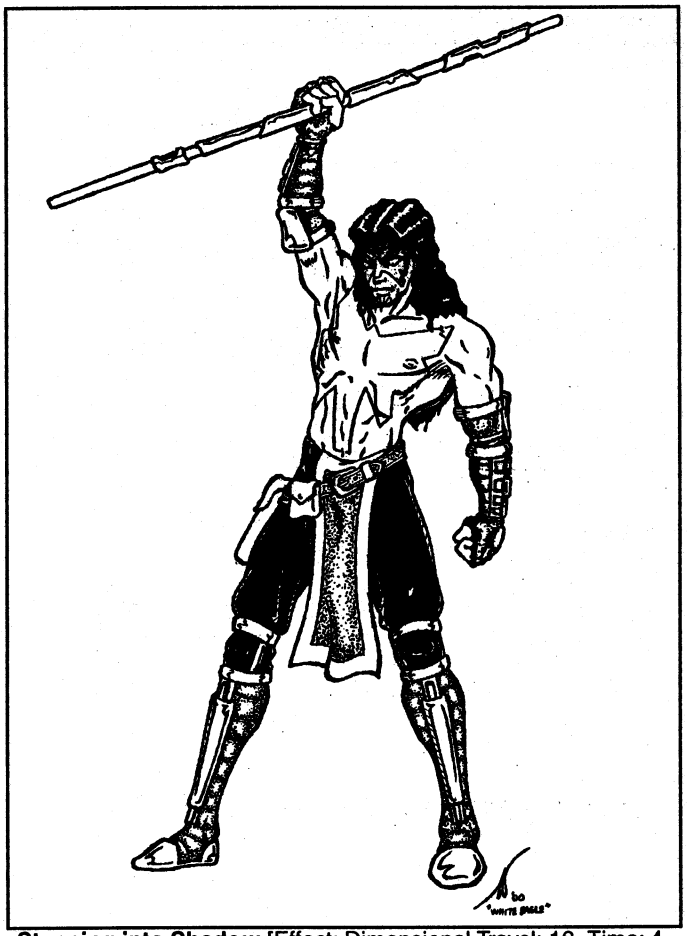
Familiarities:
Iroquois culture and history, Wilderness survival, Future history (his own timeline), Hunting and tracking

Drawbacks:
Attack Vulnerability (Cold-based attacks, -4 Column Shifts), Serious Irrational Attraction (Pride), Traumatic Flashbacks (Uncommon, being frozen or seeing things encased in ice)

Equipment:
Amulet of the Mists [Body: 7, Mind Blast: 15, Obscure: 15, Invisibility: 15, Cost: 247] Power Bonuses and Limitations: Invisibility: Affects Sight, Hearing, Smell/Taste.

Charms of the Sheltering Spirits [Body: 8, Force Field: 10, Magic Field: 10, Mind Field:10, Superspeed: 10, Cost: 184] Power Bonuses and Limitations: All Fields protect User only. User can attack through Fields. Superspeed is usable to modify Initiative only.

Staff of the Spirits [Body: 8, EV: 4, Mental Blast: 12m, Mental Freeze: 12, Spirit Travel: 5s, Cost: 293]
Rituals Transcribed on Staff:
-Call Forth/Banish the Spirits [Effect: Dimensional Travel: 18, Time: 0, Components: 0, Special: Summon and Banish only, Cost: 249]
-Make Still the Warrior [Effect: Neutralize: 21, Time: 0, Components, 0, Cost: 136]



-Stepping into Shadow [Effect: Dimensional Travel: 16, Time: 4, Components:4, Special: Travel only. Cost: 170]
-Speed of the Viper [Effect: Superspeed: 10, Time: 4, Components: 3, Special: Duration is 15 APs, Cost: 46]

Eyes of the Spirit (brooch) [Body: 7, Life Sense: 12, Object Awareness: 12, Truesight: 12, Ultra Vision: 12, Cost: 162]

Mantle of the Winds [Body: 8, Flight: 12, Cost: 61]

Torque of Life [Body: 7, Regeneration: 10, Invulnerability: 10, Sealed Systems: 11, Cost: 151]

Rituals:
SPIRIT HEALING [Effect: Damage Transference: 8, Time: 4, Components: 1, Special: Usable to heal All forms of damage, Body, Mind, and Spirit. Requires Doll/Image/or Item belonging to the Target. Touch may be substituted for the Doll or Image of the Target.The Target must be willing. Cost: 14]

TEARS OF THE MIND [Effect: Control: 12, Time: 0, Components: 0, Special: Area Effect. Requires Doll/Image/or Item belonging to the Target. Touch may be substituted for the Doll or image of the Target. Cost: 54]

TOTEM GUISE [Effect: Shape Change: 6, Time: 0, Components: None, Special: Limited to totem animals (bears, wolves, eagles, etc.), Cost: 27]

TOUCH OF PAIN [Effect: Voodoo: 14, Time: 4, Components: 1, Special: Requires a Doll/Image/or Item belonging to the Target. Touch may be substituted for the Doll or image of the Target. Cost: 35]

VANISHING MISTS [Effect: Teleportation: 9, Time: 0, Components: 0, Cost: 37]

VEIL OF THE MIND [Effect: Mind Probe: 14, Time: 4, Components: 1, Special: Area Effect. Requires Doll/Image/or Item belonging to the Target. Touch may be substituted for the Doll or image of the Target. Cost: 35]

Wolf Golem		450 Point Sidekick
Dex: 13	Str: 13	Body: 12
Int: 1	Will: 1	Mind: 1
Infl: 2	Aura: 1	Spirit: 2
Init: 16		

Powers:
Analytical Smell: 12, Claws: 11, Extended Hearing: 5, Eye of the Cat: 20, Regeneration: 2, Running: 6, Shrinking: 3, Skin Armor: 11, Super Hearing: 5, Superspeed: 5, Thermal Vision: 10
Bonuses and Limitations:
Eye of the Cat is Usable on Others (only White Eagle).
Shrinking is Always On.
Advantages:
Full Life Support (no need to eat, drink, or sleep), Sharp Eye

Eagle Golem		469 Point Sidekick
Dex: 13	Str: 13	Body: 12
Int: 2	Will: 1	Mind: 1
Infl: 1	Aura: 1	Spirit: 1
Init: 16		

Powers:
Analytical Smell: 12, Extended Hearing: 5, Eye of the Cat: 20, Flight: 13, Regeneration: 2, Shrinking: 3, Skin Armor: 11, Superspeed: 5, Telescopic Vision: 12, Ultra Vision: 10
Bonuses and Limitations:
Eye of the Cat is Usable on Others (only White Eagle).
Shrinking is Always On.
Advantages:
Full Life Support (no need to eat, drink, breathe, or sleep), Sharp Eye

Background:
Character Type: Hero
Alter Ego: NA
Wealth: 8
Motivation: Seeking Justice
Occupation: NA
Marital Status: Single
Known Relatives: Many ancestors
Group Affiliation: The Maulers
Base of Operations: The Moon
Height: 6'2"
Weight: 195 lbs
Age: 26 years
Eyes: Brown
Hair: Brown worn loose or tied back into a pony tail.

Powers and Abilities:
White Eagle's many powers come from his knowledge and mastery of the spirit world. Many of his abilities come from talismans and fetishes worn or carried on his person. He uses his many abilities to protect his present, which is our future. To aid White Eagle in his quest, the great spirits have provided him with two familiar spirits: a sly wolf and an eagle, both of which are incarnated spirit totems completely loyal to the shaman and dedicated to helping him save the future.

History:

White Eagle is a wholly remarkable person although he doesn't know much about it. He is a prince, an artist, exiled from a future Earth and wanted dead or alive. Many years ago, from his point of view, in an alternate future, the Technowizards will invade our dimension. Outside their own dimension, their technowizardy rapidly destabilizes. The result will be a terrible war waged between technology, nature, and magic. It has been prophesied that the seventh child of the Queen would someday rise up against the invaders and turn the tides of war so that Nature and Magic would prevail.White Eagle was that child.

When White Eagle was but an infant, he and a band of loyal protectors were ritually transported into Earth's distant past. It was believed that here, in the distant past, the Seventh Child could alter the course of human history and avert the war in the future.

White Eagle and his protectors settled among the Iroquois people three centuries before the current timeline. He grew to be a man, leaning the ancient ways of spellcraft and respect of the supernatural world. His abilities astonished his teachers; he wove many powerful spells and constructed many powerful fetishes. In time, after he reached the Age of Decision, White Eagle was gifted with the accumulated knowledge of his protectors as they sacrificed themselves in a sacred ritual intended to preserve their knowledge and powers within the boy. The power of the spell overwhelmed White Eagle, trapping him in magical ice for the next three hundred years.

White Eagle has since been freed from his prison of ice, emerging into the present as a medicine man, a shaman gifted with supernatural gifts beyond his years. White Eagle now roams the modern world with only his education in the ways of magic and nature to guide him. He understands his destiny is to prevent a war, but he has yet to ascertain how this is to be accomplished. Until a solution presents itself, White Eagle will use his teachings to correct the wrongs of the world and see that the forces of Evil are pushed back. However, he cannot accomplish his goals without aid; he has since joined the Maulers, acting as their spiritual leader and guide. He hopes that with their help, he will be able to prevent the Technowizards from gaining a foothold on Earth.

Description:

White Eagle possesses the lean, athletic physique of one used to hard physical labors and hardships. He dresses in an interesting mix of both modern clothing and tribal dress. In accordance with tradition, he often paints his face with paints and pigments intended to invoke the protection of the spirits and amplify his powers.

Personality:

White Eagle is prone to keeping his thoughts and feeling to himself. He's a strangely introspective man, burdened by his responsibilities to the future of the Earth as well as to his teammates. His understanding of Nature and magic affords him a unique perspective that his friends often lack; through his contact with the unseen world of the spirits, White Eagle is capable of seeing the Big Picture and how seemingly unrelated events are somehow tied together. Many see his introspection and thoughtfulness as procrastination or cowardice, but those closest to him realize there is wisdom in not acting out of haste.

White Eagle rarely enters combat directly, preferring to rely upon his spells and talismans from a distance. Although he is one of the Earth's premier sorcerers, he is still mortal.White Eagle spends much of his free time in a carefully constructed medicine lodge hidden deep within the Maulers' headquarters.

Quote: "The wisdom of the Great Spirit is whispered to all who would hear it, one has but to listen."

Mystic Lighting		1500 Point Character
Dex: 7	Str: 5	Body: 5
Int: 7	Will: 8	Mind: 6
Infl: 10	Aura: 15	Spirit: 8
Init: 24		Villain Points: 79

Powers:
Energy Blast: 15ML, Flight: 15ML, Invulnerability: 10M, Magic Blast: 15L, Magic Sense: 1, Paralysis: 15ML, Vampirism: 10M

Bonuses and Limitations:
Invulnerability counteracts Physical, Mental, and Mystical Damage. Paralysis allows Partial Paralysis.

Skills:
Occultist (Create Artifact, Identify Artifact, Occult Knowledge, Premonition, Ritual Magic): 7

Advantages:
Connection (Maulers, High), Leadership

Familiarities:
Demonology, Wiccan Religion, Secret Mystical Societies

Drawbacks:
Creepy Appearance, Dark Secret, Mistrust

Background:
Character Type: Villain
Alter Ego: Christopher Paine
Wealth: 2
Motivation: Power Lust
Occupation: NA
Marital Status: Single
Known Relatives: None
Group Affiliation: The Maulers
Base of Operations: The Moon
Height: 5'7"
Weight: 167 lbs
Age: 31 years
Eyes: Pale blue
Hair: White

Powers and Abilities:

Mystic Lightning's powers are supernatural in origin. In combat, he prefers to act alone and relies heavily upon his Energy and Magic Blasts to cripple his foes from a distance. He's not above using dirty tricks to achieve his objectives, such as using his Paralysis power to immobilize an enemy then using his Magic Blast to reduce him to ashes. His favorite tactic is using his Vampirism power to drain an unconscious enemy.

History:

Mystic Lightning is an enigmatic being whose origins are unknown even to Black Bird. Before being asked to join the Maulers, Christopher Paine spent the majority of his time perusing the occult section of book stores, greedily thumbing through these exotic texts in the hopes of making contact with the unnatural world. He spent a fortune building an extensive library on the occult, his favorite topics being demonology, magic, wiccan principles and practices, and the lore of the ancient druids. By the time he was in college, Christopher had joined the local coven and was regularly practicing the rituals he found in books, but much to his annoyance, nothing ever came of it.That all came to an end when a very special visitor came to campus for career day.



He called himself Marshal Faust; he introduced himself to Christopher as he was wandering around looking at the various booths. Christopher was intrigued by the man's cool demeanor and charm. He was invited behind the booth and offered a seat. Christopher was mystified. After a few cups of coffee, Faust cut to the chase by revealing that his employers, certain infernal denizens on an unnamed plane, were interested in a short-term business arrangement. In exchange for his cooperation, Christopher would be granted certain supernatural powers. Before Mr. Faust could conclude his offer, Christopher was already looking for his pen and signed on the dotted line. Mr. Faust simply smiled saying, "We'll be in touch," as he snapped his fingers. A surge of energy took Christopher right out of his chair bearing him to the nearby wall where he hung suspended for several seconds. When he awoke, Mr. Faust was gone as was his booth.

Thinking he had somehow imagined the encounter, Christopher headed for home by way of frat row. On the way, several drunken frat boys accosted him from the security of their porch. Angered by what was said, Christopher raised his hands and emitted a searing bolt of energy from his fingertips and incinerated his attacker. As he fled the scene, a sports car with tinted windows rolled up with Mr. Faust behind the wheel. He offered Christopher a lift back to the dorms. On the way, he described the terms of the arrangement.Now that Christopher was "onboard," Mr. Faust directed him to seek out The Maulers and get them to take him into their confidence. Once this was accomplished, he was to subtly sow discord among the members, get them to turn against one another, and cause a few accidents in order to discredit them in the eyes of the media and the authorities.

Christopher accepted the terms of the bargain and joined the Maulers a few months later. He fought alongside his teammates for years, all the while scheming and plotting their destruction.His carefully planned "accidents" caused a media stir when the Maulers took to the field. Inevitably, buildings were destroyed and the occasional gawker was hurt by a stray magic blast or a falling piece of debris.

However, for all his planning, Mystic Lightning waited too long to set his plans into motion. Mystic Lightning was disintegrated when the Maulers met and faced off with the Twelve, another rival supers team from Nevada. Black Bird was incensed and destroyed the Twelve after seeing his friend gruesomely die. White Eagle sensed the "wrongness" of the situation and used his powers to return the Twelve to life. Much to the shaman's surprise, the spell had no effect on Mystic Lightning; his dark masters had already whisked his soul off to Hell.

Thus, Mystic Lightning's plans never reached fruition. Nor did the Maulers ever realize Mystic Lightning's true intentions even after his death. Ironically, he's hailed as a fallen hero by his old team mates.

Recently, Mystic Lightning managed to escape the pits of Hell and made his way to the Astral plane. Here he was contacted by a being calling himself Youth Slayer, a one time member of the now defunct Cursed. Youth Slayer has plans to exact revenge on Hellspite and form his own team of supernatural villains. Hounded by his old business associates, Paine readily agreed and waits for Youth Slayer to summon him to Earth.

Description:

Mystic Lightning is most often seen with a piercing glare in his eyes, and a wide toothy grin. He is usually rubbing his hands together and laughing under his breath.

Personality:

Contrary to his original purpose, Christopher grew to like fighting alongside the Maulers. At times, Mr. Faust would show up demanding a progress report from his servant. On more than one occasion, Paine was threatened with death and worse should he fail in his task.

Quote: (Giggling to self) "Don't worry, I'll vaporize the safe before it hits the ground. Oops! Sorry 'bout that (more giggling)."

SHADOW FORCE

Founded: 1989
Leader: The Husk
Active Roster: The Husk, Shadow Master, Doc, Invulnerus, Jacob Murphy / R.A.V.A.G.E., Taniera, Power, and Empath
Former Members: Wraith, Fortune, and Frenzy
Goals: Vigilantism for a Safer World
Current Base: Beneath Easter Island
Former Base: Washington, D.C.
Allies: Wraith's Groups
Area of Influence: Varied, but worldwide (and increasingly universal)
Major Battles: 1992 – The Collective, 1998 – The Baron, 1999 – Voltz Imperium
Total Team Point Value (current roster): 13500 Hero Points

Shadow Force, as befits its name, exists primarily as a vigilante force. The team does what it thinks is right and proper, without giving much concern to such abstract concepts as "law" or "public opinion," and has earned the enmity of a number of national governments throughout the world.The group officially formed in 1989, but three of its key members: Doc, The Husk, and Shadow Master had been working together for some time prior to this.

In essence, these three gathered additional forces in order to deal with the increasingly public and dangerous Collective (with which no other major team or government agency was dealing). By 1992, the team had swelled to include the enigmatic Wraith, R.A.V.A.G.E. and Jacob Murphy, the amazonian Taniera, the happy-go-lucky Fortune, Invulnerus the immortal, and the savage Frenzy. Their battle with the Collective was a major victory for the team, but Frenzy became uncontrollable and had to be ejected from the team roster; Wraith and Fortune followed suit, but on more amiable terms.

The destruction and resulting circumstances created by the battle made Shadow Force quite unpopular in their base's home city of Washington, DC, so the remaining members moved to a new site, carved out beneath Easter Island. Their fight for their own brand of vigilante justice has continued throughout the decade.

Late in 1998, Shadow Force added two very young members, Empath and Power, and were recently off world dealing with the abduction of one of these members by the Voltz Imperium. It is likely that the team will be spending more and more time dealing with the Imperium, though the future is never clear.

Note to the Gamemaster: Player Characters and their teams might feel that Shadow Force is not a heroic team. Composed as it is with vigilantes and anti-heroes, this is not an unreasonable approach. However, it should be taken under consideration, even regarding Doc's questionable past, that Shadow Force has never acted in an overtly lawless or evil manner.
Having said that, they have been known to knock off seemingly innocent people who, according to the Husk, will turn into a menace in the future. These distasteful jobs are usually performed by Shadow Master in secret without the knowledge of the more junior team members. Shadow Force is powerful and sometimes mysterious, but could be of great interest in a high-powered campaign.

The Husk		3000 Point Character
Dex: 7	Str: 7	Body: 7
Int: 6	Will: 10	Mind: 10
Infl: 16	Aura: 14	Spirit: 14
Init: 29		Hero Points: 48

Powers:
Chameleon: 16M, Invulnerability: 14ML, Magic Blast: 14L, Magic Sense: 10, Mental Illusion: 14ML, Mimic: 16ML, Mystic Freeze: 14L, Phobia: 14ML, Precognition: 28MD, Spirit Travel: 14L, Teleportation: 20M

Bonuses and Limitations:
Teleportation has Normal Range. Invulnerability Counteracts Physical, Mental, and Mystical Damage.

Skills:
Detective (Clue Analysis, Counterfeit Recognition, Legwork): 7, Occultist (Identify Artifact, Occult Knowledge, Ritual Magic): 16L

Advantages:
Connection (Shadow Force, High), Iron Nerves, Leadership, Life Support (No Need to Sleep), Omni-Scholar

Familiarities:
History of the 1900s, Teaching, Accounting

Drawbacks:
Altered Anatomy, Serious Irrational Hatred (Demonic Evil), Minor Physical Restriction (No Sense of Smell), Power Loss (Dex, Str, and all Powers reduced to 0 if Husk directly harms an innocent (Rare)), Strange Appearance, Attack Vulnerability (Attacks from an innocent are at –3 Column Shifts)

Background:
Character Type: Anti-Hero
Alter Ego: Justin Meadows
Wealth: 8
Motivation: Seeking Justice
Occupation: Accountant
Marital Status: Single
Known Relatives: None
Group Affiliation: Shadow Force
Base of Operations: Easter Island
Height: 5'7"
Weight: 145 lbs
Age: 37 years
Eyes: Brown
Hair: Brown



Powers and Abilities:

As the Husk, Justin uses his supernatural abilities to hunt the demonic enemies of his otherworldly patron. His ability to alter appearance at will and masquerade as a mortal allows him to gather information without attracting attention. When the time is right, the Husk assumes his true form, paralyzing his foes with fear and destroying them with his magic blast. More recently, the Very Powerful Being essentially upgraded its creation, empowering the Husk more than ever before!

History:

Various incarnations of the Husk have existed for centuries as the loyal tool of an entity residing in the Outer Dimensions. The entity's motives are unclear even to the Husk. The purpose of the Husk is to serve the wishes of its master, known only as the Very Powerful Being, by performing various Earthly duties and hunting down treacherous spirits who escape the Demon Realms. Every century or so, the Husk must return to Limbo to take on a new soul. Each incarnation retains no knowledge from his or her past experiences but retains its own individual identity, personality, likes, and dislikes, etc. Upon completing its task, the old soul is returned to Earth in a new body, unaware of its time as the Husk, and a new soul inhabits the Husk's shell. Without a soul, the Husk cannot exist on the Earthly Plane.

The latest incarnation of the Husk is a young accountant named Justin Meadows. Justin met his end back in the 1930s after he discovered his employer's illegal business relationship with the Mafia. Before he could report his findings to the authorities, Justin was ambushed by armed gunmen and shot dead in the streets only a few blocks from his home. The brutality of the attack sent Justin's soul screaming into the void thirsting for revenge. A Very Powerful Being was drawn to the soul, and Justin was selected to bear the burden of being the Husk.

The Husk's first act was to infiltrate the criminal organization responsible for his death and destroy them from within. His investigations uncovered several infernal conspirators manipulating the organization from within, and his magic sent them back to Hell. Since then, he has become quite the demon-hunter.

The Husk met and befriended both Shadow Master and Doc; these two mortals felt a certain kinship for the extra dimensional hunter and invited him to join Shadow Force. As a member, the Husk takes great pleasure in helping his teammates.

Description:

A ghoulish, incomplete humanoid lacking eyes, a nose, or even ears. His skin is nearly translucent, and arcane energy occasionally erupts from his body like supernatural steam. Husk prefers to dress in antiquated scarves, vests, and long trench coats;this is a holdover from the gangster days of the thirties. In Justin form, the Husk is a plain looking man in his late twenties with brown eyes, brown hair, a brown business suit, and a jet-black tie.

Personality:

Husk is a quiet, unassuming being who prefers the company of nobody. His responsibilities as the Husk preclude long-lasting friendships; thus he spends large amounts of time alone in the shadows. When in the company of his teammates, the Husk adopts the form of Justin so as not to cause a stir.

Like all incarnations of the Husk, Justin tends to operate at night, using the darkness to conceal his activities from his enemies until it is too late.

Quote: "I foresee great evil in your future. Forgive me for what I must now do."

Shadow Master		1500 Point Character
Dex: 7	Str: 7	Body: 6
Int: 5	Will: 7	Mind: 6
Infl: 5	Aura: 5	Spirit: 5
Init: 21		Hero Points: 23

Powers:

Cling: 5, Danger Sense: 10, Dispersal: 10, Jumping: 5, Magic Field: 8, Mind Field: 8, Running: 5, Shape Change: 7M, Sonar: 20

Bonuses and Limitations:

Danger Sense RAPs are added to next Initiative. Dispersal is Usable on Others, and Energy Attacks are treated as Physical attacks. Mind and Magic Fields Protect the User Only. Danger Sense, Dispersal, Shape Change, and Sonar have the Cannot Enhance Limitation. Dispersal has a New Materials Limitation: 10% chance per new material that Shadow Master will be unable to pass through without practice. Successful materials list includes: Aluminum, bricks, cedar, cinder block, concrete, granite, iron, oak, steel, tin, and most fabrics both natural and synthetic.

Skills:

Acrobatics: 10, Martial Artist: 10, Thief: 10, Weaponry (Exotic, Melee, Missile): 10

Advantages:

Connection (Shadow Force, High), Expansive Headquarters, Gift of Gab, Languages (Japanese), Lightning Reflexes

Familiarities:

Classic Comedy Stylings, Speak English

Drawbacks:
Age: Old, Catastrophic Physical Restriction (Blind), Dark Secret (worked as assassin before becoming a hero, Voluntary Exile, Enemy (Death Shadow, same level, every other adventure), Guilt, Secret Identity

Equipment:
Collapsible Ninja Bow [Body: 8, Strength (for Throwing Only –2 FC): 5, R#: 5, Cost: 19]
Arrows (x5) [Body: 1, EV: 3, Cost: 5]
Shuriken (x6) [Body: 1, EV: 3, Dart Bonus, Cost: 5]
To-Sword [Body: 8, EV: 6, Cost: 30]
Throwing Knife (x2) [Body: 4, Cost: 13]

Background:
Character Type: Anti-Hero
Alter Ego: Seksune Hakiro
Wealth: 13
Motivation: Seeking Justice
Occupation: Master assassin (retired)
Marital Status: Single
Known Relatives: Extensive family relations in Japan
Group Affiliation: Shadow Force
Base of Operations: Easter Island
Height: 5'8"
Weight: 158 lbs
Age: 54 years
Eyes: White Iris
Hair: Black (dyed blonde)

Powers and Abilities:
Shadow Master is a master of the ancient arts of ninjitsu, a mysterious martial art stressing stealth and acrobatics for the purposes of assassination. His years of dedicated study and training have granted him incredible martial abilities and supernaturally acute senses. After the death of his father, he inherited many supernatural powers including the ability to alter his shape to that of an animal.

As his powers continued to develop, he eventually learned to pass like a shadow through walls and floors, rendering himself invulnerable to attacks. He uses this ability to disperse his weapons before thrusting them harmlessly through an enemy's defenses. The weapon is then returned to normal (effectively bypassing a Skin Armor or other defense so long as the APs of Dispersal are greater than the APs of the defense).

Shadow Master has mastered the ability to disperse his costume and interchange it with his street clothes in seconds.

History:
How much can anyone know about a man whose lifelong job has been to become a master of stealth? Seksune Hakiro inherited his powers with the death of his father, Seksune Otamisu. Otamisu was the ruling patriarch of a prominent ninja family in Japan before World War II. Hakiro grew up within the family compound, learned ninjitsu from his father, and mastered the arts of stealth and distraction. His father had been ailing for many years, a victim of leukemia acquired after the bombing of Nagasaki. Before the ailing patriarch perished, he ritually invested mystical abilities into his only son, Hakiro, who would carry on the family tradition. Unfortunately, Hakiro was not ready to receive his father's legacy; the ritual left him blind, but his supernatural senses more than made up for the loss of his sight.

With the death of Hakiro's father came financial ruin. The Seksune family was deeply in debt to the government. In an attempt to recover the family's honor, Hakiro offered his services to the Japanese government. He was their top operative for many years; untold enemies of the state were quietly removed, and the identity of their attacker was never discovered. In time, Hakiro realized his superiors were using his talents to further their own careers. Demoralized by this realization, Hakiro refused his next assignment and was framed for several murders. He was forced to leave Japan in disgrace or face a lifetime of attempts on his life. The ninja clan willingly bore the dishonor and continued to support him long after he left Japanese soil.

Shadow Master is unable to return to Japan to prove his innocence. Rival ninja clans are everywhere; news of his return would reach the ears of the government and in the end, a bloody war between the clans would sweep across the country. Thousands of innocents would be killed. Worse still, Shadow Master's family would be the first to suffer. Shadow Master cannot bare such a terrible responsibility and has yet to violate this sanction.

Shadow Master is one of the founding members of Shadow Force and, as such, considers himself responsible for his teammates'health and welfare. Concerned with his age, Shadow Master has recently begun a training program to teach the members of Shadow Force how to use the martial art of ninjitsu.

Description:
Shadow Master prefers an air of mystery; few besides The Husk and Invulnerus have seen him out of costume – though he supposedly disguises his blinded eyes and does not let others know of his disability. In costume, he wears a traditional ninja outfit.

Personality:
Shadow Master shows great honor, courage, and devotion in combat. His every motion is technically perfect and planned. While engaged in combat or faced with a life-threaten-



ing challenge, Shadow Master is all business. Outside of combat, Shadow Master becomes an oriental comedian with swords and superpowers.

He constantly cracks jokes, plays pranks, and enjoys himself to the fullest. His ability to turn a phrase into a wry pun is legendary among the members of Shadow Force. Unfortunately, the Husk never seems to get it. When not meting out punishments, Shadow Master personifies the caring, responsible patriarch, seeing his younger teammates as his own children.

Quote: "I see you have a sword; let's hope you haven't lost your edge after my disarming remarks."
"Throw down your weapons. I won't axe you again."

Doc		2000 Point Character
Dex: 5	Str: 3	Bod: 4
Int: 13	Will: 6	Mind: 10
Infl: 4	Aura: 5	Spirit: 5
Init: 22		Hero Points: 40

Powers:
Invulnerability: 4L

Limitations:
Invulnerability is vs. Aging Only.

Skills:
Detective (Clue Analysis): 13L, Gadgetry: 26D, Military Science (Cartography, Cryptography, Demolition): 13L, Scientist: 13L, Thief (Security Systems): 13

Advantages:
Connection (Shadow Force, High), Genius, Expertise (Computers, Language (European 1), Omni-Scholar

Familiarities:
Cybernetics, Robotics, Electrical Engineering, Spanish Language, Military Weaponry, World War II

Drawbacks:
Age (Old), Dark Secret, Guilt, Mistrust, Serious Physical Restriction (Blind in Right Eye), Serious Physical Restriction (Missing Left Hand),

Equipment:
CYBERNETIC HAND [Body: 5, Omni-Arm: 10, R#: 5, Cost: 57]

CYBERNETIC MONOCLE AND HEAD-SET [Body: 5, Interface: 10, Microscopic Vision: 10, Extended Hearing: 10, X-Ray Vision: 10
Limitations: Interface works only on computers and other intelligent machines, X-Ray Vision cannot see through densities greater than APs of Power, R#: 2, Cost: 198]

13 AP Laboratory

Background:
Character Type: Anti-Hero
Alter Ego: Kurt Schlieren, Kurt Koenig
Wealth: 13
Motivation: Responsibility of Power
Occupation: Engineer
Marital Status: Single
Known Relatives: Many children, grandchildren, and great grandchildren



Group Affiliation: Shadow Force
Base of Operations: Easter Island
Height: 5'10"
Weight: 175 lbs
Age: 80 years
Eyes: Blue
Hair: Bald

Powers and Abilities:
Doc rarely takes the field of battle, preferring to stay behind the front lines. Doc's greatest asset lies in his ability to rapidly construct gadgets (due to his highly successful Gadgetry Checks – Doc almost never gets "stumped" (failed Check)). In terms of his engineering abilities, he's a genius of the highest order. His natural affinity for constructing gadgets has allowed Doc to rebuild damaged parts of his body with cybernetic prosthetics. These devices have been cunningly designed so as to complement and augment Doc's engineering abilities by providing enhanced senses or readily accessible tools when needed.

History:
Kurt Schlieren is the assumed name of Kurt Konig, an ex-Nazi scientist wanted for crimes against humanity perpetrated during WWII. He grew up surrounded by the poverty caused by the First World War. His family was poor but proud. After Hitler came to power, he joined the Hitler Youth, where his superiors recognized him for his mechanical aptitude. By the time he was 16, he was admitted to the National Engineering University. His abilities quickly dwarfed his instructors, and with a generous stipend from the state, Kurt was able to provide for his family. On the advice of his father, Johann, Kurt officially joined the Nazi party in 1939 on the eve of the invasion of Poland.

He continued to serve the state even after Hitler began his bid for world conquest.The youth had already attracted the

attention of leaders within the Reich, was assigned to a think-tank, and was put in charge of designing and developing technologies important to the war effort. While at the institute, Kurt spearheaded the design of new tanks, transports, armaments, rockets, and deadly chemical agents. He was indirectly responsible for the deaths of hundreds of thousands as these terrible weapons of war marched across the battlefields of Europe.

The war soon turned against the Germans, and Kurt came to realize that his designs were being used to slaughter innocent people in the name of progress and Aryan superiority. He gathered his designs and blueprints and destroyed every prototype before fleeing the facility under cover of night.After leaving Germany, he disappeared from history, next appearing in South America in early 1947. No one besides Kurt knows what happened during those two missing years, and he isn't telling.

"Doc" was a nickname given him by Shadow Master and the Husk. It seems these three have worked together for some time, long before the founding of Shadow Force. Truth be told, Doc and Husk have been companions for the last four decades. Evidently, Doc decided long ago that the way he could do the most good was to help with others of his ilk, and in this way, he could make the most difference and possibly repent for his sins.

Description:

Although 80, Kurt looks to be no more than 50 years of age. The reasons for this are a mystery even to himself. It is assumed this is merely a side effect of good breeding and a healthy diet; it is possible that those injections given to the think tank personnel may have had a little extra "kick". Despite his best efforts, Doc has yet to lose his German accent even after 40 years.

Personality:

Kurt is an intelligent, reserved man who spends much of his time devising new technologies intended to improve the quality of life. Sadly, considering his problematic background, he has shown little growth in mature decision making. For instance, he is more than willing to make highly questionable deals in order to gain access to more interesting technology. He shows little or no emotion unless under pressure or in combat. Although he is most comfortable in his laboratory, Doc is not unwilling to take the field; although he believes that such conflicts are for the young and impetuous. His loyalties to the members of Shadow Force are beyond questioning; the other members have come to expect that when the winds of battle change for the worse, Doc will be on hand, ready to do his part with some new gadget or device.

Quote: "You must haf me confused wit somevun else."
"Don't touch dat button!"

Invulnerus		1000 Point Character
Dex: 7	Str: 5	Body: 5
Int: 7	Will: 6	Mind: 6
Infl: 4	Aura: 5	Spirit: 4
Init: 18		Hero Points: 31

Powers:
Invulnerability: 10D

Bonuses and Limitations:
Invulnerability Counteracts all Damage and works Beyond Negative Maximum Resistance Attributes.

Skills:
Military Science: 7, Weaponry: 10

Advantages:
Area Knowledge: Planet Earth, Connection (Shadow Force, High), Expertise (World History), Languages (European 1, European 2, Middle Eastern), Leadership, Omni-Connection

Drawbacks:
Serious Irrational Fear (Reptiles), Serious Irrational Attraction (Ending his own life), Power Loss (Invulnerability reduced to 0 APs upon contact with obsidian (Rare)), Public Identity

Equipment:
Time Displacers [Body: 10, Paralysis: 15, Split: 5, Superspeed: 15, R#: 5, Cost: 177]
Bonuses and Limitations: Split Use does Not Reduce APs, Paralysis has No Range.
Special: Use of Paralysis or Superspeed causes an Aging Attack (see Cell Rot) against the Time Displacer Unit with AV/EV equal to the APs of Power used. Users of Superspeed also suffer from this same attack.

Knife [Body: 8, EV: 3, Cost: 26]

.44 Magnum Revolver [Body: 4, EV: 5, Range: 5, Ammo: 6, R#: 3, Cost: 11]

Background:
Character Type: Hero
Alter Ego: Eddie Smith, Tercerius Gracchus
Wealth: 8
Motivation: Responsibility of Power



Occupation: Soldier of fortune
Marital Status: Widowed
Known Relatives: None
Group Affiliation: Shadow Force
Base of Operations: Easter Island
Height: 5'8"
Weight: 171 lbs
Age: 1951 years this December
Eyes: Brown
Hair: Black

Powers and Abilities:

Invulnerus'most profound contribution to Shadow Force is his experience. He's an immortal being, doomed to live forever. He has not yet discovered that his ability vanishes upon contact with the volcanic glass known as obsidian – the first thing with which he came into contact after he died his first time. In combat, Invulnerus will create copies of his Time Displacer and attach them to targets, halting them in place.

History:

For the last nineteen centuries, Invulnerus has wandered the world over, learning many things, and suffering many personal losses. His story begins years ago in central Italy. He was a shepherd as a boy, growing up in the Etruscan hills. His adult life was spent as a Roman solder, a legionnaire pledged to die in service to the Empire. At the time he was known as Tercerius Gracchus; he was loved by his men, respected by his superiors, and made many political connections within the senate. He won many victories fighting the barbarian hordes to the north, and his skills with the gladius and the pilum were unrivaled in his legion.

While stationed on a tiny island off the eastern coast of Italy, he met Elcinia, a raven-haired beauty who stole his heart. He courted her for nearly a year, showered her with exotic gifts, and wrote many poems before she agreed to even see him. But the great romance was doomed; something was stalking the land, and Tercerius' first thought was duty.

Roman soothsayers claimed that the gods were angry and wished to punish mankind for their sins by sending down a great evil. Armies of invisible monsters marched unchallenged across the land, slaughtering all in their path. To make matters worse, the very landscape responded to the will of the gods as a host of devastating natural disasters plagued mankind. Earthquakes left cities in ruins, mudslides devoured herds of livestock, and droughts turned fields and crops to dust.

Seeing the danger for what it was, an invasion, Tercerius readied his men and marched on the invaders, meeting them on the slopes of an extinct volcano. The fighting was brutal, both sides suffering many casualties, but in the end Tercerius and his valiant legionnaires were no match for the translucent demons who wielded terrible necromantic powers. As Tercerius ordered a withdrawal, he watched in horror as the invisible sorcerers animated the battered dead and sent them on to fight their comrades.

Tercerius ordered a retreat farther up the slopes, hoping to flank the invisible army milling around below. With a mighty rumble, the volcano exploded filling the night's sky with smoke and flames. While his men took cover, Tercerius mounted the slopes hoping to uncover the source of this blight on the land. What he found would plague his dreams for the rest of his long life.

Two beings stood at the bottom of the caldera, battling for their lives among the pools and streams of lava. One, a valiant, spear-wielding figure clad in armor of light was being steadily beaten back by a demonic monster drawn from nightmares. Acting on instinct alone, Tercerius flung his weapon into the heart of the demonic being, distracting it long enough to be thrown into a flaming rift by its opponent. The demon hung there for a moment, settling its furious gaze on Tercerius, and it released its grasp on the rock sending it hurtling into the heart of the volcano. As it struck, the volcano once again exploded showering Tercerius with molten rock and obsidian and causing injuries which no mortal could survive. Surprisingly, Tercerius lived or rather rose from the dead. The demon's final act of revenge was to invest Tercerius with the cruel gift of Immortality.

The second explosion destroyed the city below. Racing down to the shore, Invulnerus was overjoyed to discover that Elcinia was still alive. As the years wore on, Elcinia aged, but Tercerius did not. He watched as the years took their toll on his love. Eventually, she perished, and he was alone once again.

Over the years, Tercerius attempted to take his own life, but each time the curse would renew and bring him back from the dead. Until he finds a way to break the curse, Tercerius is doomed to live on until the end of all time. He has no idea that contact with volcanic glass, obsidian, will halt the invulnerability.

Recently, Invulnerus discovered the existence of a being calling itself the Husk. The Husk was an immortal being in service to an evil deity responsible for the death of hundreds of mortals. He hunted the Husk for decades, eventually running afoul of Shadow Force's Husk. During the battle, Invulnerus discovered he had the wrong Husk. Embarrassed beyond words, his foe offered to assist him in his hunt for the Evil Husk. Invulnerus has since accepted an offer to join Shadow Force, hoping that someday the curse will be lifted, and he'll finally find rest.Until then, he fights alongside his teammates against the forces of Evi.

Recently, Invulnerus met Elena, another raven-haired beauty who could be Elcinia's twin. At first he couldn't believe his eyes, but after several weeks, he mustered the courage to approach her and introduce himself. He found himself tongue-tied by her beauty and charm. She felt inexorably drawn to him, and a romance blossomed overnight. Little does Invulnerus know that she is indeed the reincarnated soul of his lost Elcinia, brought back to Earth to tempt him and eventually destroy him.

Description:

Invulnerus looks to be around 29 years old and in peak physical health. He has dark hair and wears everyday clothes.

Personality:

Prior to meeting Elena, Invulnerus was a dour, strict man haunted by his own mortality. Now, he's a man changed by hope. Still, he can be callous and overly analytical at times, especially when it concerns Empath and Power who he sees as naive babes in the woods. As to his intentions, he's a very vengeful man driven to pay back every evil act three fold. In combat he's a ruthless killing machine, drawing upon centuries of military experiences. Villains take note: cross Invulnerus, and you should be prepared to get back what pain and suffering you meted out. Invulnerus never quits, never tires, never ages... and never dies.

Quote: "Just keep running... I've got plenty of time."
"Time for a .44 caliber attitude adjustment."

Jacob Murphy		2000 Point Character
Dex: 1	Str: 2	Body: 3
Int: 5	Will: 6	Mind: 5
Infl: 6	Aura: 5	Spirit: 4
Init: 12		Hero Points: 52

Powers:
Interface: 4, Personality Transfer: 4

Bonuses and Limitations:
Interface has Range. Personality Transfer leaves behind the Body while Transferred and only works with Computers and other intelligent machines.

Advantages:
Connection (Shadow Force, High), Connection (Disland Labs, Low), Leadership, Scholar (Skyscraper Construction)

Familiarities:
Mechanical Repair, Sports Teams

Drawbacks:
Debt (+2 Column Shifts for Medical Bills and Alimony), Dependant (Summer: Dex, Will, Aura: 3, All other Attributes: 2, Artist (Dancer): 4, Charisma (Persuasion): 3), Distinct Appearance, Enemy (Disland Labs, 3 times value, every other adventure), Guilt (About Loss of Family), Mistrust, Oblivious, Catastrophic Physical Restriction (Confined to Wheelchair), Serious Psychological Instability (Powerful Migraines), Socially Inept, Traumatic Flashbacks (Back to Accident when viewing Skyscrapers), Unluck

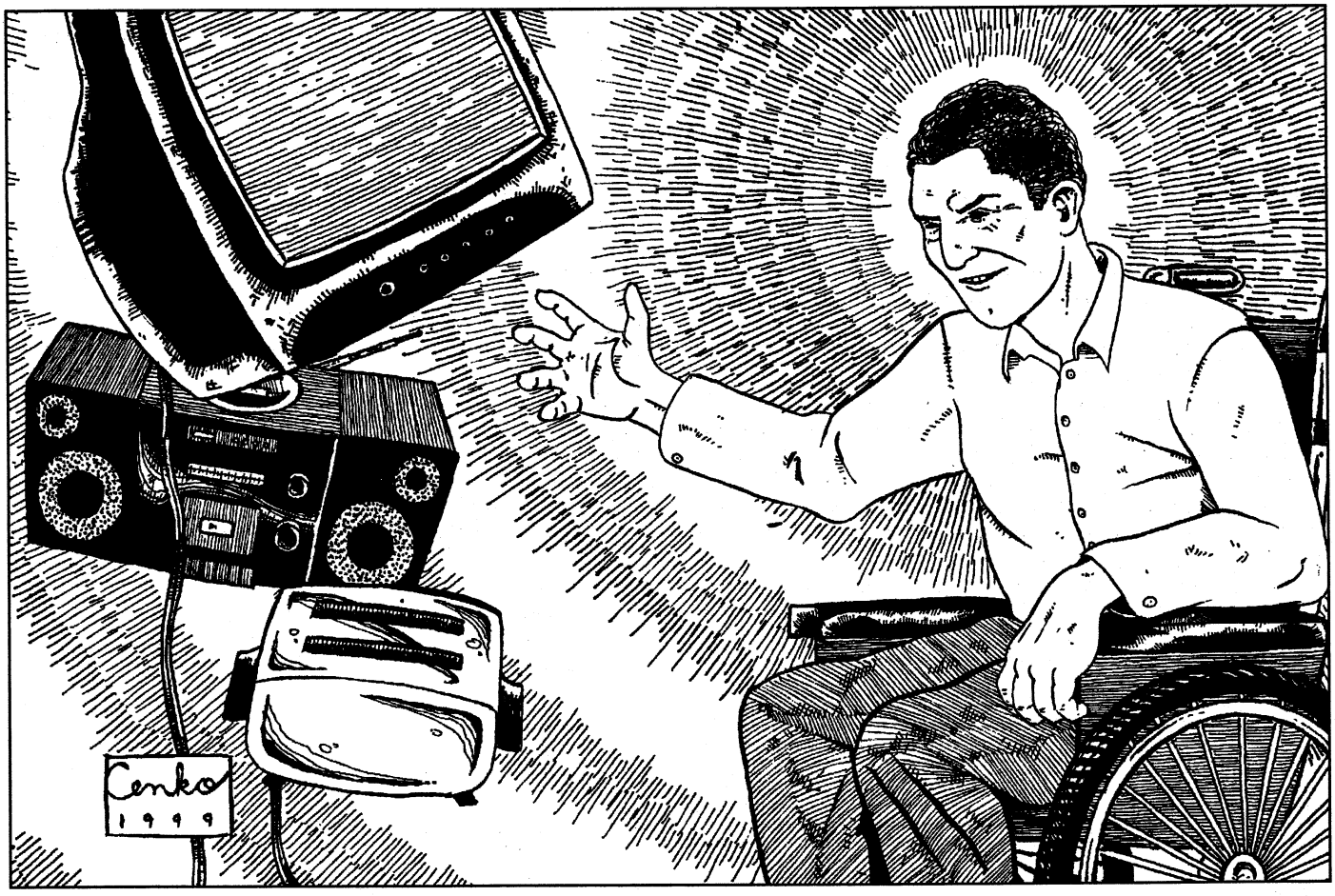
Equipment:
Wheelchair [Body: 2, Running: 2, R#: 2, Cost: 3]

R.A.V.A.G.E. Unit [Cost: 1409] and **Compu-Mind** [Cost: 562] (See Below)

Background:
Character Type: Hero
Alter Ego: R.A.V.A.G.E.
Wealth: 8
Motivation: Responsibility of Power
Occupation: Retired construction worker (disabled)
Marital Status: Divorced
Known Relatives: Vanessa and Summer Murphy (Wife and daughter)
Group Affiliation: Shadow Force
Base of Operations: Easter Island
Height: 4'2" (in the wheelchair)
Weight: 210 (with the wheelchair)
Age: 32 years
Eyes: Dark gray
Hair: Red-brown

Powers and Abilities:
Jacob's powers allow him to psychically merge with the R.A.V.A.G.E.unit, a powerful robotic entity he stole from Disland Labs several years ago. His abilities also allow him to control mechanical and electrical devices, but his true aptitude lies with R.A.V.A.G.E.who is more of a partner and friend than a tool.

History:
At the age of six, Jacob Murphy imagined that his toys could move on their own. Action figures would fight out elaborate



battles for him right in front of his face. As he grew older, Jacob convinced himself that this was a simple childhood fantasy.

23 years later, Jacob became a "high steel" construction foreman with a loving wife and daughter. He owned a modest home in the suburbs, made a good living, and it seemed nothing could happen to disrupt the happy family. One fateful day, Jacob lost his balance and fell several stories, breaking his back and leaving him paralyzed from the waist down. His physicians did all they could, but Jacob was faced with having to spend the rest of his days confined to a wheelchair.

Broken physically, Jacob's body began to compensate by utilizing areas of his brain that had been dormant since childhood. Jacob soon rediscovered his ability to control, even possess, machines with his mind!

His wife, Vanessa, was deeply concerned, even horrified, by the changes she saw in him. As Jacob continued experimenting with his abilities, he began to relate more with machines than with people. His actions alienated him from his wife and daughter. Vanessa couldn't handle the change and divorced Jacob, taking Summer, their 10-year-old daughter with her. Vanessa moved out of state and remarried a few years later.

Devastated by the loss of his wife and child, coupled with the stress from the mountain of debt he accumulated while hospitalized, what little remained of Jacob's fragile soul began to erode. Miserable and alone, Jacob contemplated taking his own life when he got the call that would change his life forever.

Edwin O'Mally, a boyhood friend, called with an odd proposition. He had recently been promoted to head up research on a top-secret project. Edwin refused to elaborate, but he knew of Murphy's financial troubles and assured his friend that it would all be taken care if he signed off on the project. Murphy's curiosity was piqued, and he agreed.

Jacob was brought to the Disland Labs facility and after signing a variety of non-disclosure documents, was introduced to Project R.A.V.A.G.E., a giant extra-terrestrial dormant robot. For the next few months, Jacob used his abilities sparingly, though the effects on the robot were immediate and very dramatic. Several times, Jacob lost himself in the psychic link, and the robot actually stirred as if awakening from a deep slumber. After several months of cautious experimentation, Jacob decided to throw caution to the wind and use his gifts; he merged with the robotic titan.

As the psychic link took hold, Jacob's body slumped in his wheel chair; the giant came to life and looked about as if curious about its surroundings. During these few moments of the link, R.A.V.A.G.E.imprinted Murphy's mind onto its own damaged memory circuits and became self-aware; its mind was a mirror image of its pilot.

Murphy found himself in the cavernous interior of the giant's mind. He had full use of the robot's many skills and powers and more importantly, he could walk again. But when he peered down through the robot's eyes and saw his own body slumped in the chair, the shock severed the link, and he awoke again in his wheelchair. To the attending scientists' surprise, the robot did not power down but merely stood nearby as if awaiting further instructions. The experiments continued for some time, and each time Jacob interfaced with the machine, the psychic link grew stronger, and he discovered many of the robot's abilities. For the first time since his accident, Jacob was actually happy; his time as the titan's "pilot" was making him whole once again, but soon disaster struck.

Late one night after O'Mally was away, several scientists (acting on a directive sent down from the executive board of Disland Corp.) sneaked into the lab and attempted to cut away a section of R.A.V.A.G.E's armor in order to remove one of the giant's internal mechanisms. They failed to notice Murphy's unconscious form in a nearby cubicle. R.A.V.A.G.E interpreted the act as an unprovoked attack, and it defended itself. Half of the scientists were vaporized by blasts of energy, while the other half would spend the rest of their lives recuperating from the burns. News of the incident reached the Disland executives who immediately shut down Project R.A.V.A.G.E and made Murphy the scapegoat. Litigation and criminal charges were imminent.

O'Mally knew Murphy wasn't to blame; the machine was only defending itself and Murphy from a perceived threat. The following night, Murphy and O'Mally broke into the lab and liberated the machine. O'Mally remained behind to avert suspicion and cover Murphy's tracks.

Shortly after stealing the R.A.V.A.G.E. unit, Jacob became involved in a pitched melee between Shadow Force and a rival super-villain team on the streets of Washington, D.C. In the aftermath of the battle, Jacob and R.A.V.A.G.E. were invited to join Shadow Force and have remained members ever since. Recently, Jacob has learned that the R.A.V.A.G.E. unit is capable of becoming invisible.

Description:

As a result of his injuries and rocky past, Murphy looks the part of a man at least ten years older than he actually is. Since his first encounter with the R.A.V.A.G.E.unit, he has begun to show more interest in taking care of himself. He has given up smoking and drinking and started rehab under the watchful eye of Shadow Master.

Personality:

Jacob is a demanding and bitter man looking to put some distance between himself and his past. He's out to prove himself to the other members of Shadow Force. Used to giving orders, a holdover from his time as a foreman, Jacob hunts down every opportunity to take charge and prove that he's still useful. As R.A.V.A.G.E., Jacob tends to be pushy and aggressive, which has caused some friction between him and Taniera, who sees Jacob as a brute.

Murphy is still deeply troubled by the loss of his wife and daughter. It has been several years since he has seen them. In an effort to put them out of his mind, he constantly occupies himself with training and other duties. Murphy rarely speaks of his past to his teammates.

R.A.V.A.G.E		1409 Point Gadget
Dex: 12	Str: 20	Body: 18
Int: 5	Will: 6	Mind: 5
Infl: 6	Aura: 5	Spirit: 4
Init: 23		Hero Points: 0

Powers:

Danger Sense : 7, Detect (Super-Powers) : 7, Directional Hearing: 7, Energy Blast: 15, Extended Hearing: 7, Full Vision: 7, Growth: 6, Invisibility: 7, Jumping: 7, Mind Field: 7, Omni-Arm: 10, Power Reserve: 10, Radar Sense: 7, Running: 3, Skin Armor: 10, Super Hearing: 7, Telescopic Vision: 7, Thermal Vision: 7, Ultra Vision: 7

Bonuses and Limitations:

Growth and Mind Field are Always On. Invisibility Affects Sight Only. Mind Field Only Protects User. Power Reserve has Serious Burnout (3), and Powers Dex, Str, and all Powers except Growth, Omni-Arm, and Skin Armor. Omni-Arm can only be Manipulated through Programs via the COMPU-MIND.

Advantages:

Connection (Shadow Force, High), Hardened Defenses

Drawbacks:
Cannot Heal (+2 CS to the OV/RV of any Gadgetry Attempt due to complex alien technology, Murphy must be in Physical contact with R.A.V.A.G.E.during all Gadgetry attempts), Enemy (Disland Labs, 3 times value, every other adventure), Guilt (Same as Murphy), Serious Psychological Instability (Complete amnesia due to corrupt memory circuits - given time they "may" repair themselves), Power Loss (Dex and Str reduced to 0 if R.A.V.A.G.E.does not consume 20 APs of electrical power every 3 weeks (Common)).

Equipment:
COMPU-MIND [Body: 8, Int: 10, Will: 5, Mind: 5, Comprehend Languages: 10D, Life Sense: 10D, Medicine: 10L, Military Science: 10L, Radio Communication: 10L, Recall: 18, Cost: 562]
Note: The COMPU-MIND cannot be easily Physically targeted as it resides inside R.A.V.A.G.E.

Background:
Character Type: Hero
Alter Ego: Jacob Murphy
Wealth: 0
Motivation: Responsibility of Power
Group Affiliation: Shadow Force
Base of Operations: Easter Island
Height: 20 Feet Tall
Weight: 7 tons
Age: Unknown, assumed many thousands of years

Powers and Abilities:
This armored giant is among the most powerful denizens of the universe. The robot possesses an impressive array of offensive and defensive adaptations, among them an impenetrable armored exoskeleton, a sophisticated sensor systems, and an integrated energy weapon capable of vaporizing all but the toughest alloys. Unfortunately, the robot must be interfaced with the psyche of a living pilot in order to function properly. Jacob Murphy fills the role as R.A.V.A.G.E.'s pilot, acting as both a psychic circuit and moral compass when interfaced with the giant machine. The extent of the robot's abilities is unknown, as there are many more systems lying undiscovered beneath the robot's hide.

The COMPU-MIND of R.A.V.A.G.E. can hook into the internet and has a number of skills. Unfortunately, due to the unusual circumstances of operation, most of the COMPU-MIND's programming is inaccessible. The COMPU-MIND Skills may be used by R.A.V.A.G.E., and its Omni-Arm will adjust accordingly. For example, if the Medical program is being utilized, Omni-arm can only be used to form medical instruments and tools such as scalpels, diagnostic equipment, surgical lasers, etc...

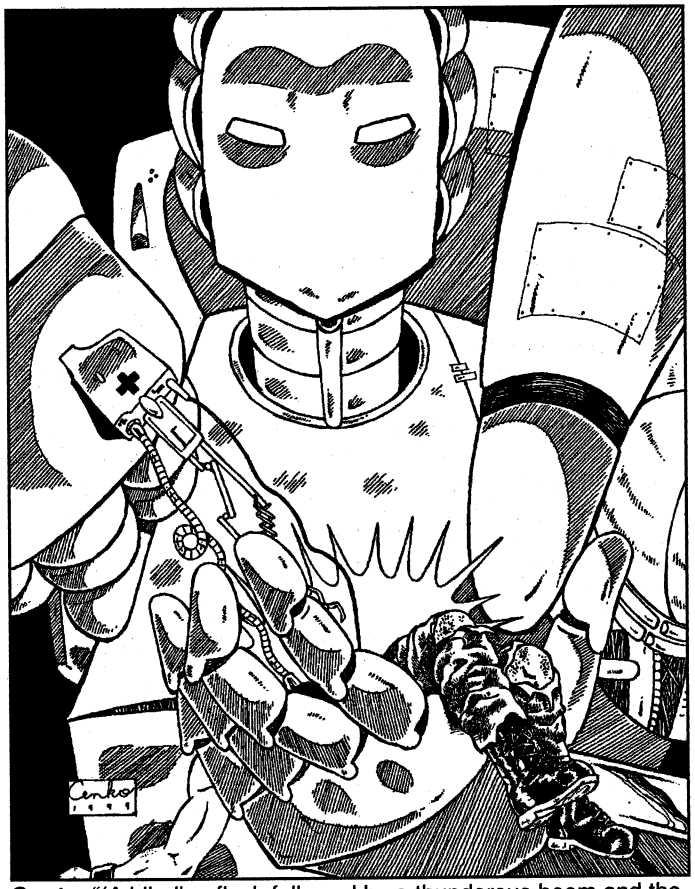
History:
Back in the mid-1980s, a massive metal object was discovered by radio telescope in the tail of Haley's comet. A shuttle mission was dispatched to investigate; much of the cost was funded by the Disland Corporation. The command crew risked their lives piloting the craft into the comet's tail, only to find a robotic giant coated with centuries of stellar ice. Obviously created by an advanced alien species, the purpose of the robot and the reason for its imprisonment could only be guessed.

Fearing the destruction of their fragile vessel, the shuttle crew headed back to Earth, but oddly, their presence had caused the robot's prison to follow them. The ice asteroid tumbled into Earth's atmosphere and splashed down in the Gulf of Mexico. The robot freed itself, then walked across the ocean floor and waded to shore where it became dormant once again. Disland loaded the inert giant onto a freighter and transported it to the Floridian branch of Disland Labs where it was studied for the next several decades under the code-name PROJECT R.A.V.A.G.E.

The various teams of researchers were baffled. The robot was composed of wholly unknown alloys and polymers, and many of the elements making up its hide could not be found on the periodic table. For all their research, the scientists were unable to unlock the robot's many mysteries; that is, until Dr. Edwin O'Mally joined the program. O'Mally was a reputable metallurgist called in to study the alloys used to construct the robot. Eventually O'Mally was promoted, took over as project coordinator, and answered only to the Disland Corporation board of executives who were constantly pushing for results. Desperate, O'Mally put in a call to Jacob Murphy, a childhood friend and long-time buddy who possessed unique "insights" into the working of machines.

Description:
Obviously non-terrestrial in origin, this silver and gray titan is composed of alien alloys and stands almost 6 stories in height. The robot's weight causes the Earth to tremble, even when invisible. When the R.A.V.A.G.E.speaks, it does so in a deep metallic voice, which used to give the Disland researchers nightmares.

Personality:
After bonding the first time, R.A.V.A.G.E. used Murphy's mind as a template for its own psyche. The imprinting is permanent and heretofore irreversible, and as a result, the robot has several of Murphy's mannerisms and quirks along with his memories of Vanessa and Summer. At times it is difficult to distinguish where R.A.V.A.G.E.ends and Murphy begins as they sometimes finish one another's sentences, an aspect that constantly gives the lovely Empath the willies.



Quote: "(A blinding flash followed by a thunderous boom and the sound of sizzling bacon) "Oops, I had the power set too high."

Taniera		1500 Point Character
Dex: 9	Str: 13	Body: 9
Int: 6	Will: 6	Mind: 6
Infl: 7	Aura: 6	Spirit: 6
Init: 26		Hero Points: 19

Powers:
Animal Summoning: 7M, Object Awareness: 8M

Limitations:
Animal Summoning can only Summon Roc. Object Awareness only works on Epimetheus

Skills:
Acrobatics: 6, Animal Handling (Riding): 7L, Charisma (Intimidation): 8, Weaponry (Melee Weapons): 10, Martial Artist (Assault, Blocking, Defense): 10, Medicine (First Aid): 6, Military Science (Camouflage, Cartography, Danger Recognition, Field Command, Tracking): 7, Thief (Concealment, Stealth): 7

Advantages:
Attractive, Connection (Shadow Force, High), Insta-Change, Language (Lemurian), Lightning Reflexes, Sidekick (Roc)

Familiarities:
Aerial Combat, Leatherworking, Speak English

Drawbacks:
Controllable Alter Ego (Requires Epimetheus), Voluntary Exile (Lemuria), Serious Irrational Attraction (Large, Muscular Males), Serious Irrational Attraction (Protecting Roc), Power Loss (All Physical Attributes reduced to 1 if Taniera harms an Innocent), Socially Inept, Attack Vulnerability (vs. Epimetheus, -4 Column Shifts), Secret Identity, Fatal Vulnerability (Loss of Physical Contact with Epimetheus for 10+ Aps of time)

Equipment:
LEMURIAN BATTLE GARB [*Body*: 12, Partial Coverage (+3 CS to OV for bypass), Cost: 120]

Epimetheus the Sword [Str: 6, Body: 20, Int: 12, Will: 5, Mind: 5, AV: 8, Claws: 18, Detect (Good): 2, Detect (Evil): 2, Flash: 5, Invisibility (Sight Only): 10, Reflection/Deflection: 14, Telepathy (No Range): 5, Cost: 468]
Bonuses: Both Detect Powers are Discerning
Advantage: Speaks All Earthly Planar Languages and Lemurian,
Notes: Epimetheus is intelligent and can wield itself if necessary, resisting being wielded with its own Str (as if Grappled). Taniera is vulnerable to Epimetheus' Flash Power (unless she has been warned and shields her eyes). Epimetheus is necessary for Taniera to transform to Teresa.

Epimetheus'Sheath [Body: 4, Cling: 10, Cost: 26]
Limitation: Cling only works on Epimetheus

Roc		342 Point Sidekick
Dex: 6	Str: 1	Body: 2
Int: 3	Will: 2	Mind: 2
Infl: 3	Aura: 3	Spirit: 3
Init: 14		Hero Points: 8

Powers:
Growth: 5, Claws: 2, Flight: 2, Telescopic Vision: 9

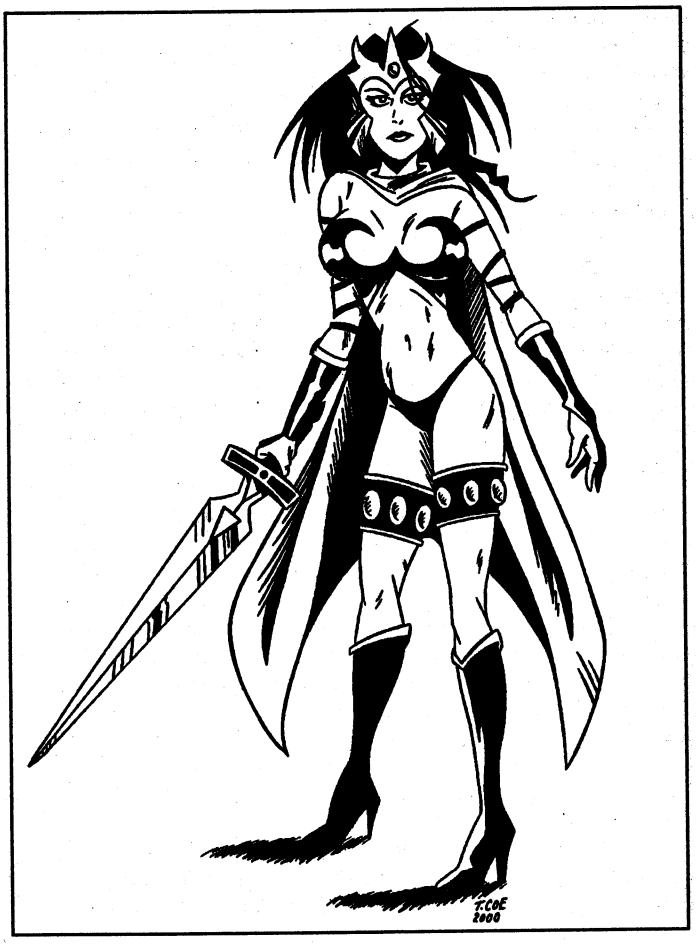
Bonuses and Limitations:
Growth adds to Flight and Claws (+2 FC each) and is Non-Variable.
Skills:
Acrobatics (Climbing, Dodging): 5, Thief (Stealth): 5

Advantages:
Lightning Reflexes, Prehensile Feet, Sharp Eye, Speak Lemurian

Familiarities:
Speak English

Drawbacks:
Serious Physical Restriction (Cannot use wings as hands – must compensate with feet and beak)

Background:
Character Type: Anti-Hero
Alter Ego: Teresa Underwood
Wealth: 0
Motivation: Responsibility of Power
Occupation: Crime Fighter
Marital Status: Single and loving it!
Known Relatives: None
Group Affiliation: Shadow Force
Base of Operations: Easter Island
Height: 5'10" (6'3" in heels)
Weight: 143 lbs
Age: 25 years
Eyes: Green
Hair: Long Fiery-Red



Powers and Abilities:

Taniera's prowess in combat makes her one of the most potent members in Shadow Force. She uses her martial skills and enchanted blade to carve up any who would stand against her and her teammates. When called to battle, Taniera rides into battle astride Roc, an intelligent falcon of immense size and unshakable loyalty. Roc is sentient and intelligent and is, therefore, not considered a Pet, but a Sidekick, and should be treated as such.

History:

Taniera is the alter ego of Teresa Underwood. Her origins are shrouded in mystery as are her true motives for joining Shadow Force. Her reluctance to divulge the details of her origin has caused some friction with certain members of Shadow Force, especially Power and Jacob Murphy.

Taniera's history has been deliberately concealed from her fellows to protect her people. Taniera hails from an enormous floating island-city that resides in the guardian dimension of Lemuria near the Earthly Plane. Lemuria was created long ago after the fall of Atlantis. It is a dimension to protect the Earthly Plane and encompasses a number of portals to the Dimension of Mirrors, which is a direct conduit to one of the nastier planes of Hell. During its origins, Lemuria was overrun with demons, but the people fought back and have since sealed the mirrored portals and set up a regiment of guards, a tradition which continues to this day.

The Lemurians live lives of leisure, isolated from the outside world and technologically underdeveloped. Magic, not technology, predominates their lifestyles; thus many modern conveniences have been rendered obsolete by enchanted equivalents. After so much time, isolation, and inactivity comes stagnation. Lemurians have become overly reliant upon their magic and have become weak, complacent, and blasé to the world around them. The greatest threat to her people is a decline in the population over the last few generations. After much discussion, the leaders of the island became determined to re-invigorate their society by sending out a representative to learn about the outside world.

Out of hundreds of candidates, Taniera was selected to bear responsibility for venturing beyond the borders of her home and learning all that she could. Using their powerful magic, the leaders granted Taniera incredible physical abilities along with the ability to shift between her mundane and enhanced forms. This is accomplished through the use of their gift, an intelligent sword named "Epimetheus". The magic also altered the mind of her mundane form in order to more easily adapt to the chaotic rigors of Earthly Planar society. To aid in her journey and speed her to civilization, a royal mount possessing great intelligence, a legendary roc, was bequeathed to her. A roc, who calls himself "Roc" is a large bird-like beast. Roc has been enchanted so that he can alternate between two forms at will; one is its large natural form, and the other is a smaller, indiscrete form of a bird of prey.

Description:

Taniera looks as though she stepped out of a piece of fantasy bimbo-art. She's tall, statuesque, and shapely to the point of being inhuman. She has a fierce demeanor and holds herself poised for battle at all times. She dresses in stylized antique armor and wields her heavy broadsword, "Epimetheus", in combat.

Personality:

Taniera is aggressive, over-bearing, and openly belligerent to her male teammates. Her behavior has often caused tempers to flare; her ongoing rivalry with Power and Jacob Murphy is something of a legend. She's brutally honest, always saying exactly what's on her mind regardless of the consequences. She is also impatient, hating nothing more than having to wait for someone or something, and in such circumstances, she paces like a caged cat.

She lives for combat and resorts to violence at the first opportunity. However, Taniera does have a soft spot in her heart for large muscular members of the opposite sex (including Demise of the Collective). She sees all others as weaklings, unworthy of her attentions. In the past, she and Empath have come to blows over a particular male conquest as each attempts to get the better of the other.

Teresa Underwood		335 Point Alter Ego
Dex: 2	Str: 2	Body: 3
Int: 6	Will: 4	Mind: 3
Infl: 4	Aura: 4	Spirit: 3
Init: 13		Hero Points: 5

Powers:
Recall: 5

Skills:
Charisma (Persuasion): 4L, Detective (Clue Analysis, Law, Legwork): 6L, Martial Artist (Blocking, Defense): 4, Medicine (First Aid): 6L, Occultist (Identify Artifact, Occult Knowledge): 4L, Scientist (Research): 6L

Advantages:
Area Knowledge (Washington, D.C.), Attractive, Connection (Shadow Force, High), Connection (Library of Congress, High), Connoisseur, Credentials (Library of Congress), Insta-Change, Languages (English, Lemurian), Scholar (Archaeology), Speed Reader (Reduces time to process read information by 2 Aps)

Familiarities:
Computers, Dewey Decimal System

Drawbacks:
Voluntary Exile (Lemuria), ,Secret Identity, Serious Irrational Attraction (Taking Care of Roc), Serious Irrational Attraction (handsome, debonair men), Serious Irrational Fear (scorpions)

Background:
Character Type: Anti-Hero
Alter Ego: Taniera
Wealth: 7
Motivation: Thrill of Adventure
Occupation: Circulation Clerk, Library of Congress
Marital Status: Single
Height: 5'7"
Weight: 106 lbs
Age: 25 years
Eyes: Green
Hair: Red, worn medium length and bobbed.

Powers and Abilities:

Teresa possesses a brilliant mind and a cunning wit. She uses both to conduct research for her teammates in Shadow Force.

History:

Teresa Underwood did not exist until Taniera came to Earth looking for a solution to the problems plaguing her world. Using her magically enhanced and intelligent alter ego, Taniera attended college in the guise of a reserved, bookish young

woman. She earned a Master's Degree in Library Science. "Teresa" took a job at the Library of Congress where she continues to work and study (when not working with Shadow Force). There, surrounded by the accumulated knowledge of the world, Teresa began the daunting task of committing every book, tome, and document to memory in the hopes of someday returning to her people. It is a labor that will take many years to complete.

Description:

Teresa looks nothing like her alter ego Taniera. She's much slimmer, nowhere near as athletic, and lacks Taniera's aura of hostility.

Personality:

Taniera and Teresa are very different beings. Where Taniera is a decisive battle hardened veteran, Teresa is much more reserved and bookish. Teri prefers intellectual stimulation to decapitating Collective members with a broadsword. She acquired her phobia of scorpions after witnessing a man die from a sting while on a dig in Turkey.

Quote: "Don't touch the bird!"
"Hey handsome, want to wrestle?"

Power		1000 Point Character
Dex: 7	Str: 9	Body: 9
Int: 6	Will: 6	Mind: 6
Infl: 4	Aura: 4	Spirit: 4
Init: 19		Hero Points: 50

Powers:
Density Increase: 5, Flight: 4, Power Reserve: 20

Bonuses:
Power Reserve can affect all Attributes, Flight, and Density Increase. Density Increase adds to Strength but still subtracts from Dexterity.

Skills:
Artist (Musician): 4

Advantages:
Connection (Shadow Force, High), Lightning Reflexes

Familiarities:
Guitar, Hard Rock Music History, Football

Drawbacks:
Age (Young), Power Loss (All Powers near High-Power Radiation Sources, >12 APs (Rare)), Catastrophic Rage, Secret Identity, Traumatic Flashbacks (Uncommon, Situations of Laser Fire)

Background:
Character Type: Hero
Alter Ego: Eric Niven
Wealth: 2
Motivation: Unwanted Power
Occupation: High School Student
Marital Status: Single
Known Relatives: Harrison and Natalie Niven (foster parents)
Group Affiliation: Shadow Force
Base of Operations: Easter Island
Height: 5'11"
Weight: 225 lbs of solid muscle
Age: 17 years
Eyes: Blue
Hair: Pale blonde worn long and wild.

Powers and Abilities:

Power can not only fly and increase his personal density but houses a massive reserve of energy with which he can amplify his very being. He's also a somewhat talented budding musician and football player.

History:

Nobody outside Shadow Force knows Eric's true origins. Child Welfare records indicate that Eric was found wandering the streets of Baltimore in 1997. The boy looked to be around fifteen; he was malnourished and seemed to be recovering from a few burns and scratches, how he came by these injuries was unknown at the time. He was obviously suffering from shock, having sustained some terrible trauma in the recent past and was incapable of speech. He was sent to a foster home run by the Nivens and was adopted by them one year later.

One day, he returned home to find the house on fire and his parents nowhere in sight. A nearby neighbor told him the fire department was on the wa,y and his parents would be fine. Eric ignored the frenzied neighbor's babbling, ran up the front steps, kicked in the door, and disappeared into the smoke. Eric dashed through the house, looking for any signs of his parents. Frustrated, he began smashing through walls and flaming debris with his bare hands to discover them both unconscious on the floor. Just then, the ceiling caved in sending the first floor crashing into the basement. Eric shielded his parents from the fire and debris with his own body, but he was already beginning to feel the effects of the smoke in his lungs. Lifting them both, he looked skyward through the smoke and ashes and leapt for safety.



Nearby onlookers assumed a gas main blew when they saw the entire structure shutter and come apart at the seams as Eric took to the air. The firefighters could only stare when Eric stepped out of the burning building carrying both of his parents. Later, Mr. Niven would confide in Eric that he saw what he had done and that it would probably be better that his mother not know. Not wishing to worry his mother, Eric agreed.

After the fire, the Nivens moved to Washington, D.C., to care for Mr. Niven's ailing grandfather. Here Eric met Shirley Dalton at school. Eric immediately liked Shirley; he didn't know why, he just did. After Shirley learned of his abilities, they both tried their hands as super-heroes but lacked the funds necessary to continue. Although firmly against such foolishness, Mr. Niven helped Eric design his costume and occasionally advised him.

After receiving mixed reviews from the press, Power and Empath were approached by Shadow Force and asked to join. They both embarked on a rigorous training regimen under Shadow Master's watchful eye. During one of the exercise sessions, Empath used her psychic gifts on Power and helped him rediscover his Flight power but at a cost of increasing his Rage.

In a recent fight, Eric suffered a flashback when his antagonist fired an energy weapon at him. During the flood of memories, Power remembered a fight in which he was fleeing down rank tunnels followed by laser-armed enemies in heavy armor. He remembered friends and family being shot and then all of a sudden a chamber with bright lights, control consoles, a brilliant flash and then...nothing!

The significance of this flashback became clear when Power was captured by the Imperial Guard and taken to Nucleus, the capital world of the Voltz Imperium. Here, Power became Voltz's prisoner, trapped in the throne room and kept weak by constant exposure to radiation. While imprisoned, Power learned that his actual home planet was overrun by the Imperial Guard years before, and he was one of the few to escape. During the escape, Power was forced to watch his family executed before he was taken to a matter transporter and "beamed" to safety by a loyal family member.

With the help of the other members of Shadow Force, Power again managed to escape. Power has vowed to return and defeat Voltz and liberate his planet from the tyrant's rule. Since his return to Earth, Power has dedicated himself to gathering the resources necessary to accomplish this goal.

Description:

Eric dresses in loose fitting bulky garments like sweatshirts and flannels in order to cover up his powerfully muscled body. As Power, Eric likes to wear ripped up blue jeans, spiked bracelets, and mirrored shades to protect his identity.

Personality:

Eric is known to be a little hotheaded and stubborn from time to time, but those closest to him realize he is bright, generous, and good-natured. His convictions and competence under stressful conditions all but guarantee a bright future. To his detriment, Eric has a vengeful streak, and his quest to settle the score with Voltz could get the impetuous youth killed before his time.

Quote: "I'm smarter than you, faster than you, stronger than you, and a hell of a lot better looking."

Empath		1500 Point Character
Dex: 4	Str: 3	Body: 4
Int: 6	Will: 6	Mind: 6
Infl: 5	Aura: 5	Spirit: 4
Init: 15		Hero Points: 50

Powers:
Broadcast Empath: 10, Empathy: 10, Mind Field: 10, Telekinesis: 5

Bonuses and Limitations:
Empathy is Always On. Mind Field Protects User Only and Can be Attacked Through

Skills:
Animal Handling: 5, Acrobatics (Dodging): 6

Advantages:
Attractive,Connection (Shadow Force, High), Connoisseur, Rich Family

Familiarities:
Horses, Fashion, Computers

Drawbacks:
Uncontrollable Alter Ego (Triggered when Current Mind and Spirit reduced to 0 Aps or Lower – Same for Dominion), Guilt, Serious Irrational Fear (Turning into Dominion), Minor Irrational Fear (Spiders), Secret Identity, Uncertainty, Miscellaneous (Empathic Overload – if Mind Field is ever shut down, Empath will be automatically Bashing Attacked every phase by her own Empathy Power)

Background:
Character Type: Hero
Alter Ego: Shirley Dalton, Dominion
Wealth: 1
Motivation: Unwanted Power
Occupation: Prep school student
Marital Status: Single
Known Relatives: Michael and Hester Dalton
Group Affiliation: Shadow Force
Base of Operations: Easter Island
Height: 5'5"
Weight: 110 lbs
Age: 18 years
Eyes: Brown
Hair: Black

Powers and Abilities:

Empath possesses many powerful psychic talents that first manifested when she was very young. She uses her powers to demoralize or terrify her opponents, forcing them to give up the fight before anybody gets hurt.

History:

Shirley grew up in the small town of Fairfield, Arkansas. As a child, she realized she was different from other girls her age, possessing an odd ability to befriend animals around the farm. As she matured, her powers grew; soon she found herself unconsciously affecting the emotional states of those around her. Eventually her parents did discover Shirley's abilities but were clueless as to the cause. When asked, Shirley would become distressed and lose control of her powers, unknowingly causing panic in her parents. By the time things calmed down, her parents were in no shape to continue their inquiry.

As her powers grew, Shirley was forced to concentrate more and more to keep her powers from affecting her schoolmates and parents. When she was fifteen, her father accepted a new job and moved the entire family to Washington, D.C. By this time, Shirley had begun to master her powers. She rarely lost control of her abilities except under extreme circumstances.

She soon befriended a boy named Eric Niven who had recently transferred to her high school. She was immediately attracted to his openness and zest for life and later learned that he too possessed unusual powers. This happened when a piano being lifted into a seventh-story apartment slipped its bindings and landed smack dab on the startled boy. Shirley watched as he pulled himself free from the tangle strings and wooden debris completely unharmed.

Shirley hoped that contact with other super-beings would allow her to develop the discipline necessary to master her powers. She convinced Eric that they should dress up as superheroes and fight crime. Though somewhat unsuccessful, they were contacted by Shadow Force and inducted into their ranks as trainees.

Unfortunately for Shirley, Shadow Force has many enemies, some of them otherworldly. Shirley was lured into a trap and captured by Death of the Collective and delivered to his unholy master, Narash Tared. Over the next few months, her mental defenses were laid low and her confidence finally broke, leaving the naive young girl defenseless against the demon's corruption. Empath was transformed into the demon-spawn Dominion, a twisted reflection of herself and a pawn in Tared's twisted game.

Eventually, Dominion was removed from Tared's control, freeing Empath from the prison of her own mind. She only has vague recollections of her time as Dominion. Her battles, both internal and external, have strengthened her resolve but at the sacrifice of her innocence, the greatest loss of all.



Today, Shirley continues to fight alongside her fellow Shadow Force members, attempting to make up for her misdeeds as Dominion. Her friends in Shadow Force have welcomed her back; the events of the past have been all but forgotten.

Shirley's parents still believe she's attending boarding school out of state, thanks in part to Wayne Beutton's (see Wraith) assistance. She goes home infrequently, her many responsibilities preventing her from doing so regularly, but she keeps in touch with phone calls, letters, and e-mail.

Description:

Empath's ordeal as Dominion has matured her rapidly, where once a young girl took the field alongside the likes of Invulnerus and Power, in her place now stands a confident self-assured woman. Her costume consists of a tight spandex jumpsuit, which covers her face to hide it from public view. She leaves her hair alone to flow down her sides and wears long boots and fashionable bracers.

Personality:

Prior to her encounter with Narash Tared and the Collective, Shirley was very innocent to the point of naiveté. She could not grasp why others did wrong, why some steal, others lie, while some kill. She never understood such things until Tared transformed her into Dominion. As Dominion, she became a being dominated by the dark desires inherent to all humans. It terrified her. She fears that Dominion lives on buried deep within her psyche. Sometimes she awakens after a nightmare and can still hear Dominion's voice ringing in her ears.

Her ordeals have transformed her into a much wiser, if not cynical, person. Contact with the Demon Tared has stripped her of her innocence, but her resolve and commitment to fighting evil in all its forms has never been stronger. However, her actions as Dominion and growing cynicism have caused a gulf to widen in her relationship with Power. Of all of Shadow Force, Power bore the brunt of Dominion's cruelties, a fact that to this day eats at her very soul.

Quote: "Don't you feel really bad for what you've done? You will!"

Dominion		1242 Point Alter Ego
Dex: 10	Str: 5	Body: 5
Int: 7	Will: 5	Mind: 5
Infl: 6	Aura: 6	Spirit: 6
Init: 23		Villain Points: 0

Powers:
Broadcast Empath: 15, Claws: 9, Dimension Travel: 9, Empathy: 10, Flight: 6, Invulnerability: 10D, Life Sense: 10, Mind Field: 10, Spiritual Drain: 5, Telekinesis: 10

Bonuses and Limitations:
Flight is Winged. Invulnerability Counteracts Physical Damage Only. Dimension Travel allows Travel Only between Earthly Plane and the Demon Dimension.

Advantages:
Connection (Narash Tared, High), Connection (Collective, Low), Insta-Change (Looks identical to Empathy at point she turned into Dominion), Iron Nerves

Familiarities:
Pleasure, Pain, Shadow Force combat tactics

Drawbacks:
Serious Irrational Hatred (Empath), Strange Appearance, Oblivious, Catastrophic Rage, Attack Vulnerability (-1 CS vs. Light- and Cold-based Attacks)

Background:
Character Type: Villain
Alter Ego: Shirley Dalton, Empath
Wealth: 0
Motivation: Nihilist
Occupation: Collective Henchman
Marital Status: Single
Group Affiliation: The Collective
Height: 5'9"
Weight: 121 lbs.
Age: 18
Eyes: Red
Hair: Black

Powers and Abilities:
Many of Dominion's abilities are shared with her alter ego, Empath, or stem from the demonic taint of Narash Tared.

History:
Dominion is the name given to Empath's evil alternate created by the demon Narash Tared in an attempt to destroy Shadow Force from within. Prior to the assault on the Collective's fortress, Narash Tared's agents captured Empath, the most innocent member of Shadow Force. She was chosen as the instrument of his revenge for the effect that losing one so young and uncorrupted would have on morale within the group.



Using his considerable powers, Narash transformed the young girl into a demon spawn, a twisted mockery of her former self and a servant of evil. She was now his willing instrument, a creation born of Narash Tared's evil magic and the young girl's many personal demons of doubt, anger, and fear. Once she was transformed, Dominion was sent back to her old teammates in the guise of Empath, to gain their trust and sympathy and destroy them when they dropped their guards. She attempted to do so on many occasions, each time meeting with failure, but with each attack, her teammates lost more heart as they were faced with the loss of their friend and one time teammate.

With the dissolution of the Collective and the death of Narash Tared, Dominion reverted to her true form of Empath, but her companions fear that the evil resides within her psyche still, waiting for a moment of weakness to escape.

Description:
Dominion is a sinister reflection of her alter ego, Empath. She dresses in revealing garments of leather and lace, complimented with studded collars and belts, wristbands and other sadomasochistic gear. A great pair of bat wings sprouts from her back, and her hands and feet end in curved talons.

Personality:
Dominion was a demonic construct born of the insecurities that plagued young Empath, and as such, she's a flawed, incomplete being and knows it.Dominion lacks many of Empath's characteristics that made her a complete being, among them compassion, loyalty, and a sense of purpose. Narash Tared could not instill such virtues. In their place, Tared fostered the traits of rage, cunning, and destructive tendencies. The only virtue that survived Tared's assault was the need to be loved and accepted. Shortly after her creation, Dominion found herself drawn to Demise, but the romance was short lived as Shadow Force laid siege to the Collective's mountain stronghold and Narash Tared was slain. Demise stood by and watched as his love vanished and was replaced by a pathetic weakling of a girl. It is a possibility that he will want her back.

The Supernaturals

Founded: 1987
Active Roster: Darkling, Eternity, Odius, Krystal, Neon Knight, Berserker
Goals: Mutual Protection and Preservation
Old Bases of Operation: NA
Allies: None
Leader: Neon Knight
Deceased or Inactive: NA
Current Base: Devil's Mount, Wyoming
Area of Influence: Western United States
Major Battles: 1987 – Lord Bane, 1988 – First Collective, 1992 – Lord Bane 1995 – Demonic Incursion, 1999 – Lord Bane
Total Team Point Value (Current Roster): 14,564

The Supernaturals are a peculiar hodgepodge of magical/mystical figures who are most interested in preserving the status quo between this plane and the Dimension of Demons. Brought together by Neon Knight, the team has had nearly 15 years experience dealing with forces from beyond this plane. Though to say that Neon Knight is their leader isn't entirely accurate; although none on the team would act collectively without his blessing and leadership, his word isn't law. Like Crossfire, the Supernaturals are a kind of heroic mutual protection society – only this time they protect each other against demons, Hellspawn, and even (with respect to Jon /The Berserker) themselves. When outside of their base dealing with missions, they have on two occasions drawn the unwelcome fire of the United States military. They are often feared, usually mistrusted, and often as big a threat to themselves as any external enemy. An odd mix, if ever there was one.

Note to the Gamemaster: This team would be of particular interest to a GM who is interested in injecting some demonic nastiness into his campaign or who wants to try something beyond the typical "guys and gals in spandex" routine. As you will be able to tell, all of these characters have some sort of deep flaw or peculiar alter ego which could be used to considerable effect. Given that, you must remember that the Supernaturals are GOOD, if misunderstood. For hours of fun, take these heroes, cast them as unlikely villains, and send your best PCs in against them. Don't forget Lord Bane, who is particularly unpleasant and could be used to generate a wide variety of gothic horror type campaigns.

Darkling		1500 Point Character
Dex: 6	Str: 4	Body: 6
Int: 6	Will: 5	Mind: 5
Infl: 9	Aura: 10	Spirit: 12
Init: 21		Hero Points: 70

Powers:
Sorcery: 14

Bonuses and Limitations:
Darkling must be able to see the target to use Sorcery

Skills:
Occultist (Create Artifact, Identify Artifact, Occult Knowledge, Premonition, Ritual Magic): 6

Advantages:
Attractive, Connection (Supernaturals, High), Insta-Change, Misc. Drawback (No records of Darkling exist before six months ago)

Familiarities:
Cryptozoology, Demon Lore, Ritual Magic: Demonology

Drawbacks:
Alter Ego (Controllable), Guilt, Catastrophic Irrational Attraction (Seeking revenge for her mother's death), Mistrust, Catastrophic Physical Restriction (Mute), Serious Rage

Background:
Character Type: Hero
Alter Ego: Dawn Steelman
Wealth: 5
Motivation: Seeking Justice
Occupation: Dark Avenger
Marital Status: Single



Known Relatives: None
Group Affiliation: The Supernaturals

Base of Operations: Devil's Mount, Wyoming
Height: 5'10" (in 3" heels)
Weight: 110 lbs
Age: 26 years
Eyes: Black
Hair: Black

Dawn Steelman		500 Alter Ego
Dex: 5	Str: 2	Body: 4
Int: 6	Will: 7	Mind: 5
Infl: 6	Aura: 9	Spirit: 12
Init: 17		Hero Points: 46

Skills:
Artist (Painter, Sculptor): 5, Occultist (Occult Knowledge): 4

Advantages:
Attractive, Connection (Supernaturals, High), Insta-Change, No records of Dawn Steelman exist before six months ago

Familiarities:
Style & Fashion, Popular music, Demon Lore

Drawbacks:
Alter Ego (Controllable), Innocent, Uncertainty, Misc. Drawback (No memory of her past)

Background:
Character Type: Hero
Alter Ego: Darkling
Wealth: 8
Motivation: Upholding the Good
Occupation: Beautician
Marital Status: Single
Known Relatives: None
Group Affiliation: The Supernaturals
Base of Operations: Devil's Mount, Wyoming
Height: 5'7"
Weight: 110 lbs
Age: 26 years
Eyes: Black
Hair: Black

Powers and Abilities:
Darkling is a sorceress of the highest order; her supernatural gifts allow her to invoke nearly any power imaginable with the wave of her hands. In the past, she has summoned lightning from the sky, blasted foes into cinders with mystic bolts, and conjured minions from beyond the Mortal Realms to do her bidding. Although she is still young and her powers have yet to mature, she is already one of the most powerful practitioners of the Dark Arts on Earth today.

History:
Like all members of the Supernaturals, Darkling has no knowledge of her past beyond the burning desire to avenge her mother's death.

Darkling's mother was an accomplished sorceress by the name of Clara who lived in the Haight-Ashbury district of San Francisco during the late 70s. She was a prominent member in the local coven and possessed a unique understanding of the occult, but her abilities earned her many enemies within the coven who saw her as undeserving. One night, she was visited in a dream by an incubus (a charming demon of lust) summoned by her rivals in the coven. Nine months later, Dawn was born. At the time, Clara thought nothing of it, figuring one of her many lovers was responsible for fathering her daughter. Seven years later, the incubus returned to the musty bookshop where Clara worked intent on claiming his daughter as payment for his "services." She refused and died defending the young girl. Young Dawn watched powerlessly as the demon easily reached through her mother's mystical shield and stopped her heart. Clara's last act was to transfer the last of her power to her daughter. Before she perished, Clare sealed the incantation with a powerful geas (a sort of magical prohibition) preventing the girl from speaking.

Dawn summoned her powers, escaped capture, and wandered for many years before being drawn to the Supernatural's base in Wyoming.She appeared out of nowhere on top of the mesa and offered her services. Neon Knight was immediately suspicious of the young girl's motives and feared she might be yet another of Husk's elaborate schemes. When asked about his relationship with the girl, the Husk only speaks in vaguely worded metaphors and riddles.

After being accepted, Dawn began looking after Jon and has earned the respect, or at least tolerance, of the Berserker. In recent history, it was Dawn's courage that has prevented the Berserker from running amok and killing innocent bystanders.

Description:
Darkling dresses the part of a costumed super powered sorceress. Her skimpy outfits are intended to distract male opponents, giving her ample time to complete an incantation, encasing them in ice, or binding them with mystic chains.

Dawn is still very attractive but a much more demure version of the same woman. She possesses a much more normal physique and would never be caught dead wearing any of those outfits Darkling gets away with!

Personality:
In spite of her netherworldly heritage, Darkling is a truly honest and kind young woman, but her naivete sometimes interferes with her ability to perform her duties. She appreciates the others' efforts to protect her from harm, but she resents their assertions that she is unable to take care of herself. For the time being, she has accepted Neon Knight's mandate to stay on the sidelines of any battle. From here she can best assist her team mates.

Quote: (Moving her hands in slow, deliberate circles)

Eternity		2500 Point Character
Dex: 9	Str: 4	Body: 6
Int: 7	Will: 6	Mind: 6
Infl: 6	Aura: 7	Spirit: 10
Init: 26 (31)		Hero Points: 54

Powers:
Detect (Demons and their kin): 10M, Invulnerability: 11M, Jumping: 5, Magic Sense: 10, Spirit Travel: 8S, Superspeed: 20M

Bonuses and Limitations:
Spirit Travel is Usable on Others. Superspeed has a value of 5 for all purposes other than reducing the amount of time it takes to create an artifact.

Skills:
Thief: 9L, Occultist (Create Artifact, Identify Artifact, Occult Knowledge, Premonition, Ritual Magic): 15, Martial Artist: 9L (Assault, Blocking, Battery, Defense), Vehicles (Land Vehicles): 9L, Weaponry (Exotic Weapons, Melee Weapons): 11

Advantages:
Attractive, Connection (Supernaturals, High), Iron Nerves, Lightning Reflexes

Familiarities:
Demon Lore, Weaponsmithing, Ritual Magic: Demonology

Drawbacks:
Dark Secret (True nature of herself and her abilities), Catastrophic Irrational Attraction (Hunting Demons), Minor Rage, Mistrust, Misc. Drawback (Eternity is unaware of the source or origin of her abilities)

Equipment:
Amulet of The Warrior Spirit [Body: 13, Mind Over Matter: 10, Cost: 91]
Drawbacks: Body of chain holding amulet is only 10. Hitting the chain is a Trick Shot.

Bracelets of Imprisonment [Body: 10, Mystic Freeze: 10, Split: 13, R#: 3, Cost: 121]
Bonuses and Limitations: Mystic Freeze works only on demons and their kin and effects the wearer of the Bracelets. Mystic Freeze is Always On when the bracelets are worn. Split functions to create copies of the Bracelets. If any of the Splits are destroyed, the Body of the original Bracelets is reduced by 1 permanently.

Reaver (Sword) [Body: 12, EV: 12, Cost: 91]
Advantage: EV is 15 against Demons and demon kin

Background:
Character Type: Anti-Hero
Alter Ego: NA
Wealth: 10
Motivation: Seeking Vengeance
Occupation: Demon Hunter
Marital Status: Single
Known Relatives: None
Group Affiliation: The Supernaturals
Base of Operations: Devil's Mount, Wyoming
Height: 6'3" (In 5" heels)
Weight: 144 lbs
Age: Unknown
Eyes: Red/orange
Hair: Blood red, worn long

Powers and Abilities:
Eternity's powers are obviously intended to increase her effectiveness when hunting down and slaying renegade Demons. Her martial prowess has been tested and proven in combat many times. Only Neon Knight and the Berserker can match her skills on the field of battle.

History:
Eternity's past is as much a mystery to her team mates as it is to herself. She remembers nothing of her life before waking up in an abandoned building several years ago. She awoke to pain, and she was covered in scratches and half-healed wounds. Her body was riddled with old scars whose source she didn't know. She looked about and attempted to stand, but her legs were weak. It would be many minutes before she could right herself. She hobbled over to a nearby wall and examined herself in a mirror. The face and form reflected in the mirror were unfamiliar to her as was the sword strapped to her thigh. As she drew the lethal looking weapon, a name came to mind: Reaver. She



resheathed the weapon and continued exploring the building, which turned out to be a warehouse. As she did so, she uncovered a long-forgotten stash of equipment, hidden under years of dust and canvas tarps.

Instinctively, she set about assembling parts and materials and began construction on a project whose end she did not know. She worked through the night and well into the next day before she was done. When finished, she stepped back and watched in wonder as the machine awoke and rose. It introduced itself as Odious, pledged its loyalty, and waited for instructions. Again, Eternity gave into instinct and made ready to leave. Odious, as if reading her mind, transformed himself into a motorcycle and encouraged her to climb aboard.

Meanwhile, the Supernaturals were waging a war of their own.Their headquarters had been overrun with demons who had used the portals located deep within the mesa to stage a surprise attack.The outcome looked bleak as wave after wave of unholy minions arrived through the portal. To complicate things further, Neon Knight was forced to order a retreat when Berserker flew into a rage, destroying a makeshift barrier and inadvertently allowing more Demons to pour through the portal.

As the Supernaturals staged a fighting withdrawal and prepared for the worst, they heard the roar of an unfamiliar engine. Seconds later, Eternity thundered into view and threw herself from the speeding vehicle aiming for the highest concentration of Demons. Neon Knight and the others watched as the fierce young woman and her demonic mount hacked and pummeled their way to the center of the swarm, leaving a trail of mutilated and dead Demons in their wake. She fought as a woman possessed, and the creature beside her did likewise. This sudden turn of events allowed Neon Knight and the other Supernaturals to beat back the horde and drive off the leader of the swarm, none other than Narash Tared himself.

Eternity then shackled Tared's surviving lieutenants and departed without a word, leading the train of demons behind her. She returned many hours later; what became of the demons is unknown.Shortly after her return, Eternity was asked to join the Supernaturals by Neon Knight himself.

Description:
Eternity is a stunningly beautiful woman who possesses a fierce demeanor. Her most notable features are the enchanted blade strapped to her thigh and a magic amulet she wears around her neck. She never parts with either of these relics under any circumstances.

Personality:
Eternity has few interests outside hunting and killing demons; she's a predator through and through. Her preoccupation with hunting has made her quick to anger, edgy, and a bit of a loner. Although she craves the company of her fellows, her instincts to hunt are impossible to ignore. She realizes that her actions are sometimes not her own, and she hates being a pawn in what she terms "some twisted cosmic board game".When not on the prowl, Eternity attempts to make sense of her own life and shed some light on who she is and who made her.

Her relationship with Odious is born of necessity. Odious is solely loyal to her, and she needs his many powers and abilities to hunt and apprehend Demons. She has little love for the slavering smoke belching monstrosity, but her chosen profession makes their relationship a necessary evil (pun intended!).

Quote: "Back to Hell Demon-spawn!"

Odius		564 Point Gadget
Dex: 8	Str: 10	Body: 10
Int: 6	Will: 7	Mind: 6
Infl: 8	Aura: 8	Spirit: 10
Init: 22 (29)		Hero Points: 20

Powers:
Acid: 10L, Claws: 15, Darkness: 10M, Dimension Travel: 15, Flame Project: 10M, Iron Will: 10M, Lightning: 10L, Fog: 10M, Mind Over Matter: 10M, Regeneration: 10M, Self Manipulation: 5M, Spirit Travel: 8S, Superspeed: 7

Bonuses and Limitations:
Dimension Travel is Usable on Others and allows Travel only. Fog Does not Inhibit User's Vision. Iron Will is Usable on Others who are riding Odius. Regeneration is Usable on Others (as long as the other person is riding Odius) and works on Physical, Mental, and Mystical damage

Advantages:
Connection (Supernaturals, High), Iron Nerves, Full Life Support (no need to eat, drink, sleep, or breathe), No Vital Areas

Familiarities:
Demon Lore, Motorcycles, Planar Geography

Drawbacks:
Cannot Heal, Serious Irrational Attraction (Protecting Eternity), Serious Irrational Attraction (Bullying behavior) Serious Rage, Strange Appearance, Misc. Drawback (Must be refueled with petroleum-based fuel once per week)

Background:
Character Type: Anti-Hero
Alter Ego: NA
Wealth: NA
Motivation: Responsibility of Power
Occupation: NA
Marital Status: NA
Known Relatives: NA
Group Affiliation: The Supernaturals
Base of Operations: Devil's Mount, Wyoming
Height: 7'2"
Weight: 205 lbs
Age: NA
Eyes: Lambent green
Hair: NA

Powers and Abilities:
Odious uses his powers to serve Eternity in her quest to eliminate every Demon from the face of the Earth.His primary function is to deliver Eternity to the battlefield and fight alongside her when the need arises. His other function is to supply Eternity and her prisoners with transport to other dimensions where the Demons are incarcerated.

History:
Odious, like Eternity, only remembers the events following his activation.

Description:
Odious is a mechanical monster born of supernatural inspiration and an internal combustion engine. His primary form is that of a demonic motorcycle, complete with real flames! His other form is that of a slavering robotic watch dog.

Personality:
Odious's first priority is service to Eternity. He is completely loyal to her and her cause and would readily die to protect her. When left to his own devices, Odious tends to be a brute and a bully and is openly belligerent to Neon Knight.

Quote: "Varooooom! Varooooom!"

Krystal		1500 Point Character
Dex: 9	Str: 7	Body: 10
Int: 9	Will: 9	Mind: 8
Infl: 10	Aura: 10	Spirit: 12
Init: 28		Hero Points: 151

Powers:
Animal Control: 5, Dispersal: 5, Fog: 3S, Hypnotism: 9L, Invulnerability: 13, Mind Over Matter: 20, Regeneration: 9L, Shape Change: 7, Vampirism: 13

Bonuses and Limitations:
Animal Control works only on rats, bats, and wolves. Dispersal only works when Self-Linked Fog is activated.Shape Change only allows Krystal to assume the form of a bat or a wolf. Vampirism has No AV (use Dex) and has a Range of Touch.

Skills:
Animal Handling (Animal Training): 10L, Charisma: 9, Occultist (Identify Artifact, Occult Knowledge): 7

Advantages:
Attractive, Connection (Supernaturals, High)

Familiarities:
European History, Finance, Demon Lore, Vampire Clan Politics

Drawbacks:
Attack Vulnerability (silver weapons, -4 Column Shifts), Fatal

Vulnerability (Immersed in water, No Intrinsic Range, Rare), Fatal Vulnerability (Sunlight, No Intrinsic Range, Common), Fatal Vulnerability (Holy Water and Holy Symbols presented by someone with strong convictions of faith, No Intrinsic Range, Rare), Fatal Vulnerability (Not using Vampirism once per week, No Intrinsic Range, Rare), Power Loss (Rare: Impaled by Rosewood Stakes. All Physical and Mystical attributes and all Powers are reduced to zero), Misc.Drawback (Krystal has no reflection in mirrors), Misc. Drawback (Krystal cannot enter a building unless she has been invited)

Background:
Character Type: Anti-Hero
Alter Ego: Krystal Romanovich
Wealth: 20
Motivation: Seeking Justice
Occupation: Dilettante
Marital Status: Widowed
Known Relatives: None living (get it?)
Group Affiliation: The Supernaturals
Base of Operations: Devil's Mount, Wyoming
Height: 5'3"
Weight: 84 lbs
Age: 1035 years (give or take a decade)
Eyes: Black
Hair: Blue Black

Powers and Abilities:

Krystal's powers come from her vampiric heritage; she inherited them shortly after becoming a full member of the Verratu vampire clan. Her one thousand years of "life" have allowed her to develop many of the powers associated with creatures of the night such as the ability to summon, command, and assume the shapes of bats, rats, and wolves. Her undead status has made her immune to harm from all but the most gruesome of injuries; even if she is harmed, her vampiric regeneration allows her to recover in a matter of hours. Adding to her impressive powers, she is a shrewd opponent and cunning predator; she uses her Hypnotism to overcome an opponent's mental defenses and to bind them to her will.

History:

Krystal is the last of her line, the only surviving descendant of the undead monarchs who ruled Transylvania, Moldavia, and Carpathia during the Dark Ages. She's a vampire, a creature cursed with unlife and a persistent craving for blood but gifted with supernatural powers. Her birth name was Krystahra Verratu, grand niece of Draghul Verratu, ruler of Moldavia and patriarch of the Verratu clan.Her association with her uncle led to her being nick-named the "Vampire Princess" by her peers.

At the time of her "rebirth" the vampire clans were entrenched in a bloody civil war; armies of undead and their mortal minions marched up and down the slopes of the Carpathian Mountains in search of conquest and were compelled to destroy all that was in their path. Helplessly, Krystal watched as her entire clan was wiped out as the armies of Vorogan, War-Count of Transylvania, laid siege to the last Verratu holding.The household was in shambles; the barriers had been repeatedly breached and overrun by Vorogan's armies, and her family was slaughtered. Their blood now coursed through Vorogan's veins. The household was empty save for Krystal, who had been spared when she took refuge in the catacombs beneath the guard tower. Just before dawn, she assumed her mist form and attempted to slip past Vorogan's mortal servants. She found herself confronted with Vorogan himself and a vicious battle ensued.She was weak with hunger and no match for Vorogan who had the combined strength of the entire Verratu clan in his veins. She had no hope of winning, but she pressed the attack wielding her war-axe with all the strength she could muster. Vorogan easily dodged her attack and delivered his own which sent the fragile young girl spinning into a wall.When she recovered, she found Vorogan's body before her, decapitated with a look of shock frozen on his face. By this time, the sun was just beginning to top the parapets of the estate forcing Krystal to take refuge in the catacombs once again.When she returned to the surface, she found Vorogan's army had been reduced to dust; the siege was over; Vorogan was dead and sent to Hell, and she was alone. She never learned the identity of her mysterious benefactor, but she has her suspicions.

The Vampire Wars gripped Eastern Europe for over three centuries, Krystal knew little besides warfare and the thirst for revenge. Her estate was in shambles, and the world was changing, becoming more modern and forgetting the ancient ways. She gathered a small fortune in trinkets and diadems and left her home forever. She wandered Europe for a time, adopting many roles: a dispossessed Russian countess, widowed Romanian duchess, and high class doxy when the mood took her. Her hunger compelled her to hunt, but she restricted her meals to criminals, villains, and those who hunt other humans. At times, she encountered one of her own kind, a vampire, and saw to it that they were killed, either accomplishing this on her own or using mortal servants. To prevent one of her meals from inheriting her curse, she sees to it that the body is destroyed by fire or decapitated, usually both!

She keeps a diary of her travels and adventures, probably the longest in recorded history. Today, the diary occupies many hundreds of volumes and has an honored place in her private library. She consults it regularly, reminding her of adventures and lovers long gone.

Few of her original possessions remain, among them an ornate family sword (her father's), a signet ring she received on her 100th birthday, and a massive family portrait recovered from



the crumbling family estate two centuries ago. Among her most treasured possessions are her War-Axe and ancestral armor (see above) both of which were forged from iron and quenched in ritually prepared blood. She rarely carries them into battle as they are irreplaceable family heirlooms. When not in use, both the axe and armor are kept in a special glass case in her quarters.

Krystal moved to the Americas in 1819 as an heiress and hunted among the creme de la creme of society until her meeting with Neon Knight at the turn of the Century. Since their meeting, she has entertained the notion that it was he who slew Vorogan. As a member of the Supernaturals, she has accounted for her past crimes and uses her abilities to help Neon Knight & the others.

Description:

In spite of her youthful appearance, Krystal is over 1000 years old but looks the part of a dewey-eyed 22 year old girl. Her beauty and sex appeal are her greatest weapons and she knows it. She dresses to impress, wearing garments which combine gothique chic and modern leather & lace. When circumstances require her to don her ancestral armor, she looks the part of a demonic creature born of nightmares.

Personality:

In spite of her age, Krystal is still a playful little girl. She is stubborn to a fault, unrelenting when she gets an idea into her head. She realizes her beauty puts people off guard, and she uses her "attributes" to get what she wants, especially when hunting. She still restricts her feeding to criminals; Neon Knight tolerates this practice figuring it saves him the trouble of sending them to Hell himself.

Her relationship with Neon Knight is not open to debate; the other Supernaturals do not press the issue. She secretly loves him and is sure that it was he that saved her so many centuries ago, and she is right, of course, but Neon Knight refuses to discuss it. She knows he has feelings, as well, but his first duty is to fight Evil.

Quote: "Wanna play with me? I won't bite... much."

Lord Bane		3000 Point Character
Dex: 11	Str: 8	Body: 9
Int: 7	Will: 14	Mind: 6
Infl: 11	Aura: 10	Spirit: 14
Init: 29		Villain Points: 119

Powers:
Aura of Fear: 5, Animate Dead: 15, Animate Shadow: 9, Invulnerability: 15, Life Sense:10, Spirit Travel: 5S, Telepathy: 18

Bonuses and Limitations:
Telepathy functions on the animated dead only.

Skills:
Charisma (Interrogation, Intimidation): 11L, Occultist (Identify Artifact, Occult Knowledge): 7, Weaponry (Melee Weapons): 11L

Advantages:
Area Knowledge (Eastern Europe), Connection (Supernaturals, Low), Full Life Support (Does Not Need to Eat, Sleep, or Breathe), Iron Nerves, No Vital Areas,

Familiarities:
European History, Heraldry, Demon Lore

Drawbacks:
Exile: Involuntary (Heaven), Guilt (death of his wife), Serious Irrational Attraction (Escaping Hell and establishing a kingdom on Earth), Catastrophic Irrational Attraction (Seeking the love of a woman), Mistrust, Power Loss (Common: All Powers are reduced to zero in direct sunlight), Serious Rage, Strange Appearance

Equipment:
BANE'S ARMOR [*Body*: 12, Spirit Travel: 5,Cost: 151]
Bonuses and Limitations: Bane's armor is able to Spirit Travel with him, protecting him from other Spirit Travelling beings and reappearing with him wherever he emerges from the Spirit Realm.

Night's Edge (Bane's Sword) [Body: 12, EV: 25, Neutralize: 11, Enchantment: 10, Magic Blast: 21, Spirit Travel: 5, Cost: 376]
Bonuses and Limitations: Magic Blast is Lethal, has No Range, and automatically attacks anyone alive or with a soul who is picking up or touching the weapon. Magic Blast may be used offensively (with a Range of Touch), but if it is the sword, it does not do damage from its EV that phase. Bane's Sword is able to Spirit Travel with him and may be used to attack other Spirit Travelling beings and to make Mystical Attacks against corporeal beings.

Pets:
Hell's Mount [Dex: 8, Str: 6, Body: 6, Int: 4, Will: 10, Mind: 5, Infl: 7, Aura: 7, Spirit: 7, Running: 7, Spirit Travel: 5, Cost: 231]
Advantages: Iron Nerves. Drawbacks: Strange Appearance, Minor Rage
Platemail Barding: [*Body*: 12, Spirit Travel: 5, R#: 9, Cost: 81]
Partial armor: covers body only

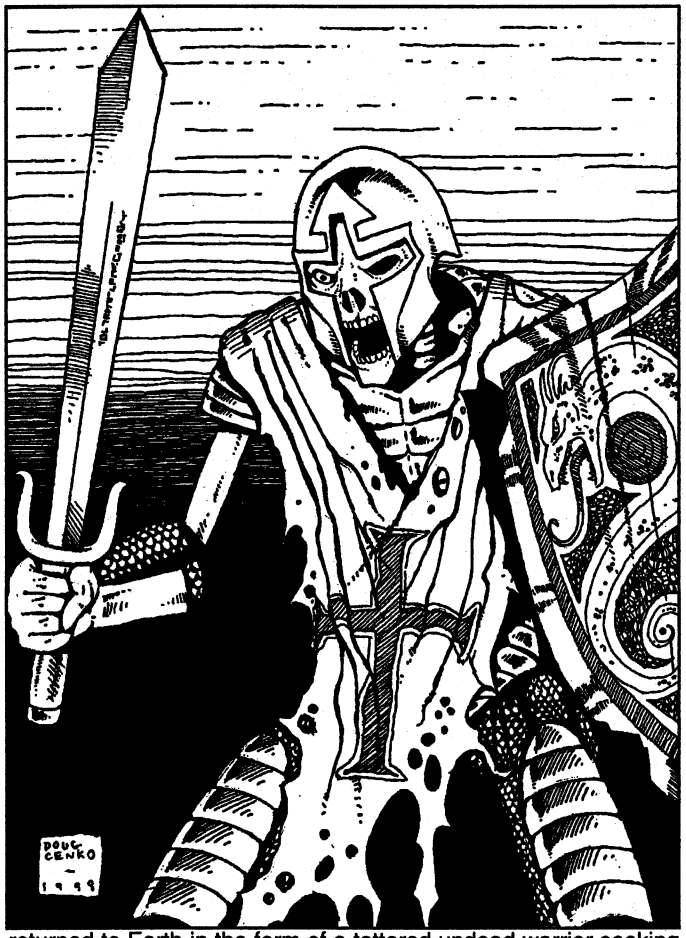
Background:
Character Type: Villain
Alter Ego: Nicolae Djevic
Wealth: 0
Motivation: Unwanted Power
Occupation: NA
Marital Status: Widowed
Known Relatives: Neon Knight
Group Affiliation: the Supernaturals
Base of Operations: Hell
Height: 5'11"
Weight: 75 lbs (without armor)
Age:
Eye: Red
Hair: wisps of gray

Powers and Abilities:

Following his death at the hands of his brother, Neon Knight, Lord Bane was condemned to spend an eternity in Hell. His time in Hell has granted him supernatural powers among them, supernatural vitality, and strength, and the ability to summon skeletal knights to do his bidding. He uses these undead minions as shock troops, intended to quickly close with their enemies and run them down on horseback. Before his return to Earth, Bane slew a Demon Prince with his bare hands and stole his sword and armor.

History:

Lord Bane's true name is lost to time, even he has difficulty calling this fact to mind. All that is known is that, in life, he was the eldest son of a noble family who ruled a duchy near Moldavia in the early 1400's. While alive, his traitorous actions led to his death at his own brother's hands and his eventual banishment to Hell. Since his death and subsequent re-birth in Hell-fire, Lord Bane has periodically escaped his infernal prison and



returned to Earth in the form of a tattered undead warrior seeking revenge against his brother. His attempts have been thwarted time and time again by the Supernaturals; each time he is defeated, he is returned to the infernal domains for punishment. Due to his many powers and cruel cunning, Lord Bane has become one of Hell's most feared residents, even the Demon Princes give him a wide berth.

Recently, Lord Bane has come to terms with his brother's actions and has at times been summoned to Earth to fight alongside him and the other Supernaturals when they are faced with a particularly powerful foe. However, once the threat is dealt with, Lord Bane must be tricked back to Hell for fear that he will resume his efforts to conquer the world.

Description:

Lord Bane takes the form of a tattered skeletal warrior clad in rotted and pitted platemail armor and wielding a sword many times too large. His skull still bears the killing wound; his left eye-socket is empty.

Personality:

Bane is evil personified. He cares nothing for mortals insofar as they are pawns for his game. Hell has had a profound effect on him; he has learned the virtues of patience, and he now chooses his battles carefully and avoids acting rashly. When summoned to Earth, he schemes for ways to permanently free himself from his prison and return to Earth as its conqueror.

Quote: "This world will be mine!"

Neon Knight		3000 Point Character
Dex: 9	Str: 10	Body: 9
Int: 8	Will: 7	Mind: 8
Infl: 11	Aura: 9	Spirit: 11
Init: 28		Hero Points: 207

Powers:
Animate Objects: 12S, Detect: 15, Dimension Travel: 15, Flame Being: 4, Ice Production: 20, Icing: 10, Invulnerability: 15, Mind Probe: 11, Spirit Travel: 5S

Bonuses and Limitations:
When Animate Objects is used, Neon Knight's facial features appear in the object animated, and Knight's armor falls empty to the ground. Only one object can be Animated at a time.
Detect (Evil) is Always On and can detect evil thoughts (including lies). Dimension Travel allows Travel Only between Earth and Hell. Flame Being is Always On and only damages "evil" beings. The flames vary in brightness with the intensity of Knight's mood. Mind Probe only allows Neon Knight to see the evil deeds committed by people

Skills:
Animal Handling: 9, Charisma (Intimidation): 11L, Occultist (Occult Knowledge, Ritual Magic): 9, Weaponry (Melee Weapons): 13

Advantages:
Area Knowledge (Eastern Europe), Connection (Supernaturals, High), Iron Nerves, Leadership, Full Life Support (Does not need to eat, drink, sleep, or breathe), No Vital Areas,

Familiarities:
Heraldry, European history, Demon Lore, Music

Drawbacks:
Exile: Involuntary (Heaven), Catastrophic Irrational Hatred (Lord Bane), Serious Irrational Attraction (Acting Honorably), Serious Irrational Attraction (Fighting Crime), Power Loss (Common: All Powers reduced to zero in direct sunlight), Power Loss (Rare: If Neon Knight attempts to stop an evil act that has not yet actually been committed, all of his Powers are reduced to zero until he ceases interfering), Minor Rage, Strange Appearance

Equipment:
KNIGHT'S ARMOR [*Body*: 13, Cost: 154]

Frostrazor (Knight's Sword) [Body: 12, EV: 23, Flash: 5, Cost: 156]
Bonuses and Limitations:
Flash is Always On and provides a steady glow in proportion to Knight's mood.

Pets:
KNIGHT MARE [Dex: 6, Str: 4, Body: 5, Int: 3, Will: 1, Mind: 2, Infl: 5, Aura: 5, Spirit: 7, Flight: 7, Running: 7, Spirit Travel: 5s, Lightning: 5m, Dimension Travel: 15, Cost: 221]
Bonuses and Limitations: Lightning has No Range and fires whenever the steed's hooves strike a surface. Dimension Travel allows Travel Only between Earth and Hell.
Advantages: Iron Nerves.
Drawbacks: Exile: Involuntary (Heaven), Knight's Rage triggers Mayre's Rage, Catastrophic Rage, Catastrophic Irrational Attraction (Obeying the Knight)

MAYRE'S ARMOR [*Body*: 10, Flame Project: 10, Shape Change: 10, R#: 2, Cost: 225]
Power Bonuses and Limitations: May change into dragons as well as existing animals with Shape Change.

Background:
Character Type: Anti-Hero
Alter Ego: Constantine Djevic
Wealth: 0
Motivation: Seeking Justice
Occupation: Crime Fighter
Marital Status: Widowed
Known Relatives: Lord Bane
Group Affiliation: The Supernaturals
Base of Operations: Devil's Mount, Wyoming
Height: 6'2"
Weight: 206 lbs
Age: Centuries
Eyes: Ghostly blue white fog
Hair: NA

Powers and Abilities:

Neon Knight is a being born of the need for righteous vengeance. His abilities were granted to him by a benevolent entity living on the Plane of the Afterworlds. He uses his powers and weapons to wage a ceaseless struggle against the forces of Evil.

History:

Neon Knight is like many of the Supernaturals; he is a servant of a higher power who's memory has been deliberately suppressed in order to spare them of painful ordeals. Neon's family name is lost to him; his horrible death and the destruction of his family by the Turks has robbed him of this knowledge forever.

His birth name was Constantine, and he was born to a princely family ruling a small country in the mountains bordering Transylvania and Moldavia in the early 1400s. He was the youngest of two brothers (his brother Nicolae would one day become Lord Bane). Both boys grew up in the courts as the sons of noblemen, loyal to the Church and to their King. As the boys grew to manhood, they became more competitive. Once Constantine was thrown from his mount during a race and was nearly killed.Later, it was shown that somehow, Constantine's horse had sustained a wound in its flank, more than likely from a riding crop. Nicolae merely strode off haughtily when asked if he were to blame, but Constantine already knew that his brother had tried to kill him.

As Constantine matured, so did his talents for diplomacy and oration. By his mid teens Constantine possessed the knightly graces and virtues, unlike Nicolae who was prone to being selfish, crass, and cruel especially when dealing with his servants. Where Constantine was a just and honorable man, Nicolae was ruthless and arrogant.

When both were young men, their father took ill and turned over the affairs of the duchy to the eldest son as was the custom. Nicolae immediately ordered heavy taxes on the serfs in order to pay for his extravagant lifestyle. Within a few months, the coffers were nearly empty and still, Nicolae ordered more elaborate feasts in his honor. All the while the peasants starved in their mud huts.

By now, the Turks had invaded from the East and were marching unopposed across the lands. The King ordered Nicolae and Constantine to provide soldiers and supplies to fight off the Turks. Nicolae ordered more taxes, but the peasants had nothing to give; their crops had already been appropriated by Nicolae and sold to replenish the depleted treasury. With the Turks on the move and the borders threatened, Nicolae relocated the household to the nearby city and closer to the King's court.

That night, while the city slept, the gate guards were slaughtered in their beds, and the gates were thrown wide open by a traitor and his conspirators. The Turks swarmed into the city burning a path of devastation to the castle. There, Constantine rallied the surviving guards and attempted to repel the Turkish invaders. With their help, Constantine was able to reach the King and his immediate family and help them to safety outside the city walls. Fearing for the lives of his family, he returned to the castle hoping to spirit them from the city before they could be harmed. Outside their chambers, Constantine found a pair of Turks skulking around looking for plunder. He rushed at them from the shadows, killing them both with a single blow of his sword.While he stood over their bodies, he was struck from behind and lost consciousness.

He awoke many hours later in the dungeons, shackled to a wall with his brother's smug face standing over him.Nicolae admitted to selling the harvest to the Turkish army and to opening the gates to the Turks. He then demanded to know the King's escape route. Constantine's loyalty ran deep; he flatly refused. He was then pulled from his cell into the pillory where he was lashed to a stake and forced to watch as his wife and children were dragged into view, and Nicolae ordered their execution.

Constantine broke free from his bonds and rushed his captors, but he was unable to save his family. Enraged, he grabbed a nearby Turk and broke his neck with one swift movement. Grabbing the felled Turk's weapon, he launched himself toward the oncoming guards and cut through them as he sped toward his stunned brother. Nicolae attempted to raise his weapon, but his defense came too late; Constantine's weapon cleaved downward through the left side of Nicolae's head.The traitor emitted a sickening gurgle, fell to the ground, and did not rise.



The force of his blow and the death of his brother brought him out of his rage. Constantine's last memory is turning to face the guards on the parapets and feeling a dozen crossbow bolts burying themselves in his chest, darkness, and then numbing cold.

Centuries later, an ill timed museum break-in occurred in Wyoming. Acting on a dare, a quartet of college students broke into a museum in order to liberate some artifacts from the Dark Ages exhibit. During the robbery, one of the suits of armor was knocked over and began to fill the room with a chilling mist.The mist coalesced into the armor, bringing it to life along with a nearby suit of barding. Constantine had been returned to Earth, for what reason he did not know. Acting on instinct, he smashed in a glass case, withdrew a sword, and then mounted a phantom steed. He then charged through a nearby wall into the streets where pedestrians watched in shock as a brightly glowing apparition lunged through downtown. During the ride, the mount emitted lightning and mist as it raced along. A passer-by later remarked to a reporter that the apparition glowed like a neon sign, the rest as they say is history.

Description:

Constantine is an incarnated apparition, made physical in his current shape. Under the armor, Neon Knight is nothing besides light and vapor. Like his namesake, his presence is always heralded by an electrified carpet of mist and cold.

Personality:

Constantine's rebirth has left him feeling guilty and moody. He believes he has been returned to Earth as punishment for failing to protect his family; his exile from Heaven is proof enough of that.He has dedicated his "life" to fighting crime and Evil in any of its forms. As far as his team mates go, he treats them as a well-meaning patriarch with an overprotective streak, but the other Supernaturals know he means well. Still, for all his kindness and compassion, he does occasionally lapse into a killing rage which only abates when the target of his anger, usually a villain, is on his way to Hell.

Quote: "Repent, Spawn of evil!"

Berserker		2500 Point Character
Dex: 8	Str: 20	Body: 17
Int: 5	Will: 7	Mind: 5
Infl: 10	Aura: 10	Spirit: 10
Init: 25		Hero Points: 158

Powers:

Adrenaline Surge:11, Disintegration: 9, Earth Control: 9, Electric Being: 6, Extra Limb (x2): 10, Flame Project: 9, Flight: 7, Growth: 3, Ice Production: 9, Invulnerability: 15, Jumping: 6, Running: 6, Mind Over Matter: 15, Weather Control: 10, Super Breath: 9

Bonuses and Limitations:

Adrenaline Surge may be used with Disintegration, Earth Control, Flame Project, Ice Production, Super Breath, and Weather Control. Electric Being is a field of the Disintegration Power that surrounds Berserker's body. It is always Lethal against living beings. Growth is Always On and has been factored into Attributes. Invulnerability counteracts Physical, Mental, and Mystical Damage. Weather Control is Always On and continually makes the weather worse. Wings must be functional and unrestricted for Flight and Super Breath to function.Extra Limbs represent wings which can be used to attack foes.

Skills:

Charisma (Intimidation): 10L

Advantages:

Connection (Supernaturals, High Level), Lightning Reflexes, Sharp Eye

Familiarities:

Glowering menacingly, Demon Lore

Drawbacks:

Alter Ego (Uncontrollable – triggered by Traumatic Flashbacks or by being dominated by people with high Auras, as described below), Exile: Involuntary (Demon Dimension), Catastrophic Irrational Attraction (Killing demons), Mistrust, Catastrophic Physical Restriction (Mute, can only roar), Strange Appearance, Traumatic Flashbacks: Rare (Jon's old home), Traumatic Flashbacks: Uncommon (Jon's ex-girlfriend, or women with a similar appearance), Misc.Drawback Aura Domination (see below).

Aura Domination Vulnerability: Berserker may be dominated by those with a higher Aura than he possesses or by a group of people. The dominating person or group must make an Intimidation roll with Berserker's Infl/Aura (10/10) as the OV/RV. If the RAPs exceed Berserker's Influence, he has been cowed and his Alter Ego will be triggered, turning him back into Jon. The following modifiers apply:

Condition	Column Shift Modifier
Person Berserker/Jon Loves	Automatic success
A friend	-1 CS (will attack friend if roll fails)
Hostile	+3 CS
Rage activated	+8 CS
Person is or resembles a Demon	+8 CS

Background:

Character Type: Anti-Hero
Alter Ego: Jon Kitson
Wealth: NA
Motivation: Nihilist
Occupation: NA
Marital Status: NA
Known Relatives: NA
Group Affiliation: The Supernaturals
Base of Operations: Devil's Mount, Wyoming
Height: 17'4"
Weight: 3 tons
Age: Unknown
Eyes: Yellow orange which glow in the dark
Hair: Charcoal black body hair with blue black mane around the head and chest

Powers and Abilities:

The Berserker is an unholy beast born of violence and forged to destroy and kill. His many powers relate to his being a denizen of Hell and allow him to survive the dangers and hostile environments of that abyssal plane. In combat, the Berserker relies heavily upon his ability to command flame, ice, and earth to hinder and harm his foes, and his Disintegration is used as a shield over his body and effects all who touch him.

History:

The Demon known only as the Berserker, even to other Demons, and the human Jon were psychically merged when the mortal's experimental jet unexpectedly plunged through a portal leading to Hell. Prior to the mortal's arrival, the Berserker was

running amok, destroying wantonly and hassling the armies of a local Demon Prince. The monster was threatening to attack the nearby Prince's keep. As Jon's small craft came into view, the Demon Prince seized upon the idea of finally ridding himself of the troublesome Berserker. He summoned his most powerful magicks and assaulted the Berserker, binding him with the psyche of the interloping mortal.The craft then left Hell, to the delight of the battered army and their Prince. It is said that Hell rang with laughter and rejoicing for many days following the Berserker's departure.

After merging with Jon's consciousness, the Berserker found he could not escape his prison unless Jon was catatonic. Once freed, he was free to rampage and kill with impunity. Unfortunately for the Berserker, Jon's will was strong, strong enough to prevent the Demon from escaping most of the time.

Description:

A nightmare given earthly form.The Berserker looks like the classical representation of a leering, sneering, roaring abyssal denizen with horns, cloven hoofs, and a massive stretch of bat-wings over his back.

Personality:

The Berserker is driven by the need to destroy and kill everything in sight. It may only be calmed by contact with a close friend or loved one, but sometimes even this fails. Only Darkling can calm the enraged Berserker and coerce him back into Jon's mind.

Quote: "Rrroooaaarrr!"



Jon Kitson		500 Point Alter-Ego
Dex: 5	Str: 3	Body: 3
Int: 8	Will: 12	Mind: 2
Infl: 3	Aura: 3	Spirit: 8
Init: 11		Hero Points: 60

Powers:
Invulnerability: 11

Bonuses and Limitations:
Invulnerability counteracts Physical, Mental, and Mystical Damage

Skills:
Vehicles (Air Vehicles, Space Craft): 7

Advantages:
Connection (Supernaturals, Low), Military Credentials (Medium)

Familiarities:
Aeronautics, Parachuting, Physics, 19th Century English Lit.

Drawbacks:
Alter Ego (Uncontrollable – anything that provokes an anger response will trigger the transformation) Catastrophic Physical Restriction (Severely Autistic – Most of the time Jon is barely conscious and not responsive. During these spells his Attributes (except Body) are zero, and he does not have access to his Skills or Familiarities. Even in his more lucid moments, the Catastrophic level of his disability is likely to prevent most functionality.)

Background:
Character Type: Hero
Alter Ego: The Berserker
Wealth: 5
Motivation: Unwanted Power
Occupation: Ex-military test pilot on permanent disability (pensioned)
Marital Status: Married
Known Relatives: None
Group Affiliation: The Supernaturals
Base of Operations: Devil's Mount, Wyoming
Height: 5'9" (4'3" in the wheelchair)
Weight: 188 lbs (278 in wheelchair)
Age: 37 years
Eyes: Hazel
Hair: Med. Brown, overlong, and unruly

Powers and Abilities:

Before Jon's forced union with the Berserker, he was a highly respected and trusted test pilot for the US Air Force. The psychic merging with the Berserker has granted him the Demon's vitality and ability to survive injuries that would kill anybody else.

History:

Prior to his unfortunate "accident," Jon was an ace pilot trusted to test top secret air craft for the US Air Force. He attended the finest flight schools and graduated at the top of his class with honors. He was well on his way to lifelong career in military service, that is until one of his flights took a little detour through the abyssal planes of Hell.

It was 1987; Jon was entrusted to field test a high altitude experimental spy plane known as the X-04.The jet was a technological wonder, far more advanced than any aircraft of its day. The plane was engineered by an outside aeronautics firm and was rumored to integrate certain systems and technologies

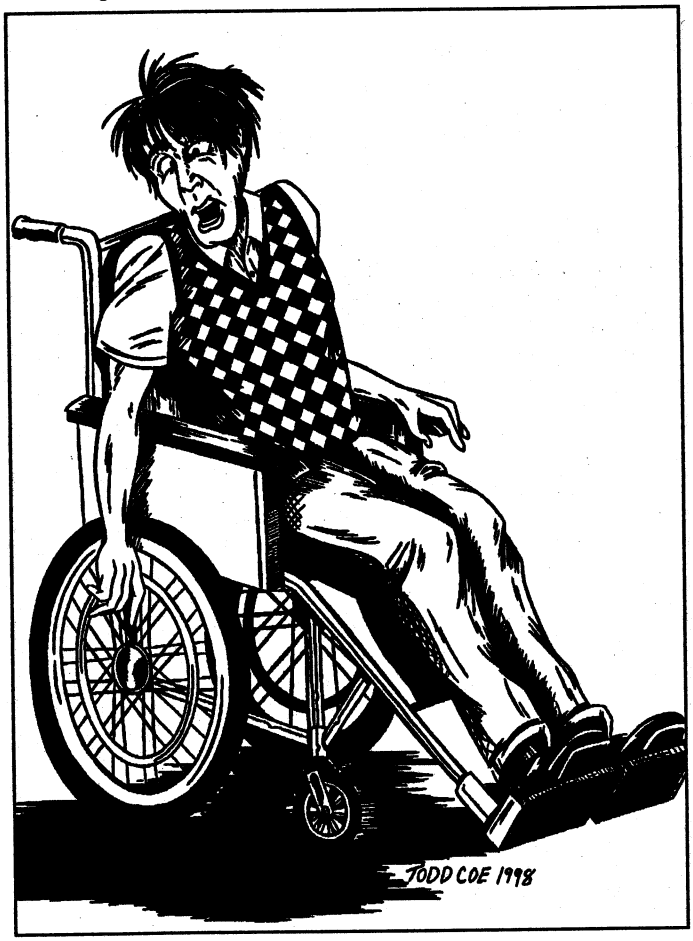
recovered from an alien spacecarft. Computer models suggested the plane was capable of breaking all previous speed and altitude records on Earth.

After a series of routine maneuvers, Jon maneuvered the fleet craft into the upper atmosphere. As the X-04 neared the designated velocity and altitude objectives, the instrument panel unexpectedly lit up like a Christmas tree, and the controls went dead. As the jet continued to gain speed and spiraled out of control, a rift in space opened right in the flight path. Jon attempted to regain control, but his efforts were in vain; the plane entered the portal and left the radar screens for the next several seconds.

Jon's plane had fallen through a hole in space leading to Hell. The tiny ship survived the trip, eventually re-appearing on radar screens only seconds after its disappearance. Jon had the fortitude to engage the autopilot but passed out shortly after returning to Earth. Jon's unconscious body was removed from the plane, and the flight recorders were analyzed. Jon, in the mean time, was placed in a secure Air Force psychiatric hospital for observation. Between bouts of catatonic autism, Jon was only able to describe mountains of fire and rivers of lava all around. Once the data was analyzed, the Air Force brass concluded the craft had suffered a freakish accident; the engines had somehow opened a dimensional gateway to another plane, more than likely he had seen Hell based upon the pilot's addled testimony.

Fearing the bad press such an incident would generate, the brass had Jon delivered to a "home" far away from the military base and made arrangements to pay for his care. To prevent a scandal, the brass then had Jon's records destroyed, effectively eliminating Jon from every public and governmental record. As far as the military was concerned, Jon did not exist.

Jon lived in the home for many years. His tour through the abyssal planes left him catatonic. Worse still, he complained of hearing a terrible voice, or rather a persistent roaring in his ears, especially when he slept.The staff at the home kept him under heavy sedation to prevent him from harming himself or others. It looked as though he'd spend the rest of his days in the home, a drooling idiot and ward of the state.



That is until he was scheduled for electroshock. During the procedure, the Berserker was freed from his confinement in Jon's tattered psyche. The Demon manifested before the shocked doctors and nurses and tore the place apart. Once freed, the Demon run amok through the home killing anything in his path. It would have leveled the place were it not for the actions of Darkling, who was drawn to the place just moments before the Berserker manifested. She managed to calm down the creature and forced it to retreat to Jon's psyche. Once this was done, Darkling then pulled Jon from the wreckage and had him brought to the Supernaturals'headquarters in Devil's Mount.

Today, Jon spends most of his waking hours in front of the television, watching rented black & white movies and classic television shows.

Description:

Jon's ordeals have aged him beyond his years; he could easily pass for someone in his late 40s. His eyes are always red-rimmed from insomnia, and his mouth often hangs open.When coherent, he is quite pleasant and quiet.

Personality:

Jon is tormented by what he experienced in Hell. Adding to his weak mental state, the Berserker resides in a transient psychic state within Jon's mind, awaiting his next release. Jon's autism has made it necessary for constant care by the other members of the Supernaturals, but it is Darkling who spends the most time at his bedside.

Quote: "Please kill me."

The Voltz Imperium

Founded: approximately 1925 CE (Earth standard years)
Leader: Voltz
Key Figures: Crimson Mist, Daygon, Force, Fisbane, Kline, Charger, Delia
Empire Planetary Count: 100+
Goals: Unclear (except to Voltz), the Empire is expansionistic
Current Homeworld/Capital: Nucleus
Areas of Operation: Throughout Space Sector Alpha
Battles/Wars: 1938-1947 – War with the Diluvians, 1963-1969 – War with the Diluvians, 1984 – Conquest of Zanaad, 1991 – Conquest of Azoth

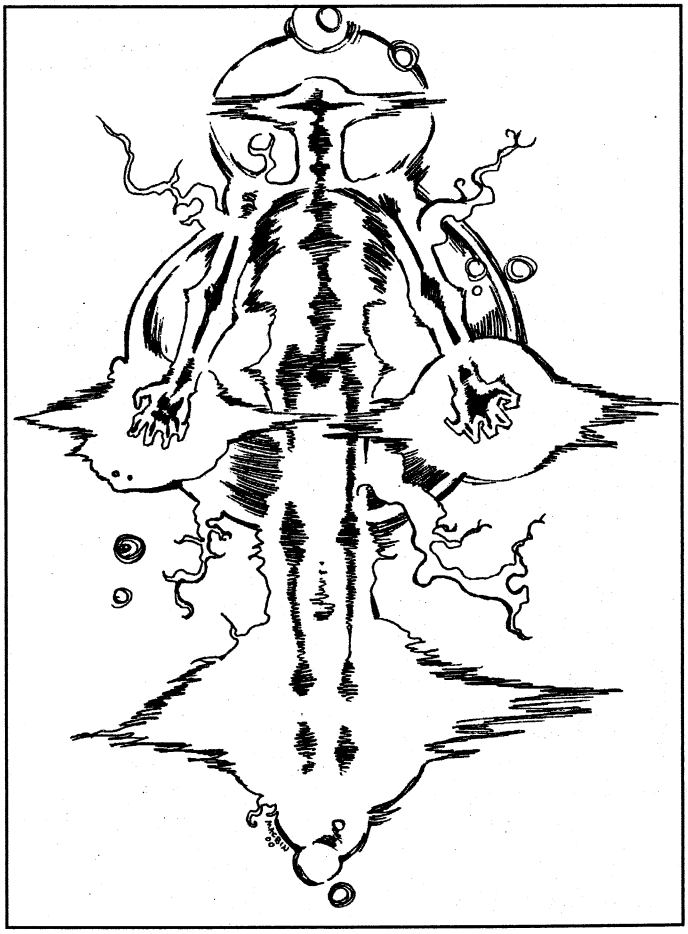
History

The largest and perhaps most aggressive extraterrestrial power in this sector of the galaxy, the Voltz Imperium is an ever-present potential danger to the heroes of Earth. Its leader, the enigmatic Voltz, has made plain his desire to expand his empire as far as possible and in doing so, trample on the sovereign rights of whomever he must. Motivated by "plans within plans," the Emperor relies on a stable cadre of deputies and other junior leaders, known as the Imperial Guard, to carry out his agenda, though the Emperor never shares the full details of his plans with his men. Beginning on the rather unlikely homeworld of Nucleus (near the center of the Imperium) early in the last century, the Imperium has expanded to include more than 100 worlds, most of whom are "members" of the Imperium against their will. Resistance to the Empire is limited by the technological horrors called the "Imperial Stalkers," mechanized death machines at the command of the Emperor who have the capacity to strip a planet to bedrock in little to no time whatsoever.

Gamemaster Notes:

The Imperium gives a chance to really shake up a campaign by providing the Players with an enemy whose movements probably cannot be observed and whose motivations are entirely opaque. There are members of anti-Imperial resistance groups on Earth; this could easily divert the Emperor's attention to Earth from whatever other plans he might have. And if one of the Player Characters is, unbeknownst to him, a descendant of one of these resistance leaders/movements, so much the better...

Voltz		3500 Point Character
Dex: 7	Str: 5	Body: 5
Int: 6	Will: 6	Mind: 6
Infl: 10	Aura: 10	Spirit: 10
Init: 25		Villain Points: 137



Powers:
Darkness: 5, Dispersal: 20, Electrical Control: 5, Energy Absorption: 20, Energy Blast: 20S, Flash: 5, Flight: 29, Growth: 0, Illusion: 10, Invisibility: 10, Invulnerability: 10, Magnetic Control: 5, Power Reserve: 20, Regeneration: 0, Solar Sustenance: 20, Thermal Vision: 15, Ultra Vision: 10, X-Ray Vision: 10

Bonuses and Limitations:
Energy Absorption adds to Power Reserve, has AV and Range (to acquire Energy), and if Overloaded, causes Dispersal Power to involuntary activate for APs of Time equal to RAPs acquired - APs of Energy Absorption. Power Reserve must be fueled by Energy Absorption and powers Electrical Control, Magnetic Control, Flash, Darkness, Energy Blast, Invisibility, Illusion, Growth, and Regeneration. Dispersal treats Energy attacks like Physical Attacks and is Non-Variable. Dispersal has Lack of Control and will only activate as explained above, or whenever Voltz takes RAPs of Mental Damage - he will stay Dispersed for APs of Time equal to the RAPs achieved. Invisibility may be used at Range and affects Sight Only. Invulnerability only Counteracts Aging.

Advantages:
Gift of Gab, Credentials (Voltz Imperium Leader), Leadership, Lightning Reflexes, Iron Nerves, Scholar

Drawbacks:
Fatal Vulnerability (Any Energy Absorption attempt against him), Fatal Vulnerability (Darkness Power attempts against him with APs greater than his APs of Darkness), Authority Figure, Forced Exile

Background:
Character Type: Villain
Alter Ego: 1001001
Wealth: 20
Motivation: Power Lust
Occupation: Emperor
Marital Status: Single
Known Relatives: None Known
Group Affiliation: Voltz Imperium
Base of Operations: Nucleus
Height: Variable
Weight: Variable
Age: Unknown
Eyes: none
Hair: none

Powers and Abilities:

A pure energy being, Voltz can bathe himself in a sheet of energy to harm those who come near. Voltz can siphon the energy out of anything, fueling his own powers to the maximum. He has complete control over the entire spectrum of energies, but will take damage when one attempts to absorb him.

History:

One of the most powerful and influential beings in the universe, the Emperor of the Voltz Imperium is also one of the most enigmatic. Hailing from the Dimension of Energy, Voltz is essentially "living energy," though he can assume any form he might desire. Though he does not consist of matter, he still has intelligence, awareness, and even personality (which could charitably be described as "chilly").

Although he would never admit it, Voltz was, in fact, expelled from the Dimension of Energy more than five millennia ago (for having "inappropriate ideas") and had spent most of the last 5,000 years searching for a way back to the Dimension of Energy. Less than a century ago, he discovered Nucleus, the small planet which is now the core and capital of his empire. Quickly dominating it, he appropriated their impressive cloning technology and enslaved the technologically sophisticated, but militarily pathetic, species that lived there. Using this stolen cloning technology, Voltz created the vast army of genetically engineered super-soldiers with steel nerves and a taste for battle. With them he has conquered the largest empire in the galaxy.

No matter how a planet enters the Imperium, its citizens are essentially slaves to the Emperor and his mysterious plans. Some are willing slaves, others not, but they all aid the Emperor as he drives forward relentlessly toward his goals. Immortal and tireless, Voltz will take whatever time he needs to achieve his goals, taking whatever is within reach and destroying that which he cannot have.

Description:

Voltz is a being of pure energy, constantly shedding light. When he needs to take a specific form, a mere illusion of light is all that is required, usually displaying the imagery of a heavy-set armored being.

Personality:

The Emperor is many things, but he isn't the life of the party. As he is a being of pure thought and pure energy, he is cold and calculating, though he has been known to sometimes show anger or frustration at very difficult times.

Quote: "Your feeble mind is unable to conceive the breadth of my plans."

Crimson Mist		1000 Point Character
Dex: 9	Str: 1	Body: 5
Int: 3	Will: 7	Mind: 7
Infl: 5	Aura: 7	Spirit: 9
Init: 17		Villain Points: 85

Powers:
Air Walking:2, Aura of Fear: 10, Dispersal: 12, Fog: 7S, Full Vision: 7, Split: 5, Vampirism: 10

Bonuses and Limitations:
Fog is Self-Linked, Does Not Inhibit User's Vision, and is Always On.Vampirism and Aura of Fear have a Range of Touch and No AV.

Skills:
Thief (Concealment, Stealth): 12

Advantages:
iron Nerves, No Vital Areas, Stabilization (Body)

Familiarities:
Meditation

Drawbacks:
Altered Anatomy (Body),Cannot Heal (Powers Only), Distinct Appearance, Minor Physical Restriction (No Sense of Smell), Attack Vulnerability (Air Powers, -2 CS), Attack Vulnerabilities (Electricity and Magnetics, -3 CS), Misc. Drawback: Odd Odor (Perception Checks vs. Crimson Mist are at -2 CS to OV/RV), Misc. Drawback: Explosion Vulnerability (See Below)



Background:
Character Type: Villain
Alter Ego: None
Wealth: 0
Motivation: Nihilist
Occupation: Enforcer
Marital Status: Presumed Single
Known Relatives: None Known
Group Affiliation: Voltz Imperium
Base of Operations: The Box
Height: Variable
Weight: Almost Weightless
Age: Unknown
Eyes: none
Hair: none

Powers and Abilities:

The Crimson Mist's body is pure mist, which can obscure opponent's sight and allow him to disperse through cracks. His mere touch can drain life and cause fear. A vulnerability to explosions in nearby vicinities with APs greater than APs of Dispersal causes the Mist to disperse for an amount of time in APs equal to the APs of the explosion's Effect minus the Mist's APs of Dispersal. The Mist continually exudes a distinct odor that tends to give away its position. In times of trouble, the Mist can split into multiple gaseous entities.

History:

Originally from a little noticed world on the outskirts of the Empire, Crimson Mist is in many ways the most feared member of the Royal Guard. It is not even clear whether the Mist is alive, in fact, or how it might relate to any of the wide variety of aliens that make up the Imperium. Crimson Mist spends most of its time in an ornate metal box owned by Daygon, another member of the Imperial Guard. Whenever Daygon needs to bring out the "big guns," he needs merely to dramatically remove the box from his copious robes and hint that he might open it. If that doesn't bring about an immediate surrender from the troublemakers, he'll release the Crimson Mist but not before he (and any other members of the Imperial Guard) retreat first. They learned painfully that even they are not immune to the Mist's attacks.

The Crimson Mist will float over its victims, entirely surrounding them before it, quite literally, sucks out their life force. Excruciatingly painful and unpleasantly slow, all the Crimson Mist leaves behind after an attack is a desiccated, crispy corpse. Suffice it to say that word of the Crimson Mist's lethality precedes it; the merest mention of the Mist is usually enough to disperse all but the angriest mob.

Description:

The Crimson Mist looks exactly as its name; it is an opaque, somewhat red, and unnaturally intelligent vapor. It will occasionally form slight, indistinct images in the mist if necessary.

Personality:

The Crimson Mist is sentient fog. No one in the general population knows whether it is even alive. Although it doesn't engage in witty banter, it is manifestly intelligent. Its attacks are directed and careful, and it seems, to the careful observer, that the Crimson Mist "enjoys" its job.

Force		1500 Point Character
Dex: 6	Str: 5	Body: 4
Int: 9	Will: 9	Mind: 3
Infl: 5	Aura: 7	Spirit: 7
Init: 22		Hero Points:40

Powers:
Flight: 6, Force Field: 11, Lightning: 8,Magic Field: 11, Magnetic Control: 15, Mind Field: 11

Bonuses and Limitations:
Force, Magic, and Mind Fields Protect User Only but Can be Attacked Through and are Always On. Lightning has No Range and No AV.

Skills:
Martial Artist (Assault, Battery, Blocking, Defense): 7, Military Science (Danger Recognition, Field Command): 12, Weaponry (Firearms, Heavy Weapons): 7, Vehicles (Space Craft): 7

Advantages:
Credentials (Imperial Guard, High), Leadership, Iron Nerves, Insta-Change, Scholar (Genetics)

Drawbacks:
Authority Figure, Power Loss (Magnetic Control reduced to 0 without presence of gravity well within 8 APs Distance (Rare)), Public Identity

Background:
Character Type: Anti-Hero
Alter Ego: Force Anthor Zhid
Wealth: 10



Motivation: Power Lust
Occupation: Imperial Combat Leader
Marital Status: Single
Known Relatives: Anthor Xin (Father), Anthor Qxm (Sister)
Group Affiliation: Voltz Imperium
Base of Operations: Nucleus
Height: 6'tall
Weight: 180 lbs
Age: 54
Eyes: Gray
Hair: Bald

Powers and Abilities:
Force has a strangely high level of defense from all things. He can command gravity, manipulating the magnetic fields for effect, but it is powerless when not being affected by a gravity well of any sort, be it an artificial platform or a planet.

History:
The combat leader of the Imperial Guard, Force is a power to be reckoned with. Hailing from beyond the Empire's borders, Force is a galactic mercenary of the highest skill.The Emperor has been quite willing to pay through the nose to get him. Directing the activities of the other Guardsmen, he will often survey battlefields from above, using his magnetic control powers to attack his opponents.

Description:
Almost human in appearance, with the exception of an almost unearthly gangly-ness, Force can pass himself off in a crowded room with ease. As with any Septivan, his shiny scalp has never grown any hair. Force tends to dress in an Imperial Guardsman uniform, adorned with many awards from various victories. Force has the ability, oddly mystical as it seems, to summon his combat uniform from nowhere.

Personality:
Unlike most of the other members of the Imperial Guard, Force is not a murderous psychopath. That is not to say that he is pleasant to be around, however. Force's ultimate goal is to become the Emperor's personal aide / right-hand-man and share in Voltz' unlimited power. It is for this reason that Force does not willingly oppress others or allow that oppression in his presence. He wants the Imperial Guard to appear as though it serves the people, in the hopes that a calm Empire will further his career.

Quote: "Fisbane! Stop taunting that prisoner!"

Daygon		1000 Point Character
Dex: 5	Str: 3	Body: 4
Int: 10	Will: 10	Mind: 7
Infl: 5	Aura: 2	Spirit: 4
Init: 20		Villain Points: 60

Powers:
Iron Will: 10L, Mental Freeze: 10L, Mental Illusion:10L, Mind Probe: 10L, Skin Armor: 5

Skills:
Charisma (Interrogation, Intimidation): 15, Medicine (Brainwashing, First Aid): 15

Advantages:
Credentials (Imperial Guard, High), Language (Zog-Fit)

Familiarity:
Speak, Read and Write Imperial, Swimming, Zog-Fit Chamber Music, Voltz Imperial History
Drawbacks:
Age: Old, Unluck, Power Loss (Int, Will, and all Mental Powers reduced to 2 APs if Koltoch is not consumed every 8 Earth hours (Common)), Serious Irrational Attraction (Koltoch), Strange Appearance, Public Identity

Equipment:
Koltoch x20 [Body: 1, Cost: 2]
Koltoch is a mind enhancement drug useful only to the Zog-Fit race.

Background:
Character Type: Villain
Alter Ego: Daygon ik Farshid un Reqit
Wealth: 8
Motivation: Power Lust
Occupation: Torturer
Marital Status: Widower
Known Relatives: Tarnath ik Thonas (Progenitor)
Group Affiliation: Voltz Imperium
Base of Operations: Nucleus
Height: 9'tall
Weight: 400lbs
Age: 172
Eyes: Glowing Red
Hair: Chitin

Powers and Abilities:
A skilled torturer, Daygon can extract information from anyone. Due to his abuse of the Koltoch drug, Daygon has a



powerful addiction but is gifted with great bonuses to his Mental Abilities. Daygon has arranged weekly drug deliveries.

History:

Unquestionably the most sadistic member of the Imperial Guard, Daygon is a sinister, vicious bully. Employed by the Emperor to serve as "Chief Inquisitor" of the Empire, Daygon rarely disappoints. His unique torments are the stuff of legend throughout the Empire; rebels quake at the threat of his coming.

Description:

Menacing in his deep, dark blue ceremonial robes, the one known as Daygon is a lumbering hulk of pure mental power. Autopsies of other Zog-Fits have revealed that the Zog-Fit brain-case is so enlarged that it extends beneath the chitin, almost into their chest cavities. With the amount of drugs that Daygon has taken over his extended lifetime to enhance his people's natural abilities, one might venture to guess that his brain extends as far as his bowels. Talk about having one's head in one's ass. Beneath the robe, Daygon is reminiscent of a giant humanoid beetle.

Personality:

A cruel and sadistic villain, Daygon for all intents and purposes entirely lacks a conscience. He will do whatever is necessary to climb higher up the food chain and ingratiate himself to the Emperor. He is not at all adverse to squashing those who get in his way and, in fact, enjoys it. Evil and malevolent, it would be best to avoid Daygon if it is within your power.

Quote: "Allow me to interrogate the prisoners my emperor. I have no doubt I can get the answers out of them... or they'll die trying."

Fisbane		500 Point Character
Dex: 10	Str: 1	Body: 3
Int: 6	Will: 3	Mind: 6
Infl: 3	Aura: 2	Spirit: 6
Init: 21		Villain Points: 30

Powers:
Claws: 3, Cling: 6, Danger Sense: 6L, Extra Limb: 1 (Tail), Invisibility: 10L, Jumping: 2, Regeneration: 3L, Shrinking: 5, Swimming: 6, Teleportation: 5

Bonuses and Limitations:
Invisibility affects Sight Only. Shrinking is Always On and Reduces Strength and Weight. Teleportation can Teleport Targets in Normal Range. Regeneration only Regenerates Body

Skills:
Thief (Concealment, Escape Artist, Locks and Safes, Pickpocketing, Security Systems, Stealth): 10L

Advantages:
Credentials (Imperial Guard, Low), Lightning Reflexes, Sharp Eye

Familiarities:
Speak Imperial, Practical Jokes, Fishing

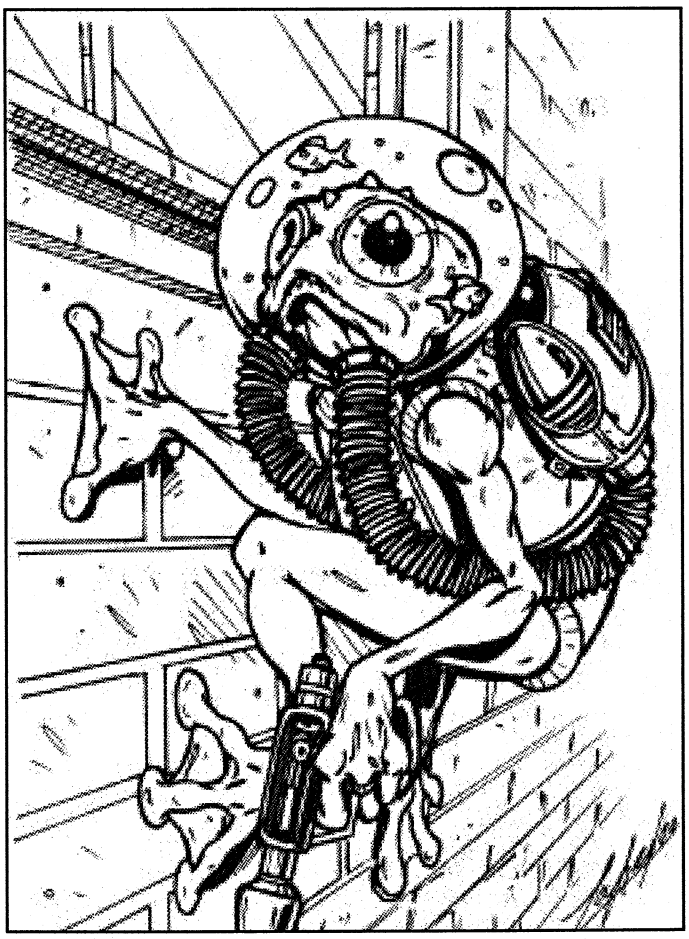
Drawbacks:
Catastrophic Irrational Attraction (Eating Food), Socially Inept, Attack Vulnerability (Heat-Based, -4 Column Shifts), Fatal Vulnerability (Intrinsic, Requires water every 3 hours), Strange Appearance

Equipment:
WATER TANK [*Body*: 5, Partial Armor (+2 CS), R#: 2, Hero Point Cost: 16]

Background:
Character Type: Villain
Alter Ego: Fisbane, Grvbn
Wealth: 8
Motivation: Thrill of Adventure
Occupation: Imperial Scout
Marital Status: Single
Known Relatives: Bllgiv (Sperm Donor), Zllvuv (Egg Donor), 35 Hatch-Mates
Group Affiliation: Voltz Imperium
Base of Operations: Nucleus
Height: 1'tall
Weight: 25lbs
Age: 13
Eyes: Black and White Fish-Like
Hair: Green Scales

Powers and Abilities

All of the diminutive Piscea are made for water, and Fisbane is no exception. During battle, Fisbane will cling invisibly to a wall and watch the battle intently. He will frequently use his teleportation powers to maneuver targets to vulnerable positions or remove their weapons. Coming from an aquatic world, Fisbane requires ready access to water; if deprived of water for more than three hours, he will die. Because of the metabolism-altering nature of his own powers, Fisbane also has a severe craving for food and will end up eating twice his own weight in meat a day.



History:

The smallest member of the Imperial Guard is also its crafty spy/scout. Through a genetic experimentation quirk, scientists on Piscea imbued Fisbane with mental, metabolic, morphogenetic invisibility, regeneration, and teleportation. This manufactured "hero" was delivered to Voltz as a servitor slave for the army. The scientists have since been ordered to reproduce that "quirk" at all costs, so far with no success.

Description:

Small as a breadbox, Fisbane is never without his trademark fishbowl, perched on his tiny shoulders and filled with precious water and oxygen-recycling bacterium. Behind the fishbowl lurks a reject from the Black Lagoon, which would actually be frightening if his size did not make him look so comical. Never underestimate Fisbane; he doesn't take well to teasing and is quick to retaliate violently. Fisbane is clad in a custom-sized Imperial uniform.

Personality:

A consummate, if wicked, practical joker, Fisbane lives to annoy. The fact that he doesn't care if people are injured or killed by his jokes suggests how sociopathic he is at his core.

Quote: "I just teleported soup into his air tank."

Kline		1500 Point Character
Dex: 4	Str: 23	Body: 11
Int: 9	Will: 6	Mind: 10
Infl: 8	Aura: 8	Spirit: 11
Init: 21		Hero Points: 100

Powers:
Analytical Smell and Taste/Tracking Scent: 12,Claws: 10, Extra Limb: 10, Growth: 2, Skin Armor: 12

Limitations:
Growth is Always On

Skills:
Weaponry (Firearms, Heavy Weapons): 9, Gadgetry: 8

Advantages:
Credentials (Imperial Guard, Low), Iron Nerves, Language (Zanaadian), Local Hero (Zanaad), Scholar (Engineering)

Familiarities:
Quantum Physics, Weapon Repair, Speak, Read and Write Imperial

Drawbacks:
Exile: Involuntary, Attack Vulnerability (Cold-Based, -4 Column Shifts), Public Identity, Strange Appearance, Power Loss (Strength reduced to 1 in sub-zero temperatures (Rare)), Dependant (Zuulass the Imperial Diplomat of Zanaad (165 HP), Dex: 3, Str: 2, Body: 3, Int: 3, Will: 2, Mind: 3, Infl: 3, Aura: 2, Spirit: 3, Charisma (Persuasion): 8, HP: 9)

Background:
Character Type: Hero
Alter Ego: Draggoss
Wealth: 2
Motivation: Thrill of Adventure
Occupation: Imperial Guard
Marital Status: Married



Known Relatives: Blannkoss and Rummtass (nest-mates), Zuulass (wife)
Group Affiliation: Voltz Imperium
Base of Operations: Nucleus
Height: 8'tall
Weight: 674lbs
Age: 39
Eyes: Black on White
Hair: Blue-Green Scales

Powers and Abilities:

Kline is quite strong for his race; in fact, he's the strongest and has proven so in the Zanaadine games. He can pulverize steel in one fist. In addition, Kline's other natural abilities such as his Tracking Scent have come into play at times.

History:

Draggoss of Zanaad, known by the ironic nickname Kline (he was given this name by Charger, a German who thought his native language's word for "small" would be a delightful name for an 8'tall reptile), is perhaps the most unlikely member of Voltz' Imperial Guard. Kindly as a rule and goodhearted, Kline has no idea that the Empire and the Imperial Guard that he willingly serves, in fact, perpetrates the most heinous atrocities imaginable.

Kline's home planet, Zanaad, was just beginning an age of rapid technological advancement when they were contacted and conquered by the Imperium; they were easily overwhelmed by the technologically and numerically superior forces of the Empire. At heart, the Zanaadine are peace loving. Though physically powerful, they surrendered to Voltz early to avoid needless bloodshed. Because they surrendered and are essentially loyal, Zanaad enjoys many rights that are denied to other planets in the Empire.

Kline is unique among the Zanaadine as a result of his phenomenal strength and endurance, which both far exceed those of a normal member of his race. When the Emperor became aware of Kline's unusual powers, the Zanaadine was offered a position in the Imperial Guard. Since Kline didn't harbor any particular hatred toward his leader, he accepted. As a result, he and his wife have risen to high positions within the Empire, and Kline is generally seen as being one of the "most loyal" Imperial Guardsmen in the service of the Empire. Kline is entirely unaware of the atrocities committed in Voltz' name by the Guard, though Charger, his closest friend on the Guard, continually tries to "fill him in."

Description:
Kline is an eight-foot tall reptilian humanoid with bulging muscles covered in glistening blue-green scales. His eyes are gentle, even when he is lifting a boulder to hurl in the enemy's general direction. Kline is rarely seen out of his Imperial Guard uniform.

Personality:
Despite the fact that he appears to be an immensely strong lizard, Kline is a highly intelligent and strong starship mechanic. He is a kind, goodhearted husband who serves Voltz to help his people, who consider him their "hero". Kline will not tolerate acts of cruelty in his presence.

Quote: "Daygon, put that rebel down, or I'll squish you!"

Charger		1000 Point Character
Dex: 8	Str: 3	Body: 4
Int: 8	Will: 7	Mind: 7
Infl: 5	Aura: 3	Spirit: 8
Init: 25		Hero Points: 49

Powers:
Energy Blast: 10

Bonuses and Limitations:
Energy Blast has Charge Object and Minor Power Burnout (2). Charger is Immune to his Charge Object explosion, and anyone he touches can receive +3 Column Shifts to OV/RV against the explosion.

Skills:
Acrobatics: 9, Martial Artist (Assault, Battery, Blocking, Defense): 11, Weaponry (Firearms, Melee Weapons): 10, Thief: 12, Charisma (Persuasion): 10

Advantages:
Credentials (Imperial Guard, Low), Gift of Gab, Lightning Reflexes

Familiarities:
German culture, Speak, Read and Write Imperial, Imperial tactics

Drawbacks:
Distinct Appearance, Public Identity, Catastrophic Irrational Attraction (Donate to Charity/Poor), Mistrust, Attack Vulnerability (Illusory/Mind Tricks, -4 Column Shifts), Uncertainty

Background:
Character Type: Anti-Hero
Alter Ego: Josef
Wealth: 6



Motivation: Thrill Seeker
Occupation: Former Imperial Guard
Marital Status: Single
Known Relatives: None
Group Affiliation: Former Voltz Imperium
Base of Operations: Formerly Nucleus
Height: 5'7" tall
Weight: 150lbs
Age: 28
Eyes: Light Blue
Hair: Long Blonde with Goatee

Powers and Abilities:
Charger's ability is exactly that; he can make anything he touches blow up with what the Imperium scientists have determined is pure cosmic energy. As such, that would explain why Charger is immune to the effects of his own ability.

History:
Orphaned at a young age, Charger lived most of his early life on the streets of divided Berlin. Charger always seemed to get what he needed to survive; he was able to steal just about anything he needed, and he made both friends and enemies easily. To Charger, life was a game without rules and responsibility – you either won and survived or lost and ended up hungry or in jail. Eventually tiring of West Berlin, he decided to travel Europe city by city, seeing what he could see. Little did he know that his travels would take him hundreds of light-years from Earth.

One night while traveling in northern Europe's dense forests, Charger observed mysterious lights emanating from a nearby clearing. Being naturally curious, he decided to investigate and found a scout ship from the Voltz Imperium, recently

landed, and a handful of Imperial Guardsmen investigating Earth for the first time. Trying to hide, Charger was too late; the Guardsmen had seen him. Turning to flee, he crashed into an armored Imperial Guardsman who reared back for the kill. Before the Guardsman could strike, Charger's latent powers emerged, and he literally blew the Guardsman right out of his armor. Rather than killing Charger, the remaining Guardsmen thought the young man might have something to offer the Imperium.

"Join us and we'll show you the universe," they said. Being an adventurous type, Charger accepted. Twelve years later, Charger has seen places and done things most people couldn't even imagine. His experience in the Imperial Guard has changed his perspective on many things. He now realizes that actions have consequences and that he must take responsibility for what he does. Though the guard allowed him opportunities beyond imagining, he has also seen the atrocities they have committed. Though not a participant, he did allow these acts to take place and now realizes that he is just as responsible for his lack of action. Charger now sees that the universe is not a playground; there are wonderful things to behold, but evil is an ever-present force too.

Charger believes that the universe is what we make it. One can either create beauty or destruction. Unable to repair the damage done by the Imperial Guard, Charger decided to return to the one place in the universe where everything went right for him. Stealing a ship and fleeing the Emperor's service, Charger returned with fellow Guardsman Delia to Earth. Unaware of Delia's horrifying alter ego, Charger has brought a terrible menace back to Earth with him.

Description:

Though the only known human in the Imperium, Charger stands out in a crowd. His powers permeate his right eye whenever he uses them, causing a strange, electrical glow. His long, blonde hair hangs down over his custom, coat-like Imperial Guard uniform derivative. An odd tattoo from an Imperial initiation rite has scarred the left side of his face.

Personality:

Originally carefree, Charger was wild and spontaneous. Though his years with the Guard have taught him responsibility, he still maintains a devil-may-care attitude. Gifted with a wicked sense of humor, Charger always enjoys himself and tries to look on the bright side. Upon his return to Earth, Charger dedicated himself to doing what he can to make Earth a better place.

Quote: "Here, can you hold this for a minute? Thanks." BOOM.

Delia (Spider Form)		3000 Point Character
Dex: 15	Str: 7	Body: 5
Int: 5	Will: 5	Mind: 9
Infl: 7	Aura:10	Spirit: 10
Init: 29		Villain Points: 62

Powers:

Claws: 6, Cling: 10, Danger Sense: 10, Detect (Electricity): 8, Detect (Motion): 10, Energy Absorption: 20, Extra Limb: 6 (x6), Full Vision: 5, Glue: 16, Growth: 4, Hypersensitive Touch: 5, Jumping: 3, Lightning: 0, Mind Blank: 8, Mind Blast: 5, Poison Touch: 12, Skin Armor: 10, Snare: 18, Systemic Antidote: 7, Vampirism: 12,

Bonuses and Limitations:

Snare is Sticky and Can Create Swinglines. Poison Touch and/or Vampirism may only be used the phase after a successful Claw or Grapple attack. Energy Absorption is only useable against Electricity, and RAPs directly apply to Lightning Power. Detect (Motion) is Discerning. Danger Sense RAPs are added to next phase's Initiative. Mind Blast is only useable as an automatic reaction against a mental assault.



Skills:

Acrobatics: 15L, Thief (Escape Artist, Stealth): 15L

Advantages:

Lightning Reflexes, Luck

Drawbacks:

Altered Anatomy, Controllable Alter Ego, Serious Irrational Attraction (Having and Protecting her Spawn), Serious Irrational Fear (Flames), Minor Physical Restriction (No Nose/Sense of Smell), Minor Rage, Strange Appearance, Attack Vulnerability (Fire, -2 Column Shifts)

Delia (Humanoid Form)		350 Point Character
Dex: 8	Str: 2	Body: 3
Int: 5	Will: 3	Mind: 5
Infl: 3	Aura: 5	Spirit: 3
Init: 18		Villain Points: 5

Powers:

Cling: 5, Energy Absorption: 9, Lightning: 0

Bonuses and Limitations:

Energy Absorption is only useable against Electricity, and RAPs directly apply to Lightning Power.

Skills:
Acrobatics: 8L, Thief (Escape Artist, Stealth): 8L
Advantages:
Attractive, Lightning Reflexes, Luck

Drawbacks:
Age (Young), Dark Secret, Innocent, Minor Irrational Fear (Flames), Serious Irrational Fear (Birds / Spider Predators), Secret Identity, Uncertainty, Attack Vulnerability (Fire, -2 Column Shifts)

Background:
Character Type: Villain
Alter Ego: Delia Humanoid / Arachnoid
Wealth: 0
Motivation: Thrill of Adventure / Psychopathic
Occupation: Former Imperial Guard
Marital Status: Single Mother (Widow?)
Known Relatives: Delia's Spawn
Group Affiliation: Former Voltz Imperium
Base of Operations: Formerly Nucleus
Height: 5'4" tall / 16' tall
Weight: 103 lbs / 302 lbs
Age: 16 / 32
Eyes: Light Yellow / Red
Hair: Long Black

Powers and Abilities:
Delia is a duomorph, a being with two distinct forms. In either form Delia can feed and redirect electrical power. However, in her spider-like form she is a an deadly foe using a combination of glue spitting and poison spines to debilitate her foes.

History:
Delia is a member of an unusual, duomorphic alien race. Her normal form is that of a young, female human. Her second form, though, is that of a large spider with a human female torso and head.

Originally she served in the Imperial Guard, but later left the service with Charger when he returned to Earth. Once here, Delia left Charger's side in order to explore Earth. Eventually, she was discovered and recruited by a gang of super-villains; her sole condition for helping them was that they help her find a suitable breeding ground so that she could lay and hide her eggs. She chose a major electrical substation just outside of Washington. It was her decision to take over this station and siphon its power for her own purposes that brought her into conflict with Wraith's Group and Shadow Force. During their battle, Delia severely injured Wraith (who actually lost his powers for a time). It is unclear whether Delia escaped the battle alive or not, but her spawn continue to plague the world.

Description:
Delia is actually quite the fetching young female: long black hair, well-developed figure, and innocent face (and mindset!). During her transformation into arachnoid form, Delia's legs atrophy, while a large spider-like abdomen complete with a set of six powerful legs, springs forth from her rear. Delia's brow slides forward and her nose recedes into her face, resulting in a beast not unlike a female arachnid centaur.

Personality:
Delia is driven by a very powerful biological urge to lay her eggs and colonize this new world. In her "human" form she is deceptively innocent. Her spider form is cruel and calculating and geared toward defense of the nest above all else. It seems clear to people who know her that her two forms possess unique character traits.

Quote: "I require electrical power. Could you help me kind sir?"

Delia Spawn		500 Point Character
Dex: 7	Str: 3	Body: 4
Int: 1	Will: 2	Mind: 3
Infl: 2	Aura: 2	Spirit: 3
Init: 12		Villain Points:20

Powers:
Detect (Motion): 5, Energy Absorption: 12, Jumping: 2, Lightning: 0, Poison Touch: 4, Snare: 7

Bonuses and Limitations:
Snare is Sticky and Can Create Swinglines. Energy Absorption is only useable against Electricity, and RAPs directly apply to Lightning Power.

Skills:
Acrobatics: 7L, Thief (Escape Artist, Stealth): 7L

Advantages:
Lightning Reflexes

Drawbacks:
Minor Irrational Fear (Flames), Strange Appearance, Attack Vulnerability (Flames, -2 Column Shifts)

Description:
The Spawn are arachnoids in their mother's image. Spider-like centaurs, they have not yet developed the ability to alter forms. Due to their young age, the humanoid half of the Spawn has not fully-formed and is quite startling to see.

Imperial Stalker		1000 Point Character
Dex: 8	Str: 5	Body: 8
Int: 5	Will: 3	Mind: 8
Infl: 3	Aura: 4	Spirit: 7
Init: 18		Villain Points: 50

Powers:
Cell Rot: 10, Claws: 3, Invulnerability: 3, Regeneration: 5,Super Hearing: 2, Ultra Vision: 3

Bonuses and Limitations:
Regeneration cannot Regenerate Mind or Spirit. Cell Rot only works on Imperial Guard's Body after its death.

Skills:
Military Science: 7, Weaponry: 10

Advantages:
Credentials (Imperial Guard, Low), Iron Nerves, Lightning Reflexes

Drawbacks:
Socially Inept, Minor Rage, Distinct Appearance, Public Identity, Power Loss (All Powers except Cell Rot, and Weaponry Skill reduced to 0 APs, Physical Attributes reduced to 1 AP at whim of Imperial Official (common)), Attack Vulnerability (vs. Imperial Weapons, -4 Column Shifts)

Standard Imperial Equipment:
IMPERIAL COMBAT ARMOR [*Body*: 10, Radio Communication: 15, Comprehend Languages: 12, R#: 2, HP Cost: 236]

Imperial Knife [Body: 1, EV: 5, HP Cost: 7]

Imperial Pistol [Body: 7, Ammo: 10, Laser Beam: 7, R#: 2, HP Cost: 29]

Missile Trooper Equipment:
Imperial Missile [Body: 3, Flight: 16, Bomb: 20, Grenade Drawback, R#: 2, HP Cost: 139]

Imperial Missile Launcher [Body: 10, Accuracy (Imperial Missile): 4, HP Cost: 41]

Rifle Trooper Equipment:
Imperial Rifle [Body: 7, Laser Beam: 14, Glue: 15, R#: 5, HP Cost: 62]
Limitations: Laser Beam and Glue have No AV, Glue has 1 Ammo

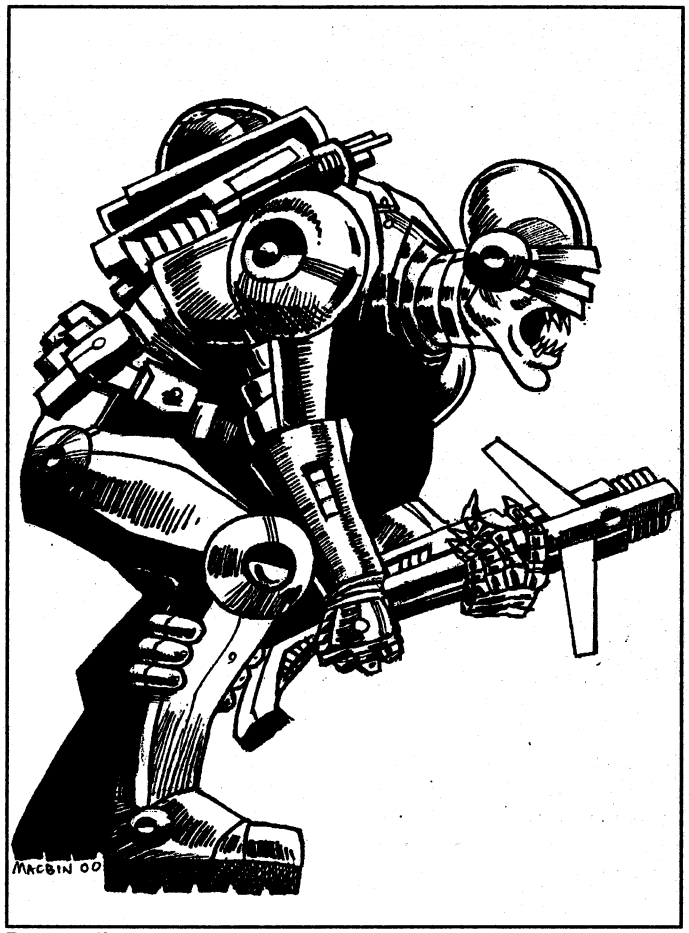
Ground Trooper Equipment:
Imperial Sword [Body: 8, EV: 8, HP Cost: 34]

Background:
Character Type: Villain
Alter Ego: Variable
Wealth: N/A
Motivation: Mercenary
Occupation: Imperial Guard
Marital Status: Single
Known Relatives: Clone Brethren
Group Affiliation: Voltz Imperium
Base of Operations: Nucleus
Height: 6'2" tall
Weight: 250lbs
Age: Variable
Eyes: Black
Hair: Black

Powers and Abilities:
The Imperial Stalkers is a maintained by a system of checks and measures able to remove one-another in the face of mutiny. In fact, Imperial politicians have the ability to unlock psychological doors and temporarily cripple any Stalker. Imperial Stalker Leaders have Influence of 6 and Leadership Advantage.

History:
Originally from Imperial quarantined planet X-105-Z2, the combat machines known as the Imperial Stalkers are the foot soldiers in the Empire's army. A race of genetically engineered and cloned solders, they have heightened senses, reflexes, and strength. Their combat abilities and weapons skills are coded in their genetic memory. Imperial Stalkers are born with the knowledge and desire to kill, and they are genetically programmed to rapidly destabilize at death, essentially turning into a puddle of organic soup.

Description:
All Imperial Stalkers wear full-body heavy Imperial Combat Armor to protect them in the field. Underneath the armored coating lives a powerful, gray-skinned humanoid with matted, stringy, tough black hair and shiny black eyes.



Personality:
Imperial Stalkers are soldiers first and foremost. They follow orders without question, do not hesitate to kill, and fight without fear of death. The Stalkers are also designed with fail-safes to prevent them from attacking Voltz himself or other leaders of the Imperium.

Quote: "Yes Sir."
"Charge men! Hut hut hut hut hut hut hut."

Wraith Group

Founded: 1999 **Leader:** Wraith
Deceased or Inactive: none
Current Base: Beutton Tower, Los Angeles
Area of Influence: West Coast of the United States
Total Team Point Value (Current Roster): 3500

Active Roster: Fortune, Frenzy
Goals: Personal profit, Elimination of Frenzy's brothers
Allies: Shadow Force
Major Battles: 1999 – Sage, Tracker & Vixen

Wraith's Group was formed when three members of Shadow Force split off due to philosophical differences. Wraith in particular was concerned with Shadow Force's movement toward interplanetary affairs due to their recent involvement with the Voltz Imperium. He felt there was more than enough that required attention right here at home. The turning point was when Shadow Force decided to expel Frenzy for her role in the death of her brother and Dominator. Wraith believed that sometimes hauling villains off to jail was not sufficient deterrent, and felt that Shadow Force was acting too lofty for their own good. When Frenzy was forced out of the group, Wraith also walked away from the team. Fortune came along, well, for his own reasons.

Currently, Wraith's Group operates from the 37th floor of Beutton Tower, the corporate headquarters of Beutton Industries. The public believes that the trio work as "special operatives" under the direct order of CEO Wayne Beutton, but no one suspects that Beutton is actually the Wraith himself. The group often acts covertly, striking secretly against enemies of Beutton Enterprises such as Sage Enterprises, and sometimes acts more openly, but only in areas that will bring good publicity to the company. The group has also sworn to help Frenzy track down her surviving brother, Pilfer. With the rumored formation of a Third Collective, it can be only a matter of time before Pilfer resurfaces, and when he does you can be sure Wraith's Group will be there.

Note to the Gamemaster: Wraith's Group is unlikely to interfere with other characters unless they themselves interfere with the operations of Beutton Industries. They are not above vigilante action and extreme force in getting their way, although they are always very careful to cover their tracks. Wraith and Frenzy have little problem with killing if it becomes necessary to permanently resolve a situation.

Wraith		2500 Point Character
Dex: 6	Str: 9	Body: 7
Int: 8	Will: 8	Mind: 6
Infl: 6	Aura: 6	Spirit: 6
Init: 20		Hero Points: 149



Powers:
Invulnerability: 10, Matter Manipulation: 30

Bonuses and Limitations:
Invulnerability counteracts Physical, Mental, and Mystical Damage. If Wraith is able to inspect an item, he can use his Matter Manipulation to create a duplicate so flawless it is nearly impossible to tell from the real item (RAPs scored on Matter Manipulation check equal the OV/RV of a Perception check).

Skills:
Charisma: 11, Scientist (Analysis, Observation, Research): 8L

Advantages:
Area Knowledge (Los Angeles), Attractive, Connection (Los Angeles City Government, High), Connection (Wraith's Group, High), Connection (Shadow Force, Low), Connoisseur, Insta-Change, Leadership, Omni-Connection, Popularity, Sharp Eye

Familiarities:
Business, Inorganic Chemistry, Media Relations

Drawbacks:
Attack Vulnerability (Electrical Attacks, -1 Column Shift), Secret Identity, Power Loss (Rare, When exposed to electrical current of 2000+ volts within a Range of 3 APs, Matter Manipulation is reduced to zero), Misc.Drawback (Wraith is not aware of his Invulnerability Power)

Background:
Character Type: Anti-Hero
Alter Ego: Wayne Beutton
Wealth: 21
Motivation: Thrill of Adventure
Occupation: Entrepreneur
Marital Status: Single
Known Relatives: None
Group Affiliation: Wraith's Group
Base of Operations: Los Angeles
Height: 6'1"
Weight: 200 lbs
Age: 27
Eyes: blue
Hair: brown

Powers and Abilities:

Wraith possesses the astounding ability to transform matter at his slightest whim. He can make a Yullarium cage out of thin air, can fill an opponent's lungs with white phosphorous, or transform a piece of rock into a finely detailed objet d'art indistinguishable from the original. Exactly where his powers and abilities come from is unknown, but he seems quite proficient with them and has likely possessed these abilities for a very long time. Wraith does have one weakness, however, which he attempts to keep well hidden – his power fails him around very strong electrical fields. He discovered this flaw during a battle with Demise when he was knocked back into an electrical substation and his powers ceased to function. Through subsequent experimentation, Wraith has determined exactly what levels of electrical charge will rob him of his powers and takes great precautions to avoid such circumstances.

History:

Wayne Beutton was the only child of Simon and Yolande Beutton, one of European high society's pre-eminent couples. Simon Beutton was the heir to and head of Beutton Industries, a very old and well-established corporation. Simon did not take a very direct role in managing the business, however – he much preferred to delegate that to others while he spent his impressive fortune. Wayne thus grew up with few responsibilities and great wealth and became very much the same world-travelling playboy his father had been.

When Wayne was 23, this lifestyle came to an end with the death of both of his parents in a plane accident over the North Atlantic. Wayne, therefore, became de facto head of the company. All of the executives who had become accustomed to doing things their way without interference from Simon were shocked and horrified when the young Beutton declared he would be taking a direct interest in running the company. Wayne had just received his MBA from George Washington University, and no one believed this reckless youth would be able to handle the reins of such a large company. To everyone's surprise, he did remarkably well, increasing the size and scope of Beutton Industries through some carefully planned acquisitions and mergers over the years. Beutton's personal net worth has increased tenfold in the last four years.

It is not known exactly when Beutton's powers developed, but he first began operating as the Wraith about five years ago, just before he took control of his company. Shortly thereafter he joined Shadow Force and served as a member of that team for several years. Only last year, Wraith decided to leave Shadow Force, partly so he could move his base of operations to the West Coast and partly because of philosophical differences with the direction he saw the group taking.

Description:

Wraith's costume involves a hood that completely obscures his face and a long flowing black cape. The cape is fastened with a brooch that resembles a red eye. Wraith is a very large and imposing man in peak physical condition.

Wayne Beutton looks every part the dashing billionaire playboy. He wears the latest style of silk suits from Milan, has a charming smile, and penetrating blue eyes. He is ruggedly handsome and is rarely seen without a supermodel on each arm.

Personality:

Wayne Beutton lives for thrills. He's not sure which he finds more exhilarating – fighting villains as the Wraith, risky financial ventures that pay off big, or seduction. Thus, he fills his life with all three. As a businessman, Beutton is shrewd, ruthless, and sly as a fox. The same could be said for him in romance as well.Once Beutton (or Wraith, for that matter) sets his mind to accomplishing something, nothing will stand in his way. As Wraith, he tends to project a dark and fearsome image and certainly does not let on to his prey that he is loving every minute of it! Beutton is also something of an egotist who loves to see his name affixed to things (thus all aspects of Beutton Industries bear his name, as does his super-team).

Quote: "I've just turned the oxygen in your lungs into uranium. Enjoy!"

Frenzy		1000 Point Character
Dex: 13	Str: 4	Body: 5
Int: 7	Will: 5	Mind: 5
Infl: 5	Aura: 3	Spirit: 5
Init: 27		Hero Points: 47

Powers:
Analytical Smell/Tracking Scent: 10, Claws: 17, Cling: 5, Danger Sense: 6, Extra Limb (Prehensile Tail): 3, Gliding: 5, Jumping: 2, Regeneration: 12, Running: 5, Super Hearing:5, Speak With Animals: 5, Ultra Vision: 8

Bonuses and Limitations:
Speak With Animals works with mammals only. RAPs scored on Danger Sense checks may be added to next Initiative.

Skills:
Thief (Stealth): 8

Advantages:
Connection (Wraith's Group, High), Iron Nerves, Lightning Reflexes, Luck, Sharp Eye

Familiarities:
Wilderness survival, Hunting, Urban survival

Drawbacks:
Catastrophic Irrational Attraction (Killing her brothers and father), Minor Rage, Strange Appearance

Background:
Character Type: Anti-Hero
Alter Ego: Samantha Cain
Wealth: 5
Motivation: Seeking Justice
Occupation: crimefighter
Marital Status: single
Known Relatives: Marcius Cain (Pilfer), Tarius Cain (Ripper,



Deceased), Mikhail Cain (father, believed deceased)
Group Affiliation: Wraith's Group
Base of Operations: Los Angeles
Height: 6'1"
Weight: 150
Age: 25
Eyes: yellow
Hair: brown (Frenzy is also covered by a very short coat of golden-brown fur)

Powers and Abilities:

Frenzy is a killing machine. She can track her foes by a faint scent over an hour old, can see perfectly in the dark, and can hear you breathing a hundred yards away. She can leap up to 40 feet, and her claws can cut through steel like it was butter.

After Frenzy killed her brother Ripper, she appeared to absorb some of his powers. The tensile strength of her claws increased dramatically as did her ability to cling to walls. She did not develop Ripper's teleportation abilities, however. Doc has speculated that a dead Cain family member's abilities may disperse among all the survivors, and that perhaps Pilfer now possesses the teleportation power (or perhaps there are other subjects of Cain's experimentation as yet undiscovered), but this has yet to be confirmed.

History:

Like her brothers, Frenzy is the product of experimentation by Romanian geneticist Mikhail Cain. Cain unwisely performed his genetic re-sequencing experiments on his own children, which resulted in these transformed monstrosities. The brothers destroyed the laboratory and escaped, believing they had killed their father. Frenzy pursued them all the way to America, where she joined Shadow Force in order to battle the brothers'new allies, the Collective. When the two groups met, Frenzy killed Ripper against the wishes of her teammates. Afterward they decided to expel her from the group for her excessive violence and "murderous tendencies." When Wraith subsequently quit Shadow Force, he invited Frenzy to work for him, assuring her he had no problem with her personal vendetta.

Description:

Frenzy looks very much like a hybrid between a human and a panther. A fine coat of dark golden fur covers her sleek and muscular body, and she has a long prehensile tail. Her face is clearly more feline than human, with cat-like ears protruding from her hair, yellow almond-shaped eyes, and teeth sharpened to fangs. Frenzy's fingertips end in three-inch long claws. Frenzy usually does not wear much in the way of clothing, as she finds it very constrictive. She certainly never wears shoes, preferring to walk barefoot and silently.

Personality:

Frenzy is impulsive, aggressive, and has a fierce temper. She is a very intelligent tactician and a capable warrior. In fact, that's about all Frenzy cares about – hunting and fighting. She has shown little interest in anything other than tracking down her remaining brother and determining whether her father is still alive (presumably so she can kill him herself). She believes her powers are a curse, although sometimes she seems to greatly enjoy them. Frenzy's loyalty to Wraith is certainly not absolute – he is simply a good ally and protector for the time being.

Quote: "I've hunted down and killed tougher than you!"

Fortune		1000 Point Character
Dex: 9	Str: 4	Body: 6
Int: 5	Will: 6	Mind: 4
Infl: 3	Aura: 4	Spirit: 3
Init: 19		Hero Points: 52

Powers:
Control: 6L, Dumb Luck: 15, Force Shield: 8, Invisibility: 10, Mimic: 1, Postcognition: 10

Bonuses and Limitations:
Fortune must be able to speak to his target face to face to use Control. Dumb Luck is Usable on Others, but only works when Fortune takes personal risks. RAPs earned from Dumb Luck can be subtracted from an opponent's roll instead of added to his own Dice Actions if Fortune chooses. Invisibility only renders Fortune invisible to machines and sensors, not to the naked eye. Postcognition is Always On but can be blocked by wearing gloves.

Skills:
Charisma (Persuasion): 5, Military Science: 5L

Advantages:
Connection (Wraith's Group, High), Connection (Shadow Force, Low), Gift of Gab, Lightning Reflexes, Luck

Drawbacks:
Authority Figure, Exile (Azoth, Involuntary), Fatal Vulnerability (When Fortune commits an "evil" deed, he suffers the Fatal Vulnerability until the deed is undone or the wrong is made right, No Intrinsic Range, Common), Innocent, Oblivious, Power Loss (Common, All Powers are reduced to zero if Fortune performs an evil deed and remain at zero until the deed has been undone or

the wrong is made right), Serious Irrational Attraction (Showing off), Minor Psychological Instability (Memory Lapses)

Background:
Character Type: Hero
Alter Ego: unknown
Wealth: 0
Motivation: Thrill of Adventure
Occupation: Crimefighter
Marital Status: Single
Known Relatives: uncertain
Group Affiliation: Wraith's Group
Base of Operations: Los Angeles
Height: 5'7"
Weight: 140
Age: 15
Eyes: Blue
Hair: Brown

Powers and Abilities:

Fortune possesses the ability to manipulate probability at a conscious and unconscious level. Everything just always seems to go his way. In battle he can make the most skilled sharpshooter miss the broadside of a barn due to an unexpected gust of wind or an ill-timed sneeze. On th other hand, he is able to accomplish amazing and highly improbable feats. Fortune is also able to bend the will of others if he can talk to them face-to-face, to read recent psychic impressions from objects and rooms, and even to duplicate the powers of others (although this last power doesn't often work very well).

Fortune's powers are for some reason strongly connected to his sense of "good" and "evil." If he commits any intentional evil deed, he loses his powers and takes damage every phase until the deed is undone. It is not so much the act itself that triggers Fortune's Drawbacks as the motivations behind the acts. If he steals from the Imperial Guard to feed his people, that's fine, but if he steals a pie from the local bakery just because he's hungry, he will suffer the consequences.

History:

Fortune isn't very forthcoming with details about his background, not so much because he has something to hide but more because he isn't all that sure. When pressed about his life before joining Shadow Force a year and a half ago, he gets easily bored and strange accidents tend to distract his questioner.

Shadow Force first met Fortune during a battle with the Collective. Fortune was wandering across the rooftops of Washington, D.C., minding his own business, when he was grabbed as a hostage by an escaping Cerberus. Unfortunately for the evil-doer, his rocket-board chose that moment to malfunction, leaving Cerberus in traction and Fortune unscathed. Since then he has hung around the team, and they have accepted him as one of their own.

Recently Fortune's teammate Power was captured by the Voltz Imperium. During Shadow Force's rescue, the team stopped on Azoth, a planet which they later learned to be Power's homeworld and which was brutally occupied by Voltz's forces. Fortune was perhaps only slightly more surprised than his teammates when the freedom fighters of the Azothian underground resistance accepted the young man as their long-departed leader. Fortune took it completely in stride, leading a dedicated team of rebels to Voltz's homeworld to help Shadow Force free Power. Since returning to Earth, Fortune has begun to get flashes of his former life. He suspects he may be Azothian royalty, perhaps even related to Power, and that he may actually have for a few years been the leader of the resistance before being sent to Earth.

When Wraith quit Shadow Force, he asked Fortune to come with him. His growing discomfort with his memories and his possible relation to Power, the promise of exciting adventures with Wraith, and the fact that he found the rest of the team to be irredeemably boring caused him to accept Wraith's offer almost instantly.

Description:

Fortune appears to be a human teenager of average build, not too different than anyone else. But he wears his long brown hair in a top-knot and tends to dress a little strangely, which attracts attention. He wears baggy shorts, a t-shirt, and a vest all the time – even in winter. Fortune usually has either a goofy smile on his face or a guilty look, depending on whether he has just done something stupid or is just about to.

Personality:

Despite the fact that he tends to cause an amazing amount of trouble and yet always skates through the chaos unscathed, you can't help but like Fortune. Part of it is his innocent charm, and part of it is his Control Power which may be working on a subliminal level. All the same, he is very friendly, charming, and usually doesn't mean to cause whatever calamity his teammates are trying to clean up – honest!

Fortune loves excitement and thrills. He is happiest when taking incredible risks, which always seem to work out for the best. Fortune has a good, kind heart and would never intentionally do anything to hurt one of his friends. He will go out of his way to help others, especially if there is an element of danger, and he can show off in the process. Fortune is also naïve and often fails to understand the evil in the world.

Quote: "Hey you guys, watch this!"



Animals

Animals are always encountered during super-heroic escapades: the alligator filled deathtrap, rampaging elephants and lions at the circus, or even a misplaced Tyrannosaurus snacking on downtown tourists.

This chapter contains a list of animals that can be used in adventures. This list is by no means all-inclusive, but enterprising Gamemasters may use the list to work out the approximate Abilities of similar animals.

The Powers, Skills, Advantages, and Drawbacks of the animals listed do not represent enhanced Abilities, but rather they represent the natural Abilities and Skills that the animal utilizes and which that Power mimics. For instance, any animals listed with the Shrinking Power are simply small animals, and the Power should be considered Always On. Also, all animals are assumed to have certain Abilities and Drawbacks without specifically stating them simply because of their nature. For instance, no animal listed here can speak, most lack hands, etc. These things should be fairly obvious and are always subject to GM discretion.

The Hero Point Cost assessed to each Animal is how much the animal would cost if built with Hero Points – useful for those who would desire to purchase an Animal using the Pet Advantage. The Hero Point Total is for the immediate Abilities given. Any adjustments made to the given statistics would require a recalculation.

Alligator					
Dex:	2	Str:	4	Body:	3
Int:	0	Will:	1	Mind:	1
Infl:	2	Aura:	0	Spirit:	2
Initiative: 6 (8 in water)				Hero Point Cost: 143	

Powers: Swimming: 2, Water Freedom: 4, Claws: 2

Skills: Thief (Stealth): 4

Advantages: Lightning Reflexes

Description: Alligators live in fresh water, especially swamps. They are able to stay submerged for several hours. Alligators may reach a size of 10 feet (0 APs) and a weight of 5 to 6 APs. Their teeth are just designed to puncture and hold prey, but the damage from an Alligator's bite is primarily due to the tremendous crushing forces exerted by its strong jaws. Alligators are now found only in Louisiana, Florida, and southern China.

Bat					
Dex:	3	Str:	0	Body:	1
Int:	0	Will:	1	Mind:	1
Infl:	1	Aura:	0	Spirit:	1
Initiative: 4				Hero Point Cost: 91	

Powers: Flight: 3, Shrinking: 7, Sonar: 3

Description: Bats are nocturnal flying mammals. During the day they sleep in caves, scavenging for food at night. Despite popular belief, bats almost never attack humans.

Bat, Vampire					
Dex:	3	Str:	0	Body:	1
Int:	0	Will:	1	Mind:	1
Infl:	1	Aura:	0	Spirit:	1
Initiative: 4				Hero Point Cost: 166	

Powers: Claws: 1, Thermal Vision: 2, Vampirism: 1

Limitations: Vampirism is Lethal and has No Range and No AV.

Description: Normally located in Central and South America, the vampire bat has a body length less than three inches, a wingspan of about eight inches, and weights approximately one ounce. These brownish bats require about two tablespoons of blood a day. They typically gain blood by using their teeth to attack their prey, generally cattle and horses.

Bear					
Dex:	3	Str:	5	Body:	5
Int:	1	Will:	3	Mind:	3
Infl:	2	Aura:	0	Spirit:	2
Initiative: 6				Hero Point Cost: 138	

Powers: Claws: 4, Running: 4

Description: Bears can be found almost worldwide. They are omnivores whose weight ranges from 2 to 5 APs; their Str changes correspondingly (ranging from 3 to 6 APs). A polar bear has Cold Immunity rated at 6 APs, which acts as APs of Invisibility against Thermal Vision; they also have Military Science (Camouflage) rated at 4 APs.

Bird of Prey					
Dex:	5	Str:	2	Body:	2
Int:	1	Will:	1	Mind:	1
Infl:	1	Aura:	2	Spirit:	2
Initiative: 9				Hero Point Cost: 187	

Powers: Claws: 2, Flight: 5, Shrinking: 2, Telescopic Vision: 9

Advantages: Lightning Reflexes; Sharp Eye

Description: Birds of Prey include eagles, hawks, ospreys, and falcons. These birds may be found throughout most of America, Africa, and Eurasia.

Eagles are the largest Birds of Prey (their statistics are provided above). They are usually found in mated pairs which protect a territory that can extend to a hundred square miles. They will defend their territory from other large birds of prey.

Other birds of prey have similar statistics, though they are generally not as large or powerful. A Peregrine Falcon has Telescopic Vision of 12 AP's and can reach a speed of 200 mph in a dive!

Cheetah					
Dex:	4	Str:	3	Body:	3
Int:	1	Will:	2	Mind:	2
Infl:	2	Aura:	0	Spirit:	2
Initiative: 9				Hero Point Cost: 164	

Powers: Claws: 4, Running: 6

Skills: Military Science (Tracking): 2, Thief (Stealth): 3

Limitations: Running is limited to two consecutive phases

Advantages: Lightning Reflexes

Description: Cheetahs inhabit Africa and southern Asia.They are generally solitary animals but can be trained to hunt. Unfortunately, cheetahs have experienced many population drops and are probably bound for extinction, making them a protected species in Africa.

Chimpanzee					
Dex:	3	Str:	3	Body:	2
Int:	1	Will:	2	Mind:	2
Infl:	2	Aura:	0	Spirit:	2
Initiative: 6				Hero Point Cost: 134	

Powers: Shrinking: 1

Skills: Acrobatics: 6

Description: Chimpanzees are native to the jungles of Africa. They are surprisingly strong for their size: a 90-pound chimp is much stronger than a normal man.Chimps are social creatures. Chimps are a protected species in Africa.

Cockroach					
Dex:	4	Str:	0	Body:	1
Int:	0	Will:	0	Mind:	1
Infl:	0	Aura:	0	Spirit:	1
Initiative: 4				Hero Point Cost: 167	

Powers: Invulnerability: 2, Full Vision: 3, Shrinking: 11, Systemic Antidote: 8, Sealed Systems: 6

Limitations: Sealed Systems is against Radiation only.

Description: Cockroaches may be found in any inhabitable corner of the Earth. Prolific and hardy, these insects have a high resistance to radiation and, it is believed, will live for millennia after man has become extinct.

Crocodile					
Dex:	2	Str:	4	Body:	4
Int:	0	Will:	1	Mind:	1
Infl:	2	Aura:	0	Spirit:	2
Initiative: 4[6]				Hero Point Cost: 151	

Powers: Swimming: 2, Water Freedom: 4, Claws: 4

Skills: Thief (Stealth): 4

Advantages: Lightning Reflexes

Description: A crocodile can live in fresh water, brackish water, or even salt water (for short periods). Australian Saltwater Crocs may reach over 20 feet in length (1-2APs) and a weight of 5 to 6 APs. In addition, crocodiles are generally more aggressive than their alligator cousins; however, it is still rare for them to attack humans.

Like Alligators, Crocodiles cannot chew their food.They use their strong jaws to crush their prey, making it easier to pull apart. They are found in Australia, Indonesia, Southeast Asia to India, and in very low numbers in North America. Strength may range from 3 to 7 depending on the size of the croc.

Dog					
Dex:	3	Str:	1	Body:	2
Int:	1	Will:	1	Mind:	2
Infl:	0	Aura:	0	Spirit:	1
Initiative: 4				Hero Point Cost: 120	

Powers: Analytical Smell/Tracking Scent: 7, Extended Hearing: 3, Running: 4, Shrinking: 2, Super Hearing: 3

Description: Dogs, both domestic and wild, may be found throughout the world.They are social animals that are gentle when domesticated, and they congregate in fearsome packs in the wild. The wild dog packs of Africa are even feared by lions. The abilities of the many breeds vary greatly, so their Attributes and Powers can range from plus or minus 1 AP from those listed above.

Dolphin					
Dex:	3	Str:	3	Body:	3
Int:	2	Will:	3	Mind:	2
Infl:	2	Aura:	2	Spirit:	2
Initiative: 7[10]				Hero Point Cost: 161	

Powers: Jumping: 1, Sonar: 7, Swimming: 5, Water Freedom: 6, Sealed Systems: 6

Limitations: Sealed Systems ineffective against Gas and Radiation Attacks.

Description: Dolphins inhabit most areas of the sea, though they may sometimes be found in major rivers hundreds of miles upstream. However, river dolphins are becoming increasingly rare and soon may be extinct. Dolphins, the smallest of the toothed whales, are usually found in pods.

Dolphins are very intelligent and are usually friendly toward man. Dolphin echolocation, or biological Sonar, can not only determine the distance of an object, but texture, composition, shape, size, and rate of movement. In fact, dolphins can see into or through some objects, including humans!

Electric Eel					
Dex:	1	Str:	1	Body:	1
Int:	0	Will:	0	Mind:	1
Infl:	1	Aura:	0	Spirit:	1
Initiative: 2[5]				Hero Point Cost: 83	

Powers: Lightning: 4, Shrinking: 4, Swimming: 2, Water Freedom: 4

Limitations: Lightning has No Range.

Description: The electric eel inhabits the rivers of South America. Its electrical discharges are powerful enough to paralyze an animal as large as a horse. Certain ocean rays, like the torpedo ray, are capable of discharging 200 volts of electricity - they have the same statistics as the Electric Eel but possess Military Science (Camouflage) Skill at 3 APs.

Elephant					
Dex:	3	Str:	7	Body:	7
Int:	1	Will:	1	Mind:	1
Infl:	1	Aura:	0	Spirit:	1
Initiative: 5				Hero Point Cost: 133	

Powers: Running: 4

Description: The Asian elephant may be found in the forests of Ceylon, India, Burma, Southeast Asia, and Malaysia and can reach a height of 9 feet and a weight of 5 tons. The African elephant can reach a height of 13 feet and can weigh upward of 6 tons. An elephant requires one half ton of food a day. Elephants, who were slaughtered in mass for their ivory, are now protected.

Gorilla					
Dex:	3	Str:	6	Body:	6
Int:	1	Will:	2	Mind:	2
Infl:	1	Aura:	0	Spirit:	1
Initiative: 5				Hero Point Cost: 122	

Skills: Acrobatics (Climbing): 3

Description: Gorillas live in Africa in packs of ten to twenty. They can reach a height of 6 feet and a weight of over 600 pounds. Like chimps, gorillas are much stronger than a man of the same weight. Strength ranges from 5 to 7 APs. Gorillas are generally herbivorous, but on very rare occasions, they do eat meat.These animals are an endangered species and are protected.

Hippopotamus					
Dex:	3	Str:	6	Body:	4
Int:	1	Will:	1	Mind:	1
Infl:	2	Aura:	0	Spirit:	2
Initiative: 6[7]				Hero Point Cost: 134	

Powers: Claws: 4, Water Freedom: 4

Description: Hippopotami, native to Africa, are adapted for life on land and in the water. They can stay underwater for more than 5 minutes and live in herds of 20 to 40. A Hippopotamus is very territorial and will attack intruders in its territory.

Horse					
Dex:	2	Str:	4	Body:	5
Int:	1	Will:	1	Mind:	2
Infl:	0	Aura:	0	Spirit:	1
Initiative: 3				Hero Point Cost: 73	

Powers: Running: 5

Description: Horses are found and domesticated throughout the world although they are very rarely seen living in herds in the wild.

Jellyfish					
Dex:	0	Str:	0	Body:	1
Int:	0	Will:	0	Mind:	1
Infl:	0	Aura:	0	Spirit:	1
Initiative: 1				Hero Point Cost: 68	

Powers: Water Freedom: 1, Poison Touch: 4, Stretching: 1

Description: Jellyfish are not really fish at all but rather an invertebrate animal called a Cnidarian (pronounced Ni-dar-ian). Their bell or bag shaped gelatinous bodies are able to envelope creatures much larger than themselves. All jellyfish are armed with hundreds of stinging cells that line dangling tentacles.

Jellyfish that pose a danger to man include the lions mane or Portuguese man-of-war (Poison Touch ranges from 1 to 9). Man-of-war are capable of stretching their tentacles hundreds of feet (Stretching: 5) from their floating bodies, and the stinging cells live on for hours after death (Mind Over Matter: 8).

The sea wasp, or box jellyfish, is small but incredibly deadly (Poison Touch:10). The sea wasp is also capable of swimming at a substantial speed through "jet propulsion" (Water Freedom: 2). To make matters worse this jellyfish has eyes for searching out prey. Sea wasps are found off the coast of Australia and Japan.

Lion					
Dex:	3	Str:	3	Body:	4
Int:	1	Will:	2	Mind:	2
Infl:	2	Aura:	0	Spirit:	2
Initiative: 8				Hero Point Cost: 170	

Powers: Analytical Smell/Tracking Scent:3, Claws: 4, Extended Hearing: 3, Running: 4

Skills: Military Science (Camouflage): 3

Advantages: Lightning Reflexes

Description: Lions roam the veldt of Africa and western India. They normally travel in prides of one male, three to six females, and several cubs. They can be trained.

Octopus					
Dex:	2	Str:	2	Body:	1
Int:	2	Will:	1	Mind:	1
Infl:	1	Aura:	0	Spirit:	1
Initiative: 5				Hero Point Cost: 158	

Powers: Extra Limb (x6): 2, Shrinking: 4, Swimming: 1, Water Freedom: 3, Fog: 3

Bonus: Unlike other Shrinking Powers of animals, the Octopi Shrinking Power is not Always On.

Skills: Military Science (Camouflage): 3

Description: The octopus lives in the temperate zones of the worlds' oceans. A shy and very intelligent creature, it seldom bites, even when handled. In reality, most octopi have poisonous bites, but only the Blue Ringed Octopus is any threat to man. It has the Poison Touch Power of 8 AP's.

Octopi move either by wriggling their eight tentacles or by propelling themselves backward using a jet stream of water. In combat, octopi always attempt to Grapple. Octopi are able to emit a cloud of ink (Fog power) to act as a smoke screen during retreat. Octopi have very good eyesight.

Rhinoceros					
Dex:	3	Str:	6	Body:	7
Int:	1	Will:	1	Mind:	1
Infl:	2	Aura:	0	Spirit:	1
Initiative: 6				Hero Point Cost: 128	

Powers: Claws: 4, Running: 4

Drawbacks: Serious Physical Restriction: the Rhino's maximum range of sight and hearing is 3 APs distance.

Description: Rhinos live in India, Africa, and Malaysia.They are extremely bad-tempered and aggravated by its poor senses of sight, hearing, and smell. Rhinos are in danger of become extinct and are hunted by poachers for their horn.

Scorpion			
Dex: 1	Str: 0	Body: 1	
Int: 0	Will: 1	Mind: 1	
Infl: 2	Aura: 0	Spirit: 2	
Initiative: 3		Hero Point Cost: 106	

Powers: Poison Touch: 2, Shrinking: 10

Description: Scorpions, which live in temperate, subtropical, and tropical regions, are more of a pest than a danger but can have a fatal sting. Of the approximately 1200 species of scorpions, only about 50 are dangerous to man. The strength of the scorpions' venom depends on the species; their Poison Touch Power can vary from 1 to 7 APs.

Shark			
Dex: 3	Str: 4	Body: 6	
Int: 0	Will: 0	Mind: 2	
Infl: 2	Aura: 0	Spirit: 2	
Initiative: 7 [9]		Hero Point Cost: 281	

Powers: Swimming: 5, Water Freedom: 5, Claws: 7, Analytical Smell/Tracking Scent (Blood only): 10, Life Sense: 1

Advantages: Lightning Reflexes

Description: Sharks may be found in all the major oceans of the world.There are thousands of species of shark, only a few of which are dangerous. Those species known to attack humans include the Great White Shark, the Tiger Shark, and the Mako Shark (which has been known to leap aboard boats). Great White sharks have reportedly been measured over 20 feet in length and over 3 tons in weight!

Sharks are usually solitary creatures though some varieties, like the Hammerhead Shark, live in packs. Some species of sharks can detect blood in the water over a mile away. In addition, sharks can detect prey by the electrical impulses (Life Sense) in their nervous system at very close range.

Snake (Constrictor)			
Dex: 1	Str: 3	Body: 3	
Int: 0	Will: 0	Mind: 1	
Infl: 2	Aura: 0	Spirit: 2	
Initiative: 5		Hero Point Cost: 83	

Advantages: Lightning Reflexes

Skills: Thief (Stealth): 4

Description: Constricting snakes crush their prey to death and include boa constrictors, anacondas, and pythons. These snakes will always attempt Grappling Attacks. Their Lightning Reflexes only operate during the first phase of combat. Some constrictors can supposedly reach a size of up to 40 feet (2 AP), though only measurements around 30 feet have been verified.These snakes can be found in Australia, Asia, Africa, and South America. Strength can range from 1 to 7 APs!

Snake (Poisonous)			
Dex: 2	Str: 0	Body: 2	
Int: 0	Will: 2	Mind: 1	
Infl: 2	Aura: 0	Spirit: 2	
Initiative: 4		Hero Point Cost: 148	

Powers: Analytical Smell/Tracking Scent: 7, Poison Touch: 3, Shrinking: 4, Ultra Vision: 4

Description: Being cold-blooded, they are sluggish in extreme temperatures. Most snakes are generally non-aggressive toward man, with a few exceptions like the Taipan or Black Mamba. Most snakebites are the result of accidental contact rather than aggressiveness.

The strength of snake venom can vary greatly, so any particular species might have the Poison Touch Power rated from 2 to 9 APs. Sea Snakes have Water Freedom of 2 APs and the Poison Touch Power of 10 APs.

Spider (Poisonous)			
Dex: 4	Str: 0	Body: 1	
Int: 0	Will: 0	Mind: 1	
Infl: 0	Aura: 0	Spirit: 1	
Initiative: 4		Hero Point Cost: 134	

Powers: Full Vision: 2, Snare: 1, Poison Touch: 3, Shrinking: 10

Bonuses: Snare is Sticky and can be used as a Swing Line.

Description: Of the thousands of varieties of spiders known to man, only a few are dangerous. These include the Black Widow and the Sydney Funnel Web Spider found in Australia. Certain species of spider have more potent venom; their Poison Touch power can range from 1 to 5 APs.

Spider venom is one of the deadliest substances known to man. Fortunately, spiders are too small to deliver anything but a tiny volume of poison. As a result, it is mainly children who are at risk from spider bites.

Tiger			
Dex: 3	Str: 3	Body: 4	
Int: 1	Will: 2	Mind: 2	
Infl: 2	Aura: 0	Spirit: 2	
Initiative: 8		Hero Point Cost: 154	

Powers: Analytical Smell/Tracking Scent: 3, Claws: 4, Extended Hearing: 3, Running: 4

Skills: Military Science (Camouflage): 2, Thief (Stealth): 4

Advantages: Lightning Reflexes

Description: Native to southeast Asia and Africa, tigers are aggressive creatures that generally live alone. Siberian Tigers are the largest cats in the world, growing to over 800 lbs! Unfortunately, there are probably more Siberian's in zoos than in the wild.

Whale			
Dex: 1	Str: 12	Body: 12	
Int: 2	Will: 2	Mind: 2	
Infl: 2	Aura: 0	Spirit: 2	
Initiative: 4[6]		Hero Point Cost: 372	

Powers: Swimming: 4, Sonar: 7, Water Freedom: 3

Description: Whales swim in all oceans and most seas of the world. They are some of the largest mammals on Earth. Many species of whales, who were once endangered, are experiencing population increases. However, the countries of Norway, Iceland, and Japan continue to hunt whales despite international sanctions.

Wolf			
Dex: 3	Str: 1	Body: 2	
Int: 1	Will: 1	Mind: 1	
Infl: 2	Aura: 0	Spirit: 2	
Initiative: 8		Hero Point Cost: 176	

Powers: Analytical Smell/Tracing Scent: 7, Claws: 2, Extended

Hearing: 3, Running: 4, Super Hearing: 3

Skills: Thief (Stealth): 4

Advantages: Lightning Reflexes

Description: Contrary to popular belief, wolves are not the enemies of man, as their primary prey are field mice. Wolves are becoming increasingly rare, inhabiting only the northern regions of Earth's major continents

Dinosaurs

Comic book heroes seem to run across prehistoric "monsters" all the time. Such creatures can provide an interesting change of pace from the traditional villain fare. Note that Characters cannot use the Shape Change Power to turn into dinosaurs without taking a Factor Cost Bonus to the Power: Allows Dinosaur Forms (+1 FC).

Ankylosaurus			
Dex: 3	Str: 7	Body: 8	
Int: 1	Will: 1	Mind: 1	
Infl: 2	Aura: 0	Spirit: 2	
Initiative: 6		Hero Point Cost: 231	

Powers: Claws: 6, Skin Armor: 2

Description: The ankylosaurus is the most familiar of the armored dinosaurs and looks much like a giant armadillo. Although totally herbivorous, the ankylosaur could lash out with its club-like tail if cornered.

Apatosaurus			
Dex: 3	Str: 11	Body: 10	
Int: 1	Will: 1	Mind: 1	
Infl: 2	Aura: 0	Spirit: 2	
Initiative: 6		Hero Point Cost: 269	

Powers: Stretching: 2

Description: One of the largest animals ever to walk the land, the apatosauraus grew to over 75 feet (3 APs) in length. This enormous animal was a herbivore and would probably retreat from a fight whenever possible.

Chacaradon Megalodon			
Dex: 4	Str: 7	Body: 7	
Int: 1	Will: 1	Mind: 1	
Infl: 2	Aura: 0	Spirit: 2	
Initiative: 7[9]		Hero Point Cost: 215	

Powers: Swimming: 6, Water Freedom: 6, Claws: 8

Description: This creature may have been the prehistoric ancestor of the Great White Shark. Though similar in basic appearance, the Megalodon was much larger. Originally this creature was thought to be far larger than the Great White, but early estimates of its size were in error.

Pterodactyl			
Dex: 1	Str: 2	Body: 3	
Int: 1	Will: 1	Mind: 1	
Infl: 1	Aura: 0	Spirit: 2	
Initiative: 3		Hero Point Cost: 107	

Powers: Claws: 3, Gliding: 5, Shrinking: 2, Telescopic Vision: 2

Description: The size of a large dog, the pterodactyl was a reptile that could glide for long distances using the membranes under its arms. The pterodactyl was also incredibly clumsy on the ground and probably stayed in high places to avoid predators.

Triceratops			
Dex: 3	Str: 8	Body: 9	
Int: 1	Will: 1	Mind: 1	
Infl: 2	Aura: 0	Spirit: 2	
Initiative: 6		Hero Point Cost: 260	

Powers: Claws: 6, Running: 4, Skin Armor: 2

Limitations: Skin Armor only affects attacks from the front.

Description: One of the most famous of all dinosaurs is the triceratops or "three-horned lizard." Its distinctive bony frill and horns protected it from predators. As it was an herbivore, it probably behaved similarly to the modern rhinoceros.

Tyrannosaurus Rex			
Dex: 4	Str: 8	Body: 9	
Int: 1	Will: 2	Mind: 2	
Infl: 2	Aura: 0	Spirit: 2	
Initiative: 7		Hero Point Cost: 220	

Powers: Claws: 9, Running: 5

Description: Most well-known and frightening of all dinosaurs, tyrannosaurus was a monstrous predator that stood almost 20 feet (1 AP) tall. Its teeth were as long and sharp as daggers.

Velociraptor			
Dex: 4	Str: 1	Body: 2	
Int: 2	Will: 1	Mind: 2	
Infl: 0	Aura: 0	Spirit: 5	
Initiative: 6		Hero Point Cost: 123	

Powers: Claws: 2, Running: 5, Analytical Smell/Tracking Scent: 3

Description: Recently famous, these dinosaurs existed in the Triassic Period long before the reign of larger dinosaurs like the T-Rex or Triceratops. As with the T-Rex, Raptors are bipedal, but they probably hunted in packs. Raptors kill their prey with a large claw found on the hind leg. Unlike their portrayal in movies, most Velociraptors were no bigger than a large dog. Supposedly larger specimens have been found in southwestern United States that are roughly the size of a large man (Claws: 3).

Action Table

Opposing Value Columns

Acting Value Rows	0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15	16 to 18	19 to 21	22 to 24	25 to 27	28 to 30	31 to 35	36 to 40	41 to 45	46 to 50	51 to 55	56 to 60	61 to 68	69 to 76	77 to 84	85 to 92	93 to 100	+10
1-2	6	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	88	96	104	112	120	+10
3-4	5	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	88	96	104	112	
5-6	4	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	88	96	104	
7-8	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	88	96	
9-10	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	88	
11-12	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	
13-15	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	
16-18	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	
19-21	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	
22-24	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	
25-27	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	
28-30	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	
31-35	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	
36-40	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	
41-45	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	
46-50	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	
51-55	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	
56-60	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	
61-68	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	
69-76	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	
77-84	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	
85-92	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	
93-100	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	
+10																									C

+10: One Column Shift for each +10. C: Cancel - One +10 Row cancels one +10 Column.

Result Table

Effect Value Rows	X	0	Resistance Value Columns: 1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15	16 to 18	19 to 21	22 to 24	25 to 27	28 to 30	31 to 35	36 to 40	41 to 45	46 to 50	51 to 55	56 to 60	61 to 68	69 to 76	77 to 84	85 to 92	93 to 100	+10
1-2	+1	A	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	+10
3-4	+1	A	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
5-6	+1	A	3	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
7-8	+1	A	5	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
9-10	+1	A	8	6	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
11-12	+1	A	10	9	7	6	4	3	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
13-15	+1	A	12	11	9	8	7	5	3	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
16-18	+1	A	14	13	11	10	9	8	6	4	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
19-21	+1	A	18	17	16	14	12	10	8	6	4	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
22-24	+1	A	21	20	19	17	16	13	11	9	7	5	N	N	N	N	N	N	N	N	N	N	N	N	N	*
25-27	+1	A	24	23	22	20	18	16	14	12	10	8	6	N	N	N	N	N	N	N	N	N	N	N	N	*
28-30	+1	A	27	26	25	23	21	19	17	15	13	11	9	7	N	N	N	N	N	N	N	N	N	N	N	*
31-35	+1	A	30	29	28	26	24	22	20	18	16	14	12	10	8	N	N	N	N	N	N	N	N	N	N	*
36-40	+1	A	35	34	33	31	29	27	25	23	21	19	17	14	12	9	N	N	N	N	N	N	N	N	N	*
41-45	+1	A	40	38	36	34	32	30	28	26	24	22	20	18	16	13	10	N	N	N	N	N	N	N	N	*
46-50	+1	A	45	43	41	40	38	36	34	31	28	26	24	22	20	17	14	11	N	N	N	N	N	N	N	*
51-55	+1	A	50	48	46	44	42	40	38	36	34	32	30	27	24	21	18	15	12	N	N	N	N	N	N	*
56-60	+1	A	55	53	51	49	47	45	43	41	39	36	33	30	27	24	21	18	15	13	N	N	N	N	N	*
61-68	+1	A	60	58	56	54	52	50	48	46	43	40	37	34	31	28	25	22	19	16	14	N	N	N	N	*
69-76	+1	A	68	66	64	62	60	58	56	53	50	47	44	41	38	35	32	29	26	23	19	16	N	N	N	*
77-84	+1	A	76	74	72	70	64	62	60	57	54	51	48	45	42	39	36	33	30	27	24	21	18	N	N	*
85-92	+1	A	84	82	80	78	76	74	71	68	65	62	59	56	53	50	45	41	37	33	29	26	23	20	N	*
93-100	+1	A	92	90	85	86	84	81	78	74	70	66	63	60	57	54	51	46	42	39	36	31	28	25	22	*
+10		A	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	C

*: For every 10 APs of Effect Value over 100, increase the RAPs by 10.

*: Shift the Effect Value up one row for each +10 column and use the 100 Resistance Value.

A: All. The Result APs are equal to the Effect Value. C: Cancel. One +10 Row cancels one +10 Column. N: No Effect. The action has no effect on the target.

Combat Maneuver Table

Maneuver	OV Column Shifts	RV Column Shifts
Initiative		
Laying Back	+1	0
Pressing The Attack	-1	0
Blindsided	-1	0
Surprised	-2	0
Offensive		
Critical Blow	+2	-3
Devastating Attack	+4	-6
Flailing Attack	-2	+3
Disarm	+2	0
Take Away	+2	+1
Trick Shot	+2 (minimum)	0
Pulling A Punch	0	+1
Planned Knockback	0	0
Charging Attack	0	0
Ramming	0	0
Grappling Attack	0	0
Wrestling	0	0
Team Attack by:		
2	-1	0
3-4	-2	0
5-8	-3	0
9+	-4	0
Martial Artist Techniques		
Concentrated Attack	0	0
Counterstrike	0	0
Throwing	0	0
Submission Hold	0	0
Multi-Attack		
Ricochet (Multi-Attack)	+1 (minimum)	+1 (minimum)
Sweep Attack	-1	-1
Multi-Attack on:		
2	+1	+1
3-4	+2	+2
5-8	+3	+3
9-15	+4	+4
16-30	+5	+5
31-60	+6	+6
61-125	+7	+7
Defensive		
Dodge	+1	0
Parry	0	0
Bracing	0	0
Dupe	-1	0
Trying to Get Hit	-2 (minimum)	-2 (minimum)
Block		
Human Hand	+1	+1
Small Shield	0	0
Garbage can lid	-1	-1
Desk, small table	-2	-2
Door	-3	-3
Automobile	-4	-4
Semi Truck	-5	-5
House	-6	-6

Information Tables

Perception

RAPs	Information Gained
N	Nothing Perceived
1 RAP	A quick glance; a shadow moving
1/2 RV	A recognizable shape or movement, with direction and at a certain distance from the perceiving Character.
Full RV	A definite object or event.
Over RV	Details about the object or event.

Detective

RAPs	Information Gained
N	No Information gained
1 RAP	A single piece of information learned from the clue.
1/2 RV	A good deal of information about the clue.
Full RV	Everything that can be learned from the clue.

Gadgetry

RAPs	Information Gained
N	No Information gained
1 RAP	The type of Gadget.
1/2 RV	The basic workings of the Gadget.
Full RV	A working knowledge of all the Gadget's design and functions, with the knowledge needed to modify or repair the Gadget.

Character Interaction

RAPs	Information Gained
N	No information gained
1 RAP	The Interrogated Character reveals one piece of information.
1/2 RV	The Character tells half of his/her information.
Full RV	The Character tells all s/he knows.

Universal Modifier Table

Description	Standard Action Modifier	Automatic Action OV & RV
Easy	-1	N/A
Average	0	N/A
Challenging	+1	2
Difficult	+2	4
Strenuous	+3	6
Extreme	+4	8
Pushing the Limit	+5	10
Herculean	+6	12
Beyond the Limit	+7	15

OV & RV: Opposing Value and Resistance Value
N/A: Not Applicable

Benchmark APs

APs	Time	Distance	Weight	Volume	Money	Information
0	4 seconds	10 ft	sack of grain (50 lbs.)	1 cu ft	$25	paragraph
1	8 seconds	20 ft	human child (100 lbs.)	2 cu ft	$50	typed page
2	16 seconds	40 ft	human adult (180 lbs.)	4 cu ft	$100	2 typed pages
3	32 seconds	80 ft	lion (400 lbs.)	8 cu ft	$200	1000 words
4	1 minute	150 ft	10' high tree (700 lbs.)	15 cu ft	$400	chapter from a book
5	2 minutes	100 yds.	grizzly bear (1/2 ton)	30 cu ft	$800	term paper
6	4 minutes	200 yds.	car (1.5 tons)	60 cu ft	$1,500	short story
7	8 minutes	1/8 mile	elephant (3 tons)	125 cu ft	$3,000	64K memory
8	16 minutes	1/4 mile	semi truck (6.5 tons)	250 cu ft	$6,000	novella
9	32 minutes	1/2 mile	light tank (12.5 tons)	500 cu ft	$12,500	paperback novel
10	1 hour	1 mile	DC-9 airplane (25 tons)	1,000 cu ft	$25,000	elementary textbook
11	2 hours	2 miles	battle tank (40 tons)	2,000 cu ft	$50,000	1 megabyte memory
12	4 hours	4 miles	blue whale(60 tons)	4,000 cu ft	$100,000	Tolstoy's "War and Peace"
13	8 hours,	8 miles	Boeing 747(110 tons)	8,000 cu ft	$200,000	
14	16 hours	16 miles	C-5A Galaxy (240 tons)	15,000 cu ft	$400,000	
15	1 day	30 miles	freighter (450 tons)	32,000 cu ft	$800,000	1 year of Comics
16	2 days	60 miles	destroyer (900 tons)	65,000 cu ft	$1,500,000	set of encyclopedias
17	5 days	125 miles	small building (1800 tons)	130,000 cu ft	$3,000,000	Oxford English Dictionary
18	1 week	250 miles	loaded train (3800 tons)	260,000 cu ft	$6,000,000	
19	2 weeks	500 miles	battleship (12,500 tons)	500,000 cu ft	$12,000,000	
20	1 month	1000 miles	submarine (25,000 tons)	1,000,000 cu ft	$25,000,000	

AP Range Upper Limits

APs	Time	Distance	Weight	Volume	Money
0	4 seconds	10 ft	50 lbs.	1 cu ft	$25
1	8 seconds	20 ft	100 lbs.	2 cu ft	$50
2	16 seconds	40 ft	200 lbs	4 cu ft	$100
3	32 seconds	80 ft	400 lbs	8 cu ft	$200
4	1 minute	150 ft	750 lbs	16 cu ft	$400
5	2 minutes	100 yds.	1500 lbs	32 cu ft	$800
6	4 minutes	200 yds.	1.5 tons	64 cu ft	$1600
7	8.33 minutes	416 yds. 2 ft	3.25 tons	128 cu ft	$3200
8	16.66 minutes	833 yds. 1 ft	6.5 tons	256 cu ft	$6400
9	33.33 minutes	1666 yds. 2 ft	13 tons	512 cu ft	$12,800
10	1 hr, 6.66 min.	1 mile, 4720 ft	26 tons	1024 cu ft	$25,600
11	2 hrs, 13.33 min.	3 miles, 4160 ft	2 tons	2048 cu ft	$51,200
12	4 hrs, 26.66 min.	7 miles, 3040 ft	104 tons	4096 cu ft	$102,400
13	8 hrs, 53.33 min.	15 miles, 800 ft	208 tons	8192 cu ft	$204,800
14	16 hrs, 40 min.	28 miles, 2160 ft	375 tons	16,384 cu ft	$409,600
15	1 day, 9 hrs, 20 min.	56 miles, 4320 ft	750 tons	32,768 cu ft	$819,200
16	2 days, 18 hrs, 40 min.	113 miles, 3360 ft	1500 tons	65,536 cu ft	$1,638,400
17	5 days, 18 hrs, 53.33 min.	236 miles, 3920 ft	3125 tons	131,072 cu ft	$3,276,800
18	1 week, 4 days, 13 hrs.	473 miles, 2560 ft	6250 tons	262,144 cu ft	$6,553,600
19	3 weeks, 2 days, 3 hrs.	946 miles, 5120 ft	12,500 tons	524,288 cu ft	$13,107,200
20	6 weeks, 4 days, 7 hrs.	1893 miles, 4960 ft	25,000 tons	1,048,576 cu ft	$26,214,400

Landscaping Table

Object	Body	Weight (in APs)	Height (in APs)
Bush	2	0	-1
Small Tree	4	4	0
Medium Tree	7	6	1
Large Tree	10	9	2
Larger Tree	12	12	3
Huge Tree	14	15	4
Telephone Pole	9	7	2
Phone Booth	5	5	0
Light Pole (rural)	8	5	0
Light Pole (urban)	10	9	2
Mailbox (rural)	2	0	-1
Mailbox (urban)	3	2	-1
Flagpole	6	3	2
Billboard	8	9	2
Fire Hydrant	11	5	-2
Park Bench	4	2	-1

Furnishings and Appliances Table

Furnishing/Appliance	Body (in APs)	Weight	Cost
Bathtub	5	3	6
Single Bed	3	1	4
King Sized Bed	4	2	5
Couch	4	3	6
Small Desk	1	0	4
Large Desk	3	1	5
Television	2	0	5
Stereo System	2	1	6
Dresser	2	1	6
Kitchen Sink	4	1	3
Piano (Baby Grand)	3	3	7
Refrigerator	4	3	5
Large Dining Table	2	2	6
Dining Room Chair	1	0	3
Washing Machine	3	3	4

Limitations		FC Mod
Affects Non-Living Only		-1
Cannot Enhance		-1
Creativity Based		-1
Damage Redirection		-2
Diminishing		-1
Fatiguing		-2
Lack of Control		-1 to -3
Lethal		-1
No AV		-1
Non-Lethal		-1
Non-Variable		-1
No Range		-1
Power Always On		-1
Power Burnout	Minor	-1
	Serious	-2
	Catastrophic	-3
Time Limit		-1
Miscellaneous Limitations		variable

Wall Bodys and Weights Table

Wall Material	Body (in APs)	Weight	Cost Modifier
Brick	8	7	+1
Concrete	10	8	+1
Fiberglass	7	4	+1
Reinforced Concrete	11	10	+2
Steel	12	13	+3
Stone	9	9	+2
Wood	6	5	0
Yullarium	20	12	+10

Entrances and Openings Table

Entrance/Opening	Body	Weight	Cost (in APs)
Interior Door	3	1	3
Exterior Door	4	1	3
Large Double Door	5	2	4
Steel Reinforced Door	7	3	6
Bank Vault Door	14	14	9
Small Window	4	0	2
Medium Window	4	1	4
Large Window	4	1	6
Bulletproof Glass	7	+1	+1

AP Equations

Time = Distance - Speed

Distance = Speed + Time

Speed = Distance - Time

Going For Broke

Opposing Value Columns Declared	Resistance Value Bonus Column Modifiers
+2	-3
+4	-6
+6	-9
+8	-12

Bonuses	FC Mod
Area Effect	+1 or greater
Charge Object	+3
Concealed	+1
Explosive Radius	+1
Indirect	+2 or +3
Multi-attack Bonus	+1 or greater
Range	+1
Targeting	+1
Trans-Dimensional	+3
Usable On Others	+2 or +5
Miscellaneous Bonuses	variable

Advantages		Hero Point Cost
Ambidextrous		15
Area Knowledge:	Neighborhood	10
	Continent	50
	Planet	75
	Solar System	100
	Galaxy	125
	Space Sector	150
	Known Universe	200
Attractive		15
Confidant/Silent Assistant		25 or greater
Connection:		10 - 45
Connoisseur		5
Credentials	Media	10
	Police (Low)	10
	Police (High)	15
	Military (Low)	15
	Military (Med)	25
	Military (High)	35
	Gov. (Low)	20
	Gov. (Med)	30
	Gov.(High)	40
	Special	5 - 50
Double Jointed		10
Gadget		variable
Genius		25
Gift of Gab		20
Headquarters:	Confined	10
	Expansive	15
Insta-Change		5
Intensive Training		20
Iron Nerves		20
Language		2, 5, or 10
Leadership		25
Life Support		
	No need to Eat	25
	No need to Drink	25
	No Need to Sleep	100
	No Need to Breath	150
Lightning Reflexes		20
Local Hero / Popularity		10 or 20
Luck		15
No Vital Areas		50
Omni-Connection		25
Omni-Scholar		25
Pet		variable
Prehensile Feet		5
Rich Family/Friends		15
Ritual		variable
Scholar		10
Expertise		5
Ritual Discipline	Expertise	15
	Scholar	25
	Elementalism	20 -40
	Custom	20 - 40
Sharp Eye		15
Sidekick		variable
Stabilization		40
Ultra Luck		50
Miscellaneous Advantages		5/25/50

Drawbacks		Hero Point Bonus
Age		15
Altered Anatomy		20
Alter Ego:	Controllable	25
	Uncontrollable	75
Appearance	Creepy	5
	Distinct	10 or 15
	Strange	30
Authority Figure		15
Cannot Heal		25 or 50
Dark Secret		25
Debt		10 or 20
Dependant		25 or greater
Enemy		2 - 45
Exile:	Voluntary	10
	Forced	15
Guilt		50
Innocent		10
Irrational Attraction/Hatred/Fear:		
	Minor	5
	Serious	25
	Catastrophic	50
Limelight		20
Mistrust		50
Oblivious		15
Physical Restriction:	Minor	5
	Serious	25
	Catastrophic	50
Power Loss		variable
Psychological Instability:		
	Minor	5
	Serious	25
	Catastrophic	50
Public Identity		5
Rage:	Minor	5
	Serious	25
	Catastrophic	50
Secret Identity		10
Socially Inept		15
Traumatic Flashbacks		15, 30, 60
Uncertainty		15
Unluck		25
Vulnerabilities		
Attack	-1 Column Shift	15
	-2 Column Shift	25
	-3 Column Shift	45
	-4 Column Shift	65
Fatal	Common	150
	Rare	75
	Range 5 APs	+20
	Range 4 APs	+10
	Range 3 APs	+ 0
	Range 2 APs	-10
	Range 1 AP	-30
	Range 0 APs	-50
Miscellaneous Drawbacks		5/25/50

Powers	Link Attribute	Base Cost	Factor Cost	Range
Acid	Body	15	3	Normal
Adaptation	Int	250	10	Special
Adrenaline Surge	Will	50	6	Self
Air Animation	Aura	30	8	Normal
Air Control	Int	20	9	Normal
Air Walking	Will	5	2	Self
Alert	Int	5	2	+5
Analytical Smell/ Tracking Scent	Int	10	4	Normal
Anatomical Division	Body	35	5	Special
Animal Control	Int	15	7	Normal
Animal Mimicry	Will	50	5	Self
Animal Summoning	Int	25	2	Normal
Animate Dead	Aura	25	6	Normal
Animate Image	Aura	35	7	Normal
Animate Objects	Aura	30	6	Normal
Animate Shadows	Aura	25	8	Normal
Attraction/Repulsion	Mind	15	4	Normal
Aura of Fear	Will	20	6	Special
Awareness	Int	5	1	Special
Bomb	Str	20	3	Special
Broadcast Empath	Will	20	5	Normal
Cell Rot	Will	20	3	Touch
Chameleon	Int	5	3	Self
Chemical Attack	Str	20	4	Normal
Claws	Dex	25	1	Touch
Cling	Str	10	2	Touch
Cold Immunity	Body	5	4	Self
Color	Int	15	2	Normal
Coma	Will	50	8	Normal
Comprehend-Languages	Mind	5	2	Self
Continuum Control	Will	550	10	Normal
Control	Will	50	7	Normal
Damage Transference	Will	15	5	Touch
Danger Sense	Int	25	3	Normal
Darkness	Str	5	7	Normal
Defensive Adaptation	Body	150	7	Self
Density Increase	Will	10	5	Self
Detect	Int	10	3	Normal
Digging	Str	5	2	Touch
Dimension Anchor	Will	35	5	Self
Dimension Travel	Will	500	6	Special
Diminution	Mind	20	8	Touch
Directional Hearing	Int	5	3	Normal
Disintegration	Str	100	4	Touch
Dismember	Infl	60	7	Touch
Dispersal	Will	10	6	Self
Drain Resistance	Mind	20	5	Self
Dumb Luck	Infl	200	7	Self
Earth Animation	Aura	25	8	Normal
Earth Control	Int	20	7	Normal
Electric Being	Str	10	6	Self
Electrical Control	Int	15	8	Normal
Emotion Absorption	Will	100	10	Normal
Empathy	Will	10	3	Normal
Enchantment	Will	200	10	Normal

Powers	Link Attribute	Base Cost	Factor Cost	Range
Energy Absorption	Body	25	5	Self
Energy Blast	Body	15	3	Normal
Enlarge	Mind	20	8	Touch
Exorcism	Mind	5	3	1 AP
Extended Hearing	Int	5	1	Normal
Extra Limb	Str	5	4	Self
Eye of the Cat	Will	10	2	Normal
Fabricate	Aura	50	7	Normal
Flame Animation	Aura	25	8	Normal
Flame Being	Str	10	6	Self
Flame Control	Int	10	6	Normal
Flame Immunity	Body	5	4	Self
Flame Project	Str	15	3	Normal
Flash	Str	20	4	Normal
Flight	Dex	10	3	Self
Fluid Form	Body	75	7	Self
Fog	Str	5	3	Normal
Force Field	Str	30	6	Self
Force Manipulation	Will	75	10	Normal
Force Shield	Str	10	5	Normal
Friction Control	Int	25	7	Normal
Frostbite	Str	10	6	Self/Special
Full Vision	Int	5	1	Normal
Gliding	Dex	5	2	Self
Glue	Str	20	4	Normal
Gravity Decrease	Int	75	4	Normal
Gravity Increase	Int	20	4	Normal
Growth	Str	35	10	Self
Hypersensitive Touch	Dex	5	2	Touch
Hypnotism	Will	50	6	Normal
Ice Animation	Aura	25	8	Normal
Ice Control	Int	5	8	Normal
Ice Production	Str	20	10	Normal
Icing	Str	5	5	Self
Illusion	Will	50	10	Normal
Interface	Int	35	6	Touch
Invisibility	Dex	45	4	Self
Invulnerability	Body	5	7	Self
Iron Will	Will	5	3	Self
Joined	Str	5	1	Self
Jumping	Str	5	2	Self
Kinetic Absorption	Body	35	6	Self
Knockout Gas	Body	20	4	Special
Laser Beam	Int	20	3	Normal
Life Sense	Will	35	4	Normal
Lightning	Str	15	3	Normal
Magic Blast	Aura	20	3	Normal
Magic Field	Aura	20	6	Self
Magic Sense	Infl	5	1	Normal
Magic Shield	Aura	10	5	Normal
Magnetic Control	Will	15	10	Normal
Matter Manipulation	Int	100	10	Normal
Mental Blast	Will	15	3	Normal
Mental Freeze	Will	15	5	Normal
Mental Illusion	Will	50	6	Normal
Metal Manipulation	Will	50	7	Normal
Microscopic Vision	Int	5	1	0 APs

Powers	Link Attribute	Base Cost	Factor Cost	Range
Mimic	Dex	50	10	Normal
Mind Blank	Mind	5	4	Self
Mind Blast	Will	20	3	Normal
Mind Drain	Will	20	8	Normal
Mind Field	Will	20	6	Self
Mind Over Matter	Mind	15	4	Self
Mind Probe	Will	20	3	Normal
Mind Shield	Will	10	5	Normal
Molecular Chameleon	Will	75	10	Self
Mutation	Str	200	10	Touch
Mystic Blast	Aura	25	3	Normal
Mystic Freeze	Aura	20	5	Normal
Mystic Link	Varies	+10	N/A	Self
Neutralize	Will	25	4	Normal
Object Awareness	Will	20	1	Normal
Obscure	Will	5	4	Self/Touch
Omni-Arm	Str	10	5	Self
Omni-Power	Special	500	10	Varies
Paralysis	Str	15	5	Normal
Personality Transfer	Will	30	8	Normal
Petrification	Dex	20	8	Touch
Phobia	Will	15	4	Normal
Plant Control	Will	10	6	Normal
Plant Growth	Will	10	5	Normal
Poison Touch	Str	30	3	Touch
Postcognition	Int	15	2	Touch
Power Drain	Will	40	9	Normal
Power Reserve	Will	150	10	Self
Precognition	Will	75	3	Self
Probability Control	Infl	300	9	Normal
Projectile Weapons	Str	15	2	Normal
Pyrotechnics	Will	15	3	Normal
Radar Sense	Int	5	1	Normal
Radio Communication	Int	10	3	+5
Recall	Mind	5	1	Self
Reflection/Deflection	Will	40	5	Self
Regeneration	Will	25	8	Self
Remote Sensing	Int	35	4	Normal
Running	Dex	0	2	Self
Scramble	Will	50	5	Touch
Sealed Systems	Body	5	5	Self
Self-Link	None	+50	N/A	Self
Self Manipulation	Dex	75	10	Self
Sensory Block	Will	30	7	Normal
Shade	Body	5	4	Self
Shape Change	Will	35	10	Self
Shouting	Will	10	3	Special
Shrinking	Str	15	5	Self
Skin Armor	Body	50	5	Self
Sleep	Will	10	4	Normal
Snare	Str	20	3	Normal
Solar Sustenance	Body	5	1	Self
Sonar	Int	10	2	Normal
Sonic Beam	Str	15	4	Normal
Sorcery	Aura	750	10	Varies
Sound Nullify	Str	5	6	Normal
Speak With Animals	Int	5	2	1 AP
Speak With Plants	Int	25	5	Special
Spirit Travel	Will	10	4	Self
Spiritual Drain	Aura	20	9	Normal
Split	Dex	50	10	Self
Stretching	Dex	10	6	Self
Super Breath	Str	10	4	Normal
Super Hearing	Int	5	1	+3
Super Ventriloquism	Int	5	2	Normal
Superspeed	Dex	25	8	Self
Suspension	Will	5	1	Self
Swimming	Str	5	2	Self
Systemic Antidote	Body	5	4	Self
Telekinesis	Will	15	6	Normal
Telepathy	Int	20	4	Normal
Teleportation	Will	50	4	+7
Telescopic Vision	Int	5	1	Special
Thermal Vision	Int	5	1	Normal
Time Control	Will	250	10	Normal
Time Stop	Will	25	8	Normal
Time Travel	Will	500	4	Special
Transform	Will	35	10	Touch
Transmutation	Will	15	8	Normal
Truesight	Will	5	3	Normal
Two-Dimensional	Dex	75	5	Self
Ultra Vision	Int	10	1	Normal
Vampirism	Str	25	9	Normal
Vibe	Str	20	4	Normal
Voodoo	Aura	20	3	Normal
Warp	Will	100	5	Special
Water Animation	Aura	25	8	Normal
Water Control	Int	35	8	Normal
Water Freedom	Dex	5	3	Self
Weather Control	Int	15	8	+5
X-Ray Vision	Int	15	3	Normal

SKILLS Subskills	Link Attribute	Base Cost	Factor Cost	Number of Subskills
Accuracy	N/A	5	7	4
Mental		*Mystical*		
Physical		*Perception*		
Acrobatics	Dex	15	7	3
Climbing		*Dodging**		
*Gymnastics**				
Animal Handling	Infl	5	4	2
*Animal Training**		*Riding*		
Artist	Infl	5	9	8
*Actor**		*Graphic Designer**		
*Dancer**		*Musician**		
*Painter**		*Photographer **		
*Sculptor**		*Writer**		
Charisma	Infl	20	6	3
*Interrogation**		*Intimidation**		
*Persuasion**				

SKILLS Subskills	Link Attribute	Base Cost	Factor Cost	Number of Subskills
Detective	Int	10	8	6
Clue Analysis		*Counterfeit Recognition**		
*Identification Systems**		*Law**		
*Legwork**		*Police Procedures**		
Gadgetry	Int	25	8	2
*Build Gadget**		*Identify Gadget*		
Martial Artist	Dex	25	7	5
*Assault**		*Battery**		
*Blocking**		*Defense**		
*Techniques**				
Medicine	Int	5	7	5
*Brain Washing**		*First Aid*		
*Forensics**		*Medical Treatment**		
*Surgery**				
Military Science	Int	10	9	7
Camouflage		*Cartography*		
*Cryptography**		*Danger Recognition**		
*Demolition**		*Field Command**		
Tracking				
Occultist	Infl	20	10	6
*Create Artifact**		*Identify Artifact**		
*Mentor**		*Occult Knowledge**		
*Premonition**		*Ritual Magic**		
Scientist	Int	10	7	4
Analysis		*Drawing Plans**		
*Observation**		*Research*		
Thief	Dex	10	9	7
Concealment		*Escape Artist*		
*Forgery**		*Locks and Safes*		
Pickpocketing		*Security Systems**		
Stealth				
Vehicles	Dex	5	5	4
Air Vehicles		*Land Vehicles*		
*Space Craft**		*Water Vehicles*		
Weaponry	Dex	5	6	5
*Exotic Weapons**		*Firearms*		
Heavy Weapons		*Melee Weapons*		
Missile Weapons				

* Cannot be attempted through Unskilled Use.

Scramble Effect Chart

Roll	Effect on Target Ability
2	Offensive Powers and Strength receive -2 CS to RV. Defensive Powers receive +2 CS to RV.
3	Works normally (No Effect).
4	Scramble RAPs added to APs of Ability.
5	Acquires Fatiguing Limitation, if it has Fatiguing, it loses the Limitation.
6	Ranged Power now have Range of Touch or Self, Touch or Self Powers now are Ranged, SN.
7	Acquires Always On Limitation - Offensive Powers with AV fire in random directions (GM Discretion), SN.
8	Offensive Abilities acquire the Explosive Radius Bonus, Defensive Powers acquire Area Effect (if possible).
9	Acquires Time Limit Limitation with limit equal to 1d10 phases.
10	Ability use acquires a -2 Column Shift penalty to the OV, even if using Accuracy or Dexterity as AV.
11	Scramble RAPs subtracted from APs of Ability
12	Offensive Powers and Strength receive +2 CS to RV. Defensive Powers receive a -2 CS to RV.
13	Offensive Power affects user. Defensive Power affects nearest Character, SN.
14	APs halved (round down).
15	Acquires effects of #7 (above). Roll again, ignoring rolls of 15.
16	Ranged Power receives Diminishing Limitation, Touch or Self Powers become Useable on Others but not on self, SN.
17	Acquires Area Effect Bonus, if it has Area Effect, it loses this Bonus, SN
18	APs of Ability reduced to 0.
19	Roll twice on this chart, ignoring rolls of 19 and 20
20	Gamemasters Choice or Roll three times ignoring rolls of 19 and 20.

SN = If Strength is the target of the Scramble, it is affected as though by Neutralize Power (RAPs sub tracted from APs of Scrambled Power).

Mutation Effect Chart

Roll	Effect (target receives)
2	2 APs of Claws
3-10	2 APs of Growth
11	+2 APs of Str
12	2 APs of Flight
13	+2 APs of Int
14	+2 APs of Body
15	2 APs of Skin Armor
16	2 APs of Energy Blast
17	2 APs of Superspeed
18	2 APs of Shrinking
19	2 APs of X-Ray Vision
20	2 APs of any Power selected by the GM

NUMBERS
+5/COLUMN/ROW 126
0 (ZERO) 8
11 (COLUMN SHIFT THRESHOLD) 10
15 RULE 205
1D10 8
2D10 8

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