



A BLOOD OF HEROES RULES COMPANION



**PULSAR
GAMES
PRESENTS**

A BLOOD OF HEROES RULES COMPANION

Sidekick Sourcebook:

A Blood of Heroes RPG Rules Supplement

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Published by Pulsar Games, Inc.

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The Author wishes to thank the following people for help and advice on this project: The Contributors (above) and especially Ray Winninger, Mike Love, Edwin Wiles, Jon Slobins, Jeffrey Edward Baker, Michael Blaskett, Jerry Bryant, David Rupp, Andrew Pearce, Stephen Hole, Jonathan Heady, Jason Nyte, G. Michael Jacobs, Donna Twoey-McDaniel, James Beggs, Gael E. Grossman, Bradford Bright, Rafael Sant'Anna Meyer, Augusto Dolher, Tim Pearson, Sandor Silverman, Patrick McGrath, Doug Tabb, Bob Wayne, Hunter Johnson, Steve Jackson, Frank Hart, Jenifer Marck, the entire DCH E-Mailing List, and especially Tony and the gang at Pulsar Games for bringing MEGS back to life.

Thanks to the real Guardians: Jerry Bryant, Teman Cooke, Kenneth Cooney, Tony Figueroa, Susan Goodfellow, Mike Hebert, Jinda Klopfenstein, Clayton Lilly, Mark Means, Jeff Omnitz, Gerald Schul, Robert Simpson, Nick and Lucy Soika, Michael and Jennifer Sokoloski, Randy Starcher, Elizabeth Stricklen, Jeff Mazer, Chris, Josh, Scott, Ken, Caleb, and the rest of you lost to time. Special thanks to the Justice Legion PBEM for play testing and their patience. Also thanks to anyone I forgot because you really helped me out there, you, whatever your name is.

This book is dedicated to my parents, Elliott and Celia. Thanks for all your support, putting up with me, and egging me on. I love you both.

Pulsar Games wishes to thank: Mike Berz, Dawn Blosser, Betty Cooper, Joe Cooper, Geoff Christy, Liam Hanley, Chris Hedman, June Hedman, John Kinney, Keith Klee, Shannon Klee (Language Consultant), Corey Oliveira, Gayle Oliveira, Jeff Oliveira, Dennis Pund, Angie Ridge, David Soruco (Technical Consultant), Michelle Soruco, Shawn Wagoner, Sholom West, Brendon Wright and our webmaster Wil "Warmonger" Etheredge. In addition, we also owe a thank you to Stan at the Wizards Keep in Muncie, Frank Hart at Full Motion Gaming, and most of all, we'd like to thank all our fans and the fans of the MEGS game system, without whom this book - and this company - would not have been possible. Pulsar Games would like to dedicate this book to the turtle.

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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Manufactured in the United States of America

ISBN: 0-9665280-1-8

Pulsar Games Inc. - 101 East 90th Drive - Merrillville, IN 46410 - U.S.A.

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WORD FROM THE AUTHOR

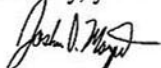
Welcome to the Blood of Heroes (BoH) Rules Sidekick. This supplement to BoH contains new rules and rule clarifications that weren't included in the core rulebook. Everything here supercedes previous rules, but all of it is optional and not necessary for you to run a successful BoH game. It just answers a lot of questions, five years worth of questions in fact.

As most of you know, the BoH system (called "Mayfair's Exponential Gaming System" or MEGS) was once used long ago for another super-hero role-playing game (whose title we cannot mention for legal reasons). After that system was discontinued (and unknown at the time to Pulsar Games Inc.) a large contingent of fans on the Internet formed a mailing list to discuss the game system. Quite a few rules were clarified (such as Invulnerability, Superspeed, and Recall) and new rules, powers, advantages, drawbacks, maneuvers, etc. were created. Since quite a few of these rules were my own, I took it upon myself to collect them all. I sat down and rewrote each and every rule so that it would work with every other new rule, as well as with the system, getting rid of anything that didn't fit. And as I keyed the booklet up for distribution across the internet, I discovered that Pulsar Games Inc. had licensed the MEGS system from Mayfair Games.

So, instead of sending this out on the internet, with permission from the contributors, I submitted the book to Pulsar Games. With a few adjustments, you now hold that book in your hands along with a great campaign setting of my own called "The Guardians". The Guardians are a variety of Characters for use as NPCs or even as PCs. These Characters are made up precisely of specific amounts of points, and can easily be used as PCs for pick-up games when no one wants or has time to make Characters. In fact, I made sure there were enough Hero Points leftover to customize most of these Characters.

The main purpose of this book is to get a variety of house rules that are tooled up to work with the previously published game. Not many people take unpublished supplements seriously, and Pulsar Games realized this. We're not in this for the profit. We're in it for the fun of gaming, the fans of the system, and of course, the babes. Who wouldn't be?

Sincerely, your friend,



Joshua D. Marquart

HOW TO USE THESE RULES

These rules are not meant to change existing rules but are all fully optional and supplement Blood of Heroes. A big fan of the system, Charlie Luce, once explained the use of supplements.

"I always figured that whatever the game company published on the subject was official, at least if it wasn't too vague to figure out or was contradictory. Close behind were

any verifiable statements from the game authors/editors/company big shots. On the other hand, GMs putting their own spin on the 'official rules' is an old and hallowed RPG tradition. My players know that if they want to check a rule, look in the campaign house rules first, the system house rules second, and the 'official' rules last; and it doesn't hurt to ask me, the GM, just in case."

"I have changed a goodly number of rules in my time but always because I thought I had a better one (at least at the time). I can see why a GM might have to alter a scenario to keep things from going terribly wrong and maybe even, out of dire necessity, alter an NPC writeup for the same purpose. One of the marks of a skilled GM is that they can do that sort of thing without the players ever suspecting anything. On the other hand, I would never, ever, change a rule just to help a scenario work out. Until someone manages to come up with the perfect gaming environment, the mechanics of a game is all the players have to tell them what an action on the part of their (and any other) character means. To me as a GM, changing a rule without notifying the players in advance is a violation of an implied contract to run a fair game and no better than a player who cheats."

So, if you do decide to use this manual, or just one rule from this manual, make sure you inform your players so that they know.

THE ULTIMATE RULE

"I wrote the 'official' <Second Edition> MEGS rules, so I'll go ahead and make your opinion official. Anything the GM says goes – it's just that simple. The GM takes precedence over the adventure, the rules, everything."

– Ray Winner

CONVERTING CHARACTERS

These new rules create quite a few changes in Character structure. If the ruling on an Ability (which means a Power/Skill/Attribute/Advantage/Drawback) has changed, just go ahead and use the new ruling. If the cost of the Ability has changed, don't bother adjusting the old Character, as this boils down to a lot of nitpicking and might cause arguments between you and your fellow gamers. If a Skill or Power has a new subset (a Subskill or Bonus) that increases the initial cost of the Ability, play the Character as though he did not purchase the subset. If something can be added to the Character without changing him entirely (such as adding the free Familiarities), this should be done with no problem.

All Characters created from here on out (including in future Blood of Heroes supplements) will use the rules changes from this book. If it really comes down to it, recreate your Characters. Need an explanation as to how the Character acquired the new abilities? This is a super-hero game. Some reality-altering super-villain (or super-hero) has altered the cosmic balance, causing a reality shift in this and all other dimensions. The reality shift is the reason that everyone has to rewrite his or her abilities. And if you're a sick enough GM, you've already realized that this could actual-

ly branch off into an adventure to stop the super-villain (or hero) and return the universe to the "old rules", but I'll leave that up to you.

BLOOD OF HEROES PRINTING ERRORS

Everybody makes mistakes, and no one is perfect. Here is a list of corrections for the original Blood of Heroes rulebook, also available at our website:

<http://www.pulsargamesinc.com>

Page 40: AP Purchase Chart: Wealth is FC 2. Other Attributes are FC 6. Action Attributes are FC 7. AP 15 at Factor Cost 2 costs 80 Hero Points, not 60. AP 44 at FC 1, costs 800 Hero Points, not 900.

LIST OF REVISIONS

There are many changes from the original rulebook, which includes a variety of revised powers, skills, advantages, drawbacks, bonuses, and limitations. The revisions that have occurred are listed here for ease of location. These lists leave out all the new Abilities introduced in this manual. If a power occurs in both the original Blood of Heroes book and the Sidekick Sourcebook, you should probably use the interpretation and costs given in the Sidekick Sourcebook (unless you disagree with the rule. Every rule is optional).

Replaced Advantages

Buddy is replaced by Confidant.

Free Access and Security Clearance are replaced by Credentials.

Revised Advantages

Area Knowledge
Attractive
Connoisseur
Connections
Life Sense
Pet
Sharp Eye
Popularity
Scholar

Replaced Drawbacks

Arch Enemy has been determined to be a Subplot and is no longer considered a Drawback.

Married is replaced by both Dependant and Debt.

Revised Drawbacks

Alter Ego
Irrational Attraction/Hatred/Fear
Secret Identity
Creepy Appearance
Traumatic Flashbacks
Vulnerability

Revised Bonuses

Area Effect
Range

Revised Limitations

Diminishing
Fatiguing
Lethal
Power Always On

Power Burnout

Replaced Powers

Dispersal
Mind Over Matter
Recall
Superspeed
Two Dimensional
Time Control

Revised Powers

Analytical Smell and Taste / Tracking Scent
Animate Image
Attraction/Repulsion
Cell Rot
Damage Transference
Danger Sense
Darkness
Density Increase
Detect
Disintegration
Energy Absorption
Extra Limb
Flame Being
Flight
Force Field
Force Manipulation
Force Shield
Glue
Growth
Ice Production
Invulnerability
Jumping
Mental Freeze
Mind Drain
Molecular Chameleon
Mutation
Mystic Freeze
Neutralize
Omni Power
Paralysis
Regeneration
Sealed Systems
Self-Link
Self Manipulation
Snare
Speak With Animals
Split
Spiritual Drain
Stretching
Super Ventriloquism
Suspension
Systemic Antidote
Vibe

Replaced Skills

Martial Artist

Revised Skills

Acrobatics
Artist
Detective
Medicine
Military Science
Occultist
Scientist
Weaponry

Chapter II: ADVANTAGES

A NOTE ABOUT CREATING MORE- OR LESS- POWERFUL CHARACTERS.

Characters purchasing Advantages and Drawbacks should multiply the cost of Advantages and Drawbacks acquired during Character Creation by their Character Creation Multiplier. The Multiplier for 450 point Characters is 1, while 900 point Characters have a Multiplier of 2, and so on. This Multiplier goes for all Advantages except for Gadgets/Artifacts, Rituals, Sidekicks, and Pets. This is because, unlike other Advantages, Gadgets/Artifacts, Sidekicks, and Pets can easily be lost in a combat situation. Rituals require that the Character purchases the Occultist (Ritual Magic) Skill in order to use them, otherwise the Ritual caster will receive a penalty to the Ritual's effects. The bonus 45 HP acquired for writing a Character's Description, Personality, and Background History are not affected by the Character Creation Multiplier.

Advantages are bennies, perks, possessions, and other capabilities that are not measured in APs. A Character either has the Advantage, or he does not.

Listed next to each Advantage is its Cost in Hero Points. These Costs are all subject to the Character Creation Multiplier. For example, if you are playing a campaign with a Multiplier of x2, an Advantage with a listed cost of 50 Hero Points costs 100 Hero Points. Remember that the Gadget, Artifact, Ritual, Sidekick, and Pet Advantages are not multiplied by the Character Creation Multiplier.

An asterisk (*) following an Advantage's Cost indicates that under normal circumstances, the Advantage can only be purchased during initial character creation. The Advantage 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 Game Master 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 hero for special information or favors. Likewise, a Credential might subject the hero to special regulations or responsibilities. For example, those heroes 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.

Area Knowledge

Hero Point Cost: 15 or 20 !

Characters with this Advantage have thorough knowledge of the landmarks, terrain, and features that dominate 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. By selecting an area the size of a single neighborhood within a larger city (Greenwich Village, New York), the hero can reduce the Cost of Area Knowledge to 15 HP (the normal Cost is 20).

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...).

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



Less significant landmarks can be located with a successful Perception Check against an appropriate OV/RV.

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 CS bonus to their OV and 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 CS bonus to their OV and RV vs. any appropriate Perception Checks. This latter ability represents the Character drawing upon his Area Knowledge to exploit especially hidden alleys, crevices, etc.

Dimension Travel: Characters with the Dimension Travel Power can purchase Area Knowledge of an entire dimension for 65 Hero Points. This ability gives the hero 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

Hero Point 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 (CS) bonus to their AVs and EVs when using Persuasion against a person who might be sexually attracted to the Character (see Chapter 6: Character Interaction in the Blood of Heroes Rules book).

Note that most heroes are assumed to be of at least above-average physical appearance. The Attractive Advantage is reserved for those Characters that 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

Hero Points Cost: 25 or greater !

The Confidant Advantage has replaced the Buddy Advantage. 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 hero's benefit, etc. For Character Interaction purposes, assume that the Confidant is Enamored with the hero. A Confidant does not need to know the hero'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 150 Hero Points (HP). 25 HP is the minimum amount that a Confidant will cost. Each extra (1) Hero Point 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 that costs the Player 30 HP. A more capable Confidant made of 300 HP

The difference between Confidant and Dependent

Like many Advantages, a Confidant can sometimes serve to a hero'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) 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 that you'd like your hero to have a kindly old grandfather 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 occasionally use his Scientist Skill for your benefit.

would cost the Player 50 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 without the Character's knowledge of such assistance. The GM builds a Silent Assistant on 150 Hero Points. If the identity of the Silent Assistant is discovered by the Character (which should be done through a Subplot and Player consent), he must pay a 50 HP penalty (times the Character creation multiplier), but the Silent Assistant will now become a full Confidant. If the Character does not pay the penalty, he will lose the Silent Assistant through a Subplot. This Loss Subplot will be something to the extent of the Assistant getting fed up with the Character, the Assistant's death, or 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.

Example: Joe Kim, Brick's agent, is also his Confidant.

Connection

Hero Point Cost: 10 - 45 !

A Connection is an NPC 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** has an acquaintance with an individual or a low-level contact within an organization. A Character with a Low Level Connection to Mindhammer, for instance, might have briefly cooperated with the Diluvian Detective on a couple of cases and earned a certain measure of his trust. A Character who has a Low Level Connection with the New York Police Department, on the other hand, 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 who has a High Level Connection with the New York Police Department might be a good friend of the Commissioner. High Level Connections have a minimum Cost of 15 Hero Points.

For Character Interaction purposes, assume that 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, the average superhero, 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.

An Individual Superhero: A Low Level Connection will answer the hero's questions and perform quick Power or Skill Action Checks for the hero's benefit, presuming the hero can somehow make contact (It's not so easy to get an appointment with Shadowmaster!). A High Level Connection will answer questions and perform lengthier favors. Under normal circumstances, a hero 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 Blood of Heroes, Chapter Six). Should a hero 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 hero 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 hero 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 that there is something "different" (read "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 facility) 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 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 to 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: A Low Level Connection with the government (whether local, state, or federal) allows the Character to obtain information that falls within his contact's area of influence. For example, a State Department official can pass along information 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.

The difference between Confidant and a 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.

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

Connoisseur

Hero Point 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 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).

Also, any time a Connoisseur makes a Persuasion attempt while suitably wining and dining the Persuasion target, he or she receives a special -1 CS bonus to the OV and 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) can add a -1 CS bonus to the Wealth Check. The OV/RV of this Action Check must be no less than the target subject's WILL (thus it's very difficult, not to mention impractical, to impress someone like The Husk or Runestone using this Advantage).

Credentials

Hero Point Cost: 5 - 50 !

Credentials replace the Free Access and Security Clearance Advantages. Characters with this Advantage either have a press pass, police identification, government papers,

Military rank, FBI badges, or other Credentials that would allow 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 major types of Credentials: Media, Police, Military, Government, and Special.

Some types of Credentials have more than one level of potency. These levels are covered in the individual type 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 and might deny a Service Agent onto a crime scene. A Disland Corporation ID may let a Character onto a crime scene if he can convince 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 that is not normally available to the other members of the Police. 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 and High Police Credential should be reserved for NPCs only. Using Police Credentials to gain access to areas that are normally restricted to specific people could also 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 Ranking** 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.

All Rank examples are in Army/Navy format. Low Military Credentials rank the Character as anything from Private/Seaman, to Corporal/Petty Officer, to Sergeant/Chief Petty Officer. The higher Rank means the Character has more responsibility and offsets the bonus of having a Higher Rank. The Player may choose which Rank he wants. This Character has access to "secret" and documents and is generally allowed free entry and exit from any military compound, although certain areas will be off-limits. This Rank may also allow a Character onto crime scenes (GM discretion). 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). Low Military Rank costs 15 Hero Points.

Clearing up Credentials

Credentials and Connections: Credentials for each type allow a Character to purchase a related Connection to that type with a bonus of -5 Hero Points. 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 or have a group of followers. He is 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 they 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: As explained in each type, 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 CS to both OV and 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 up to the GM as he determines the final state of an NPC personality.

Medium Military Credentials grant the Character a Rank from Lieutenant/Ensign to Captain/Lieutenant to Major/Commander. This 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. Medium Military Rank costs 25 Hero Points.

High Military Credentials grant the Character a Rank of Colonel/Captain to General/Admiral. These Ranks 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. High Military Credentials cost 35 Hero Points.

Government Credentials include non-Military organizations within the government, including the FBI, CIA, Secret Service, KGB, MI-5, or other clandestine Government organization. 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 that are specific to a certain organization that is not covered by anything above. This can include Ambassador Identification, a college student ID, a Library Card, Employee ID Card, Disland Labs ID, or anything else that would seem appropriate to the campaign. These allow certain bonuses and restrictions that other Credentials would not. Both Characters with a college student IDs and ones 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 restrictions, not unlike the other Credentials.

Character Growth: A Character may earn Credentials by having them assigned to him through the Police or Government Agents, Media, or other appropriate organization. There has to be a plausible reason as to why the Character earns the Credentials. The Military Government that the Character works for bestows a Higher Rank upon a Character. 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.

Credentials 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

Example: Most Government Agents have a Security Clearance of a given level.

Language

Hero Point Cost: 2, 5, or 10 !

Language is a specialized version of Scholar. A Character with the Language Advantage knows how to either speak (S) or read and write (R&W) a foreign tongue or a group of related languages. A Character with Intelligence of 2 or greater automatically knows how to read, write, **and** speak his native language. A Character with an Intelligence of 1 only knows how to R&W **or** S the native language. If using the Free Familiarity rules (see Scholar), this does not affect the amount of Familiarities granted.

Languages are separated into Language Groups. Language Groups are languages that are "related" due to similarities in their structure. A Character may learn to R&W or S the rest of the languages from his native language's Group at a cost of 2 HP. To R&W **and** S all of the languages from his language's own group costs 5 HP. A Character may learn to R&W **or** S a single language from another group at a cost of 2 HP. To learn to R&W **and** S a single language from another group costs 5 HP. Characters may learn to R&W **or** S all languages from an entire group at a cost of 5 HP. Learning to R&W and S all the languages from another group costs 10 HP.

Please note that the Language Groups are listed primarily by language family but also by the areas where they are spoken. The GM has final say on what (if any) Languages are used in his campaign and is free to expand upon, revise, or otherwise change the Language Groups to his liking.

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, Cheyenne, Cree, Menomoni, 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 Languages, 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, Pan-Galactic Standard, and other inter-planetary languages.

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.

Life Support

Hero Point Cost: Varies *

The Cost of Do Not Need to Eat and Do Not Need To Drink have been reduced to 25 points each.

Omni-Scholar

Hero Point 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 on any appropriate subject (GM's Judgement). The Scholar 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 CS to OV/RV) is made. This Character can also obtain Expertise and Familiarities (see Scholar), costing 5 HP and 2 HP respectively, with the same restrictions on use.

Pet

Hero Point Cost: Variable !

Clarification: A Character's Pet may use the 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).

Physical Advantages

The following 5 Advantages are Physical Advantages. These Advantages are natural, physical abilities of the Character that can give a character an advantage in certain situations but are difficult to represent with Powers.

Ambidextrous

Hero Point 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.

Double Jointed

Hero Point Cost: 10 *

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

Prehensile Feet

Hero Point Cost: 5 *

The Character may use his feet as hands to grasp items, but these are not the full extra limbs that the Extra Limb power bestows. The Character may subtract 1 CS from the OV and RV of any Climbing Action Checks. The Extra Limb Power is for prehensile tails.

No Vital Areas

Hero Point Cost: 50 *

A Character with No Vital Areas does not have a visible area of weakness, or his vital areas have moved to "un-locatable/un-targetable" regions. Because of this, he is tougher to damage when using certain Combat Maneuvers. Critical and Devastating Attacks are now less effective against the Character, as all Column Shifts from these attacks are reduced to APs instead. Critical Blows on the Character with No Vital Areas are +2 APs to OV and -3 APs to RV, and Devastating Attacks are +4 APs 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.

Stabilization

Hero Point 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. In addition, 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 needs.

Local Hero

Hero Point Cost: 10 !

Local Hero is a more specialized form of Popularity. A Local Hero receives extraordinary respect within a specific geographical location (a particular neighborhood), or within an organization (the Mafia, FBI, professional doctors, etc), or a select focus group/following (a fan club). Local Hero is a limited form of the Popularity Advantage because only an NPC who is associated with the focus group will be affected by a Local Hero. An NPC in the select group will start with an initial Attitude of Friendly toward the Character possessing the Local Hero Advantage.

Additionally, Multi-attack penalties on Persuasion attempts against non-essential, focus group NPCs are reduced by 1 Column Shift when made by a Character with Local Hero. Note that a Local Hero is allowed to have the Mistrust Drawback. The Local Hero should choose his focus group at the time this Advantage is purchased.

Example: Morganna, Mistress of the Night, is a Local Hero to her fan club.

Ritual

Hero Point Cost: Variable !

A Character with this Advantage begins his career with the knowledge of an arcane Ritual. The Player must design the Ritual using the Ritual design guidelines from the Occultist Skill (See Skills) and must pay the Ritual's Hero Point cost. Rituals learned in this manner are automatically successfully learned. Learning checks are unnecessary, and initial supplies for research need not be purchased. A Character with this Advantage does not need to know the Occultist Skill as he could have been taught the ritual from an acquaintance or picked it up during his travels.

To perform a Ritual, the Character does not have to have Occultist (Ritual Magic). If he does not have Occultist (Ritual Magic), the AV/EV equals the Character's Infl/Aura, and the OV/RV equals the Ritual's listed APs of Effect with a +2 CS penalty to both OV and RV. Otherwise, the Ritual is performed as a standard Ritual.

This Advantage may never be purchased after a Character's creation; it is only an option for beginning Characters. Obtaining a new Ritual requires learning through the Occultist skill or being taught by an Occultist. Teaching Rituals is described under the revised Occultist Skill. This Advantage may be purchased more than once for a Character who debuts with more than one Ritual.



Scholar

Hero Point Cost: 2/5/10 !

Clarification: 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.

Expertise and Familiarities

There are now two, lesser forms of the Scholar Advantage: **Expertise** [Cost: 5] which allows a -1 CS to OV/RV, and **Familiarity** [Cost: 2] which allows an unmodified check. Each Character may receive one Free Familiarity for every two APs of Int.

Using one of the Character's Free Familiarities when purchasing a Ritual Discipline reduces the cost by 5 Hero Points.

Scholar (Ritual Discipline) is useful for Characters with the Occultist (Ritual Magic) Subskill. Ritual Disciplines increase a Ritual's effectiveness whenever the occultist performs Rituals that mimic the specified Powers. A Character purchasing a Scholar field in one of the nine Ritual Disciplines (see below) receives a -2 CS OV/RV bonus to the Occultist Action Check necessary to perform any Ritual mimicking the effects of one or more of the Discipline's listed Approved Powers. Furthermore, Characters who have purchased a Ritual Discipline Scholar 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 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; Expertise costs 15 Hero Points, and Familiarities cost 10 Hero Points, unless otherwise noted. The ten available Ritual Disciplines are Alchemy, Darkness, Demonology, Theology, Elementalism, Immortality, Necromancy, Soothsaying, Technowizardry 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, Knockout Gas, Chemical Attack, Matter Manipulation, and Transmutation.

Darkness: The representation the hidden knowledge of the human mind and all hidden 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 their inversions like fear, ignorance, despair, and nihilism. Powers: Aura of Fear, Darkness, Energy Absorption, Fog, and Animate Shadows.

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 who 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. 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. A Husk is the hollow shell inhabited by a bound soul. In order to have additional time on the earthly realm after death, a soul can be placed in a Husk shell. The price for this limited re-incarnation is that the soul inhabiting the Husk shell must perform a task for its mysterious and omnipotent master. The powerful beings and Husks contacted by a Theology scholar will never reveal their true goals or motives. Theology Powers: Broadcast Empathy, Damage Transference, Exorcism, Awareness, and Truesight.

Elementalism [Hero Point Cost: 40]: 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 Atlantians and the Aquaticans, who hold the key to immortality. They are not eager to share their knowledge. Powers: Regeneration, Invulnerability, Spirit Drain (with aging bonus), Systemic Antidote, and Suspension.

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. Contacting these entities is often dangerous, as the often abhor living creatures.

ADVANTAGES

Blood of Heroes: Sidekick

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, Precognition, and Postcognition

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 technomage warlords maintain their own feudal kingdoms in their extra-dimensional realm. Techowizardry relies on the both magic and science and will not function without both elements. **Powers:** Animate Objects, Interface, Enchantment, Metal and Matter Manipulation.

Voodoo: Also known as sympathetic, tribal, or natural magic. This is the focus of traditional magic used by Aborigines, Native American Shamen, 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, Spirit Drain, and Voodoo.

GM Created Discipline: The Disciplines above are only examples. A GM may create a Ritual Discipline for his campaign. Ritual Disciplines have at least three Powers listed in them. The Powers must be related in some way with the history and the magic of the specific Discipline. Disciplines with three Powers cost 20 Hero Points. Four to five Powers cost 25 Hero Points. Higher Disciplines cost from 40 Hero Points upward.

Scholar Cost Chart

Familiarity	1 free for every 2 APs of Int
	2 HP each, afterward
Expertise	5 HP
Scholar	10 HP

Ritual Discipline Cost Chart

Familiarity	10 HP
Expertise	15 HP
Scholar	25 HP
Elementalism	40 HP
Custom	20 - 40 HP

Examples of Scholar Subjects: Computer Software, Computer Hardware, Electronics, Botany, Business, Biochemistry, 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.

Sharp Eye

Hero Point 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

Hero Point Cost: Varies !

The Sidekick Advantage allows a hero to begin play with a lesser-powered (and usually younger) hero 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 hero. 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 that is 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, rounding all fractions up.

Ultra Luck

Hero Point 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. The second roll must be accepted no matter what is rolled, including double 1's. The Character cannot re-roll double 1's, nor can he re-roll any bonus rolls granted due to rolling doubles. The Character can re-roll the dice rolls of others as long as he is involved in either the AV/EV or the OV/RV.

Example: Whacky attempts to jump over a wall and surprise Mr. Magnanimous. The Player rolls a two and a one, failing the roll. The GM decides that Whacky will end up making enough noise in his failure that he will alert Mr. Magnanimous's lackeys to his approach. The Player chooses to re-roll the dice instead of accepting the total of three.

Chapter III:

DRAWBACKS

Drawbacks are problems, slaps, hindrances, instabilities, irrationalities, and other disadvantages that cannot be measured in APs. A Character either has the Drawback, or he does not. Listed next to each Drawback is its Bonus (in Hero Points). These Bonuses are all subject to the campaign's Character Creation Multiplier. For example, if you are playing a campaign with a Multiplier of x2, a Drawback with a listed cost of 50 Hero Points gives a bonus of 100 Hero Points. An asterisk (*) following a Drawback's Bonus indicates that under normal circumstances, the Drawback can only be acquired during initial character creation. The Drawback cannot be added due to mishaps. A dagger (!) following a Drawback's Bonus indicates that the Game Master 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.

Alter Ego

Hero Point Bonus: 25 or 75 !

Clarification: Note that the two Alter Egos need not have the same Motivation, Wealth rating, or Personality. In fact, one form'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. If the powered form is created by the combination of two normal forms, such as two humans who become one big super-hero (the technical term for this is a "gestalt"), this Drawback must be purchased for each separate normal form. The Bonus points are given to both the normal form and the powered form.

During character creation, the normal form may be given extra Hero Points from the powered form. To find out how many points one HP from the powered form gives a normal form, divide the Character's base HP by 225 (the normal form) and round down. 1 HP from a 450 point Character gives a normal form 2 HP. After Character Creation, HP may be given to the normal form on a 1 for 1 basis.

Arch Enemy

Hero Point Bonus: None

Arch Enemy has been determined to be a Subplot and is no longer considered a Drawback.

Cannot Heal

Hero Point Bonus: 25 or 50 *

A Character that Cannot Heal 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. The Character can still be healed normally through the use of Powers and either Medical Treatment or by being Repaired like a Gadget or Artifact (Player's choice when Drawback is chosen). This allows the simulation of undead and robotic Characters without having to build them like Gadgets. If a Character can only be healed through the use of Powers, the Bonus for this Drawback is increased to 50 Hero Points.

Debt

Hero Point 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 CS penalty to the OV and RV of the roll. This lasts until the Debt is "paid off" by buying off the Debt Drawback with Hero Points. A +1 CS penalty is a 10 HP Bonus, and a +2 CS penalty is a 20 HP 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

Hero Point Bonus: 25 or greater !

Dependent replaces the Married Drawback. 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 made from 115 Hero Points, reducing the Bonus by 1 point for every 5 HP extra added to the 115. If the Dependent will begin with any Powers, the Bonus for the Dependent begins at 10 Hero Points instead of 25.



A Dependent will encounter the Character in at least one Subplot per adventure. Dependents can help the Character with their Skills, but they are mostly "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. Losing a Secret Identity forces the Character to immediately pay 5 times the Bonus value for this Drawback in Hero Points.

Dependents need not know of the Character's powered identity, and if they do not know, the Character must purchase the Secret Identity Drawback. Characters who have an ex-spouse and are collecting alimony should 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.

Irrational Attraction, Fear, or Hatred

Hero Point Bonus: Varies

The Bonus for the three "Irrational" Drawbacks is modified by a factor taking into account how often it will affect the Character. A Common condition must be taken into consideration nearly every game and gets a bonus of one and a half times (1.5x) the listed Bonus. An Uncommon condition is encountered fairly often and gets the standard, listed Bonus. A Rare condition is only seen occasionally and gives one half the listed Bonus.

Intensity	Common	Uncommon	Rare
Minor	8	5	3
Serious	38	25	13
Catastrophic	75	50	25

Examples of Common conditions include household pets, males, automobiles, outdoors, bright lights, and crowds. Uncommon condition includes heights, an ex-wife, and the internet. Rare includes outer space, tentacles, and the number 13 (triskadekaphobia). Rarity is campaign specific, and the GM has final say on what is considered rare and common in his campaign. An interstellar campaign would have outer space as common.





Limelight

Hero Point 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 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, all of these make these people targets of the media in ways that 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. Of course, the Limelight can also be the fate of Characters who are being

exploited by higher powers for one reason or another.

Example: Brick and the gang were in the limelight when their team first formed and took the mantle of the Guardians. Everyone wanted to find out the group's agenda.

Oblivious

Hero Point 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!

Secret Identity

Hero Point Bonus: 10 !

Clarification: A Character adopting this Drawback cannot adopt the Public Identity Drawback. A Character with the Dependant Drawback and the Secret Identity Drawback only receives only 5 Hero Points for Secret Identity Drawback.



Socially Inept

Hero Point 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 CS 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 possibly hinder a teammate's Character Interaction by +1 to +2 CS depending upon the situation.

Strange, Creepy and Distinct Appearance

Hero Point Bonus: 5/10/15/30 *

Strange Appearance is for those Characters who are extremely scary and horrifying and cannot hide their features easily or at all. Creepy and Distinct Appearance are lesser forms of this Drawback.

A Character with a **Creepy Appearance** has a strange feature that is very distinguishing, and frightening but easy to hide. The feature, be it strange eyes, small horns, scaled hands, pointy teeth, a facial scar, or even a tattoo, causes others to be nervous around the Character when viewed. To hide 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 covering. Having a Creepy Appearance is a 5 HP Bonus.

A Character with a **Distinct Appearance** does not look like the average human or whatever consists of "normal" in the campaign. This Distinct Character is obviously non-human in appearance but does not promote the fearful reaction that Creepy and Strange Appearances elicits. Distinct Appearance covers abnormal skin colors and textures, additional appendages which cannot be easily hidden, particularly large or diminutive size, animalistic features, and anything else that causes the Character to instantly 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 or the Chameleon Power, which will probably still cause the Character to stand out in the crowd. 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.

Basic human nature is to be fearful of those who are different. Therefore, characters with either Creepy or Distinct

Appearance receive a +1 CS Penalty to OV when trying to use Persuasion and conversely a -1 CS Bonus to OV when trying to Intimidate. If the Creepy/Distinct Appearance is hidden, there are no Bonuses or Penalties, but the Character must inconvenience himself to hide the features.

Appearance Bonus Table

Appearance	Bonus
Creepy	5
Distinct	15
Dist. w/Pub. ID	10
Strange	30

Examples: Creepy Appearance: Any Runestone (the stone itself is creepy). Distinct Appearance: The Brick. Strange Appearance: Dragon Saint

Traumatic Flashbacks

Hero Point Bonus: 15/30/60 !

The Hero Point Bonus of Traumatic Flashbacks now hinges on the rarity of the Flashback occurrence. A Traumatic Flashback that is 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.

Attack Vulnerability

Hero Point Bonus: 5 - 65 !

You can now use the Common/Rare scale used for Fatal Vulnerabilities for Attack Vulnerabilities. If an Attack Vulnerability situation is Rare, subtract 15 Hero Points from the Bonus (A -1 CS Rare Attack Vulnerability is worth 5 Hero Points).

Attack Vulnerability Rarity Chart

CS	Common	Rare
-1	15	5
-2	25	10
-3	45	30
-4	65	50



DRAWBACKS

Blood of Heroes: Sidekick

Partial Attack Vulnerability

Hero Point Bonus: 5 - 30 !

A Character with Partial Attack Vulnerability takes a penalty to either OV or RV instead of both OV/RV like a standard Attack Vulnerability. OV or RV must be determined when this Drawback is purchased. The Bonus for taking a Column Shift penalty to either OV or RV is based on the following chart:

Partial Attack Vulnerability Chart

CS	Common	Rare
-1	5	2
-2	10	5
-3	20	10
-4	30	15

Gradual Loss Vulnerability

Hero Point Bonus: Varies !

A Character with Gradual Loss Vulnerability loses Powers and Attributes just like a Character with Fatal Vulnerability loses Body against a specified substance/condition.

Gradual Loss Vulnerability Chart

Gradual Loss Vulnerability Target	Bonus
Physical, Mental or Mystical Attributes	15 per group
All Attributes	65
All Powers	50
All Powers (if more Powers than Skills)	50
All Powers (if more Skills than Powers)	25
All Skills (if more Skills than Powers)	50
All Skills (if more Powers than Skills)	25
All Powers and Skills	75
All Attributes and Powers	100
All Attributes and Skills	100
All Attributes, Powers, and Skills	150

A Character with Gradual Loss Vulnerability who is 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 the 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. A Rare substance/condition is worth half (round up) of the determined cost of the Vulnerability.

A Rare substance/condition is worth half (round up) of the determined cost of the Vulnerability. The following chart is used if the Vulnerability is not intrinsic:

Gradual Loss Vulnerability Range Chart

Range of Vulnerability	Bonus
5 APs	+20
4 APs	+10
3 APs	0
2 APs	-10
1 APs	-30
0 APs	-50

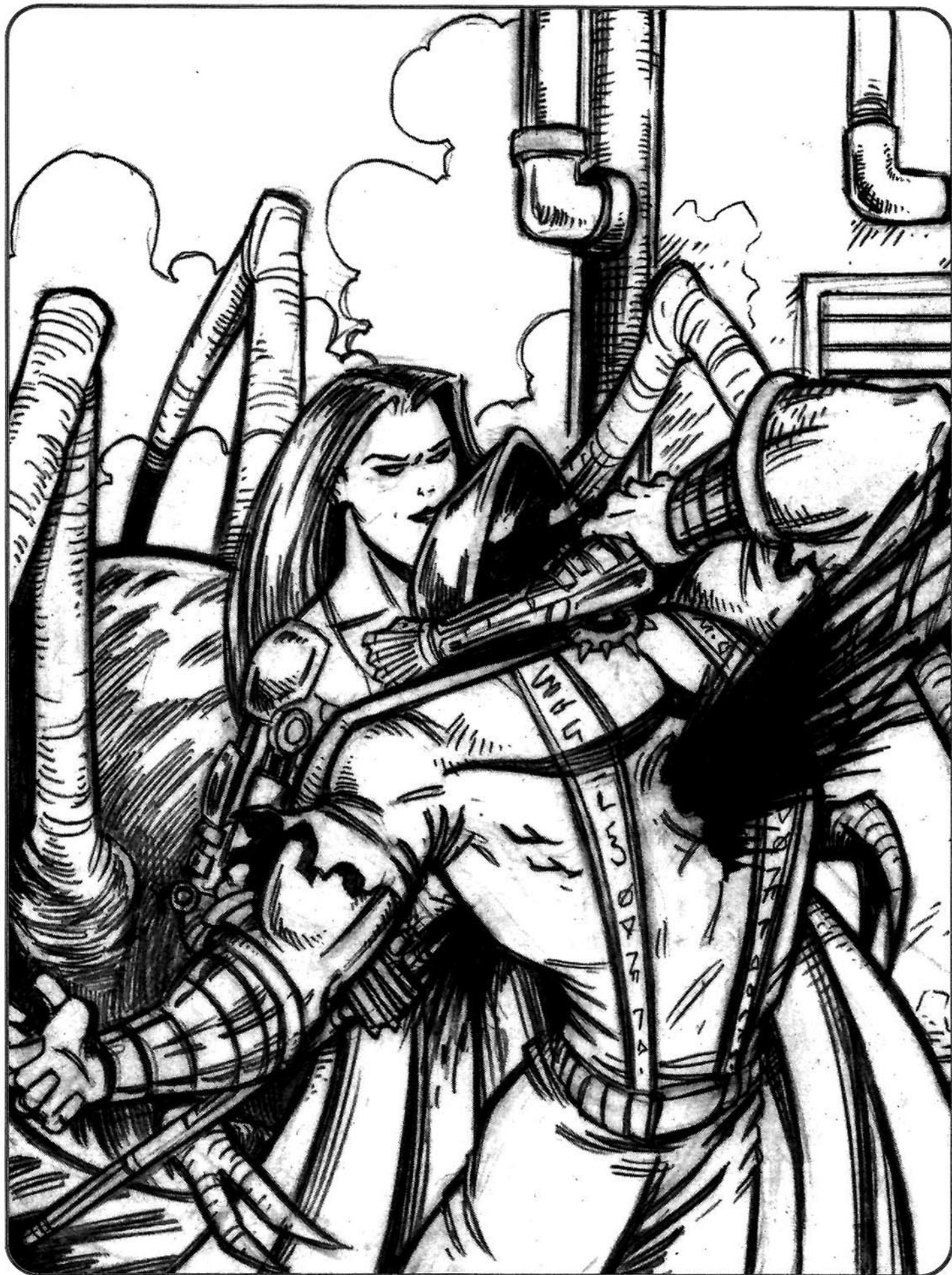
Loss Vulnerability

Hero Point Bonus: Varies !

You can use the Common/Rare scale used for Fatal Vulnerabilities for Loss Vulnerabilities. If a Loss Vulnerability situation is Rare, it only gives half of the Bonus.

Loss Vulnerability Chart

Loss Vulnerability Target	Bonus
Physical, Mental or Mystical Attributes	35 per group
All Attributes	125
One Power	1/2 Base Cost of Power, or 50 Points Max
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



Chapter VI: LINKING

LINKING

When purchasing a Power or Skill (an Ability), a Player has the option of **linking** the Ability to its Link Attribute (as denoted in the Power/Skill description). Linked Abilities derive their effectiveness directly from a Character's Attributes. Normally, when a Player chooses to link an Ability, he must purchase a number of APs of the Ability equal to the number of APs possessed in its Link Attribute. An Ability may now be **Half Linked** or **Double Linked** instead. When Half Linking an Ability, the APs of the Ability must equal one half (rounded up) of the APs possessed in its Link Attribute. When Double Linking an Ability, the APs of the Ability must equal exactly twice the APs possessed in its Link Attribute.

The advantage of linking Powers and Skills is that Hero Point Costs are much less expensive because their Factor Costs are reduced. A Player is allowed to subtract two (2) from the Factor Cost of any normally Linked Ability. A Player is allowed to subtract one (1) from the Factor Cost of any Half or Double Linked Ability.

Linking, because it limits Character advancement and because it reduces Factor Cost, is inherently a Limitation. Once an Ability is linked, it is forever tied to its Link Attribute. If the Attribute should ever decrease for any reason, so will all Abilities that are linked to that Attribute. For example, if a Character has 8 APs of Body and 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 still have 8 APs of Body and Skin Armor. The Neutralize Power, and any Powers that 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.

If an Attribute that has linked Abilities is increased for any reason, the APs of the Ability are not increased and must be increased separately. This is because linking is a Limitation. To allow a Linked Ability to automatically be increased is a +1 FC penalty to linking. Linked Abilities that may be increased are purchased at -1 FC instead of -2 FC, and Half and Double Linked Abilities do not receive any FC adjustment at all.

Another disadvantage to linking Abilities is that they are much harder to improve through Character Growth. A Player cannot spend Hero Points to increase a linked Ability alone. He must increase 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. Half and Double Linked Abilities must keep their appropriate AP proportions to their linked Attributes.

Linking Example: The Blank has Dex: 8, Mimic: 8 (Linked), Weaponry: 8 (Linked), and Invisibility: 8 (Not Linked). He is attacked by a Glue attack that reduces his APs of Dex to 3. Mimic and Weaponry are also now at 3 APs. Invisibility (not linked) is still at 8 APs.

Removing Links

To unlink a linked Ability is very costly. Unlinking a standard linked Ability costs the Character an amount of Hero Points equal to five times the current AP value of the Ability at a Factor Cost of 6. Unlinking a Half or Double Linked Ability costs the Character an amount of Hero Points equal to five times the current AP value of the Ability at a Factor Cost of 5. When removing links, use the AP Purchase Chart, not the Increasing Attributes Chart, when determining cost.

Elemental Linking

If a Player chooses three or more Powers that are similar in nature during Character Creation (or if the Player can explain any similarities), he may utilize a special -1 Factor Cost Limitation for each of the Powers (to a minimum Factor Cost of 1). This is called Elemental Linking. 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 Experience, 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 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, and the Power (and all related Elementally Linked Powers) is reduced as well, just like 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. In the situation of a Character with two groups of Elementally Linked Powers, a Power in one group of Elementally Linked Powers cannot be in another group of Elementally Linked Powers.

The Game Master has the final say on what Power may or may not be Elementally Linked.

Chapter V:

BONUSES

Area Effect

Factor cost Modifier: +1 or greater

Normally, an Area Effect Power always affects the maximum possible area (a 3 AP 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 just 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.

AV

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.

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 Power minus APs of the object's Body.

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 145 of *Blood of Heroes*). 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, 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, a +2 CS bonus



to OV, to hit him. 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. He uses it when Vatic traps him behind a mystical Force Field. Black calls a lightning bolt from the sky, zaps Vatic into unconsciousness, and proceeds to pound the stuffing out of him. Another example are laser guided missiles that can fly around obstacles on their way to their target (+2 FC).

Range

Factor cost Modifier: +1 or greater

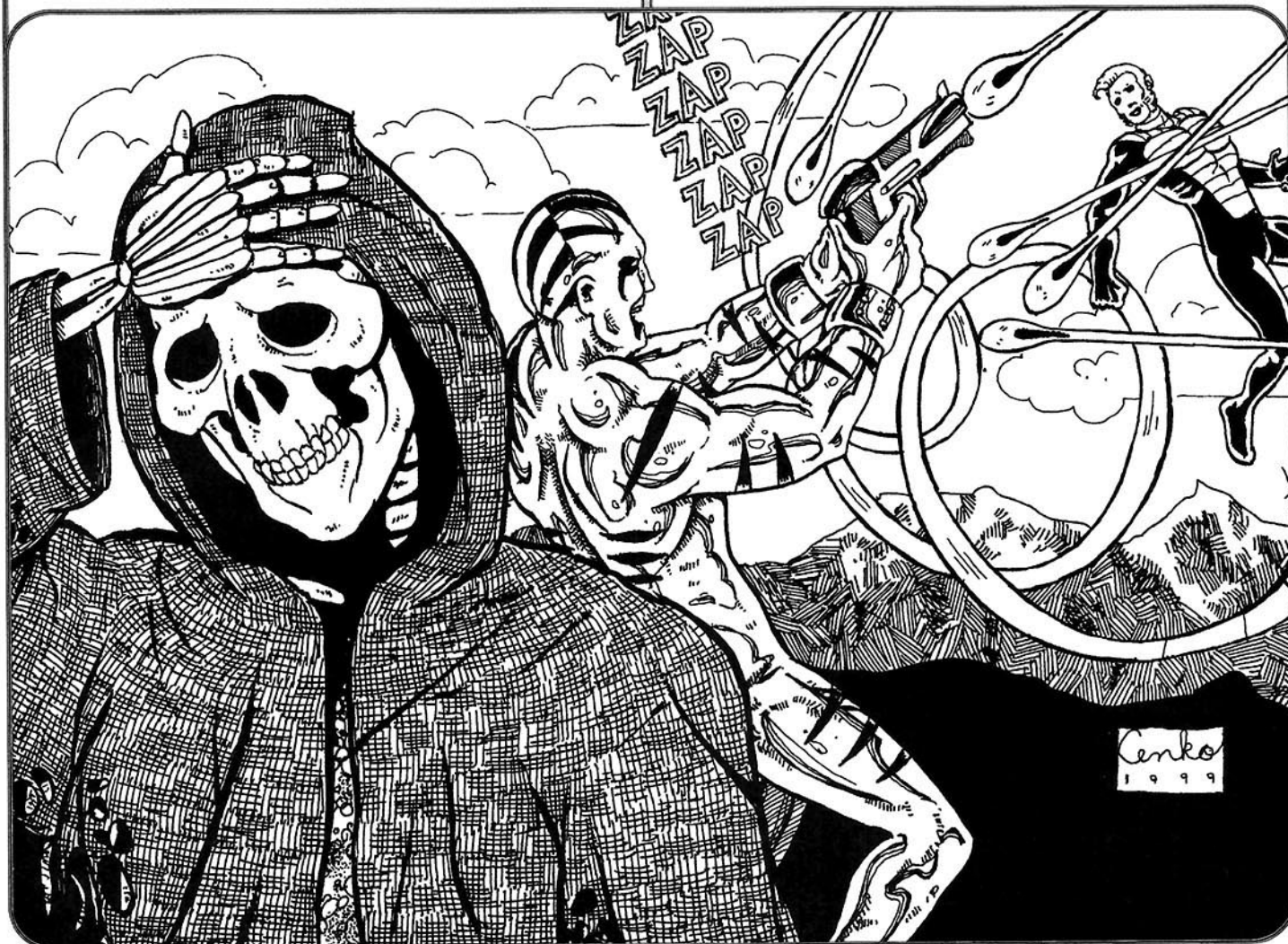
This bonus allows a Power to increase its Range. A Power that normally has a Range of Touch or Self will possess an effectively Normal Range. A Power with a Range of Normal or +3 is increased by +4 for each +1 Factor Cost.

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 it's APs were above the AP level of Dispersal (Dispersal adds to RV). If the APs of the Trans-Dimensional Power are above 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.





WOULD YOU
LIKE TO KISS ME
ERIK?



SURE THING
BABY!



THAT'S WHAT
YOU GET FOR
SHOPLIFTING
COSMETICS
MY DEAR.

T.Coe '99

Chapter VI:

LIMITATIONS

Removing Limitations

To remove a Limitation, reference the Factor Cost of the Power without the Limitation on the Increasing Attributes Chart at the Power's current AP level. The Character must pay Hero Points equal to twice that amount. Taking new Limitations on old Powers does not give Hero Points to the Character. For example, 'Lectricman has purchased Lightning (FC: 3) with the "No AV" Limitation (-1 FC) at 18 APs. Later on in his super-hero career, he wants to get the AV back. 'Lectricman references FC: 3 on the chart and looks at 18 APs. The value is 60. 'Lectricman must pay twice this (120 HP) to lose the Limitation.

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/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: -2

Clarification: This Limitation may only be purchased for Powers with Range.

Non-Lethal

Factor cost Modifier: -1

Use of an offensive Power normally considered Killing Combat with this Bonus is reduced to Bashing Damage, and only Bashing Damage may be caused by a Power with this Limitation. The Character may only use the Power in a non-lethal method. To 'enforce' this, all opponents receive a +1 CS Bonus to their RV against a Non-Lethal Power.

Power Always On

Factor cost Modifier: -1

Clarification: A 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.

Non-Variable

Factor cost Modifier: -1

A Non-Variable Power must always be used at maximum APs of Power. 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. Powers that are eligible to be Non-Variable must have more than 8 APs. The GM has the final word on whether or not a Power may be taken as Non-Variable.

Cannot Enhance

Factor cost Modifier: -1

A Power that Cannot Enhance may not be Pushed, nor may Hero Points be spent during combat 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 HPs added to them.

Affects Non-Living Only

Factor cost Modifier: -1

This Limitation can only be given to Powers that use Dice Actions normally able to affect living targets. Plants and animals count as living. The Power now may only affect the non-living.

Time Limit

Factor cost Modifier: -1

A Power which normally lasts indefinitely, such as Invisibility or Water Freedom, may be given 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.

Lack of Control

Factor cost Modifier: -1 or greater

A Character with a Lack of Control Power does not have full control of the Power, be it due to inexperience or having a Power simply beyond the capacity to direct. This Limitation is represented by a Bonus to the opposing OV against any Dice Action taken with the Power, be it an attack or a non-combat action. If the Power is an Automatic Power, such as a movement Power, the penalty is instead applied as a negative to the users own OV. For each -1 Factor Cost, the Power is penalized by 1 Column Shift, up to a maximum of 3.

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 Dex, Mental Powers use Int, and Mystical Powers use Infl. Mental and Mystical Powers that cause Physical results may use Dex instead, and this choice is decided at time of purchase. Using an Action Attribute is a +1 CS penalty to the OV of any use, unless the Character has the Accuracy Skill (see Skills section).

No Range

Factor cost Modifier: -1

This version replaces the No Range Limitation in the Blood of Heroes rulebook. 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" that the Character uses to attack nearby targets. To reduce the range of a Power with AV to "Touch", the Character needs to purchase the "No AV" Limitation as well.



Chapter VII: POWERS

Adrenaline Surge

Link: Will
Range: Self
Base Cost: 50

Mental Power
Type: Dice (Special)
Factor Cost: 6

Adrenaline Surge allows a Character to Push a pre-selected Power 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 Power/Attribute as AV/EV, use the APs of Adrenaline Surge instead. The OV/RV is still equal to the APs of the Pushed Power/Attribute. RAPs are added to the APs of the Pushed Power/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. 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 or Power it affects. Additional Attributes and Powers may be defined at the cost of +1 FC per additional Ability. Adrenaline Surge may not be used to Push Rituals.

Alert

Link: Influence
Range: +5
Base Cost: 15

Mystical Power
Type: Auto
Factor Cost: 2

Alert sends a signal to a specified Character (who is designated when the Power is used) if/when a specified condition (also determined when Power is used) is met. No message is conveyed with the Alert, other than that the specified condition has been met. The Base Cost of 15 HP allows one condition to be set at any one time by Alert. For each 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.

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 is determined by 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
Range: Self
Base Cost: 15

Mental Power
Type: Dice
Factor Cost: 4

This Power is unchanged from Analytical Smell/Tracking Scent, except for the addition of Analytical Taste and a revision of cost. Analytical Taste allows a Character to identify an object by taste alone, following a successful Action Check using the APs of Power as AV/EV. The OV/RVs of particular tastes vary: common tastes have OV/RV of 0, uncommon tastes have OV/RV from 2 to 4, rare or masked tastes have OV/RV from 6 to 8, and unique, faint, or alien tastes have OV/RV of up to 15. Use the OV/RV side of the Universal Modifiers Table if necessary.

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 than the RV of the Action Check grants additional knowledge not normally available, "This particular blend comes from a specific region of southwestern Columbia." The original version of this power, called "Analytical Smell/ Tracking Scent" may be found on page 58 of the Blood of Heroes rulebook.

This Power may be purchased with the following Limitation: 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 can 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.

A body part may move, as long as it has Dex, and moves as many APs as it has APs of Dex, up to 4 APs. It requires a Character one Automatic Action to move all of the 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. If there are any other body parts in use, they still require a collective Automatic Action to move them.

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 Bonuses: Number of separate parts Dependent on APs of Power (+1 FC). APs of Powers may be assigned to parts (+3 FC). Detached body parts are capable of flying through the air, though they may never fly 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 Limitation: Only one Body Part may be Separated (-1 FC).

Animate Image

Link: Aura	Mystical Power
Range: Normal	Type: Auto
Base Cost: 35	Factor Cost: 7

Clarification: An animated image is allowed to have 0 APs as the value of an Attribute. At least one AP must be allocated to the Body attribute to give the image a physical form. The original version of this power may be found on page 59 of the Blood of Heroes rulebook.

Animate Shadows

Link: Aura	Mystical Power
Range: Normal	Type: Auto
Base Cost: 30	Factor Cost: 6

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 Influence, Aura, and Spirit against Mystical Attacks. The Body of a Shadow Creature is equal to its original volume in APs. The creature's Body may not exceed the APs of the Animate Shadow's 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 Str, occupies a volume equal to its original size in APs, and moves at a Speed equal to its Dex. In addition, an animated shadow creature suffers a -2 Column Shift modifier to its RV against light-based attacks. The creature is destroyed when its 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

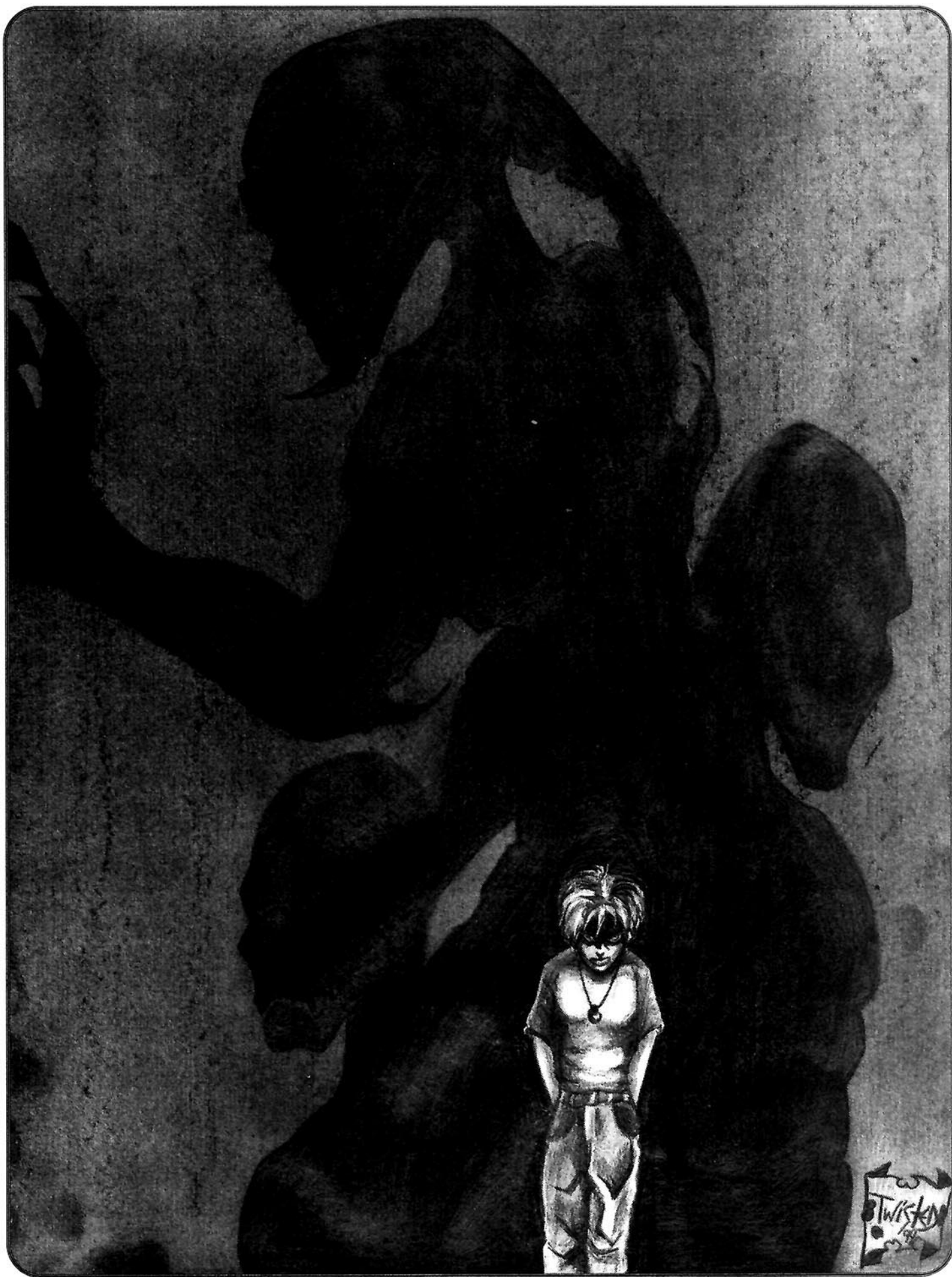
Link: Mind	Mental Power
Range: Normal	Type: Dice
Base Cost: 15	Factor Cost: 4

This Power may be purchased with the following Limitation: Only "Certain Materials" Affected (-1 FC). The material must be specified upon purchase of Attraction/Repulsion. Examples of certain materials include metal, water, glass, lint, etc... The full description of this power may be found on page 59 of the Blood of Heroes rulebook.

Cell Rot

Link: Will	Mental Power
Range: Touch	Type: Dice
Base Cost: 20	Factor Cost: 3

This Power may be purchased with the following Bonus: Can Accelerate Aging (+2 FC). The percentage of Body lost in RAPS is also the percentage of the victim's life span that



he ages. If Accelerating Aging causes RAPS greater than or equal to the victim's Body, the victim must make an "Aging Check" with original Body/Body as both AV/EV and OV/RV (roll over an 11). If RAPS are greater than current Body (after applying Last Ditch Defense), the victim acquires the Age (Old) Drawback. A victim with Age (Young) will lose the Age Drawback and will be forced to spend (the Cost of Age * 10) Hero Points at the next possible opportunity, if Aging is Permanent (see Below). A victim with Age (Old) will lose 1 AP of Str per RAP. The aging will last for as many rounds as APs of Cell Rot.

Accelerating Aging Cell Rot may be purchased with the following Bonus: Accelerated Aging is Permanent (Increases Base Cost to 40, and +2 FC).

The full description of this power may be found on page 61 of the Blood of Heroes rulebook.

Chemical Attack

Link: Str	Physical Power
Range: Normal	Type: Dice
Base Cost: 20	Factor Cost: 4

This Power allows a 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 vs. the target's Dex/Body, with RV being increased by any APs of Sealed Systems. RAPS achieved are added as APs to the OV of all subsequent Action Checks attempted by the target. In addition, the RAPS are also subtracted, as APs, from the target's OV against Physical Attacks due to disorientation from the continual pain. The effect lasts for an amount of phases equal to RAPS achieved. The effects of subsequent Chemical Attacks are not cumulative.

Color

Link: Int	Mental Power
Range: Normal	Type: Auto/Dice
Base Cost: 25	Factor Cost: 3

Color gives the user the ability to change the color of an object either temporarily or permanently. This Power can be used to alter all or part of an object's color. The tinier the area, the easier the task is, the greater the area the harder the task is. In addition, the smaller the area, the less the Character needs to concentrate. The AV/EV of the attack is equal to the APs of Color Power while OV/RV's equal the target's Body. (If the color change is to be temporary, then any RAPS gained are the APs of time the color remains changed.) If the change is to be permanent, double the OV and RV, but any positive



RAPs mean success.

Color does not change the physical makeup of the object. A safe that weighs two tons still weighs two tons if it is clear or dark. A glass of orange juice would still taste like orange juice even if it is colored red, brown, or orange. This Power cannot be used on living objects, with the exception of plants.

An object can originally be any color or color(s), but the changed color determines the difficulty of the check. If a Character was to change any colored surface to two different and distinct colors (a pattern such as camouflage or tartan) the attempt requires a +1 Column Shift penalty to the OV per each extra color added. To remove all color and turn the object transparent requires a +2 Column Shift penalty to the OV. This allows an object to be seen through like glass.

Examples: The way we interpret society is often by what we see. A Character could sneak into an NPC's office while he's not there, change the color of his desk to transparent, copy his super-secret document, change the color back, and scam. A thief could temporarily change the color of a famous painting to one solid color, knowing it would change back, and sneak the painting, worth millions, 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.

Damage Transference

Link: Will	Mental Power
Range: Touch	Type: Auto
Base Cost: 15	Factor Cost: 5

This Power may be purchased with the following Bonuses to simulate the ability to heal others: User Does Not Suffer any Risk of Injury (+3 FC) and No Time Limitation (+2 FC). The full description of this power may be found on page 63 of the Blood of Heroes rulebook.

Danger Sense

Link: Int	Mental Power
Range: Normal	Type: Dice
Base Cost: 25	Factor Cost: 3

This Power may be purchased with the following Bonus: RAPs gained may be added to the Character's next Initiative Check (+1 FC). The full description of this power may be found on page 63 of the Blood of Heroes rulebook.

Darkness

Link: Str	Physical Power
Range: Normal	Type: Auto
Base Cost: 5	Factor Cost: 7

Clarification: Thermal Vision is no longer automatically blocked but is affected the same way as Ultra Vision since the Darkness does not affect heat signatures. This Power may be

purchased with the following Bonus: Intense (+1 FC). Intense Darkness automatically blocks Thermal and Ultra Vision and becomes OV/RV against Radar Sense and X-Ray Vision. The original version of this power may be found on page 63 of the Blood of Heroes rulebook.

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 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 the character during this attack equal the APs Defensive Adaptation that will be added to the Character's RV against the same attack style in the following phases. If he continues to be attacked in the same manner, the APs of Defensive Adaptation will continue to be added 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 second attack. 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 Bonuses: Adds to Mental RV (+1 FC), and Adds to Mystical RV (+1 FC).

Example: Ragnarok has 20 APs of Defensive Adaptation with the Bonus Adds to Mental RV. He takes 8 RAPs of damage from a Freezing attack. 8 APs of Defensive Adaptation go to his RV against subsequent Cold-based attacks. Ragnarok is hit again for 5 RAPs of Freezing damage. 5 more APs of Defensive Adaptation go to his RV against Cold to equal 13. Ragnarok is damaged by a Flame attack, which does 7 RAPs. Defensive Adaptation shunts to give him 7 to his RV against Heat. Right now, Ragnarok has +13 APs to his RV vs. Cold and +7 APs to his RV against Heat. Ragnarok is hit by a punch to the jaw for 6 RAPs (Ragnarok has a Body far above 6 Aps, so he can take all this damage). 6 APs of Defensive Adaptation move from his RV vs. Cold to his RV vs. Physical Impact. Ragnarok is Psychically Blasted for 8 RAPs of Mind damage. Defensive Adaptation moves 7 APs from RV vs. Cold (reducing it to nothing) and 1 AP from his RV vs. Heat to give him +8 APs to his RV vs. Mind Attacks. Ragnarok is hit by a 3 RAP Spiritual Drain. Defensive Adaptation does nothing. Ragnarok now has +6 APs vs. Heat, +6 APs vs. Impact, and +8 APs vs. Mind, totaling 20 APs of Defensive Adaptation.



Density Increase

Link: Will **Mental Power**
Range: Self **Type:** Auto
Base Cost: 10 **Factor Cost:** 5

This Power may be purchased with the following Bonus: APs of Density Increase do not subtract from Dex (+2 FC). The Bonus is not +3 FC because every 2 APs of Density Increase reduces Dex. The full description of this power may be found on page 63 of the Blood of Heroes rulebook.

Detect

Link: Int **Mental Power**
Range: Normal **Type:** Auto/Dice
Base Cost: 10 **Factor Cost:** 3

This Power may be purchased with the following 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. The full description of this power may be found on page 64 of the Blood of Heroes rulebook.

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

Diminution

Link: Spirit **Mystical Power**
Range: Touch **Type:** Dice
Base Cost: 30 **Factor Cost:** 8

A Character with Diminution may shrink a target Character as though the target were using the Shrinking Power. A willing target may be shrunk to as many APs as Diminution. To attack an unwilling target is a quasi-Mystical attack with AV/EV equal to Dex/APs of Power against an OV/RV equal to the target's Dex/Spirit. If the target does not have a Spirit, 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 Shrinking. Diminution lasts for phases equal to the RAPs achieved. (A Character with Diminution may not shrink himself but 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 Aura/Aura against OV/RVs equal to the original APs of Diminution used. If cumulative RAPs from this Action Check equal or exceed the APs of the original Diminution attack, the opponent is back to normal. 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).

Disintegration

Link: Str **Physical Power**
Range: Touch **Type:** Dice
Base Cost: 100 **Factor Cost:** 4

Clarification: 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. The full description of this power may be found on page 66 of the Blood of Heroes rulebook.

Dismember

Link: Infl **Mystical Power**
Range: Touch **Type:** Dice
Base Cost: 70 **Factor Cost:** 7

This Power allows a Character to remove various body parts from an opponent 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 Body/Body. RAPs equal the maximum number of body parts (of any size) which may be removed from the target. RAPs scored are subtracted from the target's Physical Attributes (Dex, Str, and Body). The APs taken from the Physical Attributes are divided up among the removed appendages.

Each separate part must have at least one point of Body, minimum. Dex and Str need not be evenly distributed



between body parts. As long as a controlled 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, their wounds magically seal up, and the attack is considered Bashing damage. 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. The OV/RV of using Control on a dismembered limb equals 0/0, and Control may be purchased at -2 FC. Its sole purpose is to simply control dismembered appendages.

A target who has lost appendages may attempt to control his removed appendages by making an Action Check with AV/EV equal to his Infl/Aura and OR/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 may have had back to his total.

Dismember may be purchased with the following Bonuses: Number of separable parts Depends on APs of Power (+1 FC). Limbs controlled by the opponent may not be re-attached until the APs of time equal to the RAPs scored on the attack pass (+2 FC). APs of target's Physical Powers may be assigned to parts (+3 FC). Dismember may have the following 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 version replaces the Dispersal found on page 66 of the Blood of Heroes Rulebook. This Power allows a Character to disperse his atoms, becoming able to pass through solid objects. Each AP of Dispersal engaged by the user has the following negative effects to represent his inability to contact the Physical plane:

- One AP is subtracted from the Character's Strength (to a minimum of 0 APs) and weight.
- One AP is subtracted from the EV of each of the Character's non-energy-based Physical Powers (such as Claws or Flame Project)

In compensation, the Character may freely move through any object with APs of Body less than or equal to his APs of Dispersal, meeting no resistance whatsoever. Direct Physical

attacks originating from objects or Characters with APs of Body less than or equal to the APs of Dispersal will not contact the Dispersed Character, even if the EV of the attack is greater than the APs of Dispersal. If a Physical attack does not have a Body, use the EV of the attack. Force Fields and Shields have Body values equal to their AP values. APs of activated Density Increase are added to an object's Body Attribute in order to determine whether a Dispersed Character may contact it or not. If a Physical attack is dense enough to contact or is energy-based, the APs of Dispersal are added to the Character's RV.

Dispersal makes a Character harder to find with Radar Sense and Sonar. Any Perception Checks made with these Powers against a Dispersed Character have their OV/RV equal to APs of Dispersal activated.

A Character with Dispersal may use it as a Physical Attack by putting his hand or other extremity inside a target and then partially solidifying. This attack is dangerous to both attacker and defender; each suffering attacks with AV/EV equal to the attacker's Dex/APs of Dispersal. OV/RV for the attacker is his Body/Body, while the defender is his Dex/Body. Activated Density Increase and Dispersal will aid either Character against this attack by adding their APs to both the OV and RV.

If two Dispersed Characters attack one another, only the Character with the higher APs of Dispersal receives any modifier to his Strength and Physical Powers. This modifier equals his APs of Dispersal minus the other Character's APs of Dispersal. If both combatants have the same APs of Dispersal activated, they treat one another, as though neither had any Dispersal.

This Power may be purchased with a special Bonus: Partial Dispersal Allowed (+1 FC). This 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 solid parts of his body may be targeted with a Trick Shot by attacks which would not normally contact him. Dispersal is still added to RV against these attacks as normal. The Column Shifts for the Trick Shot vary depending on how much of the Character's body is solid (GM's Discretion). It requires an Automatic Action to become Partially Dispersed.

This Power may be purchased with the following Bonus: Physical Energy Attacks treated like standard Physical Attacks (+1 FC).

Drain Resistance

Link: Spirit	Mystical Power
Range: Self	Type: Auto
Base Cost: 30	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 equal 0.

Drain Resistance may be purchased with either of the following Limitations: Cannot Protect Against Mental Powers (-1 FC) or Cannot Protect Against Physical Powers (-1 FC).

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 6, 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 CS 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.

Energy Absorption

Link: Body	Physical Power
Range: Self	Type: Auto
Base Cost: 25	Factor Cost: 5

Clarification: Energy Absorption with the Range bonus 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 add his APs of Energy Absorption to any other Character's RV against energy attacks provided the recipient is within Range. The Power may still only be used once per phase. The original version of this power may be found on page 68 of the Blood of Heroes rulebook.

Enlarge

Link: Spirit	Mystical Power
Range: Touch	Type: Dice
Base Cost: 30	Factor Cost: 8

A Character with Enlarge may increase the size of a target Character 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. To attack an unwilling target is a quasi-Mystical attack with AV/EV equal to Dex/APs of Power against an OV/RV equal to the target's Dex/Spirit. If the target does not have a Spirit, such as a Gadget, use the target's Body as RV. Any RAPs achieved are applied as though the target was using that many APs of Growth. Enlarge lasts for phases equal to the RAPs achieved. (A Character with Enlarge may not increase his own size but 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 Aura/Aura against OV/RVs equal to the original APs of Enlarge used. If cumulative RAPs from this Action Check equal or exceed the APs of the original Enlarge attack, the opponent is back to normal. Enlarge may be purchased with the following Bonus: Target's Strength is increased by the APs of Enlarge he is affected by (+3 FC).

Extra Limb

Link: Str	Physical Power
Range: Self	Type: Auto
Base Cost: 5	Factor Cost: 4

A Character who purchases Extra Limb may also purchase a Grappling Bonus (+1 FC) which allows the Character to perform more effectively when Grappling an

opponent. The Grappling Bonus must be purchased separately for each individual Extra Limb purchased. The following changes are made after a successful Grappling Attack:

The Character now uses a "Limb Rating" AP amount, which may replace any use of Strength during a Grappling Attack. This Limb Rating includes substituting for the initial EV of the attack as well as the AV, OV and EV used against a grappled opponent and RV against breaking a grapple. In addition, Limb Rating can work against a grappled opponent's movement instead of Strength.

To calculate Limb Rating, determine which Extra Limbs the Character is using as well as if he is using his own arms (represented by the Strength Attribute) in the attack. Limb Rating starts with APs of Extra Limb or Strength, whichever is higher. Next, use the following chart for leftover Extra Limbs used in the attack, not counting an Extra Limb if it were the highest value, Strength counting as two Extra Limbs if it were not the highest value:

Leftover Limbs Used	Add APs to Limb Rating
1-2	+1
3-4	+2
5-8	+3
9+	+4

Example: Arm Man has Strength: 6, and six Extra Limbs of the following AP values: 12, 11, 8, 6, 4, and 4. He performs a Grappling Attack using all of his limbs, so Arm Man must determine his Limb Rating. The highest AP value is his Extra Limb: 12, he has five leftover Extra Limbs and his Strength. Since Strength counts as two leftover Limbs, totaling seven Leftover Limbs and a final Limb Rating of 15 APs.

Characters who have Extra Limbs with the Grappling Bonus may perform a Body Grapple maneuver. The Limb Rating is used for the initial EV of the Grapple, but any resulting RAPs cause no damage; the Body Grapple being used solely for his opponent's immobilization. As opposed to normal Grapples, any Extra Limbs (or Strength) not counted in the Limb Rating may be used to Physically attack others.

The full description of this power may be found on page 69 of the Blood of Heroes rulebook.

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.

An **Artifact** may be created using a Dice Action with both AV/EV and OV/RV equal to the APs of Fabricate used. Hero Points may be used to increase the AV/EV of this roll. Any RAPs gained in this roll may be distributed among the Attributes, Powers, and Skills (Abilities) of the Fabricated Artifact as APs, but at least 1 RAP has to go into the Body Attribute. Abilities added to a Fabricated Artifact may not have a Base Cost greater than 50, nor may the Ability have a Factor Cost greater than 7. To allow such Abilities, increase the Base Cost and Factor Cost of Fabricate to those levels when Fabricate is purchased. An Artifact that is Fabricated may not change its Abilities or re-assign its APs once it is created.

Fabricated Artifacts have Reliability Numbers of 7. RAPs may be used to lower the R# on a 1 for 1 basis. All Fabricated Doodads and Artifacts are able to be taken away. 1 RAP may be spent to cause a Fabricated Artifact to become a non-take away (capitalized) item. Attributes may not be Italicized. A Fabricated Artifact with at least 1 RAP in both the Mind and Spirit Attributes may be treated as a Pet.

Fabricated Doodads exist for APs of time equal to APs of Fabricate Power. Fabricated Artifacts exist for an amount of time in APs equal to the RAPs achieved. RAPs may be spent to increase this time on a 1 for 1 basis. The maximum number of Doodads and Artifacts a Character may have Fabricated at one time is equal to his APs of Fabricate. 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.

This Power may be purchased with the following Bonus, Allows Italicized Attributes (+2 FC).

Flame Being

Link: Str	Physical Power
Range: Self	Type: Auto
Base Cost: 10	Factor Cost: 6

Clarification: Flame Being will automatically Physically Attack objects, as well as characters, which are touched or are touching the user while the power is active. This attack has an AV/EV equal to the APs of Flame Being. This attack is automatic and does not account as an Action for the Flame Being Character. The original version of this power may be found on page 69 of the Blood of Heroes rulebook.



Flight

Link: Dex	Physical Power
Range: Self	Type: Auto
Base Cost: 10	Factor Cost: 3

Clarification: 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), use the following Limitation, Only Useable In Space (-1 FC). This may be combined with another Limitation, 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. This requires Scholar (Space Navigation/Astronavigation) 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. The original version of this power may be found on page 70 of the Blood of Heroes rulebook.

Fluid Form

Link: Body	Physical Power
Range: Self	Type: Auto/Dice
Base Cost: 75	Factor Cost: 8

This Power allows a Character to transform his entire physical form into a liquid. It takes a Character an Automatic Action to transform into and out of Fluid Form, and he cannot transform both into and out of Fluid Form in the same phase. Being in Fluid Form allows the Character to take less damage from all Physical attacks since they will essentially pass through him, or he may simply flow around them. The APs of Fluid Form are added to the Character's OV and RV against these Physical Attacks. As a liquid, he is not as strong due to his lack of cohesion, and his Strength is reduced by 1 AP per AP of Fluid Form activated down to a minimum of 0.

By flowing as a wave or just pouring himself, a Character with 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). A Character in Fluid Form that is split into two parts cannot reform until he is back together, unless he has the Split Power.

A Character in Fluid Form may attempt to smother an opponent. After a Successful combination Trick Shot Grappling attack (+2 CS to the opponent's OV) against the opponent's breathing orifices, the opponent will act as though he is drowning, until the Grapple is broken. The attacking Character may replace all instances of Strength in the Grapple with APs of Fluid Form as we are assuming the Character with Fluid Form is flowing into the breathing orifices of his opponent. Any drowning damage taken by the opponent is considered Killing Combat.

A liquid Character is not necessarily a watery liquid and may even be gelatinous or made of small granules like a creature made of sand. In Fluid Form, a Character may

move through cracks and holes in walls and other physical structures, at a speed equal to APs of Fluid Form minus the APs of Shrinking that would be required to pass through one of the holes, to a maximum of 8 APs of Speed. Water Freedom and Swimming must be purchased separately for this Power if so desired.

This Power may be purchased with a special Bonus: Partial Solidification Allowed (+1 FC). This Bonus allows the Character to solidify parts of his body while keeping the rest liquid. While partially solid, the Character does not lose any points from Strength, but APs only add to RV instead of both OV and RV. The Character may still flow as normal, but he might not be able to move entirely through cracks and holes. In addition, the solid parts of his body may be targeted with a Trick Shot, the number of Column Shifts varying depending upon how much of his body is solid (GM's Discretion).

Force Field

Link: Str	Physical Power
Range: Self	Type: Auto
Base Cost: 30	Factor Cost: 6

Clarification: Force Field with Range Bonus enables a Character to create a Force Field at a distance equal to the Range (not just around himself), and makes Force Field an Auto/Dice Power. This allows the Character to protect or entrap another Character with a "force bubble" projected at Range. Trapping an unwilling target is a Dice Action with AV equal to the Character's Dex (unless he purchases the AV Bonus) and OV equal to the target's Dex. Any RAPs means success. OV/RVs of an attempt to break free of such a force bubble would equal the Force Field projecting Character's APs of Power. While using a force bubble, the Character may not use Force Field for defensive purposes unless the power is purchased twice. The creator of a Force Field with the Can Attack Through Field Bonus may decide which side of the field may be attacked. This is helpful when using Force Field at Range to trap targets. The original version of this power may be found on page 71 of the Blood of Heroes rulebook.

Force Manipulation

Link: Will	Mental Power
Range: Normal	Type: Auto
Base Cost: 75	Factor Cost: 10

Clarification: 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 Force Manipulation object for a Dice Action. The original version of this power may be found on page 71 of the Blood of Heroes rulebook.

Force Shield

Link: Str	Physical Power
Range: Normal	Type: Auto
Base Cost: 10	Factor Cost: 5

Clarification: Even if a Force Shield is up, the Character may attack around the sides of the shield to targets in front of him. The original version of this power may be found on page 71 of the Blood of Heroes rulebook.

Friction Control

Link: Int	Mental Power
Range: Self	Type: Auto/Dice
Base Cost: 25	Factor Cost: 7

This Power can increase or decrease the coefficient of friction of anything the Character chooses to affect within the Power's Range and RAPs of volume. The Power consists of three sections: Increase Friction, Decrease Friction, and Combined Effects.

Increasing Friction:

Increasing the friction between inanimate objects is an Automatic Action. The Friction between two objects can be increased up to the APs of Friction Control. If anyone attempts to move the object, the APs of friction are added to the object's weight. The object does not become heavier; it is just tougher to move. If the APs of Friction Control being used on an object exceed its weight, the object may be "stuck" to a wall or ceiling, defying gravity. (Note: Levels of friction can be found on page 182 in the Blood of Heroes book).

Increasing Friction allows the APs of Friction Control to be subtracted from any movement powers being used by a targeted object or character. By increasing the Friction of the ground the APs of Friction Control may be added to the OV of any Vehicles (Land) skill roll to simulate an easier time turning, accelerating and decelerating. Too much increased friction can even stop a vehicle.

Friction can be increased on a target to slow or immobilize a Character who is touching the ground. The AV/EV equals APs of Friction Control, and OV/RV equal the target's Dex/Str. A target's APs of Running or Superspeed may be substituted for both OV and RV. Characters who cannot move on the ground have their Movement and Dex reduced by the RAPs achieved.

By performing a Trick Shot (+2 CS) against the air around a target, the above technique can be applied against atmospheric movement such as Flying, Jumping, Levitation, and Air Walking. The OV/RV equals the APs of the target's movement power. If RAPs are equal to or greater than the target's APs of Movement, the target is considered to be Grappled with a Str equal to the RAPs received. An Automatic Action must be spent each round to maintain Friction Increase on a target.

APs of Friction Control may be added to the AV of

Climbing and Grappling attempts as well as to the EV of a Snare or Glue Power attempt.

Friction Control may be purchased with the Fine Control Bonus (+1 FC). Fine Control allows the Power user to attack the insides of a target, increasing friction to the level where the heart cannot beat, blood cannot flow, or oxygen in the target's lungs ceases to move. RAPs resulting from use of Fine Control are applied as Killing Combat damage. In addition to this, Fine Control allows the manipulation of air molecules without a Trick Shot.

Decreasing Friction:

The APs of Friction Control may substitute as movement (maximum 8 APs) as long as the Character is in contact with a solid surface to skate upon. APs of Friction Control are subtracted from the AV of Climbing and Grappling attempts made against a Frictionless surface or Character. In addition, the APs of Friction Control may also be subtracted from the EV of a Snare or Glue Power attack.

By decreasing Friction of the ground, APs of Power are added to the OV of any Vehicles (Land) skill roll to simulate a tougher time turning, accelerating, and decelerating. If friction is decreased on an inanimate object or the surface it rests on, the effective weight of the object is decreased by the APs of Friction Decrease. If the APs of Friction Decrease exceed the weight of the object (in APs), the object becomes effectively frictionless and slides in the direction of any slope it is on or remains in motion in a straight line if moving on a level surface. Any Character attempting to pick up (or otherwise grip) an object affected by Friction Decrease that has no gripping surfaces, such as a handle, can do so as an Automatic Action if their Dex exceeds the APs of Friction Decrease. Otherwise, it requires an Action Check with AV/EV equal to Dex/Dex and OV/RV equal to the APs of Friction Control used.

Friction can be decreased on a target Character, where APs of Friction Control are AV/EV against the target's OV/RV of Dex/Dex or the APs of targets ground movement (Running or Superspeed if in use). APs of Joined or Cling that the target has may be used to increase the RV. RAPs received reduce Dex and Movement, and the target may fall down. If the affected target is standing on a slope, he will slide uncontrollably downhill. The Power User must spend an Automatic Action each round to maintain Friction Decrease on a target. Standing in an area of reduced Friction may require using an Automatic Action (GM ruling).

Characters who are moving on (walking, running, Running Power, Superspeed) a surface with Decreased Friction will automatically be attacked in the fashion detailed above. If the RAPs scored exceed the targets Dex or APs of Movement Power, he will continue moving in the same direction and at the same speed as before the attack, unable to alter his course or speed. As a result, he may end up performing an unnecessary Charging Combat Maneuver into a wall or other object. This effect lasts until the targeted Character moves out of range.

Effects of Both:

Either effect of this power may be used as the AV/EV of a Physical Attack against mechanical gadgets with any modifiers by the GM to represent belts slipping, gears seizing, etc.

A Character entering an area of altered Friction unaware is Physically attacked with AV equal to RAPs of Friction Control and EV equal to Movement Speed (normally 4) with OV/RV equaling the target's Dex/Weight, to simulate tripping (increased friction) or slipping (decreased friction).

Friction Control may be purchased with the following Limitations: Friction Increase Only (-1 FC) and Friction Decrease Only (-2 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. Any person or object touched by, or touching a Character with Frostbite incurs a Physical attack with AV/EVs equal to APs of Frostbite. This form of attack does not take away any actions from the Character with Frostbite. 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, chills the air so much that characters 3 APs away can feel the air cool off. APs of Power may substitute as EV for a hand-to-hand attack.

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 CS penalty against fire or heat-based attacks. Characters who have both Frostbite and Icing do not suffer from a -4 CS penalty vs. heat-based attacks, only a -2 CS penalty.

Glue

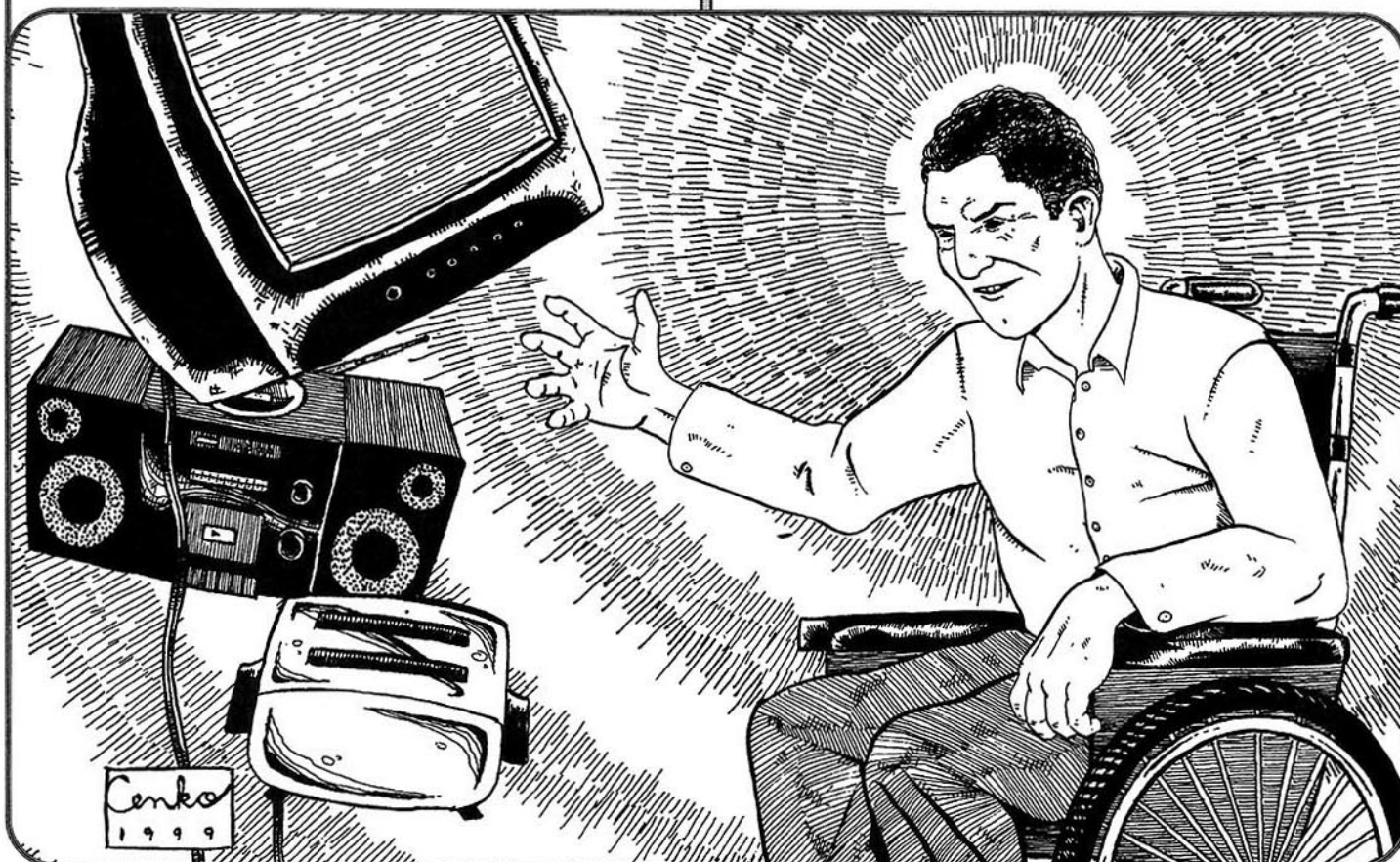
Link: Str	Physical Power
Range: Normal	Type: Dice
Base Cost: 20	Factor Cost: 4

The Base Cost and Factor Cost of the Glue Power have been changed. The original version of this power may be found on page 72 of the Blood of Heroes rulebook.

Growth

Link: Str	Physical Power
Range: Self	Type: Auto
Base Cost: 35	Factor Cost: 10

Clarification: 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 make Sweep hand-to-hand



attacks, and one with at least 10 APs may make 1 AP Area hand-to-hand attacks. As a Character becomes larger, he is also 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.). The original version of this power may be found on page 72 of the Blood of Heroes rulebook.

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 Character may then 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 opponent's Int/Mind. If an Action Check succeeds, the suggestion is carried out by the victim.

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, probably creating the same 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 carry a bomb (made by the Power user) into the victim's office; the second suggestion is that the victim will activate the bomb and leave the office; and the third suggestion is that the victim will forget everything which 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); the user then rolls to see if the victim will activate the bomb and leave the room (Similar AV/EVs and OV/RVs); and 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.

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 character's APs of icing may be added to his RV against physical attacks. The APs of Icing may also be 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.

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 who 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 creature's Dex, Str, and Body while the second number serves 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 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.

- 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

Clarification: 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. Note: The Character trapped inside the ice bubble can still suffocate (GMs should assume that the trapped target has 7 APs (eight minutes) worth of air assuming the dome is air tight).

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.

The APs of Interface act as APs of whichever Skill is appropriate to use the object/gadget at a -1 CS to the OV and RV of the action. If the Character has the Skill already, there is no penalty, and he can use the APs of the Skill instead, if they are greater than the APs of Interface. For example, when controlling a car, the user gains the Vehicles (Land) Skill, or for a rifle, 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 Gadgets (Identify) or the Scientist (Analysis) Skill as appropriate. In any case, any knowledge gained is that 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. Controlling more than one device at a time is a multi-attack.

If the object the Character is connected to takes damage, the Character may receive dangerous feedback. The RAPs of damage the object receives acts as an AV/EV against an OV/RV of the Character's Int/Mind. This is Killing Combat damage. For example, if a car takes 3 APs of Body Damage, a roll is made with AV/EV of 3/3 against the Character.

Invulnerability

Link: Body	Physical Power
Range: Self	Type: Dice
Base Cost: 5	Factor Cost: 7

Clarification: A Character with this Power is very difficult to kill although it does not make him any harder to injure. *For this effect use the Skin Armor Power). Invulnerability checks are made at any negative value to which Current Body is lowered. This requires an Action Check. If the Character has already used his Dice Action this turn, he falls unconscious until the next round where an Invulnerability roll can be made. If the Character's Current Body is lowered to or below Negative Absolute Body and the Character does not have an Action Check for that round, the Character dies, otherwise the Action Check defaults to Invulnerability. If Current Body is lowered below Negative Absolute Body but the Invulnerability Check brings the Current Body above Negative Absolute Body in that same round, the Character is still alive. Invulnerability Action Checks can be made for every combat round the Character's Current Body is at a negative value, as long as the Body does not reduce to or below Negative Absolute Body.

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. The actual impact of this Power on the life span of the Player's Character is up to GM discretion.

Invulnerability also extends the life span of the Character and can be used to check against death by aging. The APs of Invulnerability may be added to the Character's OV against all Aging attacks, such as an Accelerated Aging Cell Rot and a Reduce Age Spiritual Drain. This Power may be purchased with the following Limitation: Invulnerability is used solely to counter the affects of Aging (-5 FC).

Jumping

Link: Str	Physical Power
Range: Self	Type: Auto
Base Cost: 5	Factor Cost: 2

The original version of this power may be found on page 74 of the Blood of Heroes rulebook.

The Base Cost of the Jumping Power has been changed to 5 HP. The original version of this power may be found on page 75 of the Blood of Heroes rulebook.



Knockout Gas

Link: Body **Physical Power**
Range: Special **Type:** Dice
Base Cost: 20 **Factor Cost:** 4

This Power allows the Character to exude a terribly unpleasant gas attack that the victims can only avoid by sealing his nose or fleeing the Area Effect. The gas does not vanish until an amount of time equal to APs of Knockout Gas passes (no pun intended). A roll is made 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. All attacks with Knockout Gas are considered to have Area Effect of up to 3 APs.

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 (not Taste only) add their APs of Power to the EV. If the Analytical Smell/Tracking Scent Power was active at the time, add a -1 CS penalty to the target's OV as well. Knockout Gas: 7 against a Tracking Scent: 4, has an EV of 11.

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. This Power may be purchased with the following Bonus: Can Enter Killing Combat (+1 FC).

Mental Freeze

Link: Will **Mental Power**
Range: Normal **Type:** Dice
Base Cost: 15 **Factor Cost:** 5

The Base Cost and Factor Cost of Mental Freeze have been changed. The original version of this power may be found on page 77 of the Blood of Heroes rulebook.

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). If this is done to a vital organ or system, RAPs resulting from use of Power are applied as Killing Combat damage.

Mental Freeze may be purchased with the Coma Bonus (+3 FC) which also quadruples the Base Cost (to 60). The Coma Bonus allows the attacker to place a target in a coma. The target's APs of Iron Will, if possessed, add to the RV of a Coma attempt. 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, with both Int and Dex at 0.

A coma produced by the Coma Bonus is defined as electrical activity in the brain dwindling to nearly nothing, the mind 'hiding' in the darkest recesses of the brain. This means most attempts to reach or affect the mind, including all

Mental Powers (except Personality Transfer) used on the Coma target, have their OV/RVs increased by the RAPs earned in the initial Coma attack.

Use of Personality Transfer against a Coma victim has OV = 0 since there is no resistance to the transfer, but RAPs of Personality Transfer still have to exceed the target's Mind. A Character in a Coma cannot subconsciously combat each phase, as he normally could with Mental Freeze. If Detect is used to detect brain activity, it becomes a Dice Action with AV/EVs of Detect against OV/RVs equal to the Coma RAPs. The Coma RAPs are added to the OV/RV of any Mental Recovery Check.

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 base Body of the new object is equal to the Body of the original target metal. The Body may be reduced at no cost. By adding APs of Metal Manipulation, the Body may be increased as described above. 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 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.

Mind Drain

Link: Will **Mental Power**
Range: Normal **Type:** Dice
Base Cost: 20 **Factor Cost:** 8

Clarification: Mind Drain has a Factor Cost of 8, not 3. The Factor Cost has been changed to match the cost of the other "Drain" Powers. The original version of this power may be found on page 78 of the Blood of Heroes rulebook.



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Mind Over Matter

Link: Will	Mental Power
Range: Self	Type: Dice
Base Cost: 15	Factor Cost: 4

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 **does** count as the character's one Dice Action per phase). If the Action Check succeeds, he does not fall unconscious until the next time he takes damage. At that point, he can make another Action Check with an OV/RV equal to the new damage total to avoid unconsciousness, and so on.

Example: Katana Three (Body of 6, Mind Over Matter 13) takes 7 points of Bashing Damage. He can now make an Action Check (AV/EV of 13/13; OV/RV of 7/7) to stay conscious -- he can perform no other Dice Action during the phase (or during the next phase, if he has already acted in the current phase). Two phases later, he takes another 2 points of Bashing Damage. This time his action check to stay conscious has an AV/EV of 13/13 and an OV/RV of 9/9 (9 points total damage). If he takes another two points of damage in the next round, the OV/RV of the Mind Over Matter Action Check is 11/11, etc.

Note: 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, if Katana Three takes 7 points of Killing Damage (Current Body Condition of -1) he can remain conscious with a successful Mind Over Matter Action Check vs. 7/7. He's still dying as per the normal Killing Combat rules, but at least he's conscious.

Molecular Chameleon

Link: Will	Mental Power
Range: Self	Type: Auto
Base Cost: 75	Factor Cost: 10

Clarification: 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). The original version of this power may be found on page 79 of the Blood of Heroes rulebook.

The Base Cost and Factor Cost of Mystical Freeze have been Changed. The original version of this power may be

Mystic Freeze

Link: Aura	Mystical Power
Range: Normal	Type: Dice
Base Cost: 20	Factor Cost: 5

found on page 80 of the Blood of Heroes rulebook.

This Power may be purchased with the following Bonus: Partial Paralysis (+1 FC). Power can be used on specific parts of target's body (brain, heart, left arm, etc). If this is done to a vital organ or system, RAPs resulting from use of Power are applied as Killing Combat damage.

Mystic Freeze may be purchased with the Sleep Limitation (-1 FC). Mystic Freeze does not hold the target fast, but instead induces a deep sleep-like condition. The target may still attempt to break the Mystic Freeze as normal, but now he may also be awakened if he takes 1 or more RAPs of damage. The APs of Mystic Freeze are the maximum amount of phases that the deep sleep lasts, after which the Character will awaken and the Mystic Freeze ends.

Neutralize

Link: Will	Mental Power
Range: Normal	Type: Dice
Base Cost: 25	Factor Cost: 4

Clarification: An attack to negate a target's Power requires an Action Check with an AV/EV equal to APs of Neutralize and an OV/RV equal to the target's APs of the Power to be negated. The original version of this power may be found on page 80 of the Blood of Heroes rulebook.

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 kinds of powers Obscure affords is 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 its area of effect.

Omni Power

Link: Special	Special Power
Range: Varies	Type: Auto
Base Cost: 500	Factor Cost: 10

Omni-Power may be purchased with a Skills Only Limitation. This reduces Base Cost to 150. The original version of this power may be found on page 81 of the Blood of Heroes rulebook.



Paralysis

Link: Str **Physical Power**
Range: Normal **Type:** Dice
Base Cost: 15 **Factor Cost:** 5

Clarification: The Base Cost and Factor Cost of Paralysis have been changed. The original version of this power may be found on page 81 of the Blood of Heroes rulebook.

This Power may be purchased with the following Bonus: Partial Paralysis (+1 FC). Power can be used on specific parts of target's body (brain, heart, left arm, etc). If this is done to a vital organ or system, RAPs resulting from use of Power are applied as Killing Combat damage.

Petrification

Link: Infl **Mystical Power**
Range: Touch **Type:** Dice
Base Cost: 30 **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 Petrification, while the OV/RV of the target is equal to his Dex/Body. If he chooses to do so, the target may use his Body APs as OV against a Petrification attack.

If a target is hit, he becomes a stone-like statue. The target's Dex is reduced to 0, and his Initiative is reduced accordingly. The target may not move as well. In addition to these effects, the target's APs of Body is changed to 9, the Body of stone. His OV/RV against Physical attacks is now 9/9 for all intents and purposes until Petrification wears off.

A petrified target is a statue for an amount of time equal to RAPs achieved on the Petrification roll. A petrified target may attempt to change back to normal through an Action Check with AV/EV equal to his Aura/Aura, Spirit/Spirit, or Body/Body (target's choice) against OV/RVs equal to the RAPs of Petrification used. If cumulative RAPs from the Action Check(s) equal or exceed the RAPs achieved against the target, the target turns back to normal. Cumulative Petrification attacks against a petrified target have no effect.

This Power may be purchased with the following Bonuses: Partial Petrification (+1 FC). Petrification can be used on specific parts of the opponent's body (brain, heart, left arm, etc). If this is done to a vital organ or system, RAPs resulting from use of Petrification are applied as Killing Combat damage.

Petrification may also be purchased with the following 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 Body must not exceed the RAPs received on the attack plus the target's Body, or drop below 1 AP.

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.

Recall

Link: Mind **Mental Power**
Range: Self **Type:** Auto/Dice
Base Cost: 5 **Factor Cost:** 1

This version of Recall replaces the version of Recall on page 84 in the Blood of Heroes Rulebook. 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 when 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.

Regeneration

Link: Will **Mental Power**
Range: Self **Type:** Auto
Base Cost: 25 **Factor Cost:** 8

Regeneration normally incorporates Body, Mind, and Spirit. This Power may be purchased with a special -1 FC Limitation for each Attribute that Cannot be Regenerated.

The full description of this power may be found on page 85 of the Blood of Heroes rulebook.

Sealed Systems

Link: Body **Physical Power**
Range: Self **Type:** Auto
Base Cost: 5 **Factor Cost:** 4

Clarification: The duration of this Power is now equal to the AP rating plus 4. The full description of this power may be found on page 85 of the Blood of Heroes rulebook.

Scramble

Link: Will **Mental Power**
Range: Touch **Type:** Dice
Base Cost: 50 **Factor Cost:** 5

This Power randomizes the effects of a target's Power. It may also be used on a target's Strength and the Powers possessed by a Gadget/Artifact. 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 Power. If the Check is successful, the target Power is Scrambled. The GM must immediately 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 it is used, and do not re-roll for subsequent uses. A Power that does not get 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 powers which must be recovered, scramble powers automatically return to normal a length of time (in APs) equal the RAPs scored on the attack. Gamemasters are encouraged to adjust the table to their own liking, though it is currently statistically balanced.

A target's 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 Power by making an Action Check with AV/EV both equal to either the Link Attribute of the Power or the original APs of the Attribute in question, and OV/RV equal to the current APs of the Power. If the roll is successful, the RAPs indicate the number of phases the Character can normally use his Scrambled Power.

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, the effect is applied once and duplicate rolls are added together, if possible, or ignored if they cannot be.

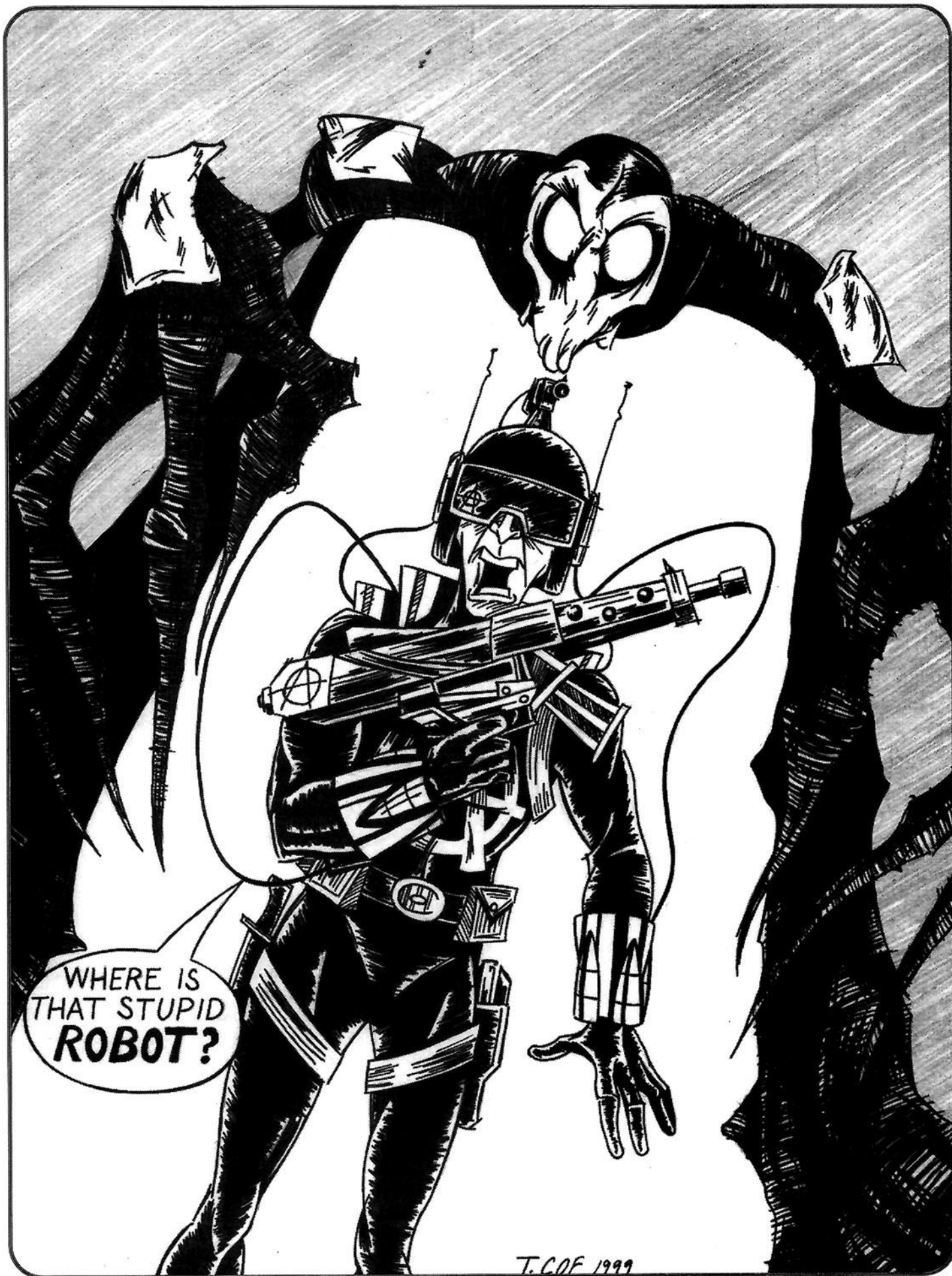
Scramble can be purchased with the Overload Bonus (+2 FC). RAPs scored on an Overloaded Scramble attack may be added to APs of the targeted power for the duration of the Scramble to "enhance the effect".

Scramble can be purchased with the Choice Bonus (+2 FC) which doubles Base Cost as well. The Scramble user may select the effect of his Scramble from the chart.

Scramble Effect Chart

Roll	Effect on Target Power
2	-2 CS to RV of Offensive Power or +2 CS to RV of Defensive Power or -2 CS to OV of Offensive Power or +2 CS to OV of Defensive Power or +2 CS Strength
3	Works normally (No Effect)
4	RAPs added to APs of Power
5	Acquires Fatiguing Limitation, if it has Fatiguing, it loses the Limitation
6	Ranged Power now has 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 Powers acquire the Explosive Radius Bonus
9	Acquires Time Limit Limitation with limit = 1d10 APs
10	+2 OV to AV of Offensive Power (even if using Accuracy or Dex), -2 CS to OV of Defensive Power, -2 CS Strength
11	RAPs subtracted from APs of Power
12	+2 CS to RV of Offensive Power or -2 CS to RV of Defensive Power or -2 CS Strength
13	Offensive Power affects user. Defensive Power affects nearest Character, SN
14	Functions at Half APs (Round Down)
15	Acquires Always On Limitation as per effect #7 or SN. 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	Power does not work at all, Str = 0.
19	Roll twice on this chart, ignoring rolls of 19 and 20
20	GameMaster's Discretion or Roll three times ignoring rolls of 19 and 20.

SN = If Strength is the target of the Scramble power; it is affected as though by Neutralize Power (RAPs subtracted from APs of Scrambled Power)



Cumulative attempts to Scramble the same Power have no further effect. The user of Scramble may cancel the Scramble at any time.

Self-Link

Link: None	Special Power
Range: Self	Type: Auto
Base Cost: +50	Factor Cost: N/A

Clarification: 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.

Self Manipulation

Link: Dex	Physical Power
Range: Self	Type: Auto
Base Cost: 75	Factor Cost: 10

Clarification: A Character may use his own Dex and Str in a Self Manipulated form, but if he derives those Attributes from the Power, the APs of Self Manipulation substitute, not add. The idea behind this Power is that the Character becomes relatively simple objects or gadgets; a Player whose Character has this Power should be able to describe the object being turned into.

Shouting

Link: Aura	Mystical Power
Range: Special	Type: Dice
Base Cost: 20	Factor Cost: 3

Shouting gives its user (the Shouter) 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 a 2 APs. If the user possesses the Super Ventriloquism Power, the APs of that Power may substitute for APs of Range in a Shouting Attack..

To Shout, the Shouter makes an Action Check against the target's Infl/Spirit (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 Shouter 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 Aura/Spirit, 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.

Snare

Link: Str	Physical Power
Range: Normal	Type: Dice
Base Cost: 20	Factor Cost: 3

By making a Trick Shot at +2 CS, the user of this power may strangle the target by wrapping the snare around the victim's neck. The APs of Snare are cross-referenced with the target's body on the Result Table to determine damage. This attack is considered killing combat. Characters who are immune to strangulation (i.e. don't breath, Life Support Advantage, No Vital Areas Advantage, Sealed Systems Power) are not effected by this attack.

This Power may be purchased with the following Bonus, 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 attack. Any Characters so entangled receive a -1 CS to OV bonus to any Action Checks used to free themselves.

Snare may also be purchased with one of the following Bonuses: Tightening (+1 FC). All RAPs applied to the Tightening Snare are also caused to the Character trying to escape.

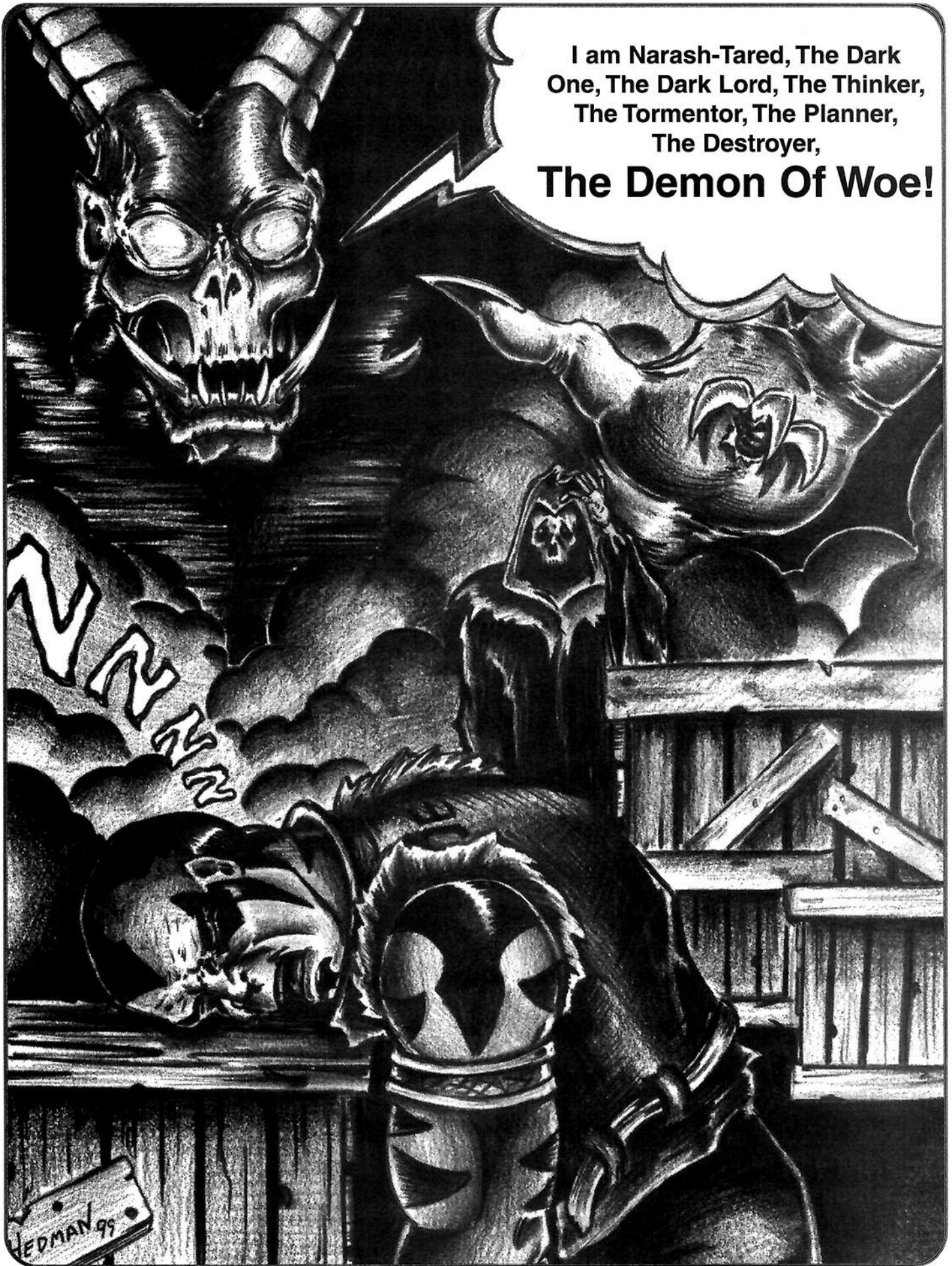
Sound Nullify

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 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.

I am Narash-Tared, The Dark
One, The Dark Lord, The Thinker,
The Tormentor, The Planner,
The Destroyer,
The Demon Of Woe!



Speak With Animals

Link: Int **Mental Power**
Range: 1 AP **Type:** Auto
Base Cost: 5 **Factor Cost:** 2

Clarification: 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. The APs of Power may equal the AV and EV of any Interrogation-style Attempts, but the Int/Mind of the Animal is the OV/RV, as opposed to 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 bored with the Character or forgets what information it is discussing.

Responses from animals could include, "Food," "Hungry," "Eat," "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, so you must share your food with me before I will tell you what you want," and "You're ugly! What happened to your fur?," are probably not the responses that Characters are looking for.

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). No

AP Loss per Split doubles the Base Cost (100) and increases the Factor Cost (+3 FC). No Reduction of Attributes upon Split Death also doubles the Base Cost (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 Duplicate (-2 FC). The Game Master has complete control over duplicate beings. This Limitation should be consulted with the Game Master before it is purchased.

Split may also be purchased with the following Bonus:
 AP Loss per Split follows the following Chart (+1 FC):

Split AP Loss Table

Split APs	AP Loss
1	-1
2-3	-2
4-7	-3
8-14	-4
15-29	-5

Spiritual Drain

Link: Aura **Mystical Power**
Range: Touch **Type:** Dice
Base Cost: 20 **Factor Cost:** 8

Clarification: Spiritual Drain may be used to recover Spirit lost due to using the Sorcery Power.

This Power may be purchased with the following Bonus: Can Reduce Age (+2 FC). The percentage of Spirit lost in RAPS is also the percentage of the victim's life span that he de-ages. If this Power with the Bonus causes RAPS equal to the victim's Spirit, the victim must make an "Aging Check" with original Spirit/Spirit as both AV/EV and OV/RV (roll over an 11). If RAPS are greater than the current Spirit (after applying Last Ditch Defense), the victim acquires the Age (Young) Drawback. If the victim already has the Age (Old) Drawback, he will be forced to spend (Cost of Age * 10) Hero Points at the next possible opportunity to pay off the Age Drawback (if Lowering Age is Permanent). If the victim already has Age (Young), he will gain Shrinking: 2 (Always On, Str and Weight are reduced) that is, if the young of the victim's species reduce in size.

The aging will last for as many rounds as APs of Spiritual Drain. This Power may be purchased with the following Bonus: Aging is Permanent (Increases Base Cost to 40, and +2 FC)

Stretching

Link: Dex	Physical Power
Range: Self	Type: Auto
Base Cost: 10	Factor Cost: 6

A Character with Stretching can normally make long distance Grappling attacks. A Stretcher can perform a special Crushing Squeeze maneuver, where he wraps around an opponent and then unstretches, returning to normal size (Imagine if a 1/4 mile long piece of rubber wrapping itself tightly around you. Then imagine it shrank to only 6 feet long. Ouch.) This is treated exactly the same way as a Charging Attack, except that there is no Knockback.

A Character who purchases Stretching may also purchase a Grappling Bonus (+1 FC). This allows the Stretcher to perform more effectively when Grappling an opponent. The following changes are made after a successful Grappling Attack:

The Stretcher may use Stretching as his AV and OV while engaging in hand-to-hand combat with the opponent. Unless a Grappled Character has APs of movement that are greater than both the APs of Str and Stretching 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 either the Str or Stretching (whichever is higher) of his opponent. Attempts to break the Grapple may now use the breaker's Str/Str AV/EV against the Opponent's APs of Stretching as OV/RV. If the Stretcher is breaking free, he must use Str/Str, as Stretching will not help him break away.

The Stretcher may perform a Body Grapple by wrapping his actual body around the opponent instead of his arms. As the initial Physical Attack for Grappling, instead of Str, the Stretcher uses APs of Stretching for EV. Unlike normal grappling attacks, the resultant RAPs cause no damage as the Body Grapple is just used for immobilization. As opposed to normal Grapples, the Stretcher is allowed to Physically Attack others instead of just the opponent with whom he is Grappled.

Superspeed

Link: Dex	Physical Power
Range: Self	Type: Auto/Dice
Base Cost: 25	Factor Cost: 8

This version of Superspeed replaces the Superspeed in the Blood of Heroes Rulebook found on page 91.

The APs of Superspeed can do the following:

- Substitute for Movement
- Substitute for Dex and/or EV
- Add to Initiative
- Subtract from task performance time
- Substitute for Perception AV/EV

A Character with Superspeed has the ability to move and react very quickly. APs of Superspeed may be substituted each phase for the Character's movement speed. Superspeed does not add to the Character's movement speed but rather replaces the Character's original movement speed. For example: A Character with 20 APs of Superspeed added to 4 APs of standard movement speed moves at 20 APs of Superspeed added to 4 APs of Standard movement speed moves at 20 APs instead of 24 or 21 APs (using AP addition). This is the equivalent of have the Running Power.

To simulate quick reflexes, the APs of Superspeed may be substituted each phase for the Character's Dex attribute, the Character's hand-to-hand EV in combat, or the APs may be split (not necessarily evenly) for both Dex and EV in a phase. Splitting the APs of Superspeed among Dex and EV should only be done if the split values are greater than the current values. For clarification, substitution means that the Superspeed APs **replace** (they are **not added**) the Character's Dexterity and/or EV values, the original values having no effect on their new ratings. When substituting for Dex, the APs of Superspeed are used for all of Dex's abilities. This means that Superspeed replaces AV and OV for that phase, but the change in Dex *does not affect Initiative* because the decision to add APs to Dex comes after Initiative is rolled. If Martial Arts are being used to replace EV, use the higher AP rating of Martial Arts or Superspeed.

Always add all of the APs of Superspeed to the total when calculating Initiative, unless using Multiple Dice Actions (as defined below). Remember that substituting Superspeed for Dex does not add to the Character's Initiative, unless the optional Ability 1, Enhanced initiative is used. The Character's initiative is always determined by the Character's Original Dexterity score, plus Intelligence, Influence, and the APs of superspeed (plus any Martial Arts and Lightning Reflex bonuses).

Subtract the APs of Superspeed from the time (in APs) necessary to perform any task. If it takes 13 APs in time to perform a task, a Character with 8 APs of Superspeed does this in 5 APs of time ($13 - 8 = 5$). With Gadgetry, subtract APs of Superspeed from the time it takes to create a gadget, just like performing any other task. Hero Points for building the Gadget(s) can be spent by anyone who is going to end up as the Gadget's owner. It is up to the GM as to whether Superspeed affects the Occultist Subskill, Create Artifact, because magic may require actual time to work with parts.

Because a speedster can observe more within a short amount of time, the APs of Superspeed can become the AV or EV for Perception Checks.

Superspeed Tricks: Vibrating through solid objects is not an aspect of Superspeed and requires the Dispersal Power. Superspeed healing requires the Regeneration Power. Creating a tornado or whirlwind cannot be created through the use of a movement power, be it Flight or Superspeed, and requires the Air Control Power. For each individual aspect of the Air Control Power that the Speedster (or any Character for that matter) does not desire, it is a -1 FC Limitation.

Going fast enough to break the time barrier requires the Time Travel Power with the following Limitation : The Speedster must have 25 APs or more of Superspeed to travel through time. This reduces the Base Cost of Time Travel to 250 Hero Points. Invisibility, afterimages, sonic booms, running on water and on walls are covered in the Combat Situations section.

Note: Superspeed does not affect a Multi-Attack Combat Maneuver. Superspeed does not reduce any of the penalties that performing a Multi-Attack imparts. This is because Superspeed can substitute for Dex (AV/OV) or EV. That fact, in itself, is how Superspeed will affect performing a Multi-Attack.

Optional Superspeed Ability 1, Enhanced Initiative: Another optional ability of Superspeed is Initiative substitution. If absolutely no other Superspeed aspects are to be used in this phase (Character decides not to move fast, nor does he substitute APs for Dex and/or EV, or for Perception) then the character can add his APs of Superspeed multiplied by 2 to initiative, instead of just the standard APs added to Initiative. This simulates allowing the speedster to focus on his mental and mystical powers and attributes. GMs may easily allow or disallow this second aspect at no adjustment to the Cost of Superspeed.

Optional Superspeed Ability 2, Multiple Actions: A Character with Superspeed can perform more than one Dice Action (or gain an additional Automatic Action) per phase. This must be declared before any rolling Initiative, and the Character may not add his Superspeed to his Initiative this phase. All extra actions take place on the characters turn.

To determine how many Automatic Actions the Character can perform, the Player declares he is using Superspeed and makes an Action Check, with the AV/EV and OV/RV equal to the APs of his Superspeed (He has to roll an 11 or higher.) Any positive RAPs are the total number of Automatic Actions that can be performed in that phase, with a minimum of the standard two Automatic Actions. Hero Points may be spent to increase the Character's AV/EV for this roll. If there are no positive RAPs, then something has happened to preclude the Character from performing multiple actions. The Character may still make the usual single Dice Action and two Automatic Actions for that phase, even if the Result Table yielded an 'N', and they may use other aspects of Superspeed in this phase (except Initiative adding).

Two of the earned Automatic Actions can be substituted for one Dice Action, but at least two Automatic Actions must stay as Automatic Actions (the two basic Automatic Actions given to each Character each phase). Absolutely none of the other aspects of Superspeed (Initiative adding, substituting Dex and/or EV, substituting movement) can be used in any additional Dice Actions if more than one Dice Action is achieved Superspeed. This is because having multiple Dice Actions actually represents Superspeed being used. Allowing Multiple Actions increases Superspeed's Base Cost by +25 Points to 50 Hero Points and increases Superspeed's

Factor Cost by +2 to 10.

Example of Superspeed Substitution: Fastman has Dex: 9, Str: 7, Body: 6, and Superspeed: 18. Without using Superspeed, Fastman's generic AV/EV is 9/7 and OV/RV is 9/6. Fastman substitutes all of his Superspeed for his Dexterity. For this phase, his AV/EV is 18/7 and his OV/RV is 18/6. Fastman has a very good chance at hitting someone and getting Column Shifts, as well as having a good chance at not getting hit.

The next phase, Fastman substitutes all of his Superspeed for his EV. His AV/EV is 9/18 and his OV/RV is 9/6. If he lands a punch, he'll do a lot of damage. His third phase, Fastman splits his Superspeed between his Dex and EV. He gives 10 to his Dex and 8 to his EV. His AV/EV is 10/8 and OV/RV is 10/6. On his fourth combat phase, Fastman splits his Superspeed again but decides to give 11 to his Dex. Since he has 7 APs of Superspeed left over and already has a 7 for Str, he intelligently uses this extra 7 in his Dex, giving him AV/EV 18/7, OV/RV 18/6.

Suspension

Link: Will
Range: Self
Base Cost: 5

Mental Power
Type: Auto
Factor Cost: 1

Clarification: Suspension allows aging at a slower rate, but is not normally a defense against an aging attack. This Power may be purchased with the following Bonus: Aging Defense (+4 FC). APs of Suspension can be added to the Character's RV against Aging attacks to slow down the effects.

Systemic Antidote

Link: Body
Range: Self
Base Cost: 5

Physical Power
Type: Auto
Factor Cost: 4

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). See Chapter 10: Game Situations for more information about Aging.



Time Control

Link: Will	Mental Power
Range: Normal	Type: Auto/Dice
Base Cost: 250	Factor Cost: 10

This Time Control replaces the Time Control found on page 93 in the Blood of Heroes main rulebook. 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 Accelerate Aging. 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 to Reduce Age. 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 wishing to mimic 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 flows 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 135, Blood of Heroes main book), 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 Dex/Will. 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 cannot move 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. Characters with Superspeed, Time Travel, Time Control, or Continuum Control may substitute that Power's APs instead of Dex.

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).

Transform

Link: Aura	Mystical Power
Range: Touch	Type: Dice
Base Cost: 45	Factor Cost: 10

Transform allows the user to transform a target Character into an animal of the user's choice. Transform works as though the target is using the Shape Change Power. AV/EV of the Dice Action equals APs of Transform, and OV/RV equals the target's Infl/Spirit. The transformation is automatic if the target is voluntary. Any successful RAPs cause the target to transform for APs of time equal to RAPs achieved. Adding cumulative RAPs for a longer Transformation does not work. This Power will not work on the user himself, who requires Shape Change to transform.

A Transformed target may attempt to change back to normal through an Action Check with AV/EV equal to his Aura/Aura against OV/RVs equal to the original APs of Transform used. If cumulative RAPs from this Action Check equal or exceed the APs of the original Transform attack, the opponent is back to normal.

This Power may be purchased with the following

Bonus: Target does not have use of Powers while Transformed (+3 FC). This Power may be purchased with any of the Limitations that Shape Change has, at the same FC adjustments.

Two Dimensional

Link: Dex	Mental Power
Range: Self	Type: Auto
Base Cost: 75	Factor Cost: 6

This version of Two Dimensional replaces the Two Dimensional in the Blood of Heroes Rulebook on page 94. Two Dimensional allows the Character to become a two-dimensional figure. He may move along surfaces as though he were a shadow at normal (or enhanced through another Power) movement rates. Two Dimensional makes a Character immune to all Physical attacks that can cause Knockback (forceful results) which are rated at an AP value lower than the Character's APs of Two Dimensional. If the attacker has and is using Two Dimensional as well, the attacker's APs of Two Dimensional are subtracted from the target's APs of Two Dimensional to determine if the attacker's Physical attack goes through.

Two Dimensional does not protect against Mental or Mystical (including Mystically-Linked) attacks, nor Physical attacks of gas or radiation (such as Fog or Flash). When viewed from the side, the Character is treated as though he has the Invisibility Power (Sight Only) rated at APs of Two Dimensional. Characters using Two Dimensional look like flat pictures. Two Dimensional Characters can still attack/affect Three Dimensional (3D) Targets.

Two Dimensional may be purchased with the following Limitation: Cannot Attack 3D Targets (-1 FC).

Vibe

Link: Str	Physical Power
Range: Normal	Type: Dice
Base Cost: 20	Factor Cost: 4

Claification: 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 opponent 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. GMs who want to disallow this power should reduce the cost of the power to Base Cost: 15, Factor Cost: 3.





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Chapter VIII: SKILLS

Powering Skills

If a Player wishes to purchase a Skill and consider it as a Power for his Character, this is -5 Hero Point Limitation to the Base Cost of the Skill, to a minimum of 0. The Skill is now no longer considered a Skill; and 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. The Powered Skill is in the same Power category as its Link Attribute.

Example: Purchasing the Charisma Skill as a Power changes its Base Cost from 20 to 15 HP, and it is now considered a Mystical Power.

Accuracy

Link: Dex	Skill
Range: Self	Type: Dice
Base Cost: 5	Factor Cost: 7

The Accuracy Skill has four Subskills: **Physical**, **Mental**, **Mystical**, and **Perception**. Accuracy is used to replace the AV of Ranged Offensive Powers only. It is not used to replace Dexterity for hand to hand attacks, like Martial Artist. Any Offensive Power, such as Energy Blast, may be purchased without AV as a -1 FC Limitation (see Limitations). A Power with the No AV limit uses the Character's appropriate Action Attribute as the AV for attacks with that Power at a +1 CS penalty to OV (Dex for Physical, Int for Mental, Infl for Mystical). However, having the Accuracy Skill allows Characters to substitute their APs of Accuracy for their AV or their appropriate Action Attribute at no penalty.

The APs of each Category Subskill (Physical, Mental and Mystical) may be used as the AV for the corresponding Category of Attack. Energy Blast uses the Physical Subskill, while Mystic Freeze requires the Mystical Subskill. Certain Powers (GM judgement), such as Bomb, are exempt from this skill since the AV is dependent upon intensity of the blast. Each Accuracy Subskill (Physical, Mental, and Mystical) is useable for all Powers under that category.

The Perception Subskill utilizes Accuracy to substitute as either the AV or the EV for any Perception Check. This represents the ability to focus on distant or moving targets without using Telescopic Vision or a similar Power. This is good for clearly reading license plates of moving vehicles or noticing specific people in a crowded area. This works well with the Sharp Eye Advantage and can also represent a Character who has honed his senses to be extra sensitive and alert.

Unskilled use of Accuracy defaults to the standard Int/Wil for Perception Checks, while Powers that do not have AVs of their own use the appropriate Action Attribute with a +1 CS penalty to the OV of the Action Check. There is no penalty to using a Power if the Power has an AV value. If the GM chooses to not include this Skill in his campaign, he should use the appropriate Action Attributes as AV without the +1 OV penalty.

Not taking the Perception Subskill is a -1 FC Limitation. Not taking a Category Subskill (Physical, Mental or Mystical) is a -2 FC Limitation. Taking a Category Subskill solely for one specific Power (such as Lightning) is a -1 FC Limitation to that Category Subskill (Physical). Such a purchase does not require the other two Category Subskills (Mental and Mystical) and the Perception Subskill, effectively reducing the FC of Accuracy to 1.

Example: Captain Man purchases Energy Blast at 6 APs, with the -1 FC limitation of "No AV". The Captain purchases Accuracy (Energy Blast): 9. Accuracy was only taken to aim his Energy Blast, so removing the Mental, Mystical, and Perception Subskills brings the FC of Accuracy to 2. Removing 1 more FC to make Accuracy "Energy Blast Specific" reduces Accuracy to a final Factor Cost of 1.

Captain now has an AV of 9 when firing his Energy Blast. Had he not purchased Accuracy, he would have had an AV of 8 APs (his Dex) and suffered a +1 CS penalty to OV for being unskilled. If Captain 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.

Acrobatics

Link: Dex	Skill
Range: Self	Type: Dice
Base Cost: 5	Factor Cost: 7

The Climbing Subskill has a new factor, **Breakfall**. If a falling Character has the Climbing Subskill, his APs of Acrobatics may be used as his OV against damage from falling.

The **Gymnastics** Subskill also has a new ability, **Leaping**. A Character with Gymnastics can now 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, OV/RV equals APs of Distance * 2. Leaping Unskilled is AV/EV equal to Dex/Dex, OV/RV equal to Distance * 2, plus a +2 Column Shift penalty on both OV and RV. A GM should be cautious and judgmental in the distances that a Character with Gymnastics should be allowed to leap.

A major problem with this idea is that just achieving 1 RAP on a Push would send an Olympic athlete several yards beyond the world record when, in reality, getting a couple of extra inches is considered an awesome performance.

Example: Leaping over a 3 AP Chasm is OV/RV equal to 6/6.

Artist

Link: Infl	Skill
Range: Self	Type: Dice
Base Cost: 5	Factor Cost: 9

The Artist Skill has a new Subskill, **Graphic Designer**. A Graphics 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, as well as having knowledge of the use of hardware including scanners, light pens, 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 -1 AP Bonus to the OV of any attempts of Research (see Scientist) through the use of Computers and the Internet. Graphics Design is a +1 FC Subskill of Artist. Purchasing Artist with Graphics Design increases the Factor Cost of Artist to 9. Graphics Design may not be attempted Unskilled without Scholar (Computers).

Detective

Link: Int	Skill
Range: Self	Type: Dice
Base Cost: 10	Factor Cost: 7

Detective has a new Subskill, **Legwork**. A Character with the Legwork Subskill is trained in locating and questioning witnesses about suspects and situations. The Detective knows the appropriate phrases for talking to people and gathering information. APs of Detective may be used as the AV/EV of any Character Interaction between the Detective and a witness, as long as the Detective is attempting to glean information. A Legwork attempt is similar to an Interrogation attempt (see Charisma), except that the witness should hold no animosity toward the Detective afterwards. There is no "roughing up" involved. 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 that the witness smelled. If the witness was not harmed by the suspect/situation, he may be Suspicious or Neutral toward the Detective. Witnesses who were harmed by the suspect/situation may be very Friendly and forthcoming, or they may be too scared and Opposed to speaking. Notice the use of Attitude keywords in the previous sentences. Attitude adjustments should affect a

witness, depending upon the situation and the witness' personality.

A Detective with Legwork also 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 may serve as the AV/EV of any attempts to actually find or locate a witness, should the GM deem a roll necessary. Legwork is a +1 FC Subskill of Detective. Purchasing Detective with Legwork increases the maximum Factor Cost of Detective to 8. Legwork may be attempted Unskilled at the usual penalty.

Martial Artist

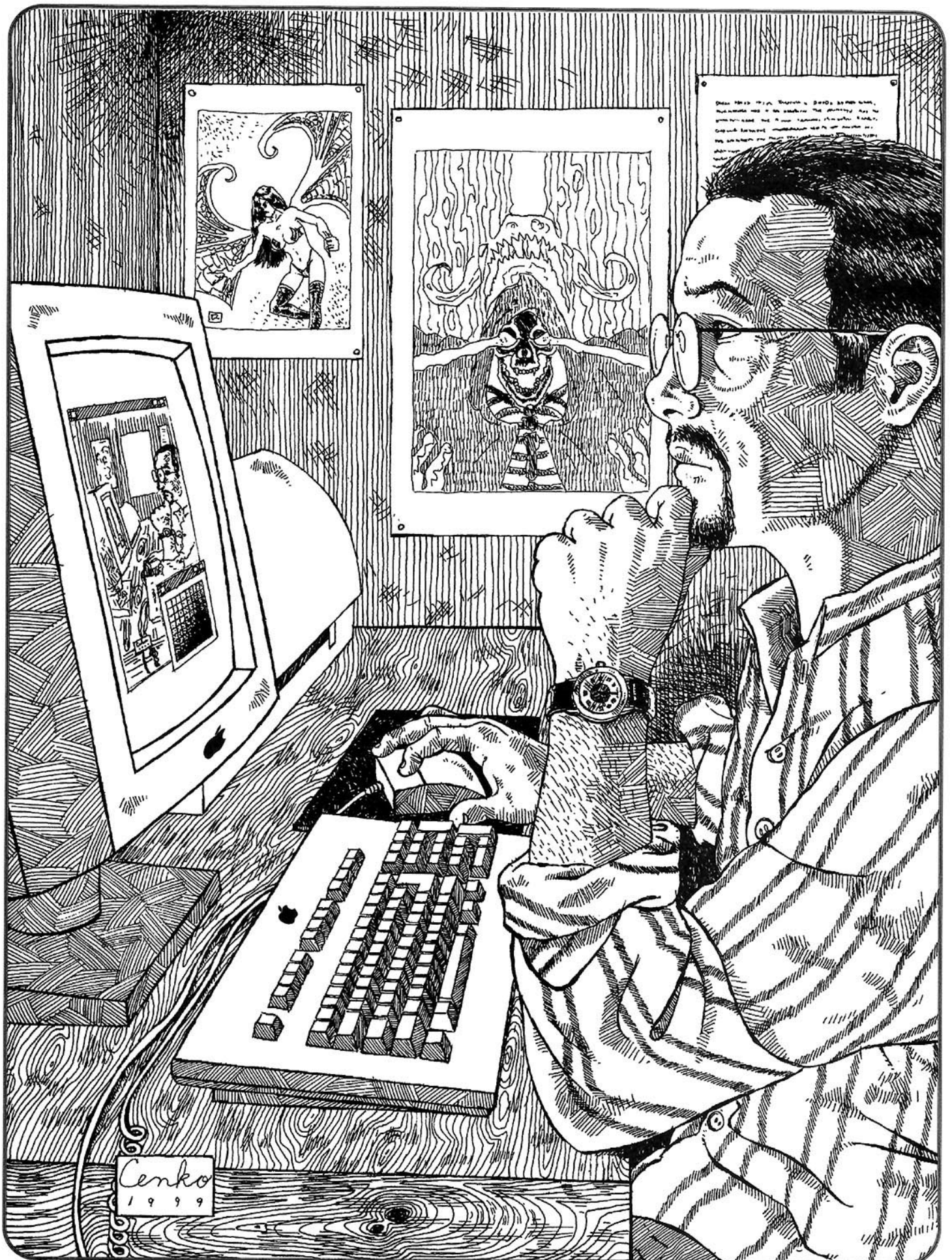
Link: Dex	Skill
Range: Self	Type: Dice
Base Cost: 25	Factor Cost: 6

This version of Martial Artist replaces the Martial Artist in the Blood of Heroes Rulebook. A Character with Martial Artist is extremely proficient in hand-to-hand combat. He need not be trained through formal training (though to get the Focus of Will 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, staves), unarmed combat, and Grappling attacks. Martial Artist consists of 4 Subskills, **AV**, **EV**, **OV**, and **RV**. Unless otherwise stated, only one of these Subskills may be used each phase. Martial Artist may not be attempted Unskilled.

The **AV Subskill** allows APs of Martial Artist to substitute for AV of any hand-to-hand combat attacks. If using a melee weapon, the APs of Martial Artist may substitute for AV, but if the Character does not have the Melee Weapons Subskill of Weaponry, his target receives a +1 CS Bonus to his OV. If he does have the Melee Weapons Subskill, AV may be substituted without penalty. Having the AV Subskill allows the Character to add a permanent +1 to his Initiative.

When using the **EV Subskill**, the Character may add 1 Column Shift to his EV in hand-to-hand combat, as long as the APs of Martial Artist are equal to or above his APs of Str (or the EV of the Melee Weapon he is using). If the APs of Martial Artist are less than his APs of Str (or the EV of the Melee Weapon he is using), the Martial Artist adds only +1 AP to his EV. For hand-to-hand attacks against non-living material, the APs of Martial Artist may be substituted for EV. This same procedure of substituting APs of Martial Artist for EV may be used against other Characters, but an attack of this sort will constitute Killing Combat.

The **OV Subskill** may be used as the OV against hand-to-hand combat attacks. The Dodge Subskill of Acrobatics is used for avoiding all other attacks (including hand-to-hand). Having the OV Subskill allows the Character to add a permanent +1 to his Initiative (cumulative with the +1 Initiative from the AV Subskill).



The **RV Subskill** allows the Character to substitute his APs of Martial Artist for his RV against hand-to-hand combat attacks. Substituting for RV represents a physical (or maybe even spiritual) toughness that the Character has accumulated through training and/or experience.

Martial Artist may be purchased with a **Techniques Bonus** (+1 FC). The Techniques Bonus allows access to all of the various Combat Maneuvers that are only available to a Martial Artist. These techniques include Concentrated Attack, Counterstrike, Laying Back, Throwing and Submission Hold.

Concentrated Attack: To perform a Concentrated Attack, the Character may forfeit his Dice Action, taking the round to study an opponent for weaknesses. For each consecutive phase that he does this (he may still use his OV Subskill, RV Subskill, and/or Laying Back, but Dodging is a Dice Action), he receives +1 AP (cumulative) to his AV on his next hand-to-hand attack against the opponent. Another Subskill of Martial Artist (AV or EV) may be used in the hand-to-hand attack against the opponent. The maximum amount of +1 APs that can be accumulated is equal to the Character's APs of Martial Artist.

Counterstrike: 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 Martial Artist for his OV or RV, but he may be Laying Back (see below). After his opponent attacks, the Character can immediately (even if it is not his action, he shifts his Dice Action forward) counter-attack, and he receives a bonus of +1 to his AV for every negative OV Column Shift his opponent scored against him.

Laying Back: If a Martial Artist wins Initiative in a phase, and he elects to use the Laying Back maneuver, he gains the standard Laying Back bonus of +1 CS to his own OV. The Laying Back Martial Artist does not suffer the usual penalty of adding +1 CS to the OV of anyone he hand-to-hand attacks that phase. When Laying Back, the Martial Artist may still use a different Subskill (including Techniques) of Martial Artist that phase.

Throwing: A Throw may either be an offensive or defensive tactic, the goal of which is to move an opponent, usually toward the ground. Throwing is a hand-to-hand attack with AV equal to the attacker's Martial Artist or Dex. EV equals APs of Martial Artist or APs of Str with a +1 CS penalty to RV.

Offensive Throwing has an OV equal to the opponent's Dex and an RV equal to his Str or Body, whichever higher. OV and RV can equal the opponent's APs of Martial Artist if substituting that phase for both Offensive and Defensive Throws.

Defensive Throwing has the same restrictions as Counterstrike, but neither technique can be used in the same phase. After his opponent attacks, do not apply the RAPs yet, as the Martial Artist may attempt to Throw his opponent. Add

the RAPs achieved plus any Column Shifts rolled (one CS equalling one AP) and use this as the OV/RV against the Martial Artist. 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.

If a Throwing Action Check succeeds, the RAPs are applied as Knockback to the opponent, the Martial Artist determining the direction of the Throw (including directly into the ground).

Submission Hold: 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. 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. One way is to physically 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 equalling either Str or Body, whichever is higher. APs of Martial Artist may be substituted for both AV and EV. The second way to break a hold is to ignore the pain and struggle free. To break a hold in this fashion, AV is the same as physically breaking the hold, but EV may equal Will or any APs of Mind Over Matter. The OV/RV for either of these checks is equal to the original RAPs achieved.

The attacker can 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 as Killing Combat damage to the opponent's Body (the Check was already made). If the attacker wishes to violently disengage from the hold more than one phase after the initial attack, a separate Dice Action is required with AV/EV equalling his APs of Martial Artist, and OV/RV equalling the OV/RV used to acquire the hold in the first place.

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, but risks the attacker's retaliation (a possible violent disengage).

Martial Artist may be purchased with a special **Focus of Will Bonus**. If a Character has 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 but doubles the Base Cost of Martial Artist (to 50). Martial Artist may now be Linked (or Half Linked or Double Linked) to the Character's Will. This may be done because Linking Martial Artist to Dexterity is not efficient, since both

represent AV and OV in hand-to-hand combat, and when Linked, they are at the same value. Martial Artist that is a Focus of Will now becomes a Mental Skill.

Military Science

Link: Int	Skill
Range: Self	Type: Dice
Base Cost: 10	Factor Cost: 9

Cryptography is a new Subskill for Military Science, which allows a Character (Cryptographer) to encode and decode data with relative ease. A Cryptographer is also familiar with encoding and decoding techniques, which include 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 which include anagrams, riddles, and wordplay, the sort possibly left behind by demented criminals. Data that can be encoded includes messages, drawings, radio and video transmissions, computer programs (if using a computer), satellite feeds, and other items that the Game Master finds viable.

Essentially, the AV/EV of an encoding attempt is the APs of Cryptography subskill, and the OV/RV is the APs of information to encode. RAPs gained equal the RV of any attempts to decode the message without a decoder. A Cryptographer may automatically decrypt his own encryption. To decode a message, the AV/EV is again the APs of Military Science, but the OV is the APs of Cryptography subskill of the original Cryptographer and the RV is the RAPs on the original encoding attempt, as stated previously. Achieving a single RAP on a decode results in a partial decryption, and what is revealed is up to the GM. Achieving RAPs equal to full RV will fully decrypt the entire message. Cryptography is a +1 FC Subskill of Military Science. Purchasing Military Science with the Cryptography Subskill increases the Factor Cost to 9. Cryptography may be attempted Unskilled at the usual Unskilled penalties.

Occultist

Link: Infl	Skill
Range: Self	Type: Dice
Base Cost: 20	Factor Cost: 10

Clarification: Note that though the Scientist Skill cannot be simulated through the Effect portion of a Ritual, Scientist (Research) may be simulated.

Learning Rituals through books or tomes takes a lot of reading time and requires the Ritual Magic Skill. The amount of time is up to the GM, but readers generally need a lot of concentration to uncover, study, and comprehend such

subjects. If studying a tome, the amount of time may be equal to the APs of the Ritual plus the Factor Cost of Power (with Bonuses/Limitations) of the Ritual plus 15, subtracting the Character's APs of Int and Spirit to represent comprehension and determination. This number assumes that the reader can comprehend the language in which the book is written. Superspeed may be used to reduce reading time without penalty.

Occultist has a new Subskill, **Mentor**. Simply knowing how to perform a Ritual through Ritual Magic does not mean that a Character has the patience and expertise to explain the unique techniques utilized in performing the Ritual to others. 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 know 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 he has learned from a Mentor.

The time it takes to teach a Ritual is equal to the APs of the Ritual plus the Factor Cost of that Power (with Bonuses/Limitations) plus 15, subtracting APs of Mentor and APs of the Student's Int (or Ritual Magic, whichever higher). After this amount of time, make two rolls, a Teaching Roll and a Learning Roll. To see if the Mentor has successfully taught his Student, roll an AV/EV equal to the Mentor's Infl/APs of Mentor against an OV/RV both equal to the APs of the Ritual. If any RAPs are achieved, the Mentor successfully taught the Ritual. Passing or failing a Teaching Roll costs no Hero Points, but the Student still has to comprehend what he has learned with a Learning Roll.

The Learning Roll has AV/EV equal to the Student's Ritual Magic/RAPs on the Teaching Roll against OV/RV both equal to the AV/EV of the Ritual. Students who do not have Ritual Magic may substitute Infl for Ritual Magic with a +2 CS penalty to the OV. If any RAPs are achieved, the Student has learned the entire Ritual. The Student must now pay the Hero Point Cost of the Ritual to finalize the learning process. If the Learning Roll is failed, the Mentor and Student may try again, the Student having to pay a 5 HP failure penalty, but the Mentor gains a -1 CS Bonus to the OV/RV of the Teaching Roll (cumulative).

Students who do not have Ritual Magic earn APs of the Ritual equal to the RAPs achieved on the Learning Roll, not exceeding the APs of the original Ritual being taught. When casting the Ritual, Unskilled Students use AV/EV equal to Infl/Aura, and OV/RV equal to the Ritual's listed APs of Effect with a +2 CS penalty to both OV and RV.

Mentor is a +1 Factor Cost Subskill of Occultist. Purchasing Occultist with the Mentor Subskill increases the Factor Cost to 10. Mentor may not be attempted Unskilled.



Scientist

Link: Int **Skill**
Range: Self **Type:** Dice
Base Cost: 10 **Factor Cost:** 7

Scientist has two new Subskills, **Research** and **Observation**. Research simulates 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 attempt 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. 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. The GM decides what information is available on the topic. College students know that Research is truly an acquired art.

The Observation Subskill 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's Powers or gadgets, thus enabling deduction of any scientifically based weaknesses. Observers have the ability 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 Observer 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 Observer to gauge weaknesses. During the phase he uses an Automatic Action,

the Observer may still use a Dice Action. AV/EV of the Observation Roll equals APs of Observation. OV/RV equals the target's ability to hide his weaknesses, represented by the target's Int/Will or APs of Obscure Power. If the target does not have these Abilities, use Body/Body. Having the No Vital Areas Advantage adds a +2 CS Bonus to the OV and RV.

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. 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. 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.

Both Research and Observation are separate +1 FC Subskills of Scientist. Purchasing Scientist with both Subskills increases the total Factor Cost of Scientist to 7. Research may be attempted Unskilled at the usual penalty, but Observation may not be attempted Unskilled except through role-playing. Characters with Detective may attempt the Research Subskill Unskilled with only a +1 CS penalty.

Weaponry

Link: Dex **Skill**
Range: Self **Type:** Dice
Base Cost: 5 **Factor Cost:** 6

Using a weapon Unskilled is now only a +2 CS Penalty to the opponent's OV, having no effect on RV. Using Martial Artist for hand-to-hand weapons is expanded upon (see Martial Artist). Skilled Characters choosing to use APs of Dex instead of Weaponry receive a +1 CS Penalty to OV. If a weapon has an AV, a Skilled Character may use the AV at no penalty to OV. If the Character's APs of Weaponry and a weapon's AV are within 3 Columns of each other on the Action Table, use the higher AV value +1 AP as AV.

Additional rules for using weapons can be found in the Gadgetry Chapter. These new rules are summarized in the chart below and are optional to the original +2 CS penalty to the OV and RV found in the Blood of Heroes Main Book.

Skills Possessed

Weaponry Skill	Martial Artist	OV Penalty when using Dexterity as AV
No	No	+2 CS
No	Yes	+2 CS or APs of Martial Artist +1 CS
Yes	No	+1 CS or APs of Weaponry
Yes	Yes	+1 CS or APs of Weaponry or APs of Martial Artist

Note: Unskilled Characters can use a Weapon with its own AV at a +1 CS penalty.



Chapter IX: RULES

Game Physics

Game Physics represents the determination of mathematical equations of the Blood of Heroes world in Attribute Points.

Swing line Speed

APs of Speed = (2 x (Altitude Difference in APs)) - 1

Surface Area and Volumes of Spheres

A Power such as Force Field will enclose a volume equal to its APs. Assuming a Perfect Sphere, APs of Surface Area = (volume in APs) / 1.5

AP Corrections

Standard swimming speed is Dex-1 APs (maximum 3). Earth's escape velocity is just within 14 APs.

Combat Clarifications

Actions

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.

Activating Automatic Powers

Activating each Automatic Power requires a separate Automatic Action. Note that Automatic Powers that actually used to do something (such as movement or Perception Checks) are activated and used in the same action, and deactivating such a Power takes no time.

Knockback Rule

In certain genres Knockback damage should not automatically be deemed Killing Combat damage. Being slammed against a wall shouldn't be considered Killing damage when being hit by an oil tanker wielded by a superhero isn't. Knockback will now 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 hero into a wall is not Killing, 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 makes the final decision on a ruling.

Combat Maneuvers

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: Nebulon (OV vs. ranged attacks: 12) is grappling Knight (OV vs. ranged attacks: 15). Death shoots at Nebulon with his 10 AP Energy Blast. He needs a 13 or higher to hit. If he rolls an 11 or 12, he hits Knight instead. If Death shot at Knight, he would need an 18 to hit. If he rolls a 15, 16, or 17, he hits Nebulon.

Bracing

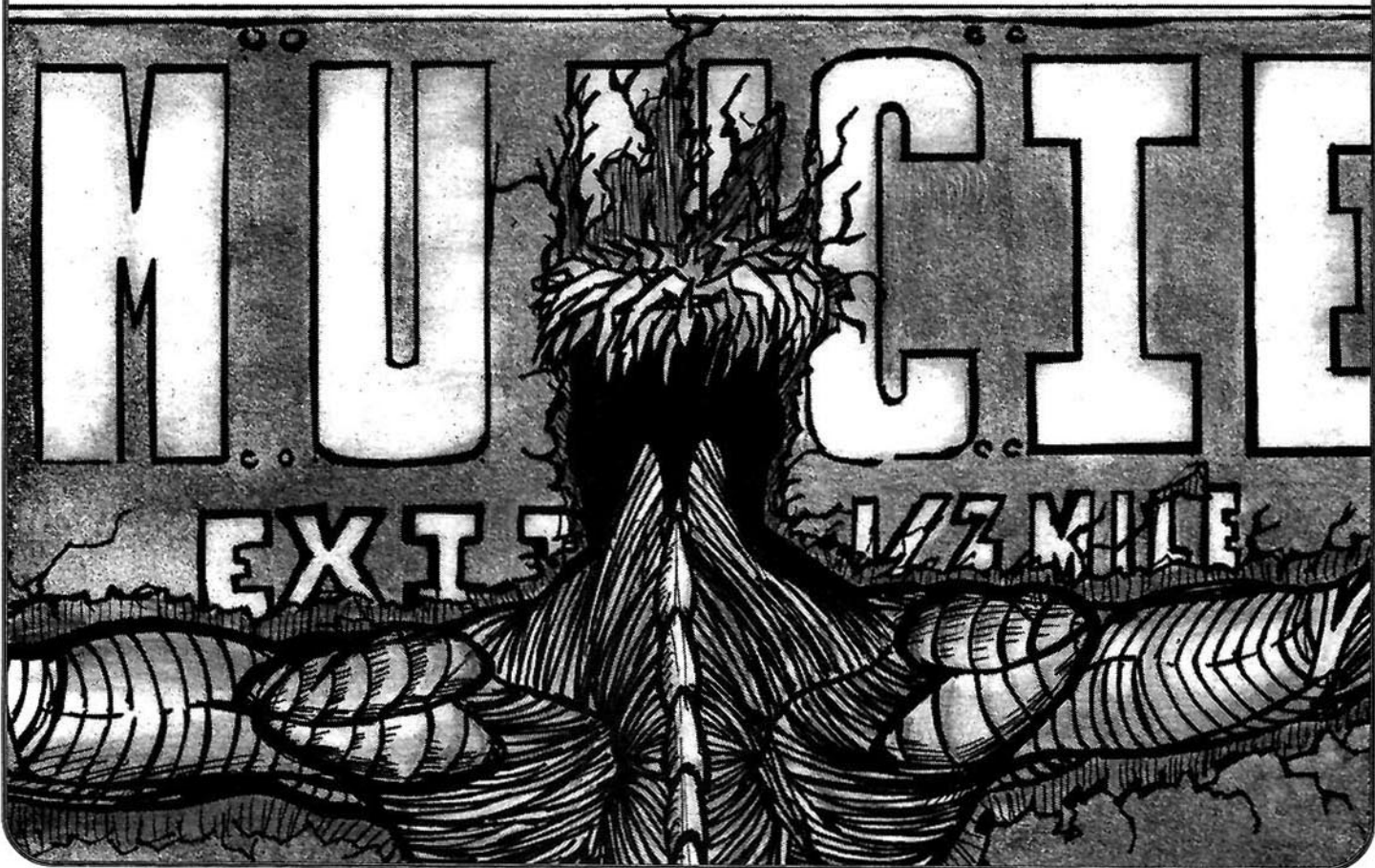
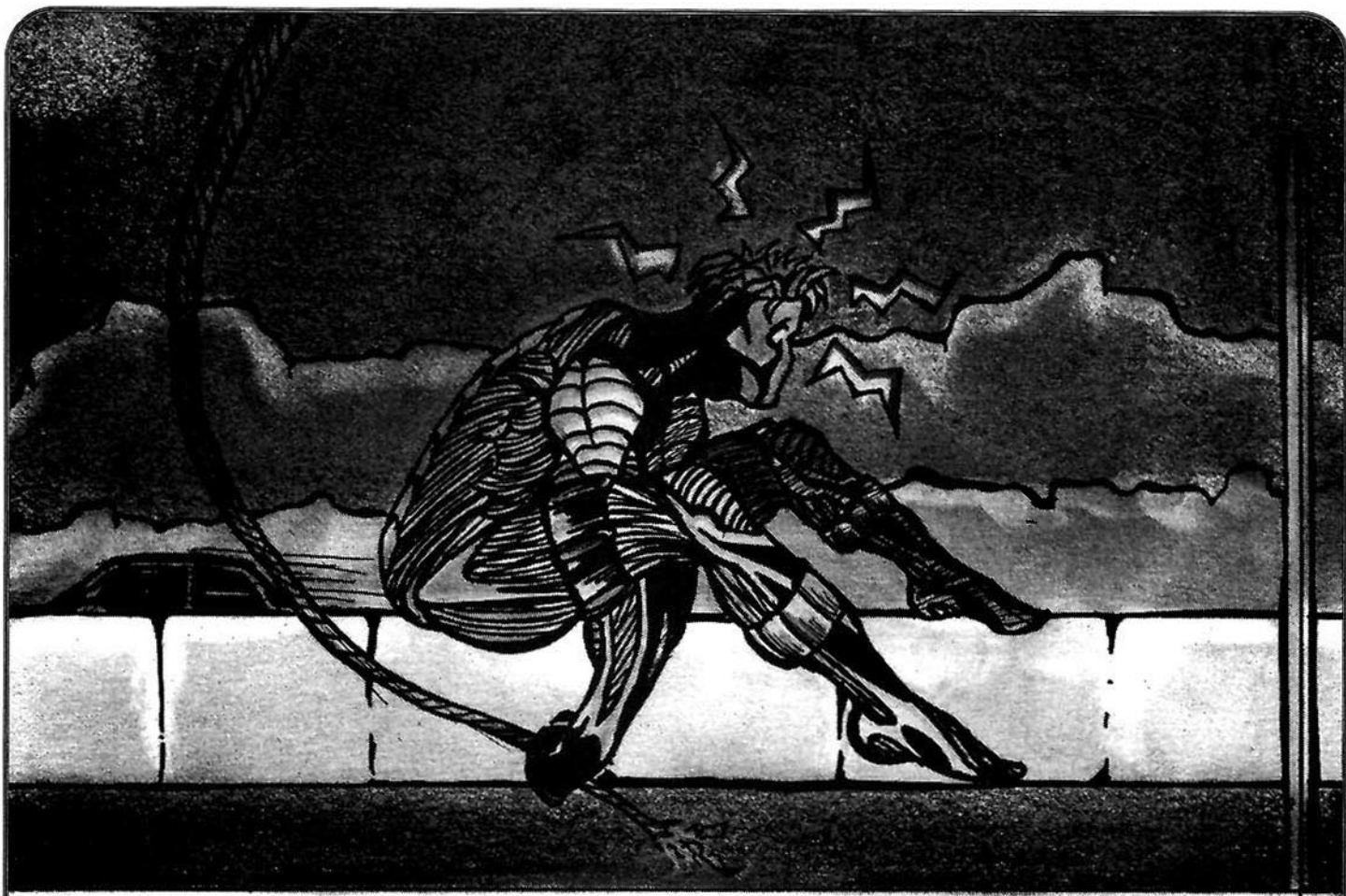
As an Automatic Action that takes up a Character's Movement, a Character may state that he is bracing. When doing so, his APs of Str are subtracted from the APs of each successful Knockback caused by any Physical Attacks he can see coming.

Disarm

This maneuver is similar to a Take Away, but it only attempts to knock the item out of the target's possession rather than get possession of it oneself. This maneuver may be done with any attack which can do Knockback; the AV/EV is determined as a normal Physical Attack, while the OV/RV is determined by Dex/Str unless an appropriate Power or Skill is substituted (such as Superspeed or Weaponry), with +2 CS to the OV. 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).

Dupe

A Character (the Duper) may attempt to trick an opponent into making a mistake when attacking the Duper. The mistake can be anything from the opponent hitting a comrade or other target instead of the Duper, to the target missing the Duper and falling off the forgotten cliff behind him. To Dupe a target, the Duper must first have the higher initiative. Second, he must perform a Dodge maneuver with



a -1 CS penalty to the OV for the maneuver. Third, he must Dupe the opponent. This is a Dice Action with an AV/EV equal to the Duper's Int/Will and an OV/RV equal to the opponent's Int/Mind. "Duping" consists of leaving a fake opening, jumping in front of the right area, talking the opponent into misfiring, etc... The Duper may substitute appropriate Skills such as Charisma (GM's discretion), depending upon what the desired result is going to be. The GM may 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 successful and will occur if the opponent misses the Duper during the opponent's action (while the Duper is Dodging). If the opponent misses and was Duped into hitting a different target, this different target is attacked as though he were the Duper (the original target) but with the blindsided penalty. Use the number rolled against the dodging Duper as the roll against the new target.

Parry

A Character can parry an incoming Physical Attack with a Physical Attack of his own, even if the attack is against another person. Use the APs of the attacking Power instead of Dex for OV. 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.

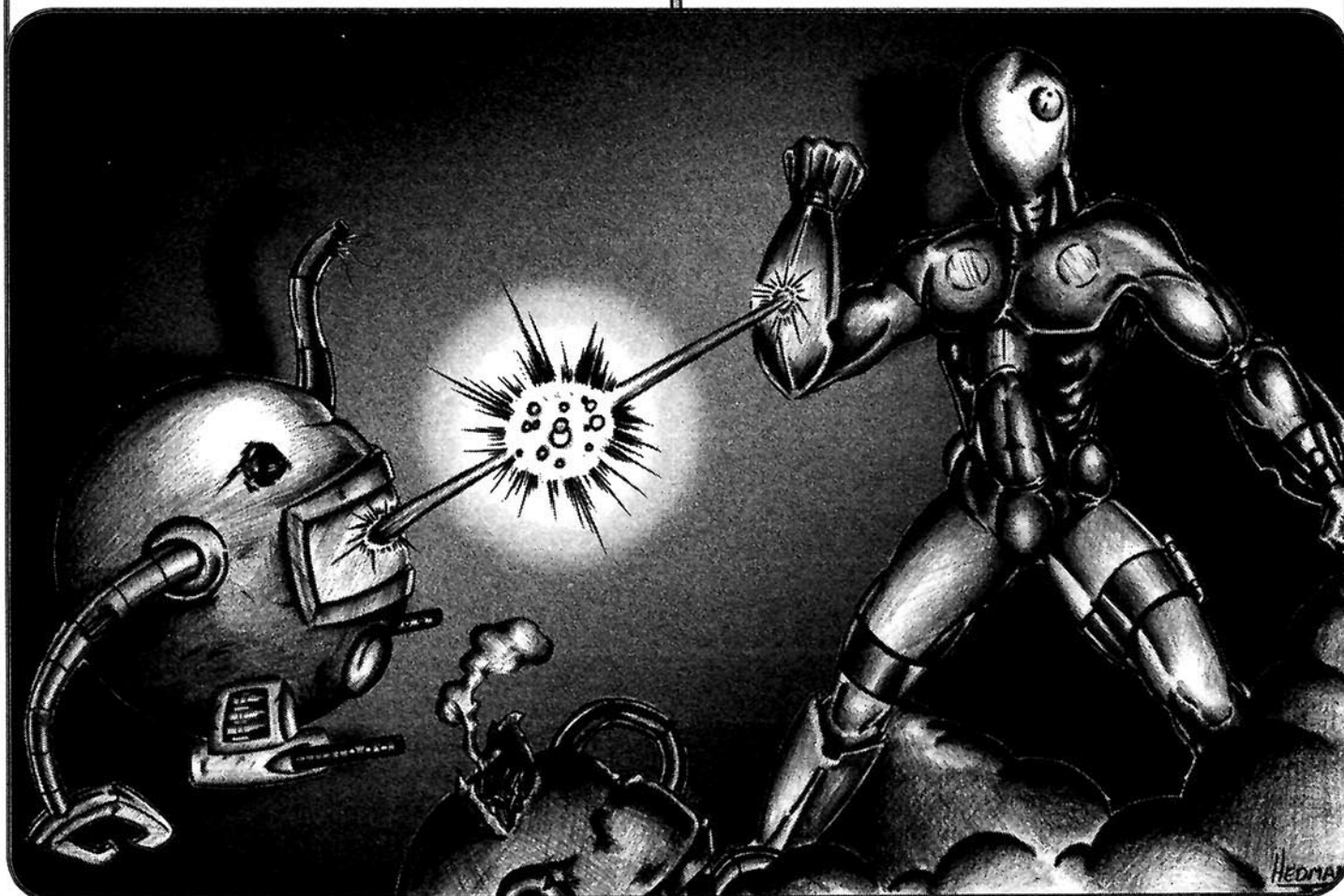
Poly-Attack

A Poly-Attack consists of the use of more than one offensive Power at a time in a phase against the same or different targets. To determine AV/EV, use the lowest AV and lowest EV and the shortest Range of the Powers used. The attacker gains a -1 OV CS bonus to hit per Power used. When attacking multiple targets, the Multi-Attack rules are used.

Example: Captain Man uses his Heat Vision: 6 and Vibe: 9 on Discharger, OV/RV = 5/12. Vibe has No Range so the AV is Captain Man's Dex, 3. Captain Man has an AV/EV = 3/6 and the OV/RV is "3-4"/12.

Ramming

Falling or smashing into an opponent can be used to damage the target. Ramming is the exact equivalent of Charging in every way, except that AV/EV is Dex/Weight as opposed to Dex/Movement. A Character performing a Ramming attack does not get or need a "running start," simply using his weight as EV. Adjust weight (typically 2 APs) for active APs of Density Increase, Growth, and Shrinking accordingly.





Ricochet

Throwing a gadget to bounce it or wrap it around like a boomerang, or cause it to ricochet, 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 Weaponry Skill (or Dex with appropriate AV penalties) to make a Trick Shot/Multi-Attack. The GM will probably 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 (the knife will get stuck in the wall). (All inanimate objects and Characters used to ricochet off are attacked by the thrown gadget.) 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.

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 blocker is using his body as a shield, and must therefore interpose his body between the attacker and target. A normal sized human receives a -2 CS to both his OV and RV. Larger or smaller characters will receive a different CS penalty bonus or penalty respectively. If the Character attempting to get hit fails to use the Block Maneuver, the original target is hit.

Wrestling

Wrestling is an attempt to Grapple an opponent without initially causing harm. Wrestling is essentially Grappling, 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 Dex/Bod 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.





Combat Situations

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 Heat Vision 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 CS bonus to OV and a +2 CS 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 +1 CS bonus to OV and the +2 CS bonus to RV (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: Katana II (Lightning: 10) shoots Lightning at a long, metal pole (Body: 5) that is held onto by Phaser (Dex: 7, Body: 5). AV/EV = 10/10, OV/RV = "9-10"/5. Katana rolls a 13, gaining 1 +EV CS and causing 5 RAPS of damage to Captain Man. The pole takes no damage and Captain Man spends 3 HP on Last Ditch Defense taking only 2 RAPS. The next turn, Discharger attacks with intent to destroy the pole. The attacks are rolled separately, resulting in 6 RAPS of damage against the pole (OV/RV = 5/5) but only 1 RAP of damage against Captain Man.

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 Bod/Bod of the object vs. an OV/RV equal to the Dex/Str of the Character. If there are any successful RAPS, the Character is trapped. 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 (Bod/Bod) of building's rubble. Any positive RAPs means the Character has been successful in getting out of the rubble.

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 or Air Control, a Sonic Boom would give away the Character). 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 speedster 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. This trick is used a lot by comic book speedsters. Creating Afterimages takes up two Automatic Actions.

To create afterimages, whenever a speedster or another Character moving fast enough tries the stunt, anyone watching 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 afterimages. 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.

Sonic Booms

As stated under "High Speed Movement" (page 144 of the Blood of Heroes Rulebook), a Sonic Boom is created when using any movement power at 9 APs or more within an atmosphere. A Sonic Boom is equivalent to Sonic Beam power in a cylindrical area around the Character's movement path. The APs of Sonic Beam and the radius of the attack are equal to the APs of movement the Character is using, minus 8. If 16 or more APs of movement are used in an atmosphere, severe damage to the moving Character and the environment may result. Each phase 16 or more APs are used, the moving Character and any carried Objects or Characters are attacked by AV/EV = APs of movement vs. OV/RV = Body/Body.



Resultant effects on the environment are up to the GM but should include tidal waves and disturbances in air and weather patterns.

Remember that using Dispersal or Air Control allows a Character to subtract APs of Dispersal from any of the effects above. Using 3 APs of Dispersal and Superspeed of 14 causes a 3 AP Sonic Boom, not a 6 AP Sonic Boom.

Escape Velocity

Escape velocity is 14 APs. Any speedster exceeding this velocity is also affected by damage as under High Speed Movement. Dispersal negates this damage as stated previously. Let us try to reason why the Speedster does not fly off the Earth. Dispersal redistributes a speedster's mass so this accounts for the fact that comic book speedsters do not hit escape velocity and fly off the edge of the world. Also, the fact that they are moving perpendicular to the gravity well of Earth as opposed to away from it has some significance. Of course, not having a force parallel to the gravity plane can also help. These are simple comic book physics not designed to work in the real world.

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 Speedster (typically 2). Characters with negative APs of mass (for example, from shrinking) would not get to move faster than their Superspeed rank. 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 the -1 Factor Cost Limitation "only when moving at 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 Cling.

Performing Two Actions at Once

Anyone can simulate performing multiple Dice Actions in one phase by employing the Multi-Attack penalties.

Environmental Conditions: Underwater

Acid: +2 CS (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 CS 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 CS to OV/RV.

Flame Animation: Inoperative.

Flame Being: Usually inoperative underwater (magnesium burns 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 CS penalty to RV when someone attempts to perceive them.

Joined: Operative only on the floor.

Jumping: Reduced 2 APs (must have something to push off from).

Knockout Gas: Inoperative underwater. May be used on the surface.

Lightning: -2 CS on target's RV.

Petrification: Petrified targets will sink.

Poison Touch: +1 CS to target's RV.

Pyrotechnics: +2 CS (to the right) on target's Resistance Value.

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 CS 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: Has area effect advantage.

Environmental Conditions:

Space

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. Expertise/Scholar (Space Environment) will give the same general benefit as Vehicles (Space Craft).

The rules on vacuum are changed: it does 1 AP of Killing Body damage per phase, which can be delayed 1 phase with a successful Space Environment check vs. OV/RV of 4/4. Last Ditch Defense cannot be used against this, but Invulnerability or Desperation Recovery is allowed. 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.

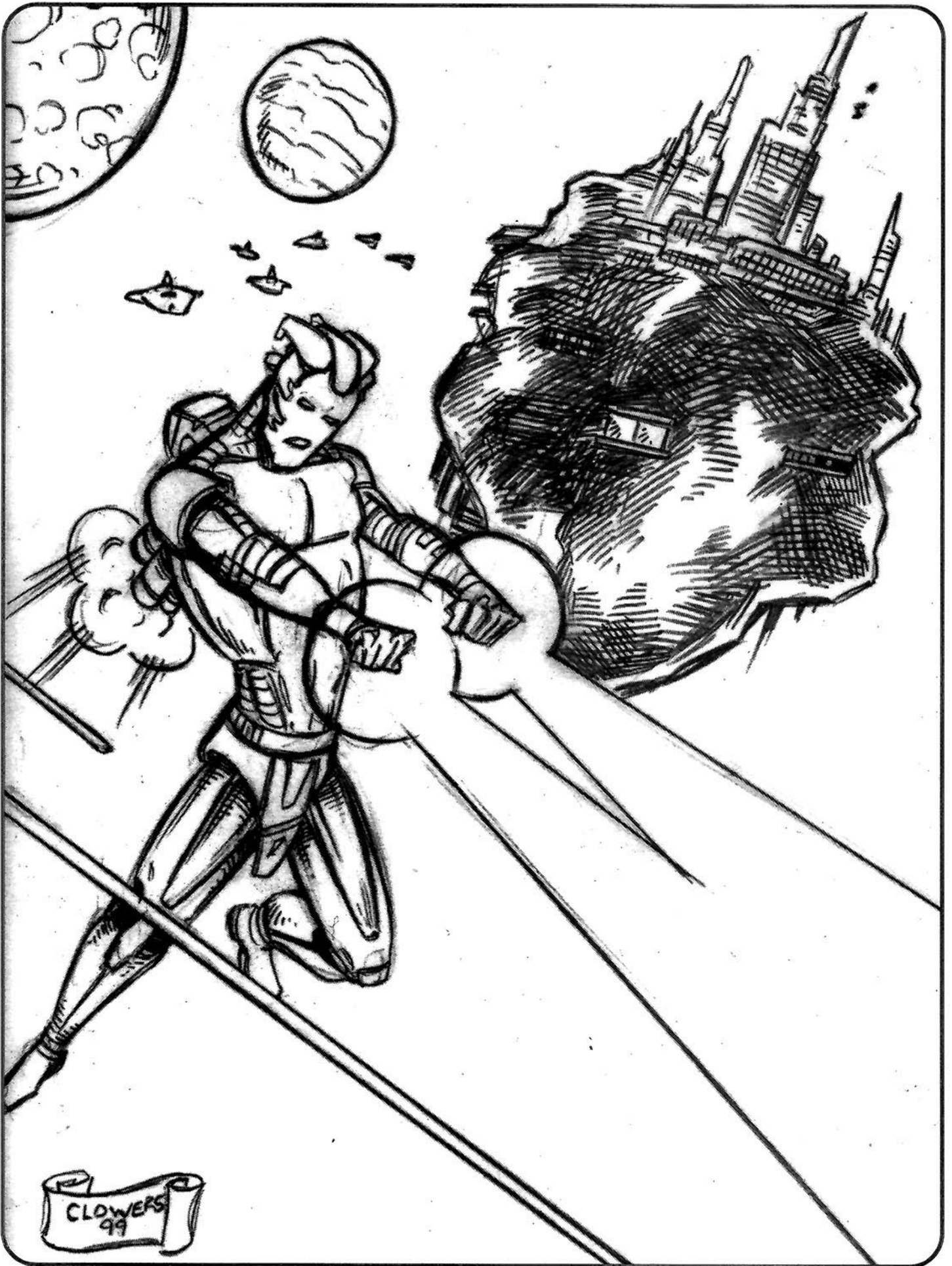
Cling: Suction-based varieties do not work.

Dismember: See Anatomical Division.

Dispersal: Add +1 CS to RV, but Character must make a roll using Will as AV/EV vs. OV/RV of 4/4 or take Bashing damage using APs of Dispersal as EV and BODY as RV. A Space Environment Scholar check as detailed above may substitute for this roll.



- Earth Animation:** Inoperative without a source of raw material available.
- Earth Control:** Inoperative without a source of raw material.
- Flame Animation:** Inoperative.
- Flame Control:** Inoperative.
- Flame Powers:** Usually Inoperative. GMs Call.
- 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:** Inoperative unless some form of raw material is available and, in any case, is reduced by 2 APs.
- Ice Powers:** Inoperative unless some form of raw material is available and, in any case, is reduced by 2 APs.
- 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:** Touching someone on their skin is likely to be rather difficult.
- Super Breath:** Inoperative due to lack of raw material and rapid dispersal. May be used once if the character holds 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.



Chapter X:

GAME SITUATIONS

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 Silver Age history, and only the very youthful and very old Characters age. In Blood of Heroes, it is a rare condition for a Character to encounter dying of 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, age is an approximation due to the AP scale. Dying of Old Age is resolved similarly to a Killing Combat Disintegration attack of an AP value of 1 (at GMs discretion). All doubles should be re-rolled, and if the Old Age attack fails, Old Age attacks again on the next phase. This never takes a Character's Dice Action. If the Old Age attack reduces the victim to a level equal to negative his original Body (Absolute Negative Body), the Character will die. All RAPs are considered Killing Combat damage. Invulnerability Checks are allowed at every negative value the Character reaches just like normal. A Character with a high enough Invulnerability could then be considered Immortal.

Lost in Time

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.

Personality Disorders

Personality disorders are problems that cause the Character to lack the ability to interact effectively. Most, if not all Personality Disorders, can be represented by Irrational Attractions (IA), Hatreds (IH), and Fears (IF).

Pathological/Habitual liars are represented by Irrational Attractions to "Lying". Lechers have an IA to the Opposite Sex, a miser or cheapskate has an IA to "Money", and cowards have an IF to whatever they fear. Impulsive Characters have an IA to "Act without Thinking", and overconfident Characters have an IA to "Rush into All Situations Whether or Not He Can Win". Pacifists have an IA to "Not Getting Involved" or even an IH of "Violence". Jealous Characters have an IA to whatever causes them to be jealous. Fanatics not only have an IA to discuss their fanaticism but also might have the Rage Drawback. The Socially Inept Drawback works well for exceedingly annoying or shy personalities.

A Character who has an extreme enough personality to warrant an Irrationality, such as those explained above, might even consider the Socially Inept Drawback to hinder him during Character Interaction, if he doesn't already have it.

Rolling Infinite Doubles

It should be pointed out that theoretically one can roll infinite doubles, but this is a very unlikely occurrence. The highest reported score for rolling doubles in MEGS was 105. That's a lot of Column Shifts.

MEGS was made with the reasoning that everyone has the potential to do anything. That is why one can continually roll doubles. Then again, there is always the chance of rolling double 1's and fumbling. A boy can potentially kill (or knock out if using Bashing Damage) Dehumanizer by throwing a rock at him.

Billy (Str: 3) throws a rock at Dehumanizer and rolls a lot of doubles in his attack. WHAM! Dehumanizer (who has 21 Body) takes 40 RAPS of damage. By a rock? Sure. Of course, the rock is pulverized by the damage (unless it had a Body over 40), but how does the GM explain the damage? Well, first lets get the technical parts out of the way. Most likely, Dehumanizer will spend 21 Hero Points (his Body) on Last Ditch Defense. But then the damage has to be explained. In game terms, the Players know the rock took out Dehumanizer because of a high roll, but something like this is not likely to happen, and probably won't happen again. So, possibly, something extraordinary happened. Maybe Dehumanizer hit himself accidentally. Maybe an unnoticed nuclear explosion happened nearby generating an Electromagnetic Pulse (Dehumanizer's weakness). Maybe the rock was the "Rock of The Ancients" with the ability to vanquish any foe, but neither Dehumanizer nor Billy knew this, and now it's destroyed. Whatever the reason, the GM should be prepared to explain this sort of occurrence in game terms. Or maybe the GM doesn't have to, explain leaving Dehumanizer astounded and Billy looking for more rocks to throw. But as stated above, the chances of that happening again are slim to none.



Chapter XI:

GADGETRY

Advantages and Drawbacks purchased for a Gadget or Artifact are not affected by the Character Multiplier. This is done to keep the cost of all Gadgets and Artifacts consistent. In addition to the Advantages and Drawbacks available to the Characters, the following Advantages and Drawbacks may be purchased for Gadgets and Artifacts.

Gadget Advantages

Dart Bonus

The Dart Bonus is given to Gadgets that are supposed to be thrown. It grants the ability to throw more than one of a specific Gadget in the same round. The Character can hurl up to four of this Gadget in the same round. The thrower 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 FC to the EV of each Gadget. The Dart Bonus should be mentioned in the write-up of the Gadget. This simulates items such as darts, shuriken, and bladed throwing cards.

Miniaturization

If a Character desires to have a small Gadget that has a tougher chance of being Taken Away or targeted by an attack or is easier to carry around due to a lessened weight, he should purchase APs of Miniaturization for the Gadget. Miniaturization is simply 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 a Reliability Number of 0 (+3 FC). This means that Miniaturization costs the same as purchasing Shrinking for the Gadget. Since the Reliability of being miniature is automatic, do not factor in any Reliability Numbers for Miniaturization, especially since it is already factored in (see above).

When Miniaturizing a Gadget, assume the Gadget to be the size of an adult human (2 APs), 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. This is because Miniaturization only allows objects to have less of a chance of being hit and is only used to protect a Gadget that has this ability.

Self-Repairing Gadgets

Gadgets (and Artifacts), unlike Characters, Pets and Sidekicks, are not allowed Recovery Checks and may only be repaired through Gadgetry (or Occultist). On the other hand, Pets are much like Gadgets except that they require an extra

Automatic Action to control each turn, but they get Recovery Checks, and for that matter, Hero Points.

A Character may wish to simulate Armor that repairs itself or nanites (tiny, self-reproductive creation machines). Just 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.

To remedy this, a Gadget may be purchased as "Self-Repairing". A Self-Repairing Gadget is purchased with a smaller Gadget Bonus. The Gadget Bonus for Self-Repairing Gadgets that can be Taken Away equals 1/2 the total Hero Point Cost (instead of the standard 1/4). The Gadget Bonus for Self-Repairing Gadgets that cannot be Taken Away (capitalized GADGETS) is 3/4 the total Hero Point Cost (instead of the standard 1/2). Gadgets that are Self-Repairing may recover Body, Mind, and Spirit through Recovery Checks, just like a Character. Like all Gadgets, Mind, and Spirit do not necessarily need values.

Security Systems

Security Systems are proof against thief and hacker 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 Base Cost: 5, Factor Cost: 1, and Reliability affects them.

Security Systems are purchased for Gadgets in the same fashion as Attributes, AV, EV, and Range are purchased for Gadgets. Any APs of Thief (Subskill: Security Systems) may be substituted for APs of Gadgetry when installing a Security System. Having the Thief Subskill, Security Systems gives a -1 CS Bonus to the OV of the installation if using the APS of Gadgetry as the OV.

User Linking

A Gadget's Ability (Attribute/Power/Skill) APs may be set to be dependent upon the User's 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. For example, if a Gadget's Dispersal Power was User Linked, the AP value of the Dispersal is equal to the Will (Link Attribute) of the User currently using the Gadget.

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. This calculated Factor Cost, for User Linking purposes only, may be reduced to 0 or less.

The second step is to add (or subtract if negative) the calculated Factor Cost to the User Linking multiplier. The

User Linking multiplier is equal to 20 for standard User Linking, 40 for User Double Linking, and 10 for User Half Linking. The User Linking multiplier may not be reduced below 1.

The final step is to take the User Linking multiplier and multiply the Base Cost of the Power or Skill by this number. If the Base Cost is equal to 0 (Running's Base Cost), substitute 1 for the Base Cost. For Attributes, use 5 as the Base Cost. Note that when User Linking, in most if not all situations, it would be pointless to have an Attribute Italicized (unless User Double Linking) since the user could also substitute his or her own Attribute AP value.

The resulting number is the total cost of User Linking the Ability. This cost will be reduced by whatever the Gadgetry Bonus for the gadget is. A Character who installs a User Link usually must have the Genius Advantage. To install a User Link on a Gadget, the Gadgetry Check will be a roll against the installing Character's APs of Gadgetry (therefore the target number is 11). The User Link is successfully installed if any RAPs are achieved, just like a standard installation.

Gadget Drawbacks

Ammo Restriction

Ammo Restriction is used for certain Gadgets such as guns. Though Reloading is an Automatic Action, it also takes up a Character's Dice Action due to time requirements. A Gadget with Ammo may always be reloaded. If the Gadget cannot be reloaded, double the Hero Point Bonus (see Grenades and Bombs section below for more information on these). The Ammo Table is as follows:

Ammo Rating Chart

Ammo Rating	Hero Point Bonus
1	20
2	15
3	12
4	10
5	8
6-7	6
8-9	5
10-11	4
12+	3

Ammo Restriction Clarification

If the Ammo Restriction is taken, the Ammo Restriction Multiple Attack Bonus may also be purchased. The Hero Point Bonus for Ammo Restriction is divided in half (rounded down) if the Ammo Restriction Multiple Attack

Bonus is taken. This Bonus cannot be taken by a weapon with an Ammo Rating of less than 1.

The Ammo Restriction Multiple Attack Bonus allows the user of a weapon to increase his chances of success by expending more ammunition. If extra ammo is used in an attack, the Opponent receives a -1 CS penalty to his OV. This simulates bursts or fully automatic fire and cannot be taken by an Ammo Rating of 1. Using all of the ammo at once (emptying the clip on full auto) gives a -2 CS penalty to the Opponent's OV. However, this requires that no ammo has been previously spent (a fresh clip). This second tactic cannot be used for weapons with an Ammo Rating of 2 or less.

Creation Situations

Improving Existing Gadgets

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.

Superspeed

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. Hero Points for building the gadget(s) can be spent by anyone who is going to end up as the Gadget's owner, not just the creator. It is up to the GM as to whether Superspeed affects the Occultist Subskill Create Artifact because magic sometimes requires actual time to work with parts.

Weapons

Unskilled Use

For added realism, replace the standard Unskilled Use penalties (+2 CS to OV and RV) as follows.

If a Character does not have the Weaponry Skill for a weapon, the Character must use the weapon unskilled. Unskilled use of a weapon means that the Character uses Dex as AV, and the opponent receives a +2 CS Bonus to OV. If the weapon has an AV of its own, then the unskilled Character can use that, but a +1 CS Bonus to OV will apply. Thrown Weapons use Dex as AV but only incur a +1 CS Bonus to OV. Using a weapon unskilled does not affect the EV of the attack, and EV should still be determined as below.

**I'D SHOW
YOU**

THE



MOBILE...

**...BUT HOW
DO I KNOW
YOU'RE NOT
SOME LOUSY
GOVERNMENT
SPY?**

T. COE 1999

Determining AV

The AV of any weapon is the APs of Weaponry Skill of the Character using it or the AV of the weapon (provided the weapon has an AV), whichever is higher. If the skilled Character uses his Dex instead of the AV, +1 Column Shift Bonus to the opponent's OV will apply. The AV of a Weapon is only used for its EV and not the AV of any other Powers the weapon might have. Weaponry Skill can replace the AV of any of the Powers of the weapon, provided they are Physical in nature. If a Gadget has a Dex, the Gadget's Dex may be used as the AV for any Powers the weapon might have that use Dex as the AV.

Otherwise, AV is determined as appropriate for the Power being used. The AV of Vehicular Weaponry is the APs of Vehicle Skill the Character has.

Determining EV

For Ranged weapons, the EV is the EV of the weapon. For Thrown weapons, the EV is the Str of the Character, even if the weapon has its own EV. If the weight (Body) of a thrown object is greater than or equal to the Str of the Character throwing it, add +1 AP to the EV of the attack. This is to simulate heavy objects such as a shot-put. For Hand to Hand (Melee) weaponry, the EV is the EV of the weapon or the Str of the Character, whichever is higher. If the Str of the Character is greater than or equal to the EV of the Melee weapon, and the two values are within three columns of each other on the Action Chart, (Str cannot be more than 2 columns higher) EV equals the Character's Str + 1 AP. If the Str is higher than that, EV is simply Str.

If an object is wielded as a melee weapon and it has no EV of its own, use the Str of the Character. If the object's Body is greater than the Str of the Character wielding it, add +1 AP to the EV of the attack. This is to simulate brass knuckles, a chair, and other objects. After the attack hits, keep the same roll, but look on the chart using the object's Body as RV. Any RAPS achieved should be applied to the object's Body to simulate wear.

Determining OV

When a Gadget is attacked, the OV of the Gadget must be determined. Gadgets with Dex use their APs of Dex as OV. If the Gadget is carried or worn, it uses its owner's Dex as OV. Aiming at a worn or carried Gadget is a Trick Shot, unless the Gadget has Hardened Defenses which means the object is full-body Armor (See Armor, below). A Gadget's Miniaturization (see above) should also be worked in to the OV. The OV for Vehicles is equal to the driver's Vehicle Skill rating. Motionless vehicles and all other Gadgets have an OV of zero.

Throwing Weapons

Lifting (hefting) an item is an Automatic Action using the Str Attribute. The Range of the throw is equal to the Str of the Character minus the APs of the weight of the

weapon, plus any APs of Gliding that the weapon might have. $\text{Str} - \text{Weight} + \text{Gliding} = \text{Throwing Distance}$. Because the weight of all objects is, more or less, the Body, the GM may either "fudge for realism" or institute the Miniaturization rules (above).

Grenades and Bombs

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. These gadgets have the Ammo Drawback at a rating of one and cannot be reloaded during an adventure. They can be replaced at no Hero Point Cost between adventures. The Hero Point Bonus (from the Ammo Chart) for any Gadget that can only be used a set number of times during an adventure without being reloaded is double. A grenade gives a HP Bonus of 40, while a 2 shot, no reload gun gives a HP Bonus of 30 as per the Ammo Chart in the Gadgetry section.

Armor

Personal Body Armor

Personal Body Armor is Italicized Body Armor. Italicizing Body is +2 FC to Body. If a Character is wearing Armor with an Italicized Body, the RV of the Character is equal to the Italicized Body. Any RAPS of damage taken are attributed to the Character's Body, not the Body of the Armor. Any APs of Skin Armor possessed by a suit of Personal Body Armor are factored into a Character's own Body RV and are not added to the RV of the Armor. Attacking a Character with intent to damage the Personal Body Armor rather than the Character is a Trick Shot. Hero Points can be used to increase the RV of the Armor, but last ditch defense can only be used for the Character's own Body and not the Armor's Body (or any gadget's Body for that matter). If the Italicized Body of Personal Body Armor is lower than the Body of the Character wearing the Armor, then the Character uses his own Body for RV.

Example: Kevlar Jackets and Chainmail are Personal Body Armor.

Full Coverage Armor

Full Coverage Armor covers the entire body of the wearer (hence the name), and **requires** the Hardened Defenses Bonus. Generally, Full Coverage Armor is a piloted robot or vehicle of some type. Hardened Defenses increases the Factor Cost of Body of this armor by 2 (+2 FC to Body). The RV of a Character wearing Full Coverage Armor is equal to the Body of the Armor. Since the Armor has Hardened Defenses, all damage is applied to the Body of the Armor, as this is Armor that has no openings through which the Character can be damaged. Full Coverage Armor must be



fully destroyed before the Character inside can be attacked physically. Hero Points **cannot** be used to increase the RV for Full Coverage Armor, nor can Hero Points be used for the Armor's Last Ditch Defense. If the Body of Full Coverage Armor is lower than the Body of the Character wearing the Armor, the RV is still equal to the Body of the Armor, unless he takes the Armor off.

Example: Large, robotic Battle Suits that Characters can sit in like vehicles are Full Coverage (Hardened Defenses) Armor.

Armored Suits

Armored Suits, like Full Coverage armor, are also Hardened Defense Armor. However, Armored Suits also possess an Italicized Body Attribute. Since this armor has both Italicized Body and Hardened Defenses the Factor Cost of the Body Attribute is increased by four (+4 FC to Body). Armored Suits entirely coat the wearer. Armored Suits are the equivalent of Full Body Armor with the addition that Hero Points can be used to increase the RV of the Armor. Against Physical Attacks, the Body of an Armored Suit **substitutes** for the RV of the Character inside. The Character may spend up to the Armor's Body in Last Ditch Defense for the Armor.

At the Game Master's discretion, an Optional Rule can be instituted to allow damage to be distributed between an Armored Suit and the Character's Body, where RAPS are distributed evenly, and any extra RAPS are added to the Armor.

Example: Full-body, mechanized personal armor is Italicized Hardened Defense Armor.

Partial Coverage Armor

To represent smaller pieces of armor, such as breastplates and bullet-proof vests (but not shields), purchase Body with Partial Coverage. A Trick Shot can bypass Partial Armor to hit the Character. The smaller the armor, the easier the Trick Shot, the higher the Factor Cost Bonus.

Trick Shot OV Column Shifts	Factor Cost Modifier	Example
+1	-3	Vest
+2	-2	Jacket
+3	-1	Long Coat

Blocking

If a Gadget is not Armor, it can be used for Blocking purposes only, as per the Blocking Combat Maneuver.

Example: A shield and bracers can both be considered Blocking Gadgets.

Damaging Gadgets

Weaponry with no Reliability Number

Weapons should be tough enough to deal out the damage, and this provides a reason for giving a high Body to a weapon. If the RAPS of damage caused by a Melee or Thrown weapon exceed the Body of the weapon, cross-reference the Result Table using either the RV of the target (without CS modifiers) or Str of the attacker (whichever lower) as EV, and Body of the weapon as RV. If the RAPS listed are greater than the Body of the weapon, the weapon "breaks", and it must be Repaired as a Gadget before it can be reused (as per the Sweep Attacks rule on Page 139 of Blood of Heroes). The reasoning behind this is that a weapon can be broken if hit against a tough enough target or used with great enough strength or both.

Weapons with Reliability

Reliability Numbers are not usually associated with weapons. If a weapon breaks due to reliability, a successful field repair made through Weaponry or Gadgetry can get it to work again at the GM's discretion (e.g.: a sword blade breaking, or a gun jamming). Typically, the AV and EV of a ranged weapon will require repairing.

Losing a Gadget

To recreate an 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 half the time it took to build the original. 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 in addition to paying the Hero Points and parts costs. Remember that 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 who actually builds the gadget need not be the Character who pays the Hero Point Cost for the Gadget or purchases the parts.

Computers

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.

Characters with Familiarity, Expertise, or Scholar in Computers include their Scholar Bonus when using Abilities of a Computer or their own Skills, such as Cryptography or Research, through Computers. If a Character doesn't at least have a Familiarity with Computers, he receives a +1 CS Penalty to the OV/RV of any Ability used through a Computer. Depending on the Genre, Characters with the Innocent Drawback are considered unfamiliar with Computers due to their inexperience with society and may incur a penalty when using them (GM Discretion). Characters with Gadgetry Skill can "program", which is the ability to give new abilities to a Computer. This is a standard aspect of Gadgetry, not a Bonus or Limitation. If Gadgetry was purchased with a "Useable on Computers Only" Limitation, a Computer could still be turned into a robot, added into a CAR, or modified in a variety of ways, hence there's no adjustment to Gadgetry's Cost.

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. 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, roll a Perception Check using the Computer's Int/Int 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.

Other Computer Powers and Skills include Remote Sensing (Sight Only) for "face-to-face" communication and video cameras, Scientist for automated research and analysis, Military Science (Cryptography) for encryption/decryption programs, and Gadgetry for creating new software programs. A Computer with Gadgetry and Physical Attributes, such as a robot, may be used to build other Gadgets.

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. Remember that information, which 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. Learn 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).

The guidelines above apply when a 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. In order to "hack" a target Computer, the Character (Hacker) must first have access to the target, either by being at the target's location or by having both the Computer the Hacker is using and the target access the Internet simultaneously. Or, the target can allow incoming "calls" to its system (GM's Discretion) from another Computer.

Hackers must possess both Gadgetry (Identify Gadget) and Thief (Security Systems). Hackers with only Gadgetry (Identify Gadget) may make hacking attempts only if the APs of Gadgetry (Identify Gadget) exceed the target's APs of Security System. Hacking is an Action Check, AV/EV equal the Hacker's Skill rating in either Gadgetry (Identify Gadget) or Thief (Security Systems), whichever higher. Hackers without Thief (Security Systems) using APs of Gadgetry (Identify Gadget) as AV/EV suffer a +1 CS penalty to the OV/RV. OV/RV is either the AP rating of the target's Security System or the Int/Will of a Self Aware Computer. Typical business Computers have OV/RV of 5/5, while a complex Government/Military systems can be as high as 15/15. Hackers with Scholar, Expertise, or Familiarity (Computer) are allowed to use their Advantage benefit for this check. A Successful Check indicates that the Hacker successfully bypassed the Security System 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 Discretion). Military Science (Cryptography) must be used for decoding any encrypted information.

Chapter XII:

GENRE RULES

Genre Specific Rules are not common rules. They aren't necessary for every campaign and may not fit into all variations of the campaigns being played. For example, Magical Background would only be helpful if those with a magical legacy in your campaign were restricted to using Sorcery. Criminal Syndicate Rank would only be helpful if you had Criminal Syndicates in your game. These genre specific rules may be used for guidelines for new rules but are not recommended for all games.

Understandably, some of the standard rules, for example Medicine Skill, are only feasible in the 20th Century or later. Medicine did not exist in prehistoric times and so the Skill would be inappropriate, and yet this is not included under Genre Specific Rules. Only the most specific rules have been listed under this category.

Genre Advantages

Crime Syndicate Rank

Hero Point Cost: Varies !

This is a permutation of the Credentials Advantage for handling the status of members in a criminal organization. It mainly handles the members of the traditional Japanese Yakuza or Mafia, but by small changes it should be applicable to all crime syndicates around the world. This is only an optional Advantage for use in campaigns including crime syndicates.

The Syndicate Rank Advantage is a measure of the Character's status within the organized crime syndicates. It determines how much power and influence a Character has within the organization and how many members he commands. There is also a limitation on the number of connections a member can have. The Syndicate Rank Advantage determines the maximum number of allowed Connections. The higher the Rank, the more influential and connected he can be. Also, the higher the Rank, the more members he may command. There are some generally useful connections for a Character to choose from and are divided into two types: the Syndicate Connections and the political/business connections. All other Connections not of this type are handled as usual. A Character of a lesser Rank will usually follow the orders of one with a higher Syndicate Rank. Political/business connections include: Business Community, The Government, National Police, State Bank, Street and Criminal Underworld. Crime Syndicates include various Mafia and Yakuza agencies and are dependent upon the campaign world being run.

Henchman (5 HP)

1 low-level syndicate, no political

A Henchman is just the ordinary thug-like member with little power. These are the troops that make all the dirty work of the syndicates. Most members are of this rank.

Gang Boss (10 HP)

1 High-level syndicate, 1 political (any level)

A Gang boss is a leader of up to 100 henchmen of a local faction of the actual syndicate. These are somewhat more connected and have the potential of rising to higher positions.

Head (15 HP)

3 syndicates (any level), 2 political (any level)

A Head is the leader of the entire City section of a syndicate with control of up to 1000 henchmen and 10 Gang Bosses. Many Heads are known in public to be syndicate leaders.

Don (25 HP)

5 syndicates (any level), 3 political (any level)

A Don is the Big Boss of the actual Syndicate with total control of all its members in the country and can have up to 20 Heads under him, controlling a total of up to 20,000 henchmen. All Dons are known in public to be the leaders of their faction. A Don and all ranks above also get a special -1 CS OV/RV on all their character interaction attempts through the sheer force of intimidation and influence held by the Don. It applies only if the target knows that the Don is a Syndicate leader, of course. The GM might also rule that it is cheaper for all of Don Rank to buy a Media Credentials advantage due to the large influence one then possesses.

Grand Don (50 HP)

7 syndicates (any level), 4 political (any level)

A Grand Don is a Don who has advanced through large-scale alliances with other syndicates and who has the most say of all these syndicates. A Grand Don can potentially control up to 50,000 henchmen throughout all the allied syndicates.

Patriarch (100 HP)

No limits of connections of any kind.

The Patriarch is the founder and leader of the entire Underworld. He has total control over every Syndicate and all lesser Ranks bow down to his orders. No one ever goes against the wishes of the patriarch who controls approximately 90,000 henchmen in the world.

Highly Advanced

Hero Point Cost: 10 *

Highly Advanced is a lesser form of Genius. A Highly Advanced gadgeteer may create devices which are a technical generation ahead of their time. For example, a Highly Advanced gadgeteer in a campaign set in the mid-1930s would be able to build anything that was available by the late 1940s (such as jet aircraft equipped with radar). It is up to the GM to determine what would be covered under Highly Advanced and under Genius in his campaign.

Genre Drawbacks

Magical Background

Hero Point Cost: 10 *

Magical background allows a Character to claim a magical, campaign-specific legacy. This is for campaigns where no true human Character may purchase the Sorcery Power for himself without first purchasing this Advantage. All Characters with the Magical Background Advantage are inherently magical in nature and may be detected using the Magic Sense Power. This is also a useful example for other, legacy-related, restrictive Drawbacks.

Killing Vulnerability

Hero Point Cost: 20 *

When a Character is attacked by any Physical Killing Combat, his RV from innate Body is divided by three (round down). RV derived from Powers, Skills, or Gadgets is still full value.

Genre Powers

Synchronicity Sense

Link: Aura

Range: Normal

Base Cost: 5

Magical Power

Type: Auto

Factor Cost: 1

This mystic power allows the Character to sense wells and flows of magic energy or "synchronicity" around the world and universe. By sensing these waves of synchronicity, a character with this power essentially knows how to be in the right place at the right time. Being at the right place at the right time allows the character to reduce travel time. Increases in synchronicity are caused in times of mystical crisis or uprising. Waves of synchronicity tend to flow toward these wells, and the Character with this Power may use these flows to his advantage, reducing travel time to the well by APs/3 (rounded up) of Power (increasing to full APs of Power in

times of major mystical crisis).

The Character is not actually moving any faster, but rather this represents finding taxi cabs immediately, unrealistically sparse traffic, hitting all "green lights," being able to sneak on and off trains and planes without waiting in line or even paying, and other related incidents.

Optionally, for +2 Factor Cost, the character can subtly manipulate the flow of synchronicity, herself, "spoofing" a true mystical crisis. The Character requires a mystical energy source of at least 12 APs of power and may simulate the welling of synchronicity, which tends to occur. This will undoubtedly cause confusion among other characters with Synchronicity Sense. The APs of Synchronicity Sense equal the distance from the newly created synchronicity well to the Character's current position.

Note that the character cannot "ride the synchronicity waves" when he is at the source of mystical disturbance, regardless of whether or not it was his crisis.

Example: Mr. Magician always made it in time for every crisis, even though he had a job in another country and wasn't into flying back in the 1940's. He picked the right cabs.

Genre Combat Rules

Excessive Force Rule

Sometimes considering the power levels involved in fights, it becomes fairly ludicrous to consider all damage, even blunt impact, as Bashing. Because of this we have the Excessive Force bylaw. Attacks with an EV of greater than twice a target's RV are automatically considered Killing Combat. This represents hits that are powerful enough to break bone and capable of internal damage rather than just leaving bruises. Excessive Force should make bricks and blasters a bit more hesitant to nail a normal human with anything near full force.

Overkill Rule

It is now possible to accidentally kill people in Bashing Combat. If a Character takes Bashing Damage that would bring him to a value of 0 or below, do not stop subtracting from Body (or Mind or Spirit). A Character who does not gauge his blow to compensate for Overkill receives an Overkill Penalty, losing one-quarter of the Standard Award when Hero Points are given out. If a Character causes Overkill through the use of "excessive force" in a situation, he also suffers from an Overkill Penalty. Excessive force is a situational idea. If a target gives off the idea that he cannot receive a certain amount of damage, and the Character attacks with full blast anyway (unless he knows the man is a rock-hard alien in disguise), that is excessive force.



Note: The bunny survived the Beserker's attack due to an 80 ap invulnerability! The Beserker is now seeking help.

HEDMAN 99

Chapter XIII:

OPTIONAL RULES

Starting Hero Points

There really is a difference between the Hero Points that a Character has when he is first created and the Hero Points he begins with. Creation Hero Points are much more valuable. To alleviate this dilemma, multiply any left over, unspent Creation Hero Points by 5 to become the Character's starting Hero Points.

Hero Point Bidding

Some Game Masters and Players find it very taxing to compute how many Hero Points they are allowed to spend during a combat round, which ends up becoming a bidding trial. Even though Characters are only allowed to double their AP amounts using Hero Points, it gets to be tedious. Here are a few solutions to this problem:

- 1) Set a limit. Some GMs prefer to set a limit of 3 or 4 Hero Points (or less) to be added to any AP amount. This allows the game to pick up speed, but it does not allow for the extraordinary feats that doubling an AP value would cause.
- 2) Do not allow initiative bidding, or set a limit of approximately 10. This will speed up the initiative rolling.
- 3) Use Hero Points for purchasing environmental advantages and experience growth only. This has the side effect of causing characters to develop quicker than they would because they have no other place to spend their Hero Points.
- 4) Do not give out so many Hero Points. Cut Standard Awards in half, or do not give out the Participation Standard Award. Fewer Hero Points means less frivolous spending.

Minimizing Hero Points

Keep in mind the Genre Rule that, as a GM, you can increase the amount of Hero Points it costs to raise an AV/EV/OV/RV in combat by one point. This rule can be used for Last Ditch Defense as well. It will help to curb Hero Point spending, but the Players will tend to advance faster since they are more likely to save Hero Points. To slow down advancement as a Game Master you can double the cost of advancement or divide all Standard Awards by 5.

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, usually things like 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. As a GM, tend to reserve this second case for NPCs so ordinary thugs don't try to break free from their handcuffs, etc.

A good choice is to declare any non-combat die roll requiring a 21 or higher as impossible. This corresponds to the opponent 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.

New Scenario:

GM: "Okay, 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."

Obviously, this helps the GM have a bit more control over what PCs can and can't do.

Combat Maneuvers

Critical Blow/Devastating Attacks

Because of the enormous damage that a Critical Blow or Devastating attack can cause, the attacker may be penalized further at the GM's Discretion. For any Critical Blow or Devastating attack, the attacker may be penalized by suffering a negative Column Shift to his OV equal to the positive Column Shift penalty to hit the defender.

For Example: If Jay Bolt attempts a Critical Blow on

Dehumanizer, he receives a +2 CS to OV Bonus to hit Bolt but also leaves himself open in the process. Anyone attacking Jay receives a -2 CS to OV Bonus to hit him.

Distance Penalties

It becomes tougher to hit a target the farther away a target is. The "penalty-free" distance is 4 APs (150 feet). Distances of 5 or 6 APs give +1 OV, distances of 7 or 8 APs give +2 OV, the penalty increasing by +1 CS per column. Telescopic Vision increases the "penalty-free" range. When using Telescopic Vision, a Character may attack targets a distance equal to his APs of Telescopic Vision without penalty (assuming the power will hit a target that far away). A Power that is unaffected by Range Limitations costs +1 FC.

Power Tricks

Performing a Power Trick is a maneuver through which a Character gains temporary use of a Power that the Character 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, coincidentally, a Trick. A Trick of Flame Control might be Flame Project, and a Trick of Sonic Beam could be Extended Hearing. The Player must rationalize how his Character might have use of a Trick.

Use of a Power Trick costs the Player 5 HP multiplied against the Factor Cost of the Trick, plus 1 HP (or the Genre HP cost for Pushing a Power by 1 AP) for each AP of the Trick. The Trick cannot have a Base Cost greater than the Base Cost of the existing Power.

The GM has the final say on what Tricks are available for each Power. If a player continually uses the same Power Trick, the GM should make the Player spend Hero Points to buy the appropriate 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 $2 * \text{the Factor Cost (with Bonus and Limitation Modifiers) of the Trick}$. A Trick Roll does not take up the Character's Dice Action, but a Player may only make one Trick Roll a phase. RAPs achieved equal the maximum (in APs) at which the Trick can be used, up to the original Power's APs as maximum. A Trick Roll can be pushed. If the Trick Roll fails, the Character does not have to pay the HP cost for the Trick.

Examples: Pilfer, with his Superspeed of 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 (flapping his arms rapidly to slow his descent). The GM rules that this is okay and declares that the AV/EV = 10/10, OV/RV = 2/2 (Factor Cost of Gliding). The Player rolls a 6, makes it, and may use up to 8 APs of Gliding. 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 (FC 2 multiplied by 5 HP = 10 HPs) plus another four (one for AP of Gliding) to pay for the APs of gliding. Pilfer can now flap his way safely to the ground.

Dominion has Telekinesis rated at 10 APs. In order to protect herself from a hail of bullets, (Yes, she is Immortal but who really wants to get shot repeatedly) Dominion decides to use her Telekinesis to perform a Trick of creating an 8 AP Force Shield to stop the bullets. The GM rules that this Trick is performable. The GM requires Dominion to roll 12/12 (The Factor Cost of Telekinesis server as the AV/EV) vs. 10/10. Dominion rolls well and gains two Column Shifts. She pays 32 Hero Points (FC 5 * 5 HP + 7 HP) to create a 7 AP Force Shield between herself and her attacks, fortunately more than enough to stop their small arms fire.

Weapon Unfamiliarity

Characters who purchase a Weaponry are considered equally skilled with all weapons under their Subskill, even ones he has never used before. If a Character wields a weapon that he has never used before (GM and Player consensus) but is covered by his Weaponry, he receives no usage penalty. As an optional rule (GM decision), the Character could receive a +1 Column Shift penalty to their OV for the first three Dice Actions of the weapon, to simulate the Character's unfamiliarity with the weapon.

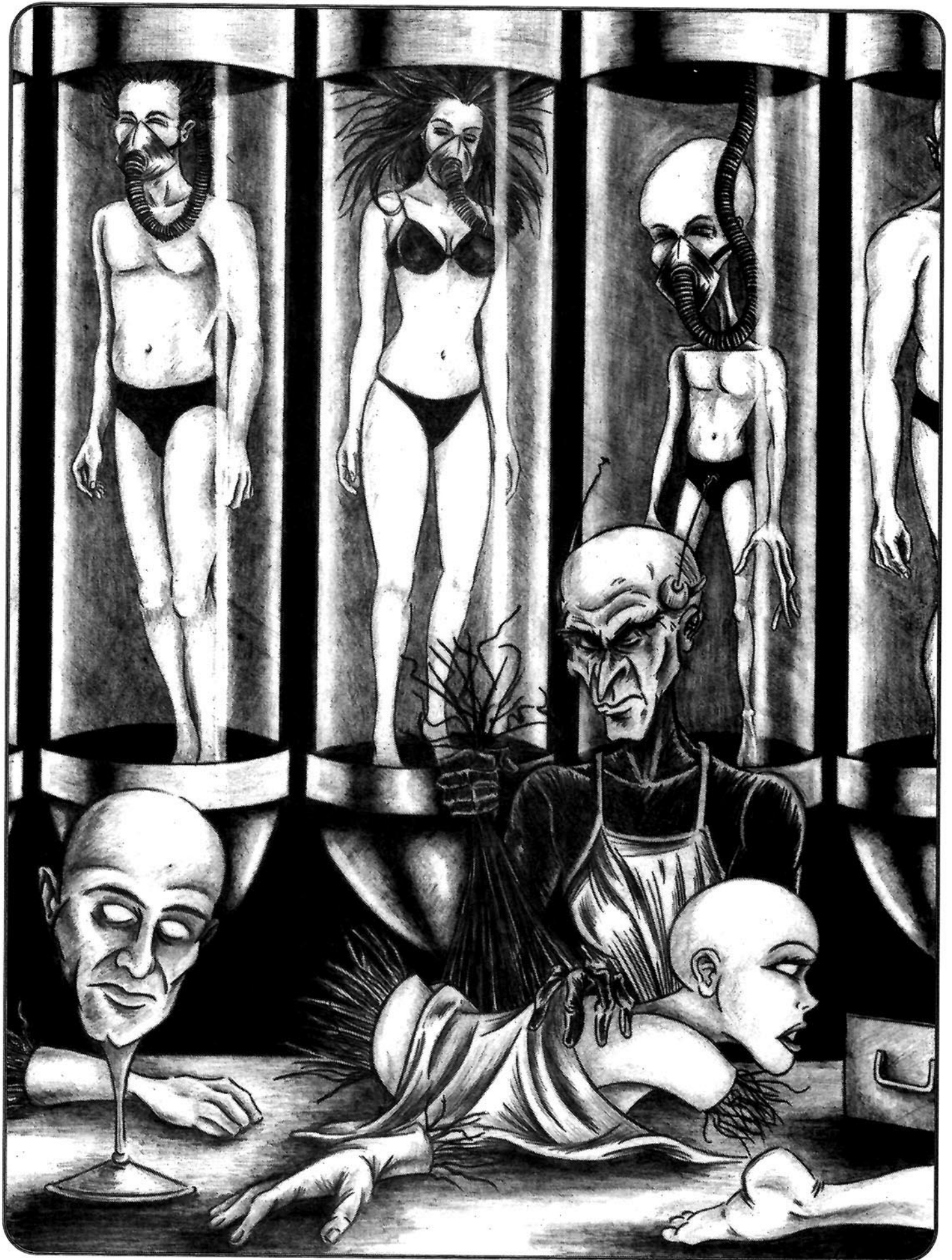
Original Rule Modifications

Martial Artist Skill

Linking the original Martial Artist is a -4 Factor Cost (FC) Limitation instead of a -2 FC Limitation. This is because AV and OV are the same as Dexterity, so the original Martial Artist is actually purchased without the ability to substitute AV and OV (a -2 FC Limitation). This same substitution may be used for the new Martial Artist, but the Character will lose +2 to his Initiative (+1 from AV and +1 from OV).

Mind Over Matter Power

If you choose to use the Mind Over Matter Power in the original rules, use the following clarification: Mind Over Matter is used to represent berserk rages or intense self-discipline that allow a Character to disregard the effects of damage which would normally knock him out. Normally, when a Character is brought to 0 Body or below, the Character will fall unconscious. However, if the Character has Mind Over Matter, he will not fall unconscious until an amount of phases pass equal to the APs of Mind Over Matter that he has. Any damage he takes during this time, be it from Bashing or Killing Combat, should be kept track of. If the Character takes enough damage to bring him to or past Negative Absolute Body, he dies. If the character's Body is raised above Negative Absolute Body (though invulnerability) and the time limit on Mind over Matter has not Elapsed, the character regains consciousness.



Chapter XIV:

ADVANCED RULES

Attribute Adjustments

Many Players and Game Masters desire the ability to refine their Attributes. Roughly, Acting/Opposing Attributes (Dex, Int, Infl) represent offense (AV), defense (OV), Initiative and Movement (to a point). Effect Attributes (Str, Wil, Aura) represent literal power. Resistance Attributes (Bod, Mind, Spirit) represent toughness (RV) and damage capacity. Because Acting/Opposing Attributes actually have two factors, it is obvious to split them into two values, Acting and Opposing. To be fair, they may be split even further into Acting, Opposing, and Initiative. Effect Attributes are simplistic enough that they should stay the same. Resistance Attributes could be split into two values as well, as the following chart depicts:

Version I:

Attributes Fully Broken Down (Factor Costs in parenthesis)

Area	Acting/AV (3)	Opposing (OV) (3)	Effect (EV) (6)	Resistance (RV) (4)	Capacity (CAP) (2)
Physical	Dexterity	Agility	Strength	Body	Health
Mental	Intelligence	Thought	Will	Mind	Sanity
Mystical	Influence	Charm	Aura	Spirit	Essence
	Initiative (3)				

In Version I, a Player may purchase Initiative individually as well as determine how much damage he can accept for each Characteristic Area (Physical, Mental, and Mystical). Since Version I seems a bit too detailed and complex, a "Recommended Method," Version II table has been created. It combines the Capacity Attributes into one value known as Health which is reduced when any RAPs of damage, be it Physical, Mental or Mystical, are received. Resistance (RV) is still individual through Body, Mind, and Spirit as RV, but all damage is taken from Health. Initiative is also determined in the traditional manner by adding the Acting Attributes together.

Version II:

Recommended Advanced Attributes

Area	Acting/AV (4)	Opposing (OV) (3)	Effect (EV) (6)	Resistance (RV) (4)
Physical	Dexterity	Agility	Strength	Body
Mental	Intelligence	Thought	Will	Mind
Mystical	Influence	Charm	Aura	Spirit
	Initiative			Health (6)

The entire concept of Attribute Adjustments is that if a Character were purchased normally, he could easily be broken down without a change in cost. A Version II Character with Dex: 3 and Agility: 3, costs the same as a Traditional Character with a Dex of 6. A Version I Character with Dex: 3, Agility: 3, and Initiative: 3 also costs the same as the Traditional Character. Some Powers such as Regeneration and Mind Over Matter may need to be adjusted by the Game Master if an Advanced Attribute system is used.

Power Creation Guidelines

One of the greatest challenges facing a Game Master is the creation of his own, customized, set of rules. This system is very easily customizable, if you know how to manipulate the Power/Factor Cost system, that is. There is a general guideline that was followed when creating each new Power in this manual, and we explain it below.

Core Powers

When creating a new Power, first think about exactly what you want the Power to do. Then determine if a new Power is really necessary, or if its effects can be simulated by other, existing Powers. Often the Power you are attempting to create can be created with a minimum of tweeking (adding Bonuses and Limitations) to existing powers. For example, a Player who wants to create a "Crystal Production" Power, essentially Ice Production with crystal replacing ice should purchase Ice Production. The effect can be treated as crystal instead of ice (and hence it doesn't melt with heat), 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. Speaking of which, 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.

Another example is the Player who wants his Character to have a defensive Power against electricity. Cold Immunity and Flame Immunity are "elemental" defenses, and both fire and electricity are energy forms. Taking Flame Immunity and replacing all instances of "Flame" with "Electricity" creates Electricity Immunity. Using the same idea, a Character who wants to be covered in an electric sheath can purchase Flame Being and call it "Electric Being". The RV penalty can stay as water/ice and may even include non-conductive material, such as rubber.

Ice Production and Flame Immunity are known as Core Powers. Core Powers are the bare essentials of a Power and are perfect templates for building 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 and Basing 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 figure out

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, this is +4 Factor 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. Use Core Powers as a guide for determining Base Costs.

Cost of Power Components

Ability Cost	Base Cost Increase	Factor Increase
AV	+5 pts.	+1
EV	+5 pts.	+1
OV	+5 pts.	+1
Range	+5 pts.	+1
Movement	0	+2
Adds to RV	0	+4
Misc.	+5 pts. (optional)	+1

To determine a Power's Action Type, consider the theme of the Power. Most movement Powers, such as Digging, Running, or Swimming are obviously Physical Powers. Dimension Travel 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. We can always use Mystic Link to make a Mental or Physical Power have a Mystical theme.

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 sort of heirarchy. Physical Attributes are used constantly, and Characters tend to have large values in these Attributes. Physical Attributes are the most common Action Types, followed by Mental, and the 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 if not all Mystical Powers do not have a problem affecting Mental and Physical

Attributes as well as Mystical. 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.

The other way to determine a new Power's Action Type is through the Power's theme. A good example is Vampirism. Vampirism is the Physical equivalent of both Mind Drain and Spiritual Drain, but thematically, it does not work as a Physical Power. Since it does not work as Physical, Vampirism can be either Mental or Mystical. Vampirism itself has a mystical theme, and therefore, Vampirism is a Mystical Power.

Changing the nature of a Power to a different Action Type is a good way of making new Powers. This is different from Mystically Linking a Power, which causes a Power to become mystical in nature and changes the Link Attribute to Aura. Mystic Linking is good against opponents who have a weakness to magic or even just for theme. It can aid a beginning Character with a high Aura and many Aura-linked Powers, but Mystic Linking is not what changing the Action Type is about. 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. References to Dex become Int or Infl, Str becomes Wil or Aura, and Bod becomes Mind or Spirit. For example, what if you wanted to make a mystical version of Personality Control and call it Possess?

The new Power, 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, Wil, and Mind for defense/opposition, replace them with their respective mystical equivalents Infl, Aura, and Spirit. Second, unlike Personality Transfer, the Possessing Character may use 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 40 BC, 10 FC Power.

Sensing Powers

Replacing or enhancing a sense such as Hearing or Sight is easy. Most of the vision and hearing Powers (which ironically 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, and 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 and cheap Core Powers from which to base other Powers, such as Remote Sensing.

On the mystical side are Awareness and Magic Sense

which allow the detection of certain rare instances. Object Awareness is a lesser and more limited form of Detect. Recall, Postcognition, and Hypersensitive Touch are all clue revelation Powers.

Taking Flight

Creating a new Movement Power is easy. For a Core Power, we will choose Running. Running (BC: 0, FC: 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 (BC: 5, FC: 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, add +1 Factor Cost and create Water Freedom (BC: 5, FC: 3). Reduce the limitations by expanding the travelling environment and adding 5 to the Base Cost and achieve Flight (BC: 10, FC: 3).

We are going to create a new Power that allows vertical movement only, useable only in an atmosphere, Levitation. This Power will represent speed (BC: 0, FC: 2) and will also represent maximum height that can be achieved (+5 BC); it will not be affected by the environment (+5 BC) such as winds level of ground, etc... We now have Levitation (BC: 10, FC: 2). The APs of Levitation represent the speed of movement, and the APs +1 is the maximum height or distance that can be achieved. Levitation, being a vertical Air Walking, is both sort of Mental and Mystical, and thematically is 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, 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. 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.

We'll make a new Power here, the ability to fire a sticky, flaming goo, and we'll call it Napalm. Napalm is a flame attack not unlike Flame Project, except that it sprays the target with a flaming and sticky goo which continues to burn (and damage) until put out. The sticky goo will also hinder the opponent's Dex/Initiative. This is a combination of three Core Powers: Flame Project (BC: 15, FC: 3), Poison Touch (BC: 30, FC: 3), and Glue (BC: 20, FC: 4). For our main Core Power we will use Poison Touch. Napalm (BC: 30, FC: 3) now needs a Range and an AV (+10 BC, +2 FC). Breaking down Glue, we have AV, EV, Range (+15 BC, +3 FC) and Dex/Initiative/Movement reduction (+5 BC, +1 FC). Since

Napalm (BC: 40, FC: 5) won't restrict movement, we will use Glue's weaker cousin, Snare (BC: 20, FC: 3) instead. Breaking down Snare we find that Dex/Initiative reduction is a (+5 BC). Since Napalm's EV currently reduces Body, we add this as a Special Ability (+5 BC, +1 FC) to Napalm (BC: 45, FC: 6), and we're done. Napalm is obviously Physical and a Dice Action, and since it is actually some sort of created substance, we'll use Body as its Link Attribute.

Napalm (BC: 45, FC: 6) is a Ranged, Physical, Dice Action Attack with AV/EV equal to APs of Napalm and OV/RV initially equal to Dex/Bod 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 of the attack. 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, and this is represented in the same way that Poison Touch continually damages an opponent.

Building an Igloo

For a good example of a combination Power, take Ice Production. Ice Production has an AV, EV, OV, RV, a Range, a limited Movement (ice sled), plus a variety of other abilities. Let's break Ice Production down into its "true" parts. First, "ice trapping" is Glue (BC: 20, FC: 4). Second, Ice Production makes a random bonus of simple structures (+1 FC). Third, there is an ice slide, or limited Running (+1 FC). Fourth is RV addition to Physical Attacks (+4 FC), with a penalty against Heat-based attacks (-1 FC). Fifth and finally, we may emulate Energy Blast instead of Glue (+1 FC). Ice Production may be going a bit overboard with the Powers, but the ice slide is limited enough, especially at higher levels where it becomes stunted, and the Energy Blast style abilities already overlap most of the Glue style 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. Hence, the various power-specific limitations help to keep the cost (BC: 20, FC: 10) down to a "manageable" level.

Determining Published Character Hero Point Levels

The Characters who were included in the Blood of Heroes Rulebook (and those from Mayfair's old system) do not have their Base Hero Point values calculated. This doesn't help very much when you wish to "improve" on the Character. The values can be figured out, but it's a tough procedure since the value of the Advantages and Drawbacks that a Character has hinges on the amount of Hero Points with which the character was built. The following method is useful for figuring out the Hero Point Cost of previously published Characters.

1. Calculate everything except Advantages and Drawbacks, but do not count any Hero Points in the "Hero Points" Attribute. Consider that value to be 0, and only use it as an aid in guessing later on to help "fudge" the value.

2. Do not consider the 45 bonus points for Background/History/Personality either, unless that would help "fudge" the points as well.

3. Make educated guesses on undocumented Limitations and Bonuses for Powers.

4. Take the closest number that is a factor of 450, either above or below the number you have reached. Don't worry if it's too high; Drawbacks can even that out, and Advantages can even the number out if it seems too low.

5. Multiply all of the values of the Advantages and Drawbacks by that factor. Make sure you multiply each Advantage and Drawback separately as though you were creating the Character from scratch, and round each value up.

6. Subtract this value from the factor of 450 (if you have 850 points, you would have picked 900 as the factor (450 * 2) and multiply all Advantages/Drawbacks by 2).

7. If the result is more than 100 Hero Points, you might want to try again with a higher factor. If you have negative Hero Points below 100, try again with a lower factor. If the result HP is around 60 or so (plus or minus) you probably found the correct multiplier for the Character, and these leftover HPs (or 0 for a negative number) are placed in the HP value of the Character.

8. Use the new versions provided in this sourcebook to calculate prices for any revised Powers, Skills, Advantages and Drawbacks (like Mind Over Matter). Always assume that if a Power or Skill does not have any Bonuses or Limitations mentioned, it is the most basic version of the Power or the Skill covers all Subskills.

Using a random Character as a basis, we open up our Blood of Heroes Rulebook and flip to page... 255 where we find Chameleon.

Chameleon

Physical Attributes Total: 160

Mental Attributes Total: 105

Mystical Attributes Total: 66

Powers Total: 674

Skills Total: 412

Wealth Totals: 1

Total Cost: 1418

Advantages Total: 45

Drawbacks Total: 180

Determine Multiplier:

First Guess: Her Total Cost of 1418 looks almost like a x3 Multiplier (making a Character of 1350 points) so we'll try that first.

x3? $450 * 3 = 1350$

Advantages at x3: 135

Drawbacks at x3: 540

Cost: $1418 + 135 - 540 = 1013$

Second Guess: 1013 leaves 337 HP left to spend on a 1350 point Character. She's not a x3 Character or else she'd be much more powerful. So now we'll lower the Multiplier by one.

x2? $450 * 2 = 900$

Advantages at x2: 90

Drawbacks at x2: 360

Cost: $1418 + 90 - 360 = 1148$

Third Guess: 1148 leaves 248 HP that need to be accounted for. Subtracting 145 from this (the "fudge factor" made from her Hero Points (100) plus her Background Bonus (45)) still leaves a large 103 point discrepancy. Maybe she's a little more expensive a Character. Try x2.5 as a Multiplier. Didn't know you could use a .5 in the calculation? You can. And as with calculating Gadgets, always round up.

x2.5? $450 * 2.5 = 1125$

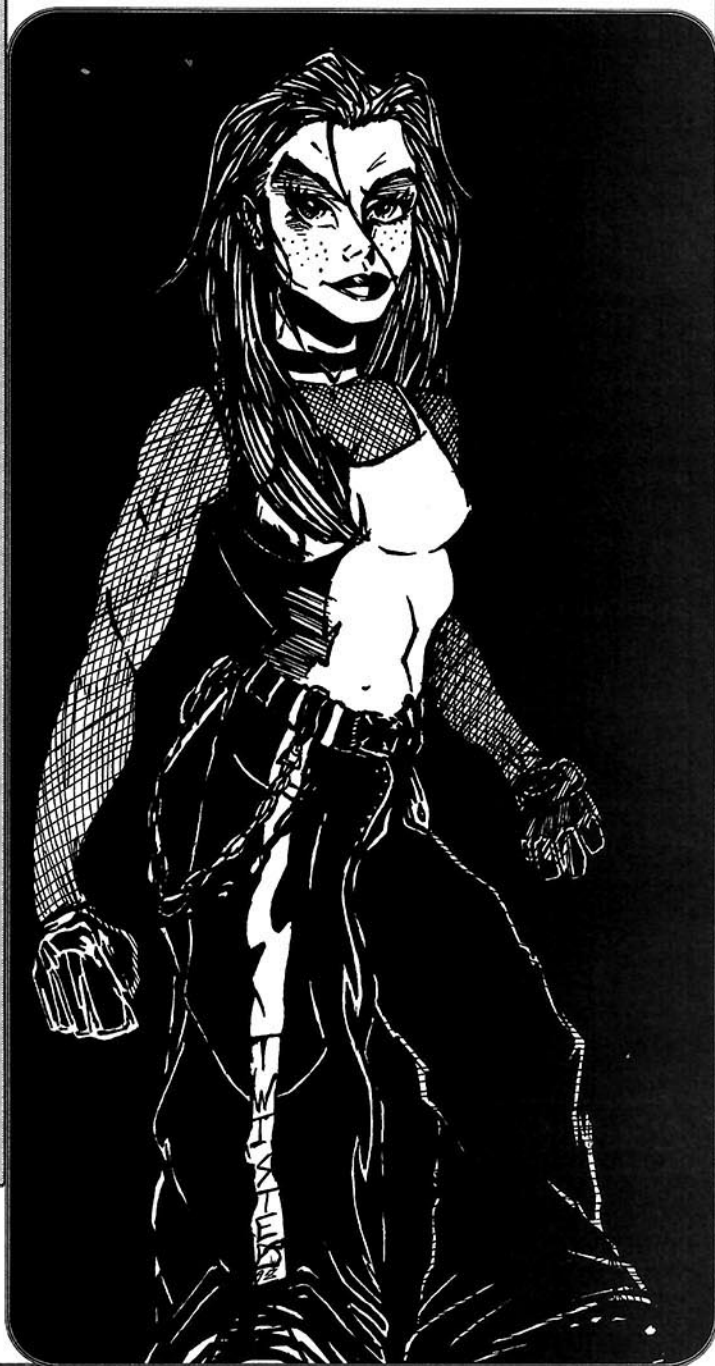
Advantages at x2.5: 113

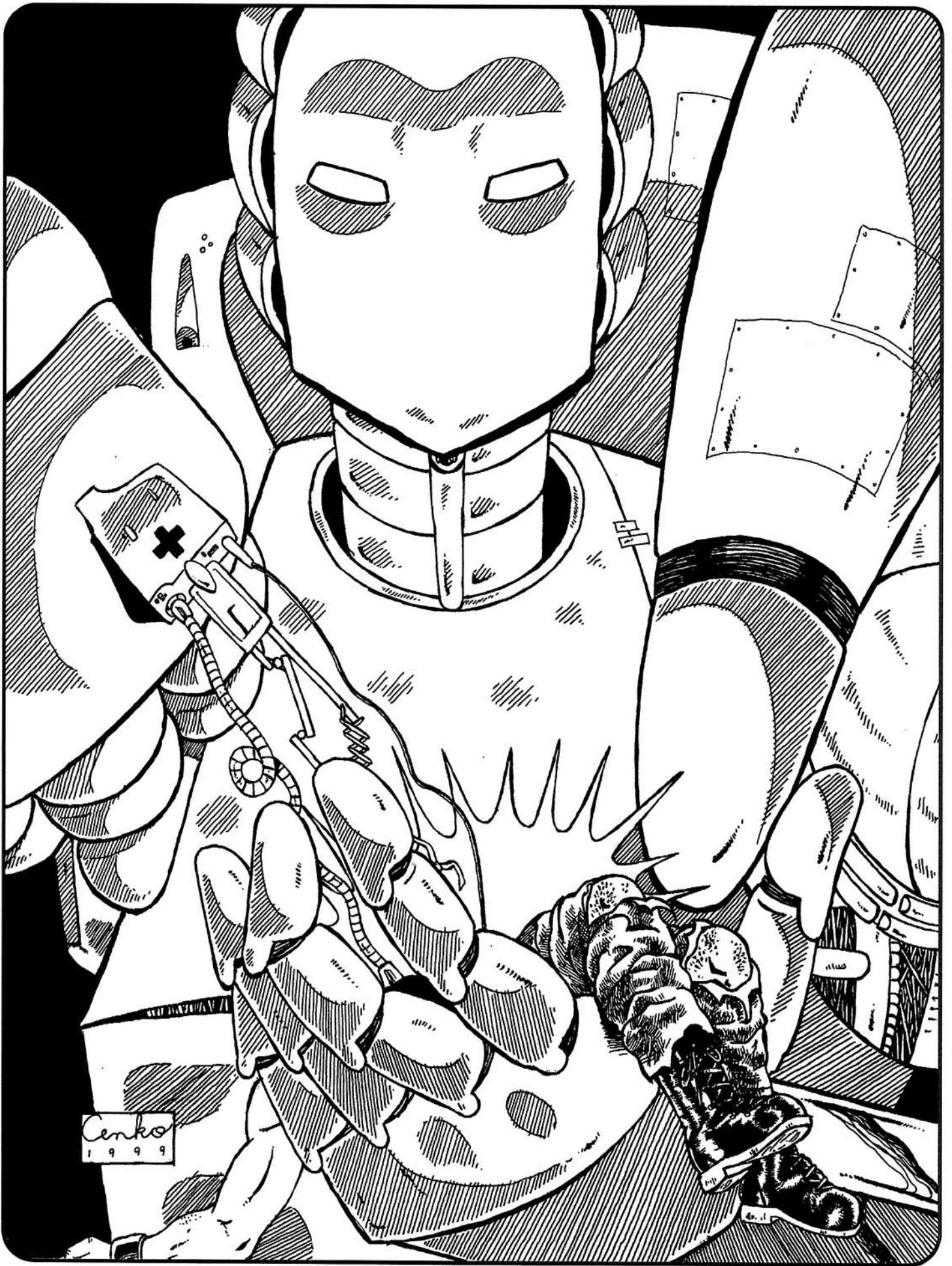
Drawbacks at x2.5: 450

Cost: $1418 + 113 - 450 = 1081$

Conclusion:

Looks like we have a winner. 1081 is only 44 less than 1125, and those 44 could have been put in her Hero Points section. Add her 45 earned from Background and you have 89 in her Hero Points section. This leaves an 11 point discrepancy, but that's not a big deal. Realize that many of the Characters advance through experience and this changes their Base Hero Points when you attempt to calculate them. Chameleon could have easily started as a 900 point Character and then advanced through the expenditure of Hero Points she earned while adventuring. As she is now, Chameleon is a 2.5 Base HP Character.





Chapter XV: GUARDIANS

CHARACTERS

Each Character's statistics describe how they were at the start of their careers. The Characters are made of specified Hero Point values and can easily be adapted to any campaign. 45 Bonus Hero Points for Background, History, and Personality are also included in the Hero Point amounts spent on each Character, and approximately 45 Hero Points have been left in each Character's Hero Point section. As a Character Creation note, you do not multiply those Bonus 45 Hero Points by the Character multiplier (but as a GM you can decide to if you wish). Every Character's history can be used in almost any campaign with minor, if any, historical adjustments.

When reading the abilities of a Character, L means a Power or Skill is Linked. D and H stand for Double and Half Linking respectively.

EQUIPMENT

Guardians "G" Communicator

The Guardians Logo is a stylized G shaped into a hexagon, flat on the top and bottom, pointy on the sides. The horizontal part of the G stretches somewhat across the middle. Every member of the Guardians has to wear or at least carry a G; it is not only the team communicator and location device, but also the Guardians are a close-knit group, and it symbolizes them as their own sort of fraternal order. Why is it in the shape of a G? As the Sentinel of Liberty first said, "Why not G? It makes a damn good belt-buckle. See how that horizontal bar fits right into the notch in the leather? Works for me." All incarnations of the Guardians have had G's for each member. Since each Hero that follows is written at the very start of his or her career, none carry a G.

"G" Communicator [Body: 2, Scrambled Radio Communication: 8, R#: 5, Cost: 14]

HISTORY OF THE GUARDIANS

Golden Era

The Guardians are a legacy of heroes whose origins are steeped in the Second World War. It begins with a man of knowledge and invention, a young scientist working for the American Government who discovered the means to harness energy, producing effects of pure force. A surprise Nazi attack on his laboratory forced the young man to inject himself with a serum. This allowed him to mentally control the force to a small extent: an extent that was powerful enough to disarm and repel his attackers. He became one of America's overseas operatives, code-named Captain Justice. Pleased with his success, the U.S. Government deliberately attempted to develop other "powered" soldiers through a variety of experiments. Project Liberty produced some of

the Government's best results including the front-line hero known as Sentinel of Liberty and his sidekick, the ever-enthusiastic Liberty Lad.

Not all heroes were based in America. This was confirmed when the young stage magician, Waldorph Henderson a.k.a. "The Amazing Waldo", rescued his Guest of Honor, Winston Churchill, from some assassins as Mr. Magician. The Earth, aflame with the spirits of the murdered and the horrors of war, selected its own champion as well, bequeathing a simple man the gift of its runestone. This man took the Runestone namesake and became a powerful force for good.

Alone, these five Allied heroes were only effective in their own, specialized environments. When Liberty Lad was held captive by the enemy, Sentinel of Liberty called upon his long-time friend Captain Justice for help. This American Duo joined with Mr. Magician in Europe and finally with Runestone himself, and together they rescued the Sentinel's sidekick. At Liberty Lad's suggestion, the heroes stayed together to defend justice as The Guardians.

The Guardians fought many foes during their time together, a time that ended too soon and began with the annihilation of Runestone. The Guardians uncovered a plot within the U.S. Government itself; a radical faction was planning to eliminate half of Europe with an experimental bomb. Mr. Magician predicted the destruction and sent Captain Justice and Sentinel of Liberty undercover to research. The American Duo found the plans for a test site too late and sent word to Runestone who rushed to stop a test launch in Nevada. Unbeknownst to the radicals, the bomb they were about to activate was powerful enough to create a localized black hole which would destroy the planet. Runestone placed himself at ground zero in an attempt to contain the blast and succeeded by sacrificing himself to save the Earth.

The death of their most powerful member disillusioned the Guardians. This tragedy was tripled when both Sentinel of Liberty and Liberty Lad were killed during a second attempt to stop the radicals, this time in Egypt. After the war ended, Captain Justice slowed his research projects to become a victim of fame, and the ever-enigmatic Mr. Magician stayed for a short while in Spain, eventually wandering overseas to America to settle into the obscurity of family life.

Today

A failure at heroism in his own eyes, the magician named Vatic began to prophesize about a coming doom. He foresaw an invasion of mass proportions, the enslavement of humankind by an unknown force, and yet his visions also told him the invasion had already occurred. Unsure what to do, the mage attempted to contact the beyond for advice. His prayers heard, a voice told Vatic he should prepare for the assault by gathering those who've already entered the

realm of Earth. The prophet did not respond well to this.

"Why do they have to be so damn vague?" he yelled. Frustrated, Vatic kicked his Ouiji board across the room, grabbed his wallet, and headed out to the local Save-Mart to shop, and get his mind off the responsibility of saving the world. That day, the store was extra crowded because some moron super-hero named Brick was showing off his new action figure line. "Why today of all days?" thought Vatic, thirty feet deep in a line, "I just wanted to pick up a few things." He idly stood by and took note of the people in line. A lot of them were wearing very dirty clothes. Looking around, he noticed unkempt and ragged people everywhere, and almost as though they realized he knew they were here, the poor overwhelmed the room.

Grubby hands were everywhere, grabbing for money, valuables, and groceries. It took all of Vatic's will to keep hold of the Sorcerer's Stone on his chest. Grasping it, Vatic wished for luck and magically paralyzed the bums next to him. From the back of the store, the magician could hear what sounded like an epic battle. Turning to look, he saw a young woman with a sword and an athletic man in a Save-Mart uniform kicking major hobo butt. The man wielded a golf club in each hand with finesse. A loud yell from the right brought his attention to Brick; the stone and media covered hero was fighting off a horde of thieves making off with his oh-so-precious collector's toys. Vatic winced as he watched a man in a woolen cap and tattered green coat fly past him overhead. Man was not meant to fly.

Imagining a fluffy pillow, Vatic twisted his gemstone and turned his thoughts into reality, stopping the poor thief in mid-air with a glowing cushion and dropping him to the floor. Out of the corner of his eye, the mage noticed a group of bandits who had been near the registers. They were running for the door but quickly backed away as a gout of flame blew the entrance doors inward. A man-sized dragon stepped through the entrance and roared in defiance at the thieves. Even from his distance, Vatic could smell the urine staining their pants. He realized at that moment, without any searching, that he had found some heroes who might be willing to try and save the universe with him.

After rounding up the rest of the rabble, Vatic, Saint, Callisto, Brick, and Dragon Knight introduced themselves, and at the behest of both Vatic and Brick's agent, Joseph Kim, they formed the Guardians. It turned out that Dragon Knight had been on the trail of a gang of bums who had been stealing for their community. Saint and Brick had just happened to be working in the same place, Brick only for promotional reasons. But maybe it was fate that guided Callisto and Vatic to the Save-Mart that day. The Guardians ended up capturing Mr. Magnanimous and his vile cohort, Repulse, the leaders of a crime syndicate made of the unwashed masses. Instead of allowing Magnanimous to continue his "Robin Hood" crusade, Vatic and Brick donated quite a chunk of money to charity, a move approved by Brick's agent who realized it was tax deductible. Vatic opened his headquarters for the group, and Joseph Kim got everyone's signature for

creative licenses.

Not long after their first case, the group followed a trail of crime to a Sage Enterprises facility where they were teamed with one of the corporation's house heroes, The Roach, an overly super-heroic guardswoman. After they stopped some corrupt and rogue Sage scientists from accelerating the Greenhouse Effect, the mysterious Roach quit her job and joined the Guardians full time.

During the investigation of a temporal flux that was releasing dinosaurs into the downtown community, the Guardians made friends with a Disland Corporation employee: a quantum-physics researcher named Simon James who would help them on many other cases. Inside the flux, the team discovered the trapped bodies of The Sentinel of Liberty and Liberty Lad, two of the original, Golden Era Guardians who had been thought lost years ago. After rescuing the duo, they joined the team, and soon afterward a short legal battle ensued between Sentinel and Joseph Kim over the legal rights to the Guardians' name.

While the legal conflict continued, the team was plagued with pranks and everyone placed the blame on the least mature member, Liberty Lad. Fortunately for him, a recently "hot footed" Callisto was stopped from pulverizing the boy by a strange new hero, a living cartoon who introduced himself as Whacky. Claiming to be a legacy from the original Guardians, Sentinel of Liberty recognized his hat as belonging to his old comrade, Mr. Magician. The rest of the team agreed to allow Whacky on the team as long as he stopped playing his pranks on them. Whacky agreed and even helped pick the last bits of a creme pie out of Saint's hair.

Zip, a speedster from the near future, blazed a trail onto the scene during a battle with the vile Black, the sworn enemy of Saint. After aiding the team, Zip was added to their roster, especially after he predicted a coming doom that he needed their help to stop. He also had odd claims of being a descendant of the Dragon Knight. And finally, Runestone, another member from the original Guardians who believed himself to be lost in time, was added to the roster. This was during the search to locate a shadowy thief who had been stealing from all the local banks without opening any doors. With yet another mystery to solve in hand, the Guardians wait and prepare diligently for Vatic's prophesized future, an invasion of mass proportions that Zip, their teammate from the future, has confirmed.

DRAGON KNIGHT

Dex: 6	Str: 6	Body: 6
Int: 4	Wil: 4	Mind: 4
Infl: 4	Aura: 4	Spirit: 4
Initiative: 14		Hero Points: 45
Point Base: 450 HP		

Powers:

Flame Project: 6, Skin Armor: 5, Flight: 6, Claws: 8, Extra Limb (Tail): 6, Flame Immunity: 5, Thermal Vision: 7, Adrenaline Surge: 9

Bonuses:

Adrenaline Surge is useful for Strength, Body, Flame Project, and Flight

Limitations:

Power Restriction: Adrenaline Surge cannot be used while in physical contact with any jade. Flame Project has Serious Power Burnout. Flight is Fatiguing.

Advantages:

Prehensile Feet, Sharp Eye, Leadership, Language (Chinese)

Familiarities:

Spoken English, Spoken Japanese

NICHOLAS CHEN

Dex: 3	Str: 2	Body: 2
Int: 2	Wil: 2	Mind: 2
Infl: 2	Aura: 2	Spirit: 2
Initiative: 9		Hero Points: 0
Alter Ego		

Drawbacks:

Unluck, Alter Ego (Uncontrollable), Strange Appearance, Secret ID, Attack Vulnerability (Jade, Rare, -3 CS), SIH (Technology)

Skills:

Charisma: 4, Detective: 5, Thief: 3, Martial Artist: 5, Weaponry (Firearms): 3

Advantages:

Languages (Asiatic 1, English), Credentials (Police, Low), Connection (Police, Low)

Drawbacks:

Serious Irrational Attraction (Smoking, Common)

**Background:**

Alter Ego: Nicholas Chen

Wealth: 5

Motivation: Responsibility of Power

Occupation: Super-Heroic Detective, Guardians Leader

Marital Status: Single

Known Relatives: "Nicholas" (Father, deceased), Lucille (sister), Chang-Lin and Jeffrey (brothers)

Group Affiliation: Guardians

Base of Operations: Cincinnati, OH

Height: 5'6"/7'2"

Weight: 150lbs./ 300 lbs.

Age: 28

Eyes: Green

Hair: Black

Powers and Abilities:

A detective by day, Nick transforms into the Dragon Knight when stressed, becoming a mystical man-sized dragon with fiery breath and the ability to control how powerful he becomes.

History:

Nicholas Chen was born the son of a United States serviceman and a Chinese woman during the Vietnam War. Unfortunately the man, whom Nicholas was named after, was killed in action and his body was never recovered. Nick grew up fatherless and learned to take care of his family the hard way. He was very bright, quickly learning the ins and outs of society, and his sense of great responsibility to his family as the oldest son drew him to work as a private investigator. While working a case in Shanghai, Nick ran afoul of a Japanese Yakuza clan, supposedly trafficking drugs and stolen artifacts. He was taken captive and tied up in their warehouse. As the thieves were plotting about what to do with his body, Nick managed to cut himself free and grabbing the nearest "suitably heavy" blunt object, a jade dragon statuette, and approached the clan members as stealthily as possible. They instantly spotted him, and to Nick's surprise, they ran. The man looked down at himself and discovered that he had become a green, if not jade, half-dragon, half-man. He dropped the jade statuette which had become painful to touch. Using his mighty wings, the draconian detective chased down the clan members and turned them in publicly since he had no way to control his transformation.

Through meditation, Nick learned that adrenaline activates his transformation and makes him stronger, but when he is at rest he can change back. In his dreams, a great spirit, that of the Dragon itself, spoke to him and explained to the young man that he has been imbued with the soul of the Dragon Spirit who had been encased in the statuette by a great sorcerer of ancient times. Why he was chosen, the Dragon Spirit did not or could not divulge. Dubbing himself the Dragon of the Night and later Dragon Knight, Nick fought crime in China and eventually migrated to the United States where, with the Dragon Spirit's guidance, he joined up with Vatican, Saint, Brick, and Callisto. They formed the Guardians, and Nick was elected their leader.

Description:

Due to his unexpected transformations, Nick tends to wear inexpensive, loose-fitting clothing. He goes through a lot of them. That's why he has stashed extra clothing throughout the city. He does attempt to look good for any possible clients, but as a Guardian, Vatican has footed Nick's bill many times. He has even put Nick on a payroll since the detective has a good nose for tracking down needed occult ingredients. When they have to appear publicly, Nick wears a dragon-like cowl over his face to hide his features. As the Dragon Knight, he stands 12 feet tall, weighs a heck of a lot, and is very frightening to look at, made worse when he attempts to smile. Green and scaly, with a large snout and lizard-like eyes, Knight has a large wingspan and clawed feet and hands. He's not the sort of beast you'd want to meet in an alleyway.

Personality:

Nick is a great guy to get along with and is always very calm and sincere in order to keep the Knight at bay. He's easy-going but knows he has a great responsibility as a leader, a responsibility he knows he can handle. He had to handle two younger brothers and an older sister, and he can handle the Guardians. When the Dragon Spirit takes control, Dragon Knight takes a more serious tone. Nick does his best not to scare the innocent, but it's tough going, made worse because the Dragon Spirit is cursed with incredible misfortune. The Dragon Spirit, with its longing for the past, distrusts technology to the point of disrupting Nick's mind whenever he thinks back to his learned skills.

Though his looks make him dangerous, the Dragon Knight is noble and will never kill, even if necessary. Knight is very powerful and has many powers which are considered dangerous in combat. However, he has learned to use his abilities to capture rather than harm. Dragon Knight would rather breathe fire to block a villain's escape than attack the enemy directly, unless he knew the villain could handle it. His greatest thrill is flying.

SAINT

Dex: 6	Str: 5	Body: 5
Int: 4	Wil: 5	Mind: 4
Infl: 5	Aura: 3	Spirit: 4
Initiative: 19		Hero Points: 44
Point Base: 450 HP		

Powers:

Invulnerability: 5L, Jumping: 3

Skills:

Martial Artist: 8, Acrobatics (Dodging, Gymnastics): 6L

Advantages:

Insta-Change, Attractive, Lightning Reflexes, Language (Tanieran)

Familiarities:

Tanieran History, Spoken English

Drawbacks:

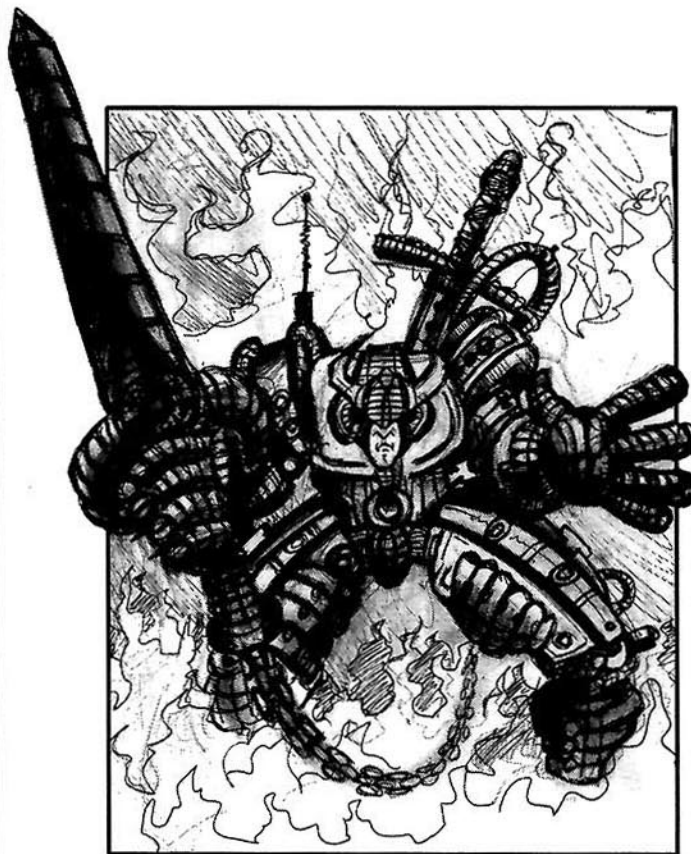
Dark Secret, Traumatic Flashbacks, SIA (Reptiles), Serious Rage, Secret Identity, Voluntary Exile

Equipment:

DRAGON ARMOR [Body: 10, Energy Blast: 10L, Invisibility: 6, Self-Repairing, R#: 2, HP Cost: 191]

The Armor can only be used for 8 hours out of every 24 hours [50 Hero Points].

For roleplaying purposes, Saint's armor is typically at full Body at the beginning of each adventure due to its Self-Repairing advantage.

Background:**Alter Ego:** Ker Draco, Kurt Draco**Wealth:** 4**Motivation:** Seeking Justice**Occupation:** Martial Arts Trainer, Former Tanieran Warrior, Save-Mart Clerk**Marital Status:** Single**Known Relatives:** None**Group Affiliation:** Guardians**Base of Operations:** Cincinnati**Height:** 5' 11"**Weight:** 180 lbs**Eyes:** Emerald Green**Hair:** Black**Age:** 25**Powers and Abilities:**

Ever since Ker was resurrected, he has aged very slowly and is quite resistant to damage. He summons the Dragon Armor only when he is in serious trouble.

History:

Ker Draco is the reincarnation of an Ancient Tanieran warrior who was killed in battle. His spirit was strong enough that his death brought notice to the Tanieran goddess, Jadarra. She captured his spirit and held onto it until she felt it would be needed. When the Dark Saints began to invade this realm, she recreated him as one of a group of Saints based around various mythical creatures, the Myth Saints. Ker was to be the Dragon Saint.

He and his 9 reincarnated brothers, known as the Myth Saints, along with the women from Taniera's world, would help to bolster the Tanieran religion. The Saint Sanctuary is located in the bowels of the Floating Citadel of Taniera. Their main purpose, beyond spreading religion, is to defend against the attacks of the Dark Saints, who are sent by an unknown rebel God, long suspected to be Karlaith. The goal of the Dark Saints is to halt the spread of Tanieran worship which would diminish the power of certain Tanieran deities.

On a mission to America, Ker and 4 of his brothers had to make due with a rented warehouse in Cincinnati for their headquarters. It was at this time that they were ambushed by one of the Dark Saints, a spirit known as Black. Black possessed Ker's body, using him to slaughter his brothers. The spent body of Ker was left for dead, but the man survived. Due to his guilt, he has never contacted his five remaining brothers about the incident, and they do not know his whereabouts or even if he is still alive. Ker has traumatic flashbacks of this event whenever he enters a warehouse.

Ker voluntarily exiled himself from the Sanctuary until he could avenge his brethren. Vengeance is not a trait of the Myth Saints, but if he should ever encounter Black again, only one would survive the meeting. Currently, Ker is living in Cincinnati as a Save-Mart clerk and joined the Guardians as a founding member. Ker shortened his heroic name to "Saint" in order to avoid confusion with team leader Dragon Knight and to disguise himself in case someone comes looking for him.

Description:

As Saint, Ker wears his mystical DRAGON ARMOR, consisting mainly of green-hued partial plate mail. This includes a chest plate, arm bands, armored boots, and a green mask with dragon wings at the top which can slide up much like a knight's helm. The armor has a reptilian look to it because it was imbued with the spirit of a true dragon. In his normal clothes, Ker, also called Kurt, is a very handsome and attractive man. His long, raven-black hair and piercing, ice-green eyes can set even a cold woman's heart aflame and burning with desire. Ker has a very serious expression on his face at all times. His clothing usually consists of jeans and a t-shirt or his Save-Mart uniform when at work. He also tends to stretch into the exotic with a variety of oriental-based fashions. As the consistent second-in-command of the Guardians, he wears his G as a badge on his left breast and has a fire breathing dragon on his belt-buckle.

Personality:

Saint is a very strong willed, very serious person who does not crack easily under pressure. He often states his opinions as facts. When he talks to people, Ker looks into their eyes as if he is engaged in a staring contest. Ker is dedicated to whatever job comes his way, always trying to be considerate of others and does not judge people until he knows them better. Ker feels some amount of guilt over what Black forced his body to do but realizes that he was not in control of himself. He has vowed never to return to the monastery until Black is brought to justice.

VATIC/ RAZZLE

Dex: 3	Str: 2	Body: 2
Int: 5	Wil: 5	Mind: 4
Infl: 7	Aura: 4	Spirit: 9
Initiative: 15		Hero Points: 32
Point Base: 450 HP		

Skills:

Occultist (Create Artifact, Identify Artifact, Occult Knowledge, Ritual Magic, Premonition): 7L, Art (Writing, Sculpting): 7L

Advantages:

Scholar (Ancient Tomes), Language (European 1, European 2), Expansive Headquarters

Familiarities:

Antiques History, Investment Techniques

Drawbacks:

Dark Secret, Voluntary Exile (Europe), Traumatic Flashbacks (Airports), CIF (Heights), Serious Psychological Instability (Dual Personalities), MIA (Collecting Possessions)

Equipment:

Sorcerer's Stone [Body: 8, Sorcery: 8, Power Restriction: Sorcery cannot be used when Stone is covered or hidden, Cost: 240]

10 AP Laboratory

Background:

Alter Ego: Ricardo Diego, Rick, Vatic, Razzle

Wealth: 9

Motivation: Responsibility of Power

Occupation: Used bookstore owner and entrepreneur

Marital Status: Single

Known Relatives: None

Group Affiliation: Guardians

Base of Operations: Cincinnati

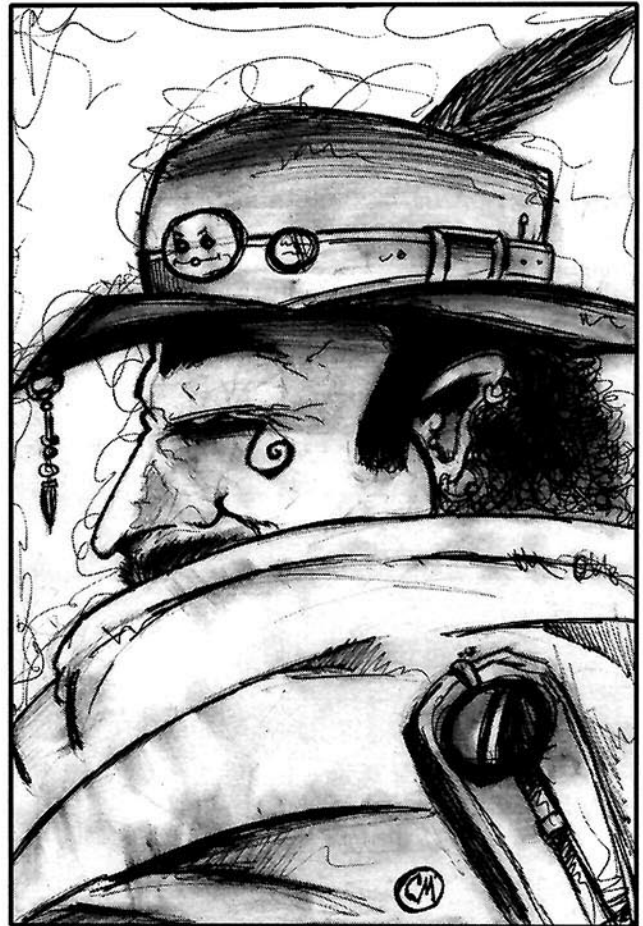
Height: 5'4"

Weight: 150lbs

Eyes: Hazel

Hair: Sandy Blonde

Age: 30



Powers and Abilities:

Vatic uses the Sorcerer's Stone to shape his imagination into reality. He is quite grim, and there is a dark theme to his magic. He constantly researches for Ritual magic.

History:

Ricardo was raised in an orphanage in the colony of Gibraltar until the day a cloaked man wearing a large, black fedora came to adopt him. When they had reached the man's home, a small shanty near the edge of town, he revealed to Ricardo a strange, softly glowing, blue-green stone. Waldo, as he called himself, explained to the young boy that he had left Europe years earlier for his homeland of America. His prized possession, the Sorcerer's Stone, had lain unused since Waldo had given up his heroic life long ago to raise a family. It selected Ricardo as its new master. Waldo was to teach the lad the ways of the magician so that another generation may have a hero in whom they could believe. Ricardo would live as his ward until the time was right.

So, young Rick worked in a local bookstore that Waldo owned and trained with him for quite a few years. On occasion Waldo, with a wave of his fedora, would return to America to see his family, but he always came back to

train Ricardo. On his eighteenth birthday, Waldo declared Rick an accomplished magician, bequeathed the magical Sorcerer's Stone to him, and moved back to the United States permanently. Rick became the new owner of the bookstore.

Over the next few years Rick increased his knowledge of arcane lore and acquired a taste for antiques and collectibles. With the Sorcerer's Stone and the teachings of Waldo, he knew he could make the world a better place. He soon debuted as Gibraltar's first (and only) super-hero, Razzle. Razzle was a glamorous super-hero, using lots of glitter and special effects to fight crime all over Southern Europe, until one fateful day.

At 23, Razzle attempted to stop a hostage situation onboard an outbound airplane. He teleported inside the plane in an attempt to defeat the criminals in flight. During the struggle both Razzle and a terrorist fell out of the plane which exploded soon after. The hero and the terrorist struggled for a thousand feet, but neither had parachutes. In a panicked moment of self-preservation, a shaken Razzle teleported to the ground. He wasn't ready for the terrorist to hit the pavement at terminal velocity right next to him. Razzle's actions had led to the deaths of an entire plane load of people and some terrorists. The media did not know this and thought it was only the terrorist's bomb going off accidentally, but from then on, Razzle was no more.

Rick took the name of Vatican and moved to the U.S. where he started a new bookstore. He used his prophetic occult powers to make investments on the side and amass wealth. He went as far as purchasing an entire city block in Cincinnati, where his shop is located, along with a couple of other large buildings. Below the ground is his expansive headquarters where his workshop is located. Unsure if fate had a hand in his life, Vatican brought the key heroes of the Guardians together.

Description:

When he paraded around Europe as Razzle, Rick used to wear fairly bright and garish clothes that made him stand out as an easy target. His wardrobe included a large, fancy, floppy hat and a mass of hanging clothes and scarves and robes. Since his great depression later in his career, Vatican turned toward the shadows and much darker colors to compliment his black moustache and goatee. Vatican wears a leather vest, black trenchcoat, black shades, and a darkened, floppy hat with many buttons on it. The buttons, none of them bright, have various strange phrases such as "Death Lemmings of Doom" and "Life, the Eternal Salad" that have meaning to Vatican alone. But no matter what clothes he was wearing, Rick always hung the Sorcerer's Stone around his neck. It is attached to a heavy chain and exposed to the elements as it must be to work. Since he rarely does anything else, Rick's heroic clothes double as his normal clothes as well. Vatican wears his G pinned to his hat with the rest of his buttons.

Personality:

Vatican is a very somber person. He doesn't smile a lot and has lost his sense of humor. Even though he has failed once, Vatican is still trying to fight crime but with a bit more of an edge. Razzle was quite the happy-go-lucky person, always embarrassing his foes rather than harming them physically. Ever since his failure, both personalities fear heights and airports, reminders of the incident, and will never bestow powers of flight or levitation on themselves or anyone else. In times of trauma, Rick tends to flip-flop between his two personalities.

CALLISTO

Dex: 6	Str: 4	Body: 4
Int: 4	Wil: 6	Mind: 4
Infl: 3	Aura: 3	Spirit: 4
Initiative: 17		Hero Points: 30
Point Base: 450 HP		

Skills:

Martial Artist: 6L, Weaponry (Melee): 10, Acrobatics: 6L

Bonuses:

Martial Artist is a Focus of Will and has the Techniques Bonus.

Advantages:

Lightning Reflexes

Familiarities:

Wilderness Survival, Languages (Tanieran and Spoken English)

Drawbacks:

Age (Young), Forced Exile, Public Identity, Catastrophic Rage, Socially Inept (Easily Frustrated)

Equipment:

"Erinyes," The Furious Sword [Body: 10, Int: 5, Wil: 5, Mind: 5, EV: 10, Magic Blast: 10, Mystic Freeze: 10, Telekinesis: 5L, Telepathy: 5L, Control: 5L, Limitations: Control and Telepathy are at No Range. Magic Blast is at No Range and has no AV, HP Cost: 180]

The Sword is a bastard sword made of true cold iron. As a weapon of war, it is made not only for offensive but defensive capabilities as well. The Sword is as sharp as paper, and when wielded, magically causes the skin of the wielder to become as tough as the Sword itself. Along with these abilities, the Sword can also project an aura that will magically paralyze an enemy or its wielder.

Background:

Alter Ego: Callisto

Wealth: 4

Motivation: Seeking Justice

Occupation: Adventurer
Marital Status: Single
Known Relatives: Tanierans
Group Affiliation: Guardians
Base of Operations: Cincinnati
Height: 6'3"
Weight: 190lbs
Eyes: Green
Hair: Dark Brown
Age: 16



Powers and Abilities:

Callisto is naturally skilled and agile as are most of women from Taniera's Dimension. She is trained in the art of war and is a master of melee weaponry. As though owning the speed of Hermes, she can dodge most attacks as well as flip and tumble with the best of the Tanierans and is adept at unarmed combat.

History:

Growing up on the Floating Citadel, Callisto has studied martial arts and melee since she could hold a stick. Learning the battle skills came naturally to her. Taking pride in her abilities, she worked as a guardswoman, hoping to one day

become the Floating Cities Champion. Combat was always taken seriously, but Callisto still found a great enjoyment in it, as it seemed a game to her. The young woman's life took a fateful turn one night. While standing guard at one of the cities many temples, Callisto caught a glimpse of light in the distant shadows. Investigating, she discovered that the light was the reflection of moonlight off the blade of a bastard sword which was stuck into the ground. Upon examination, the youth noticed that the sword was made of cold iron, and its balance seemed made for her. She examined the area for any indication of where the sword came from, but finding nothing, she kept it. She returned to her post, and as though coaxed to do so, told no one about the weapon.

Practicing with the sword, Callisto had flashes of insight and realized the weapon had capabilities far beyond a mere weapon. She learned to use it to fire bolts of magical energy, lift and move objects, hold a person in place, and even toughen her own flesh. With each discovery came a sense of satisfaction from the Sword, as if it were proud of its pupil. Callisto began to experience flashes of rage while fighting, developing a berserker fury that demanded a violent end to each person she faced.

Everything came to a head during the Trial of Position when Callisto was fighting to advance rank in the guard. An inner fury overwhelmed her after a grazing blow connected with her right shoulder, and Callisto went into an attack which left her opponent lying face down on the ground. As the stunned crowd watched on, Callisto, oblivious to the pleas of surrender, brought her staff down over her opponent's head, shattering the woman's skull and killing her.

Having murdered another during a contest is a most vile transgression, so Callisto was banished from the Floating City. Callisto pledged to discover a way back to her sisters and found her way to America. Unconsciously, she arrived at the initial confrontation with the Guardians and became a founding member. She joined in order to redeem her failure by helping protect the general populace. During battle and when in her heroic persona, Callisto takes the identity of Fury, which not coincidentally, happens to be the true name of the Sword. The Sword has yet to reveal its true nature to her.

Description:

While slight of build for one of Taniera's race from whence she comes, Callisto stands tall for most humans, and because of her years of martial training, she is fit and slim. Her traditional armor, quickly abandoned once she learned the defensive capabilities of the Sword, has been replaced by a black jumpsuit with many straps, holding it tight to her skin. In downtimes, she wears loose blouses, flowing clothing, and prefers light colors. Callisto wears the G around her neck on a chain.

Personality:

Callisto experiences drastic mood changes since obtain-

ing Erinyes, as it attempts to exert influence over her. Whereas before she was young, exuberant, and proud, she now has a hidden rage in her, a wildness that tries to take her over while fighting. What scares her the most about these changes is the feeling of exultation in the bloodshed and fury of the rages. This has caused moodiness which is alien to her as she tries to puzzle out whether the rage comes from within or as a result of the sword. Her youthful pride in her martial achievements has been tempered over the last few months by the cold reality that at the heart of any martial practice lies violence and death. When speaking to others, Callisto is very grim, blunt, and does not understand most jokes or attempts at humor.

THE ROACH

Dex: 3	Str: 10	Body: 5
Int: 1	Wil: 1	Mind: 1
Infl: 7	Aura: 4	Spirit: 5
Initiative: 15	Hero Points: 39	
Point Base: 450 HP		

Powers:

Jumping: 3, Sealed Systems: 5L, Skin Armor: 10D, Invulnerability: 10D, Mind Over Matter: 3

Skills:

Martial Arts (AV, RV, OV): 6

Advantages:

Iron Nerves, Lightning Reflexes, Luck, Credentials (Sage Enterprises, Low), Connection (Sage Enterprises, Low)

Drawbacks:

Innocent, Serious Psychological Instability (Short Term Memory), Socially Inept (Babbles about strange and disturbing topics at inappropriate times), Dark Secret, Traumatic Flashbacks (Around Medical Terminology), Distinct Appearance, Uncertainty, SIA (Wearing Costume), SIA (Fighting Crime)

Personal Data

Alter Ego: None she can remember.

Wealth: 0

Motivation: Thrill of Adventure

Occupation: Super-Hero

Marital Status: Single

Known Relatives: None

Group Affiliation: Sage Enterprises, Guardians

Base of Operations: Cincinnati

Height: 6'4

Weight: 320lbs

Eyes: Brown

Hair: Black

Age: 26



Powers and Abilities:

She has the proportional strength, abilities, and intelligence (what little there is) of a giant roach.

History:

The Roach gained the resilience of her namesake through a very strange experiment, possibly even performed at Sage Enterprises, but she doesn't remember much of it. She does remember being ordered to the Guardians as a super-hero, but she doesn't exactly know why. In fact, she doesn't exactly know much about anything, other than that killers are bad and justice is good. The Roach wants to be good. She aims to be the best member of a super-hero team that she can be. Roach remembers almost nothing of her past, but she gains insights through certain flashbacks that occur whenever any medical terms are mentioned in her presence. She believes she may have been a... scientist? A... doctor?

Possibly the experience that granted her power was too much for her, and she snapped. All she really knows is that she is supposed to perform some sort of mission for Sage Enterprises by utilizing the Guardians. What that mission is, well, she's just not too sure.

Description:

The Roach is the only super-heroine that looks good in a dark brown costume with pluming, feathery antennae. Even though she has shiny and hard shellac on her back, Roach is resilient all over her body without looking any tougher. Of course, especially with all her strength, she is extremely built. Her face is almost entirely covered by a mask. She refuses to take it off, preferring to be a super-hero all the time, but her exposed chin and teeth are well formed. The Roach is a big woman and stands out in the crowd. This is not only because she is well-endowed, a fact she rarely notices, but also because she never takes her costume off. The Roach once pinned her G to her forehead, but it vibrated too much, so now she keeps it in a pocket.

Personality:

The Roach has not only lost her background, she's lost her personality. Actually she has a personality, but she has a bit too much. The Roach is a bit fanatical about being a super-hero, to the point of launching into long tirades about pointless topics that she finds very important. She does this often enough that it bothers some people, and at times, her teammates have to try and shut her up. During battle, Roach is a bit uncertain of herself. She's not sure she's on the right side, or if she has some greater purpose. This is a big hindrance for her. Also, she spurns any and all romantic advances toward her, ignoring even the most attractive of suitors because heroism is more important than love. Right?

SENTINEL OF LIBERTY

Dex: 4	Str: 3	Body: 4
Int: 4	Will: 4	Mind: 4
Infl: 4	Aura: 3	Spirit: 4
Initiative: 14		Hero Points: 45
Point Base: 450 HP		

Powers:

Growth: 9

Skills:

Weaponry (Firearms, Heavy): 3, Martial Artist (AV, OV): 8D, Vehicles (Air, Land): 3, Military Science: 4L, Acrobatics: 4L

Advantages:

Sidekick (Liberty Lad, Cost: 74), Connection (Military, High), Credentials (Military, Low)
Languages (European 1, European 2)

Familiarities:

Military Ethics, Ham Radio Operation

Drawbacks:

Catastrophic Rage, Secret Identity, Limelight, Unluck, Minor Psychological Instability (Random Fits of Anger), Rare Loss Vulnerability (Growth, "Cold Iron"), 3APs

Equipment:

BODY ARMOR [Body: 5, Partial Coverage (+2 OV), Cost: 18]

Background

Alter Ego: Scott Jones

Wealth: 3

Motivation: Upholding the Good

Occupation: Super-Hero

Marital Status: Single

Known Relatives: None

Group Affiliation: Guardians

Base of Operations: 1940's Overseas, Currently Cincinnati

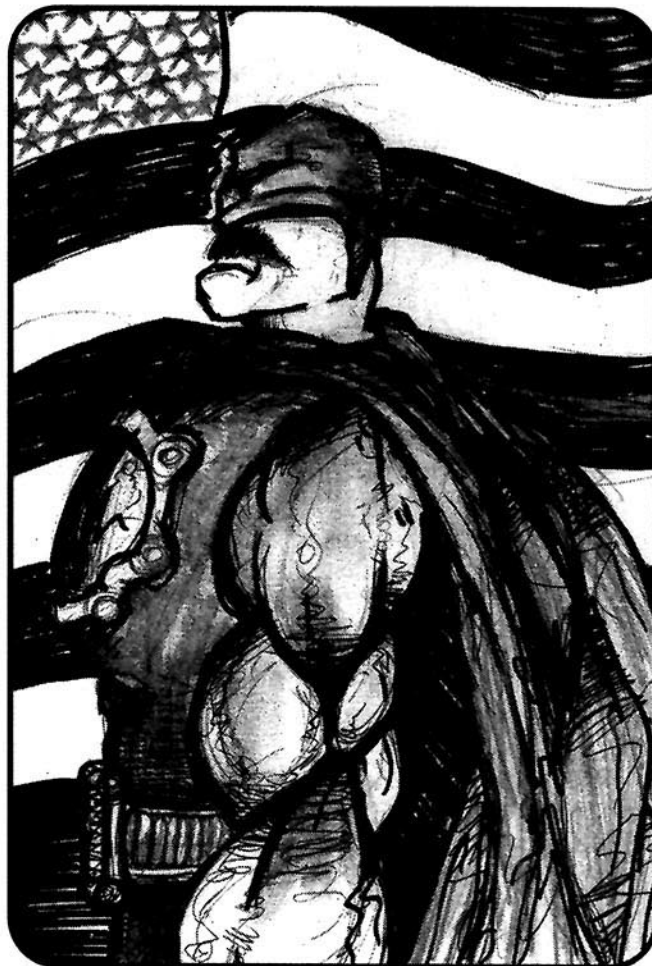
Height: 6'0"

Weight: 185lbs

Eyes: Blue

Hair: Black

Age: 28



LIBERTY LAD

Dex: 2	Str: 2	Body: 3
Int: 3	Wil: 2	Mind: 2
Infl: 3	Aura: 2	Spirit: 2
Initiative: 10	Hero Points: 2	
Point Base: Sidekick (222 HP)		

Powers:

Growth: 8

Skills:

Vehicles (Land): 4, Martial Artist (AV, EV): 4D, Thief: 4D

Advantages:

Connection (Military, Low), Credentials (Military, Low), Luck

Familiarities:

History of Baseball

Drawbacks:

Age (Young), Socially Inept, Dark Secret, Serious Psychological Instability (Disturbingly Cheerful), Serious Irrational Fear (Claustrophobia), Rare Loss Vulnerability (Growth, "Cold Iron" (magic-imbued metal), 3APs)

Equipment:**BODY ARMOR** [Body: 5, Partial Coverage (+2 OV), Cost: 18]**Background:****Alter Ego:** Jimmy Larsen**Wealth:** 2**Motivation:** Thrill of Adventure**Occupation:** Professional Sidekick**Marital Status:** Single**Known Relatives:** None**Group Affiliation:** Guardians**Base of Operations:** 1940's Overseas, Currently Cincinnati**Height:** 5'2"**Weight:** 90lbs**Eyes:** Green**Hair:** Blonde**Age:** 16**Powers and Abilities:**

Scott is a trained military man, and Jimmy is an ex-thief. Both can grow to enormous heights, but their personalities have been flipped and enhanced. Due to the unknown nature of their powers, the duo does not realize they have a weakness to "cold iron", eldritch metal.

**History:**

After the success of Captain Justice, Private Scott Jones was selected out of the rest of his unit to participate in Project: Liberty, an experiment to grant test subjects super powers. Scott went through a variety of tests consisting of radioactive rays being blasted at him, exposure to glowing rocks, strange ceremonies of the occult, injections and ingestion of all sorts of chemicals, when finally something worked... The 16-year-old janitor who cleaned up after the experiments got taller. Poor, orphaned, ex-criminal Jimmy Larsen grew as tall as the Statue of Liberty before he stopped growing. The sight of this put Scott into a furious anger since he was to be the recipient of powers, but this anger actually activated his own growing talents. The mess they made of the military installation took weeks to clean up.

Code-named "Sentinel of Liberty", Scott was sent into battle against the Axis powers. Jimmy, already working for the government, was drafted into the military to become Scott's unwilling sidekick, code-named "Liberty Lad". Through their adventures, the duo learned to work together and became true friends, like brothers, if not father and son. They even started the original Guardians of the 1940's.

Sentinel and Liberty participated in quite a few battles, but never achieved much in the way of recognition. Soon after their ally, the Runestone, lost his life in an atomic blast, Sentinel and Liberty Lad were sent to Egypt to follow a lead

on the radical group that destroyed Runestone. They invaded an underground citadel and discovered that the leader of the radicals was none other than Captain Yvel, Captain Justice's nemesis. Fearing prison, Yvel set off a bomb, sending the entire area into a quasi-dimensional temporal flux. Caught by the blast, both heroes and the surrounding area were vaporized. Late in the 1990's the duo was freed from this prison of time by the Guardians of today. Eager to get back to lives of heroism, Sentinel of Liberty and Liberty Lad joined the team, ready to explore a new and less innocent life.

Description:

The "Patriotic Pair" always find that the colors of the American flag, red, white, and blue, are in fashion. They wear almost identical outfits consisting of vertical blue and white stripes and a red horizontal stripe over the shoulders and down the arms. The stripes form a white star on their chests, and in each star is the symbol of the liberty torch. Below their red and white star-studded belt, held together by a G belt-buckle, the duo wears blue and white-striped pants. Red gloves and boots with a white star on each, and blue domino masks complete the outfits. No matter what the size of either of them grow to, their mysterious powers affect the clothing they wear as well. The mustachioed Sentinel of Liberty is much more muscular and developed than Liberty Lad, who looks like your typical 16-year-old kid, zits, lankiness, and squeaky voice included.

Personality:

Scott has a short temper which flares up with regularity. He is very violent, going off at a moment's notice. This flaring personality is theoretically due to his powers of growth since it was never present before. Originally, his psychological evaluation had him pegged as a calm, collected soul. The exact opposite reaction happened in Jimmy. Placed as a janitor for societal rehabilitation (he was quite the introverted criminal, his dark secret), as he is now quite excited to the point of ending his phrases with "Jeepers!" and "Golly-gee whikers!" Jimmy is frighteningly cheerful at all times during all circumstances, including torture. Originally at odds, both personalities cancelled each other out over time. The duo stays away from Callisto during battle since they discovered her sword diminishes the effectiveness of their powers.

ZIP

Dex: 8	Str: 4	Body: 4
Int: 4	Wil: 5	Mind: 4
Infl: 4	Aura: 4	Spirit: 5
Initiative: 18/26		Hero Points: 52
Point Base: 450 HP		

Powers:

Superspeed: 8L, Vibe: 10, Air Walking: 3, Running: 8, Regeneration: 2, Dispersal: 5L

Skills:

Accuracy (Vibe): 2

Bonuses:

Dispersal allows for Partial Dispersal.

Limitations:

Regeneration does not work for Mind or Spirit. Vibe has No AV. Superspeed does not allow Multiple Actions.

Advantages:

Lightning Reflexes

Familiarities:

4th Dimensional Physics, History of Popular Media

Drawbacks:

Age (Young), Forced Exile, SIH (Killing Combat), SIA (Attractive Females)

Equipment:

STRESS SUIT [Body: 8, Miscellaneous Advantage: Invisibility Enhancement (15 HP), HP Cost: 48]

The STRESS SUIT is a futuristic, spandex-like material built to withstand high-speed and time travel. It also doubles as a protective undergarment and costume.

Background:

Alter Ego: Jeffrey Chen

Wealth: 1

Motivation: Upholding the Good

Occupation: Time Traveler

Marital Status: Single

Known Relatives: Nicholas Chen (Ancestor)

Group Affiliation: Guardians

Base of Operations: Cincinnati

Height: 5' 10"

Weight: 148lbs

Eyes: Brown

Hair: Brown

Age: 14



Powers and Abilities:

Zip is so swift that he can walk on the air itself and even vibrate his molecules so he can pass through walls. He can project his speed at a distance to cause destruction as well as accelerate his body to enhance his healing factor.

History:

Jeffrey Chen claims to be the descendant of Nicholas Chen, the Dragon Knight. Jeffrey is from a possible future, and as long as he exists, his future timeline might come true. When he was 12, Jeffrey had his first display of super powers which happened during a heated argument with his mother. The boy struck a wall, and in that moment of anger combined with an entire lack of ability to control his unknown powers, the wall was damaged and collapsed upon his mother, killing her. Because of this incident, Jeffrey abhors seeing harm done to others.

Jeffrey's father, overcome with grief and frustrated with his son, turned the boy over to "Uncle Curtis", a retired hero who worked with Jeffrey's great-grandfather, the famous Dragon Knight. The non-powered, but naturally talented Curtis, taught Jeffrey control and what it means to be a hero. Almost a year after the accident with his mother, the dimension of Earth was invaded by a coalition called "The Ruins". They destroyed the majority of humanity with reckless abandon, enslaving any survivors. After tracking

down a certain key incident in the past which could have prevented the invasion, Curtis prepared a time machine to propel himself to the 20th Century and remedy the situation. Unfortunately, a squadron of Ruins attacked him before Curtis could finish his plans for transportation. During the attack Jeffrey, now Curtis' protégé, was sent into the past in place of his mentor. Adopting the super-heroic name of Zip, primarily based on the design of the Stress Suit, Jeffrey adopted the mission to locate the key incident and prevent it. Unfortunately, he doesn't exactly know what that incident is.

Zip's knowledge of the 20th Century and its heroes is very limited. This is mostly due to the fact that he's only a 14 year-old and didn't spend his youth researching history but rather playing with his powers and speed reading comic-books. Jeffrey has led a very relaxed life but realizes that he has a mission ahead of him and must complete it. Jeffrey believes that the instant his mission to change the future is complete, he will cease to exist and his future life will run out its course naturally. At least that is the theory.

Description:

In the guise of Zip, Jeffrey wears the Stress Suit, a spandex-like jumpsuit he grabbed right before the time jump. The suit does not have a symbol, but the upper half is gray, while the lower half is dark blue, the colors separated by a lightning-like "Z" pattern. There are various metal and plastic zippers on this suit. If he wishes to protect his identity, Jeffrey can pull on a cowl which will cover the top-half of his face to the extent of disguising his eyes behind white cloth. Entirely by chance (or was it fate?), the coloring of the suit combined with his own Superspeed allows Zip to blend more effectively into the background. (This is simulated by the STRESS SUIT Advantage of Invisibility Enhancement. The Invisibility at High Speeds combat stunt is performed with a +1 CS Bonus to the OV on Perception Checks). Jeffrey's everyday appearance is much like that of a typical teenager. He dresses in jeans and wears a denim jacket over his costume. He blends into the crowd fairly well. Zip wears the G as his belt-buckle.

Personality:

Zip prefers to take time (not very much for him) to think things through and come up with the 'right' procedure for a situation. While Zip generally feels he knows the best way to accomplish a task (because his mind works so quickly, he spends a lot of time thinking situations over), he won't always give his opinion since he feels he'll be ignored anyway. Zip isn't an impetuous kid and can't stand to be treated as one.

At times he is very depressed about living in "the past". Jeffrey misses his friends but hopes if he accomplishes Curtis' mission his own sacrifice means that he'll end up growing up in a world of peace. Somewhere along this line, Jeffrey believes his parents are still alive somewhere in time, and he can eventually get back to them. This and his per-

sonal promise to make them proud are the only things keeping him going at times.

Jeffrey is usually bored, a result of living in a slow world, and constantly looks to pass the time, even by counting the number of bumps in a plaster wall. He has an almost unhealthy interest the female form, enhanced by his high-speed puberty, although he doesn't age any faster than he should. The boy is slightly anti-social, not having learned to adjust to the 20th Century, and as such he hasn't attempted to make many friends. His only friends are the Guardians.

WHACKY

Dex: 2	Str: 2	Body: 2
Int: 4	Wil: 3	Mind: 4
Infl: 4	Aura: 2	Spirit: 5
Initiative: 10/16		Hero Points: 32
Point Base: 450 HP		

Powers:

Invulnerability: 7

Limitations:

Invulnerability has Serious Burnout (R#: 3).

Skills:

Acrobatics: 5, Charisma: 5, Thief (Escape Artist, Forgery, Locks and Safes, Pickpocketing, Stealth): 5, Weaponry (Exotic Weapons): 5

Advantages:

Insta-Change, Luck, Ultra Luck, Gift of Gab, Lightning Reflexes, Language (English)

Familiarities:

Comedians, Comic Books

Drawbacks:

Age (Young), Unluck, Distinct Appearance (when Whacky), Secret Identity, MPI (Uncontrollable Prankster), Serious Irrational Fear (darkness)

Equipment:

THE FUNKY FEDORA [Dex: 8, Body: 4, Miniaturization: 6, Fabricate: 8, Stretching: 4H, Chameleon: 2 Limit: Chameleon is clothes only (-1 FC), R#: 3, HP Cost: 166]

The Mallet [Body: 5, EV: 5, Range: 2, R#: 5, HP Cost: 13]

The Mallet's Range is due to a curled fist attached by a large spring which launches from Mallet and recoils after attacking. The Mallet is also used to whack an opponent. When not in use, it can be hidden in the FUNKY FEDORA or behind Whacky's back, where it cannot be found [5 Hero Point Advantage]

Background:

Alter Ego: Timothy "Timmy" Henderson

Wealth: 3

Motivation: Thrill of Adventure

Occupation: Jr. High School Student

Marital Status: Single

Known Relatives: Lance (Older Brother), Harold (Father), Sharon (Mother), Waldorph (Grandfather, Missing)

Group Affiliation: Guardians

Base of Operations: Cincinnati

Height: 4' 5"

Weight: 100 lbs

Eyes: Brown

Hair: Rusty

Age: 12



Powers and Abilities:

As a living cartoon, Whacky can take all sorts of damage and continue unscathed. When on the offensive, he can whip his Mallet or other objects (such as crème pies, squirting flowers, whoopee cushions, etc...) out of nowhere. He is malleable enough to stretch his body and arms around others. The FUNKY FEDORA is his source of extra-magical power, and it's stuck on his head very well (represented by Miniaturization).

History:

Once upon a time, there lived a boy named Timmy who liked to play baseball. One day, Timmy hit a baseball so hard that it broke the attic window on his grandfather's house. Timmy's mother became very upset, so she reprimanded her son and sent him up to the attic with a dustpan and broom to clean up not only the broken glass but the rest of the attic as well. Young Timmy was angrier than a castrated bull living among three cows in heat, but he made his way upstairs and began to clean. He already learned from previous experience the morale of "you can't fight the system".

While sweeping, Timmy discovered an ornate silver key. Picking up the key, he looked around and noticed a large, padlocked chest. Being the curious sort as all young boys are wont to be, Timmy unlocked and opened the chest. Inside he was initially disappointed to find only a few raggedy coats, but when he picked up the last coat, out floated a very fancy and wide-brimmed hat. Picking it up, Timmy felt a sensation of happiness. Even more curious, when he turned the hat over to place it on his head, a leather-bound book fell out of it. Timmy put the hat down and picked up the book knowing full well the moral of "Reading the instructions first will ensure that you're not left with spare parts later on."

The author of the journal called himself "Mr. Magician". Long ago, Mr. Magician helped fight a war against the evil Nazis, a group of really mean people who hated anyone who wasn't a Nazi. Mr. Magician fought in "Double-you, Double-you, Eye, Eye" with a group called the Guardians. During these battles, Mr. Magician played many tricks on the Nazis, from causing their clothes to disappear, to summoning a plague of rabbits from his magic hat, and even some gruesome stuff we won't get into. The journal explained that his sleight of hand, finesse, and mystical prowess was focused through a magic hat, the very same hat Timmy found in the chest. But even though the hat bestowed great powers, it lowered a person's feelings of responsibility, and when he got older, responsibility was something Mr. Magician wanted.

After the war, Mr. Magician gave up his heroic career and settled into a normal life, marrying and raising a family but not before training an apprentice in a far-off land. He still performed tricks for his family like, "There's a quarter behind your ear" and "Pull my finger to hear the elephant" but nothing more. Timmy realized those were two of his missing grandpa's favorite games. In a final entry, the journal stated that whomever finds the hat should use it responsibly, uphold good, and never abuse the power it grants. This wish was a moral all its own to Timmy, so he donned the hat.

Timmy became unable to be hurt and found he could bend however he wanted, just like a cartoon character. His pockets filled with endless streams of marbles, crème pies, streamers, toy animals, and all sorts of gags like joy buzzers and whoopee cushions. The best find was a large mallet. Hidden inside the mallet is a boxing glove that could launch out. But to be a hero, Timmy needed a name and as luck

would have it he ran into his older brother Lance on the way downstairs. "What're you doing with that funky fedora, whack job?" he asked. "Not much, Lance, Lance, pees his pants," came the brotherly reply. Though he knew not what the words meant, it was during the resulting wedgie attack that Timmy decided what to call himself. Late that night, Whacky upheld justice and for the next month Lance went without eyebrows. Timmy learned a moral that day, "Revenge is sweet."

Desiring a place on the same team his grandfather was on, Whacky plagued today's Guardians until they inducted him as a member. They don't know he's 12, believing him to just be a living cartoon. If he's found out, Dragon Knight might kick him off the team.

Description:

Timmy is a typical, freckle-faced, happy-go-lucky, 12-year old kid. He typically wears jeans and t-shirts, usually depicting a cartoon character. He looks like the sort of kid that hangs out with the "geeky" crowd. Whacky, on the other hand, is quite mysterious looking. No matter what he's wearing, Whacky will always stand out in any crowd due to the fact that he looks like a cartoon character come to life. Even though Whacky's outfits may change to anything from a bright green zoot suit to short red pants and suspenders to a clown suit with big, white gloves, or anything else of imagination, there are always two consistencies. First, Whacky will always be wearing (or carrying around visibly on his person) the **FUNKY FEDORA** which may change color to coordinate with his outfit. Second, Whacky is shaped to look like a short cartoon kid never any sort of animal. His G is usually placed conveniently and appropriately for what he's wearing, sometimes pinned to the FEDORA, other times pinned to his suspenders, and sometimes as a belt-buckle.

Personality:

Timmy is both a charmer and a jinx. He loves performing magic tricks and small pranks; his favorite holiday is Halloween because he can go out and throw rotten eggs and soap up windows. Timmy loves comedians, having watched all the Marx Brothers movies and Three Stooges episodes. As Whacky, the pranks get a bit out of hand with pies, tying shoelaces, water- or confetti-filled buckets above doors, etc... He doesn't perform pranks to anger others, but the FEDORA itself makes him get a bit out of hand but not enough to really anger anyone, yet. Whacky isn't beyond the occasional atomic wedgie either.

BRICK

Dex: 8	Str: 8	Body: 8
Int: 5	Wil: 8	Mind: 5
Infl: 6	Aura: 6	Spirit: 6
Initiative: 21		Hero Points: 43
Point Base: 900 HP		

Powers:

Density Increase: 8L, Skin Armor: 8L, Mind Blast: 8L, Mind Field: 8L, Neutralize: 8L

Bonuses:

Density Increase Adds to Strength
Density Increase Doesn't Subtract from Dexterity

Skills:

Charisma: 8, Detective: 6

Advantages:

Popularity, Gift of Gab, Insta-Change, Lightning Reflexes, Confidant (Grant Kim, 47 Hero Points)

Familiarities:

Sports History, American History

Drawbacks:

Public ID, SIA (Money), SIA (Women), Limelight

Background:

Alter Ego: Brian Eric Thomason

Wealth: 7

Motivation: Thrill of Adventure

Occupation: Professional Super-Heroic Celebrity

Marital Status: Single

Known Relatives: Parents (William Robert & Mary Alice Henderson Thomason), 2 Brothers (James & William Jr.), Sister (Alicia Marie)

Group Affiliation: Guardians

Base of Operations: Cincinnati

Height: 7'0" / 6'3"

Weight: 3.5t / 220

Eyes: Blue

Hair: None / Blonde

Age: 26

Powers and Abilities:

Brick's skin is a coat of stone-like substance. He is also incredibly strong but slow. His will is incredibly strong, and he tends to dampen the powers of those around him so that he can be the center of attention. Brick can also cause pain in the minds of others by concentrating.

History:

Born and raised in Little Rock, Arkansas, Brian had a comfortable, upper middle-class upbringing. Though he was



athletically inclined and bright, he lacked the self-discipline to be either a serious athlete or student. Brian maintained a position on his high-school track team and attained a GPA sufficient enough to attend his father's alma mater, the University of Arkansas. The young man studied criminal justice with an eye for getting involved with a law enforcement system, but when his grades were not improving, he decided to change his interest toward women.

While Brian and his roommate, Joe, were on senior year spring break, an alien of unknown origin abducted them. Brian awoke and discovered he had the ability to transform his skin into a hard substance. Next to him, Joe was unharmed. In addition to the hard substance he could coat himself with, Brian's mental fortitude increased, and he learned to dampen the powers of those near him. It was Joe's idea to turn Brian into a marketing gimmick and make money on him. Seeing easy big bucks, Brian heartily agreed.

Brick quickly became a big super-heroic celebrity. While he was merchandising, Brick helped stop the robbery that brought all the Guardians together, becoming a founding member. Brick is easily the most powerful member of the Guardians. He usually stays by the sidelines since he is so busy with promotion and ends up sending the rest of the group on the road for interviews or shows, usually as a surprise to the rest of the Guardians.

Description:

Brian always wears the preppiest clothes that he can afford when he goes out in public, and with the merchandising of the Guardians that he and Joe Kim have done, those are pretty expensive clothes. Brian is the big, blonde football player type, with bright, blue eyes to boot, and he doesn't have a problem charming women with a smile, and as Brick, that smile is tenfold. When Brian activates his powers, a concrete-like substance exudes from his pores, coating his entire body; his eyes enlarge and rock over, and his mouth becomes a deep, smiling cavern. The substance is fluid for his own movement but is typically harder than stone. When he relaxes in this form, Brick wears very loud shirts.

Personality:

Brian lives an easy going and fun loving life. He loves money for what it can get him and definitely enjoys the finer things in life. He isn't comfortable with the jet-set snobs. Despite his "underachiever" image, Brian has a strong sense of justice and a low tolerance level for those who would abuse others, especially women and children. In a sense, he embodies the Southern male image of chivalry, though he isn't above flirting with women.

JOE KIM

Dex: 2	Str: 1	Body: 2
Int: 4	Wil: 2	Mind: 3
Infl: 4	Aura: 2	Spirit: 3
Initiative: 12	Hero Points: 4	
Point Base: Confidant (260 HP)		

Powers:

Awareness: 1

Skills:

Martial Artist: 6, Charisma: 8D

Bonus:

Martial Artist has the Techniques Bonus.

Advantages:

Omni-Connection, Connoisseur, Language (English)

Familiarities:

Investing, Ancient History

Drawbacks:

SIA (Profit), Public ID

Equipment:

Cellular Phone [Body: 1, Radio Communication: 7, R#: 5, Cost: 9]

Background:

Alter Ego: Joseph Kim
Wealth: 7

Motivation: Thrill of Adventure

Occupation: Professional Super-Hero's Agent

Marital Status: Single

Known Relatives: Jonathan (Father), Susan (Mother)

Group Affiliation: Guardians Agent

Base of Operations: Cincinnati

Height: 5'7"

Weight: 160lbs

Eyes: Brown

Hair: Black

Age: 25

Powers and Abilities:

It is not sure what the aliens did when they abducted Joseph, but he has a sort of sixth sense.

History:

Joseph Kim was born in San Diego, California, and lived with his Korean-American parents until he went off to college. He majored in marketing at the University of Arkansas where he met Brian Thomason. It was Grant's idea, and his love of money, to market Brick. Up until now, Brick only has a small following, but he has since appeared on a variety of talk shows. Grant owns the marketing and creative licenses for the Guardians

Description:

A young, Asian man, Joe typically dresses very conservatively, usually in a business suit. He is always sharp, clean, efficient, and never seen without his cellular phone.

Personality:

Joseph is a quick thinker. He is always looking for an angle or any way to squeeze an extra buck out of a deal. He cultivates business contacts constantly and carefully. Business-oriented Joe is much more serious than Brian; the hero usually has to help lighten his buddy up with a couple of beers.

RUNESTONE

Dex: 5	Str: 4	Body: 5
Int: 6	Wil: 5	Mind: 5
Infl: 5	Aura: 5	Spirit: 6
Initiative: 16	Hero Points: 38	
Point Base: 450 HP		

Skills:

Detective (Clue Analysis, Police Procedure): 6, Accuracy (Magic Blast, Perception): 7

Advantages:

Iron Nerves, Leadership, Language (English)

Drawbacks:

Serious Irrational Attraction (Discovering his lost past),
Traumatic Flashbacks (during combat, Common)

Familiarities:

1940's History, Dancing, Horror Literature

Equipment:

RUNESTONE [Body: 8, Molecular Chameleon: 8,
Magic Blast: 8, Flight: 6, Limitation: Molecular
Chameleon, Magic Blast, and Flight may not be used
when RUNESTONE is covered/hidden, Magic Blast has
No AV, Cost: 193]

Background:

Alter Ego: Marcus (Mark) Mason

Wealth: 4

Motivation: Responsibility of Power

Occupation: Private Detective / Professional Super-Hero

Marital Status: Single

Known Relatives: Janice, Gregory (Parents, Deceased)

Group Affiliation: Ex-Rune, Guardians

Base of Operations: Cincinnati

Height: 6'3"

Weight: 220lbs

Eyes: Brown

Hair: Black

Age: 29

Powers and Abilities:

Runestone can change his texture into whatever he touches. He also flies and fires blasts of pure magic from the RUNESTONE on his forearm.

History:

Nothing. Mark can't remember much about his past. He knows that he used to be a member of the Golden Era Guardians, their leader in fact. He also knows that he was one of the most powerful members of a group known as the Runes. The essence of every planet would select its own Rune, its protector, and Mark was selected protector of Earth. But one day he just found himself here in the 1990's, living as a street bum with a bump on his head. The trash bin where he had been foraging closed down and jarred his memory. Seeking his past, Mark couldn't find any evidence of Runes from other planets, but his search was hindered because the Runestone embedded in his forearm was a lot weaker than it had been in the past.

Runestone sought out the Guardians of today in order to find out about the Guardians of yesterday. He was welcomed with open arms until they rescued Sentinel of Liberty and Liberty Lad from limbo. The Patriotic Pair claimed that Captain Justice led the older Guardians and doesn't remember an interstellar group called the Runes. The duo explained that though this seems to be the same man, Runestone had been killed during an atomic blast in the 1940's. Theoretically, the blast could have sent Mark to the future



with a fractured memory, except that Mark remembered surviving the blast. Maybe finding his old teammates, Mr. Magician and Captain Justice, would help, but both faded into obscurity after the war. Mark tends to have flashbacks of his past during combat situations, but they don't do anything but distract him. He has noticed that Vatic's Sorcerer's Stone is much like a Runestone without an owner.

Description:

"In circus tights and muscles, he must be an aerialist. Isn't he cold?" That's the first thing people think about when they look at Runestone. Blame it on the runestone itself, the second thing people notice about the hero, is a pulsing blue-green gem embedded in his left forearm. Mark has a great physique, but he doesn't wear anything to emphasize it and isn't overly muscled. He wears standard black boots, short shorts, and aerialist-style tights. A comet streaks across the tight shirt on his chest.

Personality:

Mark is honorable, loyal, patriotic, and kind. He's fighting for what he believes is right and protects the innocent. He is very respectful of women and his elders, your basic "boy next door" type. At times though, Mark can be very headstrong and adamant about his position. Mark is unsure about his past and constantly seeks the truth.

Chapter XVI: VILLAINS

GameMaster Section

IMPORTANT: Hey Players! Yeah, you with the dice. If your Gamemaster didn't give you permission to read this section, then don't do it. There's a lot of stuff in here about the Guardians that you probably shouldn't know. Well, actually you should know it, but you're better off finding out about it while gaming, not by reading back here. Let your GM tell you what he wants you to know; don't find it by sneaking behind his back and reading. Spend your free time hitting on his sister or something else unproductive while he's busy preparing your adventure.

Hello, Gamemaster. What we have here for you are a few villains for use in your campaigns, and they work well against the Guardians. These guys can even be turned into heroes if you ignore their backgrounds. Each villain (like the Guardians) is created from specific point amounts. In addition, we've included information and campaign ideas for each Character in this book, expanding on the backgrounds provided. Also, the Runes are explained here, and we've included an adventure, "The Game in the Game", toward the end of the section. Like the Characters, it's adaptable for any campaign and is a great starting adventure.

Villains

MR. MAGNANIMOUS

Dex: 4	Str: 2	Body: 4
Int: 8	Wil: 5	Mind: 6
Infl: 6	Aura: 7	Spirit: 7
Initiative: 16		Hero Points: 7
Point Base: 900 HP		

Powers:

Shouting: 12, Control: 15, Mind Field: 6

Bonuses:

Control is Area Effect (3 AP Radius) (+1 FC)

Power Restriction: Control can only be used on a successful Shouting victim (-1 FC).

Skills:

Charisma (Persuasion): 8, Thief (Stealth): 5

Advantages:

Sidekick (Repulse, 150 Hero Points), Gift of Gab, Connoisseur, Language (English), Connections (The Street, High)

Familiarities:

Thesaurus Words, Dictionary Definitions, Wilderness Survival, and Combat Strategy

Drawbacks:

Age (Old), Minor Psychological Instability (Constantly uses "big" words), Oblivious, Traumatic Flashbacks (Forested Areas), Authority Figure (to the poor)



Background

Alter Ego: Unknown

Wealth: 0

Motivation: Thrill Seeker

Occupation: Hobo

Marital Status: Single

Known Relatives: None

Group Affiliation: Mr. Magnanimous and Repulse

Base of Operations: The Streets

Height: 5'11"

Weight: 170lbs

Eyes: Hazel

Hair: long, dirty Blonde

Age: 58

REPULSE

Dex: 5	Str: 3	Body: 4
Int: 2	Wil: 4	Mind: 6
Infl: 4	Aura: 2	Spirit: 4
Initiative: 11	Hero Points: 2	
Point Base: Sidekick (450 HP)		

Powers:

Metal Manipulation: 6, Magnetic Control: 6, Repulsion: 8, Aura of Fear: 5

Skills:

Thief (Escape Artist, Locks and Safes, Pickpocketing, Stealth): 6, Weaponry (Melee): 7

Advantages:

Iron Will, Language (English)

Familiarities:

Iron Weaponry

Drawbacks:

Strange Appearance, Socially Inept, Minor Physical Restriction (Slurred Speech)

Background:

Alter Ego: Grover (No last name)

Wealth: 0

Motivation: Psychopathic

Occupation: Urchin

Marital Status: Single

Known Relatives: None

Group Affiliation: Mr. Magnanimous and Repulse

Base of Operations: The Streets

Height: 5'

Weight: 140lbs

Eyes: Dark Brown

Hair: Greasy Black

Age: 13

Powers and Abilities:

Mr. Magnanimous is famous for his ability to charm others with his speech and then place them under his control. Repulse is a master of magnetism and metal manipulation and is able to create his own weapons from the metal he shapes.

History:

Mr. Magnanimous lost his job years ago and ended up on the streets. Not much is known of him, but it is possible he was once an English teacher. Magnanimous developed a tone of speech that forced others to hear him out and even put them under his control. Many times he has used other bums and hobos to perform his crimes and bring money and jewelry back to him. He then passes the booty around the crowd, a modern Robin Hood. Soon after he began the crime



sprees, a young urchin named Grover offered his services. The boy was excessively ugly and repulsive, but he had some strange powers of magnetism. When asked why Grover wanted to join him, the little louse explained, "Wit' a magnetimuth name, you needa magnet patna', right?" Laughing at the boy's stupidity, the benevolent man kept the child at his side.

Description:

Usually dressed in a dirty tuxedo, Mr. Magnanimous wears a broken stovepipe hat covering wavy gray hair, and he has grown a long, gray beard. Repulse is a disgusting, fat, and loathsome child, living up to his name in more ways than one.

Personality:

Mr. Magnanimous is quite eloquent and uses extremely "big" words in his sentences and speeches. The other bums look up to him as a leader, and Mr. Magnanimous keeps them happy and treats "his people" well. Repulse doesn't tend to say much and keeps to himself. The others like it that way.

SHADOWMAN

Dex: 5	Str: 3	Body: 4
Int: 5	Wil: 3	Mind: 4
Infl: 5	Aura: 3	Spirit: 4
Initiative: 19	Hero Points: 6	
Point Base: 450 HP		

Powers:

Teleportation: 7, Animate Shadows: 7, Remote Sensing: 6, Two-Dimensional: 6

Limitations:

Teleportation does not have +7 Range (-1 FC).
Remote Sensing is Sight and Sound only (-1 FC).
Power Restrictions: Two-Dimensional, Teleportation and Remote Sensing work within shadows only (-1 FC each).

Skills:

Martial Artist: 6, Weaponry (Firearms): 6, Scientist: 2, Gadgetry: 5L

Advantages:

Insta-Change, Connoisseur, Scholar (Physics), Credentials (Disland Corporation ID), Connection (Disland Corporation, Low), Connection (The Guardians, Low), Lightning Reflexes

Familiarities:

Computers, Finance, Mathematics, Astronomy

Drawbacks:

Secret ID, Attack Vulnerability (-3 CS vs. Light Attacks), Serious Psychological Instability (Schizophrenia), Loss Vulnerability (All Powers, in complete lack of shadows; i.e.: pure darkness or pure light), Dependent(Sylvia, 115)

Equipment:

Pump Action Shotgun [Body: 4, AV: 5, EV: 5, Range: 3, Limitation: EV is Diminishing, R#: 3, Cost: 12]

Background:

Alter Ego: Simon James

Wealth: 5

Motivation: Psychopath

Occupation: Scientist

Marital Status: Married

Known Relatives: Sylvia James (Wife)

Group Affiliation: None

Base of Operations: Cincinnati

Height: 6'1"

Weight: 190lbs

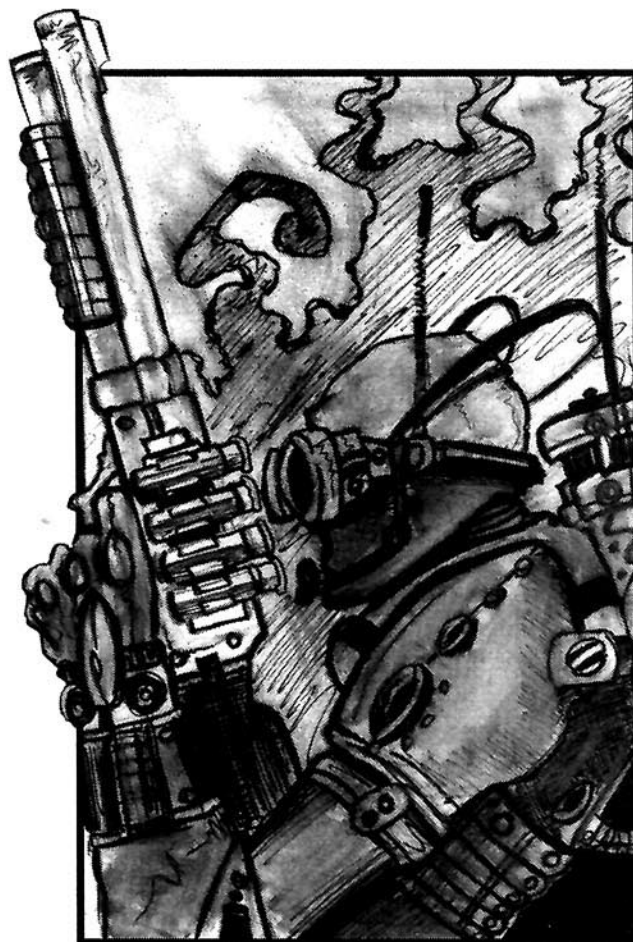
Eyes: Gray

Hair: Blonde as Simon / Jet Black as Shadowman

Age: 34

Powers and Abilities:

Shadowman can control the shadows around him, see



and hear through them, and even move through them, becoming a shadow himself. His only weakness is an entire lack of shadows such as a pitch-black darkness or an area of pure light. He carries a shotgun for confrontations.

History:

Simon is a scientist working for Disland Corporation, Cincinnati. His experiments focus on extra-dimensional physics, and he was instrumental in helping the Guardians rescue Sentinel of Liberty and Liberty Lad from their prison in time. During one of his experiments, Simon was bombarded with energy from the darkness dimension, granting him incredible power, and twisting his mind. Whenever he enters the shadows, the evil influences him, and Simon James is transformed into Shadowman. Simon is unconscious of his abilities and the destruction he causes. Ironically, he is currently researching the case of Shadowman at the request of the Guardians themselves.

Description:

Simon James wears a bow tie, glasses, and a sharply pressed suit to work every day. Shadowman is quite dark and tough to see, wearing a flowing black leather trenchcoat which covers his shotgun. Shadowman wears a large, black hat, covers his face in a black cloth mask, and has black,

leather gloves and boots. All of these he has stolen.

Personality:

Mr. James is a prim, proper, and tidy man. He is a good husband, almost a pushover. The Guardians and his colleagues respect him for his work. On the other hand, Shadowman is pure evil. A grim figure, he speaks quickly and to the point. Shadowman angers easily if he does not get his way and will not hesitate to kill.

SYLVIA JAMES

Dex: 2	Str: 2	Body: 2
Int: 2	Wil: 3	Mind: 3
Infl: 3	Aura: 3	Spirit: 3
Initiative: 7		Hero Points: 0
Point Base: 115 HP (Dependant)		

Skills:

Artist (Dancer, Painter, Writer): 4

Advantages:

Attractive, Language (English)

Familiarities:

Cooking

Background

Alter Ego: Sylvia James

Wealth: 5

Occupation: Housewife

Marital Status: Married

Known Relatives: Simon James (Husband)

Group Affiliation: None

Base of Operations: Cincinnati

Height: 5'5"

Weight: 115 lbs

Eyes: Green

Hair: Red

Age: 32

History:

Sylvia married Simon out of college and settled down into a housewife routine of shopping, cleaning, and getting her nails done.

Description:

She typically wears an apron when in the house cleaning, but Sylvia can look like one hot babe when out on the town at night. She even owns some 'naughty' clothes for nights when her hubby had a hard day at work, but only he has seen these.

Personality:

Very light and bubbly, Sylvia is quite content and

happy and relaxed with her life. She does wish Simon had more time for her. Some nights he disappears from bed and shows up at work the next morning. She's curious about these forays. Sylvia hopes Simon solves his current assignment as she's scared of "that awful Shadowman."

BLACK

Dex: 11	Str: 6	Body: 10
Int: 7	Wil: 5	Mind: 8
Infl: 7	Aura: 8	Spirit: 8
Initiative: 27		Hero Points: 1
Point Base: 1350		

Powers:

Mind Over Matter: 11, Electrical Control: 11, Lightning: 11, Invulnerability: 10L, Personality Transfer: 11, Teleportation: 11, Split: 3

Skills:

Martial Artist (EV, RV): 11L

Bonuses:

Martial Artist has the Techniques Bonus



Advantages:

Lightning Reflexes, Iron Nerves, Languages (Speak English, Tanieran), Stabilization

Drawbacks:

Catastrophic Rage, Strange Appearance, Minor Irrational Hatred (Water)

Background:

Alter Ego: The Black, Black Dragon

Wealth: 0

Motivation: Psychopath

Occupation: Dark Saint

Marital Status: None

Known Relatives: Red, Orange, Yellow, Green, Blue, Indigo, Violet, White, and Clear (9 Brothers)

Group Affiliation: The Dark Saints

Base of Operations: Variable

Height: 6'3"

Weight: 240lbs

Eyes: Red

Hair: Black

Age: Indeterminate

Powers and Abilities:

Black can control and generate electricity from sheer force of will. He is a skilled Martial Artist and is very long-lived. Black has the ability to become more than one person and is able to possess other bodies, using them to fight with.

History:

The Dark Saints are the antithesis of the Myth Saints. Each embodies a sense of evil, Black being the Dark Saints of death. Clear, the Dark Saint of Emptiness, is the leader of the Dark Saints, and the others do his bidding. Through a surprise assault when their membership was divided, Black overcame the Dragon Saint (see Saint), weakest of the Myth Saints, using him to kill four of his brothers. Since then, Black has attacked the Guardians, but each of his bodies was banished to a different dimension through use of the Sorcerer's Stone.

Description:

Black appears as a humanoid almost entirely encased in black armor. The armor is just a manifestation of his body and provides no protection. Electricity crackles constantly around his form and piercing red eyes glow beneath his helmet. His favorite form is a black version of Saint, choosing it with glee.

Personality:

Black is the assassin of the Dark Saints. His main tactic is to transfer his personality into a hero and use him against his allies. When he splits his form, Black can

manifest as well as possess. He is as evil as they come, preferring to bait his opponents and make them paranoid rather than outright destroy them. Black has had a vengeance against the Guardians ever since they banished his forms to separate dimensions.

MASTER RUNE

Dex: 8	Str: 8	Body: 8
Int: 14	Wil: 10	Mind: 15
Inft: 14	Aura: 10	Spirit: 15
Initiative: 40		Hero Points: 55
Point Base: 3150		

Powers:

Invulnerability: 16D

Skills:

Detective: 8, Accuracy (Perception): 15, Martial Artist: 13, Artist (Actor): 10

Advantages:

Iron Nerves, Leadership, Lightning Reflexes, Language (English), Ultra Luck

Familiarities:

1940's History, Dancing, Horror Literature

Drawbacks:

Age (Old), Authority Figure, Serious Psychological Instability (Insane Maniac), Catastrophic Rage, Forced Exile (Blood of Heroes Dimension)

Equipment:

RUNESTONE [Body: 16, Chameleon: 15, Molecular Chameleon: 15, Magic Blast: 15, Flight: 15, Self Manipulation: 15, Stretching: 15, Bonuses: Molecular Chameleon Needs No Material to Copy, Stretching has the Grappling Bonus, Limitations: Chameleon Does Not Transform Clothing, Power Restriction: All Powers cannot be used when RUNESTONE is covered/hidden, Cost: 1300]

Background:

Alter Ego: Marcus (Mark) Mason

Wealth: 17

Motivation: Power Lust

Occupation: Ex-Private Detective, Ex-Professional Super-Hero, Universe Conqueror

Marital Status: Single

Known Relatives: Janice, Gregory (Parents, Deceased)

Group Affiliation: Former Golden Era Guardian,

Base of Operations: The Rune Dimension

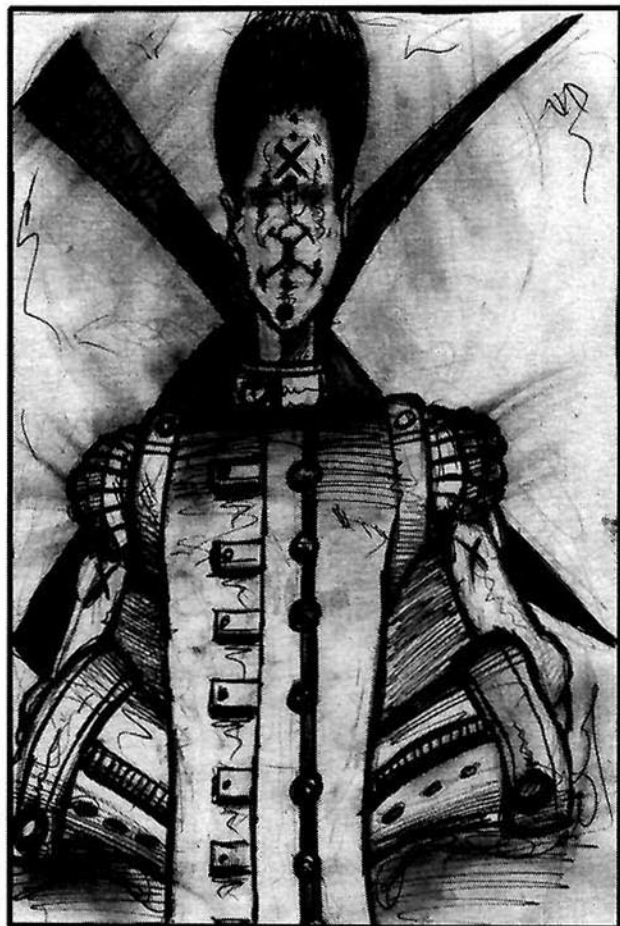
Height: 6'

Weight: 200lbs

Eyes: Brown

Hair: Black

Age: 83



Powers and Abilities:

Through the use of his Runestone, The Master Rune can become anything he can imagine.

History:

Marcus Mason was the most powerful member of the Golden Era Guardians. Only he could move fast enough to stop the bomb test that only the Guardians knew about. He knew the risks, having been chosen from birth by the Earth to save the Earth, but what happened to him was entirely unexpected. Unknown to the radicals or the Guardians, the bomb was powerful enough to create a localized black hole. This would have destroyed the planet had it not been for Runestone. When the bomb exploded, Runestone was able to contain the blast and vanished.

He awoke crazed and floating alone in space, alone. Marcus hunted for Earth but couldn't find it. He ended up touring the galaxy and realized that he was much more powerful than he had been before. His powers and abilities had increased exponentially. The realization pushed the hero, who had already been questioning why he was not using power for his own gains, over the edge. He landed on a civilized alien world and attempted to conquer it. It was there that Marcus discovered another bearer of a Runestone. The

alien greeted Marcus by name, called him a fellow Rune, and asked why he was so far from Earth. Unsure of what the alien was talking about, Marcus feigned memory loss. The alien explained they were both Runes, creatures selected from birth to guard their home planet in times of need and given Runestones. All Runes knew one another and met together every few earth years to discuss happenings. Marcus was supposed to know this as he had a seat on the council for the past few years and was one of the most powerful Runes due to the high population of his planet. The overpowered and now psychopathic Marcus realized an opportunity when he saw one and asked when the next meeting was to be held. Coincidentally, it was in a week. Marcus told the Rune they would meet again then and pretended to leave the planet. Instead, Marcus bided his time, observing the alien, and discovered he was incredibly more powerful. He followed the Rune to the meeting which took place in a large ship floating in space. The ship was made of Runes themselves. In disguise, Marcus entered the meeting and saw himself sitting behind the council desk. Overcome with shock and doubled by his increased power, Marcus went mad.

Runestone revealed himself and declared he would destroy all imposters. Unleashing the power of the bomb that had been stored inside him, Marcus eradicated more than half the Runes in one instant but missed his double. The Runes fled for their home planets, but the enraged Runestone caught up with them and exterminated or banished most of the survivors. Over the next few years, the Marcus of this parallel "Rune Dimension" led his fellow Runes into battle against the so-called Master Rune, but they were eliminated in one fell swoop of the Master Rune's hand.

Over the years, Master Rune took over the "Rune Dimension", destroying any Runes he came across. He realized he was in the wrong dimensions and longed to get home and take revenge upon the Guardians for not searching for him. He had the Guardians of the Rune Dimension executed and has lived there since, his overflowing power granting him near immortality.

If his plans go through to fruition, he will create a new race of Runes, called Ruins. The Ruins will be sent to the Blood of Heroes Dimension (during Zip's timeline) and will enslave the population.

Description:

Master Rune can look like anything he wants. His human form is exactly that of the Runestone currently with the Guardians.

Personality:

Marcus has become an insane megalomaniac. The extreme power influx corrupted his mind and overcame his will. There is no nobility left, just a taste for revenge against the original Golden Era Guardians, and a lust to become the master of the universe.

The Rune Dimension

Rune. The name instantly strikes terror in thousands of villains across the galaxy. Those who would cause strife, who would endanger the planetary and universal balances, who dare to threaten peace, hear the vengeance of the Runes. Intergalactic protectors, every populated planet is home to a Rune. Each Rune is unique, the defender of his, her, or its home territory, and the possessor of one of thousands of powerful treasures known as a runestone.

Each of these guardians, each Rune, is chosen from birth by what is thought to be the soul of his home planet. The defender hears a constant calling, a coaxing, guiding him to a runestone hidden somewhere on his planet or even owned by the current Rune. When the called one finds his treasure, the two become one, the Runestone embedding itself, burying itself in the flesh of its bearer, and granting him unimaginable powers. A Rune can do almost anything by becoming anything he wishes. All runestones grant similar powers, the ability to change one's shape, one's texture, and what one looks like. The runestones are coveted as the most powerful treasures in the galaxy and are well known on every planet.

The Runes are led by "The Alliance of Runes," approximately fifty humanoids who have agreed to aid one another whenever called upon. This collection meets annually in a secluded spot in space and updates each other on current events. None of this occurs in the Blood of Heroes Dimension.

The Rune Dimension is a parallel dimension of the Blood of Heroes (BoH) Dimension, existing 15 APs away with no stop between. The dimensions are almost identical except for one main difference, which is the existence of Runes other than the one from Earth. The Rune on Earth in the BoH dimension became Runestone in the 1940's. During the Guardian's last major adventure, he was blasted to the Rune Dimension where his Runestone became flooded with power. The power corrupted him, and he turned into the Master Rune. The Master Rune subsequently destroyed the Rune Dimension's Alliance of Runes. Well, to his knowledge he did. The Master Rune doesn't realize it, but he actually banished the Runes to fifty years in the future of the Earth in the BoH dimension without their memories. So now there are about 50 amnesiac aliens walking the Earth with Runestones embedded in their bodies.

There is one other notable difference; the source that powers the Runestones exists in the Rune Dimension not in the BoH Dimension. This means that each Rune in the BoH Dimension is much weaker in comparison to how they were in the Rune Dimension and explains why the Runestone from the BoH Dimension became so powerful.

Runes are easily created as characters. Each has a Runestone somewhere on their body, and each is not necessarily human. The only true human is the current Runestone of the Guardians, the double of our 1940's Runestone, the Master Rune. He doesn't know about the other 49 or so Runes walking the Earth.

Runestones have the following Powers: Chameleon,

Molecular Chameleon, Magic Blast, Flight, Self Manipulation, and Stretching at various degrees. All Runestones have a Reliability of 0. No Rune has any memory of the past, but each has created his or her own life for himself on Earth. Each Runestone must be exposed to the elements (open air, uncovered) to work. This is a -1 Factor Cost Power Restriction to each Power. Hiding a Runestone causes the Powers to cease. All Runes existing in the BoH Dimension are made from 450 to 900 Hero Points. A Rune in the Rune Dimension becomes a 900 to 2250 Hero Point Character.

Mr. Magician of the 1940's Guardians saw the future and knew that Master Rune would enslave the earth a hundred years hence. Unable to stop his Runestone from going to the other dimension, he instead summoned a piece of the Runestone source to our dimension and named it the Sorcerer's Stone. Any Rune in the BoH Dimension will have his APs double in value if he enters the Rune Dimension. The Sorcerer's Stone's Sorcery will quadruple, becoming 24 APs. The wielder of the Sorcerer's Stone must make a check of 24/24 as AV/EV vs. his Will/Will as OV/RV upon entering the Rune Dimension. If the RAPs exceed his Mind, the wielder will be overcome with power and turn into a villain, not unlike The Master Rune himself.

Here is an example Rune who just can't seem to understand human family culture:

MIMIC

Dex: 6	Str: 6	Body: 4
Int: 4	Wil: 4	Mind: 4
Infl: 4	Aura: 3	Spirit: 4
Initiative: 14		Hero Points: 46
Point Base: 450		

Skills:

Charisma (Intimidation): 6, Military Science (Demolition): 4, Vehicles (Land): 7

Advantages:

Iron Nerves, Language (English)

Familiarities:

Drilling Techniques, Motorcycle Mechanics

Drawbacks:

Minor Rage, Unluck, Debt (-2 CS), Creepy Appearance (Curved Ears and Large Canines)

Equipment:

RUNESTONE [Body: 8, Self Manipulation: 9, Limitation: Self Manipulation may not be used when RUNESTONE is covered/hidden, Cost: 155]

MOTORCYCLE [Str: 5, Body: 5, Running: 6, R#: 3, HP: 37]

Background:

Alter Ego: Algo Thon

Wealth: 3

Motivation: Upholding the Good

Occupation: Deep Core Driller

Marital Status: Divorced

Known Relatives: Henrietta (ex-wife), Barthul (son)

Group Affiliation: None

Base of Operations: London, England

Height: 6'4"

Weight: 180lbs

Eyes: Bright Green

Hair: Gray

Age: 34

Powers and Abilities:

Through the use of his Runestone, Mimic can become various items.

History:

Algo has always known deep core drilling. He loves to dig and could spend all day doing it. Recently, Algo discovered he had the power to become things, not many things, but things nonetheless. His ex-wife Henrietta, still a little

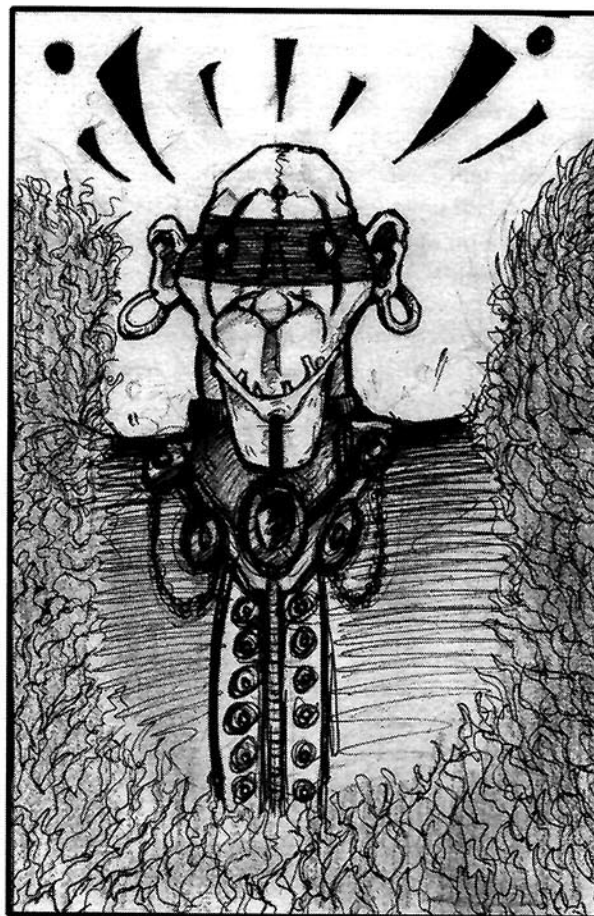
angry at the strange name Algo gave their child Barthul, divorced him when he started turning into household items. Algo has to pay alimony and child support to his ex-wife.

Description:

Others don't find Algo's strange ears and big teeth too appealing, but Algo believes he's quite handsome for some strange reason.

Personality:

Algo is a normal man, or so he believes. He doesn't have many friends because they believe him to be a little eccentric. He doesn't act strangely but is still trying to discover a reason for the household blender.



Chapter XVII: SUBPLOTS

GameMaster Notes

Here are some ideas that you can use with each individual Character. Each of the Guardians and Villains is given his or her own subplots as well. You are welcome to make up your own.

Hero Subplots

Dragon Knight

Nick gets his powers from the Dragon Spirit, but what is the Spirit's true motive? It obviously abhors technology and wishes for the past instead of the present. It was trapped in a jade statuette, but who trapped it and for what true purpose? (Secret Past Subplot) Is it possible that it was a powerful sorcerer who may still be alive and hunting the Dragon Spirit now that it has re-emerged? (Enemies Subplot) Or is the Dragon Spirit another deity such as The Saint's Pallas Athena? It should be made clear that Dragon Knight should be placed in combat situations where he does not have to resort to hurting anyone. (Power Complication Subplot) Remember that Nick normally parades around as a man in a cowl. (Secret ID Subplot) Nick also has some family back home that might want to come visit him while he has to go out on a mission. (Family Subplot)

Saint

The Saint makes a great team leader or second in command. He is the typical "Japanese Manga" style hero. He worships the Tanieran gods and goddesses, but it is up to you if they truly exist, are figments of his imagination, entities of pure spiritual belief, or even cosmic evils. Jadarra and the other gods may even be other versions of a different Character's deity(s). On occasion, Jadarra will contact Ker with the intention of giving him an assignment. Though he does not have contact with the temple, Ker is still an agent of hers, and she will use him when necessary. Ker cannot directly ask her for favors though without first purchasing a Connection Advantage. (Power Complication Subplot) Saint and Callisto both have Tanieran origins and may easily relate. (Romance Subplot)

Black with listed with the enemies and works well as a villain in most settings. Other Dark Saints can be entirely different in power to Black. (Enemies Subplot) Ker's other 4 brothers may be looking for him. They are almost identical in statistics to the "Dragon" Saint but embody other mythical creatures. It is up to the GM as to their motives and true origins. Who knows if they (or just one of them) sent

their 15 brothers to America to be ambushed in the first place? (Death Guilt Subplot)

Vatic/ Razzle

Rick is the apprentice of Mr. Magician, the original mage of the Golden Era Guardians. The Sorcerer's Stone is very reminiscent of a Runestone because it is a Runestone without an owner and was summoned from the Rune Dimension by Mr. Magician right before his first debut. If Vatic goes to the Rune Dimension, the Stone's APs of Sorcery will quadruple to 24. And yes, Whacky is the grandchild of Mr. Magician with the Hero's legendary FUNKY FEDORA. Vatic will recognize the fedora as the one Waldo used if he ever sees Whacky out of costume. (Secret Past Subplot)

Vatic is typically the team's artificer and "mechanic", and is able to repair the DRAGON ARMOR, FUNKY FEDORA, any RUNESTONES, and even Callisto's sword. (Job Subplot) Realize that though he has Sorcery, he cannot do anything that would make any target leave the ground due to his catastrophic fear of heights. Make an attempt to keep Vatic very busy or out of combat during battles, and don't let him overshadow the other players. (Death Guilt Subplot) Keep in mind that Vatic has a lot of monetary resources. (Wealth Subplot)

Callisto

Callisto with her sword is very powerful, so the best bet is to relieve her of the Sword during battle. The Sword of Fury is intelligent and evil; its true name being Erinyes or "Furies" in ancient Tanieran. It uses its Telepathy to communicate with both its user and victims. The Sword constantly attempts to talk the user into attacking innocent victims, going so far as to use its Control to do so. Erinyes is a direct conduit to a God of war and should be used as such. However this "god" may not even be a God but rather an extra-dimensional cosmic being of pure horror and evil (Like Athena and the Dragon Spirit). Erinyes wants to control Callisto and will bide its time until she is in a position to cause a great amount of destruction. The Sword may even reveal its true intelligence to Callisto if it feels that it can trust her. (Power Complication and Death Guilt Subplots)

The Floating City rests in a pocket dimension, existing in the same space as Earth, but unable to be viewed or physically interacted with on this plane of existence. It can only be reached through certain portals hidden throughout the world in remote locations. (Public Reputation Subplot) Callisto works well with Saint. (Romance Subplot) She is also a little young and may need to get a formal education. (School Subplot)

The Roach

The Roach's background leaves her ripe for any GM opportunity, but there is one possible background for her. Simon Marck was a scientist at Sage Enterprises along with his absolute lackey of a sister, Erika. Simon, a Cal Tech magna cum laude graduate, was the true 98lb weakling and desired nothing more than to gain strength in proportion to his great intellect. Erika supported her brother in all decisions, including the decision to end up as a human guinea pig. When Erika was injected with the serum, she lost her mind. (Family Subplot)

Months later, Simon presented a new independent field agent to Sage Enterprises, "The Roach". Simon used some hypnotic techniques to force his sister to believe that she was a comic book super-hero. (Job Subplot) In fact, Simon found a few comics from the early 1960's of a hero named "The Cockroach" from which he based The Roach persona. "The Cockroach" lasted 4 absolutely terrible issues and was a good example for the creation of the "Comic Book Code of Ethics". Anyone finding these comics may discover a clue to The Roach's past. (Secret Past Subplot)

The Roach was added to the Guardians as the first of a "spy ring" of fabricated heroes. She was given hypnotic suggestions to report any strange activities of the Guardians to Simon. In addition, poor Erika has a self-destruct command that could send her into a flying rage. Simon cares not one whit for his sister but hopes that he can find some way to increase his own strength without losing his mind, and Erika the Roach is a tool to these means. Sooner or later Erika may come to her senses and rebel against her hypnotic programming, or someone may accidentally speak a hypnotic code word in her presence forcing her to do something strange. She may even somehow gain accelerated intelligence, becoming a genius and surpassing her earlier brain capacity. This change may ultimately turn her evil, and she will definitely exact revenge upon her brother and against the Guardians for not figuring her out sooner. The Roach could easily be turned into a criminal mastermind. (Power Complications Subplot)

Sentinel of Liberty and Liberty Lad

These two are a lot of fun. Throw them into a "Golden Era" adventure. Add them to any team by having dinosaurs and futuristic spaceships show up due to a resurgence of the temporal flux in which they were trapped. Fixing this glitch in time frees the duo. (Public reputation Subplot) Kill off the Sentinel of Liberty, leaving the hokey Liberty Lad to fend for himself and grow up as the group's mascot. (Death Guilt Subplot) Sentinel is easily angered, and it takes a lot of work from Liberty Lad to calm him down. (Friends Subplot) Remember that they don't know how they received their powers nor of their magical origin. This is a fact that can be used to an advantage. "Cold Iron" represents basically any magical metal including mithril and possibly adamantite, and Callisto's sword makes them jittery. Also having once been military personnel, Scott and Jimmy may be required to fin-

ish their terms of duty or at least sew up a few dangling military threads. (Job Subplot). Jimmy may even have to get an education. (School Subplot)

Zip

Jeffrey is from the future, possibly the true future, but maybe just an alternate future. It's up to you to decide what happens when he changes the timeline, or if he changes the timeline. (Job Subplot) His grandfather could very well be Dragon Knight and his mother another hero, possibly Callisto. (Family Subplot) "Uncle Curtis" can be determined through a careful review of backgrounds. (Friends Subplot) Zip might just know some history of the heroes' adventures, especially if they're involved in a historic battle. He doesn't have to know the outcome, and his memory of his future's past can blur and change with the ripples in time, as well as his powers, at your whim. (Power Complication Subplot)

The Ruins are actually a new group of evil Runes who are under control of the Master Rune from the Rune Dimension. Zip's involvement in a campaign can accelerate a conflict with the Rune dimension years earlier than it should happen. Also, keep in mind that Zip is quite young and though he is from the future, who will believe that? He may have to go to school. (School Subplot)

Whacky

Yup, grandpa was Mr. Magician, but where is he now? And speaking of family, what about Timmy's parents? Who are they exactly? Did Dad know of his father's activities? Why wasn't the hat passed to Dad or even Razzle? (Family Subplot) Razzle may recognize the FEDORA as belonging to Waldo (Waldorph Henderson, Mr. Magician to be precise). The parents don't know of Timmy's heroic escapades and neither does his snooping older brother, Lance. And what does Lance do with his free time? Is he just a normal teenager with dating problems (this can bring up some fun subplots with Timmy hiding in the backseat of Lance's car while he goes on a date), or is Timmy's older brother a drug addict/dealer or even a sexual deviant. (Family Subplot)

Timmy is quite the prankster and this could get him in trouble, angering his teammates, or shaming a villain to vindictiveness. (Enemies Subplot) Timmy is young and shouldn't be subjected to the extreme hardships such as the loss of life due to his own actions, as this tends to darken or even kill a hero as light as Whacky. At times, accidental, forced, or especially faked or believed death can make a great subplot. (Death Guilt Subplot) Timmy needs to learn to be responsible for his actions. An adventure to search for Timmy's grandfather (Runestone has possibly trapped him in the Rune Dimension) is a good possibility. Also, Timmy has yet to tell his true age to the Guardians, and this is a definite call for tension between the members once it is revealed. (Job Subplot) Timmy goes to school. (School Subplot)

Brick and Joseph

These guys are much more like NPCs, and since Brick is very powerful compared to the others, he might need to be called in only for the toughest battles. He and Joe are useable on their own for a variety of show-style settings. Brick can appear in Vegas, Atlantic City, on talk shows, at conventions, or even toy stores (promoting action figures). (Job and/or Wealth Subplot) At the moment, Brick is more talk and show than action. Joe may actually hire some villains to fight Brick and make him look good, something of which Brian wouldn't approve. (Public Reputation Subplot) Also, what did happen to Joe on that alien ship? Are the aliens coming back? Was it actually a government plot? Are there more humans out there like Brick? (Secret Past Subplot)

Runestone

Read Master Rune's description first. Marcus could run into an old comrade and have a flashback to his past, battling interstellar demons and aliens. (Secret Past Subplot) Then again, the two could leave as enemies. (Enemies Subplot) The main goal of Runestone is to slowly discover his past and gather an army to defeat the Master Rune before he and the Ruins invade the Blood of Heroes dimension, liberating his home. Then he will have to make a choice to stay here where he has made a new life or go back to where he belongs, fifty years later. (Family and/or Friends Subplot)

Villain Subplots

Remember to adjust their Hero Point totals against each different group.

Mr. Magnanimous and Repulse

These two could start a string of robberies committed by hobos that eventually leads the Heroes to discover their plan of making the poor the masters of the land. Mr. Magnanimous loves to use big words so have a thesaurus ready for him when he speaks. He'll sometimes use words in the wrong context. "The effervescent way in which you continentally brandish your sword entreats me to partake of your eloquent prowess". Of course, he's not that dumb; Repulse is the moron of the team, a nasty, dirty little thief.

Shadowman

Simon should be introduced as the helpful and bumbling scientist he is. (Friends Subplot) Then spring Shadowman on the players, committing crimes always as soon as the bank vault opens because it's pitch black in there, as there aren't any shadows. The players could go to Simon for help, and soon he'll be frantic because Shadowman has kidnapped his wife to stop him from researching. (Family Subplot) Play the split personality to its fullest. Shadowman may also be used as a Player.

Black

Black is pure evil and can easily overpower a weak group. He is a great nemesis for any hero, but he especially has ties to Saint and possibly Callisto. This would need to be worked out in game.

Master Rune

The ultimate enemy, he should be fought with his Ruins in a mass battle against an assembled gathering of Runes in either the Rune Dimension or a possible future. Bringing Vatic and the rest of the Guardians along for the epic battle will make it memorable. He may also have the original Mr. Magician of the Blood of Heroes Dimension, Whacky's grandfather and Vatic's mentor, held in a prison, demanding the release of the Sorcerer's Stone to him. Because of its innate power, the Sorcerer's Stone is key in Master Rune's conquest of the multi-dimensional universe and his defeat.

Algo the Example Rune

Algo is a bit eccentric and isn't all that heroic. He does make a good NPC or Player Character, if necessary, who shows up to aid Runestone (Secret Past Subplot).

Chapter XVIII: SCENARIO

"The Game in the Game"

READ THIS FIRST: If you're planning on being a player for the adventure "The Game in the Game", or you think your GM might want to run it for you, don't read any further. I know these are just words, and they can't restrict you from doing what you want to do, but really. It's a fun adventure and you'll just spoil it by reading it. I'm sure your GM will let you look here AFTER he runs the adventure. Until then, just finish up your Character and pass the rest of the time waiting for your GM by reading the nudie magazines he keeps under his mattress.

Scenario: "The Game in the Game"

Attention Gamemasters: From experience, do not read this adventure while drinking milk or soda, as it might possibly be forced out of your nose.

BRIEF SYNOPSIS

Welcome to ConCON XII, one of the largest sci-fi/fantasy gaming conventions in the world. "Who sets a super-hero adventure in a gaming convention, and hasn't this been done already," you ask? I wanted to set it in a convention, and this adventure is different from many others. "How?" Glad you asked, but I was planning on telling you anyway. It turns out that 98% of super-hero Game Masters have spent 99% of pre-game play preparing for their Players' first adventure by deciding how and why the Heroes all got together.¹ The other 1% were writing this, an adventure that allows you to draw any sort of Hero into the game and give a group of them a common goal, a reason to team up, and some fun alongside.² All of this is done just by making every one of them come to a gaming convention.

REQUIREMENTS

"The Game in the Game" is for two or more 450 point Characters (heretofore known as the Heroes). It is not necessary for the Heroes to be in a team or even be Heroes (they could be Anti-Heroes or even Villains) as this could be their beginning adventure. The only real requirement is that the Heroes need to live or be around the same area where ConCON XII is being held. GameMasters may have to adjust the scenario when more or less Characters are used.

Note that the adventure is very detailed toward the beginning but becomes more "freestyle" toward the end to allow leniency due to the unpredictability of Player decisions. This adventure is not recommended for beginning Game Masters as it calls for a lot of "winging it" on part of the GM. I recommended that all GMs read through the

entire adventure before attempting to play it. There is so much that goes on here that I don't believe (and I wrote it) that you can read the adventure for the first time while you're running it and get all the effects in. You can certainly try, but I just don't recommend it.

Also a bit of a warning, there will be a couple of large battles in the game.

GameMaster Background Information

Vampires. Originally in the Blood of Heroes universe, it was believed that Krystal of "The Supernaturals" was the last active Vampire; all the rest having been slain by Krystal and her comrade-in-arms the Neon Knight.³ Unfortunately this is not true. Krystal's Verratu clan was slain by the Vorogan clan which was subsequently eradicated by both Krystal and the Neon Knight. During the three hundred year Vampire war, at least one clan hid in fear. A loathsome and cowardly lot, known as the Vulvs, ran away with their Gothic beliefs into the bowels of Spain. While there, the clan shied away from all contact with outsiders and silently plotted to infiltrate and destroy the populace. Unfortunately, the Vulvs were chronic over-thinkers, natural procrastinators, and took until the early 1900's to re-appear with a real plan.

Not the quickest of wits, the Vulv elders devised a series of complex tactics centered upon assaulting the population of a small town during an eclipse of the sun. There was one active protester to this procedure: a youthful upstart Vulv named Nolan. Nolan was a better strategist than most, entertaining himself by spending his time playing a variety of games⁴ throughout his undead existence. He explained, in depth, the foolishness of going out during an eclipse and instead suggested that the attack begin during the night. But the elder vampires had planned that the attack would only take minutes and insisted that the people would be prepared for a vampire assault during the night. A paranoid lot, they wouldn't listen when Nolan tried to explain that the humans didn't know or even care that the Vulvs existed, so the elders continued with their original "eclipse" strategy. Unfortunately, all didn't go as planned.

Because they hadn't had a good meal in such a long time, the thirsty Vulvs became frenzied, relishing and feasting upon the spilled blood. Too listless with full bellies to run, the greedy clan perished when the sun unexpectedly came back out from behind the moon. With every Vulv dead, Nolan assumed leadership of his empty clan and was subsequently banished from the land by a local magician⁵, for the populace now feared another vampiric uprising. Nolan fled

² The final 1% of Game Masters assumed the Characters had always just "been" a team, working together with no origin story needed, nope, not at all. Only a complete waste of a good chance to flush out a bit of history is lost, unless you're doing one of those strange "time travel forced us together with amnesia" sort of deals.

³ See Blood of Heroes main rulebook, page 284-289

to America where he became inundated with its beatnik society. Wearing dark clothing and writing bland and depressing poetry came naturally to Nolan, and he never replenished his flock.

During the seventies, Nolan discovered role-playing games. He became infatuated with them to the point of rapture. They were his escape, and he could become a swordsman wandering lost worlds or even a fairy princess living in a candy land. It wasn't until fifteen years later that he found his niche in a very popular tabletop game, "Bloodsuckers: The Thirsting", by Revolting Games. In the game, players assume the guises of undead creatures and sit around in underground bistros complaining to each other about how crappy the undead life is. Eventually they do something about it which inevitably ends their undead existence, forcing the player to restart with a new character.

"Bloodsuckers: The Thirsting" was an instant hit, filling a void in the gaming industry and actually creating the new genre of "Gothic Undead Gaming". His love of the game gave Nolan an idea. What more perfect way could there be to replenish his clan than by recruiting people who actually wanted to be vampires? Heck, if it were done well enough, he could take over the world! The vampire headed out to Punxsutawney, Pennsylvania, headquarters of Revolting Games, to "propose" his idea. The staff of Revolting Games was not prepared to deal with a real vampire, but they were quickly subverted. No one really took notice of the changes, since the group had always acted like vampires anyway. Making their company his new residence, Nolan sat down with the staff to figure out how to make every Bloodsucker player a real vampire.

It turned out that Revolting Games had been working on a live action version of the game called "Bloodsuckers Live!", and a hackneyed version of the game was already a big hit with the gaming underground. This excited Nolan. His ultimate goal of spreading Vulv vampires across the world was going to come true! The staff, now eager to do anything Nolan wanted, plotted out a strategy, as gamers normally will. They plan to have vampires infiltrate each gaming and sci-fi convention under the guise of "Bloodsucker Live!" Undead Role Players (BLURPs) and feed upon the other players, turning them into vampires as well.

After the first convention and a successful attack, Nolan discovered that super-powered humans who became vampires kept their super-powers. Having super-powered vampires under his sway would make his power as a leader increase exponentially. In addition, he felt that having control of media personalities would also aid his conquest of the world, so he targeted a few media personalities at the conventions. Because of their public nature, it has been tough to do this. In the only partially successful attempt, one particularly tasty morsel, got away (see below).

His first lieutenant, Jennifer, has used her hypnotism to force Bob Winters, the manager of ConCON, to invite any and all super-powered humans to the convention in the hopes that they can be turned into vampires during the next

"Bloodsuckers Live!" game. In addition, Morganna, Goth TV Mistress of the Night, will be hosting the BLURP. Twelve people (see "Researching the Missing Teens" below) have already been "recruited" from other, smaller, conventions. ConCON will be the fourth and largest gaming convention to be hit.

Revolting Games

Revolting Games is located on Cherry St. in Punxsutawney, Pennsylvania. Obviously this location can be changed, and if you live in a small town yourself, stick it there since it's always a lot of fun for the Heroes to meet people familiar to the Players. Publicly, Larry Jackstein, the writer of "Bloodsuckers: The Thirsting", owns Revolting Games. His partners are the husband and wife team of Michael and Jennifer Sococo, two software designers and part-time fiction writers originally from Seattle. They designed a "live action" version of "Bloodsuckers" appropriately called "Bloodsuckers Live!" which has become a runaway hit with the role-playing game community.

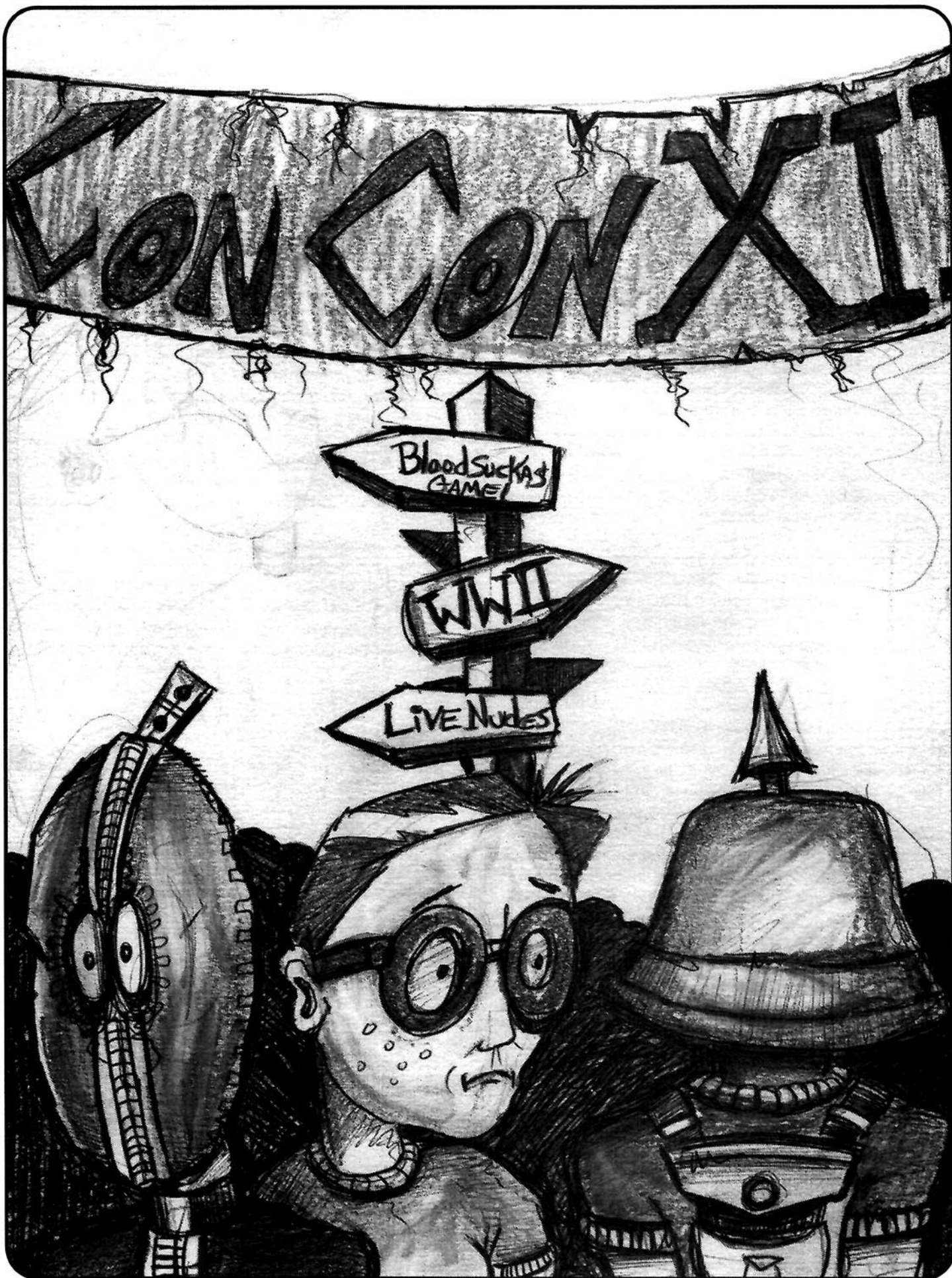
Due to the eccentricities of gamers, Larry Jackstein is actually just a pen name, and he doesn't really exist, the game having been written by Michael and Jennifer together. Bloodsuckers is the couple's second endeavor, their first being a Civil War board game and hence the "revolt" part of Revolting Games. The Sococo's are also Nolan's first lieutenants and are almost as powerful as Nolan himself. Most of the new Vulv clan, made of staff members, resides in the basement, living their dream of a lethargic life of grim and dreary vampirism.

ConCON XII

ConCON XII is the twelfth ConCON in history; hence the two I's following the X. During ConCON, game manufacturers from Sorcerers of the Shore to Pulsar Games, science fiction stars of "Avignon 9" and "Space Voyagers: The New Wave", comic-book and fiction writers and artists, and about 1000 fans will show up for a three days to drink beer and have hotel room parties. These people will spend their time selling products, philosophizing over the latest plot of "The X-Friends" and how hot its lead actors are, playing new and old games, watching movies and Japanimation (anime), and attending seminars where actors, artists, and writers will speak about their creations. Fans will show up dressed as their favorite super-heroes, actors, or fantasy creations, and that doesn't rule out all leather outfits on all shapes of people, including a few who should be outlawed. Role-playing, card, miniatures, and board games will be scheduled throughout the weekend. Comic book artists will sign their works and draw art for fans, while actors will reminisce about their roles and answer trivial questions about insignificant television episodes in crowded seminar rooms. And there will be an enormous dealer's room, where games, toys, comics, weaponry (no guns though), memorabilia, and even computer services are bought, sold, and play-tested, and

⁴ Nolan was known for his ability to play with Chess, Othello, Draughts (Checkers), Chinese Checkers, Shogi, Dominoes, Backgammon, Go, Hoyle techniques, and Kama Sutra.

⁵ A sorcerer who could very well have been Mr. Magician of the 1940's Guardians.



every gaming company has at least a booth to show their presence. You're more than welcome to use any descriptions or ideas from this paragraph in the adventure.

The exact location for ConCON is up to the Game Master and should be based on the campaign setting. It is easiest to set ConCON in the largest local convention center (or hotel) that is central to all the Heroes or possibly on the grounds of a local college or university. For example, if each Hero were located in or about New York City, it would be ludicrous to have ConCON in Nicaragua. Also, keep in mind that gaming conventions don't just happen in the US so it isn't necessary to limit the location. If it really comes down to it, create a fictional city⁶. This rule goes for all locations presented in this (or any) adventure. As a GM, you never have to stick to the rules. In fact, if images of dancing kick-lines and a certain song that sounds like "ConCON" keeps playing in your head, you can rename ConCON XII to something more appropriate like VampCON, BloodCON or even "Don't-Expect-To-Survive-This-AdventureCon", but that would be too much foreshadowing, don't you think?

ConCON and a few other smaller conventions are run by Gamers Incorporated. Gamers Inc. is a legitimate company owned and operated by Robert Winters, a miniatures wargamer and professional armchair Napoleon. Bob has owned the company for ten years and has run ConCON for longer. He and his staff of fifteen people and 50 volunteers (all of whom get into ConCON for free as payment) are doing their best to entertain and keep the rest of the gamers happy.

Oh my god, they killed Jimmy!

Oh, and if a case of depressed, lethargic gamer vampires doesn't irk your players off enough, there's a murderer in the midst. Last month, Captain Jim Pike of the star cruiser *Forever*, the lead character of the popular and long-lived "Space Voyagers: The New Wave", was killed. Well not actually Jim, but the actor who played him, Jean Claude Jones, was murdered in his hotel room during a convention in Schenectady, NY. Somebody at the convention killed the starship captain, in the bathroom, with a knife. That someone has not been caught yet, but after a few days, when an anonymous tipper called the police with, "Jean was just the first," it wasn't tough to surmise that other star cruiser captains might be in danger.

Security at ConCON XII has been increased around Kirk Mansfield, a.k.a. Captain Gerard Tolos, star of "Avignon 9". An eye is being kept on the grim Whackem Games, whose last year's runaway hit game, "Space Cap'n Jimmy" (a murder-mystery game based on ejecting a star cruiser captain into an airless void) has turned into an unexpected reality. Heroes with knowledge of science fiction will know that Jean Claude Jones was murdered, but see "Researching Jean Claude Jones" in the Researching section for more information before you reveal any information to the players. If you want to know what actually happened to

Captain Jim and how to deal with those investigating his murder, read the write-up of Hunter found at the end of the scenario.

Morganna, Mistress of the Night

Morganna is a large bosomed, teenage boy dream goddess, and a late night cable movie hostess to boot. She holds sway over the gods of Saturday night movies as their witch of choice. She is also a "Special Guest" of ConCON and will be hosting the "Bloodsuckers Live!" game. Nolan wished this to be, as he is getting a bit big for his britches and not only wants to acquire super-heroes for his clan but also celebrities as well. And what better choice than the late night hostess of Gothic horror, herself? Morganna has teenagers under her sexual sway across the globe, and she's the perfect representative. Of course, the people at Devilish would rather have her represent their "Song of the Bodysnatchers" game mostly because of her "B horror" movie hosting abilities and knowledge. Oh, her influence among teenagers would be handy too. See her Character description for how Morganna will react to the BLURP.

Other Gaming Companies and Red Herrings

As with many things, you can use real world names substituted for our "thesaurus-generated" names for any gaming company, game, show, or personality. For some good red herrings of suspicion for no reason, Sorcerers of the Shore is a nice start. Their main product is an addictive, fairytale-based card game named "Glamour", and they are a good company to use to mislead players, especially when you consider the possibilities. Who says that the cards don't have mind controlling resins on their packs to make gamers buy more of them? Does Devilish's "Song of the Bodysnatchers" force gamers to watch any movie that will eventually be shown on a cable channel at 3:00 AM? Does "Space Cap'n Jimmy!" encourage the murder of anyone dressed like a star cruiser captain? Well... skip that last one.

Throw as many red herrings into this adventure as you would like. During play testing, Runestone was searching for his past and did so by looking for a comic book he knew he was supposed to be in. Unfortunately, Marcus only found a "Golden Era" comic depicting a super-hero team fighting evil rock beings from another dimension named "Runestones." The utter scream of denial was worth it.

Another time, we placed a group of gothic Italian teens into the convention. They wandered around the hallways and acted very suspiciously, wearing their dark clothes and skulking in shadows, and keeping together as a group mumbling in Italian to each other. They quickly attracted the attention of the Heroes. These teens knew nothing about the BLURP but were very interested in knowing more. The Heroes later ran into them during the BLURP and wrongly believed these teens to be real vampires invading an innocent BLURP. Lo and behold, the BLURPers attacked the groups

⁶ For the purposes of play testing, we held ConCON XII in the mountain village of Cootersville, West Iowabama, in the People's Island Republic of Guatescotia, but you don't have to go to such lengths.

as vampires and the Italian teens were revealed to be normal, 'new to gaming' humans, and victims to boot.

Special Vampirism Rules

This adventure involves vampires. Vampirism is a tricky thing, and it's tough to cover its acquisition in a role-playing game without seriously re-writing a Character. In other universes it can be a disease, a possession, a legacy, or even stay unexplained. In the Blood of Heroes universe, at least for now, it is role played as a magical affliction. Anyone who is reduced to negative absolute body is killed. Anyone who is reduced to negative absolute body due to the use of the Vampirism Power of a vampire (someone with the special Vampire Advantage (see below)), will die and "rise from the grave" as a vampire.

A Character killed in this manner will acquire Vampire Drawbacks and will have to purchase the Vampire Powers and Advantages (see below) starting with APs of Invulnerability Power Linked to APs of Body. Now, starting at whatever negative AP value the Character was reduced to, the Character must make Invulnerability rolls to rise from the grave. If the first Invulnerability roll fails, the Character (who could have spent Hero Points on the roll if he had any left) is permanently dead. Otherwise, he may continue to make Invulnerability rolls until he is conscious and able to move, becoming a vampire. The Vampire Advantage, the ability to make more vampires through the use of vampirism, costs 75 Hero Points and is only available to vampire Characters. You're more than welcome to make up your own rules for vampirism.

Creating a Vampire

Drawbacks and Powers preceded by an * are required to be purchased by a vampire Character. A vampire must at least have the same Drawbacks as the vampire who created him. Attack Vulnerabilities give a Bonus based on the CS penalty taken. Creepy Appearance may be due to elongated teeth and possible glowing of eyes. Vampire Powers and Advantages are purchased by spending Hero Points gained from taking Vampire Drawbacks. If the Hero cannot pay for the required Vampire Powers, he must either take more Vampire Drawbacks, use saved Hero Points, or take normal Drawbacks (such as Guilt) to compensate. A Character who already has the required Powers now has the ability to enhance them (by making Invulnerability more powerful, etc...). Hero Points gained from Vampirism may only be spent on the Vampire Powers, Skills, and Advantages. Unspent Hero Points are discarded or spent on increasing Attributes using the Increasing Attributes chart. Hero Point Bonuses listed below are based on a standard 450 Point Character

Saving Vampires

So Captain Man has been turned into a vampire. How do we save him? This adventure has two ways to save vam-

Creating a Vampire

Advantages

Lightning Reflexes	Cost: 20
Sharp Eye	Cost: 15
Vampire Advantage	Cost: 75

Drawbacks

*Gradual Loss Vulnerability	Bonus: 30
Physical and Mental Attributes after every 16 APs of time without consuming blood	
Fatal Vulnerability	Bonus: 25
Holy Water (Rare), 0APs	
Attack Vulnerability	Bonus: 15-65
Light, -X CS	
Attack Vulnerability	Bonus: 15-65
Silver, -X CS	
Irrational Attraction	Bonus: 5-50
Drinking Blood	
Irrational Attraction	Bonus: 5-50
The Gothic Lifestyle	
Irrational Fear	Bonus: 5-50
A Strongly Presented Holy Symbol	
Irrational Fear	Bonus: 5-50
Running Water	
Irrational Hatred	Bonus: 5-50
Garlic	
Creepy Appearance	Bonus: 5
Rage	Bonus: 5-50

Powers

*Vampirism	No AV (-1 FC), No Range (-1 FC), and Lethal (-1 FC)
*Invulnerability	Linked to Body
*Invisibility	Verses Sight (Note that it is not Always On) Only works vs. machines and mirrors (-1 FC)
Claws	
Dispersal	
Hypnotism	Doesn't alert victim of a failed attempt (+1 FC)
Jumping	
Shape Change	Vampire Bat form only (-4 FC)
Shape Change	Wolf form only (-4 FC)

Skills

Acrobatics

pires, the easy way and the hard way, both of which are up to the Gamemaster. The easy way is leaving Captain Man alone or killing him off, either procedure being no big deal. The hard way is that every vampire is linked to the head vampire. If you restrain all the vampires and kill off the leader vampire (Nolan in this adventure), all of his servant vampires will be restored to normal. Yes, this beats a lot of myths with blunt objects, but don't you want a happy ending? Personally I prefer the hard way if only because it means you have to track Nolan down, dragging out the adventure to yet another brawling fight.

Running the Adventure

This section deals with running the adventure, as if you couldn't tell. Anything that is in italics may be read to your Players.

Inviting the Heroes

"Why, on God's green Earth would my vigilante hero, The Deathslayer, go to a gaming convention? He's no geek." Oh yeah, let's face it. You are, and so am I. Otherwise, you wouldn't be playing a role-playing game, and I wouldn't be writing one. Let's take that as our first example of how to get a Hero to ConCon

- Any Hero who is based on the Player or Game Master would naturally go to a local gaming convention.

And to take that a step further, should the Hero be a fan of the sci-fi genre himself.

- Any Hero whose personality would make him go to a gaming convention, will go.

That should take care of quite a few campaigns. Now what about all the uninterested Heroes with Dependents? They could be dragged along and forced to watch after any sci-fi loving relatives or friends, especially Dependents. "Grandpa loved 'The Outer Zone' TV shows." A convention is a great place to feed the Dependent subplot, and you can rest assured that there will be many dangerous situations the Dependent will get into. As a Game Master, you should see to that.

- Dependents of Heroes could require the Hero (probably in secret identity) as an escort.

If a Hero has the Popular, Local Hero Advantages, Public ID or even the Mistrust Drawbacks, he'll receive a personal invitation to appear at ConCON months or weeks before the convention, or even the day of ConCON. This gives the Hero time to research ConCON. The request can either be delivered personally (Public ID), sent through a fan club (Local Hero), or placed in the newspaper and pointed

out to the Hero (Mistrust). Though the theoretical goal of inviting the Hero would only be to have him appear (and hence attract more customers), most Heroes may have some suspicion. That's OK, let them suspect something fishy is going on. It's a role-playing game adventure; something fishy is always going on somewhere.

- Public ID, Popular, or Mistrusted Heroes could potentially get personal invites.

What if the Hero has been trying to market himself? Take Brick, for example. What better place to sell products of one's heroic self than at a sci-fi convention? Also remind Heroes who were invited and still don't want to go that it might be bad publicity not to go.

- A Hero who wants more (or better) publicity can get himself invited to a convention for that very purpose.

What about the day job? Is a Hero's alter ego a reporter, photographer, security guard, hotel manager, role-playing game designer, game/comic-shop/bookstore owner, professional game player, aspiring writer or artist? Gaming conventions draw these people out of the woodwork (a security guard's interest could be piqued, possibly).

- A Hero can be forced to go to the gaming convention due to his alter ego's occupation.

Any Heroes who are detectives, police investigators, FBI agents, or something similar may have been previously contacted by the estranged parents of one of the missing teens from a previous con. The teen did join the Bloodsuckers group, but he did not successfully hypnotize his parents or other concerned relatives. Since he enjoyed gaming conventions, he may be at ConCON. Maybe the Hero is hired to research the murder of actor Jean Claude Jones (see "Oh my god" above) and realizes that a lead may be at the convention.

- An investigator Hero may have been contacted by a relative/associate of an abducted gamer or is personally investigating the Jean Claude Jones case.

Taking the other direction, the Hero could have heard about the \$1000 cash prize for best role-player in the BLURP (see explanation later).

- Poor Heroes may need the \$1000 cash prize.

If a Hero is a true undead (Game masters should determine this on their own), he could be attracted to the convention due to the stink of other undead.

- Undead Heroes (yuck) are attracted instinctively to the site.

And finally...

- If a Hero doesn't fit in, smack his Player around a bit for making things tough on your life⁷, and then figure away in for him yourself, you lazy good-for-nothing.

Make sure your Players role-play these initial encounters/reasons out. This is a good time to run off some Subplots.

Research

Researching ConCON beforehand through computers, by asking at the local gaming shops or even by approaching gamers at the con will allow Heroes to research topics. Characters searching "gaming-related" news stories should roll against each individual researching chart. ConCON is mentioned as a popular gaming convention in all the newspapers lately.

Researching the Missing Teens

Pictures can be acquired of the missing teens through library research on the specific topics (OV/RV is 4/4, 1 RAP will gain 1 photo, 1/2 RV will gain 6 photos, Full RV will get

Researching ConCON, Gamers Incorporated or Robert Winters - OV/RV of 4/4.

1 RAP - ConCON is run by Gamers Incorporated. It is in the same location for the past fourteen years, and this is the fifteenth and biggest running of the convention yet.

1/2 RV - Robert Winters owns Gamers Incorporated. Robert is respected in the gaming community, and Gamers Incorporated is a good company. Many new games will debut at ConCon. Gamers from around the world will be there. Superheroes who can prove they have powers get in free.

Full RV - Robert Winters is in his late 30's and is a historical miniatures gaming fan. This is also not the only Convention in the world; there are many others. Everyone is really excited over some of the new games that will be there including: "Space Cap'n Jimmy!" by Whackem Games, "Song of the Bodysnatchers" by Devilish, "Bloodsuckers Live!" by Revolting Games, "Glamour Card Game Tournament" by Sorcerers of the Shore, and "Blood of Heroes" by Pulsar Games Incorporated.

Double RV - Robert Winters has a small crime record for being caught with some narcotics (marijuana) during college.

all photos). A Connection with the Police or FBI or appropriate Credentials will also allow the photos to be acquired with no roll. None of the missing teens will be seen throughout the scenario until the "Bloodsuckers Live!" game. No one is too concerned about the missing gamers since most researchers have been hypnotized into not caring about finding them.

Researching the Murder of Jean Claude Jones

Without giving away who did it, just reiterate any pertinent information that the "Oh my god, they killed Jimmy!"

Researching "Space Cap'n Jimmy", Board or Space Games, or News Stories - OV/RV of 4/4.

Only reveal info to "News Stories" researchers after attaining 1/2 RV or higher.

1 RAP - "Space Cap'n Jimmy" is a murder-mystery game in outer space played on a board and published by Whackem Games. The premise is to eject the star cruiser captain into an airless void in hopes that he will die.

1/2 RV - Actor Jean Claude Jones, who played the star cruiser captain of "Space Voyagers: The New Wave", was murdered in his hotel room last month after a fan conference in Schenectady, NY.

Full RV - Captain Jim Pike's (actor Jean Claude Jones) murderer is still at large.

Over RV - The security detail is increased on actor Kirk Mansfield, Captain Gerard Tolos of "Avignon 9", and he will be at ConCON.

Researching "Song of the Bodysnatchers", Horror Games, or News Stories - OV/RV of 4/4.

Only reveal info to "News Stories" researchers after attaining Full RV or higher.

1 RAP - "Song of the Bodysnatchers" is a "B horror" movie-based role-playing game published by Devilish Games.

1/2 RV - Bodysnatchers has caused a lot of gaming groups to play games at movie theatres, and there is a news article on this phenomenon.

Full RV - Some Bodysnatcher players were kicked out of a movie theatre for playing during a film.

Over RV - The high school was not local and believed "Glamour" was taking attention from the classes. There was nothing unusual about the "Bloodsuckers Live!" players, but the arrest was made at night. The Bodysnatcher film was "Holler 3", a popular B movie.

⁸ To help you out here, Blood of Heroes (this role-playing game) is a role-playing game. If Blood of Heroes came in a card deck and this sourcebook consisted of a bunch of "booster packs" that you had to purchase the whole set to own, it would be a collectible card game. If Blood of Heroes required a tabletop-sized map and miniature metal heroes, it would be a miniatures game. If you had to wear a costume, it's a live game.

section divulges. The death of Jean Claude Jones hit a lot of fans right in the heart and has renewed a sense of love for the "Space Voyager" series of shows. It is publicly known that

Researching Gaming in general or Breaking Sci-Fi/Gaming News Stories – OV/RV of 4/4.

1 RAP - Reveals brief, "publicly understandable", explanation of what role-playing games, collectible card games, live role-playing games, and miniatures games are⁸.

1/2 RV - There are parents who disapprove of some gaming habits while some teachers at schools promote it for educational purposes.

Full RV - Some groups out there believe that gaming is related to devil worship but have no solid evidence to back up claims. They also believe certain of the more collectible games to be addictive and representative of childhood gambling. Lately, there have been people missing after three other U.S. gaming conventions, but supposedly concerned relatives never followed through with reports. No one knows where the young adults have gone.

Over RV - The 12 missing teens were last spotted at the conventions. One convention was in Schenectady, NY, where the murder of Jean Claude Jones took place.

Researching "Bloodsuckers", Live RPGs, or News Stories – OV/RV of 4/4.

Only reveal info to "News Stories" researchers after attaining 1/2 RV or higher.

1 RAP - "Bloodsuckers Live!" is a live role-playing game based on the popular "gothic undead" game, "Bloodsuckers: The Thirsting" published by Revolting Games.

1/2 RV - Bloodsuckers is the hottest role-playing game out there right now, and "Bloodsuckers Live!" is debuting at many different conventions across the world through BLURPS, which stands for "Bloodsucker Live Undead Role-Playing Sessions". The players are known as "BLURPers".

Full RV - "Bloodsuckers" is very popular with the gothic communities and college kids; some "Bloodsuckers Live!" players were arrested on a campus for causing a noise disturbance. Another campus had some Bloodsuckers players trapped in a steam tunnel which was subsequently closed off.

Over RV - There was nothing unusual about the "Bloodsuckers Live!" players, but both arrests were made at night. If asking about Schenectady: There was a BLURP at the Schenectady, NY, convention.

there will be a memorial held on the first night of ConCON XII, and all fans are encouraged to attend. The anonymous phone call was not divulged to the public and should only be available to those with appropriate Connections/Credentials.

It is known (and obvious on sight) that Kirk Mansfield of Avignon 9 has a lot of security.

Researching "Glamour", Card Games, or News Stories – OV/RV of 4/4.

Only reveal info to "News Stories" researchers after attaining 1/2 RV or higher.

1 RAP - "Glamour" is a collectible card game of fairyland fantasy published by Sorcerers of the Shore.

1/2 RV - "Glamour" is extremely popular with the younger crowd and highly addictive. There are some big prizes at ConCON for "Glamour".

Full RV - Parents are concerned about the amount of money spent on the "Glamour" card game; it is as though children are addicted to it. A high school banned "Glamour"; Advocates insist "the game encourages creative thinking".

Over RV - The high school was not local and believed "Glamour" was taking attention from the classes.

Researching "Blood of Heroes", Super-hero Gamers, or News Stories – OV/RV of 4/4.

1 RAP - "Blood of Heroes" is a super-hero based role-playing game published by Pulsar Games.

1/2 RV - Supposedly there is a long-awaited "Sidekick Sourcebook" coming out "any time now". A Golden Age Sourcebook and a GM screen are in the works as well.

Full RV - Believing he could fly, Bill Robert Willimarth of North Plains, Michigan tied a towel around his neck and jumped off his trailer, breaking his back on a porcelain lawn dwarf. On the way to the hospital, he was quoted as saying, "I just wanted to activate my mutant powers." Though he owned a "Blood of Heroes" book, it's stated that his escapades have been attributed to the rise in super-heroes existent in real life.

Renting a Hotel Room

All Heroes should arrive the first day. Anyone traveling a far distance should acquire a hotel room. If he had not booked in advance, the Hero will get a cramped single, and anyone else who came with him will have to get a cot for the room. Unfortunately, cots in single rooms are considered

fire hazards so the Hero will have to verbally Persuade or Intimidate a bellhop for one (OV/RV of 2/2, 1 RAP needed) or just grease some palms (tip the bellhop well for a cot). Paying for a hotel room is a 3/3 (OV/RV) Wealth Check. Any Hero who has paid for a Hotel Room can obtain admission without a Wealth Check.

Throughout the Convention

There are a few things that should be done throughout the convention. At the beginning, due to the fact that the first day will consist of mainly science fiction style people; there will be a lot of aliens and people dressed as star cruiser personnel. As the con progresses, there will tend to be less and less of this sort of people and more and more gothic-dressed people, especially at the start of the second day. This is because Nolan's vampires are taking people over, and they all have the desire to dress like gothic vampires. How do they do this? It's a simple process of Hypnotism and mugging in hotel rooms. Any Hero making a Perception Check or Detective Roll against the crowds on the second day (OV/RV of 4/4) will learn from the following chart:

1 RAP – You notice there are less space costumed people walking around today.

1/2 RV – That's possibly due to the fact that those sci-fi speeches were yesterday instead of today.

Full RV – There are a lot more gothic-dressed people here, probably because of the BLURP later.

Over RV – You see someone dressed in full black leather today, but you're almost sure you saw her dressed yesterday as a star cruiser captain.

The person that is spotted may or may not recognize the Hero if approached (GM decision). She will deny having been a star cruiser captain the day before or will mention that she changed costumes for today. Roleplay this however you will, it's mainly used to raise suspicion. She really is a vampire so use the vampire gamer statistics for her. Try not to let her get caught, but mind-reading attempts will alert the players to the large gathering that night at the BLURP. Sometimes, the staff of Revolting Games will look like members of the 12 missing teens. That's because they are. It takes a Perception Check of 5/5 to recognize them. 1 RAP will establish that the person is familiar, but the Hero can't place the face. Full RV means that the Hero recognizes the staff member. This only applies to Heroes who are looking for the missing teens. Don't let these teens get caught; they are just here to raise suspicion against Revolting Games.

The Convention Rooms

What follows are a variety of physical descriptions of the various areas that can be entered during ConCON. The doors leading to the Dealer's Room will be locked after 10:00 PM when the Dealer's Room closes. Any fire door/emergency exit door that is opened will set off a loud local

room alarm as long as they are open. There are no windows anywhere in this convention hall (a request made to Bob Winters so there is no sunlight), unless a fire door is opened during the day. If this is done, sunlight will be able to enter a room if it is after 8:00 AM and before 6:00 PM. This also goes for the front door near registration. Vampires will avoid sunny areas at all costs.

Registration

Read the italicized to any player who enters the admissions area (required to enter ConCON).

You enter a room filled with people in line. They are all carrying backpacks or briefcases crammed with books and dice and games. Up ahead are a few booths where registration personnel are taking money and handing out badges. On the wall to the left is a variety of signs and stand-up cardboard figures. Included in the menagerie are a life-sized Morganna, "Mistress of the Night", the entire crews of "Avignon 9", and "Space Voyager: The New Wave", as well as quite a few super-heroes. A sign next to the registration says "Cost: \$30. Display a super power and get in for free." Quite a few people here are wearing costumes including super-heroes, aliens, medieval personas, and a lot of pale people dressed in black leather. Throughout the hallway on the right, gamers are sitting at tables talking, taking fliers, playing cards, having lunch, or even sleeping. The hallway is lined with doors, tables, and at the end you can see a large room. Between you and the entrance to the hallway are a couple of guards.

Any Heroes in costume (this goes for the rest of the adventure as well) may receive questions from various onlookers, including "Are you the real Captain Good?" and "My blind brother can sew better than you." or "Are you running the Blood of Heroes game at 2AM in room 47Q?"

The guards will not admit anyone without a badge. A one-time admission fee pays for the badge which will allow access to all parts of the convention, including the game room, the speeches and seminars, dealer's room, the gamer bar, and the theatre. The admission fee is a 2/2 (OV/RV) Wealth Check to purchase a badge. Badges aren't scanned but must be prominently displayed as there are convention volunteers watching entrances of each room to make sure that people without badges are not admitted.

Forging a badge has an OV/RV of 2/2 (due to scrounging materials required). Forged badges will not draw attention to a Hero walking around, but if he attempts to participate in any event, roll to expose the forgery. Heroes with exposed forged badges will be escorted off the premises. Badges can also be stolen (or bullied) off unsuspecting attendees if the Hero is a jerk.

All Heroes who display a superpower at the entrance can get in for free, as the sign says so. All the convention employees know is that the policy was instituted by Bob Winters himself (unknowingly due to Jennifer's hypnotic

influence). Anyone who displays a superpower to a person at registration, or tells registration they were invited, is pointed out to a young pale woman dressed in black leather. This is Jennifer Sococo, and she introduces herself. If an inquiry is made about Bob Winters, the Hero will be told he is busy running the Glamour Tournament.

Jennifer will have to be shown the power as well, whereupon she leads the Hero to a back room filled with fliers and chairs. If the Hero displayed no obvious Mental Powers on the way to the room, Jennifer will attempt to hypnotize the Hero. She will do this by asking a few questions including "Do you have any other powers," "How did you get your powers," "Did that costume take a long time to sew," "Do you like gaming or science fiction," "Can you please fill out this release form," to distract him. All she intends to do is get a quick visual gauge of the Hero's powers and hypnotize him in order to get him to go to the "Bloodsuckers Live!" game. She will then leave the hero in the back room, hand him a form and a pen, and ask him to wait there. Jennifer will do this separately for each Hero, hypnotizing them on the way to the back room. She will hang out in this area for the entire first day of the convention. The second day, she will be wandering around, unless she was warned that a Hero might be looking for her, whereupon she'll be hiding until the Larry Jackstein Event.

The gist of the contract is that it keeps Gamers Inc. from being responsible for any actions on the part of the Hero, and it also asks that the Hero perform periodic feats of "super-heroism" at various intervals during the convention, usually when asked by a convention participant. The Hero must wear a bright orange "I'm a real Super-Hero" button (included with forms) so that people can approach him to ask him to perform a feat. It is requested that the Hero attends and participates in all "major" functions (the Events). As compensation, the Hero gets in free to ConCON and receives a free 3-year subscription to "Gamers Inc. Quarterly" magazine⁹. Yay. Any positive RAPs on a Law (Detective) check versus an OV/RV of 5/5 explains that the Hero isn't legally bound to do anything, but it does release ConCON from responsibility for his actions. When signing the forms, the Hero need not reveal his Secret Identity should he have one.

Make sure to keep all Heroes who are filling out forms stuck in this little room signing their papers until every Hero has had a chance to display (or not display) his powers at the reception area and be led into the back room. Any Heroes ending up in the back room are introduced to each other, and that might (or might not) form a small sense of comradeship. Don't worry if the heroes don't band together right away; this isn't the big "let's team up" scene anyway.

If anyone is looking at the Hallway from Registration, you can give them a description taken from the Hallway section below, and even allow the Perception Check to note the Bloodsucker players. Make sure you give each player a copy of the "event schedule" found in the event section.

The Hallways

The hallway is filled with gamers playing games at various tables, hawkers dressed as aliens selling goods and keeping other aliens in large cages, scantily clad men and women parading around no matter their attractiveness, grown men dressed as cartoon girls, super-heroes of all sorts, cartoonists signing art and comics, and lots of people rushing around and looking at their schedules. It's pure chaos out here.

If anyone is looking for anything strange in the Hallway, have him make a Perception Check vs. 3/3. Read the following paragraph if the Perception Check is successful. Off in a corner is a group of not very conspicuous teens with pale skin who are wearing dark clothing. Most of them have their thumbs in their ears and are standing around listening to two other teens chatting pompously with one another about who has a nicer application of eye shadow. Each teen then declares he is better than the other teen, and they grasp hands and begin to thumb wrestle.

Anyone knowledgeable about gaming can tell the Hero that the group is a bunch of "BLURPers". Yes, they are "Bloodsuckers Live!" players. A Bloodsuckers Live! Sample Kit is included at the end of the adventure for use in the "Bloodsuckers Live!" game later on and explains their strange habits. There are two fire hoses behind breakable glass protection plates here. These can be used in the BLURP battle.

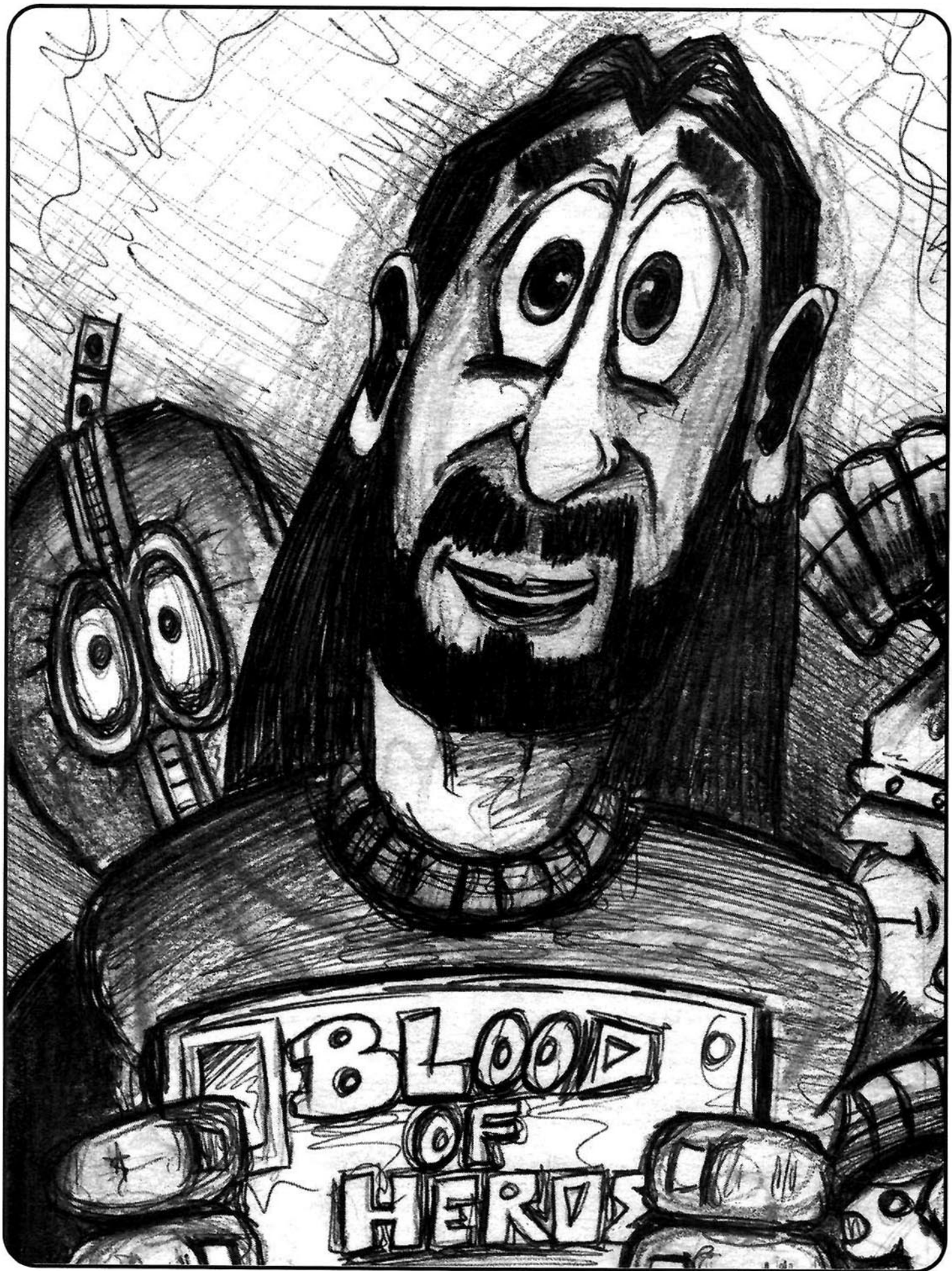
The Dealer's Room

This enormous room is lined with booths. In fact, there are endless rows of booths filled with all sorts of science fiction paraphernalia. Booths filled with swords and amulets, games and game companies, comic books and writers, televisions and movies, computers and video games permeate the giant chamber. People are everywhere buying games, playing cards at the various tables at each booth, trying new and old games, shmoozing with comrades, and generally having a good time.

This is a good time to approach any heroes with fans requesting displays of power. Actually, anytime is, but you can get big crowds now. The Heroes may purchase whatever gaming or science fiction theme items they would like, as almost anything is available here. Let your imagination soar, but don't go overboard. There are no guns or ammunition for sale here, the most violent item being a "Mu'kluk", a replica bladed melee weapon used by the Letgos of Space Voyagers. Statistics for typical gamers are in the NPC section.

Two stores here sell leather items including costumes, and by the second day they have few wares left, having been bought out by vampires. There are a lot of comic book companies and stores that sell varieties of products from miniatures to used gaming supplies. Devilish, Whackem, Pulsar, and any other company previously mentioned is running a booth. Mike Sococo and three gamer vampires run the

⁹ Also known as GIQ (pronounced "Geek").



Revolting Games booth. It is decorated with various dark cloths, and there is a standup of Morganna here with a cartoon speech balloon and the words, "I love Revolting Games. Be a Bloodsucker Today!" written inside it. The staff of Devilish games can be found seething at this display from directly across the aisle. Any interaction with people in the Dealer's Room will consist of bargaining and attempts to sell products. Mike Sococo is a salesman first and a vampire second. See the Events section for particular encounters with Whackem and Devilish, both of which can be adjusted for interactions in the Dealer's Room.

The Gaming Room

There are many tables here filled with people. On each table, dice, papers, maps, and little metal and plastic figurines are spread out. Some people have even put up their books sideways to protect papers from spying eyes. You hear calls of "Roll for Initiative," "Its tentacles reach out and grab your legs, make a nutty check", and "I cast Aura of Lah Dee Dah". There are a few men in camouflage playing with various toy tanks and robots on a large floor mat. No one is paying much attention to you.

Add whatever you wish to this room. Inquisitive Heroes may join a game of 1d10 typical gamers (including game master). Another game need not be actually roleplayed. To see if the Hero did well in the game, take the higher of his Int/Infl as AV and the higher of his Wil/Aura as EV and roll against an OV/RV equal to the amount of gamers at the table. If any RAPs are achieved, the Hero had a good time and the other gamers that played acquire an Attitude of Friendly toward the Hero. If Full RV is achieved, the gamers have the Enamored Attitude toward the Hero. If a Hero begins to annoy a game, the gamers will become angry and ask the Hero to either leave or be quiet. If he does not settle down, one of the gamers will summon a security guard to escort the Hero out. The camouflage gamers are Armchair Napoleons, the toughest of all the gamers. They play miniatures and board games and are the ultimate strategists.

The Movie Room

Outside the movie room is a large sign with a schedule of movies including "Immortals" (but none of the sequels), "X-Friends: the Movie," and "Extra Best Super Tai Chi SchoolGirl 1/3, Episode 27". Now playing is a movie called "Italian Mekka Robo 12". At the bottom, the sign states, "Movies Provided by Devilish Games – Sing the Song of the Bodysnatchers Today!" The room is quite dark and a movie can be heard playing inside. The door is closed.

The first time a Hero enters the room, read the following:

The room is very dark, illuminated only by the movie screen where two teams of giant, transformable robots beat each other up on a mechanical planet. The door closes

behind you to keep the noise in the hallway from spilling into this room. There are 3 other people here. They are spread about the room in various chairs, and one looks like he's sleeping. The others are two leather-clad teens who are making out.

Add 1 person for each Hero who enters. If the Hero is alone, or it is two weaker Heroes, and he decides to settle down and watch the movie on the incredibly uncomfortable and hard metal chairs, have the Player roll a Surprise Perception Check. The people in the room are playing their own "Bloodsucker Live!" game. None of them are real vampires.

The three (or more) gamers will team attack in an attempt to give the Hero an Atomic Soul Suck (see Bloodsucker Live below). If the Hero is angered, they will perform a Match (see Bloodsuckers Live Rules below) against him. The Hero will obviously have no idea what's going on and will probably assault them just as the gamers attempt thumb wrestling with him. The gamers will fight back if attacked but will do their best to escape if they are going to be beaten. Because the room is supposed to have loud exploding sounds coming from it, no one from outside will notice the sounds of a battle.

If they are running away, the trio will dodge through the crowds and attempt to blend in with other gamers. A captured gamer in public will rally the attention of all nearby Bloodsuckers players as they are constantly running through the hallways flicking each other's noses. Hey, if you got a problem with the movie, go see Devilish Games, man. Vampires and humans alike will try to convince the Hero that the gamer thought the Hero was in their BLURP... a common mistake.

Interrogating a captured BLURPer will reveal:

1 RAP – *Yeah, I'm a vampire gamer, lemme go, I gotta feed somehow. I thought you were playing. Look, I know it was an honest mistake, man. Blame Devilish Games for having such a dark room, man.*

1/2 RV – *You looked like you were playing in the BLURP, man. Sorry. I'll give you my underwear if it'll make up for it.*

Full RV – *Yes, I'm pretending to be a real vampire. No, really, I am. I'm a Bloodsuckers Live Undead Role Player. I'll even teach you. Bloodsuckers, man. I love the game. Revolting Games rules. Go to the BLURP on Saturday, that's where the rest of us vampires will be. Heck, Morganna's gonna be there too! She's a hottie.*

The second time a Hero goes into the movie room, if he is left alone, he will be attacked by two real gamer vampires in an attempt to turn him into a vampire. Use the chart provided for "The Room Party" (see below) for interrogating these vampires. The duo will run if overpowered, attempt-

ing to blend into the crowd, and will use the same excuses as the previous BLURPers. Again, everyone will attempt to convince the Hero that the vampires are just BLURPers, but this time around they really aren't.

ROOM 200

As shown in the Events listings below, a Glamour tournament is run here almost constantly.

Outside of room 200 is a sign that says "Glamour Tournament in Progress, First Prize: Special Edition 'The Mighty Spork' worth \$800 and Official Title of 'Fairy Queen', Second Prize: 'The Fairy Spoon of Doom' worth \$500, Third Prize: Special Edition 'Magical Fiery Fork' worth \$300.

If it is during game time, anyone listening at the door can hear a constant murmur of sound, otherwise, he hears snoring. If anyone enters, read the following:

Room 200 is filled with tables in rows. Each table is full of people sitting in a row and playing a game of cards against someone sitting across from them. Next to each player is a cardboard box filled with cards. On the far wall is an overhead display that shows what looks to be a process of elimination. There is a constant noise from the players who state, "Your card is dusted, so turn it," and "I play my Ace of Oberon." Everyone ignores you, engrossed in the game, and people with Glamour t-shirts walk through the aisles, checking for cheating. At the far right is a podium, where a man with a microphone and a 'Glamour' t-shirt is standing by. There is a large 'Sorcerers of the Shore' banner across the back wall.

The man is Bob Winters. The people walking through the aisles are Sorcerers of the Shore employees. Bob is not only in charge of ConCON but the Glamour Tournament as well. If it is before 8:00 AM on the first day, the Hero may join the Tournament if he knows how to play Glamour with the deck with which they are provided. It costs \$25 to play in the tournament. Learning Glamour is a 10/10 OV/RV to the Hero's AV/EV of Int/Wil. Anyone who doesn't get any RAPs is frustrated and doesn't understand the game. Don't ask how the gamers figured it out; most of them are "winging it". If it is later than 8:00, Bob or another employee will ask the Heroes to leave, since this is a closed tournament. He will resort to calling a security guard for rowdy Heroes.

Next to Bob is a locked glass case containing three cards and a crown. (Two cards if it's day two).

These cards are the prizes, and the crown is for the Fairy Queen when he gets crowned. On the second day, the "Magical Fiery Fork" is missing as it's now owned by Rand Valley, a Glamour gamer who can be found playing Glamour somewhere in the room (if the Heroes want to use that third

card to help banish B'Looga - more info later). He has typical gamer statistics and will be unwilling to relinquish the card, copping an Attitude of Hostile toward those who want it.

He will state the following,

"No, you can't have it, it's mine, I won it square and fair! No, no, no, no, no, no, no, no!"

And no, he didn't cheat to get it. A possible reason for acquiring the cards will become apparent after reading the BLURP section and the Devilish Player description (see below).

At night time, many of the less fortunate Glamour players bed down here on the benches in sleeping bags, hence the sound of snoring. Vampires fear this chamber, as Glamour is unnaturally addictive.

ROOMS 201 and 202

Unlike all the other rooms, this large chamber has no tables, but it does have a podium at one end. In the middle of the room are many chairs lined up for the speeches. This room is huge, taking at least two stories, with rafters overhead and walls that could be closed to section the room off for smaller meeting chambers.

Read the appropriate event section if it is time for an event in this room. Room 201 is where the BLURP will be run.

The Bathrooms

It is my personal policy to include bathrooms in every adventure. They allow a good source of "toilet humor", if you can forgive the pun (not like there aren't enough here already). Bathrooms are also a good place to interrogate vampires, as even the undead hate getting "swirlies". There are both male and female facilities, the feminine facilities being the larger of the two with a waiting bench instead of urinals (for those of you who haven't entered both types of bathrooms). For more fun, you can have a Hero who is "busy" get mugged by one or two gamer vampires.

Events

As with most conventions, Heroes may sign up to participate in events, speeches and games. Each Hero attending the convention will receive a pamphlet listing all of the major events. It directs those who wish to participate in standard role-playing games to pick up a game list sheet. The GM is welcome to create a game list for role-playing games that will be run at the convention. It is easiest to do this by taking your favorite role-playing, card, and board games and making a time list. Each of these games is an "event". It's

not necessary to role-play these events (except for any special ones). Make sure to have bogus events including "Space Cap'n Jimmy" by Whackem Games, "Song of the Bodysnatchers" by Devilish, "Bloodsuckers Live!" by Revolting Games, and "Blood of Heroes" by Pulsar Games Incorporated (OK, so they aren't all bogus.).

You're also welcome to embellish on the main events. Adding items such as a "Midnight Song of the Bodysnatchers Movie Marathon" are good ideas, possibly leading into an introduction to the Devilish Games staff members.

Event Schedule

All days:

9:00 AM to 10:00 PM – Dealers Room Open
24 hours a Day – Gaming in Gaming Room

24 hours a Day – Various Movies in Movie Room –
Sponsored by Devilish Games

Friday:

8:00 AM to 11:00 PM – Glamour Sealed Tournament
ROOM 200
Prize: "Magical Fiery Fork" Card (Worth \$300)

4:00 PM – "Star cruisers are my Life, The 'Avignon 9'
Q&A"
ROOM 201
Celebrity Guest: "Captain Gerard Tolos" (Kirk Mansfield)

7:00 PM – Memorial for Jean Claude Jones
ROOM 202
Celebrity Guests: "Isaac" (Samuel Eros) and "Δ of π"
(Lonnie Ways)

Saturday:

8:00 AM to 11:00 PM – Glamour Sealed Elimination
ROOM 200
Prize: "The Fairy Spoon of Doom" (Worth: \$500)
Special Edition Card

2:00 PM – "Breaking into the Gaming Industry"
ROOM 201
Surprise Special Guest: Larry Jackstein of Revolting Games

7:00 PM – "B Movies and You"
ROOM 202
Celebrity Guest: "Morganna, Mistress of the Night"
(Morganna)

9:00 PM – "Bloodsuckers Live!" Undead Role Playing
ROOM 201

Celebrity BLURPer: "Morganna, Mistress of the Night"
(Morganna)

Prize: \$1000 to Best Role-player

Sunday:

8:00 AM to 11:00 PM – Glamour Sealed Final Rounds
ROOM 200

Prize: "The Mighty Spork" Special Edition Card (Worth: \$800) and Official Title of "Fairy Queen"

1:00 PM – "Sarcasm in 'The X-Friends'"
ROOM 201

Special Guests: "Chandler Man" (Erik Davies) and "Ross Mulder" (Ed Hasben)

3:00 PM – "Tales of 'The Outer Zone'"
ROOM 202

Day One Events

Star cruisers are my Life

Special Guest: Kirk Mansfield

4:00 PM, ROOM 201.

Upon entering this room, you are overwhelmed by the strange headpieces. Everyone here smells like the raw eggs used to keep their hair extremely high, in strange shapes, and at odd angles. It sort of feels like a combination science fiction-punk rock concert. Straining to see over the various heads, you can make out the podium at the far end of the room where Kirk Mansfield is sitting on a chair. Four men wearing shades surround Kirk.

These men are Kirk's guards. One can't be too careful with star cruiser captains getting knocked off.

Kirk is a handsome, clean-shaven man wearing an "Avignon 9 Cast Member" t-shirt and a pair of jeans. After a few minutes, he stands up and says, "Hey everyone. Thanks for coming." The crowd cheers. "I'd like to tell you a little bit about the upcoming series. It seems that we've got quite a..." Blah blah blah. Kirk continues to talk about the upcoming television movie and a new alien race.

This lasts for about twenty minutes. Then he pauses and asks, "Are there any questions?" Tons of hands raise, most obscured by the various headdresses. "Ah, yes, you..." A woman speaks, "Yes, ah, I heard rumor that they will kill off your character in the next season, is this true?" Kirk's forehead crinkles "I don't think so, seeing as how I have two more years left on my contract." Then the conversation with the crowd breaks down into obscure comments such as "What did you think about episode 12, Gerard?" and "Captain Tolos, how do you like eating the blue sawdust they feed the Byrelians?" It gets quite boring and tedious. It feels

like this will go on forever.

And yes, it does. You are welcome to embellish and allow the Players to ask Kirk questions. Make secret Perception Checks with an OV/RV of 7/7. Anyone who successfully makes their Perception Check will notice Hunter in his cloak doing his best to look inconspicuous.

"You notice a man that is doing his best to look unnoticed."

This will get the Heroes nice and bored. Make secret Perception Checks against a 7/7. Anyone making it will notice Hunter in his cloak doing his best to look inconspicuous.

He will make a run for it if spotted, ducking into the Bathroom or vanishing into the Dealer's Room. Allow the Players a chance to ask Kirk questions as well. When everything is said and done, end the event with the following:

"Do you think you're going to be killed like Captain Jimmy?" asks a hairy alien. A hush falls over the crowd. Kirk looks down at his notes, his hands trembling, "No, I, that is, no. No, I don't believe that I'm going to be killed at all. I think what happened was terrible; Jean was a fellow actor whom I'm sorry I never got to know very well. I, uh, I don't, really know what to say, I'm sorry he's gone. I give him my most sincere condolences. Um, that's all. Thank you for coming."

"What a crock," proclaims one of the teens nearby. "He's still got half an hour left to talk to us." The selfish teen walks with the rest of the departing crowd, except for the few following Kirk, looking for autographs, but the shaded men hurriedly rush the actor toward the doors.

The heroes can possibly catch up to Kirk. Kirk is a red herring. He's supposed to look as though he's covering up something, but he is simply nervous since his paranoia has set in. Kirk believes a lot of people blame him for Jean's murder since their shows were in competition. He does not wish to speak of the subject and grows withdrawn. He also fears for his own life even though theoretically, no one is after him. Keep Kirk as paranoid as possible in any encounters with the Heroes. He can be found wandering the convention, placed whenever appropriate, constantly surrounded by his entourage of guards and fans.

And yes, it's possible to have Kirk become a vampire later on, but right now may not be the time. This adventure requires a little bit of improvisation on your part if you wish to turn Kirk into a vampire. Though Nolan would want him as a replacement for the failed capture of Jean Claude, acquiring super-heroes, Morganna, and yet another media personality in one shot seems a bit of a big task to him, but it could be fun. The statistics for Kirk's security are the same as those for the Security Guards. Kirk has all 2's and an Artist (Actor): 7.

Memorial for Jean Claude Jones 7:00 PM, Room 202

The room is filled with fans of all sorts. Many people here are wearing pointed strap-on noses, while others have fake nipples on their cheeks with fake chest hair "growing" up their necks and onto their chins. Some of the people from the previous speech are here, as they probably enjoy both sci-fi series. Two men are on stage, one is Korean and the other is a bald Caucasian. Behind them is a large bouquet of flowers with some balloon spaceships attached to long sticks stuck into the arrangement. Overhead against the wall is a banner that proclaims, "Bon Voyage Captain Jimmy". The Korean man approaches the mike, and everyone settles down and gets into their seats. Someone nearby asks, "Who's that?" His friend responds, "That's Isaac." "Oh, I didn't recognize him without the bright orange makeup." The man begins to speak, "Hello. As most of you know, my name is Samuel Eros, and I play Isaac on Space Voyagers: the New Wave."

The bald man leans his head forward to his microphone and proclaims, "And I'm Lonnie Ways, better known to you all as Delta of Pi. We're here today because of a man who was our friend. He was near and dear to us. He was a captain. My captain."

"He was our captain, Lonnie. Captain Jim Pike, Jean Claude Jones, Captain Jimmy." There is a low hiss throughout the crowd at this last name. Samuel's eyes grow bigger. You notice some people raise signs that read, 'Whackem Go Packem'. "Now people, calm down," Samuel continues. "We are here to honor a fallen comrade, not point fingers." The signs are lowered. "I thank everyone for coming here today. Jean would have been happy to see you all here. As some of you know, we are ready to go on with our next season, even after such a terrible and unexpected loss. Cover your ears if you don't want to know what's coming up." Some of the crowd places their hands on their ears.

"We had a promotion," Lonnie blurts out. "It looks like Isaac's military ranking has been reinstated, so our former bartender is now the new Captain of the Star cruiser Forever. Congratulations, Captain Isaac." The crowd cheers.

A nearby fan uncovers his ears, "What'd he say?" Someone tells him and gets smacked on the back of the head; "I didn't want to know that!"

"Thank you all," Samuel beams. "Now please, let us have a moment of silence for our lost friend, Jean Claude Jones." The room grows silent.

For your own information, the nipple-faced people are known as 'Letgos', aliens whose chest portion of the body ascended to the face, while the people with pointed noses are dressed as 'Hephaestus' aliens, both from the Space Voyagers series (though the 'Letgos' from the original series looked like Canadians). During the quiet scene, you may make secret Perception Checks against a 7/7 (or a 10/10 if he was found last time). Anyone making it will notice Hunter in his

cloak doing his best to look inconspicuous (again). You can pull the same chase scene if he runs. Make sure he isn't caught.

Lonnie breaks the silence, "Now, before the questions, we have a surprise guest." A dark-haired man wearing a checkered shirt gets up on stage and walks over to the microphone. "Hello. My name is Bart Haste. I was and will always be a very big fan of the Space Voyagers series. And I loved the show, especially the character of Captain Jim. And I'd like to say, publicly, that we didn't..."

A man from the crowd interrupts Bart, "Hey! He designed, 'Space Cap'n Jimmy,' get him!" Someone else chimes in with, "Yeah, avenge Jean Claude's death! Get him!" "String him up!" yells another. Looks like the crowd is getting very unruly, and in fact, they seem to be rushing the stage!

Action time. Roll for Initiative. There are about 25 Typical Gamers here and 25 Armchair Napoleons. Barring any serious consequences, the Heroes can act first. The only thought in the fan's heads is to beat up (knock out) Bart Haste (also a Typical Gamer). The Heroes should try and stop this conflict with little blood loss. Any show of power should awe, confuse, and frighten the group but play this to the hilt. Keep in mind that these are just normal people who are angered that their favorite celebrity is dead and don't know how to take their anger out or whom to blame.

If no one goes to rescue Bart, Hunter will rush him from the side of the stage with a Jump, grab the designer, and then leave the room with him, leaping on top of the crowd and stepping on a few heads on the way out. Security Guards will enter in time to help with crowd control.

A rescued Bart will be very grateful, and if approached by Heroes after the incident (he can be found at the Whackem Games booth in the Dealer's Room, harassed by the occasional picketer if Hunter had to rescue him), he will request their aid,

"Look, I didn't do anything. I didn't kill Jean, and I didn't instigate his death. Please, you look like a real hero. Could you help me out? I'm getting desperate. I don't have a lot of money, but my name has been dragged through the mud, and I've just been relying on good will. I want people to know what really happened that night in Schenectady. I want the truth found, and my good name restored."

Yes, that really is what he wants, as well as the nightly paper bag of flaming dog poop to stop arriving at his door. Now at least one of the Heroes has a quest, to find out what happened to Jean Jones and publicly show that Whackem Games is innocent. To do that he has to question a bunch of people until Hunter finds out about him.

The Room Party

During the day, anyone who is not suspicious about the BLURP yet or has not been hypnotized to go to it (such as a very wealthy Hero who chose not to display powers or someone who paid and did not investigate The Movie Room) will be invited to a room party. At some appropriate time during the day, the Hero will be approached by a nondescript gamer. Her name is Sandy. She either knows the Hero from a previous encounter through the Hero's history, or she met the Hero at a game in the Gaming Room and became friendly with him, or she was at one of the Events. Establish this relationship before introducing her to reduce suspicion. Sandy isn't a vampire; she's just really friendly and having a room party. Try to have her invite more than one of the Heroes. She will say the following:

Hey, I'm having a party tonight at my room in the hotel. It's going to be big. I think a lot of people are going to be there, and it should be a lot of fun. You're more than welcome to come and bring a few people if you want. I'd really like that.

You're welcome to embellish and mention any sort of party supplies that might be provided (including food, drink, and toys) or even certain people that were invited. Now as mentioned previously, throughout the convention quite a few gamers have already been turned into vampires. The number turned really depends on how many Heroes there are or how tough you see the combat being. Tonight, a few of those vampires are at the party. Describe the following when arriving at the hotel room. The door is open.

The hotel room is quite cramped, and there are a lot of people here dressed in various costumes, leather notwithstanding. It's quite wild and some moron even has the lampshade on his head. The theme from "Space Voyagers" permeates the room, and many people are dancing to it.

Introduce whomever to the party at this point, having various NPCs from earlier encounters show up. Cindy is here too. Any Hero who consumes alcohol will lose -1 to -3CS to every AV attempt depending on how much alcohol is consumed. This depends on GM and Player agreement on what the Hero would have because some Heroes have to be upstanding citizens. If someone tries to "ruin" the party, he gets branded a jerk for the rest of the convention. Underage drinkers aren't tolerated, but no one is asking age here. There are about 13 Armchair Napoleons and 13 typical gamers in this room.

During the festivities, one of the Heroes is approached by two gamer vampires of the opposite sex (or whatever he or she is attracted to if previously announced).

Two youths dressed in black leather approach you. They look like a couple of those BLURPers from earlier in the convention. One of them asks, "Hey, wanna go to a real party?"

At this point, secretly roll a team attack by two Hypnotism checks against the Hero, with a penalty to his OV depending on how much alcohol is consumed. If failed, using "probably due to the alcohol" as your excuse, the Hero follows the duo to another room in the hotel. They will go to a room in the quieter part of the hotel, one holding the arm of the Hero, the other opening the door. When they bring him into the room, the seduction begins. You can be as elaborate as you want or not go into it at all. We'll let the imagination go, but if the hero resists at all, the two vampires attack him. They're going to attack him nonetheless but roll for a Surprise Perception Check if he succumbs to their wiles. Try not to make too much of a commotion and keep in mind that each hotel room consists of a bedroom with a bed, lamp, and drawers (and a bible in the night stand) with a non-opening window to outside and a bathroom. It is not registered to anyone, as the vampires broke in here, to use it as a place to mug others.

It is a good idea to let one vampire get captured and have the other escape or get killed somehow. Until he knows what to do with the vampire, the Hero can tie her up or even present her to the authorities. Making a scene or exposing the vampire will only warn the other vampires of the Hero. He should be ambushed on Day Two sometime before the BLURP unless he has disguised himself. Use the Gamer Vampire attributes for these two vampires as well as for interrogation.

Interrogating a Gamer Vampire reveals:

1 RAP – *Hiss. You weren't supposed to stop us from feeding on you. You'd have liked it. We have to feed, particularly on you. And yeah, I'm dressed like a Blurper; it's more than you think though. Don't try and tell the authorities; it won't work. There are too many of us, and we control them anyway.*

Full RV – *We're not just feeding on your kind, we need to feed here at the convention. To get more people in the underground vampire society so we can strike back on humanity who has treated us like dirt. Your abilities would aid our cause. You should have succumbed to it. We are out to get people like yourself, and we know who you are; you cannot hide.*

Over RV – *Yeah, I'm also a Blurper, not just dressed like one. A lot of us are Blurpers, but you'll never find out who. We're gonna take Morganna tomorrow, but now our plans may change since you know. Word will get out, and you'll never be able to stop us.*

Double RV – *Revolting Games. They're behind it all. At least, one of their people is... the girl. She's a vampire like me. She's my sire. We were sent to get more vampires into the fold for the gathering tomorrow evening.*

Devilish Morning

The staff of Devilish Games is very annoyed at Revolting Games. They don't want to lose Morganna to "those jerks". But here they are, sitting across from the Revolting Games booth with a cardboard Morganna staring mockingly back at them. Their best selling game, "Song of the Bodysnatchers" is based on B Movies, a theme that is much more appropriate to Morganna than some gothic blood sucking game. But the Devilish Staff has a card up their sleeves; they just need reason to use it. It turns out that some of the songs in their game book are real and if studied long enough, patterns can be found that can lead into occult knowledge and the ability to cast rituals of great power. The Devilish staff knows this and is distributing the information disguised as a role-playing game to help prepare the world for the time when "the night is light". In addition, the rituals let them do some really cool stuff like summon interstellar demons, but we're getting sidetracked...

Devilish Games is most likely going to be approached by a Hero after he visits the movie room. The Hero will probably mention that he was attacked by vampires in the movie room, and Devilish should do something about it. Or if this doesn't happen, a Devilish staff member will witness an incident at the movie room and approach the Hero himself. He'll notice the incident and approach the Hero at an appropriate time to ask if he is OK. Expressing any sort of concern about vampires to the Devilish staff will start the following tirade:

"Vampires. Yeah. They don't exist, but they have ticked us off nonetheless. See Revolting Games over there? They stole our star. We wanted Morganna to host our game, but she signed up to promote them. It's wrong, and you can just tell that she doesn't want to do it. We're ticked off at 'em, and we know they're manipulating the situation somehow. We're doing the best we can by telling people our situation... and it seems to work, a lot of people have stopped wanting to go to the BLURP that'll be run later tonight. Are you going?"

Wait for an answer. Those last few sentences are somewhat false. The staff believes people are listening, but the truth is that people will go nonetheless. If he answers "yes", respond with, *"Well, whichever way you want to do it. Look, if anything happens, or you start to get into trouble, the group of us will be in the Gaming Room all night playing Bodysnatchers. We've got our own plans for dealing with things, and (he starts to whisper) we here at Devilish are pretty much on the up and up with the supernatural crowd, if you know what I mean, wink, wink, nudge, nudge... so if you need any help, we're here for ya."*

If he answered "no" ask, "Well why not?" Make some sort of attempt to get the Hero to go, if only to tell Devilish what went on at the BLURP. Mention that Devilish is in the Gaming Room that evening and ready to help out in any way.

Day Two Events

Breaking into the Gaming Industry

12:00 PM, Room 201

Surprise Special Guest: Larry Jackstein of Revolting Games

Larry is mythological. This is not known to the general public but has been a running gag at a variety of conventions. The deal is as follows; the Staff of Revolting Games shows up and hypes the crowd to the coming appearance of Larry. Larry doesn't show up. He's late. Then Larry calls on a cell phone or has a telegram show up with some bogus excuse as to why he can't make it. The current theory is that Larry is a chronic pathologically lying agoraphobe.

Now here is a change of pace. It looks like an S&M convention in this room, what with everyone wearing black leather. There is a table to one side of the room holding a generous bowl of potato chips and some soda cans. The floor is littered with potato chip crumbs, and the occasional passerby has a nice, greasy stain on his clothes.

The greasy chips are 'Garlic and Onion' and are here to help mark some of the humans left.

People are carrying whips and strange little torture devices while others are dressed in flowing black robes. Everyone is holding a copy of the 'Bloodsuckers Rules', though a few tougher looking people in the back wearing camouflage are carrying boxed sets of a game called "Revolt!"

They all want Larry's signature.

A young woman gets on stage; she's wearing one of those phone headsets.

If a hero got into the convention for free, he recognizes her from the beginning of the convention as the woman at the registration booth.

"Hi everyone. I'm sorry to say, Larry is a little late." The crowd begins to murmur among themselves. "He said to tell you he's on his way, though. His plane was re-routed at La Guardia, so he should be here in an hour. Sorry for the delay, but let me entertain you a bit here. We're going to have some really cool products coming out this year for Revolting Games, and that includes both Wolvie and Ghoulie Sourcebooks for the Bloodsuckers series."

The leather-clad people all begin to cheer. "Finally!" "Yeah, they took long enough." "Yeesh, thought we always had to play vampires." "Hey, vampires aren't all that bad." "Didn't you see the rules? They always mention Wolvies and Ghoulies." "I can't wait to sink my teeth into those kanga-

roo battle tactics."

The woman now hands the microphone to a handsome man in black leather who launches into a speech about the Revolting Games' product line. Everyone seems enthralled.

"Oh, oh!" the woman yells from the side of the stage. "We just heard, Larry's plane went down over the pacific!" She puts her hand to the side of the phone, "Oh, no wait. That's wrong. Sorry everyone, false alarm, just crossed wires with a television show." The room is flooded with sighs of relief. "Mike over there will start taking questions from the floor. Anyone?"

"Yeah," someone nearby is curious, "I wanted to know if you perform an Atomic Soul Suck in the game, where does the soul actually go to?"

Mike speaks into the, well, the mike, and responds. "The netherland. Yes, you." He points at someone else.

"I've been going to many conventions."

"Yes."

"Including the last few, like the one at Schenectady."

"Yes."

"And Larry hasn't shown up for an..."

"Oh!" screams the woman, "I think we got him!" The crowd starts cheering. "Larry is off the plane and into the private escort limo. He's on his way, gang!"

Keep this running gag of baiting the crowd up. Larry will never arrive. Avoid answering all the questions about the staff being real vampires as preposterous. When you get tired of the running gag, say,

"Oh look," Mike looks at his watch, "Our hour and a half is up. Sorry gang. Larry can't make it." Disappointed sounds permeate the crowd. "Hope to see you all at the BLURP tonight!"

B Movies and You – 7:00 PM, Room 202

"Morganna, Mistress of the Night"

Morganna, "Mistress of the Night", is a very popular television personality, and as mentioned numerous times, Revolting Games has her supporting their product. Jennifer's motive behind having her agent sign the contract (under a hypnotic trance of course) was that television star Morganna has a very influential gothic fan following. It is a group that can easily be swayed to the true ways of the vampire.

Morganna can be found throughout the convention, wandering the halls and rooms out of costume, running into the occasional fan that recognizes her, or she'll be in her hotel room.

The crowd in this room is the same crowd that was at the Larry Jackstein event, except that there is an additional new group of young teens wearing non-leather apparel who you've never seen previously at the convention.



These kids are taking a break from the Glamour tournament to see the sexiest hostess around. Wouldn't you?

A deep, dark, and mysterious sounding theme music starts up behind the stage, and everyone begins clapping, hooting, yelling, and screaming! Then it begins. From the side entrance, two large men enter into the room and stand at either side of the door. A short, fat, weasel of a man enters the room and steps to one side as she appears. In a word, "WOW." The buxom blonde woman is draped in transparent black cloths barely hiding the skin-tight leather shorts. Her shiny, black leather, bodice overemphasizes the natural endowments she carries. Her flesh is a pale, almost milky sheen, somewhat entrancing and extremely voluptuous. All of the teenage boys drool as they watch her stride across the floor toward the center of the stage, the heels of her tall, black boots clicking against the hard floor. One man in the audience hands her a red rose which she accepts with a smile and a quiet, yet sincere, "Thank you." Morganna is a woman who has recognized her sexuality and is playing it to the fullest. The catcalls and hoots and clapping grow ever louder as she stands on stage, her bright smile lighting the room. It is quite obvious that she loves the attention.

She reaches forward to grasp the microphone, her fingers wrapping around the short rod, clenching it tightly. As her long, black polished nails click against the silver staff, she brings it up to her pouting red lips. Morganna's mouth parts, like a crevice opening in the sea of love, and she takes a short breath. Everyone quiets down to hear her breathe over the speakers. Unblinking, bright green eyes glimmer from behind long, black eyelashes as she calls out to the crowd, "Good Evening <insert town/city name here>!"

The fans go wild with applause, howling like wolves, and a young boy nearby faints. His friends help him up as the room finally settles down. "It's so good to see all of you here." Someone hands a bouquet of black roses up to her, and Morganna opens her mouth in surprise. "For me? Oh, you sweetie, you shouldn't have." She places them at the back of the stage, bending over and everyone begins to applaud again. You take note that there actually are quite a few women here in addition to almost the entire male population of the convention. Morganna raises the mike to her mouth again and continues, "Well, tonight we're going to talk about our favorite movies. Sounds like fun? It should be."

The educated among you note that the rap session she initiates with the crowd turns into a sort of psychological analysis. Morganna is solving people's problems through whatever movies they love, making her correct judgments on the lives of others based on their favorite flick. In fact, quite a few problems concerning infidelity, jealousy, and of course, sexuality, are solved with just a few words. She simply invites the fan on stage, asks a few questions, and wham, cured fan. You're outright amazed; this woman should have a psychological chat show.

At this point, you're more than welcome to invite the Heroes to talk about their favorite flicks and play "Dr Freud" if you'd like. It could help solve a couple of subplots if nothing else. It also acts as a good introduction to Morganna.

Time flies by as she solves one head case after another, but she runs out too soon. The short, fat man looks up at the dark goddess and quickly draws his hand across his neck. Morganna hastily finishes up with the fan; "It's because your sister loves you. You have to explain to her that she has to find someone who isn't related. Just outright tell her instead of giving in, and you'll be sure to never be labeled 'Uncle Dad'. Thank you, Terry. Well kids, I have to wrap up." The crowd moans. "Sorry friends, but be sure to watch 'Morganna, Night of the Dead' this week; it's a new episode all about an evil processed meat food product that takes over a small mountain town." She begins to walk toward the edge of the stage, but the weasel glares at her, "Oh yeah. And I'm hosting the Bloodsuckers Live BURP tonight, so see some of you there! Good night, sweet dreams, and have a safe tomorrow." After her trademark ending, Morganna waltzes toward the door, stopping occasionally to sign a promotional poster or an autograph book along the way.

The Heroes can do whatever they want until the BLURP begins in 10 minutes since it's now 8:50 PM. And yes, BLURP was misspelled on purpose because Morganna could care less about it. The weasel is her agent Bernie who has 2 for all Attributes, Charisma: 3, Omni Connection, Debt (-2 CS) and 15 Hero Points. If you couldn't tell, he's a real jerk, but Mags respects his judgment; she hired him.

"Bloodsuckers Live!" Event 9:00 PM, Room 201

Anyone attempting to enter this room before 8:45 or so will be denied entrance. A member of the Revolting staff will stick his face out the doorway and state, "We have to set up, please come back later." Anyone sneaking inside will be ejected. They are only moving tables around and cleaning up and setting up black cloth banners. Innocent stuff. When later comes around, read the following:

This room has changed significantly since you were last in it. The walls are covered in black cloth and black banners dangle from the rafters high above. The lights are dimmed, and the furniture has been re-arranged, leaving three round tables with a few chairs around them on one side of the room. There is a long table by the doorway with a line of gamers behind it. Everyone here is wearing either leather apparel, black lipstick, long black nails, chains, vampire teeth, or all of the above. Some people are even sitting down at a table, putting what looks to be red contact lenses in their eyes.

On the table are stacks of photocopied papers and a sign that reads "Take One". People are sitting down with the

papers and reading them, rolling dice, and writing with lead pens on the back of the sheets. There are a few people here with badges that state "BLURP JUDGE"; one of them is handing out part of the stack to random people. Another judge announces, "If you need help, go see a judge, please." There are about fifty people in the room.

Hand each player a copy of the Bloodsuckers Live! Sample Kit (found in the back of this manual. It may only be reproduced for use in this or future Blood of Heroes adventures). Give them about a minute to look it over, and then ask anyone if he goes to look for someone to help them make a Character. If they do and it's not a judge, the gamer will state,

"Well, you should ask a judge, but I've learned that it's basically a popularity test to get assigned Depression Points."

If the Hero approaches a judge for help, he will look at the Hero carefully, analyzing him, "judging" him. Add the Hero's APs of Aura and Influence together. Local Hero or Connoisseur each adds 1; Popularity or Attractive each adds 2. Creepy Appearance subtracts 1. Strange Appearance and Socially Inept each subtract 2. The judge will roll two dice, visibly ignore the result, and tell the Hero the number you just calculated, plus 5 (20 max). If the Hero is attractive, the judge will hit on him or her. Oh, the sham that it is! After everyone is basically ready, begin with the following.

One of the judges stands out prominently; it's Mike from the Larry Jackstein event. A rapier in a scabbard hangs at his side. He announces, "OK, tonight the Judges are everyone that has a "Blurp Judge" tag on their badge. Don't attempt any powers on them. Now, let our one and only special guest set the premise. Hands together for, Morganna, Mistress of the Night!"

Morganna enters the room, and boy oh boy, is she sexier than she was. Clashed around her neck is a long, flowing, black cape, and when she smiles, the cute little vampire incisors glisten against her luscious red lips. She's wearing a black spider-webbing spandex dress with leather attachments. She carries a cat of nine tails in her hands, stroking the straps that dangle off the end. "Tonight," she says, "We the bloodsuckers of the world will take over! We are going to destroy humanity, but first we must rid ourselves of the depression that the Bile One, Lawyer, has placed us under." She strides over to Michael. "And to do this, we must," she reaches behind Michael, "Strike back!" Her arm lifts, and with a strength unrealized, she pulls Michael's underwear over the back of his head. "Let the game begin."

"Holy crap!" calls out one of the gamers, "An Atomic Soul Suck in front of everyone! We all just lost two DP!" Soon, the game begins in earnest, familiar people breaking down into separate groups to play pranks on one another. Morganna is guarded on all sides by some of the staff from

Revolting Games who are playing as Bloodsuckers tonight instead of judging. Go to it.

Using Blood of Heroes Rules to run a "Bloodsuckers Live!" Game:

During the BLURP, there are a few rolls that you will need to do to perform a couple of tasks. None of the RAPs resulting in these rolls will cause any damage (except psychologically).

Thumb Wrestling: This is a standard combat situation and Initiative must be rolled. The two Characters grasp hands, each leaving a thumb pointing skyward. The Character with the higher Initiative goes first. This attacker's AV/EV equals his Dex/Str, while the OV/RV equals the defender's Dex/Str. Each Sneak Attack is a +1 or -1 CS to OV, depending on whether the attacker or defender is using a Sneak Attack. If no RAPs are achieved, the defender and attacker switch places and the former defender rolls. Combat continues until at least 1 RAP is achieved, that attacker being the winner. The RAP is not applied against the defender's Body. No Combat Maneuvers may be used except for the Laying Back maneuver. For Bloodsuckers 2 out of 3 thumb wrestling wins will win a Match.

Goof of Life: AV/EV equals the attacker's Dex/Int, and the OV/RV equals the defender's Dex/Int. At least 1 RAP means the Goof was successful, causing the defender to laugh.

Mind Grind: Successful Grappling attack required against victim, and Grappling must be sustained for at least 1 phase for a successful Mind Grind.

Finger of Death: AV/EV and OV/RV all equal the attackers and defenders Dex Attribute. 1 RAP means that the defender's nose was touched.

Soul Suck: AV/EV is the attacker's Dex/Str, OV/RV is the defender's Dex/Bod. 1 RAP means that the attacker has successfully achieved a Soul Suck.

Atomic Soul Suck: This is a Grappling Attack. If cumulative RAPs exceed the defender's Body, the Atomic Soul Suck worked.

Make a few 'decoy vampires' having regular humans act more like vampires than any of the vampires themselves. This really throws off the Heroes, who may even establish fun relationships with some of the real vampires. It's a good thing. During the BLURP, the vampires will attempt to lock the doors from the inside, but they cannot, so instead, two guards are posted at each door. The security guards outside are hypnotized into stupidity at this time. Let the players have some fun until it gets old. This will get old quick, so hit the fast forward when necessary, and then at an opportune point read the following:

Soon, the BLURP gets tiring, and even Morganna looks bored. One of the Revolting Games people nudges her, and she calls out, "The time for festivities has ended, my friends."



Now is the time to take humanity by the reins and pull, my fellow bloodsuckers!" A loud hissing permeates the room, and you turn to notice that over half of the room is acting really weird, including most of the judges and the staff of Revolting Games. Uh oh. Morganna looks a little surprised and begins to back away.

"Time to feed," yells Michael.

So, of the 50 people in the room, 10 are Typical Gamers, and 10 are Armchair Napoleons. Morganna is an NPC hero, so that leaves 29 vampires, two of whom are Michael and Jennifer who are armed with a sword and whip respectively. Add more vampires if necessary to prolong combat. Intelligent Heroes will run or try and save Morganna or the innocent bystanders. Hopefully, someone established a connection with Devilish Games. All the vampires will initiate Killing Combat in an attempt to vampirize the gamers and Heroes. Any Heroes who respond with Killing Combat will receive only 1/2 their Hero Points bonus since it's much easier to knock the vampires out with Bashing Damage than to kill them (they have Invulnerability). Any Hero not in the BLURP will be attracted by the noise and probably arrives on phase three.

At the start of the third phase, read the following to those who are still inside the room.

A set of doors is kicked inward. A man wearing a long cloak enters the room, and everyone turns to look. He pulls out one of those strange weapons that the Letgo aliens use, except this one looks silver. He proclaims, "You will take no more of us, vampires! Hunter has arrived." He takes the 'Mu'kluk' and stabs it into a nearby vampire. It looks surprised and falls over.

Scratch one vampire; he's unconscious. Anyone with any science fiction background or who is researching him will recognize the man as Jean Claude Jones, a.k.a. Captain Jimmy. He will help out in the battle, and if he survives, will explain his death to the heroes and how he doesn't want anyone to know he is alive. He wants to be turned back to normal though.

Getting Devilish Games to help is the most enjoyable thing that can happen. They will fully understand that Morganna is in trouble (a good thing to mention to them) and will begin the ritual to summon an Astral Calf of B'Looga.

Seven of the Devilish Staff Members run into the BLURP room, quickly assess the situation, and stand in a circle while holding hands. They begin a chant about fans, beluga whales, and some strange, incomprehensible words with odd angles.

They need two combat phases to summon B'Looga, and at least 5 chanters have to still be chanting at the end of the second round. At the end of the second combat phase after the summoning begins, read the following:

One of the Devilish Staff members runs into the room carrying a stack of books. A gamer vampire proclaims, "Holy crap, those are four mint condition first edition of Bodysnatchers worth \$400 each!" The Devilish staff whips out a lighter and sets the books on fire as the chanting becomes louder and smoke appears in the middle of their circle. Another staff member pulls out a small ball-peen hammer and smashes a gemstone against the floor.

A low echoing can be heard throughout the room; it rises in pitch when suddenly the smoke takes form.

Standing in the circle is a large, squat, bluish, overweight humanoid with short and stumpy arms and legs. Instead of a head, there is what looks to be a whale whose mouth is filled with sharp and pointy teeth. The body of the whale is merged with the torso; its enormous tail is protruding out the back to form wings. If he weren't so real, one would believe it to be a man in a large rubber suit. The staff proclaims, "Great Astral Calf of B'Looga banish the undead!"

As long as that Binding spell works (check the Devilish Staff members to see how it works) and three staff members are able to move, B'Looga should just attach vampires. Remember that there are fire hoses in the hallway to aid his water attacks. You can place a water fountain in this room if need be. After the vampires are all unconscious, B'Looga will turn on everyone else, hence the penalty for messing with the Dimension of Ultimate Evil. Devilish will explain to the Heroes that at least \$1500 worth of items that are only worth money due to popularity must be sacrificed to banish B'Looga to whence he came.

Quick thinking Heroes who hear this will break into the Glamour Room demanding the three prize cards (worth \$1600 total), or enough stuff can be stolen from the Dealer's Room to compensate.

Heroes who decide to get the cards have to convince Rand Valley that Glamour isn't worth the destruction of the immediate area by an Astral Calf retrieve the third card. However, they can just beat him up and take it. If the Hero takes the card, a lot of Glamour gamers follow him to see what the ruckus is. They arrive wherever the Banishment ritual is going to take place. There will be much crying when the prize cards are torn up as the Wealth sacrifice for banishment.

The vampires can be tied up or handcuffed and interrogated, but only Jennifer and Michael know who is really behind it all. Threatening harm to Jennifer or Michael will give a -1 CS Bonus to RV against the other in an Interrogation. Hunter will volunteer to help beat the crap out of them till they talk.

The vampires will divulge their own weaknesses to silver, stakes, light, and sunlight.

Interrogating Michael or Jennifer

1 RAP – *So you stopped us. You know our goal? We wanted to get famous and powerful people under the vampiric sway. Then we could use them as our pawns. It would have worked too if it hadn't been for you and those Devilish gamers.*

1/2 RV – *The BLURP was a ploy to attract more people under the vampiric influence. Morganna would have bolstered our fan base, and we would have had tons of vampire slaves. No, I don't know how to stop the vampirism; we're all dead. We need blood every few days to sustain us. This life sucks, but I love the power that comes with it.*

Full RV – *We were at Schnectady, and we sent those women to see you, Jean. We wanted you as one of ours, Hunter, and obviously you are, but you're somehow independent, not like the rest of us. And you heroes, we purposefully made Bob Winters invite you here just to get you into this room. We thought we could take you, but you were more resourceful than we thought you would be. And yes, there's a leader. He's at the Revolting headquarters with the rest of the staff, all ten of them.*

Over RV – *I've heard that if you slay the head vampire, you can turn us all back. It's Nolan. He was a fan who came to visit us, but we didn't know he was a vampire. Took us all down. No, we don't regret it. In fact, I love being a vampire. I don't recommend you go; you'll only get killed. Nolan is very powerful.*

Day Three Events

The third day of the Convention has been cancelled due to the huge battle that took place in Room 201. All the fans of 'The X-Friends' and 'The Outer Zone' are disappointed. The Heroes are free. They can do whatever they want. If they believe the situation is resolved, let them. Continue the campaign against humanity in other conventions, finally resulting in a future vampiric assault on the Heroes. Or, maybe the Heroes are going to stop the vampires at the source. If this is true, continue with Revolting Assault. Allies that may be brought along include Morganna, Hunter, and the Devilish Staff, if they survived and were friendly. Hunter will go alone if no one else goes, and he will not ask anyone else to come along. He will fail alone. Hunter does not have a problem going with a group to Revolting Games.

Revolting Assault

So the Heroes figured out that Revolting Games is behind all this vampire hooey. The next logical step would be to fight them at the source. Well, Nolan wasn't prepared for this unless one of the lieutenant vampires got away to call him. There are 9 gamer vampires here and one more lieutenant vampire, as well as Nolan. It's up to you to design this battle.

Followup Adventures

If you wish to make this a series of adventures, you're welcome to have a string of gaming conventions and BLURPS across the nation with real vampires involved. The Heroes have to infiltrate these games and rid them of the real vampires, but since everyone is acting like a vampire, how do

Standard Awards

Level of Opposition:

Equal 20

Critical Points:

- 1 - Discovered rise in Bloodsucker Community
Easy 1
- 2 - Got at least Hunter, Morganna, or Devilish on the side of Players
Seldom Fails 2
- 3 - Banished Astral Calf of B'Looga if summoned
Even Odds 3
- 4 - Cleared the name of Whackem Games
Seldom Fails 2
- 5 - Decided to go to Revolting Games and Successfully Stopped the Vampires there
Even Odds 3
- 6 - Destroyed Nolan, breaking the vampire curse
Seldom Fails 2

Area of Consequence:

Large Portion of Country 4

Severity:

Permanent Nonfatal 10

Total Standard Award 47

Note: If Morganna and/or Hunter are run by Players, reduce Critical Point 2 to *Easy*, and the Standard Award becomes worth 46 points.

you find the real vampires? After the original playtest of "The Game in the Game", the Players and GM invaded a real Live Action Role-Playing Game (a LARP) of a popular undead RPG. Taking the roles of the Characters played during the adventure, we signed up as undead and proceeded to determine who was a real vampire and who was just a gamer. The GM set the goal, being to simply enter a specific room that was kept off limits during the LARP. As Players, it was easier to feign our belief of being super-heroes (who were undercover as players in a BLURP) by taking the roles of a race of vampires believed to be "insane". Once the group made it to the back room, based on the role-playing involved, the GM doled out Hero Points. Our group publicly declared, "The game is over!", and we left. A fun time was had by all.

Non-Player Characters

Please note that many of the following NPCs have no Hero Points and most have no Hero Point Bases (because they are meant to be NPCs). This adventure assumes that since the Players are using beginning Characters, they do not have many Hero Points stored up. We recommend you use the "Balancing Combat" section found in the Blood of Heroes Rulebook, page 187, to assign Hero Points to the NPCs before your adventure begins. DO NOT wait until the last minute to do this as it will take at least an hour of preparation and dice rolling. Note that Morganna and Hunter do have Hero Point bases and are made of exactly 495 points (450 plus the Bonus 45). They can make perfect PCs in a pinch, but give away Morganna first. Morganna and Hunter's Hero Points amounts are left over Hero Points from their Character Creations, just like with the Guardians Characters.

Typical "Gamer"

Dex: 2	Str: 2	Body: 2
Int: 5	Wil: 2	Mind: 2
Infl: 2	Aura: 2	Spirit: 3
Initiative: 9		Hero Points: 5

Skills (Choose 1d10):

Martial Artist (Techniques Bonus): 4D, Military Science: 8D, Scientist: 5L, Weaponry: 4D, Charisma (Persuasion): 4D, Thief: 4D, Artist (Writer): 4D, Artist (Musician): 4D, Artist (Graphics Designer): 4D

Advantages (Choose 1d10):

Gift of Gab, Local Hero (Gaming Community), Connoisseur, Connection (Mafia), Attractive, Language (Celtic and English), Ambidextrous, Sharp Eye, Double Jointed, Ultra Luck

Familiarities:

Gaming, Computers

Drawbacks (Choose 1d10):

Socially Inept, MIA (Gaming), MIH (the second "Immortals" movie), MIF (Losing his Dice), Psychological Instability (Paranoia), Creepy Appearance, Strange Appearance, Unluck, Debt (-2 CS), Dark Secret

Equipment:

Felt Bag of Dice [Body: 1, Friction Control: 1, Friction Control is Decrease Only, Friction Control has Area Effect, Friction Decrease may not be used for Movement nor on Inanimate Objects, Ammo: 1, R#: 11, Cost: 2]

Background:

Alter Ego: King Soloquinn, Henry the Barbarian, Princess Elfie Fancyfeather, Julie

Wealth: 0 to 15

Motivation: Thrill of Adventure

Occupation: Deep Fry Technician to Computer Industry CEO

Powers and Abilities:

Other than spilling a dice bag to make the floor slippery, a gamer doesn't have powers unless someone spends 450 Hero Points to activate his previously unknown mutant power (GM Discretion).

Roleplaying:

The gamer loves to play games. They also buy lots of stuff from game dealers, scrounging to the bottoms of their pockets in order to pay for a new game that will only end up in the back of the closet. It will be read once and discarded. Gamers are strange people. During a battle, some will run and cower while others will stand around and watch. Some will even attempt to prove themselves, to the extent of pretending to be the person whose costume they are wearing. Some are inquisitive while others are introverts. Roleplay them appropriately for the situation. Starting Attitudes toward Heroes are anywhere from Suspicious to Enamored.

A gamer typically wears a rock and roll or gaming industry t-shirt possibly promoting ConCON XII or an earlier convention, or even a costume reminiscent of a super-hero, media personality, or alien. He always carries a dice bag and various books.

Typical "Armchair Napoleon"

Dex: 2	Str: 2	Body: 4
Int: 4	Wil: 1	Mind: 2
Infl: 1	Aura: 1	Spirit: 5
Initiative: 7		Hero Points: 5

Skills:

Martial Arts: 4D, Weaponry: 4D, Military Science: 6, Charisma (Intimidation): 3

Advantages:

Scholar (War Trivia), Expertise (World War I)

Familiarities:

The Civil War, World War II

Drawbacks:

Socially Inept

Equipment:

.44 Magnum Revolver [Body: 4, EV: 5, Range: 5, Ammo: 6, R#: 3, Cost: 11]

Bowie Knife [Body: 5, EV: 3, Cost: 13]

Background:

Alter Ego: Barry, Larry, or Jerry Smith

Wealth: 4

Motivation: Thrill of Adventure

Occupation: Various

Marital Status: Various

Group Affiliation: Association of Armchair Napoleons (AAN)

Base of Operations: Various

Height: 5'9"

Weight: 215lbs

Eyes: Green

Hair: Black

Age: 42

Roleplaying:

The "Armchair Napoleon" is the "old war-horse" of gaming society dedicated to the traditional board games and miniature battles of yore. They remember the times when role-playing games were few, and giant robot battles were many. These men generally (but not always) know more trivia than anyone else should about the Civil War and the "Avignon 9" television show. Some of the Armchair Napoleons shun society, having become paranoid in their old age. Many relish weaponry in all its forms and are constantly (and usually illegally) armed. They will bring up some obscure law no one has ever heard of to justify their ability to carry a concealed weapon ¹⁰.

Napoleons are very adamant in their beliefs and constantly attempt (unsuccessfully) to push these beliefs on others. They abhor change and shun anything "new" unless it

has to do with technology. Others tend to be quiet. Starting Attitudes toward Heroes are anywhere from Hostile to Friendly.

Usually larger than the average person, Armchair Napoleons can be found in all sorts of clothes but favor combat fatigues and carry black gun cases which hold their tabletop miniatures, snacks, and, you guessed it, guns.

Typical "Security Guard"

Dex: 3	Str: 2	Body: 3
Int: 2	Wil: 2	Mind: 2
Infl: 2	Aura: 2	Spirit: 2
Initiative: 9		Hero Points: 5

Skills:

Weaponry (Firearms, Melee Weapons): 4, Charisma (Interrogation): 4, Detective: 3, Martial Artist (OV, RV): 3L

Advantages:

Area Knowledge (Local Neighborhood), Connection (Police, Low), Credentials (Security Police), Language (English)

Drawbacks:

Uncertainty, Minor Rage

Equipment:

.38 Revolver [Body: 4, EV: 3, Range: 4, Ammo: 6, R#: 3, Cost: 9]

Nightstick [Body: 3, EV: 3, R#: 3, Cost: 6]

Background:

Alter Ego: Tim, Jim, Moe, or Bob Jones

Wealth: 4

Motivation: Upholding the Good

Height: 6'

Weight: 240lbs

Eyes: Brown

Hair: Slicked Brown

Age: 53

Roleplaying:

This guy is a pain in the butt and enjoys seeing others more aggravated than he normally is. He loves to bust chops. His starting Attitude toward Heroes is Suspicious. Somewhat dumpy, the security guard is dressed in a bluish uniform with a small badge of "official-ness" pinned to his chest. Having already been hypnotized, he will dismiss any claims of vampires in the convention.

¹⁰ Editors Note: The author is currently on a leave of absence from all convention attendance due to threats from the AAN, (Association of Armchair Napoleons.) If you see him, do not approach him with any visible bulges on your person.

Typical "Devilish Staff Member"

Dex: 2	Str: 2	Body: 2
Int: 5	Wil: 4	Mind: 3
Infl: 2	Aura: 3	Spirit: 3
Initiative: 9		Hero Points: 5

Skills:

Occultist: 6

Advantages:

Scholar (B'Looga Magic), Languages (English, Latin)

Familiarities:

Gaming, Computers

Rituals:

Summon/Banish Astral Calf of B'Looga [Dimension Travel: 9, Time: 1APs (8 sec.), \$: 9APs (\$1600), Restricts: Requires 5 or more spell casters, Only works on an Astral Calf of B'Looga, Only works to and from Earth and the Dimension of Ultimate Evil (-400 BC), Cost: 38]

Bind Astral Calf of B'Looga [Control: 12, Time: 0APs (4 sec.), \$: 4APs (\$400), Restricts: Requires 3 or more Controllers, Only works on an Astral Calf of B'Looga, Control uses up Dice Action and 1 Automatic Action (-1 FC), Cost: 56]

Background:**Alter Ego:** Ed, Ned, Fred, Jed, Josie, Posie, Weezie, and Bob**Wealth:** 2**Motivation:** Power Lust**Occupation:** Role Playing Game Salesperson and Part Time Occultist**Marital Status:** Variable**Known Relatives:** Variable**Group Affiliation:** Devilish Staff**Base of Operations:** Albuquerque, New Mexico**Age:** 22-48**Powers and Abilities:**

Scholar in B'Looga Magic gives a Devilish Staff Member the Ritual Magic Scholar Bonus when using Summon/Banish Astral Calf of B'Looga and Bind Astral Calf of B'Looga. Summoning takes 2 Combat Rounds, requires 5 active spell casters, and the sacrifice of one or more items of value garnered through fame. Binding takes 1 Combat Round, requires 3 active spell casters, and the powdering of an onyx. The Devilish staff is prepared for any eventuality and already has the funds allocated to pay for the Summon and Bind Wealth Checks. They are willing to sacrifice four mint condition first edition "Bodysnatchers" for the Summoning Wealth Check (\$400 each) and smash an

onyx for the Binding Wealth Check. If an Astral Calf is Summoned, it must be Banished. Unfortunately, Devilish already sold the books that were supposed to be used for this. Quick thinking Heroes who hear that the sacrifice requires \$1600 will break into the Glamour Room demanding the three prize cards. The cards must be torn up as the Wealth sacrifice.

History:

Devilish Games produces one of the best games on the market, "Song of the Bodysnatchers", a horror-based role-playing game. Players portray characters living in the world of "B" (meaning "not as good as first rate") movies, fighting undead horrors and movie monsters. It turns out that the Devilish staff also knows a little bit about real magic, and their premiere adventure, "The Blight of B'Looga", is actually about their own experience of banishing a whale-like entity to the Dimension of Ultimate Evil. Through this situation, the group learned how to summon, control, and banish a child of B'Looga. This is provided enough of the staff members are around at one time.

Roleplaying:

The staff members of Devilish are pretty easy to get along with, but they have an ultimate goal at ConCON. They will stop at nothing to have Morganna promote their product, protecting her at all costs and especially during the BLURP. They will defend her to the lengths of summoning and controlling an Astral Calf of B'Looga for her. A member's starting Attitude toward Heroes is Neutral. The 8 staff members at ConCON are of various shapes, sexes, and sizes. They wear various t-shirts promoting their product whose slogans include "Bodysnatcher High School" and the popular "B'Looga Kahlua".

Astral Calf of B'Looga

Dex: 8	Str: 9	Body: 10
Int: 5	Wil: 13	Mind: 12
Infl: 13	Aura: 13	Spirit: 13
Initiative: 28		Hero Points: 25

Powers:

Aura of Fear: 5, Water Control: 10, Water Animation: 10, Weather Control: 8, Invulnerability: 20D, Growth: 3, Claws: 13, Flight: 1

Bonuses:

Growth is Always On, but Strength (above) does not reflect this.

Advantages:

Connection (B'Looga, High), Connoisseur, Lightning Reflexes, Scholar (B'Looga Magic), Sharp Eye

Drawbacks:

Socially Inept, Strange Appearance, CIA (Grazing the Great Green Grass of Grabalaba)

Background:

Alter Ego: L'nqwwvn3ewe, (Z^4+7n)/0, Bill

Wealth: 0

Motivation: Power Lust

Occupation: Evil Beastie

Marital Status: None

Known Relatives: B'Looga and his Thousand Calf Brethren

Group Affiliation: The Astral Calves of B'Looga

Base of Operations: The Dimension of Ultimate Evil

Height: Tall

Weight: Tons

Eyes: Black

Hair: None

Age: 500,000ish

Powers and Abilities:

An Astral Calf of B'Looga is not as educated as its sire, B'Looga.

History:

The Undying Herd of Astral Calves grazes in the Dimension of Ultimate Evil, a subdimension of the Demon Dimension that lies 5 APs from the Earthly Plane (and 1 AP from the Demon Dimension). Astral Calves are not B'Looga itself but a spawn or child of the great beast. Their history is immense and would take a tome larger than this one to relate, so for the sake of space, we won't divulge it. B'Looga itself is trapped inside a comet, banished there by ancient Atlanteans.

Description:

An Astral Calf of B'Looga looks just like B'Looga, a large, squat, bluish, overweight humanoid with short and stumpy arms and legs. Instead of a head, there is what looks to be a beluga whale whose mouth is filled with sharp and pointy teeth. The body of the whale is merged with the torso; its enormous tail protrudes out the back to form wings, and if he weren't so real, one would believe it to be a man in a large rubber suit. B'Looga and every member of its Undying Herd look identical, except that B'Looga is much bigger. His starting Attitude toward Heroes is Personal Vendetta.

Roleplaying:

The Astral Calf of B'Looga does not enjoy leaving its home dimension and the sanctity of the Pastures of Grabalaba. It will go on a rampage unless controlled or until it finds some Grass of Grabalaba to graze upon. The Calf will attack whoever is closest until its needs are satisfied, or he is controlled, restrained, or banished. Calves of B'Looga

are uneducated and fairly stupid in comparison to the mighty B'Looga itself.

BOB WINTERS

Dex: 2	Str: 2	Body: 2
Int: 4	Wil: 2	Mind: 2
Infl: 3	Aura: 3	Spirit: 2
Initiative: 9		Hero Points: 5

Skills:

Military Science (Field Command): 5, Detective (Police Procedures): 5

Advantages:

Leadership, Scholar (Glamour Card Game, Convention Coordination), Connoisseur

Familiarities:

Hotels, Gaming

Background:

Alter Ego: Robert, Lord Fannypants

Wealth: 6

Motivation: Thrill of Adventure

Occupation: Game Convention Coordinator

Marital Status: Single

Known Relatives: Parents (Edith and Archie)

Group Affiliation: Gamers Inc.

Base of Operations: Indiana

Height: 5'11"

Weight: 234 lbs

Eyes: Green

Hair: None

Age: 37

Roleplaying:

Throughout the adventure, Bob is under the hypnotic spell of Jennifer Sococo to just "blow off" any strange happenings. He will not want the convention ruined by any mishaps, so he will dismiss them. Bob is basically taking this convention "off" allowing his employees to run the convention. Instead, Bob will run the Glamour tournament. Anyone who knows Bob will mention that this is not typical of him. He is a nice guy but will be standoffish for no reason. He dismisses claims of vampires in the convention as overactive imaginations. There sure are a lot of overactive imaginations at sci-fi conventions.

Typical "Gamer turned Vampire"

Dex: 3	Str: 3	Body: 2
Int: 5	Wil: 2	Mind: 2
Infl: 3	Aura: 3	Spirit: 3
Initiative: 15		Hero Points: 5

Powers:

Vampirism: 4, Invulnerability: 4D, Hypnotism: 3, Jumping: 2, Invisibility: 8

Limitations:

Vampirism has No AV, No Range, and is Lethal. Invisibility is for Sight and only works against Machines and Mirrors (-1 FC).

Skills:

Martial Artist: 4, Acrobatics: 6D, Artist (Acting): 4

Advantages:

Lightning Reflexes, Vampire Advantage

Familiarities:

Gaming, Computers

Drawbacks:

Fatal Vulnerability (Sunlight (Common), 0APs), Fatal Vulnerability (Holy Water (Rare), 0APs), Gradual Loss Vulnerability (Physical and Mental Attributes after every 16 APs of time (2 days) without using Vampirism), Attack Vulnerability (Light, -3 CS), Attack Vulnerability (Silver, -3 CS), Attack Vulnerability (Wooden Stake through Heart (+2 CS Trick Shot), -4 CS), SIF (A Strongly Presented Holy Symbol), SIH (Garlic), Creepy Appearance, Cannot Heal (Powers Only)

Background

Alter Ego: Variable

Wealth: 3

Motivation: Thrill Seeker

Powers and Abilities:

Not every one of the gamer vampires has Martial Artist; as a GM, you decide who does and who doesn't and adjust Initiative accordingly. A "Strongly Presented Holy Symbol" means that the bearer of the symbol truly believes in what it symbolizes. This is a GM judgment call. Invisibility simulates the ability to not be detected in a mirror or mirror-using device. Such a device can pick up the actions of a vampire (such as lifting an item).

As established in the adventure, slaying Nolan the head vampire will turn all lesser vampires back to normal. Don't ask why Nolan isn't normal because his predecessor is obviously dead. Just nod your head, smile, and agree. This is what is known as a "Plot Device". It's something used to "fudge" an effect that need not be put down in game terms. I'm sure it could be put down if you tried really hard, but actually spending time thinking it out only proves that you

have too much time on your hands. I know, I wrote this adventure.

Roleplaying:

Hiss. Snarl. Growl. Roll dice. That's what these guys and gals do. They'll talk, they know all the rules to Bloodsuckers, and they're really good at pretending to be pretending to be vampires. Their starting Attitude toward Heroes is Friendly if the Hero's request enhances the Bloodsucker plan in any way. Otherwise, the vampires will be Suspicious, knowing that the Hero will soon be turned. He wears "goth" styles and has real, sharp, pointy teeth. He may even wear a t-shirt with a rock group, comic character, or game company logo on it. These vampire gamers have traded their dice in for live role-playing. Most of these vampires know that the Revolting Games people are in charge of the vampires at the convention.

MICHAEL SOCOCO, VAMPIRE

Dex: 7	Str: 5	Body: 6
Int: 6	Wil: 6	Mind: 6
Infl: 6	Aura: 5	Spirit: 6
Initiative: 21		Hero Points: 25

JENNIFER SOCOCO, VAMPIRE

Dex: 7	Str: 5	Body: 6
Int: 6	Wil: 6	Mind: 6
Infl: 6	Aura: 5	Spirit: 6
Initiative: 21		Hero Points: 25

Powers:

Claws: 6, Vampirism: 10, Jumping: 2, Hypnotism: 12, Invisibility: 8, Invulnerability: 6L, Tracking Scent: 6L, Shape Change: 6

Bonuses:

Hypnotism does not alert victim of a failed Hypnotism attempt (+1 FC).

Limitations:

Vampirism has No Range, No AV, and is Lethal.

Invisibility is vs. Sight and only works against machines and mirrors (-1 FC). Shape Change is into Vampire Bat form only.

Skills:

Charisma (Persuasion): 8, Thief (Stealth): 6, Martial Artist (AV, EV, OV, RV, Techniques): 6, Acrobatics: 7, Military Science: 6

Advantages:

Lightning Reflexes, Scholar (Gaming), Scholar (Computers), Leadership, Attractive, Vampire

Advantage

Familiarities: Vampire Lore, Gothic Lore, Wiccan Society

Drawbacks:

Fatal Vulnerability (Sunlight (Common), 0APs), Fatal Vulnerability (Holy Water (Rare), 0APs), Gradual Loss Vulnerability (Physical and Mental Attributes after every 16 APs of time (2 days) without using Vampirism), Attack Vulnerability (Light, -2 CS), Attack Vulnerability (Silver, -2 CS), Attack Vulnerability (Wooden Stake through Heart (+2 CS Trick Shot), -4 CS), MIF (A Strongly Presented Holy Symbol), SIH (Garlic), Creepy Appearance, Cannot Heal (Powers Only)

Equipment:

Silver Rapier [Body: 6, EV: 4, Cost: 18]

Whip [Body: 4, Str: 4, EV: 4, Stretching: 2, Cost: 23]

Background

Alter Ego: Mike and Jen

Wealth: 6

Motivation: Thrill Seekers

Occupation: Game Designers and Lackeys

Marital Status: Married

Known Relatives: None

Group Affiliation: Vulv Vampires

Base of Operations: Punxsutawney, Pennsylvania

Height: 6'3" / 5'7"

Weight: 230lbs / 125lbs

Eyes: Red

Hair: Brown / Blonde

Age: 32 / 31

Powers and Abilities:

As vampires, this duo is more powerful than the rest of the gamer vampires but not as powerful as Nolan himself. They can even turn into Vampire Bats. Vampire Bat statistics included below, but remember to add the APs of Shape Change to the Attributes.

History:

Michael and Jennifer met in college as writers and had the same software design classes. They were married a few years later and founded Revolting Games. Their first game, "Revolt!" was a small success, and since neither wanted to have top billing, it was written under the pen name of Larry Jackstein. Jennifer originally came up with the idea for "Bloodsuckers" after reading a few Andy Noodles vampire novels. Michael developed the gaming system, and they put it together as a best seller. Soon after, they began work on a live version, but Nolan attacked Revolting Games about then, and the rest is lost to history. These two know that killing Nolan will restore them, but they can't bring themselves to do it.

Description:

Michael is a big, brawny man skilled in fighting and tactics. He has a short beard and long brown hair tied in a single ponytail. Jennifer is lithe with shorter blonde hair. The duo are unnaturally attractive, a side effect of the vampirism. The two of them are clad in black leather and have various appendages pierced. Michael carries a silver rapier, and Jennifer holds a long, leather whip; and they know how to use them.

Personality:

These two are overconfident but will protect one another at all costs, even if it means forsaking Nolan and the rest of the Vulv clan. Neither will let anyone kill the other. Their natural skills and attributes have been enhanced by the vampirism, and they aren't loath to use them. Michael is more likely to attempt a frontal assault leading a group of vampires, while Jennifer is stealthier, attempting to turn her enemies against one another using hypnosis and hiding as a vampire bat.

Vampire Bat

Dex: 3	Str: 0	Body: 2
Int: 1	Wil: 1	Mind: 1
Infl: 1	Aura: 0	Spirit: 1
Initiative: 5		Hero Points: 0

Powers:

Claws: 1, Vampirism: 1, Thermal Vision: 2, Flight: 3, Shrinking: 7, Sonar: 3

Skills:

Accuracy (Vampirism): 3

Limitations:

Vampirism has No Range, No AV, and is Lethal. Shrinking is Always On.

Description:

A brownish bat, 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 weighs approximately one ounce. They require about two tablespoons of blood a day. They typically gain blood by using their teeth to attack their prey, generally cows and horses.

NOLAN, "VULV PRINCE"

Dex: 8	Str: 6	Body: 10
Int: 8	Wil: 7	Mind: 7
Infl: 8	Aura: 7	Spirit: 7
Initiative: 26		Hero Points: 35

Powers:

Claws: 8, Vampirism: 14, Jumping: 4, Hypnotism: 16, Invisibility: 10, Invulnerability: 10L, Tracking Scent: 8L, Shape Change: 10

Bonuses:

Hypnotism does not alert victim of a failed Hypnotism attempt (+1 FC).

Limitations:

Vampirism has No Range, No AV, and is Lethal. Invisibility is vs. Sight and only works against machines and mirrors (-1 FC). Shape Change is into Vampire Bat form only.

Skills:

Acrobatics: 7, Charisma: 7, Thief: 7, Artist (Writer): 7, Occultist: 3

Advantages:

Iron Nerves, Lightning Reflexes, Sharp Eye, Languages (All), Scholar (Games), Scholar (Vampire Lore), Leadership, Vampire Advantage

Familiarities:

History, Civil War,

Drawbacks:

Fatal Vulnerability (Sunlight (Common), 0APs), Fatal Vulnerability (Holy Water (Rare), 0APs), Gradual Loss Vulnerability (Physical and Mental Attributes after every 16 APs of time (2 days) without using Vampirism), Attack Vulnerability (Light, -1 CS), Attack Vulnerability (Silver, -2 CS), Attack Vulnerability (Wooden Stake through Heart (+2 CS Trick Shot), -4 CS), MIF (A Strongly Presented Holy Symbol), MIH (Garlic), Creepy Appearance, Cannot Heal (Powers Only)

Background

Alter Ego: Nolan

Wealth: 8

Motivation: Power Lust

Occupation: Vampire

Marital Status: None

Known Relatives: None

Group Affiliation: Vulv Vampires

Base of Operations: Punxsutawney, Pennsylvania

Height: 5'11"

Weight: 176lbs

Eyes: Red

Hair: Black

Age: 225

Powers and Abilities:

Nolan is very powerful and can even turn into a Vampire Bat. Remember to add the APs of Shape Change to the Vampire Bat Attributes as appropriate.

History:

Nolan was born near the beginning of the American Revolution. He became obsessed with games, a passion that led him to Europe and the dark alleyways where danger lurked. The young man was only twenty-three when a group of hungry Vulv vampires captured him and turned him into one of the flock. The rest of his history is listed in the introduction.

Description:

Pale and dressed in black shiny leather, Nolan has many body piercings. He is very well groomed for a living dead; his black hair slicked back and his gleaming white teeth polished. Nolan wears the darkest of shades and has bright red eyes when he wants to.

Personality:

The acquisition of vampires under his sway and his mental aging has adversely affected Nolan. He no longer wants to sit on the sidelines and is developing a mentality more like the Vulv elders who so foolishly led the flock to its doom. He is a leader for the moment but is quickly losing competence. Nolan is fiercely overconfident but will always rely on his troops to do the dirty work. Like unto the most evil of conquerors, Nolan will gloat and explain his plans of conquest to anyone who will listen, especially a tied-up Hero.

HUNTER

Dex: 7	Str: 5	Body: 5
Int: 6	Wil: 6	Mind: 5
Infl: 5	Aura: 4	Spirit: 4
Initiative: 20		Hero Points: 32
Point Base: 450 HP		

Powers:

Vampirism: 10, Jumping: 2, Hypnotism: 8, Invisibility: 6, Invulnerability: 5L, Tracking Scent: 6L

Bonuses:

Hypnotism does not alert victim of a failed Hypnotism attempt (+1 FC).

Limitations:

Vampirism has No Range, No AV, and is Lethal. Invisibility is vs. Sight and only works against machines and mirrors (-1 FC).

Skills:

Accuracy (Vampirism, Perception): 8, Acrobatics: 7L,

Artist (Actor): 6, Thief (Stealth): 7L, Weaponry (Melee, Firearms): 7L

Advantages:

Iron Nerves, Lightning Reflexes, Local Hero (Fan Club), Sharp Eye, Language (English)

Familiarities:

Space Voyagers Lore, Vampire History, Disguises

Drawbacks:

Fatal Vulnerability (Sunlight (Common), 0APs), Fatal Vulnerability (Holy Water (Rare), 0APs), Gradual Loss Vulnerability (Physical and Mental Attributes after every 17 APs of time (5 days) without using Vampirism), Attack Vulnerability (Light, -2 CS), Attack Vulnerability (Silver, -3 CS), Attack Vulnerability (Wooden Stake through Heart (+2 CS Trick Shot), -4 CS), Secret ID, Limelight, SIH (Vampires), MIF (A Strongly Presented Holy Symbol), SIH (Garlic), Creepy Appearance, Cannot Heal (Powers Only)

Equipment:

.45 Automatic [Body: 4, EV: 4, Range: 5, Ammo: 7, R#: 3, Cost: 10]

Silver-tipped .45 Ammo [Body: 2, Cost: 3]

"The Mu'kluk" – A Silvered Letgo Ceremonial Blade [Body: 6, EV: 6, Cost: 21]

3 Rosewood Stakes [Body: 3, EV: 3, R#: 5, Cost: 5 each]

Background:

Alter Ego: Jean Claude Jones, Captain Jim Pike of the Star Cruiser Forever

Wealth: 9

Motivation: Seeking Justice

Occupation: Ex-Television Star, Vampire Hunter

Marital Status: Single

Known Relatives: Pierre and Louise (Parents)

Group Affiliation: None

Height: 6'1"

Weight: 204 lbs

Eyes: Red

Hair: Brown

Age: 34

Powers and Abilities:

It turns out Hunter has a mutant power, which is a natural affinity to the vampire affliction. This strange, unprecedented power allows him to act as a solo agent, leaving the possibility open that others can acclimate naturally to the vampire life as well.

History:

Jean Claude was discovered in a little Chicago bistro performing in a small production of "The King and I" as "Sir Edward Ramsay". He'd been a long time fan of the classic Space Voyagers series, sometimes even dressing as a classic

"Letgo" and following their fictional ways. An accomplished actor with extensive knowledge of the show, Jean was a shoe-in for lead actor of "Space Voyagers: The New Wave." His role was as Captain Jim Pike of the Starship Forever and he became an overnight celebrity, a five-year media sensation, which unfortunately ended with his death.

After delivering a gripping speech at a sci-fi convention in Schnectady, NY, Jean Claude arrived in his hotel room to discover a couple of delectable young gothic women waiting for him. Having had this happen before, the unattached Jean easily gave in to their wiles, but this time was different. The women were Vulv vampires who were sent by Nolan. They seduced Jean and drank his blood, the act triggering Jones's previously unknown mutant power. He fought back and destroyed one vampire, but the other got away and reported back to Nolan. Delirious from blood loss, Jean Claude fell unconscious and "died". A few nights later, the former starship captain clawed his way from the grave, craving vengeance.

With the world believing him dead, Jean Claude adopted the name of "Hunter" and researched his prey. ConCON is where he correctly believed the vampires would strike next, so Hunter hid himself, ready to appear when the time was right.

During the Convention, if anyone asks around about Jean Claude's murder, there is a chance Hunter will hear of this. Under his cloaked disguise, he will pay a young girl a few dollars to approach and tell the Hero that he "should go to the BLURP if he wants some answers on Jones". The teen will have no idea what this means and will have no other information. She will readily mention that the man who approached her handed her five dollars, told her what to say, and then walked away with a strange bladed weapon strapped to his back. She can point the weapon out as a Letgo Ceremonial Blade, if one is shown to her. Hunter will be nowhere to be found.

Description:

Jean has taken to wearing a hooded black cloak and constantly disguises his noticeable features (using his Acting Skill). He has grown a moustache and thickened his eyebrows. Hunter constantly carries a silvered Letgo Ceremonial Blade, useful for fighting vampires and a replica of the blades used by the alien "Letgos" in the Space Voyagers series. Jean learned the Letgo fighting techniques during his run on the series, becoming quite an expert, a fact almost every fan knows.

Personality:

Hunter is a Vampire with a good heart, and due to his mutant power, he is unaffected by the lust and control of the Vampires. He hates them with a passion for ruining his life. Unless he knows they are after the Bloodsuckers, Hunter's Attitude toward the Heroes is Hostile.

MORGANNA

Dex: 5	Str: 3	Body: 4
Int: 5	Wil: 5	Mind: 5
Infl: 8	Aura: 6	Spirit: 7
Initiative: 19	Hero Points: 15	
Point Base: 450 HP		

Skills:

Occultist (Create Artifact, Occult Knowledge, Ritual Magic): 8L, Charisma (Persuasion): 6L, Martial Arts (EV, RV, Techniques): 5L

Advantages:

Language (English), Attractive, Expertise (Darkness Magic), Insta-Change, Local Hero (Fan Club), Scholar (Psychoanalysis)

Familiarities:

"B" Movies, Voodoo History

Drawbacks:

Debt (-1 CS), Secret ID, SIF (Using Magic during Dark of Moon), SIA (Goth Lifestyle), Limelight, SIA (Showing Off)

Equipment:

Pendant of Protection [Body: 2, Reflection/Deflection: 6, Limitation: Reflection/Deflection vs. Mystical Based Attacks only (+0 FC). Cost: 16]

Rituals:

Black Attack [Darkness: 8, Time: 0APs (4 sec.), \$: 0APs (\$25), Restrict: Can only be cast after the sun has set and before it rises, Cost: 22]

Creature Feature [Shape Change: 8, Time: 4APs (1 min.), \$: 6APs (\$1500), Restricts: Must be holding a token (piece) of the target creature, Only Creatures of the Night (Bat, Wolf, Owl, Cat, etc...) (-2 FC), Cost: 24]

Fright Night [Aura of Fear: 6, Time: 2APs (16 sec.), \$: 6APs (\$1500), Restrict: Must be wearing leather clothing, Cost: 13]

Background:

Alter Ego: Margaret McCoy or Mags, never Maggie
Wealth: 8

Motivation: Thrill of Adventure

Occupation: Late Night Hostess

Marital Status: Divorced

Known Relatives: Kimberly (Younger Sister), Eric Leflue (Ex-Husband), Granny (deceased)

Group Affiliation: Actor's Guild

Base of Operations: Hollywood, California

Height: 5'10"

Weight: 185lbs

Eyes: Bright Green

Hair: Short Red or Long Blonde Wig

Age: 29

Powers and Abilities:

Morganna is not publicly known for casting spells, but Mags has a pendant against magical attacks. She has a few tricks up her sleeve that she typically uses when she turns the lights down.

History:

Born and raised in the hills and hollows of Kentucky, Mags' (she hates Maggie) had a youthful fascination with dark and scary things. This worried her parents, both trained psychologists, but delighted her mystical Cajun granny, who taught Mags the ways of darkness. Before completing her training, poor granny died under mysterious circumstances. Mags' parents placed her into college to get a formal education with a major in psychology, but she wasn't interested. Mags left Kentucky to seek her fortune, her "natural endowments" and oral talents allowing her to become a Late Night Gothic Hostess of B-Movies¹¹. Lurking under the guise of "Morganna, Mistress of the Night," she helps bring dark and horrifying entertainment to millions worldwide. Her ex-husband Eric, is a real creep, but the courts settled in his favor so she owes him alimony.

Description:

Morganna drapes herself in black clothing and tight leather, emphasizing her already over-endowed chest and naturally pale skin. She's rarely seen out of this "gothic horror" look that she loves so well. A long blonde, "Swedish" wig covers her short, red hair. She typically carries a whip but just for show, much to the chagrin of her fans. In her day to day guise, Mags wears flannel shirts and jeans but constantly dreams about the leather she wears as Morganna. She's incredibly attractive in both of her alter egos.

Personality:

In her show persona, Morganna is the fantasy of every drooling young boy. She is extremely sweet and flirtatious on television but is quite intelligent and knows her show personality is an act. Morganna rarely gets carried away with a situation she cannot handle. Personally, Morganna could care less about the Bloodsuckers game, though she tolerates it only because her agent, Bernie, says it will be good publicity. If she had a choice, Mags would much rather work for Devilish as a spokesperson, since she is genuinely interested in their Song of the Bodysnatchers game. Morganna acts bored all throughout the BLURP, reciting her memorized fed gothic lines and performing her assigned "Finger of Death" and "Aura of Lah Dee Dah" tactics with little amusement (see Bloodsuckers Live! Sample Kit). If she is in battle, Morganna will definitely not shy away from anyone who helps her, but she will attempt to mask her own abilities to hide her true knowledge of the occult. Mags' Attitude toward her fans and the Bloodsuckers is Friendly, but unless they are fans of any sort or are attempting to save her, she is understandably Suspicious of Heroes.

¹¹ Please note Mags' APs of Persuasion. That is what we mean by "oral talents". Think anything else and Morganna's gonna cast a Diminution Ritual on your private parts.

Bloodsuckers Live!™

Sample Kit

Author: Larry Jackstein 12

Technical Advisors: Michael and Jennifer Sococo

Publisher: Revolting Games

Special Thanks to: David Anderson, Ricardo Miller, Bud Hart, Pierre Koonie

The premise of Bloodsuckers Live!™ is the same as the standard Bloodsuckers game; it is an attempt to keep one's Bloodsucker entertained in the afterlife. That's it. The afterlife, as described in the Bloodsuckers™ Main Rulebook, is a world of depression, a dreary life where everyone, for some yet unexplained reason, must enjoy Goth. As always, L'Yer the Vile One™, Lord of the Bloodsuckers, has decreed that no Bloodsucker shall have any entertainment. Well, we shall see, won't we?

Character Creation

As with all games, your Bloodsucker is represented by her statistics. Base your Bloodsucker on yourself, except that your statistics will now be on paper, and you have a Bloodsucker-esque theme to your life. So maybe it's not you, but you bought this Bloodsuckers Live!™ Sample Kit, so it just might. Start by picking a Race to determine Depression Points, then purchase attributes.

Races

Just like in the standard Bloodsuckers™ game, Bloodsuckers Live!™ characters aren't just vamps. You can be any number of depressing entities like wolvies, ghoulies, ghosties, boogums, or even plain old depressing humans. If someone attempts to discover who you are by using the Figure power in game and you don't wish to be discovered, they must make a Match against you. If she wins, you must give the sign of your appropriate race placed against your forehead. If you win the Match, you may pick any race you wish and give that sign or none at all. There really is no difference between the races. No, we mean it. OK, some can become different things using the Transform power, and those changes are listed in the Bloodsuckers™ Main Rulebook. 13

Bloodsucker Society

Use the same societies outlined in the Bloodsuckers Main Rulebook. 14

Depression Points

Also known as DPs, Depression Points represent a Bloodsucker's state of mind. All Bloodsuckers start out with 2d10 Depression Points plus their Racial Modifier to purchase attributes for Matches. The more DPs a character has, the more depressed her life is. Her goal is to rid herself of depression by throwing herself into a life of depression. Fight fire with fire, but make sure you don't go over 20 DPs during the game or else your character succumbs to complete and utter depression, and she cannot be played until the next game.

Race Mod	Hand	Sign (to be placed against forehead)
Vamp	+10 DP	Make a fist. Extend thumb and index finger to form a "V" shape.
Wolvie	+8 DP	Make Vamp sign on each hand and touch thumb tips to form a "W".
Ghoulie	+6 DP	Curve Vamp sign into a "C" shape.
Boogum	+4 DP	Make Ghoulie sign with each hand, and place against each other to form "O" shape.
Ghostie	+2 DP	Make Ghoulie sign with each hand, and cross them over each other.
Human	+0 DP	Make Vamp sign on each hand, then tilt and touch thumb tips to form a giant "H".

12 Due to the creepy physical contact and self degradation involved in playing Bloodsuckers Live!™, Pulsar Games does not recommend that the Bloodsuckers Live!™ rules actually be used for a real Bloodsuckers Live!™ game. If it does become necessary, we're sure there are other "non-fictional Live Gothic-theme" game books out there on the market that you can purchase to use instead of Bloodsuckers Live!™ Pulsar Games Inc. takes no responsibility for any physical, mental, or spiritual damages incurred due to use of the Bloodsuckers

Attributes

Attributes come in three types, *Body*, *Mind*, and *Personal*.¹⁵ *Body* costs 1 DP; *Mind* costs 2 DP; *Personal* costs 3 DP. The more you have the better chances the character has of surviving. You can only pick each Attribute once. Each Attribute has a short description for the uneducated. Add your own Attributes if you wish to. They are used for Matches (described later).

Body Attributes – Used for description and power;

Cost: 1 DP

Comely – Well groomed
Diseased – Has open sores
Emaciated – Inconceivably thin
Eminent – Extremely tall in stature
Fat – Overweight
Flexible – Bendable
Fragrant – Overpoweringly smelly
Hairy – Fuzzy
Heroin-Chic – Thin with tired eyes
Handsome – Good looking
Hardy – Strong
Luscious – Overly handsome to Sexy
Noxious – Odorous
Skanky – Luscious to point of disgusting
Slovenly – Not groomed
Vertically Challenged – Short
Voluptuous – Over-endowed
Wimpy – Weak

Mind Attributes – Used for strategy and tactics;

Cost: 2 DP

Brain-dead – Unconscious when conscious
Bugged – Despicable in thought
Certifiable – Clinically
Chipper – Happy to point of annoyance
Gay – Happier than Chipper
Goth – German who overran Roman Empire
Grim – Death bringing
Horny – Sexually frustrated
Moody – Dark with changing personalities
Serendipitous – Easily excited
Sporty – Instinctive
Super Goth – Goth enough to depress others
Super-de-Duper Goth – Inconceivably depressing

Personal Attributes – Used for speech and oral interaction; Cost: 3 DP

Cool – Slick in act
Debonair – Smooth talker
Despicable – Dastardly
Fruity – Able to pick out curtains
Frumpy – Out of date
Loquacious – Talkative
Ostentatious – Pretentious
Phat – Kewler than cool
Politically Incorrect – Offensive with words
Popular – Desirable to be around
Posh – Fashionable
Pretentious – Ostentatious
Scandalous – Morally offensive
Sensitive – Whiny

¹³ So "wing it", Gamemaster.

¹⁴ Yes, we're copping out on Societies. You want to make societies for a fictional RPG based in the world of another RPG? Go ahead and have fun with it. Make clans using nifty Gothic names like "Alltrekkians," "Slobberatu" and "Venture-Capitalists", if you must.

Matches

Matches are contests of wills. They can be **Body**, **Mind** or **Personal** based. Matches are comparisons of **Attributes**. The attacker begins by choosing an **Attribute** and stating, "I'm more **ATTRIBUTE** than you are." The defender then chooses one or more opposing attributes and responds with, "Well, I'm more **ATTRIBUTE**, so there." If the attacker wishes, she can "one up" her opponent with yet another statement of attribute, and this exchange continues until the combatants stop. Keep track of the **DP** costs of the **Attributes** used; **Body** costs 1, **Mind** costs 2, and **Personal** costs 3. Compare the **DPs** spent by each player.

The second part of the Match is a thumb wrestling challenge. Whoever spent more **DPs** may use the difference in **DPs** as "sneak attacks" during the thumb wrestling, a 2 out of 3 contest of thumb power with only the sneak attacks dictated by attribute expense.

For example: Sue Ellen the Wolfie instigates a Match against Bill the Ghoulie by stating, "I'm more ostentatious than you are." Bill has no **Personal Attributes** left, so he uses four **Body Attributes** instead. "Oh yeah? Well, I'm more Emaciated, Skanky, Heroin-Chic and Noxious than you, so there." Sue decides not to one up Bill. Bill spent 4 **DP** and Sue spent 3, so Bill gets 1 sneak attack in the thumb wrestling that ensues. Whoever wins the thumb wrestling will win the Match.

Non-Bloodsucker Communication

Sometimes some information must be given to others that is "out of character." This can be anything from "you left your car lights on," to "I have go to the can." In order to communicate this effectively to others, so they know you are speaking as yourself and not a Bloodsucker, spread out your right hand and place your thumb against your forehead when you speak. This is known as "non-sucker mode." People in "non-sucker mode" may not be attacked by Powers and are not considered "in game." This is not to be used as an escape tactic and should only be used when necessary. As long as you are in "non-sucker mode," you must keep your thumb against your forehead. Including at the can.

Bloodsucker Powers

As if the Bloodsucker is not depressed enough with her undead life, to make it worse the Vile One gave her some magical powers for no reason. The more depressed a Bloodsucker is, the fewer powers she can purchase with **Depression Points**. As the goal is to get rid of **Depression Points**, Bloodsuckers "give" them to each other through the use of powers. A Bloodsucker may use any power as long as she can afford it. For each power used, the Bloodsucker becomes more or less depressed.

Figure Cost: +1 DP

As in "I figure you're a **BLANK**", **Figure** is used to find out what type of Bloodsucker another player is. Using **Figure** is a Contest to determine who someone is, as explained under **Races**. To perform a **Figure**, grab the other player's hand and rub the veins on the underside of her wrist with your fingertips in a very disturbing and creepy manner.

Goof of Life Cost: -1 DP

When any other Bloodsucker has her hands in the air and if a player successfully tickles her underarms to cause a laugh, giggle, or titter, the player reduces her **Depression Points** by 1. This may be done during a **Hand Sign** or whenever another player's arms are raised, except during **Nubiferication** (see **Nubiferousness**). Nubiferied Players may not have **DPs** stolen from them, except from another Nubiferied Player, who must first win a Match, and then the Goofing player becomes de-Nubiferied.

Mind Grind Cost: -1 DP

The **Mind Grind** is the least damaging of the offensive powers but will damage an opponent nonetheless, giving her 1 **DP**. To perform a **Mind Grind**, the player must grab the victim's head and pull it down under her armpit. Then she must scream aloud, "Noogie!" and grind her knuckles firmly against the skull of her victim. Each half-minute the **Mind Grind** continues costs an additional -1 **DP** and gives +1 **DP** to the victim.

Ward of Iwooshun Cost: +1 DP

The Ward of Iwooshun is used to display oneself where one actually is not, the ability to project an image of one's own body across the room to distract others. It's a cheap defensive tactic and can also be used to deliver messages to people when you're not up to the task of walking. In order to represent using the Ward, the player must bring her hands up to her shoulders, bending at the elbows, point her palms to either side, and flap them up and down. Then she should stand over the area where her image is supposed to be. She cannot be attacked while an image, but she cannot interact physically with anyone either.

Nubiferousness Cost: +2 DP

Not unlike being invisible, the Bloodsucker cannot be seen or heard by other Bloodsuckers, but she can walk around and listen to conversations with enhanced senses. To represent using this ability in game, take your hands and spread them out. Then stick a thumb in each of your ears. This represents the wider range of hearing. If someone attempts to talk to you, you must tell her, "You can't see me, I'm Nubiferied." Of course, if you speak, you give away your Nubiferied position.

Finger of Death Cost: -2 DP

Used for self-gratification, the performer of the Finger of Death must point her index finger at the chest of her victim. Then she must gain the attention of the victim, preferably by stating "Hey, what's that?" As the victim looks downward toward the pointed finger of death, the performer extends her middle and index finger, bringing them up in an attempt to touch the victim on her nose before she backs away. If she backs away or there are arguments on whether her nose was touched, a Match must ensue. On a successful Finger, the victim gains 2 DP, and the performer loses 2 DP.

Aura of Lah-Dee-Dah Cost: +3 DP

Anyone who has an Aura of Lah-Dee-Dah activated can make all people get out of her way by yelling "Aura of Lah-Dee-Dah, aura of Lah-Dee-Dah" and sticking her thumb to the tip of her nose. For five feet, there may be no one who can stand in front of her, and everyone must get behind her, as she is given free passage as long as her thumb is against her nose. Anyone who doesn't want to move must begin a Match. The Aura does not extend behind her, leaving her open for Goof of Life attacks.

Soul Suck Cost: -3 DP

One of the more devastating powers in the arsenal. A Soul Suck consists of sneaking up behind another player, grasping her undergarments from her pants or leather thong, and pulling them upwards. The victim of the Soul Suck gains 2 DP, but all onlookers excluding the Soul Sucker lose 1 DP. A Match is necessary if the victim is not wearing undergarments.

Transferm Cost: +4 DP

This simulates a Bloodsucker's ability to assume the form of a bat, wolf, or kangaroo, depending on the Bloodsucker's race¹⁶. Bloodsuckers who are bats must run around yelling "Eee, Eee" and flap their arms when moving. Wolf Bloodsuckers must move around on all fours and mark their territory if necessary. Kangaroo Bloodsuckers must hop around with a "Boing, boing" sound. A Kangaroo Bloodsucker who wears large pants may carry another Bloodsucker player if she can fit into the Kangaroo Bloodsucker's pants. To Transferm to normal, no DPs need to be spent. Transferred Bloodsuckers do not gain or lose DP as long as they are Transferred.

Atomic Soul Suck Cost: -5 DP

A most embarrassing power, the Atomic Soul Suck is similar to the Soul Suck except the victim is either lifted off the floor for longer than 1 second or the victim's undergarment is stretched enough to be placed over her head. The victim gains 4 DP, but all onlookers lose 2 DP except the Soul Sucker who loses the Cost of 5.

THE OFFICIAL CONCON SCHEDULE OF EVENTS

ALL DAYS:

9:00 AM TO 10:00 PM - DEALERS ROOM OPEN
24 HOURS A DAY - GAMING IN GAMING ROOM

24 HOURS A DAY - VARIOUS MOVIES IN MOVIE ROOM - SPONSORED BY DEVILISH GAMES

FRIDAY:

8:00 AM TO 11:00 PM - GLAMOUR SEALED TOURNAMENT ROOM 200
PRIZE: MAGICAL FIERY FORK CARD (WORTH: \$300)

4:00 PM - STAR CRUISERS ARE MY LIFE, THE 'AVIGNON 9' Q&A ROOM 201
CELEBRITY GUEST: CAPTAIN GERARD TOLOS (KIRK MANSFIELD)

7:00 PM - MEMORIAL FOR JEAN CLAUDE JONES ROOM 202
CELEBRITY GUESTS: ISAAC (SAMUEL EROS) AND Δ OF π (LONNIE WAYS)

SATURDAY:

8:00 AM TO 11:00 PM - GLAMOUR SEALED ELIMINATION ROOM 200
PRIZE: THE FAIRY SPOON OF DOOM (WORTH: \$500)
SPECIAL EDITION CARD

2:00 PM - BREAKING INTO THE GAMING INDUSTRY ROOM 201
SURPRISE SPECIAL GUEST: LARRY JACKSTEIN OF REVOLTING GAMES

7:00 PM - B MOVIES AND YOU ROOM 202
CELEBRITY GUEST: MORGANNA, MISTRESS OF THE NIGHT (MORGANNA)

9:00 PM - BLOODSUCKERS LIVE! UNDEAD ROLE PLAYING ROOM 201
CELEBRITY BLURPER: MORGANNA, MISTRESS OF THE NIGHT (MORGANNA)
PRIZE: \$1000 TO BEST ROLE-PLAYER

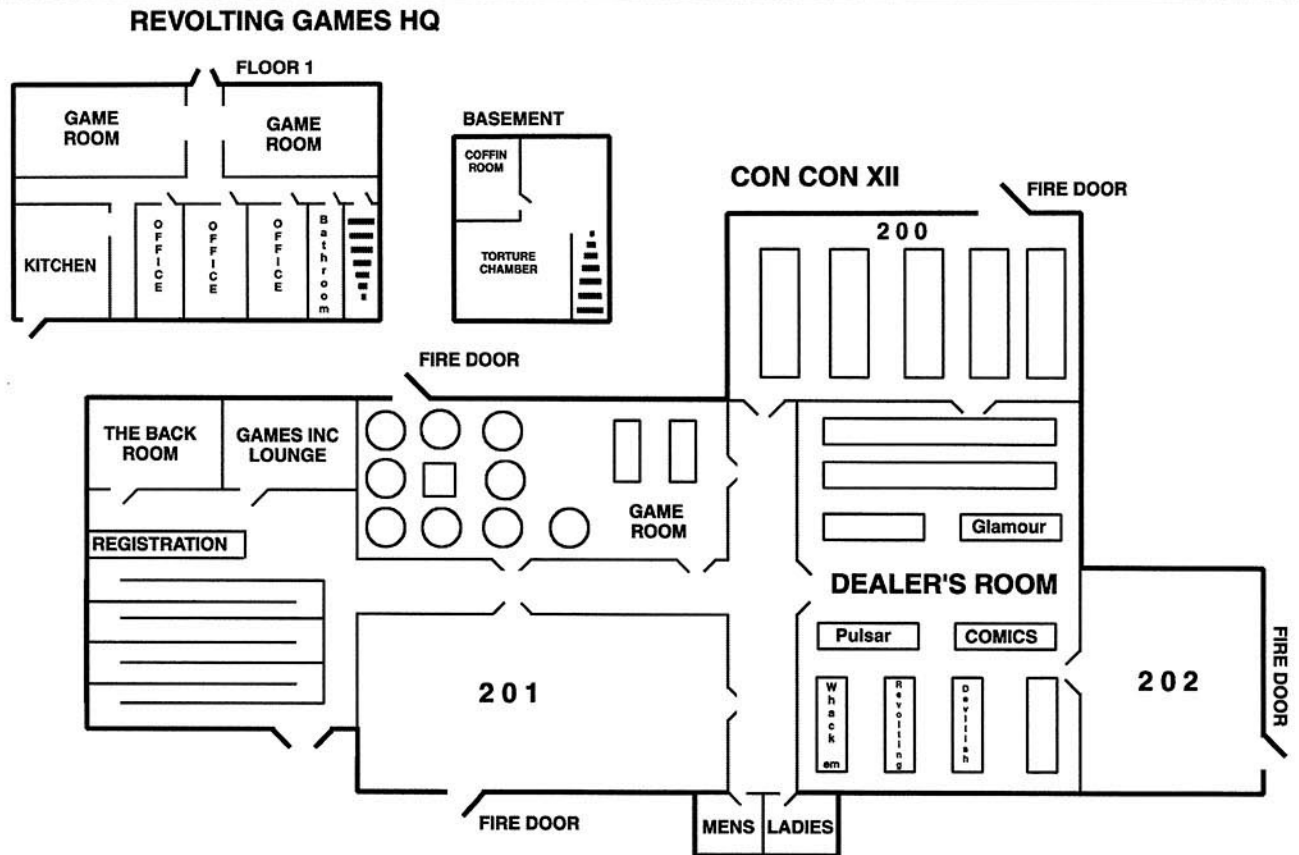
SUNDAY:

8:00 AM TO 11:00 PM - GLAMOUR SEALED FINAL ROUNDS ROOM 200
PRIZE: THE MIGHTY SPORK SPECIAL EDITION CARD (WORTH: \$800)
AND OFFICIAL TITLE OF FAIRY QUEEN

1:00 PM - SARCASM IN 'THE X-FRIENDS' ROOM 201
SPECIAL GUESTS: CHANDLER MAN (ERIK DAVIES) AND ROSS MULDER (ED HASBEN)

3:00 PM - TALES OF 'THE OUTER ZONE' ROOM 202

CONCON & REVOLTING GAMES HEADQUARTERS MAP



BENCHMARK CHARTS

Blood of Heroes: Sidekick

Sound Benchmark Chart

APs	Decibels	Description
0	1	The smallest sound discernable by humans
1	2	
2	5	A quiet desk fan
3	10	A light whisper
4	20	A quiet conversation
5	30	A normal conversation
6	40	Light traffic
7	50	Loud conversation
8	60	Shouting
9	70	Heavy Traffic or the loudest the Author can get, yelling.
10	80	Loud noise, subways, rock concerts
11	90	Thunder
12	100	Jet plane take-off
13	110	Pre-pubescent fans at a concert
14	120	
15	130	
16	140	Extremely Loud, painful
17	150	Deafening

ADVANTAGES, DRAWBACKS, BONUSES, & LIMITATIONS

Advantages List

Name	Cost
Area Knowledge	15, 20, 65
Attractive	15
Confidant/Silent Assistant	25 or greater
Connection	10 - 45
Connoisseur	5
Credentials	5 - 50
Language	2, 5, 10
Life Support	Varies
Omni-Scholar	25
Pet	Varies
Physical Advantages	
Ambidextrous	15
Double Jointed	10
Prehensile Feet	5
No Vital Areas	50
Stabilization	40
Local Hero	10
Ritual	Varies
Scholar	2, 5, 10
Sharp Eye	15
Sidekick	Varies
Ultra Luck	50

Drawbacks List

Alter Ego	25, 75
Arch Enemy	0
Cannot Heal	25, 50
Debt	10, 20
Dependent	25
Irrational Attraction	Varies
Irrational Fear	Varies
Irrational Hatred	Varies
Limelight	20

Oblivious	15
Secret Identity	10
Socially Inept	15
Creepy Appearance	5
Distinct Appearance	10, 15
Strange Appearance	30
Traumatic Flashbacks	15, 30, 60
Attack Vulnerability	5 - 65
Partial Attack Vulnerability	2 - 30
Gradual Loss Vulnerability	7-150
Loss Vulnerability	Varies

Bonuses List

Area Effect	+1 or greater
AV	+1
Charge Object	+3
Concealed	+1
Explosive Radius	+1
Indirect	+2 or +3
Trans-dimensional	+3
Range	+1 or greater

Limitations List

Damage Redirection	-2
Diminishing	-2
Non-Lethal	-1
Power Always On	-1
Non-Variable	-1
Cannot Enhance	-1
Affects Non-Living Only	-1
Time Limit	-1
Lack of Control	-1 or greater
No AV	-1
No Range	-1

SKILLS LISTING

SKILLS	Link Attribute	Base Cost	Factor Cost	Number of Subskills	Subskills	Page#
Accuracy	Dex	5	7	4	<i>Physical, Mental, Mystical, Perception</i>	SK Page 73
Acrobatics	Dex	15	7	3		SK Page 73 BoH Page 97
Artist	Infl	5	9	8	<i>Graphic Designer*</i>	SK Page 74 BoH Page 98
Detective	Int	10	8	6	<i>Legwork</i>	SK Page 74 BoH Page 99
Martial Artist*	Dex	25/50	6	5	<i>AV, EV, OV, RV - Techniques (Bonus)†</i>	SK Page 74 BoH Page 100
Military Science	Int	10	9	7	<i>Cryptography</i>	SK Page 77 BoH Page 101
Occultist*	Infl	20	10	6	<i>Mentor</i>	SK Page 77 BoH Page 103
Scientist	Int	10	7	4	<i>Observation*, Research</i>	SK Page 79 BoH Page 105
Weaponry	Dex	5	6	5		SK Page 79 BoH Page 107

* Cannot be attempted through Unskilled Use

† Techniques is a bonus and not a subskill.

POWERS LISTING

POWER	Link Attribute	Base Cost	Factor Cost	Range	AV	OV	RV	OV	Book, Page Number
Adrenaline Surge	Will	50	6	Self	Power	Power	*	*	SK Page 35
Alert	Infl	15	2	+5	---	---	Automatic Action	---	SK Page 35
Analytical Smell and Taste/ Tracking Scent	Int	10	4	Normal	Power	Power	Varies	Varies	SK Page 35, BoH Page 58
Anatomical Division	Body	35	5	Special	---	---	Automatic Action	---	SK Page 38
Animate Shadows	Aura	30	6	Normal	---	---	Automatic Action	---	SK Page 38
Chemical Attack	Str	20	4	Normal	Power	Power	Dex	Body	SK Page 40
Color	Int	25	3	Normal	Power	Power	Body	Body	SK Page 40
Defensive Adaptation	Body	150	7	Self	---	---	Automatic Action	---	SK Page 41
Digging	Str	5	2	Touch	Power	Power	See Table		SK Page 41
Diminution	Spirit	30	8	Touch	Dex	Power	Dex	Spirit	SK Page 43
Dismember	Infl	70	7	Touch	Dex	Power	Body	Body	SK Page 43
Dispersal	Will	10	6	Self	---	---	Automatic Action	---	SK Page 45, BoH Page 66
Drain Resistance	Spirit	30	5	Self	---	---	Automatic Action	---	SK Page 45
Electrical Control	Int	15	8	Normal	Power	Power	Body**	Body**	SK Page 46
Enlarge	Spirit	30	8	Touch	Dex	Power	Dex	Spirit	SK Page 46
Fabricate	Aura	50	7	Normal	Power	Power	Power	Power	SK Page 47
Fluid Form	Body	75	8	Self	---	---	Automatic Action	---	SK Page 49
Friction Control	Int	25	7	Normal	Power	Power	Dex	Str	SK Page 50
Frostbite	Str	10	6	Special	---	---	Automatic Action	---	SK Page 51
Glue	Str	20	4	Normal	Power	Power	Dex	Str	SK Page 51, BoH Page 72
Hypnotism	Will	50	6	Normal	Power	Power	Int	Mind	SK Page 52
Icing	Str	5	5	Self	---	---	Automatic Action	---	SK Page 53
Ice Animation	Aura	25	8	Normal	---	---	Automatic Action	---	SK Page 52
Ice Control	Int	5	8	Normal	Power	Power	Dex†	Body†	SK Page 52
Interface	Int	35	6	Touch	---	---	Automatic Action	---	SK Page 53
Knockout Gas	Body	20	4	Special	Power	Power	Str	Body	SK Page 55
Mental Freeze	Will	15	5	Normal	Power	Power	Int	Mind	SK Page 55, BoH Page 77
Metal Manipulation	Will	50	7	Normal	Power	Power	Body	Body	SK Page 55
Mind Drain	Will	20	8	Normal	Power	Power	Int	Mind	SK Page 55, BoH Page 78
Mind Over Matter	Mind	15	4	Self	Power	Power	Damage	Damage	SK Page 57
Mystic Freeze	Aura	20	5	Normal	Power	Power	Infl	Spirit	SK Page 57, BoH Page 80
Obscure	Will	5	4	Self	---	---	Automatic Action	---	SK Page 57
Paralysis	Str	15	5	Normal	Power	Power	Dex	Body	SK Page 81, BoH Page 81
Petrification	Infl	30	8	Touch	Dex	Power	Dex	Body	SK Page 59
Recall	Mind	5	1	Self	Power	Power	See Power		SK Page 59
Scramble	Will	50	5	Touch	Dex	Power	Dex	††	SK Page 61
Shouting	Aura	20	3	Special	Power	Power	Infl	Spirit	SK Page 63
Snare	Str	20	3	Normal	Power	Power	Dex	Str	SK Page 63, BoH Page 88
Sound Nullify	Str	5	6	Normal	---	---	Automatic Action	---	SK Page 65
Split	Dex	50	10	Self	---	---	Automatic Action	---	SK Page 65
Superspeed	Dex	25	8	Self	---	---	Automatic Action	---	SK Page 67, BoH Page 91
Time Control	Will	250	10	Normal	---	---	Automatic Action	---	SK Page 70
Time Stop	Wil	25	8	Normal	Power	Power	Dex	Wil	SK Page 70
Transform	Aura	45	10	Touch	Dex	Power	Infl	Spirit	SK Page 71
Two Dimensional	Dex	75	6	Self	---	---	Automatic Action	---	SK Page 71, BoH Page 94

* OV/RV are equal to the APs of the Power or Attribute being Pushed.

** Value may equal APs of Electricity or APs of Radio Communication Power.

† Value may equal volume of ice being moved.

†† RV equal APs of Power being Scrambled.

WHAT DO YOU CALL A BLOOD OF HEROES SOURCEBOOK THAT CONTAINS:

- * **Over 25 New Powers and Subskills**
- * **New Advantages, Drawbacks, Bonuses, and Limitations**
- * **Over 50 Clarifications and Revisions of Previous Rules**
- * **Dozens of New Rules for Combat, Gadgetry, and More**
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- * **Exciting New Characters and Campaign Ideas**
- * **A Starter Scenario that you can play tonight**

AND IT ISN'T THE MAIN BLOOD OF HEROES RULE BOOK?

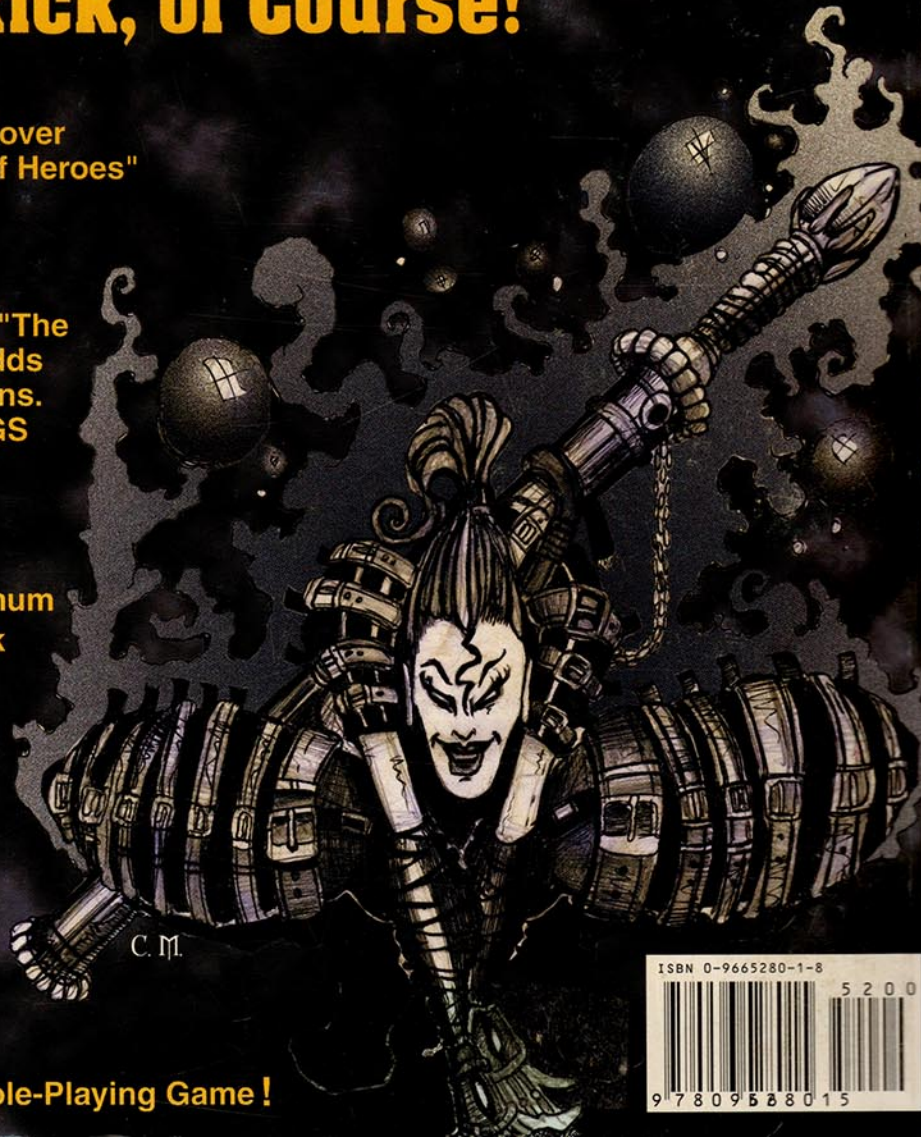
You Call it a Sidekick, of Course!

"The Sidekick Sourcebook" is the result of over four years of improvement to "The Blood of Heroes" rules system (called MEGS).

"The Sidekick Sourcebook" expands upon "The Blood of Heroes" super-hero setting and adds tons of new material to ease your campaigns. It's a "Must Have" for all players of the MEGS rules used in "The Blood of Heroes" Role-Playing Game.



To be used to its maximum potential, "The Sidekick Sourcebook" requires "The Blood of Heroes" Role-Playing Game.



C. M.



* **Bonus Material:**
Rules for playing the "BLOODSUCKERS LIVE" Role-Playing Game!