

ENFORCERS™

A SUPER-POWERED SCIENCE FICTION ROLE-PLAYING GAME

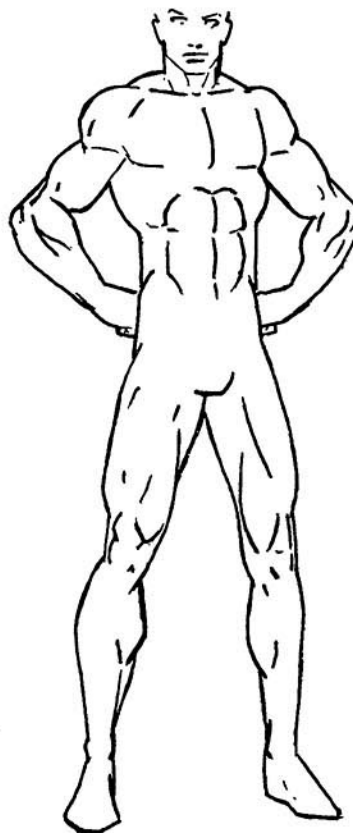
by
GARY BERNARD
CHARLES MANN
LARRY TROTH

artist
ALBERT DESCHESNE
interior art
CHRISTINE MANSFIELD

ALBERT DESCHESNE 3-88

21
TWENTY-FIRST
CENTURY
GAMES

ENFORCERS



GROUP AFFILIATION: _____
OCCUPATION: _____
OTHER ALIASES: _____
LEGAL STATUS: _____
PLACE OF BIRTH: _____ DATE: ____/____/____
MARITAL STATUS: _____
KNOWN FAMILY: _____
EDUCATION: _____
BASE OF OPERATIONS: _____
HEIGHT: _____ WEIGHT: _____
EYES: _____ HAIR: _____
SKILLS: _____

HISTORY: _____

ENFORCERS™

by

**Gary Bernard
Charles Mann
Larry Troth**

Artist

Christine Mansfield

21st Century Games
Newbury Park, CA

Art: Christine Mansfield

Editor: Dr. Jay Christensen

Production Coordination, Layout and Printing of Cover and Text:
Sandy's Printing Services, Glendale, CA

Text Design and Typography:
Gary Taylor (Main body set in 12/14 ITC Kabel Book)

This book is dedicated to:

Will (exploit it to the limit) Lee
Jeff (if it's bizarre, try it) Segal
Rob (the EVIL one) Livernois

Thank you for all of the rules arguments, outrageous characters,
loophole exploitation, and friendship that made these rules and
this book possible.

ENFORCERS™

Published By: **21st CENTURY GAMES**
587-F N. Ventu Park Road, #806
Newbury Park, Ca. 91320

by special arrangement with the authors.

First Edition / August 1987

10 9 8 7 6 5 4 3 2 1 90 89 88 87

Copyright ©1987 by Gary Bernard, Charles Mann, and Larry Troth.

All rights reserved. No part of this publication may be reproduced,
stored in a retrieval system, or transmitted, in any form or by any
means, electronic, mechanical, photocopying, recording, or
otherwise, without the prior written permission of the publisher,
21st Century Games. For more information, contact 21st Century
Games at the address given above.

Printed in the United States of America

ENFORCERS™ is a trademark of 21st Century Games, all rights reserved.
ISBN No. 0-944942-00-8

MISSED-INFORMATION

At the time of this writing it is November of 1987 and we have reached our first major milestone, our second print run. We are using this opportunity to correct some mistakes that occurred when the book was originally printed. As it was not feasible to correct all of these errors in the text, some of these corrections are given below.

p. 30

Telekinesis: The maximum number of individual items that may be picked up and manipulated is also limited to 1 item per point of intelligence. This means that if multiple items are to be picked up, their total weight cannot exceed your CC, and the number of items cannot exceed your INT.

p. 81

Recovery of Energy Points: Energy points will regenerate at the following rates: 1 point every 2 minutes while sleeping (30/hour), 1 point every 10 minutes when awake but inactive (reading a book, sitting in the park, . . .) (6/hour), or 1 point every 20 minutes for 'normal' activities (walking down the street, driving in the country, eating dinner, playing chess, . . .) (3/hour). **YOU WILL NOT RECOVER ANY ENERGY IF YOU ARE EXPENDING ANY!** Example: You are non-detectable sitting on a park bench waiting for a suspect, you will get no energy back during the period of time that the non-detection is up.

p. 81

Spending Energy Points, When & How: Energy points are spent when the power is initiated. If the power is rated at 'X' points per hour, you will spend all of 'X' points at the beginning of the hour. If the power is turned off before the full duration, you **DO NOT** get any 'excess' energy back! Once a duration power is initiated, you are considered to be spending power for the entire duration of the power. If you turn the power off, the energy is spent, but you are not longer considered to be 'spending' energy. Magic spells must also be paid for in full when cast, but you are not considered to be spending energy **UNLESS** the spell requires 'maintenance' energy to be spent.

p. 81

It is normal and proper for a 'regular' person who becomes fatigued to also pass-out/fall down.

The following changes do not refer to any specific page, but are generally used throughout the book:

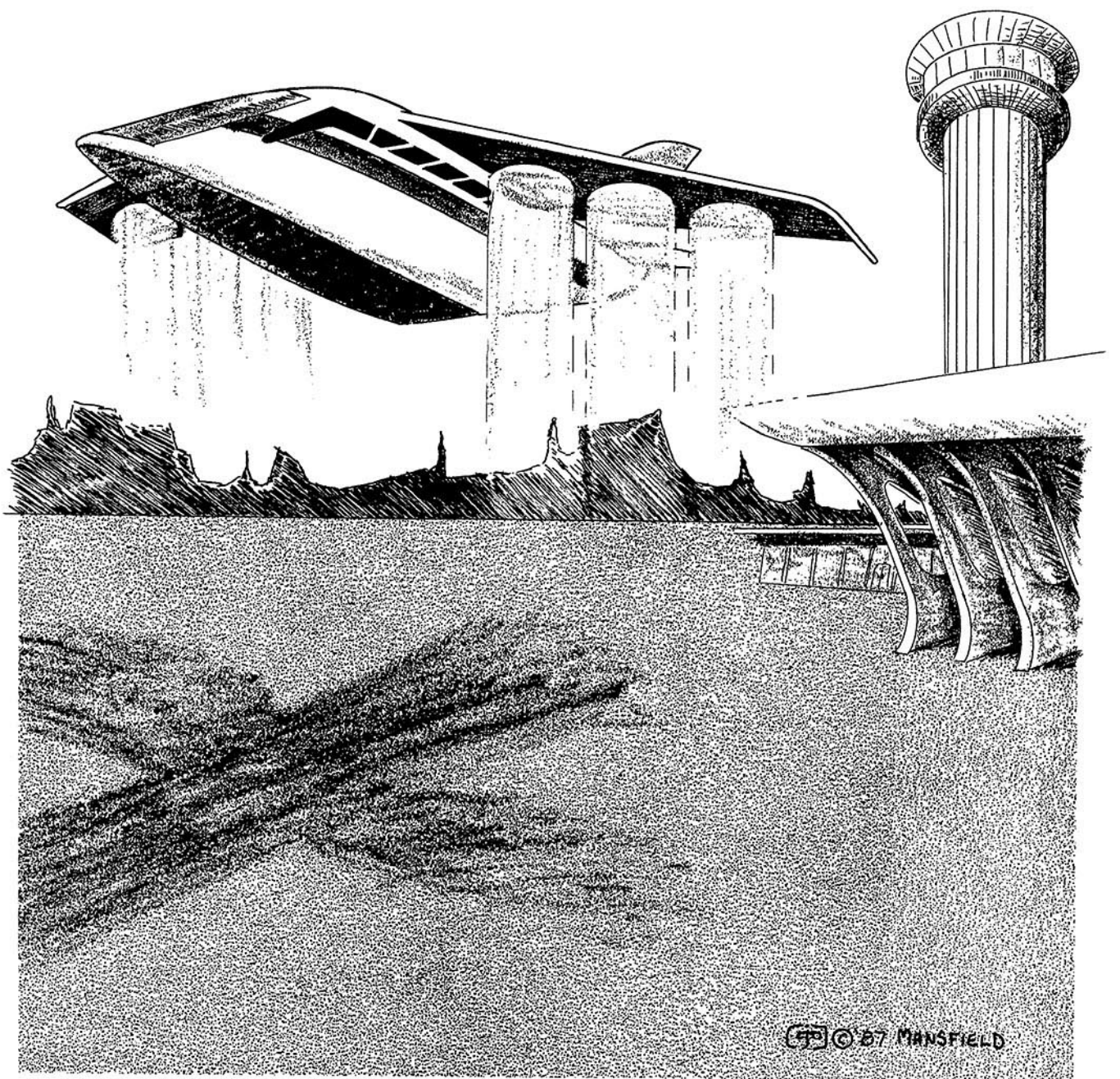
All references to END are actually references to CON or Constitution.

Combat bonus receives a bonus of 8% for each creation point spent.

Defense bonus is changed to -7% per creation point spent.

TABLE OF CONTENTS

I.	CONCEPTS BEHIND ENFORCERS	9
II.	CREATING A CHARACTER	9
	A. <i>Character Concept and Background</i>	10
	B. <i>Creation Points and their Uses</i>	11
	C. <i>Basic Statistics and their Effects</i>	11
	D. <i>Optional Statistics, Super Powers, and their Effects</i>	12
	E. <i>Super Power Descriptions</i>	16
	F. <i>Weakness Descriptions</i>	32
	G. <i>Calculated Statistics and their Effects</i>	36
	H. <i>Occupations and Skills</i>	43
III.	RULES OF WAR	49
	A. <i>Round Count Structure</i>	49
	B. <i>Initiative</i>	50
	C. <i>Offensive Actions</i>	50
	D. <i>Defensive Actions</i>	50
	E. <i>Exchanging Actions, Reserved Actions, and Surprise</i>	51
	F. <i>“To-Hit” Rolls</i>	51
	G. <i>Damage Determination</i>	57
	H. <i>Multi-Attack Rules</i>	58
	I. <i>Special Attack Rules</i>	58
	J. <i>Knock Back Rules</i>	61
	K. <i>Fatigue Rules</i>	62
	L. <i>Critical Hit Rules</i>	62
	M. <i>Fumble Rules</i>	64
	N. <i>Surprise Rules</i>	66
	O. <i>Injury and Handicap Combat Penalties</i>	66
IV.	CHARACTER ADVANCEMENT AND IMPROVEMENT	67
V.	OTHER NECESSARY RULES	69
	A. <i>Gravity and Velocity</i>	69
	B. <i>Structural Rating Points</i>	69
	C. <i>Damage Values for Common Weapons</i>	70
	D. <i>The Media and You</i>	73
	E. <i>Magic Spell Descriptions</i>	76
	F. <i>Animals and their Statistics</i>	79
	G. <i>Special Bad Guy Player Character Rules</i>	79
	H. <i>Trials and Tribulations</i>	80
	I. <i>Explosives and Explosions</i>	81
VI.	OTHER RAMBLINGS OF THE CREATORS	82
	A. <i>Basic Creation Point Assignment Guidelines</i>	82
	B. <i>A Few Hints about Game Mastering ENFORCERS</i>	83
	C. <i>The World of 2046</i>	89
	D. <i>Computers and ENFORCERS</i>	91
	APPENDIX	95



© 87 MANSFIELD

I. CONCEPTS BEHIND ENFORCERS

Enforcers is a fantasy role-playing system designed to be used in a superpowered campaign set in the future. Characters created by this system have powers and abilities that set them apart from normal people; exactly how far apart is determined by the Game Master (GM) when he sets the rules for his own campaign, and by the player who chooses the mix of powers, attributes and personality he wants to bring to life in the character (subject to the GM's approval).

Characters in Enforcers are dynamic: they gain additional powers and skills, as well as increase their attributes, as they gain experience. The system rules are flexible and open ended to allow the GM and the players complete freedom in deciding how powerful a campaign they wish to have.

We designed Enforcers with the intent of avoiding the pitfalls most of the super hero systems that have gone before us suffer from. The following is a short list of some of these:

1. Randomly generated, underpowered player characters that never get any better.
2. Complicated character creation schemes that are time-consuming and require a Ph.D. in math to understand.
3. Ability scores represented by words like Fantastic, Amazing, Incredible, Humongous (or is it Hughmongoose?)
4. Systems that force you to run someone else's creation.
5. Combat that moves too slowly and is too complex.

Well, I think that's enough propaganda for one sitting, don't you? On with the show!

II. CREATING A CHARACTER

In order to get started you will need paper, pencil or pen, polyhedral dice (6, 10, 20, and 100-sided), the rules book, and a calculator. While all of the calculations involved in this system are simple, there are quite a few of them involved with initial character setup. You can use this system without a calculator, but it will slow down the action quite a bit if you do.

Throughout this book we will be using "d" notation to indicate how many dice and what type are to be rolled. The number before the "d" indicates how many dice, and the number after the "d" indicates what type of dice. For example, the notation 4d6 instructs the player to roll four six-sided dice. The notation d00 will be used to indicate 100-sided or percentile dice.

II.A Character Concept and Background

Before you start to create a character you should think for awhile about what kind of character you want. Below is a list of points to consider:

1. *Sex, Age, and Weight:* All three of these items can play important roles in certain situations. For example, a young character may still be attending school; it's very hard to fight crime while taking an algebra test.
2. *Race:* Unfortunately, the world we live in is not perfect, and neither is the campaign world (otherwise, why do they need heroes?). Race can work either for or against you, depending where you are and who you're with. Extraterrestrial races, in particular, may be viewed with suspicion. In general, the less human you look, the more prejudice you will encounter.
3. *Occupation and Skills:* Does the character have a secret identity that works for a living? What job skills does he have? What skills does the character have that aren't work related? Such skills can sometimes make a difference in critical situations. A construction worker might be able to find a weak point in a wall, while a computer security specialist might be able to trick a computer into revealing vital information. The list of possibilities is endless. All attempts to use such skills are subject to the GM's rulings. Characters facing a one-of-a-kind computer system are not likely to make much progress trying to extract information from it. They can't possibly know all of the security precautions its builder designed into it.
4. *Superpowers:* What makes this character stand out from the crowd? What can he do that others cannot? Don't try to come up with a fully-detailed character at this point. All you really want is a general direction to go when you finally start spending creation points.
5. *How Were the Superpowers Acquired?* Nuclear accident, chemical spill, lightning strike, magic item or potion, ancestry, and extreme natural forces are just a few of the ways superpowers can be acquired. You should attempt to come up with a short explanation of how the character's powers were obtained. If you have trouble coming up with a scenario that could have given your character its powers, ask others for ideas. Often, the other players in the game or the GM may be able to help you.
6. *Personality:* What is the character like as a person? Is he good, evil, or something in between? Does he believe in the law, or is it merely an obstacle to be overcome? Does the character have any bizarre or unusual personality traits? If so, why?
7. *Objectives:* What does the character wish to accomplish? What is his ultimate goal?
8. *Motivation:* Why does the character want to achieve these goals? What makes him tick? Motivation can run the gambit from concern for public safety to revenge. People often do the right things for the wrong reasons and vice-versa, and this can sometimes be the determining factor in how a character will react in certain situations.

While each of the previous points could be answered with a lengthy essay, that is not our intent. We feel that you should devote some thought to each of the points we've given and have a battle plan ready so you will know generally what you want before you even sit down to create your character. In our experience, well thought-out characters tend to be easier for both the player and the GM to handle and more fun to play.

II.B Creation Points and their Uses

Creation Points (CPs) are the basic building blocks in Enforcers. You spend them to turn a normal person into a super being.

The amount of the initial grant given to all newly-created characters is determined by the GM for his campaign. Fifteen creation points is a good amount to use if you want a low-powered campaign that grows slowly; twenty-five creation points will result in a more moderate rate of growth; and thirty-five CPs will result in a high-powered campaign that grows quickly right from the start.

Creation Points can be used to buy the following things for your player character:

1. *Increases to the character's basic statistics:* All of these and their effects will be discussed in section II.C and II.E.
2. *Super powers:* A complete list with creation point costs and full descriptions is in section II.D
3. Unused CPs can be held in the available creation point pool. Points in this pool affect your chances to hit and be hit in combat. A complete description is given at the end of section II.G.

Now you have a general idea of what you want; in the following sections you will find all of the rules you need to create and play a character under Enforcers.

II.C Basic Statistics and their Effects

All of the basic statistics (except Media Rating) have a few points in common. Their values all range from 4–18 for “normal” people, but the scales for super beings are open-ended. Joe Average has 11s across the board. All of the values for these statistics for Player Characters (PCs) are generated by rolling four six-sided dice (4d6) and adding the highest three together (with the exception that, if four ones are rolled on the dice, the score should be re-rolled). The players then have the option of spending their creation points to increase one or more of these values (except media rating) for their PC.

All of the basic statistics are detailed below: a short set of initials first, followed by the name of the statistic and a complete description.

STR Strength. This value is an indirect measure of the character's ability to lift weights and inflict damage on opponents in combat. It directly affects carrying capacity, Hand-to-Hand damage (HTH damage), hit points, ground movement rate, energy, and damage bonus. Strength can be purchased at the rate of 5 STR points for every creation point.

CON Constitution. CON is a measure of the body's ability to stand up to punishment, abuse, and disease. The effectiveness of the body's immune system is also a part of this value. Directly affected are hit points, healing rate, energy, and ground movement rate. Like strength, Constitution can be purchased at the rate of 5 CON points for every creation point.

ADX Agility/Dexterity. This score is a combined measure of physical agility and manual dexterity. It directly affects initiative rolls (determining who will strike first in combat and how often), accuracy bonus, damage bonus, energy, ground movement rate, and hit points. Agility/Dexterity can be purchased at a rate of 5 ADX for every creation point.

INT Intelligence. This score is equal to a person's combined IQ, accumulated knowledge, and common sense. It is also used to defend against certain mental attacks. This score directly affects detective score, danger sense, energy, accuracy bonus, and, to a small degree, hit points. Intelligence can be increased at the rate of 5 INT points for every creation point.

MR Media Rating. This score tells how the members of the local news media feel about the person in question. A positive media rating means that the press will more than likely treat the person favorably, while a negative media rating indicates someone the press hates. Heroes usually have positive media ratings while villains usually have negative scores. This score starts at 0 and cannot be increased by spending creation points; it can only be increased by playing the character. The complete rules governing the use of this score are in section V.D.

CM Comeliness. The Comeliness score is not referred to anywhere else in these rules. It is a direct measure of a person's physical appearance and beauty (or lack of it). This score has such vital uses as picking up desirable members of the opposite sex in bars. It can be increased by spending 1 CP to get 8 points of CM. Let it be known that anyone with a CM in excess of 18 will have people staring at him constantly as he walks down the street. Other than this, I leave the rules governing this score and its possible uses to your GM's discretion.

The following statistics do not fall neatly under any category, so I have decided to discuss them here. They are weight, available creation points (ACP), and total creation points (TCP).

WT Weight. This score is exactly what it claims to be—the character's weight in pounds. This score can be arrived in one of two ways: either roll 5d6, add them together, and then multiply by 10; or through an agreement between the player and the GM on what a reasonable starting weight for the character should be (keeping in mind that the average adult human weighs 190 pounds). Weight directly affects hit points, carrying capacity, and HTH damage. Higher weights can be advantageous in some of the calculations; however, the GM should go to great lengths to avoid the "overweight super hero syndrome." Creation points cannot be spent to increase or decrease a character's weight, but if a character really wants a higher weight a fair price might be 3 points of ADX for every 50 lbs. increase. Characters who wish to lose weight should be allowed to do so without penalty.

ACP Available Creation Points. These are creation points the character currently has on hand that he has not spent to buy new super powers or increase his basic statistics. ACPs have a direct effect on combat by giving the character with the highest total a 4% bonus to hit for each point he has more than his opponent. His opponent likewise suffers a 4% penalty to hit for every point he has less than the character. Please note that ACPs also have a beneficial effect on your magic saving throw. It is usually a good idea to keep at least a few creation points on hand in this pool at all times.

TCP Total Creation Points. This score is used only for determining the amount of a character's experience, how much experience he needs in order to gain his next creation point, and his magic saving throw. The complete rules for this will be discussed in section IV. Even though this score is not used during normal role playing, the GM should be sure that it is accurate since it *does* affect the gaining of additional creation points.

II.D Optional Statistics, Superpowers, and their Effects

Before we continue, it is necessary to tell you a little about the Enforcers combat system so that you can make intelligent decisions about offensive super powers and how strong you want them to be. The following rules apply to hand-to-hand combat and to all super powers that do damage to hit or energy points.

The amount of damage that a character may do with a single attack is determined by his damage number (DAM#). This number can be anything from 1 to infinity. The amount of damage done by an attack is calculated by multiplying the damage number by a number we call the R-factor:

$$\text{DAMAGE} = \text{DAM\#} \times \text{R-factor}$$

The R-factor is determined by rolling 2d6 and adding them together. If a character with ice projection DAM# of 30 is determined to have hit his opponent, he should roll 2d6 and multiply the total times his DAM#. For example, if one die shows 5 and the other shows 3, the character will do 240 points of damage ($30 \times 8 = 240$). However, if he rolls a total of 3 on the 2d6, then he will only do 90 points worth of damage ($30 \times 3 = 90$).

A character can have a DAM# of up to 10 with no additional cost in creation points over the normal cost of the power. A higher DAM# can be purchased at the cost of 1 additional CP for every 10 points over 10 (round all fractions up). For example, if you want to purchase a DAM# of 46, it will cost you 4 additional creation points over the cost of the power. A DAM# of 100 will cost you 9 additional creation points!

$$\text{Additional CP Cost} = \frac{(\text{DAM\#} - 10)}{10}$$

The energy cost to use an attack is calculated by using the following formula:

$$\frac{\text{EC}}{\text{U}} = \frac{(\text{DAM\#} \times 3 \times \text{BCTH})}{1000}$$

In the preceding formula EC/U is energy cost per use, and BCTH is base chance to hit. All fractional results should be rounded up to the next whole number. As an example, a character with a DAM# of 30 and a BCTH of 120% will have to spend 11 energy points every time he attacks with that power:

$$\begin{aligned} \frac{\text{EC}}{\text{U}} &= \frac{(30 \times 3 \times 120)}{1000} \\ &= \frac{10800}{1000} \\ &= 10.8 \text{ rounded up to } 11 \end{aligned}$$

It should be noted that any additional creation point cost for a high BCTH will be in addition to the cost for a high DAM#. In other words, every power is as expensive as you make it.

At the time a power is initially purchased, the BCTH is fixed permanently and can never be altered unless the power is completely re-taken a second time. The DAM# can be increased by spending 1 CP for every 3 point increase. At the time you do this your power cost to use the power will also have to be recalculated.

Hand-to-hand damage also uses the DAM# system for determining damage. An HTH damage chart can be found in section II.E.

One clarification that I think needs to be made here is that power cost per use is calculated based on the base chance to hit before any modifications are made to it—ACPs vs. ACPs, combat bonus, etc.

The following table lists the base to hit ranges and their effect on the Creation Point cost of the ability being defined.

**Table 1 Base % To Hit vs
Creation Point Cost
Modifiers**

% range	Creation Point modifier
01– 15	– 1
16– 25	– .5
26– 75	0
76– 95	+ .5
96–120	+1
121–150	+2
151–200	+3
201–250(maximum)	+4

Note that a base greater than 250 is not allowed.

Special powers: The following powers either do not have an adjustable base or have a special base and cost to modify that base:

1. *Gravity Projection, Transmutation, Magnetism, Paralysis, Mental Domination, and Telekenisis* have a base chance to hit of 50%. You may add 10% to your base for each additional creation point spent up to a maximum of 250%.
2. *Emotion Projection and Death* have a base chance to hit of 35%. You may add 10% to your base for each creation point spent up to a maximum of 250%.
3. *Hand-To-Hand* has two forms:
 - a. Base to hit is 50%. You may add 10% to your base for each additional creation point spent, up to a maximum of 250%. Damage done is based on carrying capacity (see table 5), with energy cost per use calculated using the formula given for standard offensive powers.
 - b. The player determines base to hit, damage and energy cost as a standard offensive power. The player will have to pay any creation point cost for a high DAM# or BCTH; see the previous rules regarding standard offensive powers for more information. Any effects resulting from the use of Hand-to-Hand are as per the rules descriptions (i.e. only the damage and chance to hit are affected by this decision.)

At the time a character is created, the player must decide what powers the character will have, what chance the character has of hitting an opponent with those powers, and what damage will result from a successful hit. All of this information should be written down at the time the character is created, since this information is basically fixed. Please note that the percentage chance to hit you have chosen will be referred to in the rest of this text as your “Base Chance To Hit,” or BCTH.

Now that the basics of the combat system have been explained, we are ready to begin spending creation points.

Table 2 Super Powers

Power	CPs	Power	CPs
Adaptation	4	Increased Statistic	1
Android	11–15 ^{2,3}	Invisibility	6
Animal/Plant Control	X ¹	Invulnerability	1
Animal Powers	X ^{1,2}	Laser Powers	5
Animal Weaponry	1	Life Support	3
Armor	1	Lightning Bolt	5
Astral Awareness	3	Lycanthropic Immunity	8
Astral Travel	7	Magic	15 ²
Cellular Regeneration	7–8 ³	Magnetism	7
Chemical Weaponry	5	Mental Domination	9
Combat Bonus	1	Mental Shield	5
Cybernetics	X ^{1,2}	Mutation	X ¹
Darkness Control	5	Non-Detection	7
Death	7	Paralysis	8
Defense Bonus	1	Pet	X ^{1,2}
Dematerialization	6	Poison	X ¹
Dimension Door	8	Psionic Attack	6
Disruption	5	Resurrection	7
Electricity Control	8	Robot	11 ²
Emotion Projection	6	Shape Change	2–10 ^{2,3}
Energy Bolt	5	Shrinking Powers	5
Energy Drain	6	Solid Energy Creations	7
Energy Ground	7	Sound Projection	6
Energy Vampire	8–9 ³	Speed Increase	2
Entanglement	6	Spider Climb	4
Extra Damage	1	Stretching Powers	5
Flame Projection	5	Super Reflexes	1
Flight	6	Telekenisis	7
Force Projection	6	Telepathy	5
Gills	2	Teleportation	9
Gravity Projection	8	Transmutation	8
Growth Powers	5	Ultra-Vision	6
Holographic Projection	6	Vibratory Attack	6
Ice Projection	8	Weakness Discovery	7
Immolation	7	Willpower	1
Improved Senses	4	Wings	4

Key:

¹Depending on what the player decides to do with this power, the GM should decide how much it costs on a case-by-case basis.

²Special rules apply to the use of this power. Please consult the rules governing this power for a complete description of the creation point cost and any limitations that may go along with this power.

³Indicates a range of possible costs for this power.

II.E Super Power Descriptions

The remainder of this section is devoted to giving complete rule descriptions for all superpowers that appear in this rule book. All of the descriptions will appear in the same order they are listed in Table 2, and each listing will give the creation point cost for the power (CP =), the energy cost to use the power (EC = ; CMBT means that the cost is controlled by the rules governing standard offensive powers given earlier in this section), and the type of action required to use the power (AC = o for offensive, d for defensive, n/a for no action required to use, or x for not usable in combat situations).

If a player wishes to design his own power or modify one of the powers in this section, he should be allowed to do so, provided that what he asks for is reasonable and that he is willing to pay the creation point cost set by the GM to obtain it.

- **Adaptation.** This is the ability to resist hostile environmental forces, such as gravity, vacuum, heat, cold, light, electricity, and poisonous gases. Characters with this power are able to exist indefinitely in space or in alien environments that would ordinarily prove fatal.

Adaptation also provides protection against various forms of superpower attack. The exact amount of this protection can be found on the passive defense table in section III.F.

- **CP = 4 EC = 2 per attack defended against, 0 for hostile environments. AC = n/a**

- **Android.** Characters with this power are self-aware artificial constructs that are designed to look like normal humans. A complete list of bonuses received for taking this power is given below:

20 points added to STR score.
 20 points added to ADX score.
 8 points added to CON score.
 120 points of Invulnerability.
 Speed Increase, Running.



The cost for the items just given is 11 Creation Points. The character also has the option of having a computer-enhanced brain rather than a straight biological one. The cost for computer enhancement is 4 CP and the benefits are listed below:

- 20 points added to INT score.
- 30 points of Willpower.

Androids and robots have sophisticated internal repair mechanisms that operate in much the same way hit points are recovered by humans. After each combat, roll 1d00. If this roll is lower than the character's CON score, all of the damage is reparable by his internal systems and he will heal normally. If the roll is higher than the character's CON score, then roll another d00: the figure rolled is the percentage of the damage that the character cannot repair internally. This damage will not heal until it is repaired by a qualified repairman (some internal systems may not function properly, GM's option). The fees charged for such repairs are up to the GM and players to negotiate.

➤ **CP = 11–15 EC = 0 AC = n/a.**

- **Animal/Plant Control.** You may summon and control one non-intelligent animal for each point of intelligence the character has; please note that summoned creatures may take some time to arrive. The types of animals that the character can control are specified at the time the power is taken. Control of the target animals is automatic unless they are already controlled by someone else; in this case, each person attempting to control a given animal rolls 1d00 and adds it to their intelligence; the highest total wins.

Plant control works in much the same way except that the target plants are usually rooted to the spot. Controlled plants will become animated and able to move their limbs to perform whatever task the controlling player wants.

Controlled animals and plants will wait until they have received instructions to act. The controlling player must stay within 100 yds. of the controlled creatures, or control will be lost.

As a side effect of the control a temporary mental link is established with the subject creatures, enabling the controlling character to "see through the eyes" of his controlled creatures. To do this the character must be completely relaxed and concentrating on this—and please note that this only applies to creatures with eyes! The character is allowed to give new instructions to his controlled creatures in this condition.

Some possible creatures and CP costs are: trees 5, dogs 4, wolves 5, cats 3, lions 6, all animals 8, all plants 7, all animals and plants 12.

➤ **CP = <> EC = 1 per creature controlled per round. AC = 0**

- **Animal Powers.** Animal Powers can only be taken once when the character is first created. All powers taken by this method cost $\frac{1}{2}$ of their normal creation point cost. Only those powers on the lists below are eligible for consideration, and only the ones that apply to the animal type being used. Weaknesses must be taken that add up to the amount of creation points paid for this power. No additional powers can be purchased with the creation points gained from the mandatory weaknesses; these weaknesses are part of the cost of buying the powers. There is no upper limit on the amount of powers that may be taken.

Nonhuman appearance should be considered a weakness only if it will result in some form of discrimination or difficulty for the character. It should be noted that, whether it is a weakness or not, the more things that are purchased with this power, the more nonhuman the character will appear—claws, fur, scales, eyes, fangs, wings, feathers, etc. The weaknesses that are taken to purchase this power can never be removed from the character by paying creation points.

This is an optional power that the GM may elect to bar from the campaign, or to reserve strictly to NPCs. The GM has the ultimate responsibility to make sure that this power is not abused, and these authors recommend that you use caution. If a player tries to do something unreasonable with this power, the GM should not hesitate to stop it.

The following are lists of powers available under the various animal types:

Nonhuman Mammal	Avian	Insect	Reptile	Arachnid	Amphibian/Fish
+ STR	+ ADX	+ STR	+ STR	+ STR	+ STR
+ CON	+ INT	+ CON	+ CON	+ ADX	+ CON
+ ADX	+ CM	Armor	Armor	Spider Climb	Gills
Improved Senses	Wings	Wings	Animal Weaponry	Entanglement	Armor
Lycanthropic Immunity	Animal Weaponry	Chemical Weaponry	Defense Bonus	Invulnerability	Poison
Animal Weaponry	Ultra-vision	Animal Weaponry	Poison	Poison	Sound Projection

CP = <> EC = see the requirements of the individual powers.
AC = see individual power requirements.

- **Animal Weaponry.** For every creation point you spend, you add 5% to your BCTH and 5 pts. to the amount of damage you do with hand-to-hand attacks only. This power means that the character has claws, talons, fangs or some other form of animal weaponry that makes hand-to-hand combat more effective. Martial arts skill could also be included under this power if the GM permits.

➤ **CP = 1 EC = 0 AC = n/a**

- **Armor.** You get 75 points of biological or man-made armor for every creation point you spend. Hit point damage you take will come off these armor points until they are all gone; then damage will accumulate on hit points as usual. When damaged, biological armor heals at the same rate as the character's hit points; man-made armor must be repaired (cost per GM). Biological armor will not count as part of your weight for purposes of hit point calculation, but it will affect a character's weight for agility modifications and all other reasons. Every point of biological armor weighs 2 pounds. Man-made armor will offer the character a small amount of additional protection against certain attack forms; see the passive defense table in section III.F for more information.

➤ **CP = 1 EC = 0 AC = n/a**

- **Astral Awareness.** This power allows the character to tune into cosmic forces and ask questions directly from the GM concerning the scenario. All questions are answered with one of three answers: yes, no, or maybe (usually reserved for improperly phrased questions).

Use of this power is not completely without hazards: there is a 5% chance for each question asked that the character will pass into a trance for 1d20 hours from which no force in the known universe can awaken him. No further questions are allowed during this game session, but while in the trance, the character may have a dream which may yield additional clues.

The energy cost for this power is also unique. The cost for the first question in a game session is 1 energy point. For the second question the cost doubles, and so on up the scale. By the sixth question in the game session the cost is up to 32 energy points! Characters that fatigue themselves asking questions will automatically pass into the trance previously mentioned, from which no further answers can be received.

➤ **CP = 3 EC = see above. AC = x**

- **Astral Travel.** The character with this power has the ability to separate his soul from his body. This enables the character to travel almost anywhere in the cosmos. While the astral body is absent, the character's physical body remains in a coma and is completely defenseless. If the astral body is prevented from returning, the body will die in 24 hours.

Characters' astral bodies cannot be hit by non-astral characters in combat except by the following mental attacks: Emotion Projection, Mental Domination, and Psionic Attack. Only a magical force field or a specially constructed magical or technological device can stop an astral character from entering or leaving an area. Two astral characters may touch each other and conduct all forms of combat normally between themselves. Astral characters may use only the mental attacks listed above plus Telekinesis on non-astral characters.

Astral characters are normally invisible, but can become visible to non-astral characters if they desire. Astral characters can communicate via telepathy with a range of 50 ft. The astral body is capable of moving at the speed of light. Any character whose astral body is knocked unconscious returns immediately to his physical body and must rest for 2d6 hours. Characters who take enough damage in astral form to kill their physical bodies have a 40% chance of actually dying; if this does not happen, they must rest for 24 hours.

Characters with this power can take others with them. These passengers cannot communicate with non-astral characters and cannot appear visible to them. They are subject to all the other rules that govern astral travel.

➤ **CP = 7 EC = 25 + 20 for each passenger taken AC = x**

- **Cellular Regeneration.** This power allows you to regain the number of lost hit points you would normally get in a day, in one offensive action! The hit points are regained immediately when the power is used.

If all types of damage can be regenerated, the creation point cost is 8. If the player chooses a common type of damage that he cannot regenerate, the creation point cost is 7. The GM may lower the cost of this power to 6 creation points if the type of damage that cannot be regenerated is extremely common.

➤ **CP = 7-8 EC = 10 AC = o**

- **Chemical Weaponry.** This is a standard offensive power that allows the character to shoot toxic chemicals at his opponents to do hit point damage. The range of this power is the character's STR score in feet.

➤ **CP = 5 EC = CMBT AC = o**

- **Combat Bonus.** You get to add 4% to your BCTH for all of your powers and hand-to-hand for every creation point you spend on this power.

➤ **CP = 1 EC = 0 AC = n/a**

- **Cybernetics.** The stuff of which cyborgs and robots are made. This power allows you to replace parts of the character's body with artificially constructed substitutes that are better than the original. Please see the table below for a full explanation of the parts available and their effects:

Item	Cost Each	Effects
Arm	2	add 10 points to STR 40 points of Invulnerability add 2 points to CON
Legs	7 per pair	(Must be purchased as a pair) Add 20 points to ADX 40 points of Invulnerability Speed Increase: Running Add 4 points to CON
Ear	2	Can understand normal human speech up to 150 yards away
Eye	5	Ultravision
Enhanced Brain	4	Add 30 points to Willpower add 20 points to INT

Characters with cybernetic parts have sophisticated internal repair mechanisms built into them that will be able to repair most minor damage that the parts might suffer. If, in combat, a critical hit should be scored on one of these replacement parts, the damage suffered will not heal until it is repaired by a qualified repairman (some systems may not function properly, GM's option). The fees charged for such repairs are up to the GM and players to negotiate.

A critical head hit will affect both eyes and ears. It should be noted that, in order to damage an enhanced brain, it is necessary to first kill the character (i.e. completely crush the skull).

Cybernetic parts are designed to look and feel just like the normal parts they are replacing and are indistinguishable from the original under normal conditions.

➤ **CP = <> EC = 0 AC = n/a**

- **Darkness Control.** Characters with this power can create an area of darkness 2 feet in diameter for every point of intelligence the character has. All light sources in the area of effect will be negated. All characters who are in the area of effect are blinded, except the creator and characters with Ultravision. Only one area of darkness can be controlled at a time by a single character. When the darkness is lifted characters blinded by the original attack will lose their first action if a bright light source is present. The maximum range of this power is INT times 15 feet.

➤ **CP = 4 EC = 5 points when created and per round that the area is maintained AC = 0**

- **Death.** Characters with this power have the ability to kill simply by touching an opponent. This power comes with a standard base chance to hit of 35% which may be increased using the special combat rules given previously in this section. A creature who has been successfully hit by this attack must make 2 percentile saving throws against its constitution score. If both saves are successful there is no effect from the attack. When only one of the saves is successful the victim of the attack loses all of his remaining hit points and is unconscious. Should both saves be blown, the victim is *dead!* Such victims may be revived through resurrection or some other similar effect.

➤ **CP = 7 EC = 20 (only if touch hits!) AC = 0**

- **Defense Bonus.** For every creation point you spend your opponent gets -10% to his BCTH. The maximum Defense Bonus you may buy is 200%.

➤ **CP = 1 EC = 0 AC = n/a**

- **Dematerialization.** This power allows a character to enter a ghostlike state and make his form insubstantial. While in this state, the character moves at normal ground movement speed and can walk right through solid objects as if they did not exist. Characters with this power can materialize parts of their bodies so that they can touch (and attack) the physical world without actually being in it—they are on a separate plane of existence, slightly out of phase. All defensive benefits from this power are canceled if the attacker also has this power.

➤ **CP = 6 EC = 10/hour used AC = d**

- **Dimension Door.** Using this power the character can open inter dimensional portals to other planes of existence. These portals can be used by anyone who walks (or is thrown) through them.

These portals last until the end of the round in which they were created, unless the player announces his intention to maintain the portal. In that case the energy cost is immediately deducted from the character's available energy and the character will lose his first offensive action in the next round to maintain the doorway.

The base chance of the door opening where it is supposed to is the character's INT score plus 1% for every point of energy past the 10th the character spends to open the doorway; a minimum of 10 energy must be spent for the power to operate. If a character is attempting to go somewhere he has already been, the base chance for success increases to INT times 4% plus any energy additions. If a portal should open up in the wrong place, the exact spot it opens is up to the GM. The only restriction I would place on this is that it should not cause instant death to the characters involved.

If the locale is drastically wrong the characters should have a good chance of jumping back through the portal under most circumstances; however, it may not always be obvious until later that a mistake has been made. When characters are lost in this manner they have a base chance of $\frac{INT}{2}$ of opening a portal back home. No amount of power expenditure can increase this chance. They will make it home eventually, but it could take a while.

➤ **CP = 8 EC = 10 (see above) AC = d**

- **Disruption.** This is a standard offensive power that allows a character to fire a beam that disrupts the bonding force that holds molecules together. Any object that is completely destroyed by this attack will vanish, leaving no trace behind; to completely destroy a living creature with this power you must give it a total of (HITS + ENERGY + HEALING RATE + 1) in damage. The range of this power is ten times the character's CON score in feet.

➤ **CP = 5 EC = CMBT AC = o**

- **Electricity Control.** This is a standard offensive power that allows the character to shoot bolts of lightning for hit point damage. In addition, however, this power also gives the character the ability to control electronic devices.

To control an electronic device it is necessary for the character to score a successful melee hit on the device (this does no damage). After a hit has been scored on the device, the character must make two successful percentile saving throws, one versus CON and the other versus INT. If one of these saving throws fails, the attempt fails. Intelligent devices (self-aware computers, android, robots, ect.) cannot be controlled by this power.

If the attempt to control is successful, the character can order the device to give false readings, shut down, etc. The range of this power is fifteen times the character's INT score in feet.

➤ **CP = 8 EC = CMBT AC = o**

- **Emotion Projection.** Characters with this power can generate uncontrollable fits of emotions and/or feelings in their opponents. The character can choose what feeling or emotion he can generate when the power is used.

Victims of this attack are allowed a percentile saving throw vs. their INT score. If this save is made, there is no effect from the attack, but the intended target will be aware of it. The range of this attack is the character's INT score in feet. If the saving throw is blown, the character will be overcome by an attack of emotion and must act accordingly. If the player does *not* do this the GM should take control of the character.

This power is subject to the special combat rules given previously in this section. It has a normal BCTH of 35% unless the BCTH is increased by the spending of additional creation points. The energy cost for this power is 12 points per shot. This power can only be used against one character per offensive action, and cannot be used as a multiple attack.

➤ **CP = 6 EC = 12 AC = o**

- **Energy Bolt.** This is a standard offensive power that allows a character to fire bolts of energy at his opponents that do hit point damage. The range of this power is the character's STR score times 5 in feet.

➤ **CP = 5 EC = CMBT AC = o**

- **Energy Drain.** This is a standard offensive power in all respects except that it does damage to an opponent's energy score instead of hit points. Characters who are completely drained of energy by this attack will be subject to the fatigue rules.

➤ **CP = 6 EC = CMBT AC = o**

- **Energy Ground.** This power gives you the ability to "shunt" energy to ground using your body as the conductor. This power will only work on "pure" energy forms—e.g. electricity, lightning, non-magical force fields, power blast, and heat based sources. *This power may not be used offensively: You may not*

walk up to an existing force field and short it out! But if you just happen to be standing some place and a force field is turned on where you are, well . . . Energy ground does provide an automatic defense. You will take 5% of the energy drained as damage (i.e., hit points). Example: You get blasted by POWER BLAST for 200 points; you take 10 hit points and ground the rest. This power *will not* work against magic, light/laser, cold, or other non-energy attacks. (Please note that a "magical" lightning bolt is still a lightning bolt and is, therefore, subject to grounding! It is up to the GM to settle disputes regarding which magic spells are "energy" and which aren't {remember that a magical force-field is *not*}).

➤ **CP = 7 EC = see above AC = n/a**

- **Energy Vampire.** This ability is more than just an offensive power: it is the ability to absorb life energy from others in order to restore your own! It also includes the ability to transform into a bat (flight speed = RNS).

When you use the energy drain attack, all energy drained from your opponent (the energy so drained comes from your opponent's energy score) is returned to your own energy score (up to your maximum energy). There are a number of additional advantages to being an Energy Vampire:

1. You will take only $\frac{1}{2}$ damage from non-metallic and/or non-magical physical attacks
2. You have no reflection in mirrors (useful if a hidden camera is watching a hall via a mirror!)
3. You may charm members of the opposite sex by looking into their eyes (they get a magic saving throw vs. being charmed).

The $\frac{1}{2}$ damage / 2X damage 'physical' attacks only affect physical impact attacks. An Energy Vampire will take normal damage from such attacks as chemical or laser.

Now for the not-so-good news:

1. Changing into bat form takes a defensive action
2. You will take normal damage from magic/mental attack forms
3. You will take *double* damage from metal based attacks
4. You may *not* have Lycanthropic Immunity.

➤ **CP = 9 for ranged, 8 for HTH EC = CMBT AC = o**

- **Entanglement.** With this power a character has the ability to shoot either an area-of-effect web, or a single strand that has the capability to completely entangle an opponent. The creation point cost for this power is usually 8 points, although it can be changed if the player and the GM agree.

The area effect version of this power has a base to hit of 50% unless the character pays additional creation points to increase it. This version of the power also entitles the targets to a saving throw vs. ADX on percentiles, and, in future actions, to a saving throw vs. STR - 50 on percentiles to break loose. The area affected is a STR × STR square, with a range of $\frac{ADX}{4}$.

A single strand has a base to hit of 10% and a saving throw of ADX - 50 to avoid being completely entangled. (If the character attacked makes his saving throw, then he is partially entangled and will lose his next offensive action.) Once a character is held fast by the strand, he can be freed only if another character does 100hp of damage to him: treat the entangling strand as a character with 10 ACP's and flame defense for purposes of hitting. Of course, any attack aimed at the strand that misses will hit the person bound by the strand. The range of this power is the character's ADX score in feet.

➤ **CP = 6 EC = 10/shot AC = o**

- **Extra Damage.** For every creation point you spend, your character adds 5 points of damage to the effects of all of his offensive powers that cause hit point or energy damage. Please note that this does not increase the energy cost necessary to use these powers.

➤ **CP = 1 EC = 0 AC = n/a**

- **Flame Projection.** This is a standard offensive power that allows a character to fire tongues of flame at his enemies for hit point damage. The effect is much like that of a flame thrower. The range of this power is the character's combined STR and CON scores in feet.

➤ **CP = 5 EC = CMBT AC = o**

- **Flight.** Characters with this power can fly through the air at fantastic speeds with no visible means of support. Controlled take-offs and landings require a defensive action to execute. Attacks can be carried out using the character's flying speed to increase the damage; however, such attacks will also receive appropriate minuses to hit. There is no action cost for simply using this power for movement.

Characters with this power can use it to keep them rooted to a spot and thereby avoid the effects of knock back in combat. There is no action cost; however, an energy point must be paid for that round.

A character's top speed in an atmosphere is equal to his STR score multiplied by his CON score in miles per hour, with an upper limit of Mach 6 (4,446 miles per hour). In space the character's top speed in an atmosphere is multiplied again by his ADX score to give his top speed in MPH for that environment.

➤ **CP = 6 EC = 1/round AC = see above**

- **Force Projection.** This is a standard offensive power that allows a character to do hit point damage to his enemies by firing waves of force at them. The main feature of this power is that it can be used to form invisible walls to trap opponents and to form shields to defend you.

Force walls must be given a power allotment when they are created; this includes personal force fields. This allotment cannot exceed 50% of the character's total energy score, and this allotment must be deducted from the character's energy score as soon as the wall is created. The wall can absorb damage up to 10 times the amount of energy spent creating it. After this total is exceeded, the wall will be eliminated. It takes only a roll of 95 or less on a d100 to hit a force wall (not a personal force screen). For a personal force screen to take damage, the attacker must roll a successful attack sequence against the character with all of the proper defensive modifiers added in. (This attack adds some negative to hit modifiers of its own; please see the combat section.)

When a personal force screen is taken down the character must wait at least until the third count after the screen is taken down before re-establishing it (or until the next time he can legally take an action, whichever comes later); this is to give the rest of the world a sporting chance! Personal force screens cannot be reinforced until they are completely taken down. You may not have more than one personal force screen around you at any given time.

To shoot down an incoming attack as an active defense will cost you as much energy to shoot down the attack as it cost the attacker in energy points to make it.

➤ **CP = 6 EC = CMBT; see above AC = o/d; see above**

- **Gills.** A character who takes this power is completely amphibious; he can breathe in water as easily as air. No other effects are gained from this power.

➤ **CP = 2 EC = 0 AC = n/a**

- **Gravity Projection.** This is an offensive power that allows the character to manipulate the force of gravity, making it stronger or weaker as the character desires.

The attacker has the option of assigning any DAM# he wants to the attack up to half of his STR score. The energy cost of the attack is equal to the DAM# of the attack. This attack is covered by the special combat rules; therefore, it has a fixed BCTH of 50% unless additional creation points are spent to improve this number. If the attack is determined to have hit, the DAM# of the attack is subtracted from the target's HTH DAM#.

If 0 or a negative number results from the determination, the victim is pinned to the ground and completely unable to move or act. He will also take hit point damage every time the attacker has an offensive action as if he was hit by an attack equal in DAM# to the amount that his own HTH DAM# was exceeded.

If the result of the DAM# subtraction is still positive, the target is not pinned but his HTH effectiveness is reduced by the DAM# of the attack. His carrying capacity is also reduced to the highest value of the new HTH DAM# category he finds himself in.

This attack can also be used to make a character fall upward until he hits a solid object, or until the attack's range limit is exceeded. When this is attempted, look up the victim's weight on the HTH DAM# table and subtract the DAM# obtained from the offensive value of the attack. The result is the actual strength of the attack and the victim will take damage accordingly if a solid object is impacted before the range limit is reached.

When the range limit is reached, the victim will be held in an area of null G where he will be unable to control his movement or orientation until the attack is turned off. (A trapped character can be rescued by another character with flight powers or wings.) At this point, normal gravity takes over and he falls messily to the ground, unless the attacker decides to be nice and let him down slowly (although he rarely does).

A character can have multiple gravitational fields in operation at the same time, and the effects are cumulative if more than one is used on the same character. If the attacker wishes to maintain his fields into the next round, he will lose his first offensive action of that round and have to pay the energy costs for that round at that time. The range limit for this power is the character's STR score multiplied by his CON score in feet.

Gravity Projection may also be used against solid objects such as, e.g., semi-truck and trailer combinations. When used in this manner, a successful to-hit means that the entire object is subject to the effects of the attack. However, any contents of the object will not be affected by the increased gravity as long as the object of the attack remains intact. Should the object collapse from the increased gravity, any contents will take damage from the collapse.

This power may also be used to establish a defensive gravity field (cost of 1 defensive action and 5 energy points per round) that will help defend against enemy attacks and nullify any knock back results from such attacks.

➤ **CP = 8 EC = see above AC = o/d see above**

- **Growth Power.** Characters with this power have the ability to spontaneously increase their size and body mass. This has the following effects for every foot of growth:

1. +5% to hit points, armor, and invulnerability.
2. +10% to carrying capacity and weight.
3. +1 to all of the character's DAM#s (energy costs are not changed).
4. +5% to opponent's BCTH, making him easier to hit.

Using this power will enable a character to obtain a maximum height of 100 ft. At this height the character will be almost impossible for opponents to miss in combat. He may also encounter Godzilla's law, which states that it is impossible for a creature of gigantic size to move about freely in an urban area without causing mass destruction. The GM should remember to enforce this rule whenever appropriate, unless the character is being extremely careful.

Characters can grow to any height up to the maximum. Growing costs an offensive action, and shrinking back to normal costs a defensive action.

- **CP = 5 EC = 1 point per every 2 feet of growth at the time growth takes place.**
AC = see above.

- **Holographic Projection.** This power allows a character to project seemingly solid, three-dimensional illusions, complete with sound and movement. This attack works by directly affecting the minds of the intended viewers. The intended victim or victims must make a saving throw on percentiles against their INT score. If the save is successful, they will see the illusion for what it really is. If the save is blown, then the construction will seem solid and believable; the victims will even be able to touch it and it will seem solid!

It is possible to have the holographic illusion perform attacks against the victim exactly as the real article would with the following exceptions:

1. The illusion will act on the controlling character's action.
2. The illusory attacks are only half as effective in terms of DAM# as the real thing, but cost the controlling character the same amount of power as the real attack.

Victims of illusory attacks will also get additional saving throws against the illusion. Once an illusion has been disbelieved by a character, that character will not fall for any more illusions generated by the same character in that battle. Characters may gain bonuses to their saving throws if the illusion is unbelievable, or if they have some form of improved senses that will help them to spot such a trick. Characters with Ultravision are completely immune to these illusions and, like characters who make their saving throw, give others a 25% bonus on their saving throws.

While controlling an illusion a character can take no other actions. He must stay within sight of his creation and no farther than 50 ft. away. Unintended targets (people passing on the street) do not see the illusion and may give the victims an accidental clue by their actions that the illusion isn't real (10% chance per round if such people are in the area). Once a saving throw has been made by a character, the illusion is harmless to that character and can inflict no further damage on him. Illusions are not limited to animate objects; rooms and outdoor scenes can also be changed.

- **CP = 6 EC = 7 points per victim per round, plus whatever is necessary to execute any attacks by the illusion.**

AC = 0 to form, then whatever is necessary for the illusion to act as desired.

- **Ice Projection.** This is a standard offensive power that allows a character to do hit point damage to his opponents by shooting a freezing beam at them.

As a side effect, this power will also form a block of ice that surrounds the target hindering its effectiveness in battle until it is removed. This hindrance is computed in terms of a DAM# using the following formula:

$$\text{Encumbrance DAM\#} = \frac{(\text{R-factor} \times \text{Ice DAM\#})}{20}$$

The Encumbrance DAM# is a direct subtraction from the targets HTH DAM#. If the result of this subtraction is zero or negative, the target is helplessly encased in a block of ice. If the result is positive, the target can still move and act, but his new HTH DAM# is equal to the result of the subtraction.

Victims of such an attack that are still capable of movement may attack the ice that encases them. Five hit points of damage will destroy 1 DAM# worth of ice.

Characters with this power can also use it to create large ice masses in whatever shape the characters desire. Such ice masses require a defensive action and 1 energy point for every DAM# of ice created. Each DAM# of ice occupies a space of 1 cu. ft. Ice is an undefending target and can be hit on any roll of 95 or less. If it is not maintained, ice will melt at the rate of 1 DAM# per round.

A character with Ice Projection may also project a protective coating of ice around himself, referred to as ice armor. Ice armor *does not* provide any additional defense bonuses; however, it does absorb

damage. The ice armor must be removed before any damage can affect the character. Ice armor may be created at a rate of 25 points of armor for each energy point spent, up to a maximum of 500 points of armor at any time; armor may be re-generated as it is destroyed, but you may never have more than 500 points worth. Ice armor requires a defensive action to create.

➤ **CP = 8 EC = CMBT, see above AC = 0, d for ice masses**

- **Immolation.** This is a standard offensive power that works exactly like Flame Projection, except that the character can immolate himself, thus giving him a passive defense against many attack forms. This ability also enables the character to fly through the air at a rate equal to three times his ground movement rate.

➤ **CP = 7 EC = CMBT AC = 0, d to immolate**

- **Improved Senses.** By spending 4 Creation Points, a character can acquire any two of the improved sensory capabilities below (or the same one twice; they are additive):

+1 to detective score multiplier	500× telescopic vision (objects appear 500 times closer)
+1 to danger sense multiplier	heightened smell (scent tracking, roll detective score)
infrared vision (can see heat sources)	heightened hearing
sonar, radar, or night vision (can see in the ultraviolet spectrum)	

This is by no means an exhaustive list: if the GM and player reach agreement on another form of improved senses, the new sensory ability is allowed. Heightened sensory capabilities usually take a defensive action to use, but this is up to the GM since unusual situations can arise.

➤ **CP = 4 EC = 0 AC = d, GM's discretion.**

- **Increased Statistics.** For every creation point spent you can choose to receive 5 points added to any one of the following scores: STR, CON, ADX, or INT.

➤ **CP = 1 EC = 0 AC = n/a.**

- **Invisibility.** A defensive action is required to turn invisible. In this state, characters are transparent to normal and infrared light. Only characters with Ultravision see them automatically; all other characters must roll less than their Detective Score on percentiles in order to notice the invisible person. Invisible characters will still be detectable to characters that have heightened smell, radar, sonar, etc., if they think to look for invisible characters. Invisible characters receive a bonus of +10% to their BCTH and -50% on their opponent's BCTH. These effects are nullified only by fighting a character with Ultravision or a form of heightened senses, as previously detailed.

The 50% defensive bonus only applies to attacks that require the attacker to 'see' the defender. Mental powers, powers that affect an area, or 'random' attacks (attacks such as fumbles) are not affected by the invisibility defense.

➤ **CP = 6 EC = 5 points per round. AC = d**

- **Invulnerability.** For every creation point spent, a character will receive 40 points of Invulnerability. These points are essentially free damage that must be taken off before the character can actually be hurt. Please note that these points must be taken off before armor (if present) can be damaged.

Invulnerability is completely regenerated at the start of every round. This means, effectively, that a character with this power will start every round with a fresh suit of armor that must be pierced again by his opponents.

Invulnerability has a minor effect as a passive defense against some powers and will make a character completely immune to the following ones until it is taken down: Paralysis, Death, Transmutation, and Emotion Projection.

➤ **CP = 1 EC = 0 AC = n/a**

- **Laser Power.** This is a standard offensive power that allows a character to shoot a beam of laser light at his opponents that does hit point damage.

➤ **CP = 5 EC = CMBT AC = 0**

- **Life Support.** Characters with this power have a device incorporated into their costume that provides them with everything they need to live for an unlimited period of time in a hostile environment. This power acts as a passive defense as indicated on the passive defense table.

There is a 5% chance that an enemy attack will damage this device, making it non-operational. It is also possible to launch a special attack against this device, success indicating a 1% chance per DAM# of the attack that the device is knocked out.

➤ **CP = 3 EC = 0 AC = n/a**

- **Lightning Bolt.** This is a standard offensive power that allows a character to fire bolts of lightning at his enemies that do hit point damage.

➤ **CP = 5 EC = CMBT AC = 0**



➤ **Lycanthropic Immunity.** Characters with this power are able to change shape from a normal human into a form that is part animal and part human. This animal form is completely immune to HTH and projectile damage unless the damage is inflicted by a magic or silver weapon. Lycanthropes take normal damage from all other forms of attack.

Lead bullets may embed themselves in the character, but will cause no damage unless they are not removed by the character before returning to human form.

Lycanthropes sometimes do bizarre things (such as leap from the roofs of tall buildings) because they know they will take no damage from the fall. The only problem occurs when an attack they are immune to reduces them below zero hit points. In this case, it takes the body a few moments to repair itself to the point where it can function. The character will regenerate his healing rate in superficial damage every time he gets an offensive action. The character cannot act until he reaches the point where he is above zero hit points.

There is also the problem of "knock back" damage. A lycanthrope can still be sent flying by an attack that does only superficial damage if the total damage exceeds his KBF. Please see section III.J for more information on knock back.

Example: A lycanthrope with 500 hit points desperately leaps off a tall building and will take 700 points of superficial damage on the landing. If he has a normal healing rate of 50 hit points per day then he will lose his next 5 offensive actions while his body puts itself back together; he must have a total above zero.

Lycanthropes must assume their animal form on the nights of the full moon, and may sometimes change involuntarily during times of high stress (percentile save against INT score during high stress periods to avoid change). These characters may also show a tendency toward slightly animalistic behavior in their animal forms—e.g. a marked preference for raw meat, etc.

The animal the character becomes must be a mammalian or avian predator of some type—wolf is by far the most common but by no means the only one. If the player and GM agree, other types of creatures can be used, but the creation point cost should be higher.

Please note that Lycanthropes MAY NOT be Energy Vampires!

➤ **CP = 8 EC = 0 AC = d to change forms.**

➤ **Magic.** This is more than just another super power: it is a method for creating a special type of character that uses spells instead of super powers. These characters do not obey the normal rules in several important ways:

1. They can't use their initial creation point grant for anything except heightened statistics (except with GM permission).
2. These characters have the following maximum initial scores in their basic statistics: STR = 25, CON = 50, ADX = 40, INT = unlimited.

All magic using characters start with 6 spells they can cast. These are picked from the super power list and the special magic spell section later in this book (see section V.E). The following super powers are unavailable for selection as spells:

Animal/Plant Control	Animal Powers
Animal Weaponry	Armor
Cybernetic Replacement	Combat Bonus
Extra Damage	Increased Statistic
Invulnerability	Magic
Mutation	Pet
Poison	Super Reflexes
Willpower	

When a magic-using character gains additional creation points through experience, he may use them to buy new spells or increased statistics (see special rules below). Each new spell costs 3 creation points to add to the character's spell list. Characters who use this option will still receive a training bonus, but it must be applied to basic statistics.

Special rules for increased statistics for Magic Users include: Strength *MAY* not be purchased; Intelligence may be purchased at a rate of 5 INT per CP; Constitution may be purchased at a rate of 5 CON per 2 CP's; and Agility/Dexterity may be purchased at a rate of 5 ADX per 2 CP's.

The energy cost for using super powers as spells is equal to the creation point cost given on the super power table. There is no need to roll a hit against an observable target; however, you must be able to see the target in order to successfully attack it.

Spell casting will use either an offensive action or an active defense, depending on whether the spell is offensive or defensive.

When using non-offensive spells, you may cast up to 10 energy points worth of spells per action. The duration for spells not expressly limited to a single person (example: Weakness Detection) is 15 minutes game time (60 rounds). You may, if the GM allows, cast non-offensive spells on other players to grant them temporary use of abilities they don't normally have. This will cost you 5 times the normal energy cost for the spell. The spell duration will be normal. Please note that the same defensive spell may not be cast on a recipient multiple times—i.e. you may not use heightened defense twice!

When using offensive spells that do hit point damage, the spell will do 1 DAM# for every ACP your character has on each attack. You may spend up to 5 times the energy cost of the spell to cast it; this will multiply the DAM# of the attack accordingly so that, if you spent 5 times the normal power, you would get a DAM# equal to 5 times your available creation points for the attack. Using an offensive power that has a passive defensive component entitles you to the defense for 60 rounds or until you turn it off. You may not mix different offensive spells in a single action.

Offensive spells that do not use a DAM# are limited to one target and one attack per action.

Please see section V.E for information on additional spells available to you and on special magic saving throws.

➤ **CP = 15 EC = see above. AC = per spell used.**

➤ **Magnetism.** This is one of the offensive powers covered under the special combat rules given earlier in this section. Your BCTH is fixed at 50% unless you spend additional creation points to raise it. The reasons for this restriction will become obvious as you read further.

The DAM# you select controls the amount of damage done by the attack when it is directed against another character or object, and it also controls the amount of metallic material you can manipulate with this power. To pick up metallic material takes an offensive action. Look up your DAM# on the carrying capacity table in section II.G. The higher figure listed for carrying capacity with that DAM# is the maximum amount of magnetic material you can manipulate using this power. To pick up the material costs the amount of energy equal to one attack. No "to hit" roll is necessary if the target material is standing still and unresisting. Multiple objects can be picked up at once, provided that their total weight does not exceed the character's maximum amount of material.

Once some magnetic material is picked up, it is possible to use this material like a long-range melee weapon. The target of the attack will not only take damage from the magnetism, but also from the metallic material embedded in it (according to how many DAM#s worth of material have been picked up). This extra damage does not affect the power cost of the attack or the BCTH, and it costs nothing to manipulate the metallic material once it has been picked up. The maximum range of this power is equal to the character's STR score multiplied by 2 in feet.

This power also has a passive defense that can be activated by spending 5 energy points and 1 defensive action.

➤ **CP = 7 EC = CMBT AC = o/d; see above.**

- **Mental Domination.** Characters with this power can force their will onto the minds of others. This power is covered by the special combat rules given earlier in this section. It has a standard BCTH of 50% which may be increased by spending creation points. Furthermore, this power cannot be used as a multiple attack.

When a successful hit is scored by this power, the victim must make a saving throw on percentiles against his INT score. If this save is made, there is no effect from the attack. However, if the save is blown, the mind of the victim falls under the influence of the attacker. He will do nothing until he is instructed by the attacker. Such instruction requires the expenditure of a defensive action. If the instructions are contrary to the nature of the character, or phrased in such a way that they would be unpalatable, the victim is entitled to another saving throw. If this throw is made, the victim will lose his next offensive action due to disorientation but otherwise be unaffected—i.e. the domination is broken at this point. If the instructions are not contrary to the nature of the character, *he is not entitled to another saving throw.*

If the second saving throw (if applicable) is blown, the character must follow the instructions of the attacker to the letter, even if it means attacking friends. Suggestions of suicide will always cause the character to save; however, a suggestion for the same character to throw himself on a nuclear hand grenade to save lives would probably be obeyed. Characters who receive no instructions will simply stand around until they are freed from the influence of the power. A friendly character may spend offensive actions trying to snap a friend out of it. If this happens, the character is entitled to another saving throw. The range of this power is the character's INT score in feet. This power will work on all self-aware machines as well as on organic creatures.

➤ **CP = 9 EC = 15 AC = o, d to instruct victims.**

- **Mental Shield.** This is a defensive power designed to protect your "mental privacy." This spell will prevent any form of mental investigation. Characters with mental powers, abilities, or devices will know that there is intelligent life, but will be unable to read anything (unless allowed to). Any attempt to affect the mind of a character with this power will be met with a 50% bonus to the character's saving throw against the attack (it does not matter what the source of the attack is); as with the protection versus mind reading, the saving throw may be waived if the character so chooses. Please note that this power may be taken only once!

➤ **CP = 5 EC = 1/defense AC = n/a**

- **Mutation.** This is an undefined super power provided so that the GM and the players can create their own powers. We do not pretend that the list of powers covers every single thing that a player might come up with. In this situation, the player should sit down with the GM and define the rules and cost of the power. If the GM feels the new power is not appropriate or that it would in some way unbalance the game, he should not hesitate to say *no*.

➤ **CP = <>, per GM. EC = per GM. AC = per GM.**

- **Non-Detection.** This is a special form of invisibility. Characters using this power can't be detected by audio, visual or electronic means. All but the strongest of magical means will also fail. Danger sense and detective score will not discover someone using non-detection. This form of invisibility shuts off after the user takes any hostile action.

➤ **CP = 7 EC = 1/hour AC = d to activate.**

- **Paralysis.** Characters with this power can shoot a beam at their opponents that will require them to make a percentile saving throw against their CON score or be unable to move. This power is ineffective against characters with invulnerability or man-made armor until the impediment is removed. If the victims CON saving throw is successful then there is no effect from the attack. This power has a BCTH of 50% unless you spend additional creation points to increase it.

➤ **CP = 8 EC = 7 per shot AC = o**

- **Pet.** Pets are constructed by channeling the character's creation points into normal creatures to give them special powers. The owning character may also spend ACPs to buy the pet additional powers in the future. Pets are always considered to have 4 ACP for attack and defense purposes. All of the experience they earn goes to their owner.

Pets are able to understand human speech, but whether they are actually able to talk depends on the player and the GM. Pets should have their own character sheet that lists their hit points, powers, abilities, etc. As super pets tend to be the best of their species, assume the animal will start with STR, CON, ADX, and INT equal to 18. See section V.F for more information on basic animal types.

➤ **CP = <> EC = 0 AC = n/a**

- **Poison.** This power has many possible forms whose details can be agreed upon by the player and the GM. We are going to discuss two of the many possibilities in an attempt to give the GM some guidelines in setting up this power.

The character can shoot a stream of poisonous liquid at his enemies that has a range of $\frac{STR}{2}$ feet. It has a DAM# and is treated like a standard offensive power except that the character gets only $\frac{CON}{10}$ shots per day. We would give the power just described a creation point cost of 3.

In the second example, the character secretes poison through claws or fangs into wounds done by HTH. The victim of this poison must make a saving throw against their CON score on percentiles or fall unconscious. The character is limited to $\frac{CON}{10}$ doses per day. We would give this power a creation point cost of 7 with an energy cost of 7 per dose.

The limit of $\frac{CON}{10}$ doses per day is recommended for this power no matter what form it may take. The reason is that this power is of a more natural origin than the others; it must be manufactured inside the body, which has only a limited storage capacity.

➤ **CP = <> EC = CMBT AC = 0**

- **Psionic Attack.** This is a standard offensive power with a mental twist. No physical defenses except Force Field will stop this power, or even affect its BCTH. The only defense the target has is his INT score; this is a direct subtraction from the power's BCTH. This attack cannot penetrate or harm a Force Field. The range of this power is the character's INT score multiplied by 5 in feet.

➤ **CP = 5 EC = CMBT AC = 0**

- **Resurrection** The ability to raise the dead—within limits. The person to be raised cannot have been dead more than 2 days or this power cannot work—the body will live, but with no soul. The target creature must make a successful percentile save against double its CON score for this power to work. This power takes only an offensive action to work. The target creature will be weak and take 1d4 days to regain his strength. The character with this power will recover his spent energy points at the normal rate.

➤ **CP = 7 EC = 50 AC = 0**

- **Robot.** Characters with this power are self-aware, mechanical, artificial constructs that do not appear at all human. A complete list of bonuses received for taking this power is given below:

- 20 points added to STR score
- 20 points added to ADX score
- 25 points added to CON score
- 140 points of Invulnerability

Androids and robots have sophisticated internal repair mechanisms that operate in much the same way hit points are recovered by humans. After each combat, roll 1d00. If this roll is lower than the character's CON score, then all of the damage is reparable by his internal systems, and he will heal normally. If the roll is higher than the character's CON score, then roll another d00; this is the percentage of the damage that the character cannot repair internally. This damage will not heal until it is repaired by a qualified repairman; some internal systems may not function properly, at the GM's option. The fees charged for such repairs are up to the GM and players to negotiate.

➤ **CP = 11 EC = 0 AC = n/a.**

- **Shape Change.** Here is another power that can mean different things to different people—hence the variable creation point cost. Some of the possible versions of this particular power are described below. The players and the GM should feel free to invent their own versions using those provided as guidelines:

1. The character is just a normal person with the ability to transform into a super powered being. He has no super powers in his normal human state. The creation point cost for this would be 2 points, plus whatever special abilities the super powered form has. It costs no energy for the character to become his super powered alter ego, but it will require a defensive action. Characters with Lycanthropic Immunity do not have to buy this; it is included in the cost of the other power.
2. The character has the ability to transform himself to look just like anyone he has ever seen. This is a very handy if you don't want to be recognized. The only way to detect such a character impersonating someone is through a slip in behavior, fingerprints, Ultravision, scent (for animal characters who are into that sort of thing), or other extraordinary means. The creation point cost for this form of Shape Change is 8 points. The energy cost is 1 point per minute that the character holds a form other than his normal one. A defensive action is required to work the transformation.
3. In this version, the character has the ability to transform into a specific animal. While in this form he will, of course, acquire any special body parts the animal might have (wings, claws, fangs, etc.) and be able to make use of them. The character is also able to use his other super powers in that form. The creation point cost for this version of the power depends on how useful the animal form is and how many other abilities the character picks up while in that form. The range is be about 1 to 3 creation points. Eight energy points and a defensive action are required to work the transformation. It costs nothing to stay in animal form.
4. The character is a true metamorph; he has no true form. He can assume the shape of anyone or anything he desires as long as it isn't more than 4 times as large as a man. Such a character will have his hit points calculated as if he were a human; they will not change when his weight increases. As above, he will acquire all of the special body parts the animal might have. If the GM allows, the character might even be able to take the form of a mythological monster if the mood strikes him. The creation point cost for this version of Shape Change is 10 points. Ten energy points will be required for each transformation, along with a defensive action. Because the character has no real form, he does not have to pay any energy to maintain any assumed shape.

➤ **CP = <> * see above. EC = see above. AC = d**

- **Shrinking Power.** Characters with this power have the ability to truly get small. For every foot of height lost the character loses 10% of his total hit points, 15% of his carrying capacity (remember to look up new HTH DAM#), and his opponents suffer a penalty of -20 to their BCTH. Microscopic characters lose 80% of their hit points, and 95% of their carrying capacity. Only other microscopic characters can hit them in combat.

➤ **CP = 5 EC = 2 points per foot lost, 20 points for microscopic. AC = d**

- **Solid Energy Creations.** This is the ability to create something out of nothing, but only temporarily. It works like a standard offensive power that does hit point damage. The character materializes projectiles in midair that streak toward his opponent.

The character can also do things like make walls, cages, etc. These temporary objects last only as long as the character pays power to maintain them. The cost to maintain them is the character's first offensive action of the new round and the energy cost of one attack. This will maintain all of the temporary objects the character has in existence. Non-maintained objects will cease to exist at the end of the round in which they were last maintained (or created, if they were never maintained). These creations take 10 points of damage for every DAM# that goes into their construction before they are destroyed. The character can combine up to 5 attacks to create an object. Object creation also requires a defensive action.

These creations can be animate and move around if the character takes time to give them verbal orders (1 defensive action). Objects so instructed will continue to follow their last orders until destroyed or re-programmed.

➤ **CP = 7 EC = CMBT, see above AC = o/d, see above.**

- **Sound Projection.** This is a standard offensive power that allows the character to generate intense sound waves that do hit point damage. Characters with this power also have the ability to imitate sounds or voices they have heard before; only a voice print can tell the difference.

➤ **CP = 6 EC = CMBT AC = o**

- **Speed Increase.** A character who takes this power may double his normal movement rates. If taken a second time, movement rate is tripled; taken the third time, quadruples the movement rates, and so on.

➤ **CP = 3 EC = 0 AC = n/a**

- **Spider Climb.** Spider Climb allows the character to fire a strand at a stationary, undefended target to use a grapple line. This line has a chance "to hit" of 85%. This character also has a natural ability to tight-rope walk. In both instances, the character need only roll a save vs. agility to keep his footing or his grip in adverse conditions; note that the severity of the conditions may cause modifications to the saving throw. This power has a creation point cost of 4.

This power also gives the character the ability to climb surfaces that are completely sheer or without hand holds. Saving throw is as mentioned above for adverse conditions.

➤ **CP = 4 EC = 0 AC = n/a**

- **Stretching Powers.** This power allows a character to stretch and distort his body as if it were made out of rubber. The character can stretch his body up to 7 times its normal length and width. HTH becomes a ranged attack (range is $\frac{STR}{5}$ in feet) for characters who have this power. It is even possible for the character to distort his hand to become a weapon and increase HTH damage; the character must specify he is doing this, and the type of weapon used.

It is also possible for characters with this power to "wrap up" opponents. This requires a successful special attack with HTH. If the attack succeeds, then it becomes a simple test of strength. Both characters roll 1d00 and add it to their STR score each time the victim gets an offensive action. If the victim wins, he breaks free of the hold. If he loses he suffers damage equal to 3 successful HTH hits from the character holding him (on the other character's offensive action). Note that the attacking character can elect to tone down or not do this damage at all.

A passive defense is also a part of this power. The defense does not need to be activated and is always on.

This description only scratches the surface of the things possible with this power. The other possibilities we will leave for the players and the GM to discover.

➤ **CP = 5 EC = 0 AC = n/a**

- **Super Reflexes.** For every creation point spent, the character gets an addition of 10 to his initiative roll.

➤ **CP = 1 EC = 0 AC = n/a**

- **Telekinesis.** This is one of the offensive powers covered under the special combat rules given earlier in this section. Your BCTH is fixed at 50% unless you spend additional creation points to raise it. The reasons for this restriction will become obvious as you read further.

The DAM# you select controls the amount of damage done by the attack when it is directed against another character or object, and it also controls the amount of material you can manipulate with this power. To pick up objects takes an offensive action. Look up your DAM# on the carrying capacity table in section II.E. The higher figure listed for carrying capacity with that DAM# is the maximum amount of weight you can manipulate using this power. To pick up objects costs the amount of energy equal to one attack. No "to hit" roll is necessary if the target material is standing still and unresisting. Multiple objects can be picked up at once provided that their total weight does not exceed the character's maximum amount of material.

Once some objects have been picked up, it is possible to use them like a long-range melee weapon. The target of the attack will not only take damage from the Telekinesis, but also from the objects thrown by it. This extra damage does not affect the power cost of the attack or the BCTH, and it costs nothing to manipulate the objects once they have been picked up. The maximum range of this power is equal to the character's INT score multiplied by 4 in feet.

➤ **CP = 7 EC = CMBT AC = o/d; see above.**

- **Telepathy.** Characters with this power are able to broadcast their own thoughts and read the minds of others. The range of this power is the character's INT score $\times$ 5 feet.

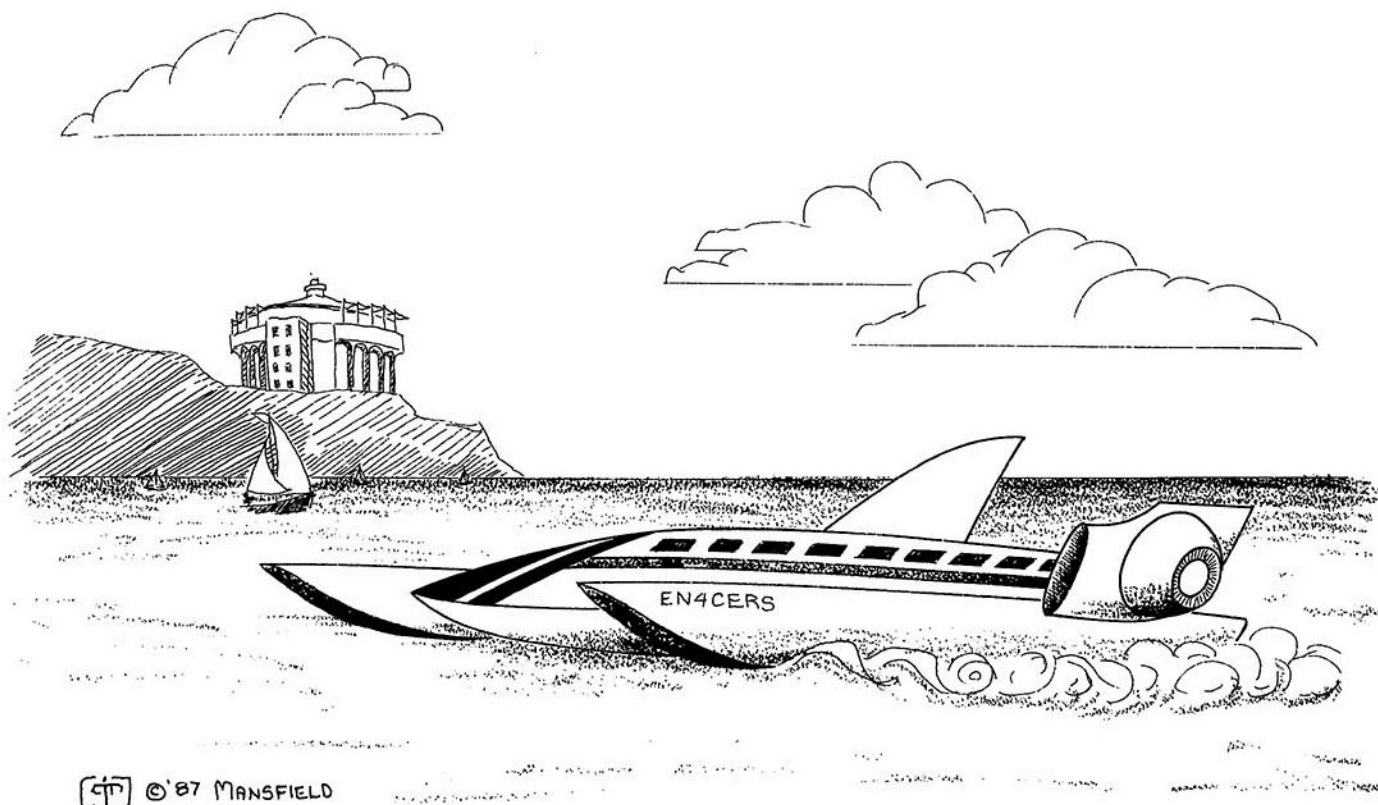
If the character attempts to read the mind of an unwilling subject who is aware of the attempt, the subject receives a percentile saving throw against his INT score. If this save is successful, then the victim of the attack may feed the attacker any false information he wants.

This power may also be used to hold conversations at the speed of thought in the midst of battle. This requires no action expenditure, but does require 5 energy points. All characters taking part in a conversation must be in range of the power.

A character with this power cannot have his mind read by another person with this power unless he permits it. He will automatically and instantly be aware of the attempt.

➤ **CP = 5 EC = 5 per action attempted
AC = o for mind reading against an unwilling target.**

- **Teleportation.** Characters with this power can instantly travel from one place to another. You may spend one energy point and travel a distance in feet equal to your normal movement rate. Every additional energy point spent will allow you to travel 10 times farther. You can use this power to travel clear across the galaxy if you spend enough energy points.



This power can also be used to create a portal between two places. To do this the character must spend 3 times the normal energy cost it would take to travel from one place to the other. While the portal exists, friend and foe alike may use it. It will cease to exist at the end of the round in which it is created unless it is maintained. Maintaining a portal will cost the character his first offensive action in the next round, plus the same amount of energy it costs to create the portal. These portals normally cover an area 10 ft. x 10 ft. For every additional energy point spent the area of the portal can be doubled. It should also be noted that travel is possible using both sides of the portal.

A force field across the line of travel will prevent this power from operating. Other types of barriers may be able to stop this power as well; see your GM for details.

➤ **CP = 8 EC = see above. AC = d**

- **Transmutation.** A character with this ability has the Midas touch, although not necessarily with gold. This power allows the character to fire a beam at his opponents that has the power to transform any substance into another substance, to be specified when the power is taken.

The victim must roll a saving throw against his CON score. If the save is successful, there is no effect from the attack. Should the victim fail to make his saving throw, he will be transformed into a statue made of the specified substance. He will remain in this condition for 3 rounds, at the end of which he will change back to his normal self. Should an accident occur to the statue during this 3 round period, the victim will remain a statue until any and all missing pieces have been restored.

This power is covered under the special combat rules given earlier in this section and has a preset BCTH of 50%. This may be improved by spending additional creation points as outlined previously. This power cannot be used as a multiple attack. Inanimate objects get no saving throw against this attack. The range of this attack is the character's CON score in feet.

➤ **CP = 8 EC = 15 AC = o**

- **Ultravision.** This is the ability to see things as they really are, not as they appear. Invisible objects can be plainly seen. False images can be seen through to reveal an object's true location. Normal illusions will not fool the character. Characters using non-detection cannot be seen with ultravision. This power also allows a character to see as well at night as in the day.

➤ **CP = 6 EC = 0 AC = n/a.**

- **Vibratory Attack.** This is a standard offensive power that allows a character to fire a beam that will cause the molecules in his opponent's bodies to vibrate destructively, causing hit point damage. Characters with this ability can pass through solid objects at half of their normal movement rate by causing their own bodies' molecules to vibrate and pass between those of solid objects; however, this ability is effectively stopped by the presence of a Force Field.

This power also provides a limited passive defense that is useful against some attacks (energy cost of 2 per round, defensive action to activate); please see the passive defense table for more information. The range of this power is the character's STR score in feet.

➤ **CP = 6 EC = CMBT AC = 0, d to activate passive defense.**

- **Weakness Discovery.** A character with this power is able to discover all of his enemy's weaknesses in battle (assuming the character has the proper powers available to do so). The character with this power must be within 5 feet of his opponent for this power to operate. To activate it requires an offensive action and 15 energy points. There is no saving throw.

Once this power has been used successfully, the character will know all of his opponent's weaknesses, if any. He will also be able to add his INT score to all of his attack bases. The character should keep a record of all characters he has used this power on as, these bonuses apply forever against that character.

➤ **CP = 7 EC = 15 AC = 0**

- **Willpower.** Willpower is an optional ability score that starts at 0 when a character is created and can only be increased by the spending of creation points. The cost is 1 creation point for every 10 points of Willpower.

This score comes into play when a character blows a saving throw; he is then allowed a second save against his Willpower score. If the character blows the second save, please be kind and send flowers. If this second save is made, the character must pay the amount of energy that he rolled on the percentile dice. If a character is low on power he can always elect to forego the second saving throw and take his chances.

➤ **CP = 1 EC = amount of die roll. AC = n/a.**

- **Wings.** Characters with this power have an actual set of wings that they can use to fly. Characters with wings can fly at 5 times their ground movement rate per round.

➤ **CP = 4 EC = 0 AC = n/a.**

II.F Weakness Descriptions

Now that all of the super powers have been described and defined it is time to talk about weaknesses. Weaknesses can be a good way of getting additional creation points to make a starting character a little more powerful. However, care should be exercised by the player because it is very easy to design a character that is unplayable if the wrong combination of weaknesses is used.

The following table lists all of the weaknesses defined in this system. As with superpowers, you may create your own weakness provided that the GM finds it reasonable. The GM may elect not to let a character have certain weaknesses; *remember that his word is final.*

Table 3 Weaknesses

Weakness	CPs	Weakness	CPs
Allergy	X ¹	Impaired Senses	1-5 ³
Berserker	7	Irrational Fear	1-5 ³
Dependent	X ¹	Mute	2-5 ³
Excessive Violence	6	No Saving Throw	2-5 ³
Extra Damage	2-5 ³	Prejudice	3
Hunted	X ^{1,2}	Reduced Statistic	1
Impaired Power	1-5 ³	Terrible Secret	X ^{1,2}

Key:

¹Depending on what the player decides to do with this weakness, the GM should decide how much it costs on a case-by-case basis.

²Special rules apply to the use of this weakness. Please consult the rules governing this weakness for a complete description of the creation point cost and any limitations that may go along with this weakness.

³Indicates a range of possible costs for this weakness.

The following are general rules concerning all weaknesses:

1. They may be removed from the character by paying *double* the number of creation points your character received for taking the weakness, unless the rules or the GM specifically say otherwise—e.g., Animal Powers.
2. The amount of creation points received for all weaknesses must be listed on the character sheet if the weakness is removable. If this information is not listed the character's weakness should be considered permanently non-removable.
3. Weaknesses not listed here may be used if the GM and player both agree. The GM has the last word.
4. A maximum of 3 weaknesses should be allowed on any one character. More weaknesses than this will usually result in an unplayable character.
5. The GM and the player should be careful that no character winds up with such a combination of weaknesses that it will be unplayable.

The rest of this section is devoted to giving complete rules descriptions for all of the weaknesses that appear in this rule book. All of the descriptions appear in the same order that they are listed in Table 3 and include the creation points gained by the player as a result of selecting that weakness.

- ω **Allergy** Characters with this weakness lose all super powers in the presence of a certain substance or physical phenomenon. The allergy may or may not require direct physical contact to be effective. Some examples of this weakness and their creation point costs are listed below:

Water soaking	4	Kryptonite	1
Fire	5	Loud music	4
A certain type of plant pollen	3	Electric shock	5
Radioactive material	2		

The effects of the allergy will be felt until either the trigger has been removed, or for one full round, whichever is longer.

≡ **CP** = <>

- ω **Berserker** This weakness is similar to Excessive Violence; characters with this weakness go into a berserker rage: they will not stop fighting until the rage has spent itself. When the combat starts, the GM should roll 1d20 and keep the result secret. This is the number of offensive actions the character must take before he can stop fighting. After the fight starts, if the character finishes his opponent, he will seek out an enemy if one is available. If not, he will attack the closest person until he has spent the required number of offensive actions. The person attacked could be a friend, a bystander, or a victim. His friends can try to reason with him; if this happens, he is entitled to a saving throw against his INT score to stop fighting. Should the fight last as long or longer than the 1d20 roll, there is no danger of the character continuing the fight. If the character uses more than twice the number of offensive actions on the die roll, he loses all energy and is exhausted. The creation point value for this weakness is 7 points.

≡ **CP** = 7

- ω **Dependent.** People with this weakness have someone whom they constantly have to bail out of hazardous situations. While the dependent is not involved in every adventure, he or she should be in trouble at least 60% of the time. The dependent should have his own character sheet on file with the GM. Creation point values for this weakness are dependent upon the ability of the dependent to take care of itself. James Bond would be worth no points while "dear, sweet Aunt Mary," who is confined to a wheelchair but loves to stick her nose in other people's business, would be worth 8 points.

If the dependent should die because of a situation the character could have prevented, roll percentiles and consult the following table:

- 01–25 Character is so grieved by the death he retires; character is permanently removed from play.
 26–50 Character has psychological problems as a result of the death. He will go through a complete personality change and may commit irrational acts; the GM may take control of the character to enforce this. It will take the character 1d6 game years to recover his sanity.
 51–70 Character drops out of society for 1d4 game years.
 71–85 Character retires from play for 1 game year.
 86–00 Character copes with the death very well; there are no ill effects after a normal grieving period of 2 game weeks, but he will seek revenge if such a thing is possible.

If the dependent can somehow be restored to life, these effects can be prevented or lessened at GM's option.

≡ **CP = <>**

- ω **Excessive Violence.** Characters with this weakness like to make sure that their enemies are taken out of the combat—*all the way out*. They will not pull punches against any opponent and are always out for the kill. If a character with this weakness knocks out an opponent, he must make a saving throw on percentiles against his INT score or finish his opponent off. The character's friends can modify this roll by threatening him with the consequences of his actions or physically intervening; the GM must determine how effective their actions are. This weakness is worth 6 creation points and might put the character behind bars for a very long time if he isn't careful.

≡ **CP = 6**

- ω **Extra Damage.** This weakness causes characters to take double hit point damage from one specific type of attack. The creation point value should be based on how common the attack form is in the GM's campaign. The more common the attack form, the more the weakness should be worth.

≡ **CP = 2–5**

- ω **Hunted.** Having this weakness means that you are being actively hunted by a person or group. The reason for being hunted should be determined by the player and the GM. The creation point value for this weakness is dependent on how powerful the hunters are and on the frequency of their occurrence—that is, how often they show up. Players should be careful that they do not give the character more of this weakness than it can handle. This weakness may prove fatal if the player is not on guard at all times. Characters cannot get rid of the weakness by getting rid of the hunters. If the original hunters are eliminated, more will show up to take their place. The GM should not allow this weakness to be taken unless he plans to enforce it!

To determine the number of creation points gained for a hunted weakness, we suggest that you use the following formula:

$$CPs = \frac{HCP \times \%}{3.5}$$

where CPs are the creation points gained from this weakness (remember that it costs twice this amount to get rid of the weakness!), HCP is the creation point value of the hunter or hunters, and % is the percentage chance per adventure that the hunters will show up.

For the GM to be able to run his adventures the way he wants, we suggest that an *absolute maximum* of 75% be placed on hunter appearance. Many GMs may feel that this figure is too high; if you are one of them, please feel free to set a lower percentage.

The creation point values for the hunters can apply to an organization or a single individual. The GM should make a secret percentile roll to see if the hunters will show up before each game session in which the character is involved. If this roll determines that the hunters will be involved, the GM should randomly decide within the parameters given above how strong a party it is and how the hunters will impact the rest of the scenario. It is very distressing to a character to learn that the people hunting him have joined forces with the people he is hunting.

In order to make life fair for both the other players and the GM, as the character gains additional creation points, so do his hunters. This will prevent the chase from going completely in the favor of the player as he gains experience.

≡ **CP = <>**

- ω **Impaired Power.** Characters with this weakness have an offensive superpower that sometimes goes on the fritz. The value of this weakness depends on how often this happens; in no case can the value of the weakness be equal to or greater than the value of the power affected. The following table gives the number of CPs gained versus the frequency of malfunction:

CP	Malfunction %
1	5%
2	10%
3	15%
4	25%
5	40%

If the power affected is used in a multiple attack, the percentage given above should be doubled and applied to the entire attack routine. The malfunction percentage is rolled before the attack routine is started.

≡ **CP = 1–5**

- ω **Impaired Senses.** Characters with this weakness have some kind of deficit in their normal sensory perception. Some of the possible defects and their creation point values are given below:

Blindness	5	Deaf	5
Color Blind	1	Must Wear Glasses	3
1/2 Normal Danger Sense	4	Poor Hearing	2
1/2 Normal Detective %	3		

More than one of the defects previously listed may be chosen if the character desires.

Blind characters will always be penalized as if their opponent is invisible; see the Invisibility power description for a complete list of effects. Deaf characters have no awareness of sounds and will not respond to verbal warnings or any other sound. A character who "must wear glasses" is considered blind without his corrective lenses; "poor hearing" means that the character understands speech only if he has a hearing aid, or if the person talking is yelling.

≡ **CP = 1-5**



- ω **Irrational Fear.** A character affected with this weakness is occasionally subject to panic attacks that are brought on by everyday situations. Here are some of the possible things the character could be afraid of and their creation point value:

Cats	3	Dogs	3
Heights	3	Water	2
Elevators	2	Cars	4
Flying	2	Darkness	5

When the required element to start an attack is present, the character must make a percentile saving throw against his INT score. If the save is successful, he has overcome his fear—for the moment. He will be fine unless something goes wrong or he is forced into close contact with the stimulus. If this happens, another saving throw will be necessary. Willpower is ineffective against phobias.

In the event that the required INT save fails, the character will be completely helpless until either he or the factor that set off the attack is removed.

≡ **CP = 2-5**

- ω **Mute.** Characters with this weakness are unable to produce any vocalization. They must communicate by writing or other means. The GM must be alert to enforce this weakness during the game session.

≡ **CP = 2**

- ω **No Saving Throw.** Having this weakness means that your character will get no saving throw against a type of attack where one would normally be given. A complete list of all the available possibilities and their creation point value is given below:

Death	5	Emotion Projection	3
Entanglement	3	Holographic Projection	2
Paralysis	4	Poison	3
Mental Domination	5	Telepathy	2
Transmutation	4		

Willpower will not help against a power covered under this weakness.

≡ **CP = 2-5**

- ω **Prejudice.** All of the motives of a character with this weakness are suspect for some reason. Any media coverage this character gets is negative until the weakness is removed. NPCs will greet the character with hostility. PCs will be able to form their own opinions, but they will hear nothing but negative things about the character. This weakness in times of extreme paranoia could even engender a lynch mob if the character keeps too high a profile.

≡ **CP = 3**

- ω **Reduced Statistic.** You receive 1 Creation Point for every 5 points that you subtract from STR, CON, ADX, or INT. The value of the statistic should be noted on the character sheet before the subtraction, because it will take twice as many creation points to buy these lost stat points back. Training bonus cannot be applied to any statistic that has been reduced by this weakness.

≡ **CP = 1**

- ω **Terrible Secret.** The character has something in either his past or present that, if discovered, may destroy him. The details of this secret must be worked out between the GM and the player. The exact effects of the knowledge becoming public should also be worked out in advance. As the exact details of what this weakness would cost depend largely on the campaign circumstances, I will leave this one totally up to the GM.

≡ **CP = <>**

II.G Calculated Statistics and their Effects

Now that you have spent all of your character's creation points, it's time to show you how to finish the character sheet. We are going to show you the calculated statistics; we call them this because they are all derived in one way or another from the basic statistics we discussed earlier.

All of the calculated statistics are detailed below with a short set of initials followed by the name of the statistic. After the name is a complete description of what it is and how to calculate it.

HP ⇒ Hit Points. This is a direct measure of the amount of physical damage your character can take before he falls over dead or unconscious. If your hit points ever reach zero, you are out cold for 1d12 hours.

Before we can calculate hit points, we must calculate some other factors that go into the formula first. These five numbers are called factors and have some minor applications elsewhere in the system as well. Their names and initials are listed below:

W*	Weight Factor	S*	Strength Factor
C*	Constitution Factor	A*	Agility/Dexterity Factor
I*	Intelligence Factor		

The mystic and arcane formulas for calculating each of these numbers are provided below:

$$W^* = WT / 50 \text{ (rounded up to the next whole number)}$$

$$S^* = (STR \times .1)$$

$$C^* = (CON \times .13)$$

$$A^* = (ADX \times .07) + .3$$

$$I^* = (INT \times .03) + .8$$

For those of you who hate messing with mystic and arcane formulas, Table 4 has these values already calculated up to 93.



Table 4 Factors for Statistics

Stat Value	Factor For:				Stat Value	Factor For:			
	STR	CON	ADX	INT		STR	CON	ADX	INT
4	.40	.52	.58	.92	49	4.90	6.37	3.73	2.27
5	.50	.65	.65	.95	50	5.00	6.50	3.80	2.30
6	.60	.78	.72	.98	51	5.10	6.63	3.87	2.33
7	.70	.91	.79	1.01	52	5.20	6.76	3.94	2.36
8	.80	1.04	.86	1.04	53	5.30	6.89	4.01	2.39
9	.90	1.17	.93	1.07	54	5.40	7.02	4.08	2.42
10	1.00	1.30	1.00	1.10	55	5.50	7.15	4.15	2.45
11	1.10	1.43	1.07	1.13	56	5.60	7.28	4.22	2.48
12	1.20	1.56	1.14	1.16	57	5.70	7.41	4.29	2.51
13	1.30	1.69	1.21	1.19	58	5.80	7.54	4.36	2.54
14	1.40	1.82	1.28	1.22	59	5.90	7.67	4.43	2.57
15	1.50	1.95	1.35	1.25	60	6.00	7.80	4.50	2.60
16	1.60	2.08	1.42	1.28	61	6.10	7.93	4.57	2.63
17	1.70	2.21	1.49	1.31	62	6.20	8.06	4.64	2.66
18	1.80	2.34	1.56	1.34	63	6.30	8.19	4.71	2.69
19	1.90	2.47	1.63	1.37	64	6.40	8.32	4.78	2.72
20	2.00	2.60	1.70	1.40	65	6.50	8.45	4.85	2.75
21	2.10	2.73	1.77	1.43	66	6.60	8.58	4.92	2.78
22	2.20	2.86	1.84	1.46	67	6.70	8.71	4.99	2.81
23	2.30	2.99	1.91	1.49	68	6.80	8.84	5.06	2.84
24	2.40	3.12	1.98	1.52	69	6.90	8.97	5.13	2.87
25	2.50	3.25	2.05	1.55	70	7.00	9.10	5.20	2.90
26	2.60	3.38	2.12	1.58	71	7.10	9.23	5.27	2.93
27	2.70	3.51	2.19	1.61	72	7.20	9.36	5.34	2.96
28	2.80	3.64	2.26	1.64	73	7.30	9.49	5.41	2.99
29	2.90	3.77	2.33	1.67	74	7.40	9.62	5.48	3.02
30	3.00	3.90	2.40	1.70	75	7.50	9.75	5.55	3.05
31	3.10	4.03	2.47	1.73	76	7.60	9.88	5.62	3.08
32	3.20	4.16	2.54	1.76	77	7.70	10.01	5.69	3.11
33	3.30	4.29	2.61	1.79	78	7.80	10.14	5.76	3.14
34	3.40	4.42	2.68	1.82	79	7.90	10.27	5.83	3.17
35	3.50	4.55	2.75	1.85	80	8.00	10.40	5.90	3.20
36	3.60	4.68	2.82	1.88	81	8.10	10.53	5.97	3.23
37	3.70	4.81	2.89	1.91	82	8.20	10.66	6.04	3.26
38	3.80	4.94	2.96	1.94	83	8.30	10.79	6.11	3.29
39	3.90	5.07	3.03	1.97	84	8.40	10.92	6.18	3.32
40	4.00	5.20	3.10	2.00	85	8.50	11.05	6.25	3.35
41	4.10	5.33	3.17	2.03	86	8.60	11.18	6.32	3.38
42	4.20	5.46	3.24	2.06	87	8.70	11.31	6.39	3.41
43	4.30	5.59	3.31	2.09	88	8.80	11.44	6.46	3.44
44	4.40	5.72	3.38	2.12	89	8.90	11.57	6.53	3.47
45	4.50	5.85	3.45	2.15	90	9.00	11.70	6.60	3.50
46	4.60	5.98	3.52	2.18	91	9.10	11.83	6.67	3.53
47	4.70	6.11	3.59	2.21	92	9.20	11.96	6.74	3.56
48	4.80	6.24	3.66	2.24	93	9.30	12.09	6.81	3.59

You may notice that Table 4 starts with a minimum score of 4 in all statistics. The reason for this is that 4 is the lowest a score can legally be in this system. Any attempt to drop a score below 4 using weakness is not allowed.

We are sure that you will be happy to know we only have one more formula to talk about before we move on to another calculated statistic. Yes, believe it or not, we are actually ready to calculate hit points now. The formula to do this is given below:

$$\text{HIT POINTS} = (S^* + C^* + A^* + I^* + W^* - 7) \times 250$$

If you ever get a result of less than 100 using this formula, round the figure up to 100—bearing in mind that this applies to humans and similar creatures only, please, since other creatures have different minimums that will be given later in these rules.

ENG ⇒ Energy Points. This statistic controls the amount of energy available to your body to run, jump, use your superpowers, and take excess damage. If your hit points are all gone you are knocked out; if your energy is all gone you are fatigued. (There's more on this in section III.K.) Your character's energy score is calculated by using the following formula:

$$\text{ENG} = \text{STR} + \text{CON} + \text{ADX} + \text{INT} + 10$$

One last important fact about energy: If your energy and your hit points drop to zero in a fight, you are deceased.

CC ⇒ Carrying Capacity. This figure is the amount of weight your character can lift for a sustained period of time. To calculate this value, use this formula:

$$\text{CC} = (\text{STR}/10)^3 \times W^* \times 25$$

The value given by this formula is in pounds. It may be possible for your character to lift more than this weight for a short period of time, but this is up to the GM.

HTH ⇒ Hand to Hand This figure is the amount of damage your character will do in hand-to-hand combat. Table 5 presents the *melee* damage table; look up your character's carrying capacity and this will give you the character's *melee* DAM#. Please note that a longer version of this table will be found in the Appendix.

The formula we used to calculate the values on the *melee* damage table is given below:

$$\text{CC DAM\#X} = (\text{DAM\#X} \times 100) + (\text{CC DAM\#X} - 1) + (\text{DAM\#X}^3 \times \text{LOG}\{\text{DAM\#X}\} \times 0.7)$$

In the preceding formula, DAM#X - 1 is the last DAM# for which you have calculated an upper carrying capacity limit; DAM#X is the DAM# for which you are currently trying to calculate the value; and CC DAM#X - 1 is the upper carrying capacity limit for the last DAM# you have calculated. If you ever have to use this formula, the character responsible should be nominated for divinity school.

RNS ⇒ Running Speed. This is the maximum distance in feet that your character is able to cover in 1 round (15 seconds). It is calculated by using the following formula:

$$\text{RNS} = (\{\text{ADX} \times 2\} + \text{STR}) \times 6$$

Table 5 DAM# versus Carrying Capacity

DAM#	Minimum CC	Maximum CC	DAM#	Minimum CC	Maximum CC
1	1	100	54	2,464,857	2,661,208
2	101	301	55	2,661,209	2,869,394
3	302	610	56	2,869,395	3,089,900
4	611	1,036	57	3,089,901	3,323,223
5	1,037	1,597	58	3,323,224	3,569,869
6	1,598	2,314	59	3,569,870	3,830,356
7	2,315	3,216	60	3,830,357	4,105,212
8	3,217	4,339	61	4,105,213	4,394,977
9	4,340	5,725	62	4,394,978	4,700,200
10	5,726	7,425	63	4,700,201	5,021,443
11	7,426	9,495	64	5,021,444	5,359,278
12	9,496	12,000	65	5,359,279	5,714,287
13	12,001	15,013	66	5,714,288	6,087,065
14	15,014	18,614	67	6,087,066	6,478,216
15	18,615	22,892	68	6,478,217	6,888,355
16	22,893	27,944	69	6,888,356	7,318,109
17	27,945	33,875	70	7,318,110	7,768,117
18	33,876	40,799	71	7,768,118	8,239,027
19	40,800	48,838	72	8,239,028	8,731,498
20	48,839	58,123	73	8,731,499	9,246,202
21	58,124	68,794	74	9,246,203	9,783,822
22	68,795	80,999	75	9,783,823	10,345,051
23	81,000	94,896	76	10,345,052	10,930,593
24	94,897	110,652	77	10,930,594	11,541,164
25	110,653	128,441	78	11,541,165	12,177,492
26	128,442	148,449	79	12,177,493	12,840,314
27	148,450	170,870	80	12,840,315	13,530,381
28	170,871	195,907	81	13,530,382	14,248,454
29	195,908	223,773	82	14,248,455	14,995,305
30	223,774	254,690	83	14,995,306	15,771,717
31	254,691	288,890	84	15,771,718	16,578,486
32	288,891	326,614	85	16,578,487	17,416,419
33	326,615	368,113	86	17,416,420	18,286,333
34	368,114	413,648	87	18,286,334	19,189,058
35	413,649	463,489	88	19,189,059	20,125,435
36	463,490	517,916	89	20,125,436	21,096,316
37	517,917	577,219	90	21,096,317	22,102,565
38	577,220	641,699	91	22,102,566	23,145,058
39	641,700	711,665	92	23,145,059	24,224,682
40	711,666	787,437	93	24,224,683	25,342,336
41	787,438	869,345	94	25,342,337	26,498,929
42	869,346	957,729	95	26,498,930	27,695,384
43	957,730	1,052,939	96	27,695,385	28,932,634
44	1,052,940	1,155,336	97	28,932,635	30,211,625
45	1,155,337	1,265,290	98	30,211,626	31,533,313
46	1,265,291	1,383,182	99	31,533,314	32,898,666
47	1,383,183	1,509,403	100	32,898,667	34,308,666
48	1,509,404	1,644,355	101	34,308,667	35,764,304
49	1,644,356	1,788,449	102	35,764,305	37,266,583
50	1,788,450	1,942,108	103	37,266,584	38,816,520
51	1,942,109	2,105,765	104	38,816,521	40,415,141
52	2,105,766	2,279,863	105	40,415,142	42,063,486
53	2,279,864	2,464,856	106	42,063,487	43,762,606

Table 6 Bonuses from Statistics

Stat Value	DAM Bonus	To-Hit Bonus	Stat Value	DAM Bonus	To-Hit Bonus	Stat Value	DAM Bonus	To-Hit Bonus
4	0	0	40	9	7	76	20	14
5	0	0	41	9	7	77	20	14
6	0	0	42	9	7	78	20	15
7	0	0	43	10	8	79	21	15
8	0	1	44	10	8	80	21	15
9	0	1	45	10	8	81	21	15
10	0	1	46	11	8	82	21	15
11	0	1	47	11	8	83	22	16
12	0	1	48	11	9	84	22	16
13	1	2	49	12	9	85	22	16
14	1	2	50	12	9	86	23	16
15	1	2	51	12	9	87	23	16
16	2	2	52	12	9	88	23	17
17	2	2	53	13	10	89	24	17
18	2	3	54	13	10	90	24	17
19	3	3	55	13	10	91	24	17
20	3	3	56	14	10	92	24	17
21	3	3	57	14	10	93	25	18
22	3	3	58	14	11	94	25	18
23	4	4	59	15	11	95	25	18
24	4	4	60	15	11	96	26	18
25	4	4	61	15	11	97	26	18
26	5	4	62	15	11	98	26	19
27	5	4	63	16	12	99	27	19
28	5	5	64	16	12	100	27	19
29	6	5	65	16	12	101	27	19
30	6	5	66	17	12	102	27	19
31	6	5	67	17	12	103	28	20
32	6	5	68	17	13	104	28	20
33	7	6	69	18	13	105	28	20
34	7	6	70	18	13	106	29	20
35	7	6	71	18	13	107	29	20
36	8	6	72	18	13	108	29	21
37	8	6	73	19	14	109	30	21
38	8	7	74	19	14			
39	9	7	75	19	14			

THB and DB $\Rightarrow$ To-Hit Bonus & Damage Bonus. We are lumping these two numbers together because they are very closely related. Three of the major statistics—STR, ADX, and INT—have a bearing on these numbers: ADX and INT govern THB, while STR and ADX control DB.

To-Hit Bonus (THB) is a direct addition to your character's BCTH for all of his powers and *melée* combat. Damage Bonus (DB) is a direct addition to all of the damage your character does in combat. Consult Table 6 and note the values given in the proper bonus columns next to the statistic values for STR, ADX, and INT:

Add the ADX and INT values from the table to obtain the To-Hit Bonus. To obtain the Damage Bonus, add the values for STR and ADX. Please be careful to get your bonus number from the proper column of the table.

$$\text{THB} = \text{ADX bonus} + \text{INT bonus}$$

$$\text{DB} = \text{ADX bonus} + \text{STR bonus}$$

Should you have a character with a score higher than 95, you can use the formulas given below to calculate the table values:

$$\text{To-Hit column bonus} = \frac{(\text{Statistic} - 3)}{5}$$

$$\text{Damage column bonus} = (\text{Statistic} - 9) \times 0.3$$

Please remember to round down all fractional results.

DET $\Rightarrow$ Detective Score. This number indicates how observant the character is. A percentile die is rolled against this number; if the result is lower than the number, the character has discovered some evidence, recognized someone, etc. This die roll may be modified by the GM if he thinks that the situation merits it. Of course, if there is nothing to discover, a successful roll will tell you this fact and nothing more.

Your detective score may be calculated by using the following formula:

$$\text{DET} = \text{INT} \times 0.8$$

If you have Improved or Impaired Senses that affect this score, remember to multiply the result of the above calculation by your multiplier.

DAN $\Rightarrow$ Danger Sense. This score is a measure of how wary the character is and how well his sixth sense works at detecting trouble before he walks into it. Whenever a character is walking into an ambush or other dangerous situation, a percentile die is to be rolled against this score. If the result is lower than the score, the character knows that something is wrong. If he then successfully rolls his detective score, he will know exactly what is wrong.

This number is normally equal to your character's INT score, but it will be affected by Improved or Impaired Senses; remember to multiply the score by any multiplier you may have.

HLR $\Rightarrow$ Healing Rate. This is the rate at which your character's body heals hit point damage. It is calculated by using the following formula:

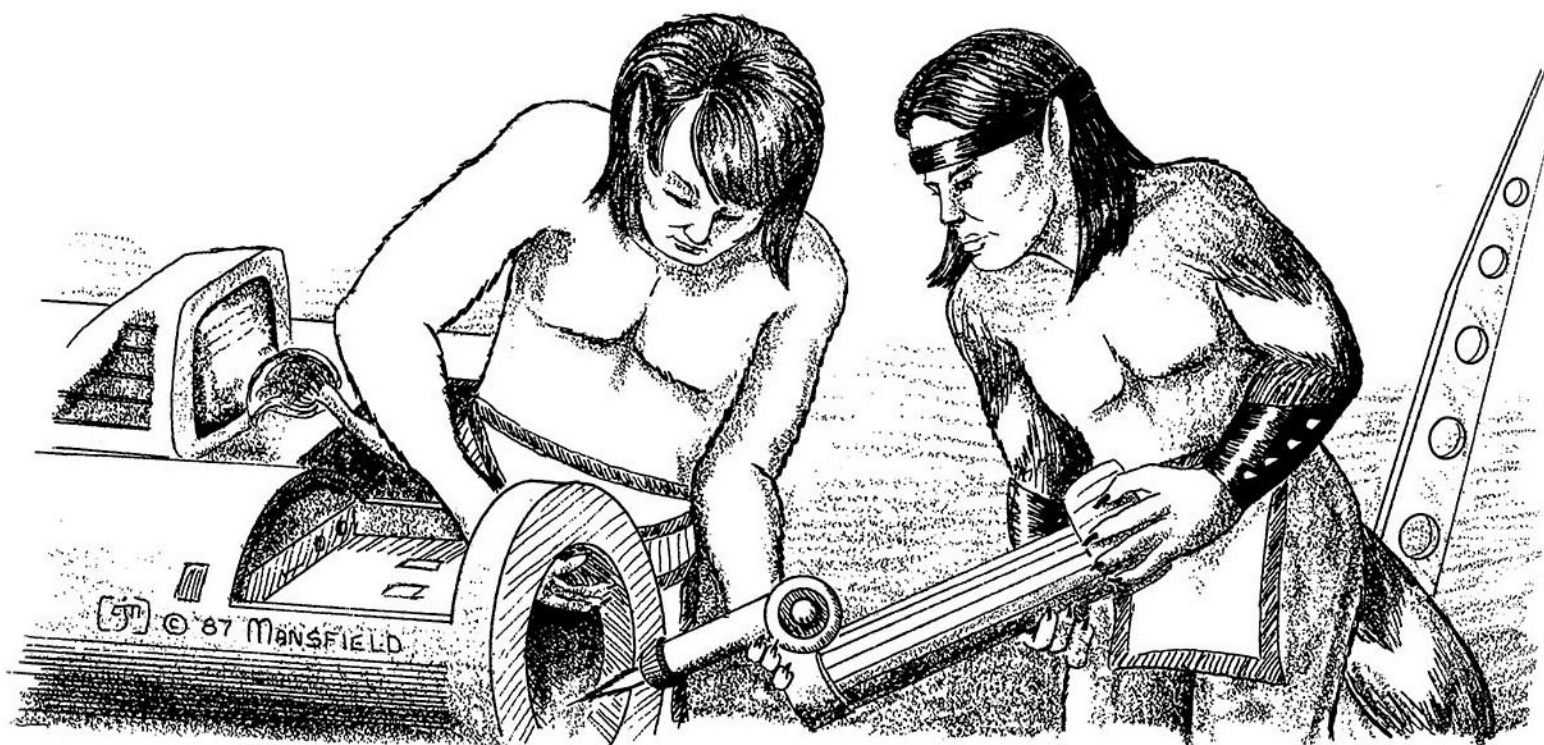
$$\text{HLR} = \text{CON} \times \text{W}^*$$

W* is the Weight Factor you calculated to get your character's hit points. This score is the number of hit points that will be recovered per day of rest.

KNB $\Rightarrow$ Knock Back Factor. KNB is the number of hit points that must be done to your character before he can be knocked back by a damage-doing attack, and is calculated as follows:

$$\text{KBF} = \text{WT} + \frac{\text{HP}}{20}$$

Please see the knock-back rules in section III.J for more information.



II.H Occupations and Skills

Most characters with super powers aren't just thrill-seeking adventurers who drift from one fight or crisis to another: most of them have regular work which they do for a living, and those who don't probably had some work experience in their past. The Job Skills Table is a list of most of the useful job skills that might come into play in an Enforcers scenario. The player and the GM should reach an agreement on just what skills any given character may have.

Job Skills Table

Acrobatics/Gymnastics	Electronic Design	Mystic Lore
Acting	Electronic Surveillance	Pilot
A. I. Specialist	Extortion	Robotics Design/Repair
Animal Training	Field Engineer	Salesmanship
Anti-Terrorist	Genetics Research	Smuggler
Arcane Weapons	Information Extraction	Space Pilot
Automated Systems	Installation Security	Street Wise
Archaeology	Journalism	Terrorist
Communications	Law	Thief
Computer Programmer	Leadership	Tracking
Computer Security	Lobbying	Trucking
Construction	Medical	Vessel Navigation
Criminology	Military Strategist	Wilderness Survival
Demolitions	Modern Weapons	Xeno-Biology

A character should have five different skills (at most) when he is first created, and this number should be granted by the GM only for a character that will not meet its true design intent without them. The GM can charge creation points for skills when a character is created if he feels the request is excessive; three is a more normal number of skills for a character to possess. In any case, a character may acquire more skills after he is created by either foregoing his training bonus for 5 consecutive creation point gains or by spending 2 creation points and training for 6 game months. The maximum number of skills a character can have is 6. Once a skill is learned, it cannot be forgotten so that another can take its place.

The rest of this section is devoted to complete descriptions of all of the skills previously listed. The list is not exhaustive, and entirely new skills can be created if the player and GM agree on the descriptions. Please remember that the following descriptions assume that the character is working in optimal conditions on the type of equipment that he is most familiar with. Adverse conditions or unfamiliar equipment may affect your character's chance of success. In addition, please remember that characters with these skills are better than most other people with similar skills, but they are not always the best in their field, and no amount of skill will allow you to slow down the passage of time—e.g., breaking into complex computer security systems takes many weeks, and creating new life with genetic engineering takes years!

- ★ **Acrobatics/Gymnastics** This skill allows a character to execute olympic quality feats of acrobatics in combat and other situations simply by rolling less than 90 on 1d00; normally, the character would have to make a saving throw versus $\frac{1}{2}$ of his ADX score.
- ★ **Acting** Characters with this skill are good at impersonating other people. They can also lie very convincingly and mislead others. Opponents get only half of their normal detective score to spot these characters in action.
- ★ **A. I. Specialist** Artificial intelligence is used in everything from domestic service robots to the planetary defense system. This skill allows the character who has it to modify the programming of self-aware machines so that they will behave according to the character's wishes. The character has an 80% chance of success when attempting to make such changes to an unresisting mechanism.
 The GM should take into account all of the security measures the machine has installed and the character's INT score if it is a very difficult job. Also, please remember that the machine must be restrained for the character to operate on it—they almost never go quietly.
 Another use of this power is to predict the likely actions of a self-aware machine; add the character's INT score to his normal detective score. Characters who do not have this ability cannot even attempt any of the actions mentioned in this description.
- ★ **Animal Training** Characters with this skill are able to train animals to perform simple tasks. The training takes from 1–6 weeks, depending on the complexity of the trick (amount of time up to the GM) and has an 80% chance of success (checked after the necessary time period has elapsed). If the training fails, the trainer may start the process again with a 60% chance of success. If this second try fails, this animal is untrainable and may not be taught any further tricks. Characters without this ability don't have the necessary patience to train animals.
- ★ **Anti-terrorist** These people are very much in demand as security consultants to governments and corporations worldwide. They are familiar with the current "tricks of the trade" that terrorists use to accomplish their objectives. They are also familiar with most of the major terrorist organizations and can usually make a pretty good guess who was responsible for what attack.
 Characters with this ability have an 80% chance of detecting terrorist activity being carried out in an area they are responsible for before the situation becomes critical. In the aftermath of a terrorist attack they have a 70% chance of determining who did it, based on the evidence at the scene. If additional evidence should surface, this chance will increase. Characters who don't have this skill receive only their detective percentage.
- ★ **Arcane Weapons** This ability allows the character possessing it to use any sort of old-fashioned *melée* weapon without incurring a penalty for being unfamiliar with its use. (The penalty is normally –20% from the character's BCTH.)

- ★ **Automated Systems** Characters with this ability are familiar with the complex software and control systems necessary to do such things as spacecraft navigation, environmental control, and nuclear power plant operations. This is by no means an exhaustive list, as this ability could also apply to a number of other applications.

The character has an 80% chance of being able to repair any kind of automated system malfunction in 1–10 hours, assuming the necessary parts and tools are available. If the system under repair is “self-aware,” it will also be necessary to have an A. I. Specialist on hand. Characters without the necessary skill cannot work on this type of machine successfully.

- ★ **Archaeology** Characters with this skill are experts on ancient civilizations and their artifacts and ruins. They have an 80% chance of identifying any ancient object’s purpose and the culture that created it. They also have a 60% chance of reading any ancient earth writings or pictographs that may be discovered. Characters without this ability can make only rough guesses about an item’s uses.

- ★ **Communications** Communications experts are familiar with most modern forms of voice, video and data transmission and data encryption techniques. They can design and repair systems and are familiar with transmission jamming techniques too.

Characters with this ability have a 70% chance to break most standard data encryption techniques, assuming no special security safeguards and access to a home computer. They also have a 75% chance of tracing a phone call, assuming the call lasts at least 1 minute. Given the proper tools and replacement parts, repair of a broken system is automatic.

Transmission jamming is risky and, in most cases, highly illegal. There is a 40% chance of success; failure indicates that other transmissions are being interfered with as well and that the FCC is on the way. Locating the source of a jamming signal is automatic with the proper equipment.

Characters without this skill cannot perform any of the listed functions.

- ★ **Computer Programmer** This skill allows the character to write, debug, and interpret computer programs written in most standard languages. Interpreting a program is automatic; writing and debugging have a 60% chance of success. Failure indicates that the program needs more work.

Characters with this skill also have a 40% chance to hack their way into unfamiliar computer systems and gain information or whatever else the system might have to offer. The percentage given above is for a system with normal security precautions; this figure also assumes that the system allows remote access. If remote access to the system is not possible, the character may find it necessary to break into the installation in order to compromise the system. The consequences of failure are entirely up to the GM as they may vary widely, depending on the system.

Characters who don’t have computer skills cannot attempt to write programs or infiltrate computer systems.

- ★ **Computer Security** Characters with this skill design, install and maintain operating and security systems for major computer installations. As a result of this ability, they have a 70% chance of infiltrating security on another computer system. Design and installation of a new security system is automatic.

These characters can also attempt to design new security software to make it harder for people to break into the system. This design process will take 1–10 game weeks. After the time has elapsed, roll 1d00 and subtract the result from 35. If the number you obtain is zero or negative, the attempt was a failure. If the number is positive, the figure obtained is subtracted from other people’s attempts to break into the system.

Characters without computer skills can’t write programs, operating systems, or break into computer systems.

- ★ **Construction** Characters with this skill are familiar with modern construction techniques. Because of this familiarity they have the ability to locate secret doors, compartments, structural weak points and other anomalies in buildings with a 70% chance of success. Other characters get only their detective percentage.

- ★ **Criminology** Criminologists have unlimited access to most local, state, and federal law enforcement computer systems. Other characters can occasionally gain such access, but it takes a lot of trust from the agencies involved to allow a character access to their system.

With this system access the character can scan the files on any criminal he wishes and discover the character’s strengths, weaknesses, and past criminal history.

Criminologists are very familiar with the criminal mind. As a result of this, they are often able to predict a criminal’s next course of action (80%) and the general area and type of base the criminal is using (70%). They also have a 90% chance of determining what criminals are responsible for a given crime, assuming that the character is familiar with the criminal and his habits. Characters without this ability have only their detective percentage to fall back on.

- ★ **Demolitions** This skill allows a character to make the best use of explosives or other destructive forces to destroy buildings, dams, bridges, or whatever else he decides to blow up. Characters with this skill have an 80% chance of finding the necessary weak points in any structure to destroy it with a minimum amount of destructive force and cause the destroyed structure to fall in any direction or manner desired. They also know how to use and handle explosives safely. Characters who don't have this skill are not familiar with explosives and can't find the necessary weak points in the structure.
- ★ **Electronic Design** Characters with this skill can design and build electronic devices to perform any reasonable function. The design and building of such a device can take a great deal of time and effort if it is meant to last for more than a brief period of use.

The character can, if he desires, throw together a device in a few hours that has a 60% chance of working each time it is used. A failure indicates that the device is nothing more than a mass of fused circuits.

The GM needs to exercise a certain amount of control over the characters with this skill. Players should not be allowed to have their characters design and build devices which would normally cost creation points to purchase—unless, of course, the character is willing to spend those creation points. One-shot devices in emergency situations should be allowed, provided that they are reasonable.

Characters who do not have this skill may not construct electronic devices.
- ★ **Electronic Surveillance** This skill allows the character to design, build, and use all manner of electronic listening and monitoring devices to eavesdrop on others. If the character with this skill plants the bug, there is an 80% chance of success. If he builds the bug and someone else has to use it, there is a 60% chance of success. Bugs can be designed and built in 1d6 hours. Characters with Electronic Design can also build bugs, but it takes them a lot longer (1d4 days). Characters without either of these skills may not build bugs.
- ★ **Extortion** Who said all of our skills had to be legal? Extortion is the ability to find out something that someone has to hide and to extract money from them to keep one from revealing the information. If the secret is terrible enough and it is properly handled, there is an 80% chance of success against an NPC, assuming no interference from outside sources. The GM's ruling on whether or not a particular attempt is successful is final. Characters who don't have this skill have to spend a very long time searching to find anything worthy of extortion.
- ★ **Field Engineer** Characters with this skill are qualified repair personnel on certain types of electronic or mechanical equipment. Exactly what brand and type must be decided by the player and the GM. If proper replacement parts are available, characters with this skill have an 85% chance of fixing any malfunction within 1d10 hours. They can also install new devices and modify the functions of existing devices with the same chance of success. The chance of success is lessened if an unfamiliar device, make or model is encountered. Characters without this skill are not qualified to do such work.
- ★ **Genetics Research** This skill allows the character who has it to analyze the genetic structure of any organism and determine its properties. It can be used to clone or alter existing organisms and create completely new ones.

This sort of research is very time-consuming and takes very rare and expensive scientific equipment to conduct. The government also has oversight committees that have the power to jail people who conduct illegal or unethical research. Characters with this skill must use great caution when using it.
- ★ **Information Extraction** This skill is another of the illegal arts and sciences. Put simply, this is the ability to get someone to talk about whatever you want to hear about at great length and in great detail using whatever means necessary. The base chance of success on an NPC is 85%, assuming that the character actually knows something. Getting PCs to talk about anything against their will usually requires drugs and has only a 55% chance of success. Characters without this skill are free to try it, but they will probably end up killing their subject before they learn what they want to know.
- ★ **Installation Security** Characters with this skill design security precautions and procedures for all types of commercial and government installations. As a result of this activity, they are also very good at infiltrating such security areas. They have a 75% chance of detecting any alarm or surveillance device and disarming it before they are discovered by it. This same percentage applies to attempts to sneak past devices that cannot safely be disarmed. Characters who do not have this skill receive only their detective percentage to find such devices, and are not capable of disarming them without making a mess.
- ★ **Journalism** Reporters and their ilk tend to stick together. As a result of this camaraderie, characters with this skill receive a +20 modifier on their press reaction roll (see section V.D for more information). They also have contacts in the media and the ability to write and plant false news stories about whatever

subject they choose. I leave the rest of these rules strictly up to the GM's discretion because circumstances can play a large role in the perception of a planted news story.

- ★ **Law** This skill allows characters to act as their own defense counsel during times of legal stress. It also gives a bonus of 15% on all rolls for any legal proceeding that the character might be involved in—potentially even more if the GM feels the player did a very good job. Characters who work with law enforcement agencies are very nasty when they have this skill because they can often find unique legal twists that they might be able to exploit to further their own investigations. Please see section V.H, “Trials and Tribulations,” for more information.
- ★ **Leadership** Characters with this ability inspire confidence and trust in people during crisis situations. If a character with this ability gives an order during a combat situation to non-player characters who are either fighting on his side or innocent bystanders it is 85% likely to be obeyed. Any blatantly stupid or unreasonable requests will be ignored and will probably get a hostile reaction. Characters who do not possess this ability can still try to give orders, but a reaction roll will have to determine whether or not they are obeyed.
- ★ **Lobbying** This skill allows characters free access to their elected representatives to ask for funds or whatever form of assistance the government might be able to reasonably provide. Any request must meet the following criteria to have a chance of being granted:
 1. The request must be reasonable.
 2. The branch of government must be able to accomplish the request with the resources it has available.
 3. The request must have a valid reason behind it that will justify the expenditure of funds or whatever resources to the all powerful electorate.

It also helps if the proposal would be politically popular, create jobs, save money, or have other beneficial side effects. It is the GM's ultimate responsibility to weigh all proposals and their benefits—after all, he *is* the government.
- ★ **Medical** Characters who have this ability and the proper equipment can multiply the healing rate of other characters by 1d6 for one day. The extensiveness of the injuries will often dictate what constitutes proper equipment. It may even be possible to save severed limbs or bring characters back from the brink of death. The effects, if any, of all extraordinary measures will be decided by the GM.
- ★ **Military Strategist** Characters with this ability are very good at assessing their side's chances in a battle against known opponents. They are 60% likely to find the best way to attack their adversaries, excluding exploiting unknown weaknesses. *The GM is urged to remember that this ability works on knowledge that the character has*; any sudden discovery of a secret weapon or new adversary might unbalance the entire attack. Characters without this ability will just have to do the best they can without the extra help.
- ★ **Modern Weapons** This ability allows the character to use any kind of modern hand-held weapon without incurring a penalty for being unfamiliar with its use; the penalty is normally –20% from the character's BCTH.
- ★ **Mystic Lore** Characters with this skill are familiar with ancient myths, legends, and arcane knowledge that may be of use in certain adventures. This knowledge may often fill in the holes left in the player character's understanding of strange events unfolding around him. This, of course, assumes that there is some sort of mystic connection to these events; if there is not, this skill will not provide any answers. Characters who do not have this skill will have to spend a very long time doing research to gain the same answers.
- ★ **Pilot** Pilots can fly planes that operate within the atmosphere *only*. If this skill is combined with Space Pilot, the character possessing it is also qualified to operate a space plane. Characters who do not have this skill cannot fly a plane by themselves.
- ★ **Robotics Design/Repair** Characters with this skill are considered certified repair technicians for all current types of robots and androids. They can also design and repair cybernetic body parts. As this is a very elite group of people, they are often able to name their own price for such work if it involves unique and unusual devices. Characters without this skill are not qualified to work on such equipment.
- ★ **Salesmanship** Would you buy a used car from this man? If the person in question has this skill, then the answer is most likely yes. Salesman have a 75% chance of making a sale to a qualified customer who is looking to buy a product similar to the one the skilled salesperson is selling. He even has a 30% chance of making a sale to someone who really didn't think he wanted the product before he walked into the shop. These percentages assume that the customer is at least somewhat willing to be persuaded.

- ★ **Smuggler** Possession of this skill means that the character is very adept at hiding things from customs officials or anyone else who wants to look. These people can transport goods and people across state, national, and even planetary jurisdictions with an 85% chance of success. They know the right palms to grease and have the contacts to buy and sell just about any kind of goods—legal or illegal. A smuggler's underworld contacts might also be useful for other things as well, at the GM's discretion. Characters who do not have this skill must make a percentile save vs. their INT score minus the highest INT score among the searchers.
- ★ **Space Pilot** Characters with this skill are qualified space navigators and pilots. They can use a ship's instrumentation to get them anywhere they want to go, provided they know where that is; there is only a 30% chance of arriving at the desired destination when navigating in unfamiliar space without up-to-date star charts for the region. If a space pilot is lost, he will always be able to find his way back to a familiar region of space unless his navigation computer is broken. There is only a 70% chance of returning in case of equipment failure. It is up to the GM to determine what happens to vessels lost in space.
- ★ **Street Wise** This skill means that the character is very familiar with the unnoticed day-to-day activity of the small time underworld. He makes it a point to keep tabs on the minor league locals; they are often very good sources of goods, information, and services. Characters with this skill have a 70% chance of getting what they want from their contacts (assuming they're looking for something that the contacts could reasonably provide); however, it will usually cost the character some credits and the GM sets the price—negotiating is half the fun.
- There are two prime motivations for small-time operators to cooperate with super-powered characters: trust and fear. If the motivation is trust, the information will be much more accurate and detailed. However, a super character may have to do favors for his contacts once in a while in addition to paying them money; such favors might include looking the other way, bailing them out, saving them from a hit, etc. If fear is the primary motivation, the information comes cheaper, is less detailed, and sometimes just plain wrong; the GM's decision determines how often this happens, its extent, and the severity of the consequences when it happens. Hoods are very reluctant to send people who can do them bodily harm away empty-handed; if they don't know any information they may invent some on the spot.
- Characters without this skill can rely only on their detective score and good luck to uncover clues.
- ★ **Terrorist** Characters with this skill are very good at coming up with new and inventive ways of killing large numbers of people, creating massive destruction, causing mass confusion, and proving their political or religious points. By doing this they think the world will buckle under and yield to their demands. This almost never happens, and such characters have a very short life expectancy if they ever fall into the hands of their ideological foes—e.g. the government or someone who is not impressed by murderous fanatics. Terrorists have a 90% chance of performing any act that is in character for a terrorist in the presence of routine security. If super-beings are present, they will get normal detective and danger sense rolls along with any special allowances for heightened senses they may have. Anti-terrorists also have additional bonuses which enable them to foil terrorists. Please see section V.I for more information about terrorists and explosives.
- ★ **Thief** Thieves have a 75% chance of accomplishing any activity related to stealing. These activities include but are not necessarily limited to:

Car Theft
 Lock Picking
 Wall Climbing
 Pickpocketing
 Bypassing Alarms
 Spotting and Bypassing Surveillance Equipment
 Fencing Stolen Merchandise
 Pursuit
 Evasion
 Breaking and Entering

The 75% chance figure given assumes that the thief has all of the necessary equipment; that the security is no better than average; that the opposition has no extraordinary capabilities; and that conditions are not otherwise unfavorable. The GM is the final judge when it comes to setting the percentage for accomplishing any thievish function.

If the percentage check is failed, the thief must make a percentile saving throw against his INT score. If this save is successful, the result of the failure will be only a minor setback. If this save is blown, the results could be catastrophic, at the GM's discretion.

Characters who do not have this skill should not attempt feats of thievish daring, as they have no natural chance to accomplish such things.

- ★ **Tracking** Characters with this skill can track animals and humans in a wilderness setting with a 80% chance of success. This chance may be raised or lowered by the GM due to environmental factors, time since the quarry passed by (–20% per hour), precautions taken by the quarry, or heightened sensory capabilities possessed by the character. In an urban setting the chance of success is decreased by 50% unless occasional visual contact is maintained.
The use of this skill should be restricted to characters who are either part animal or are oriented toward nature in some other way.
- ★ **Trucking** This skill allows a character to drive any kind of commercial vehicle or heavy construction equipment. Characters who do not have this skill must roll against their detective percentage to operate such equipment. Because they are in motion while still trying to figure out the vehicle, the odds of a mishap are quite high.
- ★ **Vessel Navigation** Characters with this skill are competent in the use of modern navigation devices and ship controls for piloting a vessel on open water. Characters who do not have this skill are not qualified to do so.
- ★ **Wilderness Survival** This skill allows a character to survive in the wilderness with little or no equipment for an unlimited period of time. Such characters are also able to provide food and water for up to 1d10 others. Make a die roll each day; if the number rolled is less than the number of people present, someone goes hungry. In very bad or unfamiliar situations, the GM may make the character roll percentiles to determine if he has succeeded in finding food and water; the chances of success in this case are decided by the GM.
Characters who do not have this skill survive in the wilderness only by luck, at the GM's discretion. Characters who have Animal Powers automatically possess this skill.
- ★ **Xeno-Biologist** Xeno-Biologists are experts in extraterrestrial forms of life. They have an 80% chance of determining what sort of environment produced a given life form. Conversely, they also have an 80% chance of predicting what forms of life could be produced by any given extraterrestrial environment. When confronted with an unfriendly alien of unknown type, a xeno-biologist has a 30% chance of deducing any weaknesses the alien might have. Characters who do not possess this skill cannot perform any of the functions previously given.

III. RULES OF WAR

In this section of the book we will give you a detailed explanation of how combat works in this role-playing system. Before you proceed further, please look at the Combat Initiative Chart provided in the Appendix of this book. The authors grant you permission to copy the Initiative Chart in order to help you run combats during game sessions. We recommend that you place a copy of this chart inside a clear plastic page protector and use grease pencils to write on it; when the round is over, all that you need do is wipe the chart off with a paper towel or piece of cloth and it will be ready for the next round.

III.A Round Count Structure

Combat is divided up into rounds; each round lasts 15 seconds of game time. Please look at the Initiative Chart: it is divided into 75 counts, organized into 5 rows 15 columns wide. This chart determines when characters are allowed to act. In game time, each count represents 0.2 seconds.

III.B Initiative

A character's initiative is calculated by rolling 1d10 and adding this number to the character's ADX score. If the character has the super power Heightened Reflexes, this needs to be added in as well.

Once a character's initiative has been determined, the number equal to the character's initiative should be located and marked on the Initiative Chart with the character's initials.

III.C Offensive Actions

When combat begins, the GM will start in row 1, column 1 of the Initiative Chart and begin counting columns to the right. When the end of row one is reached, the GM will start counting in row 2, column 1 and continue to the right. This procedure continues until row 5, column 15 is reached. At this point the round is over, initiatives are re-rolled, between-round saving throws are checked (if any), and the next round begins.

Characters receive offensive actions in the column where their initiative score is plotted, in the row their initiative score is plotted, and in all rows higher. For example, a character with an initiative score of 35 receives an offensive action in column 11 of rows 1, 2, and 3. He does not receive an offensive action in rows 4 and 5 because these rows are below the point where his initiative score is marked.

Characters with initiative scores greater than 75 should have their initiative scores marked at the bottom of the chart in the 75+ area. They will receive an offensive action in column 1 of every row. If two characters are due to receive offensive actions at the same time, the one with the higher initiative score will react first. If the initiative scores are the same, the character with the higher ADX score will go first. When both of these scores are equal, a die should be rolled to determine who will go first.

All actions taken by a single character must be separated by at least three unused counts! This is necessary in order to allow others a chance to be effective and to prevent characters with high ADX scores from running away with the show. It is also possible to save an action that you have a chance to use in order to use it at a later time, but please note that all such saved actions must be used before row 5, column 15. **Any such actions not used by this time are lost.** No character may use more than one offensive and one defensive action during row 1!

Offensive actions are used for all forms of attack and for other types of actions where they are required. If offensive actions are needed for a non-offensive power, the rules description for that power describes their use. Offensive actions can also be used to do anything that a defensive action can be used for, but this is a bit of a waste unless the situation is critical.

Offensive actions cannot be used or traded until the point in the round where the character is entitled to use them. Once an offensive action is earned, it need not be used immediately but can be saved until a later point in the round; see section III.E for more information. All offensive actions not used by the end of the round in which they are earned are lost. Unconscious characters do not earn offensive actions.

III.D Defensive Actions

Every character is entitled to at least 2 defensive actions. Characters earn additional defensive actions when their initiative scores reach 85 or higher. The character earns one defensive action for every 10 points his initiative score exceeds 75. These defensive actions can be used at any time during the round, provided that the following conditions are met:

1. Three counts must have elapsed between the last offensive or defensive action the character has taken and the one he is about to take.

2. If less than three counts will elapse between the current action and an upcoming offensive action to which the character will be entitled, the upcoming offensive action will be delayed until 3 counts have elapsed.

Defensive actions are used to activate defenses, use movement between offensive actions, flee combat, etc. They will preempt normal offensive actions which occur on the same count. If two characters wish to take defensive actions at the same time, refer to the rules in the offensive action section to determine who will go first. They can be traded for offensive actions as detailed in section III.E.

III.E Exchanging Actions, Reserved Actions, and Surprise

It is possible to exchange offensive actions for defensive actions and vice-versa. If you trade an offensive action, you will receive 2 defensive actions for it. On the other hand, it takes three defensive actions to purchase one offensive action. Offensive actions purchased by using defensive actions are considered earned as soon as the trade is made. They can be used subject to the same spacing restrictions given in the defensive action section.

“Reserved actions” are offensive actions that are not used on the same count in which they are earned but saved until later in the round. Reserved actions preempt all other actions, whether offensive or defensive. If two characters attempt to use reserved actions at the same time, refer to the offensive action rules to determine who will go first. Reserved actions are also subject to the spacing restrictions given in the defensive action rules.

When the GM determines that it is likely that one side in a combat is caught off guard, it is necessary for every character on that side to roll less than their Danger Sense on percentiles. If this roll succeeds, there is no effect on that character. Should the character not make his roll, the following effects will be suffered:

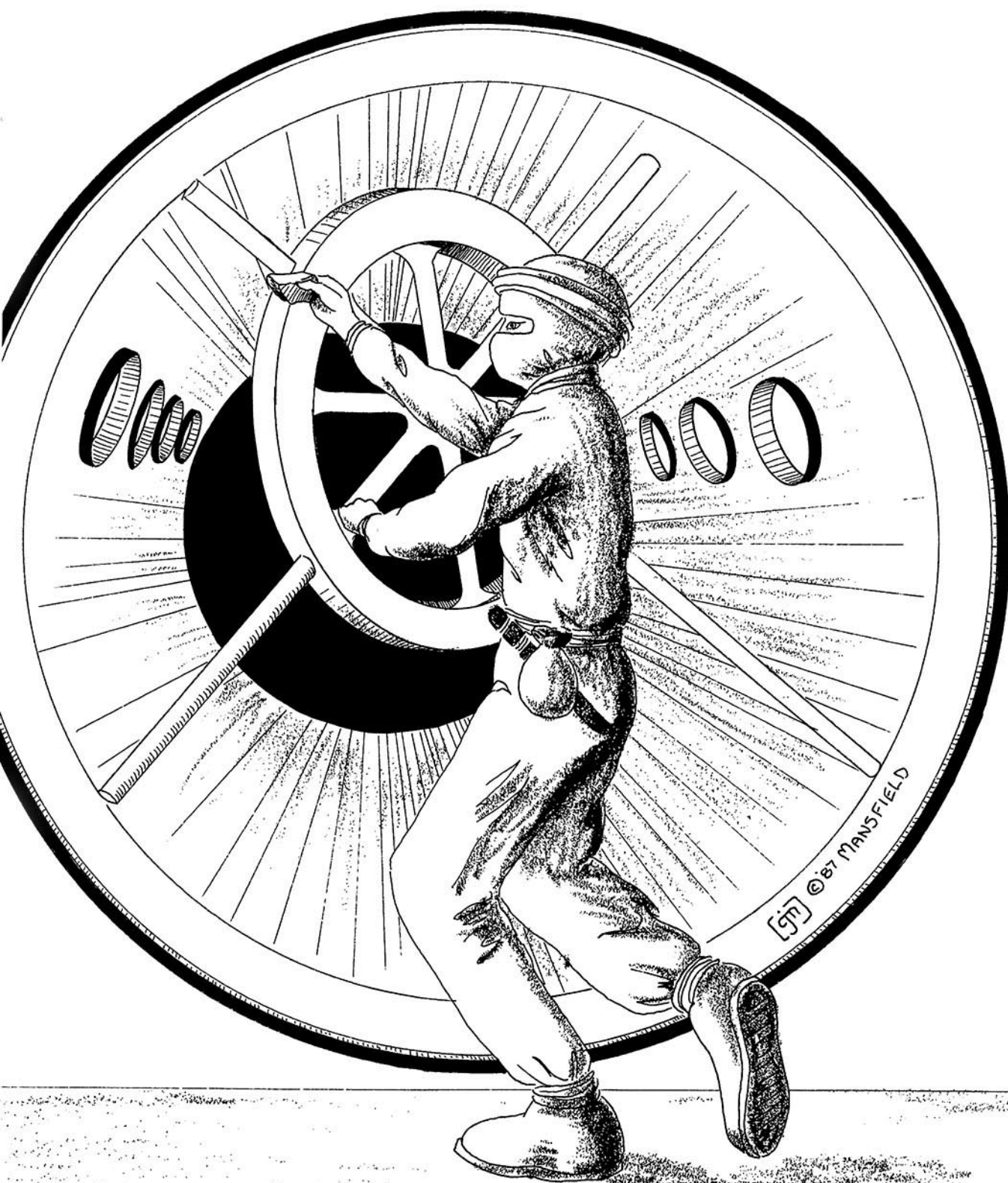
1. The character’s offensive actions in rows 1 and 2 are lost.
2. Two of the character’s defensive actions are lost.
3. The character’s defensive action may not be used until row 3 of the initiative chart is reached.

It is possible for a character to lose all of his offensive actions in the round because of these rules. If this happens, it is the character’s tough luck for walking into an ambush. Please note that surprise can only apply to the first round of a combat; after that it is assumed that everyone has snapped out of their state of shock and can act normally.

III.F “To-Hit” Rolls

Now that we have told you *when* you can attack, we will explain *how* to attack. In order to make this section of rules easier to understand, we are about to break one of the unwritten laws of the game industry. Yes—you guessed it!—we are about to reprint a section of rules given earlier in this book. We feel that it will make this whole section much easier to understand if we print these rules in context, as well as in the superpower section where they are badly needed for character design. The reprinted material will be followed by a lot of other material we guarantee you haven’t seen before. Even if you have read and understood the section on offensive superpowers before, we urge you to do it again so that you can see how the total combat rules picture all fits together.

When a character is created and an offensive superpower is selected, the player must determine: the Base Chance To Hit or BCTH; the amount of damage the power can inflict on opponents or DAM#; and the amount of energy it takes to use the power (otherwise known as the Energy Cost per Use or EC/U). Table 1 (repeated here) lists the base-to-hit ranges and their effect on the Creation Point cost of the ability being defined.



[97] ©87 MANSFIELD

**Table 1 Base % To Hit vs
Creation Point Cost
Modifiers**

% range	Creation Point modifier
01– 15	– 1
16– 25	– .5
26– 75	0
76– 95	+ .5
96–120	+1
121–150	+2
151–200	+3
201–250(maximum)	+4

Note that a BCTH greater than 250% is not allowed.

Special powers: The following powers either do not have an adjustable BCTH or have a special BCTH and cost to modify it:

1. Gravity Projection, Transmutation, Magnetism, Paralysis, Mental Domination, and Telekinesis have a base chance to hit of 50%. You may add 10% to your base for each additional creation point spent up to a maximum of 250%.
2. Emotion Projection and Death have a base chance to hit of 35%. You may add 10% to your base for each creation point spent up to a maximum of 250%.
3. Hand-To-Hand has 2 forms:
 - a. Base to hit is 50%. You may add 10% to your base for each additional creation point spent up to a maximum of 250%. Damage done is based on carrying capacity (see Table 5, an extended version of which appears in the Appendix), with energy cost per use calculated using the formula for standard offensive powers.
 - b. The player determines base to hit, damage, and energy cost as a standard offensive power. The player then has to pay any creation point cost for a high DAM# or BCTH; see the previous rules regarding standard offensive powers for more information. Any effects resulting from the use of HTH are as described in the rules descriptions—i.e. only the damage and BCTH are affected by this decision.

The energy cost for using the special powers previously noted is given in the individual power descriptions. For all other powers use the following formula to calculate it:

$$\frac{EC}{U} = \frac{(DAM\# \times 3 \times BCTH)}{1000}$$

All fractional results from the formula given above should be rounded up to the next whole number. Energy cost per use is calculated based on the character's BCTH before any adjustments are made to it. The energy cost for an attack must be paid at the time the attack is launched by subtracting the cost from the attacker's current energy score. If an attacker does not have enough energy to launch an attack and wishes to do so anyway, the fatigue rules given in section III.K apply and should be consulted whenever a character drops to zero energy points.

Once the BCTH, EC/U, and DAM# have been determined, all of this information must be recorded on the character sheet. The BCTH is fixed once the power is created and can be changed only by completely re-buying the power. The DAM# can be increased by spending additional creation points after the character is created; see section IV. for more information. Also, please remember that if the DAM# for an existing power is increased, the EC/U will have to be recalculated using the formula given earlier in these rules.

Your BCTH (Base Chance To Hit) is based on characters of equal level who have no defenses against the attack mode in use. It is, therefore, obvious that defenses, special abilities, and characters' relative levels must be accounted for before *melée* can take place. The following modifiers affect your chances to hit:

1. Accuracy Bonuses from character statistics (ADX, INT).
2. Accuracy Bonuses from powers (Animal Weaponry, Combat Bonus, Magic Spells, Weakness Discovery, or other sources).
3. Attacker's ACP versus defender's ACP: For each ACP difference multiply by 3; if the attacker has more ACPs, the attacker adds the value to his BCTH; if the defender has more ACPs, the value is subtracted from the attacker's BCTH.

The figure generated by steps 1 through 3—called the adjusted base chance to hit, or simply ABCTH—needs to be adjusted for the target's defensive abilities. Table 7 and Table 8 are active and passive defense tables listing the attack modes in columns and the defense modes in rows. The number given at the junction of the appropriate column and row in each table is the adjustment to the attacker's chance to hit.

Combat Matrix Explanation

Table 7 explains the abbreviations used in the passive and active defense charts to represent the various powers, and Table 8 is the Passive Defense Table matrix. To be effective, a passive defense must have been activated prior to the attack it is trying to defend against. Characters cannot bring up their defenses after an attack has been launched. It will usually take a defensive action to activate a passive defense; please see the individual power descriptions for more information.

Table 9 Enforcers Active Defense Table

	CHM	DIS	ENB	END	FLM	FRC	GRA	HTH	ICE	LAZ	L&E	MAG	PAR	S&V	TKD	TKP	TRM
CHM	*	4			*				*	3	2					*	*
DIS	*	*	*		*	*			*	2	2		4			*	4
ENB	4	*	*	*	*	*			*	3	2	2		3	2	*	
FLM	*	3	*		*	3			*		3					4	
FRC	*	2	*	3	*	*	3		*		*	2	3	*	2	*	*
GRA	*				3		*		*	4		*				*	
HTH								2									
ICE	*	3	*		*	3			*	*	*			*	*	*	*
LAZ	2	2	2			*				2	2					2	
L&E			2	*		*			*		*	*				2	3
MAG			2			*	*			4	*	*			3	*	2
MND	2		3		2	2			2					*		3	
TLK	3				3	*			*			2			*	*	
TRM	*								2							*	

Table 7 Abbreviations for Combat Matrix Titles

Abbreviation	Meaning	Abbreviation	Meaning
ADT	Adaptation	IVL	Invulnerability
AND	Android	LAZ	Laser Powers
ARM	Man-Made Armor	LIF	Life Support
CHM	Chemical Weaponry	L&E	Lightning Bolt & Electricity Control
DEM	Dematerialization	MAG	Magnetism
DIS	Disruption	MEN	Mental Shield
DTH	Death	MND	Mental Domination
END	Energy Drain	PAR	Paralysis
EMP	Emotion Projection	PSI	Psionic Attack
ENB	Energy Bolt & Energy Vampire	ROB	Robot
	Ranged Attacks	STE	Stretching Powers
FLM	Flame Protection & Immolation	S&V	Sound Projection & Vibratory Attack
FRC	Force Projection	TKD	Telekinesis (direct)
GRA	Gravity Projection	TKP	Telekinesis (projectile)
HTH	Hand-To-Hand	TLK	Telekinesis (all forms)
ICE	Ice Projection	TRM	Transmutation
INT	Intelligence	VIB	Vibratory Attack
IMM	Immolation		

Table 8 Enforcers Passive Defense Table

	CHM	DIS	DTH	ENB	END	EMP	FLM	FRC	GRA	HTH	ICE	LAZ	L&E	MAG	PAR	S&V	MND	TRM	PSI
ADT	-50	-10	-20	-20	-10		-50	-15	-50	-20	-50	-50	-40	-40	-10	-50			
AND	05	05	-10	10	-05	-15	05			-05			-05	05	-10		-15	-05	
ARM	-05	05	-05		-10	-15	05		10			-05	05	05	-05			-05	
DEM	-60	-50	-60	-50	-50		-60	-50	-50	-60	-60	-50	-50	-50	-50	-60		-50	
FRC	-20	-05	-15	-15	-05		-20	-50	-05	-25	-20	-05	-05	-05	-05	-50		-10	
IMM	-15									-10	-25							-05	
INT						**											**		
IVL	-10	-10	-05	-10	-15	-02	-10	-10	-10	-05	-10	-10	-10	-10	-10	-10	-02	-05	
LIF	-20	10	-10	-05	-20		-15	-05	10	-05	-10	-10	05	10	-10	-15		-05	
MAG	-15	-05	-05	-15			-10	-25	-25	-05	-15	-25	-20	-50	-15	-05		-05	
ROB	05	-10	-30	20	-10	-25	-05		10	-10			10	20	-20	-05	-25	-10	
STE	-25		-10				-15			-40	-10					-50		-10	
S&V	-20		-15				-20	-20		-25	-20					-50		-10	
MEN						++											++		-50

**This symbol indicates that you should refer to the attack description to determine the exact nature of the effect caused by the defense.

The active defense table (Table 9) shows what attack modes are capable of shooting down other attack modes. An asterisk signifies that one mode is capable of shooting down the other at normal base for the defender to hit the attacker. A number means that the character's normal base should be divided by that number to hit the incoming attack. A blank space indicates that the offense in the row is not capable of stopping the offensive power in the column.

Active defenses work in a very different manner than passive defenses: In this instance you are using one damage-causing attack to counter another damage-causing attack. When the attacker states that he is launching an attack, the defender must immediately state that he is using an active defense and the power he is using to defend against the attack. At this point the GM should verify the following items:

1. The defender has a defensive action he can use to counter the attack.
2. The defender is not violating the rules in section III.D controlling when a defensive action can be used.
3. The attack used as a defense can actually shoot down the incoming attack.

If all of the previous apply, the attempt should be allowed. The attacker then makes his "to-hit" roll. If the roll is successful, the defender is allowed his attempt to counter the incoming attack: he receives one "to-hit" roll, and if the roll is successful, the attack is negated. If the roll fails, the attack is resolved normally. Even if the attacker misses the defender on his "to-hit" roll the defender's defensive action is considered spent.

The following are special adjustments that may occur during the course of combat if certain special circumstances are met:

Evasion. Evasion is used by characters who are putting all of their energy and attention into avoiding attacks from their opponents. It costs an offensive action to begin evasion; when this action is spent, the defender deducts 1/2 of his current energy score from the attacker's "to hit" roll. A character using evasion cannot take any additional offensive or defensive actions. If any other actions are taken, all benefits of evasion are lost.

Invisibility and Non-Detection. If an invisible or non-detectable character is attacking a target that has not noticed him in his present location or condition, the attacker receives a bonus of 10% to his BCTH. When an attacker is trying to swing at an invisible or non-detectable target, he receives a -50% adjustment to his BCTH. This adjustment does not apply if the invisible character has been spotted by Ultravision, Improved Senses, or a successful Detective score roll.

Non-Resisting Targets. Brick walls, trees, and knocked-out characters are all examples of non-resisting targets. The target must be either held in place or incapable of movement in order to be considered non-resisting. Such targets are missed only on a "to-hit" roll of 96-00. If the target has some form of defense (e.g., a door protected by a force field, etc.), this must be taken into account.

Speed. If either the attacker or defender are moving, there is a penalty of -3% to the attacker's BCTH for every 20 mph of speed involved (20 mph is equal to 440 ft/round). If both attacker and defender are moving, the two speeds should be added together to determine the penalty.

Weapons. The use of a *melée* weapon will generally increase the attacker's chances of hitting his target and will usually add additional damage to the attack—the exception to this is characters with Animal Weaponry; no bonuses from this power should be counted if a *melée* weapon is used.

Standard weapon types are detailed in section V.I. Special *melée* weapons can be designed by the GM or players, if approved by the GM.

Items that aren't normally thought of as hand-held weapons can be looked up in the hand-to-hand damage table in section II.E. Treat the item's weight as its carrying capacity to determine the

DAM# for the item. The item's to hit bonus is the same as its DAM#. As with all *melée* weapons, these numbers should be added to the character's normal hand-to-hand BCTH and DAM#.

Other Penalties/Bonuses. Other penalties or bonuses may be involved in certain situations where the GM feels they are appropriate. The GM's word regarding this matter (as in all other cases!) is final.

Restrictions on Offense and Defense. The maximum BCTH that may be acquired for any given power is 250%; please remember that the BCTH value is considered *before* other power or ability modifications. There is no actual limit to the ABCTH—there are practical limits, but who's counting!

Hit Determination. After the Adjusted Base Chance To-Hit has been calculated by making all of the necessary adjustments to the attacker's BCTH, you are ready to resolve the attack. Have the attacker roll percentiles. If the resulting number is less than his ABCTH and is not 96–00, he has hit. A roll of 01–05 will always hit, even if the ABCTH is a negative number. Likewise, a roll of 96–00 will always miss, even if the ABCTH is in excess of 100.

Critical hits and fumbles are considered optional in the combat system. The rules covering them are explained in their rules section later in this section.

If your attack has hit, you will need to determine how much damage it has done. The next section contains the rules for damage calculation.

III.G Damage Determination

The base amount of damage that a character may do with a single attack is determined by his damage number (DAM#). This number is set by the player at the time the character is created and can be anything from 1 to infinity. The amount of base damage done by an attack is calculated by multiplying the damage number by the R-factor:

$$\text{Base Damage} = \text{DAM\#} \times \text{R-factor}$$

The R-factor is determined by rolling 2d6 and adding the two dice together. As an example, if a character a DAM# of 30 hits his opponent he rolls 2d6. If he rolls a total of 7 on both dice, he does 210 points of damage— $30 \times 7 = 210$ —and if he rolls a total of 10 on the 2d6 he does 300 points of damage to his target— $30 \times 10 = 300$.

The DAM# for hand-to-hand damage is determined by looking up the character's carrying capacity on the damage chart in section II.G. This DAM# can also be increased by using a *melée* weapon as detailed under "Weapons" in section V.C.

In addition to the base damage, the victim also takes additional damage from each successful damage-causing attack. This additional damage comes from the following sources:

1. The attacker's damage bonus (calculated from STR and ADX scores).
2. Certain superpowers the attacker may have (e.g., Animal Weaponry and Extra Damage).
3. The attacker's speed (in the case of a ramming attack).
4. *Melée* weapon (hand-to-hand attacks only).

An Extra Damage weakness that applies to the form of attack that was used will multiply the amount of damage the target receives from certain types of attack. Because of this provision, a player should determine what additional damage the character might have and add it to the base damage *before* multiplying the damage.

When the additional determined damage is added to the base damage and the result is multiplied by any applicable extra damage weakness, you have arrived at the total damage the character will receive from the attack. If this sounds a little complex, remember that the amount of additional damage will not change from one attack to the next for any given character if he uses the same power.

III.H Multi-Attack Rules

A character may elect to take a multi-attack during any offensive action that was not directly preceded by movement. It is legal to move right after the completion of a multi-attack. A multi-attack is actually an entire series of attacks launched in rapid fire but requiring only one to-hit roll with a special modification. The number of attacks in the routine and the die roll modification are given in Table 10.

**Table 10 Multi-attack
To-Hit Modifiers**

# of attacks	to-hit roll modification
2	– 10%
3	– 25%
4	– 40%
5	– 55%

The energy expenditure necessary for such an attack is equal to the energy cost for the power multiplied by the number of attacks in the series. A separate R-factor should be generated for each attack in the series. All of the R-factors are added together and the total multiplied by the DAM# to determine the base damage. The amount of additional damage should be determined, multiplied by the number of attacks in the series, and added to the base damage to yield the total damage.

It is not legal to use a multi-attack with the following superpowers:

Entanglement	Emotion Projection
Mental Domination	Transmutation
Energy Drain	

If the GM wishes to change the rules about excluding certain powers, he may do so, but we urge extreme caution.

III.I Special Attack Rules

Special attacks are different from normal attacks because they are targeted at a specific portion of the character's body or at some object on the character's person. Two successful "to-hit" rolls are necessary for any special attack to hit the target. If either of these rolls miss, the attack misses the target completely.

An attack aimed at an object carried by the target will do damage only to the object. It is up to the GM to determine how many hit points the object has and what the exact effects of the attack will be.

Please note that it is not possible for a character to do a 'Special' attack as part of, or as a 'Multi' attack!

A special attack can be aimed at ripping a weapon (or other object being held) out of an opponent's hands. If the attack hits and the damage done by the hit exceeds the defender's DAM#, the weapon (or object) in question is destroyed and/or dropped (depending on the object's construction).

You may use a special attack to the head of an opponent in an attempt to knock him out (referred to as a K.O.). Special attacks to the head are resolved by calculating what percentage of the character's total hit points was done by the attack. This number is then multiplied by the number of times the head has been hit. Then, add the previous percentage chance of a knockout to this number to yield the new knockout percentage. The formula is shown below:

$$\text{K.O.} = (\{ \% \text{ of hits done} \} \times \{ \# \text{ of head hits} \}) + \text{previous \%}$$

As an example, if 6% of the character's hits were done on the first special attack, then:

$$6\% \text{ K.O.} = (6\% \times 1) + 0\%$$

Assuming that 7% of the character's hits were done on the second special attack to the head, then:

$$20\% \text{ K.O.} = (7\% \times 2) + 6\%$$

When the knockout percentage is determined, the victim of the special attack must exceed the knockout percentage on 1d100 to remain conscious. Please note that incidental damage from other attacks *does not* affect the K.O. percentage!

To resolve attacks on arms, legs and other appendages, take the victim's Constitution hit point modifier and multiply by 2 times his Weight factor as shown below. This yields a number called the Limb Strength Factor.

$$\text{LSF} = C^* \times 2 \times W^*$$

Take the total hit points of damage done by the attack and divide it by the LSF. This gives a number called the Limb Damage Rating (LDR):

$$\text{LDR} = \frac{\text{Damage}}{\text{LSF}}$$

The victim must exceed the LDR by rolling 1d10 or the limb is useless. If another special attack is made to the same limb, the new LDR will add to the old LDR.

It is also possible to use a special attack to cause your opponent to lose his balance and fall. If the attack hits, the victim will take full damage and must make a percentile save vs. his ADX score or fall. Prone characters receive a penalty of -50% on all ranged attacks and -75% on hand-to-hand attacks until they spend an offensive action to stand up.

A critical hit on a special attack occurs when one of the required "to-hit" rolls is less than the attacker's critical percentage (see section III.L) and the other roll is below the attacker's ABCTH. In this case, the critical hit location is assumed to be the area that was targeted by the attack. Roll the severity and enforce the results of the critical in addition to the normal attack results. If the first "to-hit" roll is a critical and the second one misses, treat it as a normal special attack. If a critical hit is scored on a hand-held object, the object should be considered destroyed.

Any special attack not detailed in this section is not legal unless the GM decides to allow it. In that case, the rules are up to him.



III.J Knock Back Rules

Every character has a statistic called a Knock Back Factor. The KBF is calculated by dividing hit points by 20 and adding this number to the character's weight:

$$\text{KBF} = \text{WT} + \frac{\text{HP}}{20}$$

The KBF is the number of hit points of damage that the character can take in a single attack without being knocked back. When knock back occurs, calculating the distance traveled is very simple: it is equal to the amount of damage done to the character over and above the KBF:

$$\text{Knock Back Distance (in ft)} = \text{Total Damage} - \text{KBF}$$

Additional damage due to knock back is taken if and when a solid object is hit. The amount of additional damage taken is equal to the knock back distance minus the distance traveled before the solid object was hit:

$$\text{Additional Damage} = \text{Knock Back Distance} - \text{Distance Traveled Before Impact}$$

The solid object that was hit by the character takes the same amount of damage that the character takes. If the object can't take that much damage, the object is destroyed. The object's hit points should then be subtracted from the character's remaining damage to determine how much farther the character will travel:

$$\text{Additional Distance} = \text{Remaining Damage} - \text{Object's Hit Points}$$

If another object is hit, the previous calculations are repeated to determine the amount of damage taken on the second impact, and so on until the character runs out of excess damage and distance. When a character comes to rest, he must spend 1 offensive action to stand back up if he needs to do so. A non-standing character receives a penalty of –50% to hit an opponent with a ranged attack and –75% to hit with a hand-to-hand attack (assuming the opponent is within range).

Characters with flight and gravity control can use these powers to remain rooted to the spot; both powers take a defensive action to activate. With flight the flight speed in m.p.h. should be added to the KBF. Flight does not impact the character's movement rate when used in this manner.

Gravity control will multiply the KBF by the multiplier the character decides to use. While it will not affect the character's carrying capacity, it definitely has an impact on movement rate: the character's movement rate should be divided by twice the amount of the multiplier used.

Lycanthropes can be hurt only by certain things and will not normally receive any additional damage in a knock back situation unless they fly into something that can hurt them (a silver wall?). This system does not take into account incidentals such as damage from electrical equipment short circuiting, a flask of unstable material exploding, etc; all of this is up to the GM's discretion.

I don't expect GMs to know the exact hit points that every wall or object in a given setting will take; that would be ridiculous. A general estimate or an off-the-cuff number will suffice. Players are advised not to argue with the GM on these numbers unless they are volunteering to run the next session!

Another point that I forgot to mention earlier is that a target will begin to move backward after his target's KBF is exceeded. This has the obvious implication that additional *melée* attacks after the one that exceeded the KBF will be lost. Ranged attacks, however, are capable of following a target and will continue to hit when the KBF is exceeded. As a point of reference I count *melée* conducted by a character with stretching powers to be a ranged attack and capable of staying with the knock back victim.

III.K Fatigue Rules

When a character has exhausted all of its power points it is considered fatigued. A fatigued character suffers the following penalties:

1. All of the character's ability scores are halved for saving throw purposes.
 2. Effective carrying capacity is halved.
 3. The DAM# for *melée* damage is halved.
 4. All power costs are multiplied by 15 and subtracted from hit points.
- Any character with no power or hit points is considered a fatality.

III.L Critical Hit Rules

Critical hits are combat blows that land with such force and ferocity that they do much more than the normal amount of damage. It may be that the target character dropped his defenses for a short time and a blow snuck into an especially vulnerable part of the body.

In the combat system any "to-hit" roll in the range from 01–05 is an automatic hit regardless of how bad the attacker's ABCTH is. A roll of 01 will always be a critical hit.

The percentage chance an attacker has of scoring a critical hit on his opponent is:

$$\text{Critical \%} = \frac{\text{ABCTH}}{10}$$

If the result of this calculation is greater than 10%, the result will be reduced to 10%, the maximum legal percentage. Any "to-hit" roll that is less than or equal to your critical percentage will be a critical hit. These rules will generally ensure that the higher your ABCTH is, the better your chance to critical hit will be.

To determine the exact nature of the critical hit, it is necessary to determine where the attack landed based on where it came from. To do this, please roll 2d6 and consult the proper column in Table 11.

The effects of the critical hit are based on an additional 1d6 die roll for severity and the location of the hit from Table 11. Find your severity roll in Table 12, 13 or 14, then look up the hit location to determine the results of the critical hit.

Table 11 Critical Hit Location Table

Head	2	2,3	2,3	6
Neck	3	4	4	4
Upper body	7	5	7	7
Wing ¹	4	8	10	8
Arm	5	6,7	6	5,9
Lower body	6,8	9	5,8	2,12
Groin	11,12	12	12	
Leg	9,10	10,11	9,11	3,11

¹A wing hit should be treated as an upper body hit if the target character does not have wings.

Table 12 Light Severity Critical Hit Results

Severity 1, 2, & 3:	
Location	Effect
Head	3 × normal damage, target loses next action
Neck	2 × normal damage, target loses next action
Upper Body	2 × normal damage, 20% chance knocked down
Wing	2 × normal damage, 20% chance wings disabled
Arm	2 × normal damage, 15% arm disabled
Lower Body	2 × normal damage
Groin	3 × normal damage, 25% chance stunned rest of round
Leg	2 × normal damage, 35% chance knocked down

Table 13 Medium Severity Critical Hit Results

Severity 4 and 5:	
Location	Effect
Head	4 × normal damage, 25% chance stunned rest of round, otherwise lose next 2 actions
Neck	4 × normal damage, 15% paralyzed otherwise lose next action
Upper Body	3 × normal damage, 40% chance knocked down
Wing	3 × normal damage, 65% wing disabled
Arm	3 × normal damage, 35% arm disabled (target loses 2 offensive actions if arm disabled)
Lower Body	3 × normal damage, lose next offensive action, 30% knocked down
Groin	5 × normal damage, 85% chance stunned for rest of round
Leg	3 × normal damage, 70% chance knocked down

Table 14 Extreme Severity Critical Hit Results

Severity 6 (please send flowers)	
Location	Effect
Head	7 × normal damage, victim is knocked out, 20% dead
Neck	6 × normal damage, 20% dead, 50% paralyzed, target is stunned for rest of round
Upper Body	5 × damage 20% paralyzed, 5% dead, victim is knocked down and will lose next 2 offensive actions
Wing	4 × normal damage, wings disabled, lose next 3 offensive actions
Arm	4 × normal damage, arm is broken, stunned for rest of round
Lower Body	4 × normal damage, knocked down, stunned for rest of round
Groin	8 × normal damage, victim is helpless for 1d20 rounds
Leg	5 × normal damage, leg is broken, victim is knocked down and loses next 3 offensive actions

III.M Fumble Rules

Yes, even Bruce Lee screws up once in a while. Your character's chance to fumble is determined by the following formula (round all fractions down):

$$\text{Fumble Factor} = 89 + \frac{\text{ABCTH}}{10}$$

If your character exceeds his fumble factor on a "to-hit" roll during combat, he has fumbled. A "to-hit" roll of 00 is always a fumble regardless of the character's fumble factor. Any "to-hit" roll of 96 or higher is always a miss, whether it is a fumble or not!

When a character has fumbled, roll 1d10 and consult the proper table for the type of attack that was attempted.

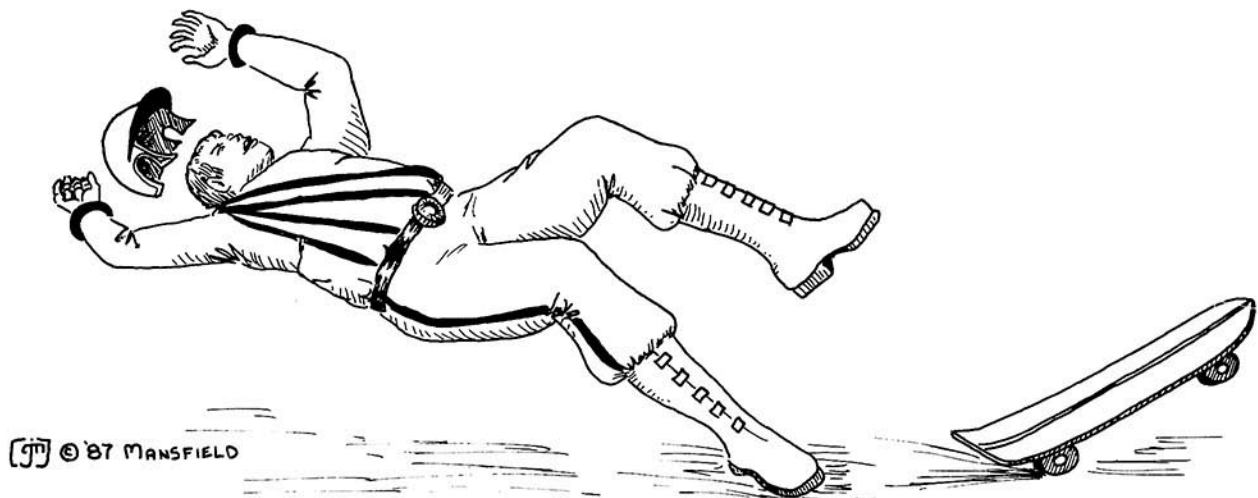


Table 15 Hand-To-Hand Fumble Table

1D10	Result
1	Slip, roll Agil. or less on d% or fall.
2	Strained arm, -40% to hit for rest of round
3	Sprained ankle, movement rate halved for rest of combat.
4	Opponent's block hurt your arm. You receive a modifier of -30% to your ABCTH for the rest of this combat.
5	Fall, roll endurance or less on d% or lose next 2 offensive actions. Opponent gets +20% to his ABCTH against you on his next offensive action.
6	Sprained wrist, maximum of 3 HTH attacks per offensive action.
7	You hit something other than the intended target. GM's option what was hit and to what effect.
8	Distracted. Save vs Intelligence or lose next offensive action.
9	You dropped your guard severely. Opponent gets +40% to his ABCTH against you for his next 3 offensive actions.
10	Fell, broke limb, roll a d6: 1-3—arm: -60% to hit, only allowed 2 attacks per round. 4-6—leg: move at $\frac{1}{4}$ speed, -35 to initiative, -30% on base chance to hit.

Table 16 Ranged Attack Fumble Table

1D10	Result
1	Distracted, save vs. Intelligence on d% or lose next offensive action.
2	Wild shot. Roll d8 for direction and "to-hit" rolls against any other target in the area.
3	Lost control, attack hit target but did only $\frac{1}{2}$ damage and cost 4 times the normal amount of energy.
4	Slip, roll agility or less on d% or fall.
5	Accidentally missed and hit friend. GM's discretion who was hit. If no friends around, then you hit a bystander—or yourself!
6	Attack hits background wall and bounces in random direction. GM determines effect.
7	Critically hit background target (or wall).
8	Critically hit ceiling; exact effect at GM's discretion.
9	Critically hit floor; exact effect at GM's discretion.
10	Attack bounces back off of background object or target and hits you!

Table 17 Missile Weapon Fumble Table

1D10	Result
1	Missile defective: breaks when thrown or fired.
2–3	Missile arc to high. Hits ceiling for normal damage and may hit a random target on the ground.
4–5	Distracted, save vs. Intelligence on d% or drop missile on self, or cut self with sharp objects.
6	Missile does a critical hit to a background target.
7–8	Bow breaks, gun jams. Receive –50% modifier on all "to-hit" rolls for rest of round.
9	Missile hits bystander; if there are no bystanders, then missile hits friend.
10	You shot yourself in the foot. Move at half speed and take appropriate damage.

III.N Surprise Rules

Surprises can occur when one side in a combat is trying to ambush the other. When this happens, have every character on the side that could be surprised roll their danger sense; if a character rolls lower than his score, he is not surprised. If a character does not make his danger sense roll, he is considered surprised. Surprised characters are subject to the following penalties:

1. The character's first two offensive actions are lost.
2. The character loses two of his defensive actions.
3. The character may not use his defensive action before row 3 on the initiative chart has been reached.

It is possible for both sides to attempt to surprise each other; when this happens, all of the characters on both sides should be checked for surprise. Surprise can occur only at the start of *melee*; once the battle has been joined, you have lost any hope of surprise.

III.O Injury and Handicap Combat Penalties

This section covers the effects of handicaps and injuries characters receive during combat. We will start at the head and work our way down:

Head. Blows that land on a character's head have a chance of knocking the character out. Please see the special attack rules in section III.I for a complete description of how this works. Once a character is knocked out, he will receive an END saving throw at the end of every combat round to see if he wakes up. Other characters may spend offensive actions in an attempt to wake up knocked out characters; if this happens the character is granted an immediate END saving throw. When a saving throw is successful, the character loses his next offensive action due to disorientation. When a knocked out character is awakened, his knockout percentage will remain at its former level but the number of blows the character had previously received to the head will be ignored.

Eyes. A character who is blinded receives the same penalties as he would if he were attacking an invisible target. He must roll his Detective Percentage on percentiles to find the target. If he finds the target, he can attack with a penalty of –50% to his BCTH. This penalty does not apply if the character has radar or some other sense that can fill in for his lost sight. If a character is blinded in only one eye, he will receive –10% to his BCTH.

Arms. If a character has one arm disabled, he cannot hold any objects in that hand. The affected character can take a maximum of three multiple attacks per offensive action. If both of a character's arms are disabled, he cannot use any attack forms except mental powers. Mental powers are also exempt from the multiple attack limit if an arm is disabled.

Wings. It makes no difference if one or both wings are disabled: both are needed for a character to fly. If even one wing is disabled, the character is grounded.

Legs. If one leg is disabled, the character's running speed is only 33% of normal. The character can still stand but he receives a penalty of –10% to his BCTH. With both legs disabled the character cannot walk or stand. He will receive a modifier of –50% to all ranged attacks and –75% on all hand-to-hand attacks.

IV. CHARACTER ADVANCEMENT AND IMPROVEMENT

This section of the rules deals with the way that additional creation points are earned after a character is initially created. After every game session the GM will make an experience point award, or tell the players why one is not merited. The amount of this award is determined by using the following formula:

$$\text{Experience Point Award} = \text{Enemy CPs} \times 70$$

Enemy CPs are the number of creation points that the defeated opponents are worth.

This amount can be divided among the PCs equally, or each character may be given an individual award based on what he did. If the GM feels that the amount of the award is either excessive or is too little he can adjust it at will. All GM decisions about experience are final and not open to debate.

No experience should be awarded if the player characters do not defeat their opponents. The definition of "defeat" for this system is either killing, capturing, or forcing their opponents to retreat before they can accomplish their objectives. Tracking down opponents after the fact is also good for experience, provided that they are either killed or captured; please remember that killing opponents can cause certain minor legal problems, such as a murder charge.

The number of experience points necessary for a character to gain an additional creation point is determined by the following formula:

$$\text{Experience to Next CP} = \text{Current CPS} \times 140$$

Current CPs is the number of creation points the character currently has. To save you time and trouble we have calculated the experience point values necessary to earn creation points and listed them in Table 18. In this table, CPS is the number of creation points the character currently has; NEXT CP is the amount of experience the character needs in addition to any previously earned experience to gain a creation point; and TOTAL is the minimum amount of experience that must be earned over the character's life to gain that number of creation points.

For example: a character with 35 creation points has a total of at least 83,300 experience points earned during previous game sessions. By looking at the requirements to gain his 36th creation point, one can see that this character will need an additional 4,900 experience points for a total of 88,200 experience points.

When starting a new character, give him credit for the total experience listed next to the amount of his initial creation point grant.

Please note that a longer version of this table is in Appendix A.

In addition to every creation point earned, a training bonus of +1 to any one of the character's basic statistics is also gained, or this bonus can be used to increase any one of the character's offensive power DAM#s if the power has one. One training bonus is earned for every creation point that is earned through experience.

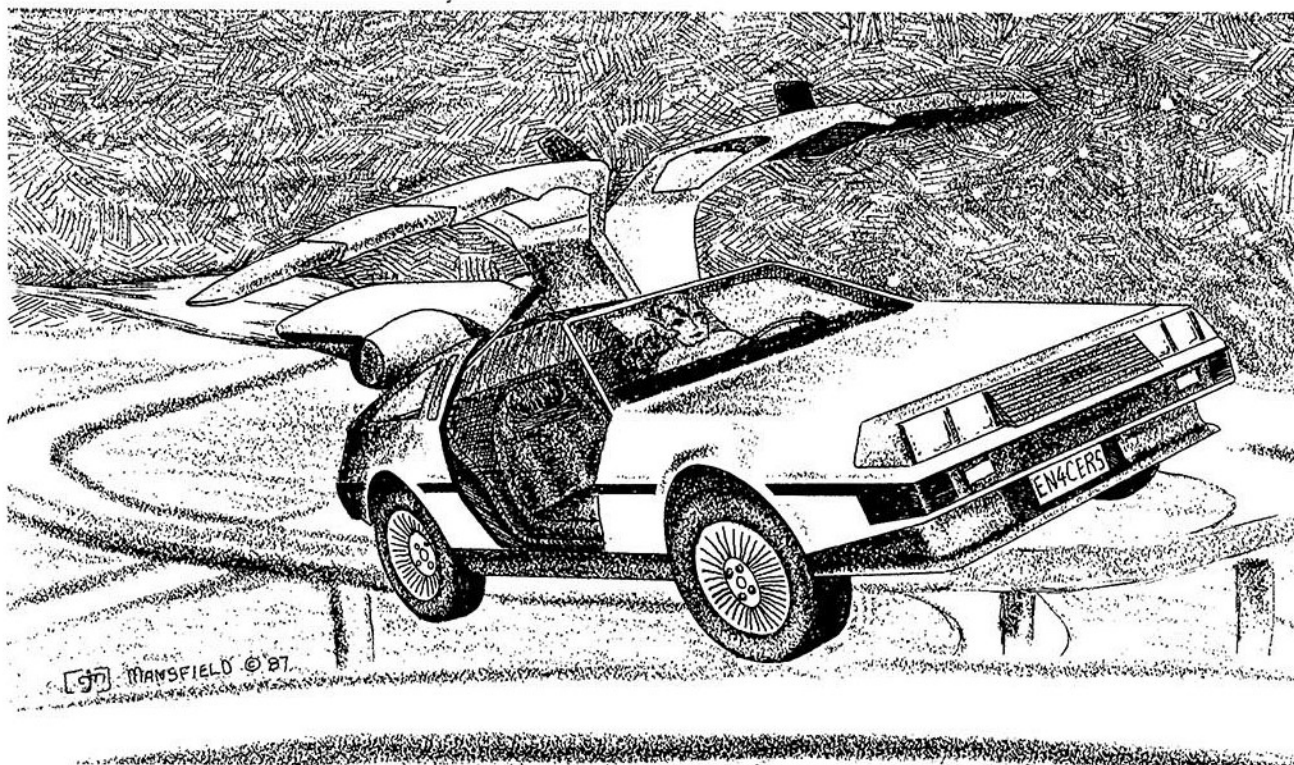
It is possible for a character to gain more than one creation point from a scenario. The character

is entitled to gain all of the creation points his new total experience entitles him to, along with all training bonuses that go with them.

Experience progression for non-player characters is handled in a different way from the method for player characters. All non-player characters should receive a minimum of one creation point for every scenario they are involved in. Because they will get less playing time than the player characters, the GM needs to make sure that his NPCs can still compete with the player characters. The GM should feel free to grant NPCs any experience he feels it is necessary for them to have prior to the start of any scenario. After all, he is the one running the show.

Table 18 Creation Points versus Experience Points

CPs	To next CP	Total Exp.	CPs	To next CP	Total Exp.	CPs	To next CP	Total Exp.
1	140	0	45	6,300	138,600	89	12,460	548,240
2	280	140	46	6,440	144,900	90	12,600	560,700
3	420	420	47	6,580	151,340	91	12,740	573,300
4	560	840	48	6,720	157,920	92	12,880	586,040
5	700	1,400	49	6,860	164,640	93	13,020	598,920
6	840	2,100	50	7,000	171,500	94	13,160	611,940
7	980	2,940	51	7,140	178,500	95	13,300	625,100
8	1,120	3,920	52	7,280	185,640	96	13,440	638,400
9	1,260	5,040	53	7,420	192,920	97	13,580	651,840
10	1,400	6,300	54	7,560	200,340	98	13,720	665,420
11	1,540	7,700	55	7,700	207,900	99	13,860	679,140
12	1,680	9,240	56	7,840	215,600	100	14,000	693,000
13	1,820	10,920	57	7,980	223,440	101	14,140	707,000
14	1,960	12,740	58	8,120	231,420	102	14,280	721,140
15	2,100	14,700	59	8,260	239,540	103	14,420	735,420
16	2,240	16,800	60	8,400	247,800	104	14,560	749,840
17	2,380	19,040	61	8,540	256,200	105	14,700	764,000
18	2,520	21,420	62	8,680	264,740	106	14,840	779,100
19	2,660	23,940	63	8,820	273,420	107	14,980	793,940
20	2,800	26,600	64	8,960	282,240	108	15,120	808,920
21	2,940	29,400	65	9,100	291,200	109	15,260	824,040
22	3,080	32,340	66	9,240	300,300	110	15,400	839,300
23	3,220	35,420	67	9,380	309,540	111	15,540	854,700
24	3,360	38,640	68	9,520	318,920	112	15,680	870,240
25	3,500	42,000	69	9,660	328,440	113	15,820	885,920
26	3,640	45,500	70	9,800	338,100	114	15,960	901,740
27	3,780	49,140	71	9,940	347,900	115	16,100	917,700
28	3,920	52,920	72	10,080	357,840	116	16,240	933,800
29	4,060	56,840	73	10,220	367,920	117	16,380	950,040
30	4,200	60,900	74	10,360	378,140	118	16,520	966,420
31	4,340	65,100	75	10,500	388,500	119	16,660	982,940
32	4,480	69,440	76	10,640	399,000	120	16,800	999,600
33	4,620	73,920	77	10,780	409,640	121	16,940	1,016,400
34	4,760	78,540	78	10,920	420,420	122	17,080	1,033,340
35	4,900	83,300	79	11,060	431,340	123	17,220	1,050,420
36	5,040	88,200	80	11,200	442,400	124	17,360	1,067,640
37	5,180	93,240	81	11,340	453,600	125	17,500	1,085,000
38	5,320	98,420	82	11,480	464,940	126	17,640	1,102,500
39	5,460	103,740	83	11,620	476,420	127	17,780	1,120,140
40	5,600	109,200	84	11,760	488,040	128	17,920	1,137,920
41	5,740	114,800	85	11,900	499,800	129	18,060	1,155,840
42	5,880	120,540	86	12,040	511,700	130	18,200	1,173,900
43	6,020	126,420	87	12,180	523,740	131	18,340	1,192,100
44	6,160	132,440	88	12,320	535,920	132	18,480	1,210,440



V. OTHER NECESSARY RULES

This section contains all those critical rules needed for running a game session that do not fall neatly under one of the other sections. Without any further delay, let's get down to business.

V.A Gravity and Velocity

Additional damage can be done to a target because of the speed the attacker used in ramming. The amount of this damage is 2 hit points per m.p.h.

For falling damage, the one point per foot rule that we use for knock back is in effect. A character can jump laterally a distance of $\frac{1}{2}$ his strength score in feet with no agility saving throw necessary, and can roll an agility saving throw to jump up to his full strength score in feet (assuming a running start). Depending on the circumstances, this roll may have additional negative modifiers. A character can leap up to $\frac{1}{2}$ times his strength score vertically. An agility saving throw under these conditions is totally up to the GM. As a general rule I would say that a character can never jump down farther than he can jump up. Jumping down any distance greater than 30 ft. will be considered a fall unless an agility saving throw is made at -1 for every foot greater than 30 (or -1 for every foot greater than the amount the character can jump up if this number is less than 30). If the agility save is blown, the character will not land standing and the falling rules will apply.

The following limitation should be placed on velocity damage: Maximum velocity damage from a thrown object = 10 times the weight of the object; this limitation only applies in an atmosphere.

V.B Structural Rating Points

Here at last are the values for structural rating points for some common and some uncommon materials. The values given in Table 19 are the amount of damage it takes to destroy a chunk of that substance that measures $1' \times 1' \times .1"$ thick.

Table 19 Structural Ratings for Materials

Substance	Rating		
Water	1	Bronze	130
Steel	200	Pig Iron (or wrought iron)	155
Aluminum	175	Tungsten Steel	175
Gold	80	Brick	110
Lead	70	Earth	30
Silver	90	Glass	100
Titanium	300	Ice	30
Concrete	125	Quartz	120
Steel reinforced concrete	170	Soft Wood	50
Diamond	150	Adamantium	500
Granite	140	Bulletproof Glass	160
Marble	145	Structural Plastic	130
Hard wood	40	Structural Ceramic	250

V.C Damage Values for Common Weapons

There are three main kinds of weapons the GM needs to be concerned with: *melée*, projectile, and beam weapons. Each of these is individually considered in its own section below.

The figures in brackets, “[],” in the weapons tables (Table 20–22) are the number of rounds of ammunition or energy charges used by an auto-fire shot.

Projectile Weapons These weapons all use some kind of force to launch some kind of projectile at the target. A list of common projectile weapons is provided in Tables 20 and 21. If the GM wants to invent new and better weapons for his campaign he should feel free to do so.

Table 20 Pistols

(“Rnds.” is the number of rounds that can be fired before the gun must be reloaded.)

Weapon	Rnds.	BCTH	DAM#	Description
Colt .45	6	50%	#6	Old style police handgun
Plastic .38	6	35%	#4	Terrorist weapon, small, will not trigger metal detectors or show up on X-ray scans.
Dawson DS-90 (auto fire)	18 [3]	65% 95%	#7 #12	This small pistol is easily concealed and an automatic weapon to boot. It is often used by federal field agents as it is easy to conceal.
Markov 9mm.	6	55%	#7	Eastern block standard issue handgun.
.44 Magnum (auto fire)	12 [3]	60% 90%	#11 #20	Great weapon for stopping vehicles and people with superpowers. A favorite among criminals and law enforcement alike.
Tacer 320	6	130%	#19	This gun has acquired the sinister nickname “assassin’s special” among law enforcement. It is produced in a small factory in Israel and is illegal to own in most of the rest of the world. It uses special ammunition that explodes in the target. It is designed for extreme accuracy and stopping power. It produces almost no sound when fired.

Table 21 Shotguns, Rifles and Sub-machine guns

(*T represents the type of weapon: S for shotgun, R for rifle, M for sub-machine gun.*)

Weapon	T	Rnds.	BCTH	DAM#	Description
AK-72 (auto fire)	R	40 [3]	95% 140%	#10 #22	Standard issue rifle for Soviet forces, a favorite with terrorists.
AL-9	R	25	70%	#7	Ordinary hunting rifle.
AL-19 (auto fire)	R	35 [3]	100% 160%	#10 #19	Standard SWAT anti-terrorist weapon.
HK G15 (auto fire) (full auto)	M	50 [5] [10]	110% 160% 200%	#9 #26 #52	U.S. Army special forces weapon. It comes equipped with laser targeting and inertia recoil suppression—a very nasty weapon.
Dawson S-12	S	9	130%	#10	Very popular weapon with SWAT teams nation wide.
Dawson M4	S	5	95%	#8	Commercially available version of the Dawson S-12.

Projectile weapons cannot be used in multi-attacks, and must be in single shot mode to be used for a special attack. When using auto-fire mode against a single target, you need only one “to-hit” roll using the BCTH for the weapon given in the previous tables for auto-fire mode.

Sub-machine guns can be used to spray a group of people. When used in this manner, use the BCTH given for single shot mode – 35% for each round to see if it hits a target. After this is determined, the GM will need to make a random determination what targets within the group were hit. If one of the targets selected has some kind of special defense not shared by the rest of the group, then, the initial “to-hit” roll must be good enough to overcome that defense or the round will miss the target.

Weapons that use ammunition clips can be reloaded in one offensive action. Guns that do not use clips (Colt .45, Plastic .38, and all “AL” weapons) require one defensive action for every two rounds of ammunition the gun holds.

Beam Weapons These weapons all shoot some form of beam or ray which does physical damage to the target. These weapons include but are not limited to lasers, energy pistols, and stun guns. All types of these weapons are highly illegal in the United States without special permits. Unfortunately, this is not the case in the rest of the world. There are more than a few of these weapons around, mostly without proper documentation.

Laser and energy weapons follow the same rules outlined for projectile weapons with the following exceptions:

1. They can be reloaded in one offensive action by attaching a fresh clip.
2. Laser weapons are capable of firing and hitting the target through glass windows (– 20% to BCTH, the glass is not harmed by the attack).
3. When used in auto-fire mode, all shots must go at one target.
4. Laser attacks will bounce off of highly polished reflective surfaces. If the surface is not completely clean, the attacks will do damage to the surface.
5. If a laser or energy weapon is destroyed by any kind of electrical, flame, or energy attack, there is a 20% chance of the power pack exploding. If the pack explodes all objects in a 30' radius will receive #4 for each charge remaining in the clip. Packs that are not loaded in guns are completely safe and will not explode under any conditions.

Table 22 Beam Weapons
*(T represents the type of weapon:
 L for laser, E for energy, N for stun,
 P for pistol, R for rifle.)*

Weapon	T	Rnds.	BCTH	DAM#	Description
BL-007	LP	12	70%	#8	The latest thing in home protection—it completely confounds the manufacturers that more of them are owned by criminals than home owners.
Death Kiss 1 (auto-fire)	LP	15 [5]	60% 80%	#8 #38	Illegally developed and manufactured by a powerful criminal organization based in New York, these guns are an integral part of most modern mob hits. They are not commercially available (except direct from the manufacturer for a price).
NE-Magnum (auto-fire)	EP	12 [3]	70% 80%	#15 #50	This weapon is custom-made by Night Enterprises for the CIA. Most field agents carry these on dangerous foreign assignments. A few years ago 3 cases of these were stolen from a GSA loading dock and have never been found; what they were doing there in the first place is another unsolved mystery.
Pulsar-3	NP	5	40%	stun	This is a prototype weapon in the early stages of development. A few of these weapons are in the possession of law enforcement agencies for testing, but police aren't placing much faith in them so far.
Dawson L7 (auto-fire)	LR	28 [4]	95% 190%	#12 #45	A very popular weapon with U.S. Army special forces—and the other NATO governments as well.
Laztech 2	LR	15	95%	#10	This weapon is the favorite of trophy hunters and poachers who don't like large holes damaging the pelt of their prey.
PB1 (auto-fire)	ER	30 [3]	75% 150%	#14 #40	Soviet special forces weapon. These weapons have occasionally found their way into the possession of terrorists worldwide.
EX-2 (auto-fire)	ER	40 [4]	90% 200%	#13 #50	This is an experimental weapon currently being developed by the U.S. Army. Several prototypes are in existence, but the weapon is rumored to have problems with overloading and exploding power packs—#8 per charge still in pack to all items within 30 feet of the explosion.

Melée Weapons A melée weapon can be anything from a car to a club. These are hand-held objects that are used in one of two ways:

1. Held in the hand to strike an opponent, or
2. Thrown at an opponent as a hand-held missile.

Striking weapons do damage based on their weight. Please see the carrying capacity table in section II.G. Find the object's weight on this table, and the DAM# given is the amount of damage done by the object. Objects with sharp edges used as slashing weapons will do triple this amount. All striking weapons receive a to-hit bonus equal to the DAM# of the object. To be used as a striking weapon, an object cannot weigh more than half of the attacker's carrying capacity.

The damage done by a thrown weapon is calculated the same way it is for a striking weapon with the addition of velocity damage. However, an object cannot weigh more than 33% of the character's carrying capacity to be effectively thrown. The maximum range of a thrown object is:

$$\text{Maximum Range in Ft.} = (\text{CC} \times .33) - \text{Object Weight} + 10$$

The attacker receives a range modifier to his BCTH based on the following calculation:

$$\text{Range BCTH Modifier} = \frac{\text{Target Distance}}{\text{Maximum Range}} \times 200$$

In the calculation above, Target Distance is the distance to the target in feet. The range modifier is subtracted from the attacker's BCTH (in addition to any defenses) to determine his ABCTH.

The amount of velocity damage the target receives from a successful hit (in addition to the attacker's normal hand-to-hand damage and damage from the object's weight) is:

$$\text{Velocity Damage} = (\{ \text{CC} \times .33 \} - \text{Object Weight}) \times 2$$

To determine the object's actual speed, omit the " $\times 2$ " from the calculation given above. Please remember to disregard any bonuses the attacker would normally receive for Natural Weaponry, as these apply only when the attacker uses his bare hands in an attack.

V.D The Media and You

In today's modern world of telecommunications, live international transmissions, and news as it happens from around the world, the press has an enormous amount of power to shape public opinions by its reporting of the news. In a perfect world the press would be completely unbiased and simply report the facts without any subjective interpretations. Unfortunately, the media are run by human beings who are not always perfect. Whether the problem is a personal bias on the part of the reporter or an overzealous investigative reporter who interprets the facts the way he would like them to be, the end result can be a public reputation permanently destroyed.

This is where a character's Media Rating score comes in. The score is a measure of how the press perceives the character and, consequently, how the public views him as well.

The character's roll on the media reaction table can be influenced by many factors; a list of these is given below:

- 2% for each innocent bystander hurt.
- 4% for each innocent bystander killed.
- 10% if the last table check for this character resulted in a MR loss.
- 15% for the death of a local celebrity.
- 20% for excessive force.
- 30% for the death of a national politician.
- 35% for documented torture or brutality.
- 55% for the death of a well-known national celebrity.
- + 3% for each criminal killed.
- + 5% for each bystander saved from death or serious injury.
- + 5% for each criminal captured.
- + 7% for saving a local celebrity.
- + 9% for saving a police officer or fireman.
- + 20% for saving a national politician.
- + 40% for saving a well-known national celebrity.

The GM may make any other adjustments to the die roll based on performance that he feels are warranted. Please remember that excessive force and brutality should be taken into consideration only if word of the deeds reaches the press, and that if this happens the police will launch an investigation.

The character's current MR score will also affect the percentile check. Given below are the implications of all the numeric values of the MR score:

100 and above The character is a media superstar. People with this kind of name recognition may end up running for high political office. The character will receive an advertising offer every time his MR score increases. This character will receive a modifier of +20% on any media or reaction check.

70 to 99 This character is a household word in his local area and is pretty well known nationally. When his MR score increases, he is 50% likely to receive an advertising offer. He will also receive a modifier of +15% on all media and reaction checks.

45 to 69 Characters in this range are very well known in their own home town, and have probably had a small amount of national exposure. They have a 25% chance of receiving an advertising offer if their MR score increases. They will also receive a bonus of +10% on all media and reaction checks.

25 to 44 This is the media rating of someone just breaking into the hero business. He has enough local exposure to be recognized by the police, but not enough to be well known by the populace or the criminal element. The character will receive a 5% bonus on all reaction checks.

10 to 24 Characters with a score in this range have not had much media coverage at all. They are only a little more well known than the average man on the street. Police will not recognize this character and will probably treat him little better than a costumed freak who might be more than a little off his rocker. This score range will also cover people who are well known in local clubs or church groups.

9 to -9 Everybody from the new born baby down the block to the kid on the corner who is always making trouble falls in this category. If you fall in this range and are caught wearing a costume, people wonder what is wrong with you and the cops will ignore you! If you get into trouble or make headlines, you won't be this anonymous any more!

-10 to -24 Minor hoods and petty criminals have media ratings in this range. The police pick them up whenever an opportunity presents itself. They will receive a 5% penalty on all reaction checks.

-25 to -44 Police know this person well and will pick him up whenever he is spotted; he is most likely wanted for something. The local citizens know of him as well due to past press coverage. He will receive a 10% penalty on all reaction checks. He has a 25% chance of receiving a henchman if his MR score decreases.

-45 to -69 This character is well known in his own locale, and has had some national coverage of his crimes as well. At this level the FBI will be aware of the character's existence, but it will not take any direct interest unless circumstances warrant. He will receive a 15% penalty on all reaction checks. This character is 60% likely to gain a henchman if his MR score decreases.

-70 to -99 The FBI wants to apprehend this character very badly, as they consider him a national menace. His crimes have received a lot of attention in the national media. As a result of this, he will receive a 25% penalty on all reaction checks, and gain a henchman every time his MR decreases.

-100 and under Congratulations, you've made the top 10—on the FBI's most wanted list, that is. Even Interpol knows about you. Everyone everywhere knows and hates you almost universally. You receive a 35% penalty on all reaction checks. You also gain an evil superpowered ally.

After each adventure, Media Rating points are gained and lost by rolling percentile dice for each character and consulting the Media Reaction Table.

Media Reaction Table	
Percentile Roll	Result
0 and under	The character is accused of some kind of wrongdoing in connection with the adventure. GM's discretion if the formal investigation will end in charges being filed. Lose 4 MR points.
01–10	The character is raked over the coals by the press. The story responsible may be biased against the character even if there is no supporting evidence. Lose 3 MR points.
11–25	The media found fault with practically everything the character did. Lose 2 MR points.
26–50	Critics outnumber supporters in the media. Lose 1 MR point.
51–75	Performance was judged unspectacular, but acceptable. Gain 1 MR point.
76–90	A hardy pat on the back for a job well done. Gain 2 MR points.
91–99	The character performed like a true champion of the people and defender of the American way. Gain 3 MR points.
100 and over	News stories about the incident receive national attention. The character gains 4 MR points and receives an advertising offer.

Advertising is a major source of income for most well-established super heroes. It frees them from money worries by providing a steady source of income and allows them to devote most of their time to fighting crime. If an advertising offer is made, then roll percentiles and plug the number into the following formula:

$$\text{Ad Money} = \text{MR} \times (1000 \times 10)$$

This money is paid out in one lump sum for the right to show the character in the national and local media endorsing the advertiser's product. Every time an ad campaign is accepted there is a 2% chance that some scandal will develop during the course of the year about the product that will damage the character's MR (– 20 points to MR). The GM should keep the results of this die roll a secret and spring the surprise on the character when the time is ripe.

Henchmen are received by evil characters with negative MR scores. These henchmen are normal thugs (all ability scores are 15, weight 190 lbs.) that may come with or without weapons, at the GM's discretion.

In place of a henchman, the character may elect to receive 6 creation points that he can spend on his existing henchmen. Please remember that these points must be spent on henchmen and not on the character. A henchman can have a maximum number of creation points invested in him equal to $\frac{1}{2}$ the number of creation points the character has. If a henchman receives more creation points than this, he will wait for an opportune moment to backstab his boss and take over the entire operation.

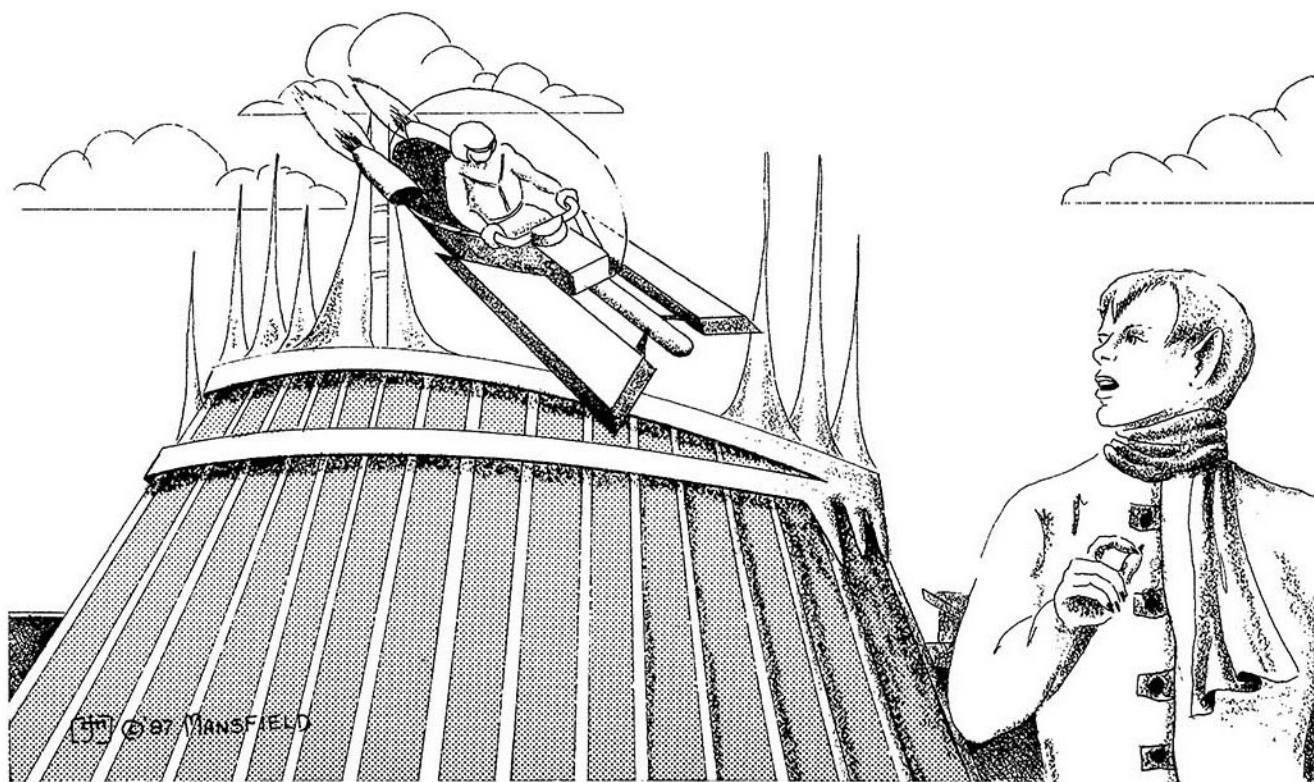
Please note that it does not cost creation points to get thugs the conventional weaponry outlined in section V.C; however, the character must buy, steal, or otherwise acquire these weapons for his henchmen. If the character wishes to use one of these weapons himself, he must pay creation points for them. Temporary, one-time use of a weapon is allowed, but the GM has the power to force the character to buy the weapon if it is used more than that.

V.E Magic Spell Descriptions

This section contains the complete rules for all spells that are presently defined that do not correspond to any of the superpowers. Following these descriptions are the rules governing magic saving throws.

Each description follows the following format: Spell Name, actions to cast, duration, energy cost, range and description.

- ★ **Banishment: 10 offensive, permanent, 50 pts., 500ft.** This spell allows the magician to send creatures that are not native to his plane or dimension back to their own home plane. It is recommended that the subject of this spell be either willing or subdued, as the magic establishes a temporary link between the caster and the subject. The subject will be aware of the magic user's exact location and intentions. Every 5 points of damage done to the caster will have a 1% chance of disrupting the spell. If the spell is disrupted before completion, the caster will have wasted the energy necessary to cast the spell and must make a percentile save vs. his CON score or fall unconscious for 3 rounds. The caster can do nothing else while casting this spell. He may not have any defensive magic in place, as this would interfere with the banishment spell. Moving out of range will not help the subject once the link has been established. The subject gets no saving throw when the spell is completed.
- ★ **Cancel Magic: 1 offensive, 1 count, 7 pts., 50ft.** Casting this spell will negate any magic in an area of up to 30 × 30 feet, unless the original caster can make a magic saving throw. Please note that the original mage need not be present, or even know about the cancel spell, to make this saving throw.
- ★ **Change Other: 1 offensive, 100 rounds, 15 pts., 10ft.** The caster may transform any person into any creature he desires. While in this state, the subject will have the locomotion and hit-points of the creature, while retaining his own intelligence. He will not be able to use any of his own superpowers or those of the creature he has been transformed into. Unwilling subjects get a magic saving throw to resist the spell's effects.
- ★ **Deathmare: 2 offensive, 1–6 rounds or permanent, 45 pts., 30ft.** The victim of this spell must make a saving throw against his CON score and a magic saving throw. If both these saves are made, the victim loses an offensive action, but there is no other effect. If one or both saving throws are blown, the victim is instantly teleported through a dimensional gate where he will face his most hated and feared enemy in mortal combat—actually it is a magical construct with his personality and attributes. The GM should roll 1d6 to determine how long the battle may last. If the victim defeats his enemy, he will immediately reappear back in the real world. If there is no victor before the spell runs out, the victim will also reappear. Should his enemy win, the victim's body will reappear. Please note that all damage taken and all energy used by the victim count when he reappears. He should also get full experience for the battle if he wins.
- ★ **Detect Lie: 1 defensive, 5 minutes, 5 pts., N/A** This spell lets the magic user know if the person he is talking to is lying. While it will not directly reveal the truth, it is still very handy to have when questioning a suspect.
- ★ **Fire Wall: 1 defensive, 5 rounds, 35 pts., 30ft.** By using this spell the mage can create a wall of flames covering an area up to four times his available creation points in square feet. This wall will not ignite or damage any flammable substances near it when it is created, but it will inflict a DAM# of 100 on any living thing that tries to pass through it, reduced to a DAM# of 50 if a magic saving throw is made. Adaptation is the only power that will protect someone against this damage. This spell may not be cast in such a way that it will pass through a living creature; if this is attempted, the spell will fail, and the energy will be wasted.
- ★ **Imprison: 1 offensive, until released, 50 pts., hand-to-hand hit** The victim of this spell is imprisoned in an extra-dimensional space if he fails his magic saving throw. The victim cannot be released unless the caster or another magic user casts a Release spell on the spot where the victim is imprisoned. Please note that no subjective time will pass for the victim while he is imprisoned. He will probably not realize what has happened if released. **Special Note:** No power is spent when this spell is used unless a successful HTH hit is made.
- ★ **Lock: 1 defensive, until unlocked, 15 pts., touch** This spell will magically lock any door or opening smaller than 50 square feet. This is accomplished by creating a small magical force field over the door or opening that can absorb an infinite amount of damage. This field exists only inside the door or opening; if someone decides to tunnel through the wall next to the door, he will have no difficulty. This spell may be canceled by a mage casting an Unlock spell on the door or opening.



- ★ **Magic Beacon: 1 defensive, 3 days, 20 pts., touch** By using this spell the mage can create a magic link between himself and any inanimate object. This link will tell the mage how far away and in what direction the item is located. This spell is automatically canceled if the item is moved to another plane or dimension. It is suspended if the item is protected by a magical force field.
- ★ **Magic Link: 1 offensive, 6 hours, 25 pts., 5 miles** This spell creates a temporary mental link between the caster and a willing subject. The caster can see and hear everything the subject sees and hears. It also establishes a two way telepathic link between the subject and the caster. If the subject and caster move more than 5 miles apart the spell is canceled.
- ★ **Magic Weapon: 1 offensive, 15 minutes, 20 pts., touch** The magic user can make any weapon magical for a short period of time. All magic weapons receive a bonus of +20% to its BCTH and + #5 to its DAM#. If a gun is made magical then every shot it fires will receive these bonuses. Magical guns can hurt lycanthropes without using special ammunition.
- ★ **Mind Block: 1 offensive, 8 hours, 40 pts., self** When using this spell the caster is immune to all forms of scrying and mental attack. The attacker will instantly know that the subject's mind is protected when he does his first attack. This spell cuts off the user from sending or receiving any kind of telepathic message; it also prevents the mage from using any kind of mental attack.
- ★ **Object Reading: 1 offensive, 2 minutes, 15 pts., touch** This spell allows the mage to read impressions from inanimate objects. These impressions include the identities of previous owners of the item, who created the item, any crimes of violence the owner committed using the item, and times when the item was present while strong violent emotions were in evidence. The two minutes given above for duration are real time; the GM should start relating the items history starting with the most recent events and working backward in time. When the two minutes are up the GM should stop and make the magic user cast the spell again if he wants any more information.
- ★ **Release: 1 offensive, permanent, 50pts., 20ft.** By using this spell the magic-user can free people trapped by an imprison spell. The caster must be within 20 feet of the spot where the person is imprisoned when the spell is cast in order for it to be effective.

- ☛ **Scry: 10 rounds, 3 hours, 100pts., 1 light year** The magic user is able to follow the words and actions of any unprotected person he has met for up to three hours. This spell will also show all the people he is with and their actions. Scrying will not work on anyone who has any of the following spells or powers active: Non-Detection, Mind Block, or Mental Shield. If any of the people in the presence of the intended target are protected, the spell will fail to note them or their actions. Scrying through any kind of force field will make the quality of the images received very poor and fuzzy. The exact effects of this poor quality are up to the GM.
- ☛ **Shield: 1 defensive, 5 rounds, 30pts., self** This spell allows the mage to give himself some defenses in emergency situations. When the spell is cast, the magic user gives his enemies a penalty of -40% to their BCTH and subtracts #10 from the damage done by any attack that does manage to hit.
- ☛ **Special Effects: 1 offensive, 1 round, 10pts., 100ft.** The magic user can order up to 3 simulated explosions of #15 intensity that will go off in front of, to the side, or behind any character or object he chooses. Besides the obvious use as a dramatic entrance, this spell may startle opponents and cause them to instinctively use defensive actions to dive away from the explosions. Each victim of an explosion after the first gets a save vs. INT to stop him from taking evasive action. If this spell is thrown multiple times in one combat, all the victims after the first will get a saving throw. All of the explosions must take place within 10 counts of the action where the spell was cast. The mage does not have to decide the exact location of the explosion until he triggers it. Please remember that these explosions do no actual damage to anything.
- ☛ **Speed: 1 offensive, 15 rounds, 10pts. self / 30pts. others, touch** This spell allows the mage to double his normal ADX score for purposes of combat initiative determination. It also doubles all of the character's movement rates while it is in effect. The spell can be cast on other characters, but the power cost to do this increases to 30 points for each additional character whose speed is increased. Please remember that it takes 1 offensive action to increase the speed of each character.
- ☛ **Unlock: 1 defensive, permanent, 5pts., touch** This spell cancels any Lock spell thrown by the mage who casts it automatically. It will also cancel a Lock spell thrown by any other mage unless the subject spell makes a magic saving throw.

Magic Saving Throws Because there is magic in the world, those of us who might fall victim to magic's less favorable effects need some way to determine whether the magic used against us was successful. From this need arose the Magic Saving Throw. What follows is the necessary information and arcane formulas to determine *your* Magic Saving Throw.

The minimum saving throw is 15%. If your save calculation reports a lower number, use 15. All objects, alive or not, animate or not, intelligent or not, have this minimum saving throw. The maximum possible saving throw is 95! Please note that both the low of 15, and high of 95 become effective at the time you ROLL YOUR SAVE; it is possible to have an adjusted save better than 95 (but not less than 15!).

$$\text{Raw Save \%} = \text{integer of} \left(\frac{\text{CON}}{3} + \frac{\text{INT}}{3} + \frac{\text{TCP}}{4} + \frac{\text{DB}}{5} \right)$$

where: CON = Constitution stat

INT = Intelligence stat

TCP = Total Creation Points the character has

DB = Defense Bonus % the character has (if any)

After calculating your Raw Save %, apply the 15%/95% rule (i.e. adjust your Raw save to be in the range 15 to 95 if necessary.) Now add any ACP that you may have; this may result in a number greater than 95, but that is okay at this point. This is your Magic Saving Throw and should be noted on your character sheet. If magic is used against you and you must roll your Magic Saving Throw, the attacking Magic User will subtract any ACPs he has from the value of your saving throw. If your saving throw % is outside the 15→95 range, adjust it accordingly and roll. Please note that Magic Saving Throws are ranged from 1 to 100 (i.e. 1 to 00 on d00), that 1-15 *always* saves, and that 96-00 *always* blows!

V.F Animals and their Statistics

This section will provide you with the necessary background material to incorporate animals into your game scenarios without a lot of guesswork. Listed below are the primary statistics values for some of the common animals in the wild areas, urban areas, and zoos of North America. All of the values given assume a normal animal with average intelligence for its species. Genetically engineered animals may have different values, at the GM's option.

All of the listed animals are assumed to have the average statistic value of 11 for STR, ADX, and CON. Use the value of 5 for animal intelligence in saving throw calculations. All normal animals have an energy score of 65. Natural Weaponry has already been figured into the values given for To-Hit and Damage Bonuses; other special items will be detailed on the second line of each listing, if needed.

Animal Statistic Table

Animal	Weight	Hit Points	HTH DAM#	To- Hit Bonus	Damage Bonus	Move. Rate
Alligator ¹	175	1,062	#4	10%	+ 20	40
Baboon	60	362	#3	7%	+ 7	65
Black Bear	350	1,813	#5	15%	+ 15	55
Cat	15	25	#1	n/a	n/a	60
Cheetah	125	688	#3	10%	+ 10	150 ²
Cougar	150	813	#4	15%	+ 15	75
Coyote	30	175	#2	10%	+ 10	60
Dog	75	50	#3	10%	+ 15	70
Eagle	25	188	#1	15%	+ 25	120 ³
Elephant	10,000	10,000	#19	5%	+ 45	70
Falcon	18	152	#1	10%	+ 20	120 ⁴
Fox	10	113	#1	n/a	n/a	40
Gorilla	800	4,063	#8	25%	+ 25	65
Grizzly Bear	600	3,063	#7	30%	+ 40	75
Horse	1,200	2,000	#9	10%	+ 5	110
Jaguar	300	1,563	#5	20%	+ 25	80
Lion	400	2,063	#6	25%	+ 35	80
Rhinoceros	8,000	8,000	#18	n/a	+ 60	75
Tiger	500	2,563	#6	30%	+ 40	75
Wolf	75	200	#3	15%	+ 20	70

¹50 points of biological armor.

²Movement rate given is for sprints; normal is 60

³Movement rate given is for flight; add velocity damage for dives.

⁴Movement rate given is for flight; add velocity damage for dives.

V.G Special Bad Guy Player Character Rules

The rules of this system are designed primarily for characters who are good or neutral in outlook. Evil player characters are possible and permissible if some special rules are in place to handle them:

1. Characters of evil alignment are prohibited from taking the following weaknesses: Dependent, Excessive Violence, Prejudice, Terrible Secret.
2. Evil characters with negative MR scores should be instead considered as having a positive MR when interacting with other evils and with very shady or easily intimidated neutrals. If

an evil character should acquire a positive MR score (woe be unto us), treat it as a negative score when dealing with other evil characters. Ironically, neutral characters will probably react in a positive manner.

3. Good PCs should not be used to track down evil PCs, as this can lead to some very sticky plot complications—particularly when one of a player's characters is out to assassinate another one of his characters for capturing a friend and bringing him to justice. For some strange reason, players don't like it when their characters end up killing each other off.

We recommend that the evil characters operate in an area well away from the good characters so that they can't stumble into each other.

4. The GM should bear in mind that evil characters will never fully trust each other. Back stabs and doublecrosses are quite common; most alliances will be of a temporary nature at best. The GM should always subtly try to create dissension among the ranks.

V.H Trials and Tribulations

If you are reading this section, we must assume that the GM has examined the facts and determined that there is enough evidence for a trial. There are several elements that go into making a trial; we will examine each in turn.

The MR score of the accused is of great importance in the trial, as it determines not only what the jury knows about him but how hard the district attorney's office will work to get a conviction. The accused's MR score is the first term in the equation to determine the trial modifier.

The second term in the trial modifier equation is the skill level of the DA assigned to the case. The district attorney's office will assign a DA to the case whose skill rating is equal to the absolute value of the accused's MR score. "Absolute value" is a term from mathematics which means that a negative number is to be treated as positive and that a positive number will remain positive. The reason for this is that the district attorney will want a conviction on a well-known criminal very badly, and he certainly doesn't want to appear soft on a former public servant who has fallen from grace. He will do his best to get a conviction in both cases. For lesser known people he doesn't want to waste the time of his best prosecutors. The prosecutor's skill rating is to be subtracted from the accused's MR score.

The third term is the skill level of the defense attorney. This is entirely dependent on how much money the accused can afford to pay for representation. Defense attorneys can have skill ranges from 10 to 300. The cost for the defense is:

$$\text{cost} = 100 \text{ credits} \times \text{skill} \times \text{duration of trial in months}$$

The duration of the trial is 1d6 months, and the determining roll is taken at the beginning of the trial: the accused has no idea how long the trial will be until it begins.

If the defense attorney knows that he may not be paid, he will perform accordingly.

The last item to consider in this equation is the evidence modifier, which is to be added to the previous numbers. This figure can range anywhere from 100 for a trumped up charge with little evidence to -100 for a damning case. The value of this number is up to the GM.

Finally, a word on jury tampering and evidence theft: These practices can be attempted by friends of the accused on the outside if they wish. The incident should actually be run as a scenario by the GM so he can determine whether it succeeds or not. If it fails, the people responsible will probably receive their own trial. The GM should use common sense when running this scenario: if critical evidence is destroyed, the judge may be forced to free the accused and dismiss the charges; however, if the accused's friends are caught in the act it will influence the jury against him.

Now that we have discussed all of the factors in the trial modifier equation, it's time to show it to you:

$$\text{Trial Mod} = \text{ACC MR} - \text{Prosecutor's Skill} + \text{Defense Attorney's skill} + \text{Evidence}$$

Once the trial modifier has been determined, use the following equation to find the result:

$$\text{Trial Result} = \text{Trial Modifier} + 1d00$$

Look up the trial result on the table below to determine its meaning:

10 and below	<i>Guilty!</i> Judge pronounces maximum sentence.
11–35	<i>Guilty!</i> Judge pronounces sentence at GM's discretion.
36–50	<i>Guilty!</i> Judge pronounces light sentence.
51–60	<i>Guilty!</i> Sentence suspended or probation. ¹
61–70	Mistrial, hung jury; 70% chance of new trial.
71–80	Case thrown out on technical grounds; –10 to MR.
81–90	Case thrown out for lack of evidence. ²
91 and over	<i>Innocent of all counts.</i> Charges dismissed.

¹Treat this as a light sentence if the crime is not appropriate for probation or suspended sentence.

²Treat this as innocent on all counts if there is credible evidence.

If a mistrial occurs and a new trial does not occur, the charges should be considered dismissed, unless new evidence comes to light in the future.

V.I Explosives and Explosions

Explosives may be safely handled by characters who have the necessary background and skills. The character must possess either the Demolitions or Terrorist skill to handle explosives; even then, a terrorist has a 5% chance of being blown up by his own bomb (demolitions people don't seem to have this problem).

Now that you've set the bomb, let's blow it up! Explosions with a force of #5 or less have a damage radius of about 1 foot. Larger explosions have a damage radius equal to $\frac{1}{2}$ their DAM#. For instance, a #60 explosion will damage all people and objects up to 30 ft. from the center.

If the explosion cannot expand to its full damage radius in one or more directions, it isn't happy and does more damage over a larger area in the directions it can go. For every 90° of arc that is blocked, increase the effective DAM# and damage radius by 25%. The explosion must have at least 90° of arc blocked for there to be any effect from confinement.

For example, a #20 grenade is tossed on the ground next to a tree that blocks 15° of arc. There is no additional damage for confinement. However, if the same grenade is tossed in a 5' × 5' closet, all of its arc is blocked. Everything in the closet will suffer #40 from the explosion.

VI. OTHER RAMBLINGS OF THE CREATORS

This is that infamous section of the book where we get to discuss subjects other than rules. Please remember that all of the material in this section is provided for the convenience of the GM and players. It consists of some helpful guidelines for the GM, background material on our unique campaign setting, and other useful information that we felt you couldn't live without. (What? Computers in fantasy roleplaying? *Preposterous!*) If the GM chooses to do things differently it is his prerogative to do so. So sit back, relax, and enjoy our section of not necessarily the rules.

VI.A Basic Creation Point Assignment Guidelines

This is probably the most subjective subject we will discuss in the entire book. As I sit here at my computer typing this, I am certain that there will be at least three fights over the material in this section before you see it—one with Larry, one with Charlie, and one general free-for-all with everyone else. As you read this section thinking, “He’s crazy, that’s not the right value,” please have sympathy for this poor, persecuted author.

To begin with, all standard offensive powers have a creation point cost of no less than 5. A “standard offensive power” is any power that follows the rules in section II.D for BCTH, DAM#, and energy cost per use. I recommend that all offensive powers that do hit point damage be made to conform to these rules.

If the power can be used as a passive defense, then the creation point cost should be increased by 1 point.

If the power has other unique capabilities, then the cost should be increased accordingly. Some sample values are given here; the GM of course is free to change these and to determine the adjustment values to be applied to others:

Electronic Device Control (Electricity Control) 2

Slow Flight (Immolation) 1

Ice Armor (Ice Projection) 1

Grab and Throw Metal Objects (Magnetisim) 1

In the case of a non-standard offensive power (one that either does something other than hit point damage, or that does not conform to the rules in section II.D), the GM should compare the strength of the proposed power to those already provided in the system and set the creation point cost accordingly.

New powers which have saving throws based on INT should cost 2 or 3 creation points more than powers that have ADX, CON, or STR saving throws. The reason for this is that characters will usually have a lower INT score than CON, ADX, or STR.

As a general rule of thumb, I strongly discourage powers that have fractional saving throws, such as save vs. $\frac{1}{2}$ CON, etc. If the GM decides he wants to allow such a power in spite of our cautions, the price should be as follows: double for $\frac{1}{2}$ saving throw, and triple for $\frac{1}{3}$ saving throw. Saving throws less than $\frac{1}{3}$ should *never* be allowed.

These cost factors can be greatly reduced by barring the power from making multi-attacks, limiting the power to being used only a limited number of times per day, and giving the power an outrageous energy cost when it is used. As an example, let's look at a gaze that forces the target to make a save vs $\frac{1}{2}$ INT or flee in terror. It is usable 3 times per day and costs 20 energy points per shot. I would rate this power at a creation point cost of 4. The main reason for this is that the target is not helpless, just driven off. This power is also usable only a few times per day at an outrageous energy cost.

Attacks that go after energy points instead of hit points should be made almost as expensive as a take out attack. The rules for fatigued characters in this system greatly hinder the character's survival if all his energy is gone. The GM may wish to review these rules before approving any new powers that affect energy points.

Non-offensive and informational powers are very tricky to give advice on, as this advice may be modified by the particular circumstances of an individual GM's campaign. My advice is to consult Table 2 and compare the proposed power to the ones that are already defined.

If you as GM are confronted by a player who is asking for a power that will unbalance the campaign, you have the right and obligation to say *no!* You may wish to negotiate with the player to bring his demands back down within reason. A good negotiation technique is to name a creation point cost so high that the player can't afford to pay it, then come back to the player with a counteroffer that is a lot more reasonable. If the player really wants the power he will usually compromise and accept your offer; otherwise, he can always elect to run a weak character with one nasty power. It has been my experience that such characters tend not to live long and are of only minor consequence.

VI.B A Few Hints About Game Mastering *Enforcers*

Enforcers is a roleplaying game where actions speak louder than artificial alignment systems created by the authors. The player knows his own character much better than we do, and we will not attempt to legislate what he can and can't do. This means that the GM must be flexible and ready for anything. Champions of law and order may get angry and take the law into their own hands or a notorious criminal may have an attack of conscience and help one of his victims; characters may even become fed up with their current life styles and decide to change sides. *Anything is possible.*

Any change in behavior should be reflected in the character's MR score, but only if it becomes public knowledge. In certain situations it may be possible to blackmail one or more characters to keep certain indiscretions from becoming public knowledge.

Throughout the following paragraphs you will see references to good, neutral, and evil player characters. These references should not be confused with an alignment system in the usual sense; they are merely an attempt on our part to quantify very broad categories of behavior to facilitate a simple discussion of character interactions during game sessions.

In general, good player characters and evil player characters should be kept separated as much as possible. I would recommend having the two groups active in different cities, since this will minimize the amount of contact between them. Our experience has been that, if good and evil player characters are brought into direct contact, they will make life miserable for each other and no one will have any fun. Occasional one-shot adventures are fine, but the GM should deny any requests for a revenge scenario afterward.

Neutral player characters are usually able to interact with both good and evil player characters, depending on individual personalities. It usually pays for good and evil characters to have a few neutral friends because the neutrals can provide valuable information about what the people on the other side of the fence are doing and thinking—for the right price or favor, of course.

Scenarios that appeal to good characters may have little or no appeal for neutrals and evils. Or neutrals/evils may want to tackle the scenario, but from a completely different angle. As an example, a good character learning about a planned bank robbery will probably want to capture the criminals and return all of the loot to the bank. A neutral character confronted with the same set of circumstances may agree to help the good character capture the criminals, but he will probably try to keep some portion of the loot for himself as a “finder’s fee.” At this point, the good character may have to ask himself how much the friendship is worth to him. His options are, first, to turn his friend in (not conducive to future friendship); second, talk him into giving back the money (not bloody likely!); third, force him to give the money back (a *definite* strain on friendship); or fourth, look the other way and pretend nothing happened. This fourth option turns out to be the usual course of action, and maybe the cause of a severe case of guilt for our hero.

The previous example is just one of the ways in which the characters’ personalities can help make the scenario. Rivalries and “professional differences of opinion” between player characters should not be discouraged by the GM so long as the disagreements don’t turn into blood feuds. This is one of the elements which makes this game unique.

For those of you who may have had trouble understanding character creation and combat, we have provided flow outlines below which give a step-by-step explanation of both processes. All of the necessary formulas are included, along with table references.

Character Creation

- A. Come up with a name, description, and some basic background information for the character. If you take the time to do this now it will make your life a lot easier during the rest of the creation process.
- B. Roll 4d6 and keep the best 3 values for each of the following statistics: STR, CON, ADX, INT, MR, and CM.
- C. Determine the character’s weight, either by rolling 5d6 and multiply by 10 or by agreement between the player and GM.
- D. Spend creation point allocation:
 1. *Standard offensive powers*. Please remember the following formulas when creating the power:

$$\text{Damage} = \text{DAM\#} \times \text{R-factor}$$

$$\text{Additional CP Cost} = \frac{(\text{DAM\#} - 10)}{10}$$

$$\text{EC/U} = \frac{(\text{DAM\#} \times 3 \times \text{BCTH})}{1000}$$

See Table 1 for modifiers to the creation point cost of the power based on BCTH.

2. *Gravity Projection, Transmutation, Magnetisim, Paralysis, Mental Domination, and Telekinesis* have a BCTH of 50%, which may be increased by 10% per additional creation point spent up to a maximum BCTH of 250%.
3. *Emotion Projection and Death* have a BCTH of 35%, which may be increased by 10% per additional creation point spent up to a maximum BCTH of 250%.
4. *Hand-to-Hand* may be taken in its normal form (BCTH = 50% + 10% per creation point spent up to 250% maximum, with the DAM# based on carrying capacity), or you can take it as a standard offensive power (BCTH and DAM# determined as in item 1 above: creation point cost applies only to BCTH or DAM#, if they merit an additional point cost).

5. *Increased Statistics.* For every creation point spent you may choose to add 5 points to one of the following scores: STR, CON, ADX, or INT.
6. *Other defined powers.* The effects of each of these are detailed in the rule book in the section of individual descriptions. Be sure to record all of the following items that apply: BCTH modification for other powers; defense bonus, EC/U; chance of success; range; damage modification for other powers; duration of effect; number of times per day the power can be used; and the amount of Armor, Invulnerability, or Willpower.
7. *Player and GM defined powers.* Write a complete description of the power and all of its effects on the character sheet after all of the details and the cost have been worked out between the player and the GM. The following items should be kept in mind by the player and GM when negotiating the effects and cost of the power: BCTH? DAM#? EC/U? range? Type of damage? Does the power give the player using it a defense?

Are any of the standard defenses good against it? What is the exact description of the power? How many times per day can it be used? Are there any hidden problems with the power that might make it too strong for the campaign? Will it combine with other powers the character might have to unbalance the campaign?

8. *Additional weaknesses* may be defined and given to a character to give the character more creation points to spend. Write a complete description of the weakness and its effects on the character sheet, along with the number of creation points the character receives for taking it. Also indicate whether or not the weakness can be removed. The following items should be kept in mind by the player and the GM when negotiating the creation point value of a weakness: Is it really a weakness or just an inconvenience? How easy is it for the GM to exploit? How dangerous is it? Is the character doomed to eventual death because of it?

E. Calculate W^* , S^* , C^* , A^* , and I^* by using the following formulas:

$$W^* = \frac{WT}{50} \text{ (round up to next whole number)}$$

$$S^* = (STR \times .1)$$

$$C^* = (CON \times .13)$$

$$A^* = (ADX \times .07) + .3$$

$$I^* = (INT \times .03) + .8$$

S^* , C^* , A^* , and I^* can also be obtained by consulting Table 4.

F. Calculate *hit points* by using the following formula:

$$\text{Hit Points} = (S^* + C^* + A^* + I^* + W^* - 7) \times 250$$

G. Calculate the character's *energy score* by using this formula:

$$\text{Energy} = STR + CON + ADX + INT + 10$$

H. *Carrying capacity* is calculated by using this formula:

$$CC = (STR/10)^3 \times W^* \times 25$$

- I. *Hand-To-Hand DAM#*. This is the normal method of calculating the Hand-To-Hand DAM#. If you treated it like a standard offensive power while spending creation points please disregard this step. Otherwise, please see table 5.
- J. *Running speed* is calculated using this formula:

$$RNS = (\{ADX \times 2\} + STR) \times 6$$

- K. *To-Hit and damage bonus*. The to-hit bonus is governed by ADX and INT; damage bonus is controlled by STR and ADX. Look up the proper statistics in Table 6. Add the bonus for both of the controlling statistics together to calculate the total bonus for to-hit and damage.
- L. *Detective Score*. This number is calculated by using the formula given below:

$$DET = INT \times 0.8$$

- M. *Danger Sense*. Usually equal to the character's INT score. Check for impaired or heightened senses.
- N. *Healing Rate* is calculated by using the formula below:

$$HLR = CON \times W^*$$

- O. *Knock-Back factor* is calculated by adding the character's weight to his hit points after they have been divided by 20:

$$KBF = WT + (HP/20)$$

- P. Determine the character's *job skills* from the job skills table. See section II.F for more information.

You are now ready to begin play with your new character.

Game Mastering Combat: Setup

- A. When combat is first initiated, determine if surprise is a factor. If the GM feels that surprise may be a factor, all of the characters on the affected side must make a percentile roll against their danger sense. If this roll fails, the character is surprised; if the roll is successful the character is not surprised (see section III.N for more information).
- B. Determine the initiative for all characters involved in the combat by rolling 1d10 and adding the result to each character's ADX score. Remember to also add in the character's Heightened Reflexes if he has any. Once the initiative score for a character has been determined it should be marked on the initiative chart with the character's initials. Also note on the chart the loss of actions for all surprised characters. After you have finished the set-up, go to letter A of the combat outline below.

Game Mastering Combat: Combat!

- A. Go to row 1, column 1 of the Combat Initiative Chart and begin counting columns to the right until a character who is entitled to take an action wishes to do so.
- B. When one or more characters wish to take an action, verify that they are allowed to take one on that count (remember the "three counts between actions" rule) and ask them what type of action. If it is an offensive action find out the nature of the attack and the intended target—the target may wish to take a defensive or reserved offensive action. After you have determined all of the actions that are going to take place on this count go to letter C.
- C. Determine the sequence in which the actions will be taken. To do this, rank the actions by type, and then rank them by the initiative scores of the characters within each rank. The order in which the various types of actions will be taken is given below:

1. Reserved Offensive
2. Defensive
3. Offensive

Remember that a reserved offensive action is merely an offensive action that was not taken at the first available opportunity. Offensive actions purchased by trading in 3 defensive actions are always considered as normal offensive actions and must be taken as soon as they are purchased.

- D. Allow the character who currently has the highest priority (as determined in section C) to take his action; consult E below for offensive actions letter F for defensive actions.
- E. The taking of an offensive action usually means that an attack of some kind is being made on another character; there are exceptions to that statement, but the purpose of this section is overview, not splitting hairs . . . or foxes, badgers, or any other kind of animal. The GM should keep the following general rules in mind at all times:
 1. A character can move and attack, or attack and move, but can never move, attack, and move again.
 2. Characters who have moved during the current offensive action prior to launching an attack may not make a multi-attack.

Now, determine the effectiveness of the attack by consulting 1 below for all non-magical attacks and 2 for all magic spell attacks:

1. First, you must determine if the attack has hit the target. To do this, determine the attacker's BCTH and make the following adjustments:

Add: Accuracy bonus for character's statistics

Accuracy bonus from powers (animal weaponry, combat bonus, etc.)

3% for every ACP the attacker has more than the defender

Subtract: Any passive defenses the character has activated (flame powers, force projection, etc.); see table #8 for more information.

Any defensive modifications the character has (heightened defense, etc.)

3% for every ACP the defender has more than the attacker.

Modifications for special circumstances (evasion, invisibility, etc.).

Modifications for multi- or special attacks.

After all of these factors have been accounted for, roll 1d00. A roll of 01–05 will always hit, and a roll of 96–00 will always miss the target. If the player rolls less than the character's final ABCTH (as determined above) and less than 96, the character has hit the target.

If the target is using an active defense to try and shoot the incoming attack, now is when he will make his to-hit roll against the attack. Follow the procedures given above as if the target were trying to hit the attacker with his active defense, then consult Table 9 to determine what number the target's ABCTH will have to be divided by to give his final ABCTH against the incoming attack. Roll 1d00 as above. If the active defense hits the incoming attack, the attack is neutralized before it hits the target. If it misses, the target will take full damage from the attack.

To determine damage from a normal hit with a power that does energy or hit point damage, roll 2d6 and multiply this by the attacker's DAM# for the power that was used, then add all bonuses for statistics and other superpowers the character might have (animal weaponry, extra damage, etc.). If the attack was a multi-attack, multiply the result by the appropriate number (2–5). See section III for information on special attacks, critical hits, fumbles, and other fun subjects.

For attacks that do other forms of damage, the opponent will need to make the appropriate saving throw given in the power description. If the target rolls less than this number on 1d00, there are no ill effects from the attack. If the defender rolls higher than this number, he suffers all of the nice, debilitating effects from whatever power or powers are operating; see the individual power descriptions for more information.

2. Magical attacks are unique in the sense that they do not need to make a to-hit roll to affect the target. When a spell is thrown, see the spell/power description for the exact nature of the effect.

For spells that do hit point damage, multiply the magic-user's ACPs by 2d6 and add any damage bonuses for statistics and/or powers to determine the amount of damage from the attack.

Spells that do other forms of damage will require the target to make the saving throw(s) specified in the spell/power description to avoid any ill effects from the attack. If this saving throw is blown, the spell will have full effect.

For all forms of attacks, please remember to subtract any energy expended from the attacker's energy score, whether the attack hits or not. In some cases it may also be necessary to subtract energy from the target's energy score. Remember to record any damage done to the target character so that you can tell when he is incapacitated or unconscious. Now go to letter F in this procedure.

- F. If another character is entitled to take an action on this count, go back to letter D. In the event that all characters who wish to act on this count have done so, continue counting columns to the right from the place you left off. If you reach the end of the row, drop down one row and begin counting again from column 1. When one or more characters decide to act, go to letter C. In the event you reach the end of the chart before a character acts, it is time to recalculate initiative and begin a new round (go to letter A in the "set-up" procedure).

Combat will end when one or both sides fall over or decide to call it off. There may be times when you as GM will decide to use the initiative chart when combat is not taking place. As an example:

"The clock is ticking. It is now count 75. You have until count 30 to deactivate the time bomb or evacuate the area before you and the 10 city blocks around you are laid waste!"

Use common sense when allowing characters to use their job skills in a situation where time is short. It is not normally possible to diagnose and repair a major problem in a complicated computer system in under three minutes even if the character does have superpowers and an incredible intelligence. The GM will have to use his good judgment in all such situations.

We could probably write another book on the finer points of how to GM this system—and maybe we will some day!—but I think we have covered most of the necessary basics. If you have questions or comments regarding these rules, please feel free to write us care of 21st Century Games at the address given on the back of the title page. Mark all letters "ATTN: Authors"; please include a self-addressed, stamped envelope if you want a reply. We will try to answer all letters as quickly as possible, but we obviously can make no guarantees on how long a reply will take. Allow us about two weeks to get your reply into the mail.

VI.C The World of 2046

Enforcers takes place on our planet in the not-too-distant future. The world still has some of the same problems that plague it today, along with a few others for good measure. First, let's start with a discussion of events that have led to the "current" world picture.

1991—A vaccine is developed against the AIDS virus. Three billion people worldwide have been exposed to the virus and are expected to eventually develop full-blown AIDS. Many drugs have been discovered that prolong and improve the quality of life for the victims, but a cure is still years away.

1995—Work begins on the much-delayed United States permanent space station; it is scheduled for completion in 1998. A hard-line regime comes to power in the Soviet Union. East-West relations sour, and much saber rattling is heard from both sides. An alien race known as the Entcir has picked up some of earth's old radio and television transmissions. This civilization is just beginning to break out into space in a big way and has ambitions of conquest.

1996—The first Entcir scouts arrive in earth orbit. They perceive the tense situation between the two superpowers and decide that the Earth is ripe for invasion. After a seven-month survey, they return home and report. Two new species of squirrel are discovered in the United States; this baffles scientists because they are found in inhabited areas where their presence should have been noted. But by far the most annoying aspect of these new animals is that one species likes to live off human garbage. The second variety is promptly dubbed "stink squirrels" for their ability to discharge a foul-smelling chemical when they feel threatened.

1997—Following several adventures in Africa and Central America, the leadership of the Soviet Union becomes convinced that it could win a conventional war. It starts preparing for the invasion of Western Europe. The Entcir view these developments with interest and prepare to invade at the same time the Soviets do. To further this end, they establish a base on Mars as a jumping-off point. Three more new species of common North American and European wildlife are discovered this year. Some biologists begin to become concerned and begin quietly to research the situation. In September, the Soviets pour over the border from Eastern Europe into West Germany. At the same time the Entcir pour out of the skies over major defense installations. World War III is promptly canceled as both sides turn their attention to the new, outside threat. The Entcir prove to be powerful adversaries, but their equipment proves to have some basic design flaws such as the inability to navigate in a Terran thunderstorm. This and other similar problems will eventually prove to be their undoing.

1998—The Entcir war ends in June with the invaders beaten and retreating to their home world. Fifteen million people are dead, and most major cities are damaged. The reconstruction begins. More genetically mutated plants and animals are discovered. The EPA begins a five-year, multibillion dollar project to study North America's environment and the new mutations that are occurring. The project is headed by Dr. Robert Michaelson, who is generally considered to be the most prominent expert on human and animal genetics in the United States.

1999—The first signs of human mutation appear in children who live near battle sites of the Entcir war. Most of the effects are minor, but some few have manifested abilities that defy logic. Negotiations on the World Peace and Defense Pact are completed. This treaty permanently fixes the borders of all signatory nations and pledges that an attack on the territory of one will be considered an attack on all. All of the major Western and Soviet bloc nations sign the treaty, but the Soviets veto any attempt by a third world or minor client state to sign.

2002—The existence of parallel dimensions is proven by a group of researchers working at the Lawrence-Livermore Defense Laboratories. They find that they can create a small hole in the fabric of interdimensional space by using high energy electro-magnetic fields that vibrate at various frequencies. This allows the leakage of energy from one parallel plane to another. It may also have the potential of suspending the physical laws of one universe and imposing those of another over a small area for a short time. Much more research is needed before this effect can be truly understood. More human mutations appear. Several of these mutated beings have the ability to control awesome destructive energies. Government concern mounts.

2003—Dr. Michaelson's group conclude their research and report the findings, which are promptly classified top secret. The report states that the continuous accumulation of mutagens in the environment over the last 150 years has accelerated the rate of genetic change in all plant and animal species, including man. The report goes on to say that the rate of change will increase exponentially into the foreseeable future. It is likely that the human race will eventually evolve itself out of existence. Only high-level officials are told of the report. They try to formulate a policy to deal with the situation. The following decisions are made:

1. Since telling the general public about the situation would cause mass panic and hysteria, it is best to say nothing.
2. A worldwide environmental cleanup must be launched at once to minimize the damage.
3. As mutants will become an ever-increasing percentage of the population, it is decided to protect their rights to live in peace—provided they don't oppose the will of the government or commit serious crimes.
4. Normal police are not equipped with enough firepower to handle some of these super-powered beings. It is decided that local police should be encouraged to recruit some of these people to "help police themselves."
5. The government intelligence services must give priority to recruit some of these individuals to counter the threat of enemy agents and to facilitate the gathering of more and better information on enemy activities.

The years from 2004 to 2056 are exciting for many different reasons. Colonization of the inner solar system begins in earnest with permanent bases established on Mars, Venus, Titan, and the Moon. Great advances are made in medicine and genetic research. Contact is made with several peaceful alien races and trading relationships are established.

Lycanthropes are discovered to be more than just a myth: an entire community of "werewolves" is discovered living in Northern California. Other varieties are discovered living in various parts of the world. They claim to be an ancient culture that goes back thousands of years, but they are a very reclusive society and don't like humans delving into their past. Some think this is because they used to hunt people for food and sport. Humans greet news of their existence with the usual reaction of fear and prejudice. Tensions between humans and lycanthropes remain high until Lonewolf, a popular Los Angeles hero, takes control of their ruling pack. He organizes his people and leads a civil rights crusade reminiscent of the 1960s, successfully pressuring Washington into recognizing lycanthropic civil rights. By the time of the game eight years since the completion of the crusade, and relations between lycanthropes and humans are fairly good.

Politicians and law enforcement must tread a fine line these days. They must preserve law and order, but they know they can't afford to give the appearance of persecuting superpowered beings. In cases where a super being with a good reputation is suspected of a crime but there are no witnesses or weak evidence, the authorities often overlook the incident—especially if the victim is someone the authorities consider a threat. However, people who regularly make nuisances of themselves or who abuse the public trust too often are dealt with harshly and given the full penalty the law allows.

Super beings who do not work for government or law enforcement are well advised to keep a low profile: the law can be quite nasty with suspected troublemakers, and it often pays to have one or more friends who work for the law: they can often get friends released and sometimes can get charges dropped.

Our final topic of discussion is people who exist solely to cause others mayhem and misery. These people can range all the way from third world terrorists to psychopathic maniacs (the rate of mental illness among super beings appears to be much higher than that of normal people. The Bad Guys usually have some grandiose vision of the world that they try to force the rest of the world to accept on pain of death. The more lethal ones are generally considered fair game for anyone who can take them out, few questions asked.

In summary, we have a society that is beginning to fray a little at the edges but trying nevertheless to cope as well as it can with a rapidly changing world. Police and politicians struggle to enforce law and order without pushing so hard that they cause an alliance of super beings against them. And there is always the constant threat that the Entcir will return.

This is the world of Enforcers, where you can get away with anything . . . if you have the right connections and don't get caught.

VI.D Computers and Enforcers

Here is a listing for a character sheet calculation program; it should work with any Lotus-compatible spreadsheet program. This listing is an in-house utility we developed to help us playtest the system, and it is provided strictly for the convenience of our customers. Because of this, we cannot warrant that this listing will perform properly on every spreadsheet program for every home computer, and we accept no liability if it fails to perform, trashes files, sings, tap dances, or does any other nasty thing on your system. ***There is no warranty, expressed or implied, on this listing—be careful!***

Now that we have you all paranoid, let me say that this program was written on an Atari 1040ST for use with VIP Professional Spreadsheet. (Atari is a registered trademark of Atari Corporation and VIP Professional is a registered trademark of VIP Technologies Corp.)

```
F1: '*** BLANK ***
A2: ^Str
B2: @C2: ^S*
D2: +D2*0.1
I2: ^HITS
J2: (,0) (+D2+D3+D4+D5+D9-7)*250
A3: (T) ^Con
B3: 0
C3: ^C*
D3: +B3*0.13
F3: 'Initiative
G3: +B4+G7010
A4: (T) ^Adx
B4: 0
C4: ^A*
D4: +B4*0.07+0.3
I4: ^Eng
J4: (,0) +B2+B3+B4+B5+10
A5: (T) ^Int
B5: 0
C5: ^I*
D5: +B5*0.03+0.8
F5: 'Magic Save
G5: @IF(G7014<15,15+G7,@IF(G7014>95,95+G7,G7014+G7))
H5: '%'
I6: ^CC
J6: (,0) (+B2/10)^3*D9*25
K6: 'Pounds
A7: ' Willpower
```

```

C7: 0
D7: '%'
F7: ^ACP:
G7: +G7004-G7006
A8: (T) ^Mr
B8: 0
I8: ^Rns
J8: (,0) @IF(G7008,(B4+B4+B2)*6*(G7008),(B4+B4+B2)*6)
K8: ''/15sec.
A9: (T) ^Wt
B9: 0
C9: ^W*
D9: @INT(+B9/50+0.9999)
F9: ^Healing
G9: +B3*D9
J9: (,0) 240*J8/5280
K9: ^MPH
I10: ^KBF
J10: @INT(+J2/20+B9)
A12: ^Detective Score:
D12: @INT(B5*0.8)*B7004+D7004
E12: '%'
H12: ^Air Flight Speed
J12: (,0) @IF((+B2*B3*G7000)>4446,4446,+B2*B3*G7000)
K12: ^MPH
A13: ^Danger Sense:
D13: +B5*B7005+D7005
E13: '%'
H14: ^Space Flight Speed
J14: (,0) +B2*B3*B4*G7000
K14: ^MPH
A15: ^To Hit Bonus (THB):
D15: @INT((B5-3)/5)+@INT((B4-3)/5)
A16: ^Damage Bonus (DB):
D16: @INT((B2-9)*0.3)+@INT((B4-9)*0.3)
H16: ^Invulnerability
J16: (,0) 0
K16: ^Points
A18: (T) ^Animal Weaponry
D18: 0
E18: %/DAM +
H18: ^Defense Bonus
J18: (,0) 0
K18: '%'
A19: (T) ^Combat Bonus
D19: 0
E19: '%'
A20: (T) ^Extra Damage
D20: 0
E20: ^DAM +
H20: ^Armor
J20: (,0) 0
K20: ^Points
A22: (T) \=
B22: \=
C22: \=
D22: \=
E22: \=
F22: \=
G22: \=
H22: \=
I22: \=
J22: \=
K22: \=
A24: (T) ^
F24: ^BCTH
H24: ^ABCTH
I24: ^DAM #
J24: (G) ^DAM +
K24: ^COST/ATT
A25: ^Basic Hand-to-Hand combat
F25: 50
H25: +F25+$D$15+$D$19+$D$18
I25: @VLOOKUP(J6,$CC2DAM#,2)
J25: (G) +$D$16+$D$20+$D$18

```



```

K25: @INT(I25*3*F25/1000+0.9999)
A26: 'Basic Super Power attack
F26: 50
H26: +F26+$D$15+$D$19
I26: 10
J26: (G) +$D$16+$D$20
K26: @INT(I26*3*F26/1000+0.9999)
A5000: 'p
B5000: 'print
D5000: '{goto}a6005~/ppooaqrpublic~gprsecret~gpq~{goto}a1~
A5002: 'n
B5002: 'new character
D5002: '{goto}a6000~/wgrm/ref1~/reb2.b9~/rej16.j20~/red18.d20~/rea27.k55~/
reg7000.g7002~
D5003: '/rea7002~/reb7004.b7005~/red7004.d7005~/reg7006.g7012~
D5004: '{goto}a6001~/xlCharacters Name ?~f1~/cf1~a7002~
D5005: '{goto}a6002~/xnStrength ?~b2~/xnConstitution ?~b3~
D5006: '/xnAgility/Dexterity ?~b4~/xnIntelligence ?~b5~
D5007: '/xnWillpower ?~c7~
D5008: '/xnWeight ?~b9~/xnAnimal Weaponry ?~d18~
D5009: '/xnCombat Bonus ?~d19~/xnExtra Damage ?~d20~
D5010: '/xnInvulnerability ?~j16~/xnDefense Bonus ?~j18~
D5011: '/xnArmor ?~j20~/xnDetective Multiplier ?~b7004~
D5012: '/xi#not#b7004~{goto}b7004~{edit}1~{goto}a6002~
D5013: '/xnDetective +~d7004~/xnDanger Sense Multiplier ?~b7005~
D5014: '/xi#not#b7005~{goto}b7005~{edit}1~{goto}a6002~
D5015: '/xnDanger Sense + ?~d7005~{goto}a6003~/xnDo you have FLIGHT?~g7000~
D5016: '{goto}a6002~/xnExperience Points ?~g7002~
D5017: '/xnCreation Points Used ?~g7006~/xnSpeed Increase factor ?~g7008~
D5018: '/xnSuper Reflexes bonus ?~g7010~
D5019: '{goto}a6004~/wgrafcalc}~{goto}a1~
A5021: 'e
B5021: 'exp. grant
D5021: '/wgraf{goto}a6002~/xnExperience Points Gained ?~c7079~{goto}a6004~
D5022: '/cg7002~c7083~/cg7004~c7078~{goto}c7078~{edit}{calc}~{goto}a6004~
D5023: '/cc7080~g7002~{goto}g7002~{edit}{calc}~{goto}a6004~
D5024: '/cg7004~c7081~{goto}c7081~{edit}{calc}~{goto}a6004~
D5025: '/cc7082~a7007~{goto}a7007~{edit}{calc}~A
6000: 'Initializing the sheet. Please wait...
A6001: 'Please enter the requested CHARACTER data.
A6002: 'Please enter the requested NUMERIC data.
A6003: 'Please enter: 1 for yes, 0 for no.
A6004: 'Calculating the character sheet. Please wait...
A6005: 'Printing the character sheet. Please wait...
A7000: 'Secret or hidden values:
F7000: 'Flight ?
G7000: 0
H7000: 'Yes=1, No=0
A7002: '*** BLANK ***
F7002: 'Experience
G7002: 0
H7002: 'Points
A7004: 'Det x
B7004: 1
C7004: 'Det +
D7004: 0
F7004: 'TCP:
G7004: @VLOOKUP($G$7002,$EXP,3)
H7004: 'Total Creation Points
A7005: 'Dan x
B7005: 1
C7005: 'Dan +
D7005: 0
F7006: 'CPU:
G7006: 0
H7006: 'Creation Points Used
A7007: 0
B7007: 'New CP's from experience
E7008: 'Speed Increase factor
G7008: 0
E7010: 'Super Reflexes bonus
G7010: 0
E7014: 'Raw Magic Save
G7014: @INT((B3/3)+(B5/3)+(G7004/4)+(J18/5))
A7020: 'Range definitions

```

```

A7021: \-
B7021: \-
C7021: \-
A7023: 'Name
C7023: 'Range
F7023: 'Used for:
A7024: 'CC2DAM#
C7024: 'F7123 --> H7325
F7024: 'Table of Damage numbers versus carrying capacities > HTH DAM #
A7025: 'public
C7025: 'A1 --> K55
F7025: 'Basic character sheet to print > expand DOWNWARD as necessary
A7026: 'EXP
C7026: 'E7123 --> H7325
F7026: 'Experience progression table > calculate TCP and ACP
A7027: 'range
C7027: 'A7020 --> F7075
F7027: 'Listing all of the range tables & macro descriptions
A7028: 'secret
C7028: 'A7000 --> K7019
F7028: 'Secret and/or hidden values for the character
A7029: 'MACROS
C7029: 'A5000 --> E5999
F7029: 'Macro Definitions
A7030: 'Titles
C7030: 'A6000 --> A6012
F7030: 'Titles for macros to use
A7031: 'Work
C7031: 'A7076 --> H7100
F7031: 'Work cells for various calculations
A7032: '<alt-p>
C7032: 'D5000
F7032: 'Macro to print a character sheet
A7033: '<alt-n>
C7033: 'D5002
F7033: 'Macro to create a new character (will destroy prior
character data!!!)
A7034: '<alt-e>
C7034: 'D5021
F7034: 'Macro to update Experience points & Total Creation Points
after adventures
A7076: 'Work Areas
A7077: \=
B7077: \=
C7078: 0
D7078: 'old TCP before new experience
C7079: 0
D7079: 'New experience points awarded
C7080: '+C$7079+C$7083
D7080: 'New Total Experience
C7081: 0
D7081: 'New Total Creation Points after award
C7082: '+C$7081-C$7078
D7082: 'CP's gained calculation
C7083: 0
D7083: 'Original Experience before award
E7120: 'EXP
G7120: 'CC2DAM#
E7121: 'CP's - EXP
F7121: 'CC vs DAM # Table
E7122: 'Exp pts
F7122: 'Min CC
G7122: 'Max CC
H7122: 'Dam #/CP's
E7123: 0

F7123: 0
G7123: 0
H7123: 0
E7124: 0
F7124: +G7123+1
G7124: +G7123+H7124*100+@INT(H7124^3*@LOG(H7124)*0.7)
H7124: 1
E7125: 140*H7124+E7124
F7125: +G7124+1

```

```

G7125: +G7124+H7125*100+@INT(H7125^3*@LOG(H7125)*0.7)
H7125: 2
E7126: 140*H7125+E7125
F7126: +G7125+1
G7126: +G7125+H7126*100+@INT(H7126^3*@LOG(H7126)*0.7)
H7126: 3
E7127: 140*H7126+E7126
F7127: +G7126+1
G7127: +G7126+H7127*100+@INT(H7127^3*@LOG(H7127)*0.7)
H7127: 4
E7128: 140*H7127+E7127
F7128: +G7127+1
G7128: +G7127+H7128*100+@INT(H7128^3*@LOG(H7128)*0.7)
H7128: 5
E7129: 140*H7128+E7128
F7129: +G7128+1
G7129: +G7128+H7129*100+@INT(H7129^3*@LOG(H7129)*0.7)
H7129: 6
E7130: 140*H7129+E7129
F7130: +G7129+1
G7130: +G7129+H7130*100+@INT(H7130^3*@LOG(H7130)*0.7)
H7130: 7
E7131: 140*H7130+E7130
F7131: +G7130+1
G7131: +G7130+H7131*100+@INT(H7131^3*@LOG(H7131)*0.7)
H7131: 8

```

APPENDIX A

Presented here for your use and amusement, we have collected the more commonly used tables from the midst of the rules. Please use them in good health!

**Table 1 Base % To Hit vs
Creation Point Cost
Modifiers**

% range	Creation Point modifier
01– 15	–1
16– 25	–.5
26– 75	0
76– 95	+ .5
96–120	+1
121–150	+2
151–200	+3
201–250(maximum)	+4

Table 3 Weaknesses

Weakness	CPs	Weakness	CPs
Allergy	1	Impaired Senses	1–5 ³
Berserker	7	Irrational Fear	1–5 ³
Dependent	1	Mute	2–5 ³
Excessive Violence	6	No Saving Throw	2–5 ³
Extra Damage	2–5 ³	Prejudice	3
Hunted	1,2	Reduced Statistic	1
Impaired Power	1–5 ³	Terrible Secret	1,2

Key:

¹Depending on what the player decides to do with this weakness, the GM should decide how much it costs on a case-by-case basis.

²Special rules apply to the use of this weakness. Please consult the rules governing this weakness for a complete description of the creation point cost and any limitations that may go along with this weakness.

³Indicates a range of possible costs for this weakness.

Table 2 Super Powers

Power	CPs	Power	CPs
Adaptation	4	Increased Statistic	1
Android	11–15 ^{2,3}	Invisibility	6
Animal/PlantControl	1	Invulnerability	1
Animal Powers	1,2	Laser Powers	5
Animal Weaponry	1	Life Support	3
Armor	1	Lightning Bolt	5
Astral Awareness	3	Lycanthropic Immunity	8
Astral Travel	7	Magic	15 ²
Cellular Regeneration	7–8 ³	Magnetism	7
Chemical Weaponry	5	Mental Domination	9
Combat Bonus	1	Mental Shield	5
Cybernetics	1,2	Mutation	1
Darkness Control	5	Non-Detection	7
Death	7	Paralysis	8
Defense Bonus	1	Pet	1,2
Dematerialization	6	Poison	1
Dimension Door	8	Psionic Attack	6
Disruption	5	Resurrection	7
Electricity Control	8	Robot	11 ²
Emotion Projection	6	Shape Change	2–10 ^{2,3}
Energy Bolt	5	Shrinking Powers	5
Energy Drain	6	Solid Energy Creations	7
Energy Ground	7	Sound Projection	6
Energy Vampire	8–9 ³	Speed Increase	2
Entanglement	6	Spider Climb	4
Extra Damage	1	Stretching Powers	5
Flame Projection	5	Super Reflexes	1
Flight	6	Telekenisis	7
Force Projection	6	Telepathy	5
Gills	2	Teleportation	9
Gravity Projection	8	Transmutation	8
Growth Powers	5	Ultra-Vision	6
Holographic Projection	6	Vibratory Attack	6
Ice Projection	8	Weakness Discovery	7
Immolation	7	Willpower	1
Improved Senses	4	Wings	4

Key:

¹Depending on what the player decides to do with this power, the GM should decide how much it costs on a case-by-case basis.

²Special rules apply to the use of this power. Please consult the rules governing this power for a complete description of the creation point cost and any limitations that may go along with this power.

³Indicates a range of possible costs for this power.

Table 4 Factors for Statistics

Stat Value	Factor For:				Stat Value	Factor For:			
	STR	CON	ADX	INT		STR	CON	ADX	INT
4	.40	.52	.58	.92	49	4.90	6.37	3.73	2.27
5	.50	.65	.65	.95	50	5.00	6.50	3.80	2.30
6	.60	.78	.72	.98	51	5.10	6.63	3.87	2.33
7	.70	.91	.79	1.01	52	5.20	6.76	3.94	2.36
8	.80	1.04	.86	1.04	53	5.30	6.89	4.01	2.39
9	.90	1.17	.93	1.07	54	5.40	7.02	4.08	2.42
10	1.00	1.30	1.00	1.10	55	5.50	7.15	4.15	2.45
11	1.10	1.43	1.07	1.13	56	5.60	7.28	4.22	2.48
12	1.20	1.56	1.14	1.16	57	5.70	7.41	4.29	2.51
13	1.30	1.69	1.21	1.19	58	5.80	7.54	4.36	2.54
14	1.40	1.82	1.28	1.22	59	5.90	7.67	4.43	2.57
15	1.50	1.95	1.35	1.25	60	6.00	7.80	4.50	2.60
16	1.60	2.08	1.42	1.28	61	6.10	7.93	4.57	2.63
17	1.70	2.21	1.49	1.31	62	6.20	8.06	4.64	2.66
18	1.80	2.34	1.56	1.34	63	6.30	8.19	4.71	2.69
19	1.90	2.47	1.63	1.37	64	6.40	8.32	4.78	2.72
20	2.00	2.60	1.70	1.40	65	6.50	8.45	4.85	2.75
21	2.10	2.73	1.77	1.43	66	6.60	8.58	4.92	2.78
22	2.20	2.86	1.84	1.46	67	6.70	8.71	4.99	2.81
23	2.30	2.99	1.91	1.49	68	6.80	8.84	5.06	2.84
24	2.40	3.12	1.98	1.52	69	6.90	8.97	5.13	2.87
25	2.50	3.25	2.05	1.55	70	7.00	9.10	5.20	2.90
26	2.60	3.38	2.12	1.58	71	7.10	9.23	5.27	2.93
27	2.70	3.51	2.19	1.61	72	7.20	9.36	5.34	2.96
28	2.80	3.64	2.26	1.64	73	7.30	9.49	5.41	2.99
29	2.90	3.77	2.33	1.67	74	7.40	9.62	5.48	3.02
30	3.00	3.90	2.40	1.70	75	7.50	9.75	5.55	3.05
31	3.10	4.03	2.47	1.73	76	7.60	9.88	5.62	3.08
32	3.20	4.16	2.54	1.76	77	7.70	10.01	5.69	3.11
33	3.30	4.29	2.61	1.79	78	7.80	10.14	5.76	3.14
34	3.40	4.42	2.68	1.82	79	7.90	10.27	5.83	3.17
35	3.50	4.55	2.75	1.85	80	8.00	10.40	5.90	3.20
36	3.60	4.68	2.82	1.88	81	8.10	10.53	5.97	3.23
37	3.70	4.81	2.89	1.91	82	8.20	10.66	6.04	3.26
38	3.80	4.94	2.96	1.94	83	8.30	10.79	6.11	3.29
39	3.90	5.07	3.03	1.97	84	8.40	10.92	6.18	3.32
40	4.00	5.20	3.10	2.00	85	8.50	11.05	6.25	3.35
41	4.10	5.33	3.17	2.03	86	8.60	11.18	6.32	3.38
42	4.20	5.46	3.24	2.06	87	8.70	11.31	6.39	3.41
43	4.30	5.59	3.31	2.09	88	8.80	11.44	6.46	3.44
44	4.40	5.72	3.38	2.12	89	8.90	11.57	6.53	3.47
45	4.50	5.85	3.45	2.15	90	9.00	11.70	6.60	3.50
46	4.60	5.98	3.52	2.18	91	9.10	11.83	6.67	3.53
47	4.70	6.11	3.59	2.21	92	9.20	11.96	6.74	3.56
48	4.80	6.24	3.66	2.24	93	9.30	12.09	6.81	3.59

Table 5 DAM# versus Carrying Capacity

DAM#	Minimum CC	Maximum CC	DAM#	Minimum CC	Maximum CC
1	1	100	54	2,464,857	2,661,208
2	101	301	55	2,661,209	2,869,394
3	302	610	56	2,869,395	3,089,900
4	611	1,036	57	3,089,901	3,323,223
5	1,037	1,597	58	3,323,224	3,569,869
6	1,598	2,314	59	3,569,870	3,830,356
7	2,315	3,216	60	3,830,357	4,105,212
8	3,217	4,339	61	4,105,213	4,394,977
9	4,340	5,725	62	4,394,978	4,700,200
10	5,726	7,425	63	4,700,201	5,021,443
11	7,426	9,495	64	5,021,444	5,359,278
12	9,496	12,000	65	5,359,279	5,714,287
13	12,001	15,013	66	5,714,288	6,087,065
14	15,014	18,614	67	6,087,066	6,478,216
15	18,615	22,892	68	6,478,217	6,888,355
16	22,893	27,944	69	6,888,356	7,318,109
17	27,945	33,875	70	7,318,110	7,768,117
18	33,876	40,799	71	7,768,118	8,239,027
19	40,800	48,838	72	8,239,028	8,731,498
20	48,839	58,123	73	8,731,499	9,246,202
21	58,124	68,794	74	9,246,203	9,783,822
22	68,795	80,999	75	9,783,823	10,345,051
23	81,000	94,896	76	10,345,052	10,930,593
24	94,897	110,652	77	10,930,594	11,541,164
25	110,653	128,441	78	11,541,165	12,177,492
26	128,442	148,449	79	12,177,493	12,840,314
27	148,450	170,870	80	12,840,315	13,530,381
28	170,871	195,707	81	13,530,382	14,248,454
29	195,908	223,773	82	14,248,455	14,995,305
30	223,774	254,690	83	14,995,306	15,771,717
31	254,691	288,890	84	15,771,718	16,578,486
32	288,891	326,614	85	16,578,487	17,416,419
33	326,615	368,113	86	17,416,420	18,286,333
34	368,114	413,648	87	18,286,334	19,189,058
35	413,649	463,489	88	19,189,059	20,125,435
36	463,490	517,916	89	20,125,436	21,096,316
37	517,917	577,219	90	21,096,317	22,102,565
38	577,220	641,699	91	22,102,566	23,145,058
39	641,700	711,665	92	23,145,059	24,224,682
40	711,666	787,437	93	24,224,683	25,342,336
41	787,438	869,345	94	25,342,337	26,498,929
42	869,346	957,729	95	26,498,930	27,695,384
43	957,730	1,052,939	96	27,695,385	28,932,634
44	1,052,940	1,155,336	97	28,932,635	30,211,625
45	1,155,337	1,265,290	98	30,211,626	31,533,313
46	1,265,291	1,383,182	99	31,533,314	32,898,666
47	1,383,183	1,509,403	100	32,898,667	34,308,666
48	1,509,404	1,644,355	101	34,308,667	35,764,304
49	1,644,356	1,788,449	102	35,764,305	37,266,583
50	1,788,450	1,942,108	103	37,266,584	38,816,520
51	1,942,109	2,105,765	104	38,816,521	40,415,141
52	2,105,766	2,279,863	105	40,415,142	42,063,486
53	2,279,864	2,464,856	106	42,063,487	43,762,606

Table 5 DAM# versus Carrying Capacity *(Continued)*

DAM#	Minimum CC	Maximum CC	DAM#	Minimum CC	Maximum CC
107	43,762,607	45,513,563	160	238,456,637	244,792,288
108	45,513,564	47,317,432	161	244,792,289	251,255,181
109	47,317,433	49,175,300	162	251,255,182	257,847,051
110	49,175,301	51,088,265	163	257,847,052	264,569,648
111	51,088,266	53,057,437	164	264,569,649	271,424,734
112	53,057,438	55,083,939	165	271,424,735	278,414,084
113	55,083,940	57,168,905	166	278,414,085	285,539,486
114	57,168,906	59,313,481	167	285,539,487	292,802,739
115	59,313,482	61,518,825	168	292,802,740	300,205,657
116	61,518,826	63,786,107	169	300,205,658	307,750,065
117	63,786,108	66,116,510	170	307,750,066	315,437,801
118	66,116,511	68,511,227	171	315,437,802	323,270,717
119	68,511,228	70,971,465	172	323,270,718	331,250,676
120	70,971,466	73,498,442	173	331,250,677	339,379,554
121	73,498,443	76,093,388	174	339,379,555	347,659,241
122	76,093,389	78,757,546	175	347,659,242	356,091,638
123	78,757,547	81,492,170	176	356,091,639	364,678,660
124	81,492,171	84,298,527	177	364,678,661	373,422,234
125	84,298,528	87,177,896	178	373,422,235	382,324,301
126	87,177,897	90,131,567	179	382,324,302	391,386,814
127	90,131,568	93,160,844	180	391,386,815	400,611,738
128	93,160,845	96,267,041	181	400,611,739	410,001,052
129	96,267,042	99,451,486	182	410,001,053	419,556,747
130	99,451,487	102,715,519	183	419,556,748	429,280,828
131	102,715,520	106,060,491	184	429,280,829	439,175,312
132	106,060,492	109,487,767	185	439,175,313	449,242,228
133	109,487,768	112,998,723	186	449,242,229	459,483,620
134	112,998,724	116,594,747	187	459,483,621	469,901,543
135	116,594,748	120,277,240	188	469,901,544	480,498,066
136	120,277,241	124,047,616	189	480,498,067	491,275,270
137	124,047,617	127,907,299	190	491,275,271	502,235,249
138	127,907,300	131,857,728	191	502,235,250	513,380,111
139	131,857,729	135,900,352	192	513,380,112	524,711,976
140	135,900,353	140,036,634	193	524,711,977	536,232,977
141	140,036,635	144,268,049	194	536,232,978	547,945,260
142	144,268,050	148,596,083	195	547,945,261	559,850,984
143	148,596,084	153,022,237	196	559,850,985	571,952,321
144	153,022,238	157,548,022	197	571,952,322	584,251,456
145	157,548,023	162,174,962	198	584,251,457	596,750,586
146	162,174,963	166,904,594	199	596,750,587	609,451,923
147	166,904,595	171,738,467	200	609,451,924	622,357,690
148	171,738,468	176,678,142	201	622,357,691	635,470,125
149	176,678,143	181,725,194	202	635,470,126	648,791,477
150	181,725,195	186,881,209	203	648,791,478	662,324,009
151	186,881,210	192,147,786	204	662,324,010	676,069,997
152	192,147,787	197,526,537	205	676,069,998	690,031,730
153	197,526,538	203,019,085	206	690,031,731	704,211,511
154	203,019,086	208,627,067	207	704,211,512	718,611,654
155	208,627,068	214,352,132	208	718,611,655	733,234,487
156	214,352,133	220,195,941	209	733,234,488	748,082,352
157	220,195,942	226,160,168	210	748,082,353	763,157,603
158	226,160,169	232,246,500	211	763,157,604	778,462,607
159	232,246,501	238,456,636	212	778,462,608	793,999,745

Table 5 DAM# versus Carrying Capacity (Continued)

DAM#	Minimum CC	Maximum CC	DAM#	Minimum CC	Maximum CC
213	793,999,746	809,771,410	266	2,016,951,014	2,048,924,864
214	809,771,411	825,780,009	267	2,048,924,865	2,081,282,191
215	825,780,010	842,027,962	268	2,081,282,192	2,114,026,122
216	842,027,963	858,517,702	269	2,114,026,123	2,147,159,797
217	858,517,703	875,251,675	270	2,147,159,798	2,180,686,370
218	875,251,676	892,232,341	271	2,180,686,371	2,214,609,008
219	892,232,342	909,462,172	272	2,214,609,009	2,248,930,893
220	909,462,173	926,943,653	273	2,248,930,894	2,283,655,219
221	926,943,654	944,679,284	274	2,283,655,220	2,318,785,195
222	944,679,285	962,671,576	275	2,318,785,196	2,354,324,042
223	962,671,577	980,923,054	276	2,354,324,043	2,390,274,996
224	980,923,055	999,436,257	277	2,390,274,997	2,426,641,306
225	999,436,258	1,018,213,737	278	2,426,641,307	2,463,426,235
226	1,018,213,738	1,037,258,058	279	2,463,426,236	2,500,633,059
227	1,037,258,059	1,056,571,799	280	2,500,633,060	2,538,265,068
228	1,056,571,800	1,076,157,550	281	2,538,265,069	2,576,325,565
229	1,076,157,551	1,096,017,916	282	2,576,325,566	2,614,817,867
230	1,096,017,917	1,116,155,515	283	2,614,817,868	2,653,745,305
231	1,116,155,516	1,136,572,978	284	2,653,745,306	2,693,111,223
232	1,136,572,979	1,157,272,950	285	2,693,111,224	2,732,918,980
233	1,157,272,951	1,178,258,087	286	2,732,918,981	2,773,171,947
234	1,178,258,088	1,199,531,061	287	2,773,171,948	2,813,873,509
235	1,199,531,062	1,221,094,556	288	2,813,873,510	2,855,027,066
236	1,221,094,557	1,242,951,269	289	2,855,027,067	2,896,636,030
237	1,242,951,270	1,265,103,912	290	2,896,636,031	2,938,703,827
238	1,265,103,913	1,287,555,208	291	2,938,703,828	2,981,233,897
239	1,287,555,209	1,310,307,894	292	2,981,233,898	3,024,229,694
240	1,310,307,895	1,333,364,722	293	3,024,229,695	3,067,694,686
241	1,333,364,723	1,356,728,455	294	3,067,694,687	3,111,632,353
242	1,356,728,456	1,380,401,871	295	3,111,632,354	3,156,046,190
243	1,380,401,872	1,404,387,760	296	3,156,046,191	3,200,939,706
244	1,404,387,761	1,428,688,927	297	3,200,939,707	3,246,316,423
245	1,428,688,928	1,453,308,189	298	3,246,316,424	3,292,179,877
246	1,453,308,190	1,478,248,377	299	3,292,179,878	3,338,533,618
247	1,478,248,378	1,503,512,335	300	3,338,533,619	3,385,381,209
248	1,503,512,336	1,529,102,921	301	3,385,381,210	3,432,726,228
249	1,529,102,922	1,555,023,006	302	3,432,726,229	3,480,572,265
250	1,555,023,007	1,581,275,474	303	3,480,572,266	3,528,922,925
251	1,581,275,475	1,607,863,224	304	3,528,922,926	3,577,781,826
252	1,607,863,225	1,634,789,166	305	3,577,781,827	3,627,152,601
253	1,634,789,167	1,662,056,225	306	3,627,152,602	3,677,038,896
254	1,662,056,226	1,689,667,339	307	3,677,038,897	3,727,444,370
255	1,689,667,340	1,717,625,460	308	3,727,444,371	3,778,372,697
256	1,717,625,461	1,745,933,553	309	3,778,372,698	3,829,827,564
257	1,745,933,554	1,774,594,596	310	3,829,827,565	3,881,812,673
258	1,774,594,597	1,803,611,581	311	3,881,812,674	3,934,331,738
259	1,803,611,582	1,832,987,514	312	3,934,331,739	3,987,388,489
260	1,832,987,515	1,862,725,414	313	3,987,388,490	4,040,986,667
261	1,862,725,415	1,892,828,312	314	4,040,986,668	4,095,130,030
262	1,892,828,313	1,923,299,255	315	4,095,130,031	4,149,822,347
263	1,923,299,256	1,954,141,302	316	4,149,822,348	4,205,067,403
264	1,954,141,303	1,985,357,526	317	4,205,067,404	4,260,868,995
265	1,985,357,527	2,016,951,013	318	4,260,868,996	4,317,230,935

Table 6 Bonuses from Statistics

Stat Value	DAM Bonus	To-Hit Bonus	Stat Value	DAM Bonus	To-Hit Bonus	Stat Value	DAM Bonus	To-Hit Bonus
4	0	0	40	9	7	76	20	14
5	0	0	41	9	7	77	20	14
6	0	0	42	9	7	78	20	15
7	0	0	43	10	8	79	21	15
8	0	1	44	10	8	80	21	15
9	0	1	45	10	8	81	21	15
10	0	1	46	11	8	82	21	15
11	0	1	47	11	8	83	22	16
12	0	1	48	11	9	84	22	16
13	1	2	49	12	9	85	22	16
14	1	2	50	12	9	86	23	16
15	1	2	51	12	9	87	23	16
16	2	2	52	12	9	88	23	17
17	2	2	53	13	10	89	24	17
18	2	3	54	13	10	90	24	17
19	3	3	55	13	10	91	24	17
20	3	3	56	14	10	92	24	17
21	3	3	57	14	10	93	25	18
22	3	3	58	14	11	94	25	18
23	4	4	59	15	11	95	25	18
24	4	4	60	15	11	96	26	18
25	4	4	61	15	11	97	26	18
26	5	4	62	15	11	98	26	19
27	5	4	63	16	12	99	27	19
28	5	5	64	16	12	100	27	19
29	6	5	65	16	12	101	27	19
30	6	5	66	17	12	102	27	19
31	6	5	67	17	12	103	28	20
32	6	5	68	17	13	104	28	20
33	7	6	69	18	13	105	28	20
34	7	6	70	18	13	106	29	20
35	7	6	71	18	13	107	29	20
36	8	6	72	18	13	108	29	21
37	8	6	73	19	14	109	30	21
38	8	7	74	19	14			
39	9	7	75	19	14			

Table 7 Abbreviations for Combat Matrix Titles

Abbreviation	Meaning
ADT	Adaptation
AND	Android
ARM	Man-Made Armor
CHM	Chemical Weaponry
DEM	Dematerialization
DIS	Disruption
DTH	Death
END	Energy Drain
EMP	Emotion Projection
ENB	Energy Bolt & Energy Vampire Ranged Attacks
FLM	Flame Protection & Immolation
FRC	Force Projection
GRA	Gravity Projection
HTH	Hand-To-Hand
ICE	Ice Projection
INT	Intelligence
IMM	Immolation
IVL	Invulnerability
LAZ	Laser Powers
LIF	Life Support
L&E	Lightning Bolt & Electricity Control
MAG	Magnetism
MEN	Mental Shield
MND	Mental Domination
PAR	Paralysis
PSI	Psionic Attack
ROB	Robot
STE	Stretching Powers
S&V	Sound Projection & Vibratory Attack
TKD	Telekinesis (direct)
TKP	Telekinesis (projectile)
TLK	Telekinesis (all forms)
TRM	Transmutation
VIB	Vibratory Attack

*This symbol indicates that you should refer to the attack description to determine the exact nature of the effect caused by the defense.

Table 10 Multi-attack To-Hit Modifiers

# of attacks	to-hit roll modification
2	– 10%
3	– 25%
4	– 40%
5	– 55%

Table 8 Enforcers Passive Defense Table

	CHM	DIS	DTH	ENB	END	EMP	FLM	FRC	GRA	HTH	ICE	LAZ	L&E	MAG	PAR	S&V	MND	TRM	PSI
ADT	-50	-10	-20	-20	-10		-50	-15	-50	-20	-50	-50	-40	-40	-10	-50			
AND	05	05	-10	10	-05	-15	05			-05			-05	05	-10		-15	-05	
ARM	-05	05	-05		-10	-15	05		10			-05	05	05	-05			-05	
DEM	-60	-50	-60	-50	-50		-60	-50	-50	-60	-60	-50	-50	-50	-50	-60		-50	
FRC	-20	-05	-15	-15	-05		-20	-50	-05	-25	-20	-05	-05	-05	-05	-50		-10	
IMM	-15									-10	-25							-05	
INT						**											**		
IVL	-10	-10	-05	-10	-15	-02	-10	-10	-10	-05	-10	-10	-10	-10	-10	-10	-02	-05	
LIF	-20	10	-10	-05	-20		-15	-05	10	-05	-10	-10	05	10	-10	-15		-05	
MAG	-15	-05	-05	-15			-10	-25	-25	-05	-15	-25	-20	-50	-15	-05		-05	
ROB	05	-10	-30	20	-10	-25	-05		10	-10			10	20	-20	-05	-25	-10	
STE	-25		-10				-15			-40	-10					-50		-10	
S&V	-20		-15				-20	-20		-25	-20					-50		-10	
MEN						++											++		-50

**This symbol indicates that you should refer to the attack description to determine the exact nature of the effect caused by the defense.

Table 9 Enforcers Active Defense Table

	CHM	DIS	ENB	END	FLM	FRC	GRA	HTH	ICE	LAZ	L&E	MAG	PAR	S&V	TKD	TKP	TRM
CHM	*	4			*				*	3	2					*	*
DIS	*	*	*		*	*			*	2	2		4			*	4
ENB	4	*	*	*	*	*			*	3	2	2		3	2	*	
FLM	*	3	*		*	3			*		3					4	
FRC	*	2	*	3	*	*	3		*		*	2	3	*	2	*	*
GRA	*				3		*		*	4		*				*	
HTH								2									
ICE	*	3	*		*	3			*	*	*			*	*	*	*
LAZ	2	2	2			*			*	2	2					2	
L&E			2	*		*			*		*	*				2	3
MAG			2			*	*			4	*	*			3	*	2
MND	2		3		2	2			2					*		3	
TLK	3				3	*			*			2			*	*	
TRM	*								2							*	

Table 11 Critical Hit Location Table

	Front	Back	Side	Above
head	2	2,3	2,3	6
neck	3	4	4	4
upper body	7	5	7	7
wing ¹	4	8	10	8
arm	5	6,7	6	5,9
lower body	6,8	9	5,8	2,12
groin	11,12	12	12	
leg	9,10	10,11	9,11	3,11

¹A wing hit should be treated as an upper body hit if the target character does not have wings.

Table 12 Light Severity Critical Hit Results

Severity 1, 2, & 3:	
Location	Effect
Head	3 × normal damage, target loses next action
Neck	2 × normal damage, target loses next action
Upper Body	2 × normal damage, 20% chance knocked down
Wing	2 × normal damage, 20% chance wings disabled
Arm	2 × normal damage, 15% arm disabled
Lower Body	2 × normal damage
Groin	3 × normal damage, 25% chance stunned rest of round
Leg	2 × normal damage, 35% chance knocked down

Table 13 Medium Severity Critical Hit Results

Severity 4 and 5:	
Location	Effect
Head	4 × normal damage, 25% chance stunned rest of round, otherwise lose next 2 actions
Neck	4 × normal damage, 15% paralyzed otherwise lose next action
Upper Body	3 × normal damage, 40% chance knocked down
Wing	3 × normal damage, 65% wing disabled
Arm	3 × normal damage, 35% arm disabled (target loses 2 offensive actions if arm disabled)
Lower Body	3 × normal damage, lose next offensive action, 30% knocked down
Groin	5 × normal damage, 85% chance stunned for rest of round
Leg	3 × normal damage, 70% chance knocked down

Table 14 Extreme Severity Critical Hit Results

Severity 6 (please send flowers)	
Location	Effect
Head	7 × normal damage, victim is knocked out, 20% dead
Neck	6 × normal damage, 20% dead, 50% paralyzed, target is stunned for rest of round
Upper Body	5 × damage 20% paralyzed, 5% dead, victim is knocked down and will lose next 2 offensive actions
Wing	4 × normal damage, wings disabled, lose next 3 offensive actions
Arm	4 × normal damage, arm is broken, stunned for rest of round
Lower Body	4 × normal damage, knocked down, stunned for rest of round
Groin	8 × normal damage, victim is helpless for 1d20 rounds
Leg	5 × normal damage, leg is broken, victim is knocked down and loses next 3 offensive actions

Table 15 Hand-To-Hand Fumble Table

1D10	Result
1	Slip, roll Agil. or less on d% or fall.
2	Strained arm, –40% to hit for rest of round
3	Sprained ankle, movement rate halved for rest of combat.
4	Opponent's block hurt your arm. You receive a modifier of –30% to your ABCTH for the rest of this combat.
5	Fall, roll endurance or less on d% or lose next 2 offensive actions. Opponent gets +20% to his ABCTH against you on his next offensive action.
6	Sprained wrist, maximum of 3 HTH attacks per offensive action.
7	You hit something other than the intended target. GM's option what was hit and to what effect.
8	Distracted. Save vs Intelligence or lose next offensive action.
9	You dropped your guard severely. Opponent gets +40% to his ABCTH against you for his next 3 offensive actions.
10	Fell, broke limb, roll a d6: 1–3—arm: –60% to hit, only allowed 2 attacks per round. 4–6—leg: move at $\frac{1}{4}$ speed, –35 to initiative, –30% on base chance to hit.

Table 16 Ranged Attack Fumble Table

1D10	Result
1	Distracted, save vs. Intelligence on d% or lose next offensive action.
2	Wild shot. Roll d8 for direction and "to-hit" rolls against any other target in the area.
3	Lost control, attack hit target but did only $\frac{1}{2}$ damage and cost 4 times the normal amount of energy.
4	Slip, roll agility or less on d% or fall.
5	Accidentally missed and hit friend. GM's discretion who was hit. If no friends around, then you hit a bystander—or yourself!
6	Attack hits background wall and bounces in random direction. GM determines effect.
7	Critically hit background target (or wall).
8	Critically hit ceiling; exact effect at GM's discretion.
9	Critically hit floor; exact effect at GM's discretion.
10	Attack bounces back off of background object or target and hits you!

Table 17 Missile Weapon Fumble Table

1D10	Result
1	Missile defective: breaks when thrown or fired.
2–3	Missile arc to high. Hits ceiling for normal damage and may hit a random target on the ground.
4–5	Distracted, save vs. Intelligence on d% or drop missile on self, or cut self with sharp objects.
6	Missile does a critical hit to a background target.
7–8	Bow breaks, gun jams. Receive –50% modifier on all "to-hit" rolls for rest of round.
9	Missile hits bystander; if there are no bystanders, then missile hits friend.
10	You shot yourself in the foot. Move at half speed and take appropriate damage.

Table 18 Creation Points versus Experience Points

CPs	To next CP	Total Exp.	CPs	To next CP	Total Exp.	CPs	To next CP	Total Exp.
1	140	0	55	7,700	207,900	109	15,260	824,040
2	280	140	56	7,840	215,600	110	15,400	839,300
3	420	420	57	7,980	223,440	111	15,540	854,700
4	560	840	58	8,120	231,420	112	15,680	870,240
5	700	1,400	59	8,260	239,540	113	15,820	885,920
6	840	2,100	60	8,400	247,800	114	15,960	901,740
7	980	2,940	61	8,540	256,200	115	16,100	917,700
8	1,120	3,920	62	8,680	264,740	116	16,240	933,800
9	1,260	5,040	63	8,820	273,420	117	16,380	950,040
10	1,400	6,300	64	8,960	282,240	118	16,520	966,420
11	1,540	7,700	65	9,100	291,200	119	16,660	982,940
12	1,680	9,240	66	9,240	300,300	120	16,800	999,600
13	1,820	10,920	67	9,380	309,540	121	16,940	1,016,400
14	1,960	12,740	68	9,520	318,920	122	17,080	1,033,340
15	2,100	14,700	69	9,660	328,440	123	17,220	1,050,420
16	2,240	16,800	70	9,800	338,100	124	17,360	1,067,640
17	2,380	19,040	71	9,940	347,900	125	17,500	1,085,000
18	2,520	21,420	72	10,080	357,840	126	17,640	1,102,500
19	2,660	23,940	73	10,220	367,920	127	17,780	1,120,140
20	2,800	26,600	74	10,360	378,140	128	17,920	1,137,920
21	2,940	29,400	75	10,500	388,500	129	18,060	1,155,840
22	3,080	32,340	76	10,640	399,000	130	18,200	1,173,900
23	3,220	35,420	77	10,780	409,640	131	18,340	1,192,100
24	3,360	38,640	78	10,920	420,420	132	18,480	1,210,440
25	3,500	42,000	79	11,060	431,340	133	18,620	1,228,920
26	3,640	45,500	80	11,200	442,400	134	18,760	1,247,540
27	3,780	49,140	81	11,340	453,600	135	18,900	1,266,300
28	3,920	52,920	82	11,480	464,940	136	19,040	1,285,200
29	4,060	56,840	83	11,620	476,420	137	19,180	1,304,240
30	4,200	60,900	84	11,760	488,040	138	19,320	1,323,420
31	4,340	65,100	85	11,900	499,800	139	19,460	1,342,740
32	4,480	69,440	86	12,040	511,700	140	19,600	1,362,200
33	4,620	73,920	87	12,180	523,740	141	19,740	1,381,800
34	4,760	78,540	88	12,320	535,920	142	19,880	1,401,540
35	4,900	83,300	89	12,460	548,240	143	20,020	1,421,420
36	5,040	88,200	90	12,600	560,700	144	20,160	1,441,440
37	5,180	93,240	91	12,740	573,300	145	20,300	1,461,600
38	5,320	98,420	92	12,880	586,040	146	20,440	1,481,900
39	5,460	103,740	93	13,020	598,920	147	20,580	1,502,340
40	5,600	109,200	94	13,160	611,940	148	20,720	1,522,920
41	5,740	114,800	95	13,300	625,100	149	20,860	1,543,640
42	5,880	120,540	96	13,440	638,400	150	21,000	1,564,500
43	6,020	126,420	97	13,580	651,840	151	21,140	1,585,500
44	6,160	132,440	98	13,720	665,420	152	21,280	1,606,640
45	6,300	138,600	99	13,860	679,140	153	21,420	1,627,920
46	6,440	144,900	100	14,000	693,000	154	21,560	1,649,340
47	6,580	151,340	101	14,140	707,000	155	21,700	1,670,900
48	6,720	157,920	102	14,280	721,140	156	21,840	1,692,600
49	6,860	164,640	103	14,420	735,420	157	21,980	1,714,440
50	7,000	171,500	104	14,560	749,840	158	22,120	1,736,420
51	7,140	178,500	105	14,700	764,000	159	22,260	1,758,540
52	7,280	185,640	106	14,840	779,100	160	22,400	1,780,800
53	7,420	192,920	107	14,980	793,940	161	22,540	1,803,200
54	7,560	200,340	108	15,120	808,920	162	22,680	1,825,740

Table 18 (Continued)

CPs	To next CP	Total Exp.	CPs	To next CP	Total Exp.	CPs	To next CP	Total Exp.
163	22,820	1,848,420	196	27,440	2,675,400	229	32,060	3,654,840
164	22,960	1,871,240	197	27,580	2,702,840	230	32,200	3,686,900
165	23,100	1,894,200	198	27,720	2,730,420	231	32,340	3,719,100
166	23,240	1,917,300	199	27,860	2,758,140	232	32,480	3,751,440
167	23,380	1,940,540	200	28,000	2,786,000	233	32,620	3,783,920
168	23,520	1,963,920	201	28,140	2,814,000	234	32,760	3,816,540
169	23,660	1,987,440	202	28,280	2,842,140	235	32,900	3,849,300
170	23,800	2,011,100	203	28,420	2,870,420	236	33,040	3,882,200
171	23,940	2,034,900	204	28,560	2,898,840	237	33,180	3,915,240
172	24,080	2,058,840	205	28,700	2,927,400	238	33,320	3,948,420
173	24,220	2,082,920	206	28,840	2,956,100	239	33,460	3,981,740
174	24,360	2,107,140	207	28,980	2,984,940	240	33,600	4,015,200
175	24,500	2,131,500	208	29,120	3,013,920	241	33,740	4,048,800
176	24,640	2,156,000	209	29,260	3,043,040	242	33,880	4,082,540
177	24,780	2,180,640	210	29,400	3,072,300	243	34,020	4,116,420
178	24,920	2,205,420	211	29,540	3,101,700	244	34,160	4,150,440
179	25,060	2,230,340	212	29,680	3,131,240	245	34,300	4,184,600
180	25,200	2,255,400	213	29,820	3,160,920	246	34,440	4,218,900
181	25,340	2,280,600	214	29,960	3,190,740	247	34,580	4,253,340
182	25,480	2,305,940	215	30,100	3,220,700	248	34,720	4,287,920
183	25,620	2,331,420	216	30,240	3,250,800	249	34,860	4,322,640
184	25,760	2,357,040	217	30,380	3,281,040	250	35,000	4,357,500
185	25,900	2,382,800	218	30,520	3,311,420	251	35,140	4,392,500
186	26,040	2,408,700	219	30,660	3,341,940	252	35,280	4,427,640
187	26,180	2,434,740	220	30,800	3,372,600	253	35,420	4,462,920
188	26,320	2,460,920	221	30,940	3,403,400	254	35,560	4,498,340
189	26,460	2,487,240	222	31,080	3,434,340	255	35,700	4,533,900
190	26,600	2,513,700	223	31,220	3,465,420	256	35,840	4,569,600
191	26,740	2,540,300	224	31,360	3,496,640	257	35,980	4,605,440
192	26,880	2,567,040	225	31,500	3,528,000	258	36,120	4,641,420
193	27,020	2,593,920	226	31,640	3,559,500	259	36,260	4,677,540
194	27,160	2,620,940	227	31,780	3,591,140	260	36,400	4,713,800
195	27,300	2,648,100	228	31,920	3,622,920	261	36,540	4,750,200

Table 19 Structural Ratings for Materials

Substance	Rating	Substance	Rating
Water	1	Bronze	130
Steel	200	Pig Iron (or wrought iron)	155
Aluminum	175	Tungsten Steel	175
Gold	80	Brick	110
Lead	70	Earth	30
Silver	90	Glass	100
Titanium	300	Ice	30
Concrete	125	Quartz	120
Steel reinforced concrete	170	Soft Wood	50
Diamond	150	Adamantium	500
Granite	140	Bulletproof Glass	160
Marble	145	Structural Plastic	130
Hard wood	40	Structural Ceramic	250

Table 20 Pistols

("Rnds." is the number of rounds that can be fired before the gun must be reloaded.)

Weapon	Rnds.	BCTH	DAM#	Description
Colt .45	6	50%	#6	Old style police handgun
Plastic .38	6	35%	#4	Terrorist weapon, small, will not trigger metal detectors or show up on X-ray scans.
Dawson DS-90 (auto fire)	18 [3]	65% 95%	#7 #12	This small pistol is easily concealed and an automatic weapon to boot. It is often used by federal field agents as it is easy to conceal.
Markov 9mm.	6	55%	#7	Eastern block standard issue handgun.
.44 Magnum (auto fire)	12 [3]	60% 90%	#11 #20	Great weapon for stopping vehicles and people with superpowers. A favorite among criminals and law enforcement alike.
Tacer 320	6	130%	#1	This gun has acquired the sinister nickname "assassin's special" among law enforcement. It is produced in a small factory in Israel and is illegal to own in most of the rest of the world. It uses special ammunition that explodes in the target. It is designed for extreme accuracy and stopping power. It produces almost no sound when fired.

Table 21 Shotguns, Rifles and Sub-machine guns

(T represents the type of weapon: S for shotgun, R for rifle, M for sub-machine gun.)

Weapon	T	Rnds.	BCTH	DAM#	Description
AK-72 (auto fire)	R	40	95%	#10	Standard issue rifle for Soviet forces, a favorite with terrorists.
AL-9	R	25	70%	#7	Ordinary hunting rifle.
AL-19 (auto fire)	R	35 [3]	100% 160%	#10 #19	Standard SWAT anti-terrorist weapon.
HK G15 (auto fire) (full auto)	M	50 [5] [10]	110% 160% 200%	#9 #26 #52	U.S. Army special forces weapon. It comes equipped with laser targeting and inertia recoil suppression—a very nasty weapon.
Dawson S-12	S	9	130%	#10	Very popular weapon with SWAT teams nation wide.
Dawson M4	S	5	95%	#8	Commercially available version of the Dawson S-12.

Table 22 Beam Weapons

(*T represents the type of weapon:
L for laser, E for energy, N for stun,
P for pistol, R for rifle.*)

Weapon	T	Rnds.	BCTH	DAM#	Description
BL-007	LP	12	70%	#8	The latest thing in home protection—it completely confounds the manufacturers that more of them are owned by criminals than home owners.
Death Kiss 1 (auto-fire)	LP	15 [5]	60% 80%	#8 #38	Illegally developed and manufactured by a powerful criminal organization based in New York, these guns are an integral part of most modern mob hits. They are not commercially available (except direct from the manufacturer for a price).
NE-Magnum (auto-fire)	EP	12 ○3]	70% 80%	#15 #50	This weapon is custom-made by Night Enterprises for the CIA. Most field agents carry these on dangerous foreign assignments. A few years ago 3 cases of these were stolen from a GSA loading dock and have never been found; what they were doing there in the first place is another unsolved mystery.
Pulsar-3	NP	5	40%	stun	This is a prototype weapon in the early stages of development. A few of these weapons are in the possession of law enforcement agencies for testing, but police aren't placing much faith in them so far.
Dawson L7 (auto-fire)	LR	28 [4]	95% 190%	#12 #45	A very popular weapon with U.S. Army special forces—and the other NATO governments as well.
Laztech 2	LR	15	95%	#10	This weapon is the favorite of trophy hunters and poachers who don't like large holes damaging the pelt of their prey.
PB1 (auto-fire)	ER	30 [3]	75% 150%	#14 #40	Soviet special forces weapon. These weapons have occasionally found their way into the possession of terrorists worldwide.
EX-2 (auto-fire)	ER	40 [4]	90% 200%	#13 #50	This is an experimental weapon currently being developed by the U.S. Army. Several prototypes are in existence, but the weapon is rumored to have problems with overloading and exploding power packs—#8 per charge still in pack to all items within 30 feet of the explosion.

COMBAT INITIATIVE CHART

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01
2	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
3	45	44	43	42	41	40	39	38	37	36	35	34	33	32	31
4	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46
5	75	74	73	72	71	70	69	68	67	66	65	64	63	62	61

75 and greater acts in Column 1 of each row

Location of Tables in Appendix A:

	Pg.		Pg.		Pg.
Table 1	95	Table 9	103	Table 17	106
Table 2	96	Table 10	102	Table 18	107, 108
Table 3	95	Table 11	104	Table 19	108
Table 4	97	Table 12	104	Table 20	109
Table 5	98, 99, 100	Table 13	104	Table 21	109
Table 6	101	Table 14	105	Table 22	110
Table 7	102	Table 15	105		
Table 8	103	Table 16	106		

This page is presented to you as an exercise in

Self-Promotion

That's right—

Capitalism and Commercialism at their best!

In the coming months, 21st Century Games will be offering (for sale, of course) supplements and modules to go along with the Enforcers role-playing game; we'll be announcing the availability of these materials in the major game magazines. You'll be able to find these materials in better game and hobby stores across the country, or you purchase them from us by direct mail order; our future advertising will give full details.

Additional copies of the **Enforcers** rule book may be purchased from us by mail order for \$17.00 (\$15.00+\$2.00 postage and handling). Please specify stock number TFC1000 when you order. California residents please add 6% sales tax. Send your orders to:

21st Century Games

587-F North Ventu Park Rd. #806
Newbury Park, CA 91320

The prices given on this page were valid on the date this material was printed, but are subject to change without notice. For our most current pricing information be sure to watch our ads in major gaming magazines.

[illegible]

A black and white line drawing of a female figure standing with hands on hips, used as a reference for body proportions. The figure is shown from the front, with a simple, clean line style. The head is at the top, with a small neck and a face. The torso is broad, with a defined bust and a narrow waist. The legs are long and straight, with a slight curve at the knees. The feet are small and pointed. The overall shape is that of a classic female silhouette, often used in art and design to represent the human form.

GROUP AFFILIATION: _____
OCCUPATION: _____
OTHER ALIASES: _____
LEGAL STATUS: _____
PLACE OF BIRTH: _____ DATE: ____ / ____ / ____
MARITAL STATUS: _____
KNOWN FAMILY: _____
EDUCATION: _____
BASE OF OPERATIONS: _____
HEIGHT: _____ WEIGHT: _____
EYES: _____ HAIR: _____
SKILLS: _____

HISTORY: _____

ENFORCERS™, the easiest, fastest, most flexible super-power role-playing game.

- Creation point character generation in minutes.
- Fast and easy combat system.
- A complete magic system.
- Create your own super-powers.
- All alignments of characters allowed.
- LOTUS® compatible spread sheet program for online character sheets
- Step-by-step procedures provided for new players.

Welcome to L.A.

The year is 2046, and the world has changed. The pace of evolution has been accelerated a thousandfold by a combination of man's pollution and fallout from alien weapons. Humans are evolving and changing into new and different forms with incredible powers and abilities.

Federal, state and local governments are having a difficult time coping with the crisis and have resorted to letting the super-beings police themselves. This has created a world where good battles evil, where superpowered mercenaries line their own pockets while helping to stave off a greater evil, and where maniacal geniuses hatch plots to force society to conform to their own warped views. This is the world of

ENFORCERS™



Stock No. TFC-1000
ISBN No. 0-944942-00-8

ENFORCERS™ is a trademark of 21ST CENTURY GAMES, all rights reserved.