

FOUR COLORS

PLAYER'S GUIDE BY CYNTHIA CELESTE MILLER

INTRODUCTION

The world was a very different place back then. The Great Depression had just ended, the Axis rampaged through Europe and a sense of national pride had swelled up in Americans from coast to coast. Swing was king, crime was rampant and radio kept the world both entertained and informed of shaking world events.

And while all this was of utmost significance, there was something else that helped define the era. Something exciting and fantastic. Something that captured the imagination of youngsters everywhere!

This something was comicbooks!

With its larger than life costumed heroes and vile, over-the-top villains, the comicbook made quite an impact on American culture. For ten measly cents, a kid (or an adult, for that matter) could escape the mundane world and step into a world of action and adventure that only the comics could provide.

Never before had a form of entertainment offered such awe-inspiring stories and unforgettable characters. The world of the comicbooks was a place of black and white, good versus evil! It was far more innocent than the comic books of today. Modern comics have lost that sense of wonder, that sense of heroism, that sense of justice.

Four Colors offers you a chance to step back in time to an era when being a hero

actually meant something!

WHAT YOU NEED

To play Four Colors, you'll need to grab a few 12-sided dice (referred to as d12's), some paper and a pencil. That's pretty much it!

CREATING YOUR CHARACTER

Before you can play the game, you'll need your own character. So, let's get started making you one, shall we?

You receive a total of 60 Character Points in most cases. These points are used to purchase the various aspects of your character.

Traits

A character's Traits define what he is physically, mentally and socially able to do effectively (or not so effectively).

Not all characters will possess the same Traits. Furthermore, each Trait will have a different rating to reflect how adept or inept the character is in that area.

A character who doesn't have a particular Trait is considered to have a default rating of 0 (average). This means that there's no need to list Traits the character is average at.

So, let's take a look at the Trait list, which is divided up into three separate categories for convenience.

Physical Traits:	Descriptions:
Armed Combat	The character s ability to effectively fight with close-combat weapons, such as clubs, knives , swords, and makeshift weapons (chairs, bottles, etc.)
Athletics	The character s ability to run, jump, climb, keep his balance, perform acrobatics, and other feats of dexterity and agility.
Body	The character s strength, stamina and durability.
Coordination	The character s hand-eye coordination. This could be used for picking pockets, defusing bombs, quickly reloading a gun while under a lot of pressure, etc.
Driving	The character s skill at operating ground-based motor vehicles, such as cars, motorcycles, trucks, busses, etc.
Piloting	The character s skill at operating water-based or air-based vehicles, such as motor boats, airplanes, etc.
Ranged Combat	The character s ability to effectively hit targets with ranged powers and weapons, such as guns, bows, boomerangs , grenades, etc.
Stealth	The character s knack for hiding, sneaking or otherwise avoiding detection.
Unarmed Combat	The character s ability to effectively fight without weapons, with his fists, feet, head or whatever body part comes in handy.

Mental Traits:	Descriptions:
Detective	The character s ability to use deductive reasoning, as well as dusting for fingerprints, understanding forensics, etc.
Inventor	The character s skill at building new gadgets, devices, weapons or other gizmos.
Knowledge	A catch-all Trait that represents something the character knows a lot about. Upon taking this Trait for your character, you must immediately choose an area of knowledge , such as radio shows, café society, baseball, motion pictures, American history, cars, big band music, mysticism, etc.
Medical	The character s ability to use first aid, perform surgery, use medicines correctly, etc.
Perception	The character s sense of observation and attention to detail. This is used for detecting an ambush, spotting a clue, etc.
Repair	The character s skill at fixing all things mechanical or electrical.
Science	This covers all fields of science, from chemistry to biology to geology. In the world of Golden Age comics, there was never any real difference. A scientist was a scientist.
Survival	The character s ability to live off the land out in the wilderness. This is used for fishing, locating edible plants, knowing the lay of the land, etc.
Willpower	The character s strength of mind and ability to resist interrogation, seduction, con-jobs, and even mental powers (like mind control).

Social Traits:	Descriptions:
Appearance	The character's attractiveness.
Artist	The character's artistic ability sculpting, drawing, painting, etc.
Journalist	The character's skill at being a reporter. This covers photography as well as the knack of getting a scoop.
Luck	The character's aura of luck. This is often rolled for under unusual circumstances, such as to determine if there happens to be a nearby garbage can to hide behind, or to determine if the falling character misses the spikes at the bottom of the pit, or to determine whether or not the character remembered to bring along a flashlight, etc.
Performer	The character's ability to entertain by means of dancing, singing, playing a musical instrument, acting or performing comedy.
Persuasion	The character's skill at convincing, seducing, conning, bribing, or otherwise talking someone into doing what you want them to do.
Psychology	The character's ability to understand the human mind.
Streetwise	The character's ability to use/find contacts in the underworld.
Wealth	This Trait gauges the character's financial status.

As mentioned previously, each Trait has a rating. The higher the rating is, the better the character is at that Trait. These ratings range from -2 to 4, with 4 being the maximum a normal human can have.

Superhuman ratings are represented by a super-rating, which is always shown in parenthesis next to the rating itself. Super-ratings range from 2 to 5.

Below, you'll find a table that gives you everything you need to know about each rating;

Rating:	CP Cost:	Description:
-2	*2 returned	Poor
-1	*1 returned	Fair
0	0	Average
1	2	Good
2	4	Great
3	6	Outstanding
4	8	World-Class

4 (2)	10	Enhanced
4 (3)	12	Super
4 (4)	14	Mega
4 (5)	16	Ultimate

* By selecting a rating at this level, you actually gain Character Points back. A character may never get more than 6 CP s back in this way.

Super Powers

Once you purchase your character s Traits, you get to create his super powers.

What?? No powers list??

Nope, not in Four Colors. Rather than having a huge pile of powers for you to choose from, we let you define every aspect of the power yourself. This gives you much more creative control over what the powers can do.

After all, when Siegel and Shuster created Superman, they didn t have a powers list. They created the powers from scratch.

Step One: Power Definition

The first thing you need to do is come up with the power concept. Does it allow the character to fly? Or shoot beams from his hands? Or control peoples minds?

Step Two: Power Level

Now, it s time to assign a Power Level. Power Levels define how much impact the power itself will have on the game.

For example, a power that enables the character to set fire to objects with a mere glance is obviously going to affect the game a lot more than a power that can change the color of inanimate

objects.

The Power Level determines the power s base Character Point cost.

Power Level:	CP Cost:	Description:
Low	2	The power probably won t play a very large role in the story. This could be because the power effect is weak or because it's not useful in many situations. EXAMPLES: immunity to radiation, an energy blast that only affects red objects, water-breathing, x-ray vision, etc.
Medium	4	The power will most likely have a solid impact on the story, but not overwhelmingly so. Most powers will fall into this Power Level. EXAMPLES: energy blast, force field, flight, body armor, etc.
High	6	The power will affect almost every aspect of the game. These powers are quite rare, as well they should be. EXAMPLES: death-ray, mind blast, cosmic awareness, ghost-body, time travel, etc.

Keep in mind that the Game Master has the final say about what Power Level your power is. If you try to get away with claiming a flame blast is Low, chances are, your GM will call you on it. So, please try and be reasonable when assigning the Power Level.

And remember...the more things a power can do, the higher it's Power Level should be.

Step Three: Power Rating

With the power itself established, you'll need to purchase the character's actual power rating, which reflects how well he can use it.

Rating:	CP Cost:	Description:
-2	1	Poor
-1	2	Fair
0	3	Average
1	4	Good
2	6	Great
3	8	Outstanding
4	10	World-Class
4 (2)	12	Enhanced
4 (3)	14	Super
4 (4)	16	Mega
4 (5)	18	Ultimate

Oomph

Oomph represents a hero or villain's something extra. It's used for various things, but its most important function comes through when you roll a 12 on an action check—you add your character's Oomph score to the roll!

If you want your character to have more than a 0 Oomph, you'll have to purchase it with Character Points.

Oomph:	CP Cost:
0	Free
1	2
2	4
3	6
4	8

Stunt Points

Most characters have at least one Stunt Point. Stunt Points are spent to increase the character's result during an action check. More information on how to use Stunt Points can be found later.

Like most things in character creation, you can purchase Stunt Points with CP's.

Stunt Points:	CP Cost:
0	Free
1	2
2	6
3	10

Wound Points

The character's Wound Point total is figured from his Body rating and, to a lesser degree, his Willpower rating. CP's aren't spent on this.

Use the table to determine the character's base Wound Points. Then, add or subtract the character's Willpower rating to/from the base Wound Points. If the character has a super-rating on his Willpower, add it in as well.

Body:	Base Wound Points:
-2	23
-1	26
0	29
1	32
2	35
3	38
4	41
4 (2)	44
4 (3)	47
4 (4)	50
4 (5)	53

The Fun Stuff

The stats are complete now, but the character lacks that spark of life so important in comicbook heroes. The character needs an identity, a demeanor, a background and anything else that will help bring him alive in your mind...as well as the minds of your fellow players and the GM.

Hero Name and Real Name

The character's hero name doesn't have to be as sleek and streamlined as today's hero names. Back then, names were usually quite obvious, such as Capt. Meteor, Ray-Gun Man, The Red Blazer, Ms. Justifier, etc. Not real subtle, sure...but effective and distinctive none the less.

Similarly, real names were often straight-forward affairs, such as Dick Barton, Jim Stone, Molly Murdoch, etc.

It wasn't uncommon to see characters whose real names were mere plays on words, like Victor E. Steele, Buster Emirc, Lizzie Liberty, etc.

Personality

This represents his overall outlook and the way he generally behaves. Many factors can play into this, including his beliefs, goals and motivations.

By making your character rich in personality, he'll be a far more intriguing and interesting role for you to play. No one likes a cardboard cutout character...in the comics or in a roleplaying game.

So, jump in and give it everything you've got!

Background

Your character didn't just begin life at the age he is when the game begins. That's just not plausible. Give him some depth by inventing an entertaining back story for him.

You can get far-fetched with it, too. Hey, this is the Golden Age where anything and everything is possible. If the background is a bit corny, then all the better! It fits right into the genre.

This is also where you should detail how the character received his powers. Again, this can be as outrageous as you desire.

Appearance

What does the character look like, both in and out of his costume?

Costume design was often gaudy and outlandish, but many super-types took to donning darker, more mysterious garb. A smattering of the super-types even donned less dynamic attire such as

normal street clothes or even suits.

Make sure his costume is distinctive. In the Golden Age, a hero was only as recognizable as his costume!

ACTION CHECKS

Anytime a character attempts to perform a tricky action, the player controlling the character must make an action check.

To do this, the GM determines which Trait will be tested, based on common sense. He also chooses a Difficulty Number that most accurately represents how tough the task is.

The player then rolls a d12 and adds the Trait rating to the result. If the total result is equal to or higher than the Difficulty Number, the character succeeds!

Difficulty Number:	Description of Task:
2	Almost anyone should be able to do this most of the time.
4	Most characters should be able to do this most of the time.
6	The action requires skill and effort. It's very possible for the average character to fail, though most highly skilled characters will accomplish it.
8	The task is difficult and normal characters only succeed every so often. It takes a lot of skill and a bit of luck, too.
10	This is a very difficult feat. Even professionals have a hard time pulling this off. Only the highest skilled characters accomplish this with any regularity.

12	This action is extraordinarily hard and even the highest skilled professionals often fail.
14	This task is nearly impossible to succeed at! Hardly anyone can pull it off and even then, it's by the skin of their teeth.
16	Only a massive amount of skill, a lot of effort and extreme luck will enable the character to succeed at this task!

SUPER-RATINGS

Characters who possess a Trait rating beyond the human maximum will have a super-rating. The super-rating is listed in parenthesis next to the Trait rating itself. Only ratings of 4 can have a super-rating.

In any case, you get to roll a number of d12's indicated by the super-rating when making an action check using that Trait. Once rolled, you choose the highest roll to be your result for the check.

ROLLING 1

Anytime a 1 is rolled for an action check (before any modifiers are added to or subtracted from it), the action is automatically a failure.

ROLLING 12

Whenever you roll a 12 during an action check, you may immediately add the character's Oomph score to the result!

OPPOSED ACTION CHECKS

What if your character's action is being

directly opposed by another character? Simple. The two characters make an opposed action check.

To perform an opposed action check, each involved character rolls a d12 and adds the appropriate Trait rating to the result. Whoever rolls the highest wins.

In the case of a tie, the character with the highest Oomph score wins. If it's still a draw, the action is a stale-mate with no distinct winner or loser.

USING STUNT POINTS

Stunt Points are spent to increase the character's result during an action check, but must be spent before the action check is actually rolled.

Each Stunt Point spent adds the character's Oomph score to the action check result. This is cumulative, so if you spend 2 Stunt Points and your character has an Oomph of 3, he can add 6 to the result.

It should be noted that you can not spend a Stunt Point to increase another character's roll.

One last little point that I need to raise here is that, once expended, a character's Stunt Points return at the beginning of the next issue.

THE WORLD OF COMBAT

When combat begins, all characters involved must roll a d12, adding their Oomph scores to the result. This is called the initiative roll. The highest roller gets to perform an action first, followed by the second highest roller and

so on. Re-roll any ties.

Once all the characters perform an action, a new turn begins and another initiative roll is made.

Each turn represents about 5 seconds.

Actions

An action is considered something a character can do rather quickly, such as;

- " Move! A character can move a number of yards equal to his Athletics rating +10 (add super-rating to this if applicable).
- " Attack! Make one attack.
- " Full Dodge/Block!* By taking a full dodge/block action, you may add +4 to the Difficulty Number (for the attack check) of anyone who attacks you this turn.
- " Partial Dodge/Block!* By taking a partial dodge/block action, you may add +2 to the Difficulty Number (for the attack check) of anyone who attacks you this turn. You may also move at $\frac{1}{2}$ the normal amount or make an attack at -2 to the action check roll or make a miscellaneous action at -2 to the action check roll.
- " Miscellaneous Action! This can be any reasonable action not listed above.

* If you still haven't taken your action this turn, you can declare this as your action as soon as another character declares he's attacking you.

CLOSE COMBAT

When a character attacks another character up-close, he must make an opposed action check.

Attacking with:	Opposed Check:
fists, feet, or other body part	attacker's Unarmed Combat vs. defender's Athletics
sword, knife, club or other close combat weapon	attacker's Armed Combat vs. defender's Athletics

RANGED COMBAT

When a character attacks another character from a distance with a weapon or attack power, he must make an action check.

This check is made using the attacker's Ranged Combat Trait and the Difficulty Number depends on how far away the target is.

Difficulty Number:	Range:
2	Point Blank! Within 2 yards.
4	Short Range! Between 3-10 yards.
6	Medium Range! Between 11-50 yards.
8	Long Range! Between 51-100 yards.
10	Very Long Range! Between 101-150 yards.
12	Extremely Long Range! Between 151-200 yards.
14	Nearly Impossible Range! Between 201-250 yards.
16	Ungodly Range! Between 251-300 yards.

THAT'S GONNA LEAVE A MARK

Getting hit hurts! This goes without saying. And it holds true in Four Colors as well.

Whenever a character has been successfully hit, the attacker rolls a d12 and adds the attack's damage rating to the roll. This number is subtracted from the victim's Wound Points. If the poor sap reaches zero, he's knocked out for 1d12 turns!

If the character drops below -5 Wound Points, he's dead or dying (GM's choice).

Damage Rating

Every attack has a damage rating, which determines how devastating it is.

Here's a list of typical attacks;

Weapon:	Damage Rating:
Punch or Kick	Equal to attacker's Body rating.
Knife or Club	Equal to attacker's Body rating +2
Sword	Equal to attacker's Body rating +4

Pistol	6
Rifle	7
Machine gun	7
Bow	6
Bazooka	10

If a Body-based attack is used by a character who has a super rating, the super rating is added to the Body rating. Therefore, a character with a +4 (2) Body rating would add 6 to the damage roll.

PROTECTION

Heroes and villains often have some form of protection against damage. Body armor, force fields and extraordinarily tough skin it all does the same thing.

When the character is hit, subtract his protection's power rating from the damage done to him. If the power rating has a super-rating, subtract that as well.

HEALING

Damage to a character isn't permanent, unless he's dead. Wounds heal, broken bones mend, and bruises go away.

Characters can naturally heal a number of Wound Points per day equal to their Body rating +4 (+8 if they are in the hospital).

Medical Trait

Characters can attempt to use the Medical Trait to help with healing:

First Aid: The character can perform first aid. To do so, a Medical check vs. 8

must be made. For every 2 points the Difficulty Number is beaten by, the wounded character gains 1 Wound Point back.

If this is done to an unconscious character and his Wound Points go to 1 or more, he is no longer unconscious (duh!).

If this is done during combat, it takes 3 actions to complete.

Stabilization: A character who is dying can be stabilized by a character making a Medical check vs. 12.

A stabilized character is no longer dying and should be safe until he gets to a hospital. Characters who are dying can not be brought back to consciousness without full-blown medical attention (i.e., a hospital).

POWER GUIDELINES

By necessity, the power creation rules were kept fairly vague. Here's some guidelines to help you establish the details.

Range

For ranged attack powers, the range depends on the power rating.

Power Rating:	Range:
-2	5 yards
-1	10 yards
0	20 yards
1 to 4	Rating x40 yards
4(2) to 4(5)	Rating + Super-Rating x40 yards

Travel Speed

Travel Powers use the power rating for its movement rather than Athletics. The exception is for super speed, in which case the character actually uses the following table to determine his Athletics for purposes of running.

Power Rating:	Running
0	Athletics +1
1	Athletics +2
2	Athletics +3
3	Athletics +4
4	Athletics +5
4 (2)	Athletics +6
4 (3)	Athletics +7
4 (4)	Athletics +8
4 (5)	Athletics +9

When adding the bonus to Athletics, don't add it straight to the rating...add it in steps. For example, if the character gets a +4 to his Athletics of 3, the final running rating is 4 (3), not 7.

This can never go higher than 4 (5).

Damage (version 1)

Some powers do damage that has nothing to do with the character's strength (energy bolts, eye beams, etc.). Most ranged combat powers fall into this category. In such cases, the power rating acts as the damage rating. Add the super-rating to this if the power rating has one.

Damage (version 2)

Many attack powers do damage that is enhanced by the amount of strength your character can put into it (energy

swords, claws, etc.). Most close combat attack powers fall into this category. In such cases, add the power-rating to the super-rating if applicable...and divide the total by 2 (rounding down). This is added to the character's Body rating for purposes of doing damage with this power.

Items

You can use the power creation rules to create gadgets, weapons, equipment and other such gear. Powers made as items are purchased for 2 less CPs as normal, since they can be stolen, damaged or not present when the hero needs them.

Specialized Vehicles

To give your character a customized crime fighting vehicle, complete with specialized elements (ejection seats, bulletproof armor, etc.), purchase it as a power. The more features it has, the higher the Power Level will be. Vehicles don't have full-blown stats in the game.

Mental Attacks

Mental attacks do normal damage (version 1...see above), but aren't hindered by protection powers that protects against physical damage (force fields, scaly skin, etc.). For this reason, mind blasts usually have a Power Level of High. Additionally, these attacks can not affect non-living targets, such as robots and zombies.

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COMMON WEAPONS

The weapons below have all the stats necessary to use them in your games. We've also included a CP cost in case you want to give the character a weapon (usually not very heroic, but...).

Weapon:	Trait Used:	Range:	Damage:	Special:	CP Cost:
Knife	Armed Combat	2 yards	Body +2	None	6 CP
Club	Armed Combat	2 yards	Body +2	None	6 CP
Sword	Armed Combat	2 yards	Body +4	None	14 CP
Sabre	Armed Combat	2 yards	Body +3	None	12 CP
Axe	Armed Combat	2 yards	Axe +4	None	14 CP
Pistol	Ranged Combat	100 yards	6	None	14 CP
Rifle	Ranged Combat	200 yards	7	None	16 CP
Machine gun	Ranged Combat	150 yards	7	3 shots per action	20 CP
Bow	Ranged Combat	50 yards	6	None	12 CP
Bazooka	Ranged Combat	200 yards	10	Affects an entire 5 yard area.	26 CP
Grenade	Ranged Combat	roughly 15 yards	8	Affects an entire 2 yard area.	20 CP for 4 grenades every issue
Boomerang	Ranged Combat	roughly 15 yards	Body +2	Comes back to thrower.	10 CP

Characters can throw small weapons a distance shown below:

If the character's Body rating is -2, he can throw it 5 yards. If he has a Body rating of -1, he can throw it 10 yards. If he has a Body rating of 0, he can throw it 20 yards. For each Body rating beyond 0, add +10 yards.

EXAMPLE OF CHARACTER CREATION

TRAITS

Carrie has 60 Character Points. She looks over the Trait list, trying to get a grasp on what kind of hero she wishes to play. After some thought, she decides on a strong, impervious character....maybe some kind of hideous monster who actually fights for justice. The irony of it all strikes a cord with her and she sets out now to select her Traits.

Going with the concept of being strong, she snags Body at rating 4 (2), which is above human potential. This costs her a full 10 CP s. Now, to cover the hideous monster element, she takes Appearance at rating -2. Ouch! But, it does give her two extra points to play with.

She figures the hero needs to be a capable fighter, thus selects an Unarmed Combat rating of 3 (6 CP s) and an Athletics rating of 3 as well (another 6 CP s).

Carrie decides her character is an alien of some sort and she wants him to know about his own culture. To accommodate this, she purchases Knowledge (alien culture) at rating 2, which costs her 4 CP s.

She also wants him to be fairly sharp in the mental department. This is satisfied by taking Perception and Willpower, both at rating 1 (2 CP s apiece).

Carrie still has 32 CP s left.

SUPER POWERS

Carrie began visualizing the character as having wings. She titles her power Winged Flight . According to the examples in the book, flight is usually given a medium power level. This costs her 4 CP s. As for the powers rating, she pays 6 CP s to get it at 2.

For the second power, Carrie settles on some form of rock-like skin that offers a good amount of protection. She terms the power Rock Skin . Normally, protection powers such as Rock Skin have medium power levels. To reduce this, Carrie creates a disadvantage for it, thus reducing it s effectiveness down to low power level (2 CP s). The skin does not protect against energy damage (lightning, lasers, etc.). Taking it at rating 4 (2), she spends 12 more CP s.

She now has a meager 8 points left.

OTHER STATS

She decides to pump most of her remaining CP s into Oomph. She spends 6, which nets her an Oomph of 3.

Her last 2 CP s go toward getting the hero 1 Stunt Point.

The character has a Body rating of 4 (2), granting him 44 base Wound Points. This is raised by 1 due to Willpower.

PERSONALITY

She decides that his name is Krazz, but is known on Earth as the American Gargoyle. So, obviously, he s patriotic. American Gargoyle is optimistic and willing to sacrifice his life to save others.

BACKGROUND

Carrie goes for the stranger in a strange land gimmick. He was from a warlike alien world, where he was exiled. The reason he was sent away is because he didn t demonstrate the blood-thirsty nature the rest of his race displays. He was considered a disgrace.

He found his way to Earth in his flying saucer, which was shot down by the Nazi s. He was rescued by Allied troops and has been loyal to them ever since.

APPEARANCE

American Gargoyle stands almost 6 feet tall and weighs close to 500 pounds. His gray-brown skin is as hard as stone, with a similar texture too. He has two wings that sprout from his back.

The Gargoyle s face is rather beastial, with long pointed ears.

His costume is simply red, white and blue striped pants and dark blue boots.

American Gargoyle

Traits:

Unarmed Combat 3
Athletics 3
Body 4 (2)
Knowledge (alien culture) 2
Perception 1
Willpower 1
Appearance -2

Super Powers:

Winged Fight (*medium level, rating 2*)

Using his wings, American Gargoyle can fly in atmospheric conditions.

Stone Skin (*low level, rating 4 (2)*)

His skin grants him a high degree of protection against physical damage. The exception here is against any form of energy-based damage, against which it doesn't protect him at all.

Other Stats

Oomph: 3
Stunt Points: 1
Wound Points: 45

EXAMPLE OF COMBAT

GM: The large mobster sees you trying to sneak up on him and bellows, Hey, you mug! You ain't supposed to be in here! He's heading toward you now.

Player: Jim Justice gets ready for a fight.

GM: We both need to make an initiative roll. Roll a 12 and add Jim's Oomph to the roll.

Player: [rolls d12] I got a roll of 8. Adding in Jim's Oomph of 2, I got a total of 10.

GM: [rolls d12] I only got a 2. And the mobster has only 1 Oomph. Jim gets to act first. What's Jim's action gonna be?

Player: Jim sees the lug coming at him and goes airborne for a leaping kick. [rolls a d12]. I rolled 6. Jim's Unarmed Combat rating is 4, so that gives me a total of 10.

GM: [rolls a d12] Ouch! I rolled 2. Adding that to the mobster's Athletics of 1 gives him a total of 3. Your attack roll was higher than his defense roll, so Jim's foot collides brutally with his jaw! CRACK!!! Roll a d12 and add Jim's Body rating to see how much damage is dealt out.

Player: [rolls a d12] I rolled 8 and Jim has a Body rating of 3. 11 points! Nice!

GM: Nice, but not nice enough to put him out. The mobster gets to take his action now. Feeling the impact of Jim's attack, he's plenty mad. He's running

over to grab his pistol from the table.

Player: Uh oh. This could get nasty.

GM: Initiative time.

[The GM and Player both roll a d12, adding in their character's Oomph]

Player: Ughh! A total of 4.

GM: The Mobster gets initiative this time with a total of 9. He's gonna shoot! [rolls a d12].

Player: Jim's going to take a Full Dodge action!

GM: Alrighty....that adds 4 to the target number. He's at short range, which is normally a target number of 4. But since you did a Full Dodge, the target number is 8. [rolls a d12] I rolled a 5. Adding the mobster's Ranged Combat rating of 2, his total is 7. Good thing Jim dodged!! Jim manages to dive behind a crate as the bullet bites into the wood!

Player: Thank goodness for small favors! Whew!

GM: Okay, it's a new turn. Initiative time!

.....and so on!

FOUR COLORS

Character Sheet

HERO NAME: _____

Real Name: _____

Occupation: _____

CPs: _____ Age: _____ Height: _____

Gender: _____ Weight: _____

PERSONALITY:

BACKGROUND:

APPEARANCE::

TRAITS:

SUPER POWERS:

OTHER STATS

Oomph:

Stunt Points:

Wound Points:

Experience Points:

