

APPENDIX C

Open Source Rules



Special Note

The text of this entire appendix (pp. 314–343) is considered Open Gaming Content and is hereby released under the Open Gaming License. Nothing in this book except for the text of this appendix is Open Gaming Content.

Open Source Rules

The following rules are designed using the same basic task resolution system used by the world's most popular fantasy role-playing game. They're meant for use by people who like the idea of playing superhero games like the one presented in this book, but don't want to learn new rules. As such, we've tried to make them as complete as possible. However, in some cases where we didn't make any conversions (such as the power creation rules) we simply refer to the main text of the rules presented elsewhere in this book.

Another point that bears mentioning is that at times the phrasing and references in this section may appear a bit vague or strange. Remember that the entire concept of open-source gaming is still relatively new and there are many legal questions that we had to struggle with in producing these rules.

Basic Task Resolution

The open source rules, unlike the core rules presented in this book, do not use a bell curve. Instead, the roll of a single, twenty-sided die determines every action. If the die roll is greater than or equal to a Difficulty Class (DC) chosen by the GM, the action succeeds. If not, it fails. To reflect a character's training or the influence of the environment on an action, such as trying to light a fire in a driving rainstorm, we add or subtract modifiers from the roll. Positive modifiers increase the chance for success, while negative ones decrease it.

If two characters work against each other, then their players both roll a d20, add any appropriate modifiers, and compare the results. The character with the higher roll succeeds, while the character with the low roll fails. This is called an opposed roll. An opposed roll is typically described as an opposed roll between two

stats or two skills. In the case of a tie, the two opponents should re-roll until their results are not equal.

Level of Difficulty	DC
Trivially easy	0
Simple	5
Easy	10
Average	15
Difficult	20
Very difficult	25
Extremely difficult	30

A Note for Experienced Gamers

The following rules are based on the core engine that drives the world's most popular alliteratively titled fantasy role-playing game (heretofore referred to as *That Game*). The rules are meant to be fully compatible between the two games. In general, the rules presented here have much less detail than the rules your familiar with. However, you can easily incorporate the skills, feats, and detailed rules that you like from *That Game* without writing over anything we've provided here for you.

In general, if the rules are already out there in *That Game's* main book, we tried to provide them in condensed form. In addition, you have to read the core superhero rules in this book, primarily those relating to super powers, in order to fully understand the rules presented here. Again, we did not want to needlessly duplicate rules that are already presented in this book.

A Note for Newbies

If you have no idea what we mean when we refer to *That Game*, you should start with the main rules presented in this book and wait until you actually play *That Game* to deal with these rules.

Wink-Wink, Nudge-Nudge

The open source rules presented here are completely playable in their current form. However, this set of rules is aimed squarely at people



who play *That Game* and want to use the same rules engine for superhero gaming. We count ourselves amongst that target audience, and tried to craft a set of rules that spent more time giving you options and tools for running your own games rather than needlessly regurgitating rules that you already know or that are included in *That Game's* main handbook. Things like rules for freezing to death, starvation, poison, diseases, and so on aren't covered here. The beauty of the open gaming movement for designers is that we don't need to re-invent the wheel at every turn. The great thing for gamers is that you only have to learn the rules once, and if we do our job right you only end up paying for new rules, not rehashes of stuff cut and pasted from previous works.

Obviously, we had to include basic rules on combat and character creation for complete Newbies. Veteran gamers should read over the sections on the Cool statistic, our take on free form skills, feats, and experience, and, of course, the powers section.

In general, feel free to migrate as much rules material from other open source games or games that use similar engines as this game. We've tried to provide you with a toolbox, rather than authoritative rules. With a little work, you can model almost any sort of comic book with these rules.

Character Creation

Characters are defined by the statistics, which represent in-born talents and traits, skills, which represent training and knowledge gained over time, and feats, special knacks and abilities that represent capabilities unique to a particular character. In addition, superheroes also possess Powers, Hyperskills, and Hyperstats to reflect their super-human abilities. Finally, starting characters begin at 1st level. As characters gain experience, their level increases.

1st-level characters are neophytes, recruits fresh out of training or heroes who only recently gained their powers. 10th-level characters are hardened veterans or highly trained experts. 20th-level characters are elite, world-class heroes or experts recognized as innovators and trendsetters in their field of study.

Statistics

A character's statistics describe his basic mental, physical, and social aptitudes. Think of statistics as the abilities that a person is born with. Some people are just naturally stronger than others, just like some people have an outgoing and engaging personality and others are blessed with excellent memories and finely tuned cognitive skills. On the other hand, some people are cursed with weak muscles, poor health, or bad eyesight. The open source superhero rules keep track of seven different character statistics: Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, and Cool. Most humans have statistic values that range from 3 to 18, with 3 representing an exceptionally weak stat and an 18 the pinnacle of natural human ability. A stat score of 10 or 11 represents the human average. Scores above 11 give a character a bonus when attempting an action related to the stat, while those below 10 give a penalty.

Heroes start out as relatively average people with 10 in each stat. You then have 2 points to add to your stats however you wish, adding one point to two stats or both points to a single stat. You may then subtract points from some of your stats and redistribute them amongst your other stats. Statistics are covered in more depth later on in this chapter.

Skills

A character's skills describe the knowledge and training he has picked up during the course of his lifetime. As a character masters a skill, he gains more ranks in it. A beginner may have four ranks in a skill, while a master may have over twenty. Starting characters begin the game with 40 ranks to distribute amongst their skills. A

beginning character cannot have more than 4 ranks in any one skill. In addition, you must spend four skill ranks to gain one rank in a weapon or combat skill. Beginning characters may not have more than one rank in any weapon skill.

Skills are covered in much more depth later on in this chapter.

Feats

Feats are unique abilities that a character possesses. They serve as wild cards that let you focus on a few core abilities that are important to your character concept and as tools to help make your character unique. Power Stunts are feats related to specific super-human powers. Beginning characters start with two feats.

Feats are described in their own section later on in this chapter. Power Stunts are described under Powers.

Secondary Statistics: Armor Class, Hit Points, Saving Throws

Armor Class (AC) measures how well your character can avoid attacks, including gunfire, kicks, and punches. A character's AC is equal to 10 + the character's Dexterity modifier. Modifiers are discussed in the Statistics section, while Armor Class is more fully detailed under Combat.

Hit points measure how much physical damage a character can absorb before falling unconscious and dying. A character's starting hit points equal his Constitution score.

Saving Throws represent luck, instincts, and personal fortitude.

There are three types of saving throws:

- Fortitude (Fort) saves represent a character's physical endurance. Characters add their Constitution modifier to their base Fortitude save.
- Reflex (Ref) saves represent a character's reflexes, luck, and speed. Characters add their Dexterity modifier to their base Reflex save.
- Will saves represent a character's mental resolve, confidence, and inner-strength. Characters add their Wisdom modifier to their base Will save.

Beginning characters start with three points to distribute amongst their saves as they see fit.

Powers and Will

Finally, choose the superpowers that make your character a gifted hero capable of super-human feats. Beginning characters start with 40 Power Points to spend on powers, Hyperstats, and Hyperskills. See the Power Mechanics section for details on how to buy powers and create new ones.

In addition, every superhero starts out with a Base Will stat and a Will score (which are separate from the Will save). A character starts out with a Base Will score equal to his Cool modifier + his Charisma modifier + 2. Your Base Will has a minimum starting value of 1. Your Will score equals your Base Will at the start of play.

Normal humans only have a Base Will statistic. They do not have, like superheroes, a Will stat that fluctuates up or down. This special Will regulates the use of super-human abilities.

Inside the System: Character Generation

Characters in this game are meant to begin play as relatively normal people blessed (or cursed, depending on your point of view) with super-human powers. Thus, their stats tend to stay near the human average. Veterans of games that use a similar engine will notice that characters start play with quite a few skill ranks. However, these rules break down combat skills to a much finer degree than most

open source games and require the use of separate skills for each firearm or weapon type. Consequently, combat intensive characters have few general-purpose skills.

If you wish to increase the power level of characters in the open source superhero rules, the following table provides some guidelines for starting Stat, Skill, and Power Points. Through these rules, we use the 5 power levels listed below as benchmarks for you to refer to in creating your own particular adaptation of the open source superhero rules.

Mood	Stats	Skills (Max)	Feats	Saves	Power Points
Gritty	2	10 (4/1)	2	3	40
Low-powered	2	10 (4/1)	2	3	20
Moderate-power	12	20 (8/4)	3	6	60
High-powered	20	30 (12/6)	4	10	80
Super-powered	40	40 (16/16)	6	20	140

Mood: A brief description of the intended feel of your game.

Stats: Bonus points a player may add to his character's stats, with all stats starting at 10 before adding any points.

Skills: Insert this number into the following formula to determine a character's starting skills: Skills + Intelligence modifier X 4. The values listed under Max are the maximum number of ranks that a character may begin the game with in a particular skill. The first number is the maximum rank in non-combat skills, while the second one is the maximum ranks in combat skills.

Feats: The number of feats a character can choose to start out with.

Saves: Number of points to allocate to the three saving throws.

Power Points: Points available for Base Will, Hyperskills, Hyperstats, and Powers.

Statistics

There are seven statistics in the open source superhero rules: Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, and Cool. Each stat is rated from 3 to 18; with 3 the lowest possible score for a human and 18 the highest. In addition, each statistic also has a modifier that is derived from its score. To determine a stat's modifier, subtract 10 from the stat and divide by 2. If the result is positive, round it down. If it is negative, round down to the lower negative number. Be sure to note whether the modifier is positive or negative. A negative modifier subtracts from a die roll, reflecting your character's below average ability score. A positive one adds to the roll, reflecting an above average ability.

Example: Jim's character has Strength of 9. To determine his Strength modifier, he subtracts 10 from 9 for a result of -1. Dividing this by 2 yields -0.5. Since this value is below zero, we round to the lowest number, -1. If Jim's character's Strength was 13, his modifier would be +1. 13 minus 10 is 3, divided by 2 is 1.5. Since the result is above 0, we round down to +1. Of course, we round down in both cases, but rounding down can be a bit confusing when looking at both positive and negative numbers.

Strength (abbreviated Str) represents a character's physical power. It can modify rolls made for swimming, athletics, and hand to hand combat.

Dexterity (Dex) is a character's agility and reflexes. It can modify a roll made to catch a thrown object, to hit a target with a rifle, or to walk across a tightrope.

Constitution (Con) covers a character's toughness and endurance. The higher a character's Constitution, the tougher he is to kill.

Intelligence (Int) describes a character's analytical, critical thinking, and memory abilities. Intelligence can modify a roll made to decipher a code, solve a mathematical problem, or remember the details of someone's face.

Wisdom (Wis) covers a character's awareness, perception, and

common sense. It can modify rolls made to determine if someone is lying, to notice a sniper hiding in a tree, or to hear the sounds of someone trying to sneak past.

Charisma (Cha) represents a character's force of personality and magnetism. Charisma modifies rolls made to convincingly lie, to debate a point, or to intimidate someone.

Cool (Col) represents a character's mental stability and reliability. Cool modifies rolls made to determine if a character can maintain his composure in stressful situations.

Generating Statistics

Characters in the basic version of these rules are meant to be run-of-the-mill people who happen to develop super-human powers that set them apart from the rest of humanity. Since 10 is the average human statistic, every character starts with a 10 in each stat. You have 2 points that you may add to your stats however you wish. In addition, for each point that you reduce one of your stats, you may increase a different stat by 1 point. No stat may go below 3, and no stat may go above 18.

Example: Jim decides that he wants to play a strong, dumb ox of a street fighter. He notes that he starts with 10s in each stat. He decides to split his 2 free points between Strength and Constitution, raising each of them to 11. He then drops his Intelligence from 10 to 8 and allocates 1 point to Strength and 1 point to Constitution, bringing both those scores to 12. He then decides to drop his Wisdom by 2 and pumps both points into Strength, giving him a total of 14. His final stats are:

Str 14, Dex 10, Con 12, Int 8, Wis 8, Cha 10, Col 10

His stat modifiers are:

Str +2, Dex +0, Con +1, Int -1, Wis -1, Cha +0, Col +0

Using Statistics

Throughout these rules, when you are instructed to make an ability check or to modify a roll with a stat, always add the stat's modifier. Never add the ability score to a die roll. Instead, add its modifier.

Inside the System: Stats

Veterans of games that use the same core system as these rules will notice that we use the standard ability scores largely unchanged and have added a new one: Cool. While most of the core stats in the rules presented elsewhere in this book map rather well to the open source system, Cool didn't fit in to any one ability. Furthermore, the grim and gritty nature of these rules makes

Cool a rather important stat. As such, we decided to include it as a core statistic.

Skills

Over time, everyone picks up knowledge and talents either through their own experiences or through formal schooling and training. Skills represent knowledge that a character has picked up over time. Skills operate much like stat modifiers. When your character tries to do something that he is trained to do, his skill allows him to add a bonus to his die roll. A character who is a trained marksman is much more likely to hit a target than someone who has absolutely no training.

All skills are tied to a specific ability score. Typically, when you use a skill, you roll a d20, add your rating in the skill, and then add your modifier for the stat that is linked to that skill. If the result is greater than or equal to the Difficulty Class chosen by the GM, you successfully use the skill. Sometimes, two characters may use skills



against each other. For example, one character might use the Hide skill to attempt to conceal himself in a bush while another character tries to use a Spot skill to notice him. In this case, both characters roll a d20 and add their skill bonus and appropriate stat modifier. The character with the higher roll succeeds. In the above example, if the character who tried to hide rolls higher, he manages to stay out of sight. If the character using the Spot skill rolled higher, he notices the character lurking in the bush. In the case of a tie, the two characters should each roll a d20 without adding any modifiers. The high roller succeeds at the skill check. If this roll is tied, too, keep rolling until the tie is broken.

Skills are rated by a rank, which functions much like a stat modifier. A skill rank measures your mastery over a skill. The higher your rank in a skill, the more adept you are with it. With experience and training, you may increase your ranks in a skill.

In addition, each skill is tied to a specific statistic. For example, a Mathematics skill would be tied to Intelligence. While anyone can, with enough practice and work, master high-level math, characters with a higher Intelligence have a natural advantage at it. When you use a skill, you roll a D20, add the ranks in the skill, and add the modifier for the ability score tied to that skill.

Optional Rule: Roving Stat Modifiers

Sometimes, it makes sense to use a different statistic with a skill than the one normally tied to it. For example, while Climbing is a Strength based skill, there may be times when it makes sense to modify a Climb check with a different stat. An expert mountaineer who wants to estimate the difficulty of a given slope might use a Climb check modified by Wisdom rather than Strength to get an eyeballed estimate.

Shifting the links between a stat and a skill can lead to more believable results. However, it does put more pressure on the GM to make rulings on the fly, and it can cause disagreements over which stat-skill combo is the best option in a given situation. This optional rule is best suited for experienced GMs who don't mind make judgment calls such as this rather often. The added flexibility is often worth it if you can handle it. In fact, with the Cool stat we've already "hard coded" a roving stat modifier into the rules, though we tried to keep things rather simple and clear as to its interaction with skills.

The following skills are arranged by the stat they are linked to. For example, since Climb is listed under Strength, add your Strength modifier to the die roll whenever you use your Climb skill.

Strength Skills

Armed Combat#: Use this skill when fighting with a bayonet, knife, club, or other hand weapon.

Brawl#: Use this skill to attack someone with your bare hands.

Climb: Use this skill to climb any vertical surface, such as a tree or cliff face.

Jump: Use this skill to vault over a pit or jump over an obstacle.

Swim: Use this skill to swim across any body of water.

Dexterity Skills

Drive Vehicle*: If you take this skill, choose tank, car, or motorcycle. You are trained in driving that particular type of vehicle. You may take this skill more than once in order to drive more than one type of vehicle.

Heavy Weapons#: Use this skill to fire machine guns, bazookas, and other squad support weapons.

Gunnery#: Use this skill to use vehicle-mounted weapons, such as a tank's main gun or the cannons and machine guns on a fighter plane.

Hide: Use this skill to conceal yourself in cover out of the sight of others.

Pilot*: Use this skill to pilot an airplane.

Shoot#: Use this skill to hit a target with small arms, such as pistols, rifles, and submachine guns.

Sneak: Use this skill to move quietly.

Constitution Skills

Concentration: This skill allows you to resist pain and continue unimpeded despite any wounds you may have sustained. It also allows you to maintain your mental acuity despite physical exhaustion.

Endurance: This skill allows you to run long distances, work hours after others would have dropped from exhaustion, or go without food or water.

Intelligence Skills

Knowledge*: This skill represents highly detailed training on a specific subject, such as tactics or history. When you take this skill, name the particular specialization that it covers. You can use this skill to recall facts about that specialty. You may take this skill more than once to represent training in multiple areas.

Language*: This skill represents linguistic training. Each time you take this skill, pick a particular language that it represents. Everyone is assumed to begin the game completely fluent in their native language. An American character, for example, does not need to purchase this skill for English.

Spotter#: Use this skill to calculate targeting coordinates for long-range artillery barrages and other heavy weapons.

Wisdom Skills

Detect Lie: You may use this skill to determine if someone is lying to you. Typically, Detect Lie is opposed by a Bluff skill check.

Listen: Use this skill to hear quiet sounds that might normally go unheard. For example, you do not need the Listen skill to hear a gun shot in the room next door. However, you may need to make one to hear two people whispering one another in a nearby room.

Spot: Use this skill to pick out a hidden detail or to notice a hidden item. This skill is most often used when searching a room or other area for hidden items.

Charisma Skills

Bluff: This skill covers the fine art of telling believable lies.

Diplomacy: This skill covers persuasive speech and attempts to forge friendly relationships with others. If you want to convince someone to do something for you, use the Diplomacy skill.

Disguise: This skill covers the ability to pass yourself off as someone else. Part of this skill covers creating a convincing look, but much of it represents your ability to properly act the part that you are trying to portray.

Cool Skills

Unlike the other statistics, Cool has no skills associated with it. However, during combat or any other stressful situation as determined by the GM, you use your Cool in conjunction with skill checks normally modified by Intelligence, Wisdom, and Charisma.

Cool represents your mental stability and capacity for grace under pressure. Characters with a high Cool might not perform as well as other characters in relaxed, pressure-free environments. While under fire or feeling intense pressure to perform, characters with high scores in Cool perform best. The rules covering this use of the Cool stat are detailed under Combat.

Trained Vs. Untrained Skills

Anyone can attempt to talk their way past a guard, though obviously some people are more adept liars than others. On the other hand,

not everyone can attempt to pick a lock or translate a note written in a foreign language. Some skills can be used by anyone, even if they possess no ranks in that skill. These skills are called untrained skills. In contrast, some tasks require at least a basic knowledge or training. For example, if you have not studied history, you cannot use the Knowledge (history) skill. These skills are called trained skills. Characters with no ranks in a trained skill cannot attempt to use that skill. Since they lack the basic training needed to use the skill, they have no chance of successfully using the skill. If your character has never studied medicine, he has no chance to successfully operate on someone.

In the list of sample skills, each skill marked with a * is a trained skill. Those not so marked are untrained skills.

Combat Skills

The skills in the above list marked with a # are combat skills. They are most often used to determine if your character successfully hits a target in combat. Combat skills work much like any other skill. The most important difference between combat skills and regular skills is that it is much harder to gain ranks in combat skills. Characters often start the game with fewer ranks in combat skills than in non-combat ones. Simply put, there's no replacement for combat experience.

Note that all combat skills are considered untrained. If you attempt fight using a weapon with which you have no skill ranks, you simply receive no skill bonus with that weapon. See the Combat section for more information.

Creating New Skills

The list presented here is by no means comprehensive. Instead, think of it as a jumping off point to creating new skills that fit what you want your character to do. Look over the skill list and use the short description for each skill as a template for creating your own. Once you've created a new skill, ask your GM to approve it. The GM always has the final say in determining whether or not a particular skill is too powerful.

In general, try to keep skills focused to one particular field or specialty. College Education is too broad an area to be covered in a single skill, but English Literature or Ancient History are both perfectly valid skill options. As a rule of thumb, try to model skills after either fields of study (zoology, nuclear physics) or vocational skills (locksmithing, carpentry). Such fields are usually narrow enough without being overly restrictive. Simply think of something that you want your character to do, write a small description of it, and submit the new skill to the GM for his approval.

Starting Skills

Beginning characters determine the number of skill ranks they have to spread out amongst their skills according to the following formula:

$$10 + \text{Intelligence modifier} \times 4 = \text{starting skill points}$$

Characters may spend up to 4 ranks in a skill when they are starting out at level 1. Combat skills work a little different from standard skills. A character may cash in 4 skill ranks for 1 rank in a combat skill. In addition, starting characters may not have more than 1 rank in any given combat skill.

When a character gains a level (see *Experience and Improvement*, below) he gains more skill ranks to spend and the maximum number of ranks he may have in a skill increases:

$$10 + \text{Intelligence modifier} = \text{skill points gained/level}$$

$$X + 3 = \text{Maximum ranks possible in a non-combat skill at level } X.$$

$$X = \text{Maximum ranks in a combat skill possible at level } X.$$

Inside the System: Skills

Skills in these open source rules are meant to be the backbone of a character concept. Skills don't just cover what a character can do, they cover what he has done and where he wants to go. The basic skill structure is meant to be flexible and simple. If you've played other games that use this rules engine, you'll notice that the skills here are presented in much less detail. This is intentional.

Rather than use skills that require exact definitions and individual rules, skills here are meant to be more descriptive in nature. While they lack the hard and fast rules of a more detailed set, skill creation is very straight forward, allowing you to build custom skills and generate exactly the sort of character that you want.

Obviously, some people might feel lost without more concrete guidelines. In that case, we suggest that you use the skills presented in products that use the same basic rule system as these rules.

Feats

Everyone has a special, unique talent or aptitude. While a character's stats and skills provide a basis for building a unique character, there isn't that much difference between two characters with an 18 Strength or 4 ranks in Auto Repair. Feats help make characters more unique and help support rules for quirks and abilities that are part of a character concept but that do not fit into either a stat or skill.

Feats come in several different flavors, below are a list of sample feats and some guidelines for creating your own.

Sample Feats

Alertness: Gain a +2 bonus to all Listen and Spot checks.

Dodge: Gain a +1 AC bonus versus a single opponent that you choose during your action.

Endurance: Gain a +4 bonus to any rolls made to engage in physical activity over an extended period of time.

Great Fortitude: Gain a +2 bonus to all Fortitude saves.

Improved Initiative: Gain a +4 bonus to initiative rolls.

Iron Will: +2 bonus to Will saves.

Lightning Reflexes: +2 bonus to Reflex saves.

Precise Shot: You do not suffer the -4 penalty for firing into melee.

Quick Draw: You can draw a weapon as a free action instead of as a move-equivalent one.

Rapid Shot: You're very skilled at firing bursts. Your first extra shot incurs only a -1 penalty. All others still cause a -2 penalty to hit.

Skill Focus: You gain a +2 bonus when using a skill. You must choose the skill when you take this feat, and you cannot change it to a different skill. You may take this feat more than once to gain skill focus with more than one feat.

Toughness: You gain +3 hit points. You may take this feat more than once to gain more bonus hit points.

Weapon Focus: Chose a particular weapon, such as knife or rifle.

When using that weapon, you gain a +1 bonus to hit.

Power Stunt: This is not an individual feat, but rather a class of feat related to Powers. Power Stunts are particular tricks that make superpowers more effective in certain situations. They are described in detail under the Power Mechanics section. Power Stunts are for all intents and purposes merely feats that work with powers.

Custom Feats

The list above covers the basics of what feats can and cannot do. The general guidelines of what a feat can do are:

- If the feat is meant to work with a skill or any other die roll that can come up multiple times in a game session, it can provide no more than a +2 bonus.
- A feat can nullify a penalty of up to -4. However, a feat should

not completely eliminate a penalty that a character can willingly take to increase his chances of dealing extra damage.

- Feats that work with combat skills can never provide more than a +1 bonus.
- You cannot take a feat that provides a bonus to a roll more than once.
- You can take a feat more than once that provides a one-time bonus to a character or that applies to only one given skill or ability.
- A feat can provide a +4 bonus if it does so only for a single, strictly defined die roll type or a particular situation that a skill or stat check is called for.
- Feats are always subject to GM approval and may be retroactively rescinded at any time if, in the GM's judgment, the feat is too powerful.

To create a feat, design the feat's mechanics using the above guidelines, describe how the feat works in real world terms, and then describe it in terms of how and why your character acquired it. Feats are meant to help make your character an individual, and should be chosen to flesh a PC out, not simply give him the most advantageous bonuses possible.

Gaining Feats

First level characters begin the game with 2 feats. After that, a character gains a new feat when he chooses to spend experience points to learn a new one.

Power Mechanics

Superhero powers work like skill or ability checks. Roll a d20, add your ranks in the power, and compare the result to a Difficulty Class chosen by the GM or dictated in the power's description. If the result is greater than or equal to the DC, the power works. If not, the power did not activate.

Hyperstats

(TOTAL COSTS: 3 points per rank.)

The open source rules for Hyperstats work a little different than the ones presented in the standard rules. The open source rules use a slightly different set of statistics: Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, and Cool. Strength, Dexterity, Intelligence, Wisdom, and Charisma match the main rules' Body, Coordination, Brains, Sense, and Command, respectively. Subtract 5 from a core Hyperstats value to determine the equivalent ranks in the corresponding open source stat. Obviously, to convert from an open source stat to a core one add 5 to the open source Hyperstat's ranks.

Cool translates directly over to the open source rules, while Constitution has no analog. When converting a character, simply cash out the points spent in Hyperconstitution and put them towards Hyperbody or some other appropriate power. When converting from the core rules to the open source rules, spend points on Hyper levels of Constitution if your character has Hyperbody, to simulate his level of superior toughness.

Note: Secondary abilities listed at each level of a Hyperstat are *not* cumulative. When you buy a Hyperstat at a certain level, you only get the secondary abilities listed at that level, not the benefits of all lower levels as well.

Hyperstats do not replace or directly enhance a character's existing stats. Instead, they offer additional capabilities and bonuses that apply in certain situations. For example, while a character's Strength bonus is normally applied to both melee attacks and damage, Hyperstrength only gives a bonus to damage. Hyperstats and regular stat bonuses DO NOT stack. Thus, a character with an 18 Strength

and Hyperstrength rank 3 does not get +16 damage in melee or a +16 bonus when using Strength-based skills. Instead, he only receives the higher of the two bonuses, +12 for the Hyperstrength in this case.

Under several of the Hyperstat ranks, the descriptions note that you have an effective stat of 18 or higher. So long as you have a single Will point remaining, your statistic has that value for all rules purposes. Simply replace your regular stat with the provided Hyperstat when computing your ability modifier for skill checks, attack rolls, and all other situations.

Inside the System: Hyperstats

Keep in mind that the Hyperstats were intentionally designed to deviate from the standard stat progression presented here and in other games that use similar engines. Simply scaling Hyperstats as extremely high regular statistics would, in the case of Strength or Dexterity, lead to extremely overpowered characters. Furthermore, we wanted the Hyperstats to give characters cool extra abilities, not just really high stats.

Hyperstrength

Hyperstrength allows a character to smash through walls with his bare hands, kill a man with a single blow, or perform incredible athletic feats.

Lifting Heavy Loads with Hyperstrength: Hyperstrength allows a character to lift tremendous weights over his head with little effort. Each rank of Hyperstrength gives the weight a hero with this Hyperstat could lift at DC 15. To compute the DC for weights below this range, consult the following table:

Weight	1 DC	2 DC	3 DC	4 DC	5 DC
400 – 800 lbs.	5	0	0	0	0
800 lbs. – 1 ton	15	5	0	0	0
1 – 2 tons	25	15	5	0	0
2 – 4 tons	35	25	15	5	0
4 – 8 tons	45	35	25	15	5
8 – 12 tons	55	45	35	25	15
12 – 24 tons	65	55	45	35	25

Add +10 to each DC for further doubling of the maximum weight

Obviously, many of these weights are far beyond the capabilities of most heroes. However, keep in mind that when make a Hyperstrength check to lift something, the hero may add his Hyperstrength bonus.

Rank 1 (DC 15 Lift 800lbs to 1 Ton)

- You do not take damage when punching concrete, metal, or other hard objects.
- You deal +4 damage when attacking with your bare hands or a melee weapon.
- You gain a +4 bonus to all Strength checks and checks made for Strength-based skills.

Rank 2 (DC 15 Lift 1 to 2 Tons)

- You do not take damage when punching concrete, metal, or other hard objects.
- Your punches and kicks cause killing damage instead of subdual damage.
- You deal +8 damage when attacking with your bare hands or a melee weapon.
- You gain a +8 bonus to all Strength checks and checks made for Strength-based skills.



Rank 3 (DC 15 Lift 2 to 4 Tons)

- You do not take damage when punching concrete, metal, or other hard objects.
- Your punches and kicks cause killing damage instead of subdual damage.
- You deal +12 damage when attacking with your bare hands or a melee weapon.
- You gain a +12 bonus to all Strength checks and checks made for Strength-based skills.

Rank 4 (DC 15 Lift 4 to 6 Tons)

- You do not take damage when punching concrete, metal, or other hard objects.
- Your punches and kicks cause killing damage instead of subdual damage.
- You deal +16 damage when attacking with your bare hands or a melee weapon.
- You gain a +16 bonus to all Strength checks and checks made for Strength-based skills.

Rank 5 (DC 15 Lift 6 to 10 Tons)

- You do not take damage when punching concrete, metal, or other hard objects.
- Your punches and kicks cause killing damage instead of subdual damage.
- You deal +20 damage when attacking with your bare hands or a melee weapon.
- You gain a +20 bonus to all Strength checks and checks made for Strength-based skills.

Hyperdexterity

Hyperdexteritous heroes are known for their inhuman speed, stealth and accuracy. This ability amplifies the response speed and control of muscles, causing an incredible increase in motor skills. This increase in response time of the muscles, does not, however, mean an increase in the response time of the *senses*. The first step in avoiding an attack is to see it coming; so being hyper-swift is often not enough...

Rank 1

- You gain a +4 dodge bonus to your AC. Note that if you are caught flat-footed, you lose this bonus.
- You gain a +4 bonus to hit when firing a projectile weapon.
- Your base move is 35 ft. per round.

Rank 2

- You gain a +8 dodge bonus to your AC. Note that if you are caught flat-footed, you lose this bonus.
- You gain a +8 bonus to hit when firing a projectile weapon.
- Your base move is 40 ft. per round.

Rank 3

- You gain a +12 dodge bonus to your AC. Note that if you are caught flat-footed, you lose this bonus.
- You gain a +12 bonus to hit when firing a projectile weapon.
- Your base move is 45 ft. per round.

Rank 4

- You gain a +16 dodge bonus to your AC. Note that if you are caught flat-footed, you lose this bonus.
- You gain a +16 bonus to hit when firing a projectile weapon.

- Your base move is 50 ft. per round.

Rank 5

- You gain a +20 dodge bonus to your AC. Note that if you are caught flat-footed, you lose this bonus.
- You gain a +20 bonus to hit when firing a projectile weapon.
- Your base move is 55 ft. per round.

Hyperconstitution

Characters with Hyperconstitution can endure conditions that would kill a normal human. Intense pain, extreme cold, and starvation all do little to faze a hero with this Hyperstat.

Rank 1

- You have an effective Constitution of 18.
- You need only 4 hours of sleep each night.

Rank 2

- You have an effective Constitution of 26.
- You need only 2 hours of sleep each night.
- You are immune to all diseases.

Rank 3

- You have an effective Constitution of 34.
- You need only 8 hours of sleep each week.
- You are immune to all diseases.
- You are immune to all noxious gases.

Rank 4

- You have an effective Constitution of 42.
- You need only 4 hours of sleep each week.
- You are immune to all diseases.
- You are immune to all noxious gases.
- You are immune to all poisons.

Rank 5

- You have an effective Constitution of 50.
- You need only 4 hours of sleep each month.
- You are immune to all diseases.
- You are immune to all noxious gases.
- You are immune to all poisons.
- You are not harmed by radioactivity.

Hyperintelligence

Characters with Hyperintelligence have a tremendous capacity for absorbing experiences and knowledge with perfect recall. Bonuses to skill points gained from Hyperintelligence stack with a character's bonus skill points gained from the Intelligence stat.

Rank 1

- You have photographic memory that includes sounds and smell as well as sight.
- You gain +8 skill points at first level.
- You gain +2 skill points per level.
- You gain a +2 competence bonus to all skills based on Intelligence.
- You may purchase the All Knowledge skill, described below.
- There is no limit to the number of ranks you may purchase in Intelligence-based skills.



Rank 2

- You have photographic memory that includes sounds and smell as well as sight.
- You gain +16 skill points at first level.
- You gain +4 skill points per level.
- You gain a +4 competence bonus to all skills based on Intelligence.
- You may purchase the All Knowledge skill, described below.
- You can calculate figures as fast as a supercomputer.
- Every memory of every event ever experienced by you is accessible by your conscious mind.
- There is no limit to the number of ranks you may purchase in Intelligence-based skills.

Rank 3

- You have photographic memory that includes sounds and smell as well as sight.
- You gain +24 skill points at first level.
- You gain +6 skill points per level.
- You gain a +6 competence bonus to all skills based on Intelligence.
- You may purchase the All Knowledge skill, described below.
- You have a photographic memory and can recall *anything* you have sensed.
- You can make a nearly photographic drawing of anything you have seen.
- You can calculate figures as fast as a supercomputer.
- There is no limit to the number of ranks you may purchase in Intelligence-based skills.

Rank 4

- You have photographic memory that includes sounds and smell as well as sight.
- You gain +32 skill points at first level.
- You gain +8 skill points per level.
- You gain a +8 competence bonus to all skills based on Intelligence.
- You may purchase the All Knowledge skill, described below.
- You have a photographic memory and can recall *anything* you have sensed.
- You can make a nearly photographic drawing of anything you have seen.
- You can calculate figures as fast as a supercomputer.
- There is no limit to the number of ranks you may purchase in Intelligence-based skills.
- You can consider intellectual problems even while asleep. You may use Intelligence-based skills while sleeping.

Rank 5

- You have photographic memory that includes sounds and smell as well as sight.
- You gain +40 skill points at first level.
- You gain +10 skill points per level.
- You gain a +10 competence bonus to all skills based on Intelligence.
- You may purchase the All Knowledge skill, described below.
- You have a photographic memory and can recall *anything* you have sensed.
- You can make a nearly photographic drawing of anything you have seen.
- You can calculate figures as fast as a supercomputer.
- There is no limit to the number of ranks you may purchase in Intelligence-based skills.
- You can consider intellectual problems even while asleep. You may use Intelligence-based skills while sleeping, opting to take

10 or 20 as appropriate.

The All Knowledge Skill

With your incredibly precise powers of memory and recall, you literally have memorized entire libraries. You may use any and all Intelligence-based skills as if you were trained in them. However, you may only add your base Intelligence bonus, not your Hyperintelligence bonus, to the roll (in this case, it's more a matter of dumb luck that you've managed to read a book on the relevant subject or not).

However, if you have explicitly stated that your character has read a set of books that cover a particular field of knowledge, you may use the All Knowledge skill with your Hyperintelligence bonus.

Hyperwisdom

Characters with Hyperwisdom cannot detect things outside of the human range of perception, but can utilize those senses with a much higher level of accuracy, skill and ability.

Rank 1

- Your sense of smell is so sharp that you may track people by their scent. You gain 4 ranks in the Scent skill. Scent is a Wisdom-based skill. You may spend skill ranks to improve your Scent skill.
- Your vision and hearing are extremely acute. You gain 4 bonus ranks in Listen and Spot. These bonus ranks may stack with ranks purchase during character creation and can take your ranks in the relevant skills above the maximum normally allowed for your level. However, you may still only purchase as many ranks in the skills as allowed by your level.
- You have an effective Wisdom score of 18 for all purposes.

Rank 2

- Your sense of smell is so sharp that you may track people by their scent. You gain 6 ranks in the Scent skill. Scent is a Wisdom-based skill. You may spend skill ranks to improve your Scent skill.
- Your vision and hearing are extremely acute. You gain 6 bonus ranks in Listen and Spot. These bonus ranks may stack with ranks purchase during character creation and can take your ranks in the relevant skills above the maximum normally allowed for your level. However, you may still only purchase as many ranks in the skills as allowed by your level.
- You have an effective Wisdom score of 26 for all purposes.

Rank 3

- Your sense of smell is so sharp that you may track people by their scent. You gain 8 ranks in the Scent skill. Scent is a Wisdom-based skill. You may spend skill ranks to improve your Scent skill.
- Your vision and hearing are extremely acute. You gain 8 bonus ranks in Listen and Spot. These bonus ranks may stack with ranks purchase during character creation and can take your ranks in the relevant skills above the maximum normally allowed for your level. However, you may still only purchase as many ranks in the skills as allowed by your level.
- You have an effective Wisdom score of 34 for all purposes.
- You can read printed materials by touch alone.
- You can hear individual heartbeats from 20 feet away.

Rank 4

- Your sense of smell is so sharp that you may track people by

their scent. You gain 10 ranks in the Scent skill. Scent is a Wisdom-based skill. You may spend skill ranks to improve your Scent skill.

- Your vision and hearing are extremely acute. You gain 10 bonus ranks in Listen and Spot. These bonus ranks may stack with ranks purchase during character creation and can take your ranks in the relevant skills above the maximum normally allowed for your level. However, you may still only purchase as many ranks in the skills as allowed by your level.
- You have an effective Wisdom score of 42 for all purposes.
- You can read printed materials by touch alone.
- You can hear individual heartbeats from 60 feet away.
- You are never caught flatfooted.

Rank 5

- Your sense of smell is so sharp that you may track people by their scent. You gain 12 ranks in the Scent skill. Scent is a Wisdom-based skill. You may spend skill ranks to improve your Scent skill.
- Your vision and hearing are extremely acute. You gain a +12 bonus ranks in Listen and Spot. These bonus ranks may stack with ranks purchase during character creation and can take your ranks in the relevant skills above the maximum normally allowed for your level. However, you may still only purchase as many ranks in the skills as allowed by your level.
- You have an effective Wisdom score of 50 for all purposes.
- You can read printed materials by touch alone.
- You can hear individual heartbeats from 100 feet away.
- You are never caught flatfooted.
- Your senses are so keen that you can operate in the dark as if it were full daylight.

Hypercharisma

This is the power that scares governments more than anything else. Hypercharisma is more than simply powerful rhetorical skills. People listening to orators with Hypercharisma often have lowered heart rates, decreased blink rates and other symptoms of hypnosis. Naturally, nothing scares a normal leader more than someone with parahuman charisma, who can make the most suicidal or irrational command seem attractive. These effects rarely last, and often fade over time, if the hero cannot continuously re-apply his Charisma Hyperstat attacks to the target.

Unlike Hypercool, the stat levels gained from Hypercharisma do not provide additional Will.

The primary limitation to Hypercharisma is comprehension. A human superhero with Hypercharisma can't convince a visiting extraterrestrial to do anything if the alien doesn't understand English. Similarly, individuals who have been deafened (by an explosion, for example) cannot be swayed with Hypercharisma.

Rank 1

- Your effective Charisma is 18.
- You may take 20 when using a Charisma-based skill with a single person friendly towards you. You may not take 20 against those who are hostile towards or afraid of you.

Rank 2

- Your effective Charisma is 26.
- When using Charisma-based skills against any single person, even someone who is afraid of or hostile towards you, you may take 20.

Rank 3

- Your effective Charisma is 34.

- When using Charisma-based skills against anyone, even someone who is afraid of or hostile towards you, you may take 20. However, taking 20 now only consumes 1 minute when using your Hypercharisma stat.
- You may use Charisma-based skill such as Diplomacy or bluff against crowds of 100 or fewer people.

Rank 4

- Your effective Charisma is 42.
- When using Charisma-based skills against anyone, even someone who is afraid of or hostile towards you, you may take 20. However, taking 20 now only consumes 1 minute when using your Hypercharisma stat.
- You may use Charisma-based skill such as Diplomacy or bluff against crowds of 250 or fewer people.
- You may issue one word commands against a single person who is friendly towards you. That person must make a Will save (DC 15). If the target fails, he immediately obeys your one word command.

Rank 5

- Your effective Charisma is 50.
- When using Charisma-based skills against anyone, even someone who is afraid of or hostile towards you, you may take 20. However, taking 20 now only consumes 1 minute when using your Hypercharisma stat.
- You may use Charisma-based skill such as Diplomacy or bluff against crowds of 250 or fewer people.
- You may issue one word commands against a single person who is friendly towards you. That person must make a Will save (DC 20). If the target fails, he immediately obeys your one word command.
- You may issue one word commands against a single person who is hostile or neutral towards you. That person must make a Will save (DC 15). If the target fails, he immediately obeys your one word command.

Hypercool

Some of the subtlest heroes are those whose powers are internal, not external. Characters who are inhumanly Cool seem eerily composed in almost any circumstance. Some "Hypercools" don't even register as super-humans during government tests, because the attributes of hero-level Cool primarily consist of self-knowledge and self-control.

Much like the Cool stat, the Hypercool power functions a little differently than the other Hyperstats. At each rank of Hypercool, you gain a Cool modifier that replaces your Cool stat modifier in all situations. Remember, the effects under each rank do not stack. If you advance your Hypercool rating from rank 2 to rank 3, the abilities listed under rank 3 *replace* those listed under rank 2. You do not add any modifiers or stack any bonuses that the two ranks give you.

Rank 1

- Your Cool modifier is +4.
- You can use your Cool modifier in place of your Constitution modifier when making any skill checks or other rolls. You can literally ignore pain and other discomfort.
- +1 Base Will points.
- You gain a +2 bonus when rolling initiative.

Rank 2

- Your Cool modifier is +8.



- You can use your Cool modifier in place of your Constitution modifier when making any skill checks or other rolls. You can literally ignore pain and other discomfort.
- +2 Base Will points.
- You gain a +4 bonus when rolling initiative.

Rank 3

- Your Cool modifier is +12.
- You can use your Cool modifier in place of your Constitution modifier when making any skill checks or other rolls. You can literally ignore pain and other discomfort.
- +3 Base Will points.
- You gain a +6 bonus when rolling initiative.

Rank 4

- Your Cool modifier is +16.
- You can use your Cool modifier in place of your Constitution modifier when making any skill checks or other rolls. You can literally ignore pain and other discomfort.
- +4 Base Will points.
- You gain a +8 bonus when rolling initiative.

Rank 5

- No stimulus, no matter how terrible affects you unless you wish it to. You are completely immune to Mental Fatigue.
- Your Cool modifier is +20
- You can use your Cool modifier in place of your Constitution modifier when making any skill checks or other rolls. You can literally ignore pain and other discomfort.
- +5 Base Will points.
- You gain a +10 bonus when rolling initiative.

Hyperskills

(TOTAL COSTS: 1 point per rank.)

Having super-human-sized levels of a given skill does not expand what you can do with it. It just expands how well you can use it. A character with a Hyperskill in Rifle might be a phenomenally good shot, but he can't hit a target hiding behind a wall. A character with Hyperskill in Bluff might be able to convince someone that the world really is flat, but he cannot mentally control his target and force him to do his bidding.

Normally, heroes cannot have skills higher than three plus their current level. Hyperskills allow you to circumvent that restriction. A Hyperskill's rating *does not* count towards the maximum ranks you are allowed to have in a skill. In addition, when you gain a level you may purchase ranks in a skill while also spending Power Points to boost your Hyperskill rating. When using a Hyperskill, roll a d20 as normal, add your skill ranks, and then add your Hyperskill rating.

The GM has final say on whether a character can attempt an action with his Hyperskill.

Example: Henry "Ace" Darlington is a first level hero with the Auto Repair Hyperskill. Henry has four ranks in the Auto Repair skill, the maximum normally allowed for first level characters. In addition, he has eight ranks in the Auto Repair Hyperskill. When Henry tries to fix a jeep, he gets to add 12 to his d20 roll (+4 for his skill ranks, +8 for his Hyperskill). At second level, Henry can invest a skill point in Auto Repair to bring it up to +5, the maximum normally allowed for second level characters. In addition, he could spend more Power Points to further boost his Auto Repair Hyperskill. Even though Henry might have the Auto Repair Hyperskill, he still can't fix a jeep if he doesn't have any tools or spare parts, or if the jeep

is a shattered, burning pile of wreckage, unless the GM rules otherwise.

Powers

On a concept level, powers work the same in the open source rules as they do in the core rules. You may either purchase a power from the provided list, or you may create one from scratch.

Optional Rule: Powers and Power Stunts

Power Stunts are a specific type of feat. They serve to give you a bonus in particular situations for which you have honed the use of a power or to reflect the specific nature of your abilities. All Power Stunts follow the same structure: they give you a +2 bonus when using a power under specific circumstances.

Example Power Stunts

Here are the open-source adaptations of the example Power Stunts in the main rules. In addition, the sample powers include Power Stunts specifically designed to work with them. Feel free to use those as templates for new Power Stunts and ones designed to work with new powers.

The more general the conditions under which the Power Stunt works, the more powerful the Power Stunt. To balance this, your power should either receive a -2 penalty in conditions equally common and important as the conditions under which the Power Stunt operates.

Each Power Stunt only works with one power. You may purchase more than one Power Stunt per power, and you may purchase the same Power Stunt for more than one power. Power Stunt bonuses *do not* stack.

No Pressure: When using your power under friendly circumstances, free of any pressure, you add a +2 bonus to your power check. This reflects the joy you find using your power when your life is not on the line. Combat or stress of any type negates the possibility of using this Power Stunt.

Under Pressure: You've grown accustomed of pushing your power to its very limits when under stress. When in combat add a +2 bonus to your power check. However, only the adrenaline of severe stress allows you to push your power limits, and this ability cannot be used without it.

Solar Powered: When under the light of the sun, you receive a +2 Power Stunt bonus to your power check. This bonus is reduced to +0 during dusk or early morning, and becomes a -2 penalty at night. While your power is not actually driven by sunlight, your confidence and faith in your power is shaken at night.

Powers for the Gourmet

To create a new power, simply use the standard rules presented earlier in this book with the following modifications:

- The open-source rules have no equivalent to hard and wiggle dice. Instead, the cost per rank in a power equals the cost for a regular die. Thus, a power that costs 5 points per die in the standard rules costs 5 points per rank in the open-source ones.
- Some powers, such as Dead Ringer listed below, are always in effect or require a single use the results of which may be sufficient in one situation but not up to the task in another one. For example, Dead Ringer allows a hero to assume the likeness of another person. Once the hero has used the ability, he doesn't need to keep checking against it maintain his disguise. For powers that activate once and last an extended period of time or

that are in continual operations (such as a power that allows a hero to breathe underwater) you must pay a flat cost to purchase the power rather than investing points to purchase ranks in it. To determine the cost of a flat cost power, compute the cost needed to buy one regular die and one wiggle die for your power. This is the flat purchase cost of that power in the open-source rules. Since a regular die plus a wiggle die guarantees success in the rules presented earlier, they are used as the equivalent cost of a continuously operating power in the open-source ones.

- Always check with your GM when designing a new power. In addition, your GM has the right to modify a power should it prove to be unbalancing. Try to use the sample powers listed below as guidelines when designing your own.

Cafeteria-Style Powers

The following powers are “buffet” style powers, ones you can pick and choose ready-made, for those of you who don’t want to construct your own powers, or who want to get some ideas before setting pencil to paper.

As presented these powers are in their most basic form. Feel free to modify them with Extras, Flaws or Power Stunts as you see fit. The examples listed with each power are by no means the *only* Qualities, Extras, Flaws or Power Stunts available with the power.

Aces

Qualities: Attacks, Defends, Useful Outside of Combat, Robust.

Can Defend (5 points per rank).

You are stupidly lucky. Things just tend to go your way. If you choose you can add up to your total ranks in Aces to the normal d20 roll for any of your actions, be it an attack roll, or skill or stat check. Aces may also be used to modify a critical threat check. You can decide whether to add your Aces ranks *after* you see what you’ve already rolled.

Now for the bad part, Aces is expensive, sometimes *very* expensive. Every Aces rank used costs 1 Will point; this point is not risked but must be spent from the character’s pool of Will points. In addition any action that is made to succeed by Aces never yields a Will reward, no matter the circumstances. So, if you roll a 20 with your Aces, you don’t get the 1 Will point reward you would normally get for the use of almost any other power.

When used in combat, Aces, unlike other modifiers, may be used to cause a critical threat. Thus, if a character with Aces rolls a 16, he may use a +4 Aces bonus to bump the die roll to 20 and a critical threat.

Example: Johan has five ranks in Aces. When Johan decides to use his Aces power, he can opt to receive a bonus ranging from +1 to +5 on his skill check. If Johan opts to use his +5 bonus to bump a Hide skill check from 13 to 18, he must immediately spend 5 Will points.

Power Stunts for Aces:

Focus: You can add you’re a +2 Power Stunt bonus to your Aces dice pool when you are trying to affect the outcome of a very specific event, but only if that event is taking place *outside of combat*. Combat precludes the concentration necessary for this ability. Will costs remain the same.

Extras for Aces:

Contagious (+4 points per rank): If you wish friendlies within 10 feet

of you gain your Aces bonus with their actions as well. However, the Will costs for each Aces rank used is multiplied by the number of people affected.

Flamboyant (1 Power Point): Your power acts in dramatic and very noticeable ways. Your bullets miss, then ricochet off walls and hit their intended targets anyway, your grenade lands right in the open hatch of the oncoming tank after bouncing off a conveniently placed overhanging sign, your gun just seems to go off by accident at random, killing enemies in concealed locations.

Force of Will (+4 points per rank): You can focus your Aces power on someone else to affect the outcome of a die roll. Concentrate for a round; spend 5 Will, and the person or event you choose gets your Aces bonus. You must still pay normal Will costs as per the Aces power above.

Alert

Qualities: Defends, Useful Outside of Combat, Robust.

Can Defend (4 points per rank).

Your power can alert you to the presence of specific danger. You may use it to detect the possibility of attack in a certain situation by concentrating for one round and rolling a power check. If you fail to beat the DC of the power check, Alert cannot be used again to determine the danger level of that same situation or location for about 12-24 hours.

To determine the DC of an Alert power check, consult the following chart:

DC	Result
DC 10	A general feeling of danger is indicated.
DC 15	Time remaining before the danger is indicated in general terms (seconds, minutes, hours).
DC 20	General power level of attack indicated in general terms (a platoon of soldiers, a tank, a sniper etc...).
DC 25	Both time and power level are indicated.
DC 30	General power level, direction and time of danger is indicated.

Power Stunts for Alert:

Deep Concentration: You can add a +2 Power Stunt bonus your Alert power check any time you spend an hour in peaceful meditation before making the roll.

Extras for Alert:

Detailed (+2 points per rank): With a successful roll your power gives you a detailed idea of the danger facing you. Although certain details elude you, (the names, ranks, units and such of your enemy), other details are quite clear, such as their armament, placement and level of preparation.

Flaws for Alert:

Dreams (-2 points per rank): The power only works in your sleep, the night before an attack. You only receive a “bad feeling” the next day about some specific location, nothing more, despite the result of your power check.

Bind

Qualities: Attacks, Defends, Useful Outside of Combat, Robust



Can Defend (5 points per rank).

Your power can constrict a target, limiting its mobility. Whether you create a sticky webbing or a telekinetic rope to Bind the target makes no difference, the result is the same—your target is bound. In order to use this power against a target, make a power check opposed by either a Dexterity or Strength check (target's choice). Success indicates that you have successfully grabbed and bound your target. Bound targets lose their Dexterity bonus to AC and may not move. Make a power check opposed by the target's Dexterity or Strength check each round to maintain your grip on him. Maintaining your grip on someone with the Bind power is a full round action. If you choose to take any other actions, you immediately release anyone held captive with this power.

You may choose to use the Bind power to grab an item from your opponent's hand. To do so, make a Bind power check opposed by a Strength check. Success indicates that you've grabbed the item out of your target's hand.

Bind may also be used to inflict damage on a target. Grabbing a target with the Bind power with the intent to do damage is somewhat more difficult than simply grabbing him and holding him still, however. Your Bind power check suffers a -2 circumstance penalty in any round in which you choose to inflict damage on a target. The Bind power inflicts a base 1d6 points of damage.

You can attempt to use Bind on more than one target per round. Simply divide your ranks in Bind amongst each target you wish to affect and make your opposed power versus Strength or Dexterity check as normal. You may change how you have allocated your Bind ranks to each target every round you use it against multiple targets.

Finally, Bind may be used to make grapple or trip attacks. Simple substitute your ranks in Bind for both your base attack bonus and your Strength or Dexterity modifiers. The victims of a Bind trip attack do not get an automatic trip attack against you if you fail to trip him.

Example: Paul has Bind at +6 and he sees a guard armed with a submachine gun before the guard sees him. Paul wishes to disarm the guard with his goop, so he decides to grab the SMG out of the guard's hand. Paul makes a power check and rolls a 12, resulting in a total result of 18. The guard's strength is 12. He rolls a 7, for a total result of 8. Paul's power grabs the gun and tears it from the guard's hands.

Example: Paul wants to strangle a guard with his power. He rolls a 10 for his power check, +6 for his power ranks, and -2 circumstance penalty, for a total result of 14. The guard rolls 15 and adds +1 for his Strength modifier, resulting in a 16. The guard breaks away from Paul's attack before he inflicts any damage.

Example: Paul wants to pin two guards with his power. The GM described one of the guards as a hulking brute, and the other as a puny wimp. Paul has 6 ranks in Bind, so he decides to break up his ranks against the two targets like this: +4 versus the big guard and +2 against the small one. He rolls a 12 for his power check against the bigger guard, for a total of 16, and an 8 against the smaller one, for a total of 10 against him. The big guard's Strength check totals 11, while the smaller one's Dexterity check (since the smaller guard had a Strength penalty by a Dexterity bonus, the GM decided to resist Paul's Bind power with the smaller guard's Dexterity) comes up a total of 9. Both guards are caught helpless in Paul's Bind power. On the next round, Paul can decide to allocate a +3 bonus to each of his power checks against the guards, break it up as +1 and +5, or any other combination of +6, so long as both modifiers are positive numbers.

Power Stunts for Bind:

Trip: Add you're a +2 Power Stunt bonus to your Bind power check when attempting to trip a moving target by binding its legs. Make this as a normal trip attack, except that the target cannot attempt to trip you.

Extras for Bind:

Physical Stuff (+1 point per rank): Your power creates a substance or object that it binds with. This material is real, and remains behind even after you release your bind.

Flaws for Bind:

Poof (-2 points per rank): Look away from your targets even for a second and the Bind you have on them immediately vanishes.

Block

Qualities: Defends, Robust

Defensive Power (3 points per rank).

You can stop a single attack with your power. This attack must be against you; you cannot block attacks directed at others. It can be any type of individual attack, a machete, a bullet or a punch, but your power cannot affect Area attacks such as fire or gas, or attacks composed of many smaller attacks, like grenade fragments, explosives or mines. You cannot stop more than one attack per round, but how your Block works is up to you. Whether you use Telekinesis, a super-strong arm or beams from your eyes to deflect the attack matters very little, the result is the same: The attack is blocked. You cannot move in the round in which you attempt to Block.

You can only use your Block if you know you are in danger of being attacked *and* if you can see the attacker. In other words, you could Block a rifle attack by a man standing and shooting at you, but not a sniper shot.

To Block an attack, make a power check opposed by your opponent's attack roll. In essence, you are rolling a new Armor Class for the attack. Note that even if your Block power roll doesn't beat your opponent's attack, he still doesn't hit if his roll doesn't beat the target's AC.

Power Stunts for Block:

Exceptional Block: Your Block works much more effectively against a single type of weapon attack (bullets, knives, fists, etc...). When you are attacked by that particular type of weapon, add a +2 Power Stunt bonus to your Block power roll.

Extras for Block:

Blind Block (+2 points per rank): Your power automatically intercepts the strongest attack coming at you in any round, and even works in the dark.

Containment

Qualities: Attacks, Defends, Robust, Useful Outside of Combat.

Can Defend (5 per rank).

With your power, you can isolate and separate certain elements or attacks. Whether it represents an inherent control over a type of

chemical or a telekinetic shield is no matter, the effect is the same: you contain something in a limited area through your willpower alone.

Containment differs from Block in that it cannot stop sudden incoming attacks such as bullets or knives. If given sufficient time to react however, it could stop such attacks. Think of it as a mental shield that is built through concentration, while Block is a defensive reflex. Containment is treated as a dynamic contest between the power and the element, object or being it is trying to contain.

With Containment a hero might be able to isolate an explosion in an area, protecting those outside his shield, stop an oncoming wave of water, block a fusillade of bullets (by making a shield *before* being fired at), keep one soldier separate from another, or contain a cloud of poisonous gas. The shield is a singular uncomplicated two-dimensional object, and cannot have more than six sides. Containment lasts a number of minutes equal to your ranks in this power. Expending Will points in a 1 Will point to 1 minute of Containment ratio may extend this duration.

Containment may be used to cover one medium-sized creature or object. In order to cover a larger sized object, impose a -2 circumstance penalty on the power check for each size step above medium. You do not receive any bonus for Containing objects or creatures smaller than medium size.

To stop or contain objects that are in motion, you must overcome the object's weight according to the DC table below:

DC	Weight/Size Affected
5	<100-210 pounds
10	210-250 pounds
15	250-370 pounds
20	370-500 pounds
25	500-800 pounds
30	800 pounds-1 ton
35	1-2 tons
40	2-4 tons
45	4-10 tons

When used to deflect attacks, you can generate a shield with a total number of hit points equal to the result of your power check. You may create a new shield every round, thus replenishing it against enemy attacks. Such a shield can cover a five foot tall by five foot wide area, plus five feet for every -2 penalty you take on the Containment power check.

Power Stunts for Containment:

Shield Focus: You may add a +2 Power Stunt bonus to your power check if you spend a round taking no action other than gathering your will and preparing your shield before activating your Containment power.

Extras for Containment:

Actual Physical Boundary (+2 points per rank): Your power generates a real physical boundary, such as a wall, a container or another real object to contain materials within. Once created, these containers remain behind for the number of minutes equal to your ranks in Containment, and then they vanish.

Flaws for Containment:

No liquids or gas (-1 per rank): Your power cannot contain liquids or gas.

Control

Qualities: Attacks, Defends, Useful Outside of Combat, Robust.

Can Defend (5 points per rank).

You can manipulate a particular phenomena, element or life form with your power. You can increase or decrease physical phenomena, change the states of particular elements, or dictate the action of a particular creature through the force of your will alone.

First, you must pick *what* you can control. Consider the following chart to determine your powers cost.

Cost Addition /Rank	Frequency	Control of (Pick One):
+4	All the Time	Air Pressure, Temperature, Humidity, Gravity, Light.
+3	Common	Electricity, Common elements (iron, carbon etc...), Animals
+2	Regular	Plants, Particular Animals, Metabolisms
+1	Uncommon	Radioactive Decay, Chlorine Gas, Tritium

Phenomena are general physical effects, such as temperature, gravity, light and humidity. You can control them by concentrating one round and making a successful power check. The range of such effects are up to you, as long as the effects are within sight range. You can affect individual objects and precise areas. The effect of your power lasts for up to a number of rounds equal to your ranks in Control, and you may increase or decrease the phenomenon's intensity with a successful power check (DC +5 per 50%, see table below). Once you have rolled you can discard any amount of change, in effect lessening your ability if you want (pulling your punch, so to speak). As a rule of thumb, each 100% increase in a phenomenon such as gravity deals 1d2 points of damage to targets in the affected area. Targets in an area affected by Control take this damage on the hero's initiative count.

Damage from this power ignores hardness. Once this power is activated, the hero may not "move" the effect around. If a target gets out of the affected area, the hero must stop his previous use of this power and re-activate it on the area where his target now stands.

A hero using Control may take no other actions except maintain his concentration while the power is in effect. If the hero's concentration is broken, the Control power immediately ceases to work.

DC	Area of Effect
5	1 foot radius
10	5 foot radius
15	10 foot radius
20	15 foot radius
25	20 foot radius
30	25 foot radius
+5	+5 foot radius

Example: Dan has Control Gravity at +6, and he attacks a bank robber with it. Dan only wants the robber to suffer the ill effects as he increases his gravity, so he decides to crank up the gravity by 100% in a 5 foot radius. Consulting the table above, Dan must beat a DC of 20 with his power check (DC 10, +10 for the 100% increase) and he rolls a 17 + 6 for a total of 23, good enough to activate his power. Dan can increase the gravity of the robber by 200% for 6 minutes, dealing 1d2 points of damage per round.

Elements are base properties such as iron, carbon, nitrogen, oxygen or helium. You can control them by concentrating one round and making a successful power check. The DC of this check is determined in a manner similar to the phenomenon version of control. Determine how large an area you want to affect using the table above. If you want to cause a state change in the affected element, consult the table below for the appropriate DC modifier. The range of such effects are up to you, as long as they are within sight range.



You may maintain this power for a number of rounds equal to your ranks in Control. If the lack or increase of that element in the area would be deleterious to humans in such quantities, they suffer 1d8 points of damage from the attack for each round that they are within the effected area.

You may also use this power to create an element. The element always initially appears in the natural form that would occur as within the environment created. Water created in a room temperature environment appears as a liquid, while water created in the arctic appears as ice. To determine the DC needed to create a given amount of an element, double the DC given to affect an element in a given radius.

DC	Area of Effect
+15	room temperature solid to liquid
+20	room temperature solid to gas
+5	room temperature liquid to solid
+10	room temperature liquid to gas
+10	room temperature gas to liquid
+15	room temperature gas to solid

Example: Gavin has Control Oxygen at +7 and he wants to concentrate the oxygen in a 5' radius area at the top of a guard tower into a ball of liquid oxygen. The DC for affected area of that size is 10, while converting oxygen (which is a gas at room temperature) into liquid raises that DC by 10 to 20. He rolls a 13, plus his 7 ranks yields a 20, just enough to do the job.

The guard in the guard tower will suffer 1d8 damage each round he remains in that area, as he asphyxiates. When Gavin stops concentrating on the effect or 7 rounds pass, the air will return to normal in the area.

Life forms are living entities such as plants or animals (humans *may not* be controlled in this fashion, see *Thought Control* on page xx for other options). You can control life forms by concentrating one round and making a successful power check. If the animal is within sight range (though not necessarily out in the open), the power will affect it. The range of such effects are up to you, as long as they are within sight range. With a control power over a life form, you can cause the creature or plant to do anything it is normally capable of accomplishing, with the added direction of your intelligence (for example you could control a chimp to open a door, but not a rat). Once out of sight range however, your hold over the creature fails immediately.

This effect lasts for a number of minutes equal to your ranks in this power. To activate this power, you must make a power check opposed by the target's Will save. Animals without a listed Will save make their saving throws at +0.

Plants make their Will saves at +0, unless otherwise listed. Plants may be commanded to attack through use of this power, using the hero's ranks in control as their base attack bonus. Thorny plants deal 1d4 points of damage on a successful hit. Small or medium plants may not deal damage (either normal or subdual), but they may take all other combat actions, such as aid another, grapple, or trip. Large plants may deal 1d6 points of bashing damage with a successful attack. Since plants are effectively mindless, a character that wishes to control plants must maintain his concentration to keep the plants under his control. If the character loses his concentration, the plants immediately stop moving.

A character with the life form Control power may attempt to control multiple plants or animals at once. Each target beyond the first grants a +2 situation bonus to all the creatures' Will saving throws. A character attempting to control multiple life forms makes one power check that is compared to all of his target's saving throws.

Example: Drew has Control Rats at +6 and wants to call a group up to swarm into a manhole. He focuses on several rats

scuttling through a nearby alley and decides he wants to control four of them. The rats each receive a +6 bonus to their saving throws, since Drew is trying to control 3 rats beyond the first one and each one gives a +2 save bonus to all the targets of the Control ability. Drew rolls once to activate the ability and gets a 7, for a total of 13. The rats have a +1 Will save, for a total of +7 with the bonus for Drew's attempt to control multiple rats. The GM rolls a d20 for each, with totals of 17, 22, 9, and 12 for the four rats. Two rats move towards Drew, ready to obey his commands for the next 6 minutes.

Extras for Control:

Blind Control (+2 points per rank): You can control elements, phenomenon or life forms out of your direct observation, as long as they are within a range where you could see them if they were exposed.

Flaws for Control:

Blanket Control (-2 points per rank): If you Control something that is deleterious to humans, you may take this Flaw, otherwise it is not available. When you use your power, the effect is always centered on you, exposing yourself to the same effects.

Dead Ringer

Qualities: Useful Outside of Combat, Robust.

Cannot Defend (15 points).

You can imitate a *person* perfectly, in a physical sense. If you can touch the subject, even for a second, then you can duplicate them down to the smallest unseen detail. This transformation lasts for as long as you wish, or until you are knocked unconscious or killed.

This transformation does not endow you with any memories or knowledge the target has, but as far as looks are concerned, you are identical down to the smallest iota. You will pass any physical tests of your new identity with ease. Your urine, blood type and fingerprints will be identical to the targets', also; your voice will match the targets' perfectly. The only thing you will be missing are any infirmities the target may suffer from, although your new form will *imitate* such infirmities cosmetically (however tests for such diseases will reveal nothing). Clothing and equipment are *not* imitated.

In addition, if the transformation is trans-gender, you will gain any and all new organs, which will function normally. Offspring created in such a strange union are your children, genetically speaking, and not those of the target imitated. If you are carrying a fetus and must revert to your base form, and that form is not female, the fetus is lost. It must be carried to term without interruption.

If you cannot touch the subject, but only see him, you may attempt a second and simpler level of Dead Ringer if you wish. By studying an individual at a distance, or studying photographs of a subject, you may attempt a basic physical change to imitate that individual. To do this you must make an Intelligence check with a DC indicated by how long you have studied the subject. If you have access to movie footage of the subject, add a +2 circumstance bonus to your check.

DC	How Long the Individual has Been Studied
5	1 Month
10	1 Week
15	1 Day

This simpler form of imitation only reworks your face (and if you have heard the subject's voice, his or her voice as well). It only generally changes your body to match what could be seen in your observation. Organs do not change, nor your blood and urine.

Fingerprints and other unseen details *do not* match the subject.

You can store a number of remembered forms equal to your Intelligence bonus +1, to a minimum of 1. Transformation takes a minute of concentration. You may discard and hold on to forms in your memory as you wish, so long as the total in your repertoire does not exceed your maximum. Once you have discarded a form, you must study or touch the target again. If you choose to study him, you gain a +5 competence bonus to your Intelligence check to duplicate him or her.

In game terms, the power is more limited than it seems. It is only possible to duplicate humans, not animals or other organic forms. Dead Ringer is only cosmetic in nature. Despite physical changes in blood and body shape, your statistics *do not* change to match those of the target; they remain at your normal levels. Oh, and no, of course, you can't duplicate super-human abilities.

Extras for Dead Ringer:

Animal Magic (+10 points): Not only can you duplicate humans, but you can copy animals as well, but you can only shrink to half your size or grow to double it. You gain no special abilities inherent to your assumed animal form, and the change is only superficial and cosmetic.

Flaws for Dead Ringer:

Vampiric (-5 points): You must taste the blood of the target you wish to duplicate. Sight-only duplication is not possible.

Detection

Qualities: Attacks, Useful Outside of Combat, Robust.

Cannot Defend (4 points per rank).

You can detect specific objects or phenomenon at a distance. With an especially high roll, you can differentiate between specifics of the objects or phenomena to extreme levels, denoting location and orientation of the target or targets.

For example with a successful roll against your detect power you could divine the number of tanks within a set range, and on an extremely successful roll locate their exact orientation and location on a map of the area. This detection gives you only a static image of the one moment you use your power, and does not update the vision of the situation as those targets move or change position. If you are in visual range of the objects you are attempting to detect, they become plain to you despite any camouflage or obfuscation.

This represents the most general form of Detection. Other, far more limited (and far less expensive) versions of detection exist which only detect very specific objects or phenomena. Consider the chart below to determine the cost of your power

Note: Costs are *subtracted* from the base cost, determined on what the Detection power can perceive. See below.

Cost Detection Power Covers (Pick One):

Base Cost	Areas of enemy action, danger, other unspecific non-physical phenomena
-1 per rank	A certain type of vehicle, a certain type of element or creature, any class of object or creature.
-2 per rank	A single extremely specific type of object or phenomena, for example only frogs, lead, or bleach.

You can attempt to detect at any range, as long as you can beat the Difficulty Class assigned below.

Range of Detection

DC	Range
5	10 yards
10	50 yards
15	1250 yards
20	1.4 miles
25	2.8 miles
30	56 miles
35	224 miles
40	896 miles
45	7168 miles

In order to determine any particular information about the object that you can detect, you must increase the DC listed above according to the following table:

DC Modifier	Result
+0	A definite knowledge that a target exists within the area.
+2	A general idea that multiple targets exist(s) in the area is indicated. Nothing else.
+5	The number of targets in the area is indicated. Nothing else.
+10	Both number and location of targets is indicated.
+15	Number and location is indicated as well as general orientation of targets, or other specifics (whether it is an enemy tank, a poplar tree or a German swan . . .).

If you wish to learn such information as the number or of targets or their location, you must announce this before making your roll. You cannot "trade down" the range you've successfully detected for more specific information after making your roll. In essence, a character using this ability must decide before hand whether he wants to make a general sweep of any area or scan a small area in detail. However, there's nothing stopping you from making a power check without any DC modifiers to see if anything is out there, then trying again with a higher DC to learn more info if your first attempt detects something.

Power Stunts for Detection:

Close Your Eyes and See: Close your eyes, concentrate for one round. If you succeed at your roll, you gain an *extremely* clear picture of the targets of your scan. You can read words or discern individual faces seen in the vision, or otherwise describe the targets in extreme detail, when normally they would just be a fuzzy idea in your head.

Extras for Detection:

Tracking Detection (+2 points per rank): You can choose a *single* target successfully scanned by you and maintain an up to the minute track on just where that target is.

Flaws for Detection:

See It First (-3 points per rank): You can only detect objects you have directly *seen* before. Photos, drawing or any other reproduction of the object will not help. You must see it, to track it.

Blind Spots (-2 points per rank): Your power does not work in certain areas. These gray areas come and go at the GM's discretion.

Disintegration

Qualities: Attacks, Defends, Useful Outside of Combat, Robust.



Can Defend (8 points per rank).

You can destroy objects utterly, effectively erasing them from existence with the use of your power. You must be able to clearly see the object in question, and you can only disintegrate whole objects. If something is disintegrated, it's gone forever.

Against living targets, concentrate for one full round. On your turn in the next round, make a ranged touch attack using your Disintegration ranks as your base attack bonus (and not modifying your attack with your Dexterity bonus or penalty), to hit your target with this power. If you hit, the target gets a Fortitude save (DC 10+ your Disintegration ranks). If the target saves, it immediately loses half of its current hit points. If it fails its save, the creature is immediately disintegrated.

As long as you hit your target with your ranged touch attack, you're considered to have successfully used this power, whether or not a living target makes its saving throw.

When dealing with non-living items, you may attempt to disintegrate 10 cubic feet of material. For every cubic foot beyond the first 10, increase the DC of your power check by 2. To determine your base DC, add 5 to the hardness rating of the material you wish to affect.

Power Stunts for Disintegrate:

Power Focus: If you concentrate for 2 rounds, on the third round you can add a +2 Power Stunt bonus to your Disintegrate roll.

Extras for Disintegrate:

Piecemeal (+1 point per rank): You can disintegrate select pieces of objects, a tire from a car, a turret from a tank, an arm from a human being. Ouch.

Flaws for Disintegrate:

Non-organic (-3 points per rank): You can only disintegrate non-living things. Plants, animals and people are outside your power's ability to affect.

Fade

Qualities: Defends, Useful Outside of Combat, Robust.

Can Defend (4 points per rank).

You can become transparent to the point that, if you hold still or move slowly, you may not be seen. At a distance, in darkness and in foggy conditions, or on backgrounds rich in color or patterns, you may even be nearly invisible.

Concentrate one round, make a power check, and you, and any equipment or clothing on your body fades into the background. When you Fade, look up the level of your success on the table below. It indicates how transparent you've become. Whenever you come into someone's field of vision, make a Hide skill check opposed by his Spot skill. If your result is lower, the table below gives the percentage chance that even though your opponent got a higher result, he does not actually see you. In combat, any attack that hits you has a percent chance equal to your concealment percentage to actually be a miss.

Once detected, Fade confers little in the way of defense. Fade never lets you become truly invisible. Subtle highlights of light and shadow can be seen for those who know how to look, tracing the contours of your body. If you move, you create a visible blur to those near you. If people are looking for you, it won't be long until they find you, but until then, you have a good chance of remaining hidden through the use of your power.

DC	Result
10	10% concealment.
15	20% concealment.
20	30% concealment.
25	40% concealment.
30	50% concealment.

Power Stunts for Fade:

Flicker: When in hand-to-hand combat and using Fade, add a +2 bonus to all of your attacks and your AC. This Power Stunt represents your ability to move in an unpredictable manner while rapidly turning your power on and off.

Flaws for Fade:

Visible up close (-1 per rank): Your Fade power is only effective at a distance of more than 10 feet; otherwise, you're completely visible, albeit very transparent.

Fetch

Qualities: Attacks, Useful Outside of Combat, Robust.

Cannot Defend (4 points per rank).

You can teleport objects. Concentrate one round; roll your power check and poof! any object you can clearly see jumps into your hands. This power works just like teleport, but is much more limited in its applications. You cannot teleport living things, and you can only teleport things *into* your hands, not away from them. You cannot teleport sections of an object (for instance, you could not Fetch the trigger of a gun, only the whole gun) just complete objects. You must have a clear view of the object you wish to Fetch, and then concentrate for one round, on a successful roll, the object jumps to your hand, covering the space in-between instantly.

You can Fetch stuff you could normally lift as if your Fetch rating was your Strength score. You cannot Fetch items heavier than what you could lift over your head if your Fetch rating was your Strength score.

DC	Range
10	30 feet
15	60 feet
20	120 feet
25	240 feet
30	480 feet
+5	Double previous DC's range

Power Stunts for Fetch:

Distort: Add a +2 Power Stunt to your Fetch dice pool when you wish to teleport an object, but don't care how complete it is when it appears in your hand. *Distorted* objects come back twisted, broken or incomplete when you use this Power Stunt.

Extras for Fetch:

Cornucopia (+2 points per rank): You can "tag" up to the maximum weight of objects you can Fetch so that you can Fetch to your hands from any distance or locale. You must roll each time you wish to do so however (DC 10).

Flaws for Fetch:

Chain Lightning (-1 points per rank): Whatever object you Fetch comes along with anything it is touching, up to your Fetch limit in weight. Fetch an enemies' gun, and his holster, strap and clothes

(anything touching the gun which is not living) comes along as well. You can't control this reflex. It always happens. Essentially, you always Fetch the maximum amount of weight that you can teleport.

Flight

Qualities: Defends, Useful Outside of Combat, Robust.

Can Defend (4 points per rank).

Roll your power check and take to the air. It's that simple. If you're trying a difficult maneuver, roll again and consult the chart below for the DC you need to meet or beat. Your movement rate flying depends on your ranks in Flight - there's a chart below. (If you want to be substantially faster, buy Super Speed and attach it to your Flight power.) If you want to fire a gun while flying, there's a -2 penalty to the attack roll because you are unable to properly brace yourself to fire.

To make a tricky maneuver, look up what you want to do on the Flight Maneuverability table. Cross-reference the maneuverability type with the DC listed for that type of maneuver. If you fail to meet the listed DC, look up the maneuverability that you were able to achieve and assume that you achieved that level of success, which may or may not spell problems for you.

Example: Stan is flying after a speeding car through the streets of London. The car makes a sudden 90° right turn down an alley, and Stan decides to follow rather than spend time gaining altitude and flying above the city buildings. Consulting the table below, Stan sees that a 90° turn is an average (DC 15) maneuver. If he blows his roll and ends up with a 12, that means that he was only able to make a 45° turn, which most likely sends him head first into a building.

Crashing: Slamming into a big, hard object while flying is essentially the same as falling. In the event of a crash, assume that the flier fell a distance equal to his current speed in feet. For example, a character moving 30 yards per round, or 90 feet, takes damage as if he fell 90 feet.

Ranks	Top Speed (Yards/Round)	Top Speed (Miles/Hour)
1	15	10
2	30	20
3	45	35
4	60	45
5	75	55
6	90	70
7	105	80
8	120	90
9	135	100
10	150	110
+1	+15	+10

DC	Result
5	Clumsy
10	Poor
15	Average
20	Good
25	Perfect

Table: Flight Maneuverability

Type	Perfect	Good	Average	Poor	Clumsy
Min. Speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Fly Backward	Yes	No	No	No	No

Maximum Turn	Any	Any	90°	45°	22.5°
Up Angle	Any	Any	60°	45°	45°
Up Speed	Full	Half	Half	Half	Half
Down Angle	Any	Any	Any	45°	45°
Down Speed	Double	Double	Double	Double	Double
Between Down and Up	0	0	5 ft.	10 ft.	20 ft.

Power Stunts for Flight:

Barnstorming: You can add a +2 Power Stunt bonus when you want to swoop down tight city streets, through open windows, or otherwise fly into areas that are big enough to allow you to barely maneuver. It does not add to your speed, however.

Fast: Add +2 to your ranks in Flight when calculating your speed (but nothing else).

Extras for Flight:

No Altitude Limit (+3 per rank): You require no air or heating equipment to fly at extreme altitudes (no, you can't fly into space, don't even ask).

Flaws for Flight:

Running Start (-1 per rank): You need to take a running start of at least thirty feet before you take off.

Go First

Cannot Defend (1 point per rank).

Characters with this power react to danger more quickly than other characters. For every rank of Go First, you may add 1 point to your initiative rolls.

Extras for Go First:

Combat Precognition (+2 per rank): You go first in combat because you can "see" what your opponent is going to do a second before he does it. If you're using the hold action, you do not lose your original initiative roll and automatically go first on the initiative count on which you act, regardless of your dexterity score. If you characters with this extra attempt to act at the same time, the one with the higher Dexterity score goes first.

Harm

Qualities: Attacks, Defends, Useful Outside of Combat, Robust.

Can Defend (5 points per rank).

Whether it's fiery breath, death rays from the eyes or crippling bolts of electricity, there are a lot of super-humans whose primary power is this: They hurt the other guy. The easiest way to handle these is to buy ranks of the Harm power. Harm attacks are resolved as ranged weapon attacks, with your ranks in Harm acting as your base attack bonus. Do not add your Dexterity bonus or penalty to this attack, but do add other situation modifiers.

As a default, the Harm power does 1d6 points of damage and has a base range of 30 feet.

Extras for Harm:

Area (+5 per rank): Your attack explodes upon impact causing normal damage over a 30-foot radius centered on the point where



you targeted your attack. Everyone in the area of effect is allowed a Reflex save against your power check to take half damage from your Harm attack.

Penetrating (+1 per rank): Your attack penetrates Armor much like anti-armor weaponry. Halve the hardness rating of any materials that you strike with your power.

Spray (+3 per rank): Just like a machine gun your harm is dealt out in a spray of attacks. Reduce the burst penalty for attacking multiple targets by 1 for each level of Spray you have (this can only reduce the penalty to 0, not give you a bonus).

Vicious (+2 per rank): Your Harm does more damage than normal. Add 1d6 to your damage roll. You can buy the vicious Extra multiple times to add further dice.

Long Range (+1 per rank): Increase the base range of your Harm ability by 30 feet. You may take this Extra more than once, adding 30 feet to your base range each time.

Flaws for Harm:

Graphic (-1 per rank): Your Harm destroys the target, crushing bones, spewing blood and bile and flaying flesh. Its effects are so graphic that it's difficult to watch and sometimes, even difficult for you to use. While witnessing your handiwork, make a Mental Fatigue check.

Jumpy (-1 per rank): Whenever you're startled, your power tends to go off unchecked. If something takes you by surprise - anything from a sudden loud noise to a sneak attack - make a Mental Fatigue roll. If it fails, you don't lose Will points, but your power goes off in a random direction. It might hit one of your buddies, it might discharge straight up into the air, or it might even hit an attacker. Some GMs just determine this by deciding themselves. Some roll a single die with 1-2 meaning it hit an ally, 3-8 meaning it went into an inanimate object or the air, and 9-10 meaning it actually went towards an enemy - if there's one around. You cannot use your power in a directed fashion in the same round it goes off accidentally.

Healing

Qualities: Robust, Useful Outside of Combat.

Cannot Defend (3 points per rank).

You can facilitate the healing of damaged tissues in living creatures. With plants and animals, this power is simple. Make a power check and consult the table below to determine how many hit points of damage you heal.

DC	Result
5	1 hp
10	1d4 hp
15	1d6 hp
20	1d8 hp
25	1d10 hp
30	1d12 hp

The subject must be conscious and must be *willing*. Without these two things, nothing can be done to heal the subject.

This healing affects a dramatic change in damaged tissues, and can repair scarring, burns or other deformities, but it does not affect diseases or counter poisons.

Extras for Healing:

Force of Will (+1 point per rank): For every 5 Will points you put into an attempt to heal, you increase the result of your power check by 5.

Flaws for Healing:

Empathic Healing (-1 point per rank): Any damage left over on the target after you roll your healing attempt on them is automatically inflicted upon you as well. For example, if you healed all but 2 points of damage on a target, that damage would be instantly inflicted on you as well.

Heavy Armor

Qualities: Defends, Robust, Useful Outside of Combat.

Defensive Power, Always On (7 points per 1 point of Heavy Armor)

For every 7 points you spend on this power, you can gain a point of damage reduction against all forms of attack. All attacks made against you automatically subtract your Heavy Armor rating from their damage.

This power differs from other powers in that it is an *unconscious* ability and automatically defends against any attack, expected or not. (Unless that attack is from another hero, then it is a battle of Wills.)

Flaws for Heavy Armor:

Specific Damage Source (-4 per rank): Choose one effect from the following list: Fire, water, radiation, acid, bullets, cold. Your Heavy Armor power works only against that one type of damage. You may purchase the Heavy Armor power with this flaw more than once to gain resistance to multiple sources of damage.

Will Drain (-1 per rank): The power eats Will at the cost of 1 point per combat round of active use.

Ghost

Qualities: Robust, Useful Outside of Combat.

Cannot Defend (3 points per rank).

You can project your senses outside of your body in a ghostly form. This form is not visible to humans.

The GM makes a power check for you in secret and consults the table below to determine how long you may project your ghost form. You may choose to end the effects of this power at any time before the end of its duration.

You must be in a safe, quiet location to use your power. On a successful roll, your Ghost form appears and may be used to spy on removed locales. Your form only travels as fast as you can under normal conditions, so sending it to a distant location requires a great deal of time. The form can pass through physical objects with ease, but it cannot float or fly. If your physical form is disturbed while Ghosting, make a Concentration check or your Ghost form immediately dissipates, and your consciousness returns to your body.

DC	Duration
5	15 minutes
10	30 minutes
15	1 hour

20	2 hours
25	4 hours
30	8 hours
+5	Double time

Extras for Ghost:

Disturb (+1 per rank): Animals can see you in your Ghost form.

Flaws for Ghost:

Dreamwalk (-1 per rank): Your power only works when you are sleeping (in a safe and comfortable environment). Otherwise, it operates normally.

Insubstantiality

Qualities: Defends, Useful Outside of Combat, Robust.

Can Defend (4 points per rank).

You can become immaterial. Roll a power check and slip through any object as if it wasn't there. Unfortunately, when you're out of phase with the physical world, you cannot breathe, hear, speak or interact with any normal object or person physically, since your atoms do not intersect with the solid world. In addition, after a number of minutes equal to your ranks in Insubstantiality, you begin to asphyxiate from lack of air. Better not stay insubstantial too long...

While insubstantial, you may move at half your movement rate. If you try to move through a solid object, find the DC you need to beat with a power check. You may move a quarter of your movement rate while passing through solid objects. Make your power check before attempting to move through the object. If you fail, you simply bounce off it as if you were still solid.

You may not be harmed by any physical means while you are insubstantial. However, you cannot use any means, including powers, to affect any material object, including other people.

There are other problems associated with true insubstantiality, for one, you tend to sink into the earth just as readily as through any other object. So the only effective way to get through a wall, a door or other obstacle without sinking into the earth is to jump, turn insubstantial, and then revert to solid form for your landing.

You can also turn other objects you are holding insubstantial along with yourself. You can render up to half your maximum lift in pounds insubstantial, for as many seconds as you can hold your breath. Once you release it, it immediately becomes material again.

DC	Material Type
10	Loose earth or dirt
15	Rock or living material (plant or animal)
20	Concrete
25	Steel, iron, and most other metals
30	Lead

Power Stunts for Insubstantiality:

Selective Insubstantiality: Add a +2 Power Stunt bonus to your Insubstantiality ranks when you are trying to render certain objects on your person insubstantial, but keep others solid, so that they drop off you. For example, with this Power Stunt you could cause your jacket to drop off when you became insubstantial, or cause bullets in your wounds to drop out of your body.

Extras for Insubstantiality:

No Sink (+2 points per rank): When you turn insubstantial, you

remain level with whatever ground you are already standing on.

Sectional (+2 points per rank): You can turn a single body part insubstantial while keeping the rest of your body solid.

Flaws for Insubstantiality:

Lose Possessions (-2 points per rank): Everything you are wearing or carrying drops off you the minute you become insubstantial.

Invisibility

Qualities: Defends, Useful Outside of Combat, Robust.

Can Defend (4 points per rank).

The Invisibility power allows you to turn invisible for a limited amount of time. To use this power, make a power check. The result of that check is the number of minutes that you remain invisible. At the end of that time period, you must make another power check to further extend the length of your invisibility. When you activate this power, you must spend 1 Will point for each rank of Invisibility that you wish to use for your power check.

Anyone attempting to attack an invisible hero must first somehow ascertain the hero's general location by making a Spot check (DC 20). Once detected, an invisible super-human may be attacked using his standard AC. However, any attack that hits him has a 50% chance of actually being a miss. Invisible super-humans gain a +2 situational modifier to all of their attacks, and their targets lose any Dexterity bonus to their AC they may have.

There are two types of invisibility. The first, mental invisibility is available at the above costs modified with the Flaw *No Physical Change*. This sort of invisibility only affects the minds of those observing you, altering their perception so they can't see you. It is less exceptional than actual invisibility in that you must maintain a low level of concentration to remain invisible. You may act as normal, but every time you are injured, you must make a Concentration check to remain invisible. If you fail the check, you immediately become Invisible and must re-activate this power to turn invisible again.

The other type of invisibility is actual physical invisibility. Your power warps light so that it passes through or around your body. With a successful roll, you become invisible and remain so indefinitely, it's that simple. You remain invisible until you choose to become visible or if you fail a Concentration check after taking damage.

There are a couple problems with actual invisibility, however. The most obvious one is that light has no effect on your body. The less obvious corollary to that is that completely invisible people are blind. If the light isn't striking your eyes, how, exactly, are you supposed to see out of them? (If you want to be completely invisible but still see, you might be able to talk your GM into it by buying an Invisibility Extra like "See while invisible" for +1 point per rank. But only if he's not too picky about physics.)

Power Stunts for Invisibility:

Sidestep: This Power Stunt allows you to make an attacker fire at empty space. By drawing attention to yourself (becoming visible, whistling etc.) and then rapidly moving away from that location, you make the attacker think you are still there. Make a Bluff check against your opponent's Spot skill. If you beat his skill result, he wastes his action that round firing off into space. If your opponent rolls higher, he has the option of firing at you without rolling a miss chance for your Invisibility, though the attack has a -2 penalty. Dodging an attack in this manner does not require an Invisibility power check or the expenditure of Will points if you are already invisible when you use this Power Stunt.

**Extras for Invisibility:**

Unshakeable (+2 points per rank): You don't become visible unless you want to, even if you are injured.

Flaws for Invisibility:

Tiring (-1 point per rank): You take a point of subdual damage for every minute you remain invisible.

Jinx

Qualities: Attacks, Defends, Useful Outside of Combat, Robust.

Can Defend (5 points per rank).

This is the opposite of Aces. Things just tend to go your way, but inasmuch as people or threats that oppose you fail at whatever they attempt to do to you. With it, you can force a penalty up to your ranks in Jinx on any opponent's die roll.

Like Aces, Jinx is expensive. Every Jinx rank used costs 1 Will point. In addition any action which is caused to fail by Jinx, but which helps you succeed, never yields a Will reward, no matter the circumstances. So, if you roll a 20 in an opposed test against someone on whom you used your Jinx, you don't get the 1 Will point reward you would normally get for the use of almost any other power.

Power Stunts for Jinx:

Jinxing Physical Attacks: Gain +2 Power Stunt bonus (which translates into an additional -2 penalty on your opponent) when you use your Jinx to affect physical attacks. You must pay Will normally for each rank in Jinx used.

Extras for Jinx:

Blanket Jinx (+4 per rank): Enemies within 20 yards *all* suffer from your Jinx power. The Will necessary to use this power is multiplied by the number of people affected.

Stun

Qualities: Attacks, Robust.

Cannot Defend (3 points per rank).

Stun is a specialized form of Harm. With it you can Stun any target within range. Make a power check opposed by your target's Will save. If you succeed, you Stun your target for 1d4 rounds. You may attempt to affect multiple targets by splitting your ranks in Stun amongst them. Roll separately against each target.

Power Stunts for Stun:

Multiple Stun: Add a +2 Power Stunt bonus to your Stun check when attacking multiple targets.

Flaws for Stun:

Touch Only (-1/-2/-4): To use the power you must touch the subject. Obviously, this makes it rather difficult to affect more than one target.

Multiple Actions

Qualities: Attacks, Defends, Useful Outside of Combat, Robust.

Can Defend (5 points per rank).

This power allows you to take extra actions during a round. To activate this power, make a power check and consult the table below:

DC	Effect
15	Gain a partial action for the round.
25	Gain an extra full round action or two partial actions.
35	Gain three partial actions or one full round and one partial action.
+10	+1 partial action

Power Stunts for Multiple Actions:

Switcheroo: Add a +2 Power Stunt bonus to your Multiple Actions check when you are performing acts that involve slight of hand.

Flaws for Multiple Actions:

Blunt (-1 points per rank): You can only complete tasks that don't require complex or delicate maneuvering. You can punch, dodge, or kick, but not sew, sort or write at high speed.

Perception

Qualities: Useful Outside of Combat, Robust.

Can Defend (3 points per rank).

You can discern stimulus outside of the range of human perception. Exactly, what stimulus you see, hear, feel, taste or smell remains up to you. If you wish to just have exceptional *human* senses, such as super-sharp hearing, smell or taste, you can simply buy a Hyperstat in Wisdom or an appropriate Hyperskill for sight, hearing, smell, touch or taste. Perception reflects a *new* sense, such as the ability to see x-ray's, hear ultrasonics or to feel heat sources at a distance.

Each new perception must be attached to a normal sense. For example, the ability to sense heat like a pit viper would be attached to the touch sense, while the ability to "see" x-rays would be attached to sight. To use your perception power, add the ranks of the perception to the sense skill ranks and statistic modifier it is attached to.

Pick a specific perception from the list below to determine its cost.

Cost Addition Per Rank	Perception Power Covers (Pick One):
+4	You are able to choose what you wish to perceive and with what sense.
+2	Feelings, Intent or other non-physical phenomena.
+1	Ultra or Sub Sonics, Heat Sources, Certain Gases, Life forms.
+0	X-Rays, Radioactivity etc...

Perception generally only works within the range of the sense it is attached to. If you wish to have a far-reaching perception that locates certain phenomena at a distance, please see the *Detection* power on page xx instead.

Perception is a physical phenomenon, and while it can detect certain things that we think of as "non-physical," such as feelings or intent, this just reflects the power's ability to detect subtle physiological changes in the target, not some psychic ability.

Extras for Perception:

Superimposed (+1 per rank): Your new perception is simply a layer of perception piled on top of your old sense. If you have x-ray vision, you can see through objects *and* see normally at the same time without penalty.

Flaws for Perception:

Sensitive (-1 per rank): If your Perception power is exposed to large levels of the phenomenon it is designed to detect, it overloads and ceases to work for 1d6 hours.

Precognition

Qualities: Useful Outside of Combat, Robust.

Cannot Defend (3 points per rank).

You can catch glimpses of the future with your power. The future seen is by no means “permanent,” and actions taken to change future events are quite effective. For instance, a vision of your own death in Nashville four days from now can be sidestepped by doing your damndest not to be in Nashville on that day.

This power can work three different ways. First, you can attempt to see the future by voluntarily entering a trance. This is a fatiguing process, and costs you 2 Will points per Precognition rank used. Usually, in such a trance, a specific question or future event is the chosen subject of inquiry. Such as “When will Monstro attack?” or “What will happen to me tonight?”

Secondly, the power may spontaneously activate when you are in or near an area that will be important to your survival in the future. This is at the GM’s discretion, but if this occurs, you lose 1 Will point per rank used.

Thirdly, the power may activate in your dreams warning of some impending event. In this case, the only Will lost is any Will which would have been gained from that night of sleep when the power check is made. Also, this third version of the power is far less reliable than the other two, in that no matter how well the roll is made; the vision will always seem dreamy and indistinct. Subtract 5 from the result of a power check made in this fashion.

Consider the chart below to determine the level of success of such attempts.

Type of Roll	Result
DC 5	A vision of the future which may or may not, be accurate
DC 10	A brief vision of a future event.
DC 15	Knowledge of the amount of time before a certain event occurs.
DC 20	Knowledge of who is involved in a particular event.
DC 25	A vision of an event with both time and subjects clearly shown.
DC 30	An extremely clear vision of the future, as if you had lived the moment already, all senses are represented.

Power Stunts for Precognition:

Update: If you have successfully seen the future, you can add +2 Power Stunt bonus to your Precognition check when trying to see an up to the minute update of your vision, which will reflect the changes you might have made through your actions.

Extras for Precognition:

Mothering (+1 per rank): In addition to warning you of impending danger to yourself, your power automatically “looks out” for your close friends and family as well.

Flaws for Precognition:

Static (-2 per rank): Your visions of the future consist of a single static image, and nothing more.

Psychic Artifact

Qualities: Attacks, Defends, Useful Outside of Combat, Robust.

Can Defend (5 points per rank).

With your hero ability, you can create invisible psychic artifacts that mimic, at least physically, the abilities of common tools, weapons and equipment. At this most general level, the power allows you to create any sort of equipment, weapon or tool (since it has all four power qualities). For example, you could create a fully functional shovel, shield or even a pistol with the full Psychic Artifact power.

If you want to have a more limited power, such as being able to only produce one particular type of weapon or piece of equipment, reduce the cost accordingly. For example, if you wish to be able to only produce a psychic lock-pick, you could remove the attacks, defends and robust qualities right there, reducing your cost to 2 per rank.

To create an artifact you must concentrate for one round and make a successful roll against the DC set by the complexity of the item, and the amount of damage it causes (if any). On a successful roll, the artifact is created, and lasts for the number of minutes equal to your ranks in Psychic Artifact, or until you “wish it away.” You can only create one artifact at a time.

The artifact is invisible to everyone except you. Otherwise, it behaves exactly like a normal physical version of the object. When attacking or using your Psychic Artifact, you utilize the skill a normal version of the artifact would have utilized, not your power ranks (for an extra level of Robust however, you can attack with your power ranks instead of the relevant skill). Weapons made in such a manner have an infinite amount of ammunition.

If your power can only create a single type of Psychic Artifact, you don’t even need to consider this chart, any successful roll with your power will cause it to appear.

To determine the difficulty number of the Psychic Artifact you wish to create consider the following chart. You can “buy down” the difficulty number at the cost of 1 Will point per point of DC (to a minimum of 1).

DC	Size	Damage	Complexity
+0	Tiny (a ring)	1d4	Simple (a block of wood)
+5	Small (a book)	1d8	Plain (a grappling hook)
+10	Medium (a sword)	1d12	Clockwork (a watch)
+15	Large (a car)	1d20	Complex (a pistol)

To create a Psychic Artifact that defends against attack, such as a shield or a suit of armor, the DC is equal to twice the AC bonus the artifact provides.

Rapport

Qualities: Useful Outside of Combat, Robust.

Cannot Defend (15 point flat cost).

You can “tag” a target with your mind, and in a state of deep concentration “see” it, no matter where it goes. You must be able to touch a target to make a rapport with it and once made, the rapport is not broken until you wish it or the subject dies. Once a target is lost, you must touch it once more to restore the link.

The vision of the target is extremely vivid. You see everything it



could possibly see, and in addition, you see its entire body as well. There is no sound associated with rapport, and sounds cannot be perceived through the link.

When a person linked to you with rapport dies violently, you suffer subdual damage equal to the damage dealt by the attack that killed him.

Power Stunts for Rapport:

Read Lips: By careful observation you can read the lips of those seen within the vision of your Rapport. Add a +2 Power Stunt bonus to your skill or Intelligence check when trying to figure out just what people are saying on the other side of the link.

Extras for Rapport:

Multiple Targets (+5 points): You can tag one extra person for each time you pay for this Extra.

Flaws for Rapport:

Emotional Rapport (-10 points): You can only link to those for whom you feel an overpowering emotion, hate or love, it doesn't matter (this is at the GM's discretion). Those you feel indifferent towards, your power cannot affect.

Regeneration

Qualities: Useful Outside of Combat, Robust.

Cannot Defend (3 points per rank).

Your power can restore your body to health, despite gross physical damage (but you can only heal yourself, not others). If you are conscious and concentrate for one combat round, spend a number of Will points up to your rank in Regeneration, and make a Regeneration power check. Consult the table below to determine the extent of your injuries you were able to heal. Injuries may not be healed if you are unconscious or drugged. Severed limbs or completely destroyed organs cannot be re-grown with this power.

Like other powers that require a round of concentration, you must make a successful Concentration skill check to successfully use this power if you are injured or otherwise disrupted while trying to use it.

DC	Result
10	Heal 1d4 damage per Will point spent.
15	Heal 1d8 damage per Will point spent.
20	Heal 1d12 damage per Will point spent.
25	Heal 1d20 damage per Will point spent.
30	Heal all damage OR restore a crippled limb OR cure one disease. You may select one of these options per Will point spent, and may choose one option more than once.

Power Stunts for Regeneration:

Regenerative Meditation: By meditating on your illness or injury for an hour per rank, you can subtract one Will point per hour spent meditating from your Regeneration cost, or you may add the number of hours spent in meditation to your power check. The minimum cost is always 1 Will point.

Extras for Regeneration:

Regrowth (+2 per rank): Like a lizard, you can re-grow severed or destroyed limbs or organs on a successful power check (DC 30).

Sidekick

Qualities: Attacks, Defends, Useful Outside of Combat, Robust.

Can Defend (5 points per rank/see below).

You have a single invisible friend who follows your mental or verbal orders. The abilities that the Sidekick possesses are up to you. Determine the total number of points spent on this ability and divide this pool between the Sidekick's physical stats: Strength, Dexterity, and Constitution (from inception, these stats remain constant). The Sidekick's other stats (Intelligence, Wisdom, and Charisma) are the same as yours. If the Sidekick has any other super abilities, they must be purchased separately and attached to the Sidekick.

Sidekicks are invisible. Attacks against Sidekicks are treated as a dynamic contest between the Sidekick power and the attack. First, the attack must hit the Sidekick's AC, which is computed as normal for a human-sized target with the Dexterity score you assigned to it. If the attack hits, there is a 50% chance that such a hit actually misses, because the Sidekick is an invisible target. Third, the attack must overcome any defensive powers you have invested in the Sidekick. Finally, you are allowed to make an opposed power check against the attack roll. If your power check comes out higher, the attack fails. Otherwise, if the attack inflicts one or more hit points of damage, the Sidekick disappears and cannot be re-formed for one hour. In addition, you lose a point of Will. Reforming a Sidekick requires a successful power check (DC 15). In addition, you must spend one point of Will.

Side Step

Qualities: Defends, Useful Outside of Combat, Robust.

Can Defend (4 points per rank).

With this ability, you can Side Step even the worst disaster or attack and make it look easy. This power reflects your ability to be in the right place at the right time by moving deliberately out of danger. Whether it is because you are super swift or sensitive, or can glimpse the future is no matter, the effect is the same. The explosion, sword or bullet misses you as you step past it. Of course, you must already know you are under attack to use this ability.

Whenever you must make a Reflex save to avoid damage or someone attacks you, you may attempt to use this power. Make a Side Step power check opposed by the DC of the Reflex save or your opponent's attack roll. If you roll higher, you take no damage from the attack. In the case of an area of effect attack, such as a grenade, you immediately move outside of the attack's radius. If this would be physically impossible, the attack affects you as normal. If you fail to beat the DC or the attack roll, you take damage from the attack as normal. In the case of a Reflex save, you take damage as if you missed the saving throw.

Anyone with Side Step can attempt to "lead" an attack towards another location – for instance, the thug's knife pass misses you and hits his accomplice instead. If you attempt this, subtract five from your power check. If you succeed, the attack is resolved as if it originally targeted the person you lead it into. Compare the result of the attack to the new target's AC. Attacks that require Reflex saves to avoid cannot be lead in this manner.

You may use this power only once per combat round.

Power Stunts for Side Step:

Leading: You gain a +2 Power Stunt bonus when attempting to lead attacks with Side Step.

Extras for Side Step:

Side Step Multiple Attacks (+2 per rank): You can Side Step multiple attacks at once. For each time you buy this Extra you may Side Step 1 extra attack per round.

Flaws for Side Step:

Hand to Hand Only (-1 per rank): Your Side Step is useless against anything except hand-to-hand weapons.

Super Speed

Qualities: Defends, Useful Outside of Combat, Robust.
Can Defend (4 points per rank).

This is the power to move really, really, fast - so fast that you're a blur to the normal folks watching you. You also gain the power to survive that kind of high-speed movement without blacking out from lack of oxygen or getting a terminal windburn on your face. Super speed does not mean the ability to perform intricate tasks quicker, or to do more things in a given span of time. If that's what you're after, see *Multiple Actions* on page xx. This is just the power to go damn fast: In practice, it's much like flying a plane, driving a motorcycle or using some other vehicle to cover distance rapidly. It speeds up your movement, not your reaction time.

Super speed must be attached to a skill, a stat or a power. If you want to be a super fast flyer, attach it to the Flight power. If you want to only cover ground rapidly, attach it to a Running skill. If you want it to be a little more versatile and cover running and swimming, attach it to Strength.

When you use the attached skill (running, swimming, flying, tunneling through the earth - whatever), you use the following chart to figure out your base speed based on the result of your power check. For each point of Will you spend on the check, add 5 to the check result. You may spend these Will points after you roll.

Super Speed DC	Yards/Round	Miles/Hour	Notes
0	10	6.8	
5	110	75	
10	220	150	
15	330	225	
20	440	300	
25	550	375	
30	670	457	Faster than a .38 Special
35	790	540	
40	920	620	
45	1030	700	
50	1150	785	Mach I

Just so you know, the speed of sound in air is 760 mph (near sea level) - and almost every bullet has an airspeed between 1200 and 3000 yards/round.

If you wish to turn or make any fancy maneuvers while using Super Speed, consult the maneuver table under the Flight power to determine the DC of the action.

Power Stunts for Super Speed:

Mach One Punch: This Power Stunt allows you to attack with your fists using Super Speed instead of your relevant combat skill. Using your power, you strike the target hundreds of times a second with your fist, causing 1d8 points of subdual damage.

Extras for Super Speed:

No G's (+3 points per rank): You can turn on a dime despite your

super speed without any ill effects (no DC check necessary, no matter how extreme the maneuver attempted).

Flaws for Super Speed:

Slow Braking (-2 per rank): You require a full round of braking to stop safely. This means you also need enough space - if you're zipping along at 900 yards/round, you need 900 yards of space to stop safely. If you don't have enough room, you wipe out and take damage. For every 100 yards/round you were moving, you suffer 1d6 points of damage.

Telekinesis

Qualities: Attacks, Defends, Useful Outside of Combat, Robust.

Can Defend (5 points per rank).

Telekinesis (also called TK) is the ability to move objects without touching them - you just look at the object and picture it moving through the air and, as if picked up by a ghostly arm, it moves - if you're strong enough to lift it.

To use Telekinesis, make a power check. For the purposes of lifting objects, treat your ranks in Telekinesis as if they were a Strength score. Someone with six ranks of Telekinesis can lift as much as someone with a 6 Strength.

To attack someone with TK, simply make an attack roll with your TK as your base attack bonus vs. the target's AC. You deal 1d3 subdual damage. In addition, treat your ranks in TK as if they were a Strength score to determine the bonus or penalty to your damage when using TK to attack. Unlike most damage penalties, if your TK is low enough that your damage is reduced to 0 or less, you do no damage with the attack. If you use TK to pick up a weapon and use that against your target, make an attack roll treating your TK as either your Dexterity or Strength score if you are using a ranged or melee weapon, respectively.

Power Stunts for Telekinesis:

Multiple Hands: You can normally lift only one object with Telekinesis. With this Power Stunt, you can lift two objects at once whose total weight does not exceed your total TK carrying capacity.

Extras for Telekinesis:

Touch (+1 per rank): Your telekinetic "hands" have a sense of touch. This allows you to feel around with your power in the dark or outside of your range of vision.

Flaws for Telekinesis:

Weak (-1 per rank): No matter how many levels you take in TK, you are never able to lift more than 200 pounds with it. You still gain the bonus ranks for making attacks however.

Clumsy (-1 per rank): If you're trying to move an object with grace and finesse, you must make a TK power check (DC 20) to avoid accidentally breaking the object or causing it to swerve about unpredictably as you move it.

Teleportation

Qualities: Defends, Useful Outside of Combat, Robust.
Can Defend (4 points per rank).



This power allows you to instantaneously travel from one point in space to another, in zero time, without crossing the intervening space in between. Some heroes with this ability can move many people at once, and some can only transport themselves, some can cover huge distances and some only a few feet.

To successfully teleport yourself, you must consider two factors in order to determine the power check's DC: how far you wish to teleport, and how much weight you wish to transport with you. Consult the tables below to determine the DC for your power check.

Teleporting is a tricky business. It requires a clear picture in the head of its user of his desired destination (this means that the user must have previously visited the location he wishes to teleport to). Without a clear picture, a successful transport is not possible. Also, people or objects teleported must be in direct physical contact with the teleporter. (This works fine if a bunch of people hold hands, as long as the chain is unbroken.) Portions of objects may not be teleported.

When teleporters disappears, a loud crack (about as loud as a rifle shot) sounds. This is the air rushing in to fill the space the teleporter just vacated. The more moved, the louder the boom.

Teleporting also tends to be strenuous on the teleporter. The teleporter must spend 4 Will points to activate this power.

Range Modifier

DC	Range
5	10 yards
10	50 yards
15	1250 yards
20	1.4 miles
25	2.8 miles
30	56 miles
35	224 miles
40	896 miles
+5	+100 miles

Size Modifier

DC	Weight Teleported
+0	hero's weight + up to 20 pounds
+5	+100 additional pounds for each +5 DC

Power Stunts for Teleportation:

Reorientation: With this Power Stunt, you can teleport in place, allowing you to instantly change the direction you're facing, move from standing to prone, or otherwise reposition yourself as a free action. This Power Stunt requires only 1 Will point and is activated automatically on your turn during the round.

Extras for Teleportation:

Blind Teleportation (+3 per rank): You can teleport to a location never seen before, randomly. When you want, your power "finds" a safe location and teleports you there. "Safe location" only means an area of solid ground that is not occupied by another object, it covers no other eventualities.

Global Range (+5 per rank): You can automatically teleport to any point on earth. However, to carry additional weight you must still compute the DC as normal, including the base DC for distance. You still must have previously seen the location you are traveling to however.

Maximum Capacity (+5 per rank): You can carry up to 500 pounds in items with you while teleporting without raising the DC of your power check. Each 100 pounds beyond 500 increases the DC by 5. You still must touch all the objects your want to transport.

Half Will Cost (+2 per rank): You suffer half the normal Will penalty for teleporting. Otherwise the cost is determined normally.

No Will Cost (+3 per rank): You suffer no Will cost for teleporting.

Flaws for Teleportation:

Disorientation (-2 per rank): Upon arrival you cannot act until you successfully make a Wisdom check (DC 15).

Nothing Biological (-2 per rank): You cannot teleport anything biological (except yourself that is). If you attempt to move anything living, it suffers your 3d10 points of damage. You must make a successful grapple attack to teleport someone who is actively resisting the attempt.

Time Fugue

Qualities: Attacks, Defends, Useful Outside of Combat, Robust.

Can Defend (5 points per rank).

You can freeze time for a single object or creature with your power. Everything smaller than the fugued object that is in direct contact with it is frozen as well. You must be able to see the object, and make Time Fugue power check that beats the DC based on the size of the target. If you succeed, the object is frozen in time for 1d4+1 seconds. You may extend this period at the cost of 1 Will point per second of fugue.

Objects frozen with this power will resume their former movement when the fugue ends (so frozen bullets will suddenly continue along their normal path, falling people will hit the ground etc...) People in a fugue have no recollection of the time spent within the fugue. You can fugue a number of objects equal to your ranks in Time Fugue at any given time.

The bigger and heavier an object is, the harder it is to fugue. Consider the following chart to determine the opposing dice pool for objects you attempt to fugue.

DC	Weight Affected
10	<100-210 pounds
15	210-250 pounds
20	250-370 pounds
25	370-500 pounds
30	500-800 pounds
35	800 pounds-1 ton
40	1-2 tons
45	2-4 tons
50	4-6 tons
55	6-10 tons

Power Stunts for Time Fugue:

Lower: Add a +2 Power Stunt bonus to your Time Fugue power check when you are trying to arrest the fall of an object, and by turning your power on and off multiple times a second, lower it to the ground.

Extras for Time Fugue:

Slow (+3 per rank): You can choose to freeze or slow time down for objects or people.

Flaws for Time Fugue:

Touch only (-2 per rank): Your power only works on objects or people you can touch.

Thought Control

There are two types of powers that can directly affect another's mind, the Hypercharisma power and Projected Hallucination. Hypercharisma is covered under the Hyperstats section. Projected Hallucination is covered below:

Projected Hallucination

Qualities: Defends, Attacks, Useful Outside of Combat, Robust.

Can Defend (5 points per rank).

Projected Hallucination allows you to alter the perception of his target. With this ability, you might be able to convince a person that they're talking to Abraham Lincoln, or wrestling a boa constrictor. Many heroes have this ability unconsciously, a reflex which projects a certain unconscious image. However, this power represents the ability to control *what* the target sees, hears or feels. In effect, you can make the target see and hear anything you can imagine.

To use this power, make a power check opposed by the target's Will save. If the hallucination is rather unbelievable, give the target a +2 bonus. If the hallucination fits in with the current situation or environment (a hallucinatory sniper on a battlefield) then the target suffers a -2 penalty to his Will save.

You may only affect one person at a time with this power.

Power Stunts for Projected Hallucination:

Sense Specialization: Select a particular sense and specialize in it with this Power Stunt. When trying to use your Projected Hallucination to fool that sense, add a +2 Power Stunt bonus to your power check.

Extras for Projection:

Everybody Sees It (+3 per rank): Anybody present sees the illusions you project.

Flaws for Projection:

Absolute Concentration (-2 per rank): You must hold completely still to use this power. *Any* distraction may disrupt the illusion you are projecting. Make a Concentration skill check if you are injured or otherwise distracted while using this power.

Transform

Qualities: Attacks, Defends, Useful Outside of Combat, Robust.

Can Defend (5 points per rank).

You can transform your body into anything you can imagine while retaining your intelligence (other than a human being). Any creature, substance or object you have seen or can envision, you can become. With this power, you could turn into an eagle, a griffin, a cloud of gas, or a four-post bed. Concentrate one round, succeed in power check against the DC indicated for your transformed state's weight and resiliency, beat the Transformation difficulty number and poof, you become that new thing. This lasts for a number of hours equal to the width of the roll, or whenever you wish to revert back.

DC	Weight Affected
10	<100-210 pounds
15	210-250 pounds
20	250-370 pounds
25	370-500 pounds
30	500-800 pounds
35	800 pounds-1 ton
40	1-2 tons
45	2-4 tons
50	4-6 tons
55	6-10 tons

DC Modifier	Example
Easy (+2)	Substances are related (Transform a person into another animal.)
Medium (+5)	Substances are similar (Transform from an animal into an inanimate object.)
Hard (+10)	Substances are dissimilar (Transform from a person into a fictional object or animal.)

In your new state, you may use any abilities that form possesses (with fictional creatures, only non-super-human abilities can be imitated). As an eagle, you may fly and attack with claws, as a bear you can bite and claw, etc. When you transform you must divide your Transform ranks between any of these special abilities (or any abilities you formerly possessed in your human form, including super-abilities). Any skill or stat bonus possessed by this new form is limited to a maximum score equal to the Transformation ranks. If you invest zero ranks such abilities, you look cosmetically like the animal or form you have assumed, but you lack them.

On the other hand, you are also limited by that form's limitations. So as a four-post bed, you could not see, hear, smell or touch, or as an eagle you could not speak. You gain your new form's hardness and AC, but you keep your original pool of hit points. Transforming from one shape to another does not change your current hit point level. If you are reduced to 0 or fewer hit points, you immediately return to your normal form.

Transmutation

Qualities: Attacks, Defends, Useful Outside of Combat, Robust.

Can Defend (5 points per rank).

You can alter the atomic structure of objects, changing one type of substance into another. This power *does not* allow you to change the form of the target, only the substance it is made of. The target can be transformed into only one type of substance. With this power, you could turn a gun into acid, or a tank into gelatin. Concentrate one round, succeed in a dynamic contest against the DC indicated for your targets' weight *and* the Transmutation DC modifier and poof, it's transformed into that new substance.

Note: Living targets are killed instantly when transmuted into another substance *and* they remain dead when the effect of the power is removed.

DC	Weight Affected
10	<100-210 pounds
15	210-250 pounds
20	250-370 pounds
25	370-500 pounds
30	500-800 pounds
35	800 pounds-1 ton
40	1-2 tons



45	2-4 tons
50	4-6 tons
55	6-10 tons

DC Modifier	Example
Easy (+2)	Substances are related (Transmute a metal into another metal.)
Medium (+5)	Substances are similar (Transmute water into hydraulic fluid.)
Hard (+10)	Substances are dissimilar (Transmute water into steel.)
Extremely Difficult (+20)	Transform a living creature

Power Stunts for Transmutation:

Target Specialist: Pick one particular substance. You gain a +2 Power Stunt bonus when you attempt to turn that material into something else. For example, if you picked steel as your specialty, you'd get your dice when trying to turn steel into grape jam or into air or whatever.

Result Specialist: Pick a specific material. When transforming other materials into that material, you gain a +2 Power Stunt bonus. If (for instance) your special material is salt, you can add this bonus when trying to turn people, tanks or water into salt.

Note: These two specialist types stack. If a character has Target Specialist (Flesh) and Result Specialist (Gasoline), he receives a +4 bonus when trying to turn someone's flesh into gasoline.

Flaws for Transmutation:

King Midas (-2 per rank): You can only transmute objects into one type of material, be it carbon peroxide, sand or even plastic.

Will

The powers exhibited by heroes are basically variations of the same power: The power to impose your beliefs on the physical world around you. To model this with rules mechanics, there's the Will stat. If you want to find out more about Will, and how to use it in a dynamic sense, refer to the rules earlier in the book. In the open source superhero rules, however, Will is little more than fuel for super-powers.

Unlike your other stats, Will goes up and down all the time. Depending on circumstances, your character's ability to believe in his powers may be strong or weak, and the rise and fall of Will reflects that. Generally speaking, the better he does, the stronger he becomes. Defeats and setbacks weaken his Will and, consequently, his powers.

You start out with a Base Will score equal to your Cool modifier + Charisma modifier + 2, with a minimum starting value of 1. Normal humans only have a Base Will statistic; they do not have, like super-humans, a Will stat that fluctuates up or down.

When you design your character, you can increase your Base Will score at a cost of 1 Power Point per Will point. The resulting Will score goes on your character sheet as your Base Will. Your Base Will is fairly stable: It's your default Will when you're not swollen with self-confidence or crushed by loss. If you lose all your Will, it will gradually rise back up to the Base Will levels, provided you are not under constant adverse conditions.

The general Will trait is more important and less stable. Will is used in two ways: You can risk it, or you can spend it. If you spend it, it's gone: Spend 3 Will, your Will rating drops by 3 (not, however, your Base Will rating). If you risk it, it means there's a chance you could lose it, or a chance you could keep it - or, for that matter, a chance you could increase it.

An Important Note

You may have noticed that we use the term Will in relation to three different numbers: Will points, Base Will, and Will save. A Will save represents a character's ability to see through lies, deception, or to exercise raw willpower to resist an effect. Base Will is a measure of a character's normal level of self-confidence. Will points represent the current status of a character's confidence. Base Will and the Will save generally only change when a character gains a level, while Will points can change often during the course of a game session.

In general, when we refer to spending Will or using Will, we're talking about Will points. When the rules refer to Base Will or a Will save, they explicitly state this.

What Will is Good For

- You can't use any of your paranormal abilities - Powers, Hyperskills or Hyperstats - if you have 0 Will.
- Whenever you use any super-human ability, you must risk a point of Will (See *Gaining Will* and *Losing Will* below). If you succeed at activating the power, you do not lose that Will point, if you fail, that Will point is lost.

Gaining Will

Your Will rating increases by 1 point whenever one of the following things occurs.

- You roll a natural 20 while successfully using one of your hero powers in a meaningful, stressful situation. You cannot simply walk around using your powers constantly, banking on that 1 in 20 roll that nets you a Will point. The GM has final say on whether a power was used under stressful enough situations to warrant a Will point if you roll a natural 20.
- You wake up after a good night's sleep and your current Will is less than your Base Will.
- You successfully achieve an important objective.
- At the GM's discretion, you may get a point of Will when you do something particularly spectacular and gratifying, or when you do something that really seems to boost your character's self-image.

Your Will rating increases by multiple Will points whenever one of the following things occurs.

- You subdue or kill another super-human in combat. If you do this, you gain his level in points. Thus, a 5th-level hero is worth 5 Will points if defeated in combat. If multiple heroes work together to defeat one or more enemy heroes, divide the total Will reward amongst all the heroes who were on the winning side. If this division leaves someone with a fraction of a Will point as a reward, round up that character's reward to one. Round down in all other situations.
- Your power saves a person's life directly. If you do this, you gain 2 Will points.

Losing Will

In addition to spending it, your Will rating decreases whenever one of the following things occurs.

- If you fail a mental fatigue roll (see below) you lose half your Will.
- If a personal tragedy occurs in your life (i.e. a breakup with your fiancée, a notice that your mother has died, or a buddy gets killed), you lose half your Will.
- If you fail to activate a power, you lose a point of Will.
- If you attempt and fail to save someone with your power, you

lose 1 Will point.

- If you are subdued in combat by another super-human you lose half your Will.

Mental Fatigue

Mental Fatigue represents the mental damage meted out by the horrors of violence. When confronted by extreme violence and danger, some people buckle under the mental strain and develop mental illnesses. When confronted with a particularly stressful situation, each character must make a check using his Cool modifier plus his Charisma modifier, plus his level. The following table illustrates the DCs of several different events that can cause Mental Fatigue:

DC	Description
10	Witness a close friend killed
15	Witness a gruesome death
20	Witness a close friend killed in a gruesome manner

Immediate Result

First off, if you fail a mental fatigue check, there's the immediate result: Your character loses control. You, as the player, have three choices here if you fail a mental fatigue check. The character can immediately flee the scene at top speed using every means at his disposal (except he can't fight anyone who tries to stop him), he can curl up in a ball (whereupon you are also incapable of offensive action), or he can hold his ground, and lose all his Will. It's up to you whether he flees, curls up on the ground bawling, or holds his ground but loses his Will.

Regardless of which response you pick for your character, it either lasts fifteen minutes, or until the maddening stimulus is removed. (Or until your character dies, of course.)

Long-Term Effects

The long-term effects of a single distressing incident depend on your current mental state, which can be represented by a whole lot of different character elements. The foremost of these is Will. Since super-humans are those people who can (for whatever reason) mold reality with just the force of their belief, Will can serve as a sort of buffer between them and madness. Thus, if you have any Will at all, the only effect is that you lose half of it (rounding up).

If you have no Will, you're really in the shit. You're going to lose something, but what you lose is up to you. You must, however, pick one of the following:

- Permanently lose a point of Cool.
- Permanently lose a point of Wisdom.
- Lose two points of Base Will.

Losing Cool or Wisdom are obviously bad, because that puts you on a slippery slope down to lost Will and pure madness. On the other hand, losing Base Will makes it a lot harder to recover from fights with other super-humans. Permanent mental illnesses though, are no picnic. But at least you get to choose, right?

Will Points in Game Play

How many Will points does an average hero have? Depending on the power level of your campaign, the Will points of an average hero may vary from as low as 5 to as many as 100 or more. The amount of Will points an average hero has hinges on the amount of action, penalty and reward the PCs are exposed to, which directly relates to the theme of the campaign. In a high-powered campaign the PCs will most likely have high Will point totals and in a "realistic" campaign, they will most likely have low Will point totals.

High Will point totals will allow heroes to use their powers all the time, with little chance of ever reaching 0 Will points.

Low Will point totals will lead to careful combats, and the hoarding of abilities. Loss of hero powers will occur often due to 0 Will point totals coming up all the time—especially in the heat of combat.

Using Super-powers In the Game

Using super-human abilities is as easy as concentrating for a moment. In game terms, most of the time, to activate a power, a character must pause, concentrate one turn, and make a successful roll against the set DC of the power.

Some powers are always active, and require no such roll to activate. Defensive abilities such as Heavy Armor and others are simply always on, to protect the operator from harm.

Other powers are fickle, and activate based on the whims of the operator's subconscious. In this case the power is activated and deactivated at the whim of the GM.

Power Ranges

Most power powers listed (unless otherwise noted) work within sight range of the operator. Anything that can be seen, can be affected by the power, unless that power is limited, or if the object affected is too large for the power to overcome. Other powers (such as transportation powers or other "self-affecting" powers such as heavy armor or passive psychic abilities), work only on or directly around the operator.

Hyperskills and Hyperstats only work on the operator, of course (unless they are modified with an Extra).

Some super-human powers have no limit to range. If a super-human ability has an effective range beyond sight range, it is usually listed under the description of the power and costs more Power Points.

Powers, Concentration and Damage

It's difficult to concentrate while bullets rip through your flesh, and most super-human powers require concentration to work. Since heroes seem to get shot so much, it's important to cover this eventuality.

First off, someone who's rolling to activate a power must make a Constitution check with a DC equal to the amount of damage taken.

If a power is always active, it still may fail if the hero is injured. If a hero is using a power that doesn't require a roll and he gets hit, he must make a Constitution check with a DC equal to the damage taken minus 10. If the DC is 0 or less, the hero does not need to bother to roll the check, it succeeds automatically. If the roll fails, the power shuts down until a successful Constitution check (DC 10) is made.

Power Side Effects

Some hero powers just naturally have side effects which may not directly affect game play, but which are very noticeable to those witnessing their use. For example, a hero who flies may project a beam of light from his legs as he jets through the air, or a hero who hurls balls of fire may have hands that burn while he is preparing to attack. These are not really significant enough to add cost to the Power Point total of the power, though they may prove useful. Some heroes have no side effects to their powers at all.

The hero with flaming hands may be able to light a fire with his fingers, or the flying hero may be able to illuminate an area with his contrail. Imaginative players may come up with dozens of ways to use their side effects in a productive manner, but the GM can come up with a million more ways to make those side effects deadly. Flying with a glowing contrail at night is guaranteed to bring on an anti-aircraft gun attack, and walking around with burning hands in a building may just set off the fire alarm...



Choose your side effects carefully, they're free and they may be useful, but they might just come back to haunt you in the end.

Using Powers Defensively

Sometimes even powers that aren't usually used to defend, such as Harm or Invisibility, can be used defensively. To be able to use a power this way, it must have the "Defends" quality. Without it, no defense is possible with that particular power.

When a power is used in this way, make an opposed check between the defensive power and the attack roll. If the defender scores higher, he negates the attack. Otherwise, the attack takes effect as normal. A hero must decide to use his power defensively before the attacker makes his roll. The attacker must still meet or beat the target's AC in order to score a hit. Thus, if the attack roll is higher than the defensive power roll but lower than the target's AC, the attack is still a miss.

A hero power can be used in a defensive manner if the following circumstances are met:

- 1) **You know you are under attack:** Your power may not be used to defend against attacks you don't know are coming, unless that power is a defensive power with the "Always On" Extra.
- 2) **You can see the Attacker:** The defense is no good if you don't know the exact distance and direction of your attacker, unless that power is a defensive power with the "Always On" Extra.

Inside the System: Powers

The rules for Hyperstats, Hyperskills, and Powers assume that you want to play a relatively gritty, down to earth superhero game. Not everyone wants that, however. In order to support a more epic, four-color comic feel, try the following variations on these rules:

- Use one of the optional, high power levels presented in the Character Creation section. Doing so gives characters more powers and better stats at the beginning of the game.
- Use the optional rules giving characters more hit points from the combat chapter. Characters in comic books often wade into battle, absorbing bullets, explosions, and colossal amounts of damage without batting an eye.
- For abilities that require a character to spend Will points in order to use them (such as Aces), a character must spend 50 xp per point of Will needed to fuel the power.

Using these optional rules results in a much different game, but one that can better model the freewheeling heroism of classic comic book heroes. Of course, these rules were designed first to work with the gritty, realistic tone of the rules presented earlier in this book. Luckily for you, these rules are completely open source. Bend, fold, and mutilate them to your heart's content. We won't mind. In fact, that's what we hope some of you choose to do. We can't wait to see what you come up with.

Combat

Combat in the open source rules works much like a regular skill check. Roll a D20, add your skill ranks, add the appropriate stat modifier, and then compare the result to a DC. In combat, however, the DC is always the target's Armor Class, the skill is a weapon skill, and the stat modifier is either Strength, for hand-to-hand combat, or Dexterity, for ranged combat.

The Combat Round

Fights are broken down into 6-second rounds. During a round, a character may:

- Move 30 feet and attack
- Run 120 feet
- Move 30 feet and load a firearm
- Move 30 feet and draw a weapon

Obviously, it is impossible to catalog all of the possible actions a character may take. Generally speaking, a character can move 30 feet and do a single, simple action. If a character wishes to do something more complicated, such as pick a lock or repair a radio, he cannot move. The best bet for the GM is to simply estimate how much a character can get done in 6 seconds. Rounds are meant primarily to help keep combat organized, not to rigidly define what a character can and cannot do.

Initiative

At the beginning of combat, each participant in the fight rolls a d20 and adds his Dexterity modifier. Each player then declares and resolves his action, starting with the highest roller and moving on down to the lowest. If there is a tie, the character with the highest Dexterity goes first. If there is still a tie, the characters must make opposed Cool checks. The winner of this test goes before the loser. If multiple characters with equal Dexterity tie their initiative rolls, all make Cool checks and go in order from high roll to lowest. Any tied Cool checks are re-rolled until no ties remain.

Making an Attack

Hitting someone involves simply making a weapon skill check with the target's AC as the Difficulty Class. If the attack rolls greater than or equal to the AC, he hits. If a character does not possess any skill ranks in the weapon he uses, apply a -2 penalty to his attack roll.

Ranged weapon skills are all based on the Dexterity attribute. Melee skills are all based on the Strength attribute.

A character caught unaware by an attack loses the Dexterity bonus to his AC.

Damage

A successful attack obviously hurts the target. Each character has a number of hit points equal to his Constitution score. Firearms and melee weapons each have a damage rating expressed as a number of dice and a modifier. When you hit in combat, roll the appropriate dice and subtract the result from the target's hit points.

Once a character's hit points reach 0 or lower, the character falls unconscious. If a character's hit points drop to -10, he dies immediately. A character with between 0 and -9 hit points loses one hit point per round until he reaches -10, at which point he dies. Characters losing hit points in this manner need immediate medical attention. A successful medical skill check (DC 10) stabilizes the character and prevents him from losing any more hit points. If someone tries to move the character without a stretcher, he must make a Dex check (DC 10) to avoid causing 1 hp of damage to the incapacitated character per minute of movement. If this drives a character down to -10 hit points, the character dies.

Subdual Damage

Not every attack deals lethal damage. Punches and kicks, for example, have little chance to kill a character but may render him unconscious. Keep track of subdual damage separately from regular damage. A character that takes more than his total hit points in subdual damage is knocked unconscious for 3d20 minutes.

Weapon Damage

The following table summarizes the damage dealt by firearms and a representative sample of melee weapons. Refer to the main rules for

more details on particular weapons. The damage listed here are meant to cover generic weapon types. GMs who wish to create charts with greater detail are encouraged to use the following values as guidelines. Refer to the main rules to determine how particular weapons deviate from the generic norms given in here. The damage here is based on the generic weapon table from the main rules.

Weapon Type	Base Damage Rating
Pistol	2d4
Carbine	2d6
Long Rifle	2d8
Submachine gun	2d4
Machinegun	2d8
Grenade	3d6 to all targets in 10 yard radius*
Mortar	3d8 to all targets in 10-yard radius*
Cannon	3d10 to all targets in 10-yard radius*
Flamethrower	2d6 damage per round until fire extinguished. DC 15 Dex check for others to extinguish, DC 20 Cool check for target to extinguish himself.
Knife	1d4
Club	1d6
Sword	1d8
Fist or kick	1d3**

* Successful Reflex save (DC 15) to take only half damage from the attack. In addition, if the target is in a foxhole and is not at ground zero of the attack, he takes only half damage. In addition, if the weapon detonates in a pit or foxhole, characters outside of the hole but within 10 feet take only half damage. With a successful save, a character in a foxhole takes only 1/4 damage.

** Deals subdual damage.

All melee weapons add the attacker's Strength modifier to their damage rolls. Barehanded attacks and kicks deal subdual damage.

Keeping Your Cool

Whenever a character is hit and wounded by gunfire, make a Cool check (DC 15). On a failed roll, the character spends the next 1d4 rounds paralyzed with pain and can take no actions. In addition, while under fire from enemy units a character must make a Cool check (DC 15) or use his Cool modifier in place of his Intelligence, Wisdom, and Charisma modifiers for the duration of the battle.

Combat Modifiers

Listed below are a set of common combat conditions and the effect they have on attack rolls. Generally speaking, a situation that gives the attacker an advantage confers a +2 bonus to hit. A situation that hurts the attacker's chance to hit causes a -2 penalty to hit. Obviously, it is impossible to describe every possible combat condition, but here are a few common ones:

Circumstance	Melee	Ranged
Attacker Untrained with Weapon	-2*	-2*
Attacker on higher ground	+1	+0
Attacker prone	-4	**
Defender sitting or kneeling	+2	-2
Defender prone	+4	-4
Defender running	+0***	-2***
Defender has cover	—— See Cover ——	

*This penalty does not apply to barehanded attacks, only to attacks made with weapons.

**The defender loses any Dexterity bonus to AC.

***Roll randomly to see which grappling combatant a combatant strikes. That defender loses any Dexterity bonus to AC.

Cover

Given the damage ratings for firearms listed above, and given that the average human has around 10 hit points, cover and staying the hell out of harm's way are the best methods to live through a fight involving firearms. If a character hides behind something capable of stopping a bullet, figure out what percentage of the character's body is visible to anyone firing a gun at him.

If the attacker rolls a hit on his attack roll, there is a percent chance equal to the percent of the character's body behind cover that the bullet harmlessly strikes the cover, doing no damage to the target.

Burst Fire

When firing an automatic weapon, you may choose to fire a burst rather than a single shot. You may choose to make up to 4 attacks with a single burst. You must fire 3 bullets for each attack. You suffer a cumulative -2 penalty to hit for each attack beyond the first.

Healing

A character heals damage at a rate determined by his Constitution score. Characters with minor wounds merely need rest and basic medical care in order to recover. Under proper medical care and with complete bed rest, a character heals 1d3 + his Constitution modifier per week. Proper medical care is defined as a DC 10 medical skill check.

A character reduced to less than 0 hit points requires much more intensive care. The character is incapable of any arduous physical activity for 1d4 weeks. During this time, he heals 1 hit point per week. After this period, he heals 1d3 + Con modifier per week until fully healed.

Subdual damage heals much quicker than standard damage. A character who receives medical attention and bed rest heals 1d6 + Con modifier per day.

If a character does not receive proper medical care, he halves the hit points he should have healed over a given time span. If the character does not receive 12 hours of bed rest and avoid all strenuous physical activity, he heals at half the normal rate. If a character receives neither medical care or bed rest, he heals at a quarter of the normal rate.

Saving Throws

When a character is confronted with such dangers as poison, explosives, disease, or other dangers, a saving throw determines whether he avoid the full effect of the danger. There are three types of saving throws, Fortitude, Reflex, and Will.

Fortitude

Use Fortitude saves to determine if poison gas effects a character, how quickly starvation begins to affect a character, and similar cases where endurance and toughness are important in determining if a character can resist an effect. Add a character's Constitution modifiers to all Fortitude save checks.

Reflex

Use Reflex saves to determine if a character's speed and agility allow him to avoid the effects of an explosion, a booby trap, or anything else that can be dodged. Add a character's Dexterity modifier to all Reflex checks.

Will

A character's Will save represents his mental fortitude and resolve. Add a character's Wisdom modifier to his Will save checks.

Saving throws are made to oppose skill checks or power checks.



You may also use them to cover any dangerous situation that does not involve a direct attack from another character. Refer to the DC table at the start of this section to determine an appropriate DC for a saving throw.

Armored Vehicles

Heavily armored tanks and other vehicles take damage only from mortars, artillery, cannons, and other heavy weapons. In addition, a character with 2 or more ranks of Hyperstrength can damage armored vehicles with their fists. To determine how many hit points of damage a tank can take, multiply its heavy armor rating from the main rules by 10. A vehicle with a heavy armor rating of 0 has 5 hit points. A vehicle reduced to 0 hit points is immediately disabled. In addition, each crewman must make a Fortitude save (DC equal to damage taken) or immediately drop to 0 hit points.

Whenever an explosive device hits a vehicle, each crewman must make a Reflex save or take half the damage dealt by the attack. Fire attacks deal full damage to each crewman on every successful attack, though there is no chance for the crewmen to catch fire.

Inside the System: Combat

As you can see from the weapon damages and wound recovery times, characters pay a heavy price for taking even a burst of machine gun fire. The easiest way to make characters more survivable is to give them some multiple of their Con in hit points. In addition, you can increase healing rates by the same multiple and perhaps even cut them in half or by a quarter to further reduce the penalty for dropping below 0 hit points.

Mood	Hit Point Multiplier
Gritty	x1
Low-powered	x1
Moderate-power	x2
High-powered	x3
Super-powered	x5

In addition, feel free to drop the Keeping Your Cool rules if you want your game to have a less gritty, more comic book feel to it. If you want your superheroes to shrug off machine gun bursts and charge valiantly forward into enemy fire, the Keeping Your Cool rules only get in the way of a good time. On the other hand, they make combat much deadlier and emphasize the terror of actual combat.

Experience

As characters complete missions, defeat enemies, and undergo training, their skills and abilities increase over time. To measure how much a character has learned from a particular event, the GM awards experience points (xp). Characters may spend xp to gain skill ranks, increase their statistics, improve their powers, or acquire feats.

Benefit	Cost
1 skill rank	100 xp
1 saving throw point	150 xp
1 stat point	400 xp
1 Power Point	200 xp
1 new feat	500 xp

For every 1000 xp a character gains, he gains a level. Characters may accumulate experience points without spending them in order to wait to increase their skills when they gain a level. A character's level determines the maximum number of ranks he may have in a skill, and the total feats he may have.

Name	Maximum
Skill ranks	Current level + 3
Total feats	Current level + 1

Awarding Experience

XP awards are largely left up to the GM's judgment. If you want characters to quickly advance in levels, hand out more xp. If not, keep a tight control over the xp that's handed out. In general, a 4 – 6 hour gaming sessions should yield a 500 – 1000 xp award for characters.

Gaining Levels

A character does not spend xp to gain a level. Instead, keep a running total of the xp a character has gained. Divide this total by 1000, round down, and add 1 to determine a character's level. Essentially, whenever a character gains a full 1000 xp, whether he spends them on skills and other benefits or not, he gains a level. The total xp a character has saved up and spent on improvements are added together to determine a character's level.

Inside the System: Experience

The experience rules presented here are meant to be very freeform. Levels are now only an indicator of a character's total experience rather than milestones that herald a new set of skills and powers for a character. If you wish to maintain the "leveling up" feel of games that use rules similar to these open source rules, you may restrict characters to spending xp only when they gain a level.

Depending on the feel of your superhero games, you may want to modify the xp cost of certain bonuses and to change or eliminate skill and feat caps based on character level. The following tables illustrate how you can change the xp costs of certain advancements in order to help model particular feels.

For example, in a super-powered game Power Points are cheap, making it easy to create and advance characters who rely on enormously powerful abilities. On the other hand, low-powered heroes must pay 8 times as much to get a single Power Point, forcing them to rely more on skills as they gain levels rather than superpowers.

Mood	Stats	Skills	Feats	Saves	Powers
Gritty	400 xp	100 xp	500 xp	150 xp	200 xp
Low-powered	600 xp	100 xp	750 xp	200 xp	400 xp
Moderate-power	400 xp	100 xp	300 xp	100 xp	100 xp
High-powered	400 xp	100 xp	250 xp	100 xp	50 xp
Super-powered	250 xp	50 xp	200 xp	50 xp	25 xp

Mood	Max Feats	Max Skill Ranks
Gritty	1 + level	3 + level
Low-powered	1 + level	3 + level
Moderate-power	2 + level	5 + level
High-powered	(level + 1) * 2	No max
Super-powered	No max	No max