



GM Screen

**and
Accessories for**

#401

CHAMPIONS

THE SUPER ROLE-PLAYING GAME®



**Including dozens
of full-color
playing pieces!**

SKILL MODIFIERS

Modifier	Circumstance
+3 to +5	Routine
+1 to +3	Easy
-1 to -3	Difficult
-3 to -5	Extremely Difficult
-5 or more	Sheer Folly
+1 to +3	Character has extensive knowledge of the object of his Skill Roll
+1 to +3	Character roleplays the Skill use well
+1 to +3	Using good equipment in connection with the Skill Roll
+1 to +3	Excellent conditions for performing the Skill
-1 to -5	Poor conditions for performing the Skill
-1 to -5	Extremely strange or weird object to perform the Skill on
-1 to -5	Lack of proper equipment (if appropriate)
-1 to -3	Combat conditions, for Skills not normally used in combat

TIME CHART

1 Segment
 1 Phase
 1 Turn (Post-Segment 12)
 1 minute
 5 minutes
 1 hour
 5 hours
 1 day
 1 week
 1 month
 1 season (3 months)
 1 year

RANGE MODIFIERS

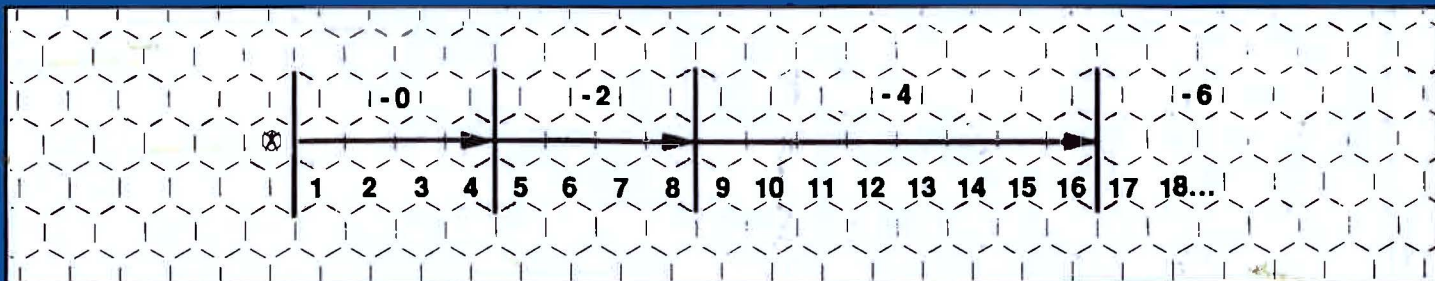
Range	Modifier
Adjacent	0
2-4"	-0
5-8"	-2
9-16"	-4
17-32"	-6
33"-64"	-8
65"-128"	-10
etc.	etc.

OBJECT BODY TABLE

Mass	Living or vehicle	Unliving	Complex
200g	1	0	0
400g	2	0	0
800g (grenade)	3	0	0
1.6kg	4	1	0
3.2kg	5	2	0
6.4kg (shotput)	6	3	1
12.5kg	7	4	2
25kg (TV Set)	8	5	3
50kg	9	6	4
100kg (man)	10	7	5
200kg (piano)	11	8	6
400kg (sail boat)	12	9	7
800kg (small trailer)	13	10	8
1.6t (van)	14	11	9
3.2t (garbage truck)	15	12	10
6.4t (small jet)	16	13	11
12.5t (subway car)	17	14	12
25t (small rocket)	18	15	13
50t (tank)	19	16	14
100t (space shuttle)	20	17	15
200t (Cargo plane: C-5A)	21	18	16
400t (trawler)	22	19	17
800t (drilling rig)	23	20	18
1.6kt (small bridge)	24	21	19
3.2kt (destroyer)	25	22	20
6.4kt (large Submarine)	26	23	21
12.5kt (freighter: unloaded)	27	24	22
25kt (freighter: loaded)	28	25	23
50kt (battleship)	29	26	24
100kt (large bridge)	30	27	25

g = gram
 kg = kilogram
 t = ton, 1000 kg
 kt = kiloton, 1000 t, 1,000,000 kg

CHAMPIONS
 THE SUPER ROLE-PLAYING GAME



SPEED CHART

	Character's Speed											
	1	2	3	4	5	6	7	8	9	10	11	12
Segment	1	—	—	—	—	—	—	—	—	—	—	X
	2	—	—	—	—	X	X	X	X	X	X	X
	3	—	—	—	X	X	—	X	X	X	X	X
	4	—	—	X	—	X	X	—	X	X	X	X
	5	—	—	—	—	X	—	—	X	—	X	X
	6	—	X	—	X	—	X	X	X	X	X	X
	7	X	—	—	—	—	X	—	X	—	X	X
	8	—	—	X	—	X	X	—	X	X	X	X
	9	—	—	—	X	—	—	X	X	—	X	X
	10	—	—	—	—	X	X	—	—	X	X	X
	11	—	—	—	—	—	X	X	X	X	X	X
	12	—	X	X	X	X	X	X	X	X	X	X

DAMAGE CLASS TABLE

DC	Killing	Normal	Active Points
1	1 pip	1d6	5
2	1/2d6, 1d6-1	2d6	10
3	1d6	3d6	15
4	1d6+1	4d6	20
5	1 1/2d6, 2d6-1	5d6	25
6	2d6	6d6	30
7	2d6+1	7d6	35
8	2 1/2d6, 3d6-1	8d6	40
9	3d6	9d6	45
10	3d6+1	10d6	50
11	3 1/2d6, 4d6-1	11d6	55
12	4d6	12d6	60
13	4d6+1	13d6	65
14	4 1/2d6, 5d6-1	14d6	70
15	5d6	15d6	75
16	5d6+1	16d6	80
17	5 1/2d6, 6d6-1	17d6	85
18	6d6	18d6	90
etc.			

RECOVERY TIME

STUN Total	How Often Character Recovers
-0 to -10	Every Phase and post-Segment 12
-11 to -20	Post-Segment 12 only
-21 to -30	Once a minute only
-31 or more	GM's option (a long time)

ACTION PHASE TABLE

Time Action	Move Required	Required
Move By	1 Phase	1"
Move Through	1 Phase	1"
Haymaker	1/2 Phase † *	—
Grab	1/2 Phase § *	—
Bracing	0 Phase	—
To "set"	1 Phase	—
Set and brace	1 Phase	—
Missile Deflection	1/2 Phase *	—
Find Weakness	1/2 Phase	—

Other Combat Maneuvers

(Any action which requires an Attack Roll)	1/2 Phase *	—
Drawing a weapon	1/2 Phase	—
Full move	1 Phase	Full Move
Half Move	1/2 Phase	—
Making a Skill Roll	Variable	—
Turning on a Power	0 Phase	—
Turning off a Power	0 Phase	—
Shifting a Multipower	0 Phase	—
Open a door	1/2 Phase	—
Preparing a grenade	1/2 Phase	—
Starting a vehicle	1/2 Phase	—
Change Clothes	1 Phase	—
Take a Recovery	1 Phase	—
Recover from being Stunned	1 Phase	—
Presence Attack	No Time	—
Speaking (Soliloquy)	No Time	—
GM asks you to make a roll	No Time	—

† Action takes place at the very end of the next Segment

§ A character who has made a successful Grab can squeeze the target for his normal STR damage or Throw him.

* The character may not perform another action after these actions, but may perform a half Phase action before these actions.

UNCONSCIOUSNESS EFFECT

STUN Total	Effect
-0 to -10	Character is aware, but cannot affect surroundings or use Powers
-11 or more	Character is out cold



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COMBAT MANEUVERS					
Maneuver	Phase	OCV	DCV	Effects	
Standard Maneuvers					
Block	1/2	—	+0	stops attacks, abort	
Brace	0	+2	1/2	+2 to offset Range Penalties only	
Disarm	1/2	-2	0	can disarm target; attacker gets STR vs. STR Roll	
Dodge	1/2	—	+3	vs. all attacks, abort	
Grab	1/2	-1	-2	grab, do STR	
Haymaker	1/2 †	0	-5	x1 1/2 STR before Pushing	
Move By	1/2	-2	-2	STR/2 + v/5; attacker takes 1/3 damage	
Move Through	1/2	-v/5	-3	STR + v/3; attacker takes 1/2 or full damage	
Set	1	+1	+0		
Strike	1/2	+0	+0	STR or by weapon type	
Other Attacks	1/2	+0	+0		
Optional Maneuvers					
Covered	1/2	-2*	+0	target held at gunpoint	
Dive for Cover	1/2	+0	+0	moves character, abort	
Pulling a Punch	1/2	-1 / 3d6	0	strike, normal STUN damage, 1/2 BODY damage	
Rolling with Punch	1/2	-2	-2	roll after being hit, take 1/2 STUN and BODY, abort	
Snap Shot	1	-1	+0	lets character duck back behind cover	
Suppression	1	-2	+0	continuous fire on hex(es), must be autofire	
Sweep	1	-2	x1/2	hits multiple targets in hand-to-hand	
Maneuver	Phase	OCV	DCV	Cost	Damage/Effect
Martial Maneuvers					
Defensive Strike	1/2	+1	+3	5 pts.	STR strike
Martial Strike	1/2	0	+2	4 pts.	STR +2d6, strike
Offensive Strike	1/2	-2	+1	5 pts.	STR +4d6, strike
Martial Block	1/2	+2	+2	4 pts.	Block, abort
Martial Dodge	1/2	0	+5	4 pts.	Dodge, affects all attacks, abort
Martial Throw	1/2	+0	+1	3 pts.	STR + v/5; target falls
Nerve Strike	1/2	-1	+1	4 pts.	2d6 NND1
Choke Hold	1/2	-2	0	5 pts.	Grab, 2d6 NND2
Killing Strike	1/2	-2	0	4 pts.	1/2d6 HKA
Sacrifice Throw	1/2	+2	+1	3 pts.	STR; you fall and target falls
Martial Disarm	1/2	-1	+1	4 pts.	Disarm, +10 STR to Roll
Martial Escape	var	0	0	4 pts.	+15 STR vs. Grabs
Martial Grab	1/2	-1	-1	4 pts.	Grab, +10 to STR for hold only (not damage)
* Also use OCV mod for Hit Location					
† This maneuver takes one extra Segment to perform					
EXPLANATION OF TERMS:					
Phase: This column explains how long it takes to perform the maneuver.					
OCV (Offensive Combat Value): This number tells the player the modification for performing the maneuver. For example, a +1 OCV means that a character has +1 addition to his roll (or his OCV) to hit.					
Dash ("—"): A dash on the table means that column is not relevant.					
DCV (Defensive Combat Maneuver): This number tells the person performing the maneuver the modification to the attacker's DCV. For example, performing a disarm maneuver decreases the attacker's DCV, making it more likely for the him to be hit.					
Damage: This number is the damage done by the attack. STR means that the attack does STR/5 in d6.					
Abort: A character can forfeit the next Action Phase to do this maneuver out of Phase. For a more detailed explanation, see <i>Action Phases</i> .					

COMBAT MODIFIERS			
Modifier	Notes	OCV	DCV
Area Effect Attack	Must hit hex DCV (3, except if adjacent)	—	—
Autofire	More than one shot; 1 hit/2	+0	-0
Concealment target	by hit location table or: half hidden	-2	—
	target head and shoulders only	-4	—
Bouncing Attack	Requires 1 Combat Level per bounce	+1 to +3	—
Braced	Only affects Range; can be combined with Set	+2	x ^{1/2}
Coordinated Attacks	Combine damage for purpose of Stunning	—	—
Encumbrance	Attacker is weighed down	—	-0 to -4
Explosions	Treat like Area Effect	—	—
Multiple Attackers	+1 OCV/each attacker after the first; must coordinate.	+1	—
Off Hand	using off hand	-3	—
Target Prone	may have concealment	—	x ^{1/2}
Set	takes 1 full Phase	+1	—
Spreading Energy Blast	For one target, +1 OCV per -1d6 To hit multiple targets, -1d6 per additional hex	varies	—
Surprise Move	GM decides	+1 to +3	—
Surprised	in combat:	—	x ^{1/2}
	not in combat, take 2x Stun:	—	x ^{1/2}
Target Size	fills 1 hex	+2	—
	fills 2 hexes	+4	—
	fills 4 hexes	+6	—
	1/2 human sized	-2	—
	1/4 human sized	-4	—
	1/8 human sized	-6	—
Throw	unbalanced, unaerodynamic	-4	—
	balanced or aerodynamic	-2	—
	balanced and aerodynamic	-0	—
Target a hex	Must hit hex DCV (3, except if adjacent)	—	—
Unfamiliar weapon	—	-3	—

HIT LOCATION					
3d6 Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6	Hands	x1	x ^{1/2}	x ^{1/2}	-6 OCV
7-8	Arms	x2	x ^{1/2}	x ^{1/2}	-5 OCV
9	Shoulders	x3	x1	x1	-5 OCV
10-11	Chest	x3	x1	x1	-3 OCV
12	Stomach	x4	x1 1/2	x1	-7 OCV
13	Vitals	x4	x1 1/2	x2	-8 OCV
14	Thighs	x2	x1	x1	-4 OCV
15-16	Legs	x2	x ^{1/2}	x ^{1/2}	-6 OCV
17-18	Feet	x1	x ^{1/2}	x ^{1/2}	-8 OCV

If necessary, roll 1d6 to determine left or right side (hands, arms, shoulders, thighs, legs, feet). If you roll a 1, 2, or 3, the left side is hit; if you roll a 4, 5, or 6, the right side is hit.

SPEED CHART												
Char- acter's Speed	1	2	3	4	5	6	7	8	9	10	11	12
Segment	1	—	—	—	—	—	—	—	—	—	—	X
	2	—	—	—	—	X	X	X	X	X	X	X
	3	—	—	—	X	X	—	X	X	X	X	X
	4	—	—	X	—	X	X	—	X	X	X	X
	5	—	—	—	—	X	—	X	—	X	X	X
	6	—	X	—	X	—	X	X	X	X	X	X
	7	X	—	—	—	—	X	—	X	—	X	X
	8	—	—	X	—	X	X	—	X	X	X	X
	9	—	—	—	X	—	X	X	—	X	X	X
	10	—	—	—	—	X	X	—	X	X	X	X
	11	—	—	—	—	—	X	X	X	X	X	X
	12	—	X	X	X	X	X	X	X	X	X	X

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Shifting a Multipower	0 Phase	—
Open a door	1/2 Phase	—
Preparing a grenade	1/2 Phase	—
Starting a vehicle	1/2 Phase	—
Change Clothes	1 Phase	—
Take a Recovery	1 Phase	—
Recover from being Stunned	1 Phase	—
Presence Attack	No Time	—
Speaking (Soliloquy)	No Time	—
GM asks you to make a roll	No Time	—
† Action takes place at the very end of the next Segment		
§ A character who has made a successful Grab can squeeze the target for his normal STR damage or Throw him.		
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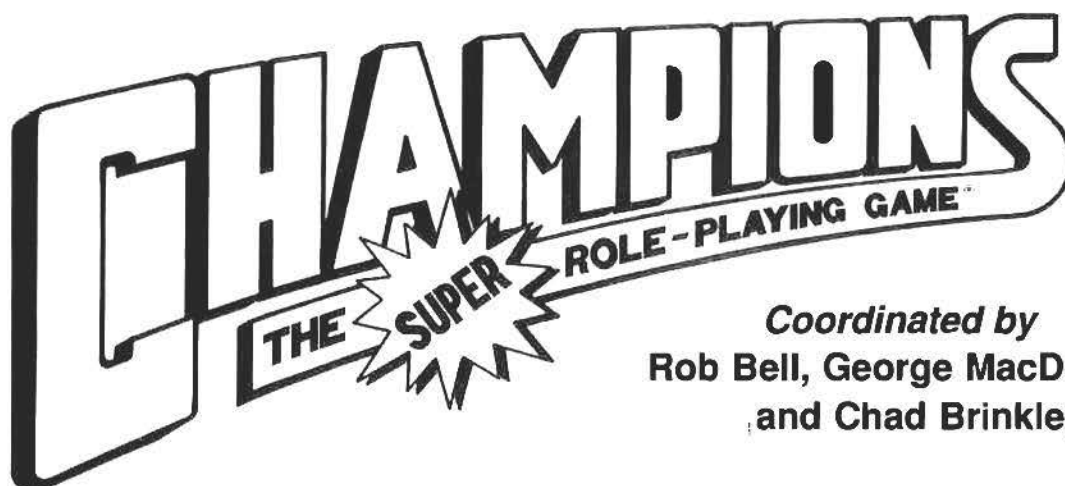
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1 year	

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Gamemaster's Screen and Accessories for



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**Rob Bell, George MacDonald,
and Chad Brinkley**

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Dedication: This project is dedicated to Eric "battle mumble" Howard — for being left out of the hardcover, and to the fans at GENCON '89, for their enthusiasm.

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TABLE OF CONTENTS:

Character Creation Summary	2
Characteristics	2
Skill Enhancers	3
Skills	3
Perks	4
Talents	4
Powers	5
Power Advantages	10
Power Limitations	11
Power Frameworks	12
Disadvantages	13
Automaton Powers	16
Character Creation Quick Sheet	17
Champions Campaign Ground Rules Sheet	20
Adventure Recap Sheet	22
Pull-out Combat Sheet	23
Vehicle and Base Creation Summary	27
Vehicle Creation	27
Vehicle Disadvantages	28
Base Creation	29
Vehicle Record Sheet	30
Base Record Sheet	31
Combat Record Sheet	32
Agent Control Sheet	33
Stronghold Guest List	34
Character Sheets	35
Character Bio Sheet	45
Hex Sheets	46

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CHARACTER CREATION



Character Type	Base pts.	Max pts. from Disadvantages	(Max pts. from one category of Disadvantage)	Total
Normal				
Incompetent Normal	-20 (or lower)	25	25	0 (or less)
Normal	0	25	25	25
Skilled Normal	25	25	25	50
Competent Normal	50	50	25	100
Hero	75	75	25	150
Superhero				
Standard	100	150	50	250
High Powered	150+	225+	75+	375+

CHARACTERISTICS

All characters are described by a set of Characteristics. These Characteristics represent the natural attributes that a person has, such as strength, intelligence, or comeliness. Each Characteristic has a numerical value. This shows how a character compares to other people in that Characteristic — whether a character is better or worse in that regard. Characteristics are something that every person has. A child may have a Strength of 5, while a superhero has a Strength of 60, but they both have a Strength Characteristic.

PRIMARY CHARACTERISTICS

Every player character starts with a score of 10 in each Primary Characteristic. These are often "bought up" with Character Points. The following table lists the Primary Characteristics, how many Character Points it costs to raise each value by 1, and the maximum value a Characteristic normally reaches. This maximum value is only appropriate in heroic campaigns; characters in superheroic campaigns do not have any Characteristic Maxima.

Base Value	Primary Characteristic	Cost per pt.	Maximum Value
10	Strength (STR)	1	20
10	Dexterity (DEX)	3	20
10	Constitution (CON)	2	20
10	Body (BODY)	2	20
10	Intelligence (INT)	1	20
10	Ego (EGO)	2	20
10	Presence (PRE)	1	20
10	Comeliness (COM)	1/2	20

FIGURED CHARACTERISTICS

A character is further defined by a series of *Figured Characteristics*. The base values of these Characteristics are calculated from the character's Primary Characteristics, but they may be raised or lowered independently of the Primary Characteristics, to reflect a character who is atypically endowed.

Base Value	Figured Characteristic	Cost per pt.	Maximum Value
(2)	Physical Defense (PD)	1	8
(2)	Energy Defense (ED)	1	8
(2)	Speed (SPD)	10	4
(4)	Recovery (REC)	2	10
(20)	Endurance (END)	1/2	50
(20)	Stun (STUN)	1	50

CHARACTERISTIC FORMULAS

The formulas for Figured Characteristics appear here; they're also listed on the Character Sheet for convenience.

Physical Defense	=	(STR/5)
Energy Defense	=	(CON/5)
Speed	=	1 + (DEX/10)
Recovery	=	(STR/5) + (CON/5)
Endurance	=	2 x (CON)
Stun	=	BODY + (STR/2) + (CON/2)

Example: A character with a Strength of 20 will have a base Physical Defense of 4 (20 divided by 5 = 4). If his Constitution is 15, then his base Energy Defense would be 3 (15 divided by 5 = 3). With a STR of 20 and a CON of 15, he would have a base Recovery of 7 ((20 divided by 5) + (15 divided by 5) = 4 + 3 = 7).

Example: Andarra has a BODY of 9, a Strength of 15, and a Constitution of 13. Her Stun will be 9 + 15/2 + 13/2 = 9 + 8 + 7 = 24.

MOVEMENT

Each character can run at a certain velocity. This is measured in "inches". Each inch equals 2 meters (see *Combat and Adventuring*). All characters can run 6" (12 m) in a Phase; this can be increased by +1" (2 m) for 2 Character Points. Most characters also begin with 2" of Swimming; this can be increased by +1" for 1 Character Point.

Base Value	Movement Mode	Cost per +1"	Maximum Value
6"	Running	2	10"
2"	Swimming	1	5"

SKILL ENHANCERS

Skill Enhancer	Affects Skill	Cost
Jack of All Trades	Professional Skills	3/-
Linguist	Languages	3/-
Scholar	Knowledge Skills	3/-
Scientist	Sciences	3/-
Traveler	Area Knowledges	3/-
Well-Connected	Contacts, Favors	3/-

SKILLS



Skill	Type	Base Roll	Base / +1 cost	Skill	Type	Base Roll	Base / +1 cost
Acrobatics	DEX	9+(DEX/5)	3/2	Lipreading	General	11	3/2
Acting	PRE	9+(PRE/5)	3/2	Lockpicking	DEX	9+(DEX/5)	3/2
Animal Handler	General	11	3/2	Martial Arts	Combat	varies	varies
Breakfall	DEX	9+(DEX/5)	3/2	Mechanics	General	11	3/2
Bribery	PRE	9+(PRE/5)	3/2	Mimicry	General	11	3/2
Bugging	INT	9+(INT/5)	3/2	Navigation	General	11	3/2
Bureaucratics	PRE	9+(PRE/5)	3/2	Oratory	PRE	9+(PRE/5)	3/2
Climbing	DEX	9+(DEX/5)	3/2	Paramedic	INT	9+(INT/5)	3/2
Combat Driving	DEX	9+(DEX/5)	3/2	Persuasion	PRE	9+(PRE/5)	3/2
Combat Skill Levels	Combat	—	varies	Professional Skills	Background	11*	2/1*
Combat Piloting	DEX	9+(DEX/5)	3/2	Range Skill Levels	Combat	—	varies
Computer Programing	INT	9+(INT/5)	3/2	Riding	DEX	9+(DEX/5)	3/2
Concealment	INT	9+(INT/5)	3/2	Science	Background	11*	2/1*
Contortionist	DEX	9+(DEX/5)	3/2	Security Systems	INT	9+(INT/5)	3/2
Conversation	PRE	9+(PRE/5)	3/2	Seduction	PRE	9+(PRE/5)	3/2
Criminology	INT	9+(INT/5)	3/2	Shadowing	General	11	3/2
Cryptography	INT	9+(INT/5)	3/2	Skill Levels	—	—	-/varies
Deduction	INT	9+(INT/5)	3/2	Sleight of Hand	DEX	9+(DEX/5)	3/2
Demolitions	General	11	3/2	Stealth	DEX	9+(DEX/5)	3/2
Disguise	General	11	3/2	Streetwise	PRE	9+(PRE/5)	3/2
Electronics	General	11	3/2	Survival	General	11	3/2
Familiarity	Background	—	1/-	Systems Operation	INT	9+(INT/5)	3/2
Forensic Medicine	INT	11	3/2	Tactics	INT	9+(INT/5)	3/2
Forgery	General	11	3/2	Tracking	INT	9+(INT/5)	3/2
Gambling	General	11	3/2	Trading	PRE	9+(PRE/5)	3/2
High Society	PRE	9+(PRE/5)	3/2	Transport Familiarity	Background	—	varies
Interrogation	PRE	9+(PRE/5)	3/2	Ventriloquism	General	11	3/2
Inventor	INT	9+(INT/5)	3/2	Weapon Familiarity	Combat	—	varies
Knowledge	Background	11*	2/1*	Weaponsmith	General	11	3/varies
Languages	Background	—	1/1				

PERKS

Perk	Cost
Contact	2/1
Favors	1
Followers	1 per 5 Follower Points
Fringe Benefits	varies
Money	varies
Vehicles and Bases	1 per 5 Vehicle or Base Points

TALENTS

Talents	Cost
Absolute Time Sense	3
Ambidexterity	3
Bump of Direction	3
Combat Sense	3/2
Cramming	5
Danger Sense 	10+
Defense Maneuver	5
Double Jointed	3
Eidetic Memory	10
Fast Draw	3/2
Find Weakness 	10/20/30
Immunity	1/2/3
Lightning Calculator	3
Lightsleep	3
Luck	5+
Perfect Pitch	3
Resistance	3+
Simulate Death	3
Speed Reading	3
Universal Translator 	20/2

- **Absolute Time Sense Cost:** 3 Character Points.
- **Ambidexterity Cost:** 3 Character Points.
- **Bump of Direction Cost:** 3 Character Points, no roll necessary.
- **Combat Sense Cost:** 3 Character Points for a base 9 + (INT/5) roll; +1 to roll for 2 points.
- **Cramming Cost:** 5 Character Points for an 8- roll with skill.

- **Danger Sense Cost:** 10 Character Points for base 11 or less roll, +1 to the Danger Sense Roll for every 2 Character Points. Base Roll keeps the character from being surprised in combat. +5 points keeps the character from being surprised while out of combat, but only against attacks he could normally sense. +5 additional points keeps the character from being surprised by any attack.

Danger Sense can be used to sense danger in the character's immediate vicinity for +5 points. It will sense danger in the character's general area for +5 additional pts. It will detect danger over any area for +5 more pts.

- **Defense Maneuver Cost:** 5 Character Points.
- **Double Jointed Cost:** 3 Character Points.
- **Eidetic Memory Cost:** 10 Character Points.
- **Fast Draw Cost:** 3 Character Points for a base 9 + (DEX/5) roll; +1 to roll for 2 points.
- **Find Weakness Cost:** 10 Character Points; base roll 11 or less, +1 per 5 Character Pts, one type of attack only. Any group of attacks, +10 pts. All attacks, +10 more pts.
- **Immunity Cost:** 1, 2 or 3 Character Points for immunity to a particular disease or venom, depending on the commonness of the disease or venom.
- **Lightning Calculator Cost:** 3 Character Points.
- **Lightsleep Cost:** 3 Character Points.
- **Luck Cost:** 5 Character Points per 1d6 of Luck.
- **Perfect Pitch Cost:** 3 Character Points, no roll necessary.
- **Resistance Cost:** 1 Character Point per +1 to EGO Roll, minimum cost 3 points.
- **Simulate Death Cost:** 3 Character Points.
- **Speed Reading Cost:** 3 Character Points.
- **Universal Translator Cost:** 20 Character Points for INT Roll, +1 to roll for 2 Character Points.



Power Name	Power Type	Duration	Target	Range
Absorption 	Adjustment	Persistent	Self-only	—
Aid	Adjustment	Instant	Target's DCV	No
Armor	Standard	Persistent	Self-only	—
Change Environment	Standard	Constant	Hex	Yes
Characteristics 	Standard	Persistent	Self-only	—
Clairentence 	Standard	Constant	Hex	Yes
Clinging	Standard	Persistent	Self-only	—
Damage Reduction 	Standard	Persistent	Self-only	—
Damage Resistance	Standard	Persistent	Self-only	—
Darkness	Standard	Constant	Hex	Yes
Density Increase	Standard	Constant	Self-only	—
Desolidification 	Standard	Constant	Self-only	—
Dispel	Standard	Instant	Target's DCV	Yes
Drain	Adjustment	Instant	Target's DCV	No
Duplication	Special	Persistent	Self-only	—
EGO Attack	Mental	Instant	Target's ECV	Yes
END Reserve	Special	Persistent	Self-only	—
Energy Blast	Standard	Instant	Target's DCV	Yes
Enhanced Senses	Special	Persistent	Self-only	—
Entangle	Standard	Instant	Target's DCV	Yes
Extra-Dimensional Movement 	Standard	Persistent	Self-only	—
Extra Limbs	Special	Persistent	Self-only	—
Faster-than-light Travel 	Standard	Persistent	Self-only	—
Flash	Standard	Instant	Target's DCV	Yes
Flash Defense	Special	Persistent	Self-only	—
Flight	Movement	Persistent	Self-only	—
Force Field	Standard	Constant	Self-only	—
Force Wall	Standard	Constant	Hex	Yes
Gliding	Movement	Persistent	Self-only	—
Growth	Size	Constant	Self-only	—
Hand-to-Hand Attack	Standard	Instant	Target's DCV	No
Images	Standard	Constant	Hex	Yes
Instant Change	Special	Persistent	Self-only	—
Invisibility	Standard	Constant	Self-only	—
Killing Attack (HKA)	Standard	Instant	Target's DCV	No
Killing Attack (RKA)	Standard	Instant	Target's DCV	Yes
Knockback Resistance	Special	Persistent	Self-only	—
Lack of Weakness	Special	Persistent	Self-only	—
Life Support	Special	Persistent	Self-only	—
Mental Defense	Special	Persistent	Self-only	—
Mental Illusions	Mental	Instant	Target's ECV	Yes
Mind Control	Mental	Instant	Target's ECV	Yes
Mind Link	Special	Persistent	Target's ECV	Yes
Mind Scan	Mental	Instant	Target's ECV	Yes
Missile Deflection& Reflection 	Standard	Persistent	Self-only	—
Multiform	Special	Persistent	Self-only	—
Power Defense	Special	Persistent	Self-only	—
Regeneration	Special	Persistent	Self-only	—
Running	Movement	Persistent	Self-only	—
Shapeshift	Standard	Constant	Self-only	—
Shrinking	Size	Constant	Self-only	—
Skills	Special	Constant	Self-only	—
Stretching	Standard	Constant	Self-only	—
Summon 	Standard	Instant	n/a	No
Superleap	Movement	Persistent	Self-only	—
Suppress	Standard	Constant	Target's DCV	Yes
Swimming	Movement	Persistent	Self-only	—
Swinging	Movement	Persistent	Self-only	—
Telekinesis	Standard	Constant	Target's DCV	Yes
Telepathy	Mental	Instant	Target's ECV	Yes
Teleportation	Movement	Persistent	Self-only	—
Transfer	Adjustment	Instant	Target's DCV	No
Transform 	Standard	Instant	Target's DCV	Yes
Tunneling	Movement	Persistent	Self-only	—

POWERS

• **Absorption Cost:** 5 Character Points for 1d6 of Absorption; 5 Absorbed Character Points lost per Turn. Fade rate can be moved down the Time Chart at a +1/4 Advantage per level. The maximum amount that can be Absorbed is the maximum amount that can be rolled on the dice. This maximum can be increased by +2 per +1 Character Pt. Minimum Cost is 15 pts. Absorption costs no END to use.

• **Aid Cost:** 5 points for 1d6 of Aid; 5 Character Points lost per Turn. Fade rate can be moved down the Time chart at a +1/4 Advantage per level. The maximum amount that can be Aided is the maximum amount that can be rolled on the dice. This maximum can be increased by 2 per +1 Character Pt. Aid which only raises Characteristics or Powers to starting values is bought with a -1/2 Lim. Minimum Cost 10 pts.

• **Armor Cost:** 2 points of resistant defense for 3 Character Points, minimum cost 9 Character Points. Armor costs no END to use.

• **Change Environment Cost:** 5 Character Points to change the environment in a single hex, minimum cost 10 points. x2 Radius for +5 points. A character can vary the environment for a +1 advantage. Maximum Range is points x 5 inches. Change Environment is a Constant Power.

• **Characteristic Cost:** As per characteristic.

• **Clairsentience Cost:** 20 Character Points for the base PER Roll with one sense. +5 points per additional sense, +10 points per additional Sense Group. Ability to see future +20 points; Ability to see through past +20 points. Ability to see in other dimensions +20 points. Maximum Range = Points x 5"; Max range can be doubled for +5 points.

• **Clinging Cost:** 10 Character Points for ability to exert character's normal STR; +3 Clinging STR for 1 point. Minimum cost 10 Character Pts. Clinging costs no END to use.



• **Damage Reduction Cost:** Based on type of Reduction desired, minimum cost 10 points. Damage Reduction costs no END to use.

• **Damage Resistance Cost:** 1 Character Pt for 2 points of resistant defense, minimum cost 5 pts. Damage Resistance must be bought with all the Power Advantages of the defense it is bought for. Damage Resistance costs no END to use.

• **Darkness Cost:** 10 Character Points for 1" radius Darkness, minimum cost 10 points. This is impervious to one sense. Impervious to each additional sense, +5 points; impervious to each additional Sense Grp, +10 points. +1" radius for 10 Char. Pts. Range = 5x Character Pts in inches.

• **Density Increase Cost:** 5 Character Points for +5 STR, +1 PD and +1 ED, -1" Knockback, and 2x mass. Minimum cost is 10 Character Points.

DENSITY INCREASE TABLE

Points	Mass (KG)	STR	KB	PD	ED
0	100	+0	-0	+0	+0
5	200	+5	-1	+1	+1
10	400	+10	-2	+2	+2
15	800	+15	-3	+3	+3
20	1,600	+20	-4	+4	+4
25	3,200	+25	-5	+5	+5
30	6,400	+30	-6	+6	+6
35	12,500	+35	-7	+7	+7
40	25,000	+40	-8	+8	+8
45	50,000	+45	-9	+9	+9
50	100,000	+50	-10	+10	+10
55	200,000	+55	-11	+11	+11
60	400,000	+60	-12	+12	+12
65	800,000	+65	-13	+13	+13
70	1,600,000	+70	-14	+14	+14
75	3,200,000	+75	-15	+15	+15

• **Desolidification Cost:** 40 Character Points to ignore physical attacks and move through physical objects at normal movement rate. Desolidified characters must be vulnerable to a reasonably common group of Powers; they are also affected by Presence Attacks, Mental Powers, and attacks that are bought with the Power Advantage *Affects Desolidified*. Desolid characters can be immune to Mental Powers for +20 points. Characters that cannot move through solid objects should purchase Desolidification with a -1/2 Limitation; characters that leave a physical body behind them while desolid should buy Desolidification with a -1 Limitation. Any Power that can affect the physical world while the character is desolid must be bought with a +2 Power Advantage.

• **Dispel Cost:** 1d6 of Dispel costs 3 Character Points, minimum cost 9 points. Affects any single Power of a certain special effect is a +1/4 Power Advantage; Affects all Powers of a certain special effect is a +2 Advantage. Max Range = points x 5 inches.

• **Drain Cost:** 10 Character Points for 1d6 of Drain; drained points return 5 Active Points per Turn. Return rate can be moved down the Time chart at a +1/4 Advantage per level. Minimum Cost is 10 points

• **Duplication Cost:** Base character must pay 2 Character Points for every 5 total points possessed by second form, minimum cost 20 Character Points. Each additional form costs 1 Character Point for every 5 total points, minimum cost 10 points. No form can have more total points than the total points of the base character minus the costs for Duplication. Duplication costs no END to use.

• **Ego Attack Cost:** 10 Character Points for every 1d6 damage, minimum cost 10 Character Points. Ego Attack has no range modifier, and requires line of sight.

• **END Reserve Cost:** 10 END for 1 Character Point, 1 REC for 1 Character Point. Minimum cost, 5 points. END Reserve costs no END to use.

• **Energy Blast Cost:** 5 Character Points for 1d6 of Energy Blast, minimum cost 10 Character Points. Maximum range 5 x Character Points in inches.

ENHANCED SENSES

SENSE GROUPS
Sight: Normal Sight, IR, UV
Hearing: Normal Hearing, Ultrasonic Hearing, Sonar
Radio: Radio Listen, Radio Listen and Transmit, High Range Radio, Radar
Smell/Taste: Normal Smell, Discriminatory Smell, Tracking Scent, Normal Taste, Discriminatory Taste
Unusual Senses: Spatial Awareness* , Unusual Detects* , N-Ray Vision
Mental: Mind Scan, Mental Awareness
* Note that many Detects (and Spatial Awareness) will usually be grouped according to the sense's special effect. For example, if a character had purchased "Detect Water" with the special effect that he could smell water, then this Detect would be grouped in the Smell/Taste Sense Group.

SENSES AND SENSE MODIFIERS

Active Sonar: 15 points.

Discriminatory Sense: 5 points.

Enhanced Perception: +1 to Perception Roll for all senses, for 3 pts. +1 to Perception Roll with one sense for 2 pts.

High Range Radio Hearing: 10 Character Points.

Infrared Vision: 5 points.

Mental Awareness: 3 points.

Microscopic Vision: 3 points.

N-ray Vision  : 20 points.

Radar Sense: 15 points.

Radio Hearing: 3 Character Points.

Radio Listen and Transmit: 5 points.

Range: 5 points for one sense, and 10 Character Points for all the senses in a Sense Group.

Spatial Awareness: 25 points.

Targeting Sense: 20 points.

Telescopic Sense: 3 points for +2 to offset Range penalties on one Sense Group only. Telescopic Sense may be purchased more than once.

Tracking Scent: 10 Character Points.

Ultrasonic Hearing: The character can hear very high and very low frequency sounds. Ultrasonic Hearing enables the character to hear dog whistles and to spot Active Sonar. **Cost:** 3 points.

Ultraviolet Vision: 5 points.

360 Degree Sensing: 10 points if bought for all the character's senses in one Sense Group, and 25 Character Points if bought for all the character's senses.

DETECT: This is an Enhanced Sense that the character can define. At base value, Detect costs 3 points, requires a half Phase to use, has no range, and uses normal PER Rolls. The PER Roll can be increased +1 per 2 points. Detect will indicate the presence of a subject with a PER Roll.

A Detect can be turned into a Sense for +2 points. The character can use a Sense without a half-Phase action. The sense may be set off by contact at any time. Detects can also be bought with Targeting, Parabolic, Range, Discriminatory, or 360 Degrees (see above).

• **Entangle Cost:** 10 Character Points for 1d6, 1 DEF of Entangle; minimum cost 10 Character Points. Impervious to one sense, +5 points; Impervious to one Sense Group, +10 points. Entangle Takes No Damage is +1/2 Advantage. Entangle and Character Both Take Damage is +1/4 Advantage. Entangle with Backlash is +1/2 Advantage. Entangle with No DEF is a -1 1/2 Limitation. Entangle with 1 BODY is -1/2 Limitation. The range is 5 x Active Points in inches.

• **Extra-Dimensional Movement Cost:** 20 Character Points to transport character to a single other dimension. +10 Character Points for related group of dimensions; +20 for any dimension. Travel through time for +20 points. 2x mass for +5 points.

• **Extra Limbs Cost:** 5 Character Points having any number of Extra Limbs. Extra Limb costs no END, but using STR with the Extra Limb has the normal END cost.

• **Faster Than Light Travel Cost:** 10 Character Points for FTL Travel, 2x FTL velocity for 2 Character Points; minimum cost 10 Character Points. FTL Travel costs no END.

FTL TABLE		
Points	Velocity	Approximation
10	1 Light Year/year	
12	2 Light Years/year	
14	4 Light Years/year	1 LY/season
16	8 Light Years/year	
18	16 Light Years/year	1 LY/month
20	32 Light Years/year	
22	64 Light Years/year	1 LY/week
24	128 Light Years/year	
26	250 Light Years/year	
28	500 Light Years/year	1 LY/day
30	1,000 Light Years/year	
32	2,000 Light Years/year	
34	4,000 Light Years/year	
36	8,000 Light Years/year	1 LY/hour
etc.		
FTL costs no END to use.		

• **Multiform Cost:** Base character pays 1 Character Point for every 5 total points possessed by second form, minimum cost 20 Character Points. Each additional form costs the base character 1 Character Point for every 10 total points, minimum cost 10 points. No form can have more total points than the total points of the base character minus all the costs for Multiform. Multiform costs no END to use.

• **Power Defense Cost:** 1 point of Power Defense for 1 Character Point, minimum cost 5 points.

• **Regeneration Cost:** 10 Character Points to Recover 1 BODY each Turn, +1 Body for +10 points, minimum cost 20 Character Points. Recovery increment can be moved down the Time Chart as a $\frac{1}{4}$ Limitation per level. Regeneration costs no END to use.

• **Running Cost:** 2 Character Points for every +1" of Running. 2x maximum noncombat velocity for +5 points. The END cost for Running is 1 END for every 5".

• **Shape Shift Cost:** Change form, look and color into a single other form for 10 Character Points; alter shape into a limited group of shapes costs +10 points; to change shape into any other shape (of same mass) costs +20 points. Minimum cost 10 points.

• **Shrinking Cost:** 10 Character Points for the character has $\frac{1}{2}$ Height, $\frac{1}{8}$ Mass, -2 DCV, and -2 to all PER Rolls made against him, and +2d6 damage for growth momentum. The character also has +3" Knockback.

SHRINKING TABLE					
Pts. of Shrinking	Height	Mass	PER Rolls Against	CV	KB
0	2m	100 kg	0	+0	+0
10	1m	12.5 kg	-2	+2	+3
20	.5m	1.6 kg	-4	+4	+6
30	.25m	.2 kg	-6	+6	+9
40	.125m	.025 kg	-8	+8	+12
50	.064m	.0032 kg	-10	+10	+15
60	.032m	.0004 kg	-12	+12	+18

• **Skills Cost:** As per the cost of the Skill.

• **Stretching Cost:** 5 Character Points for 1" of Stretching (2" noncombat), minimum cost 10 Character Points.

• **Summon Cost:** The base cost to summon a creature is 30 points; the summoned creature gains +5 points for every +1 Character Point. The number of summoned creatures can be doubled for +5 points. To summon any creature from a limited group is a $\frac{1}{4}$ advantage. To be able to summon any creature is a +2 advantage.

• **Superleap Cost:** 1 Character Points for every +1" Leap, minimum cost 5 Character Points. 2x maximum noncombat distance for +5 points. Superleap costs 1 END per 5", plus END used for STR.

• **Suppress Cost:** 1d6 of Suppress costs 5 Character Points, minimum cost 10 points. Affects any single power of a certain special effect is a $\frac{1}{4}$ Power Advantage; Affects all powers of a certain special effect is a +2 Advantage. Suppress max range = points x 5 inches; the Suppress remains as long as the attacker pays END.



• **Swinging Cost:** 1 Character Point for 1" of Swinging, minimum cost 5 points. 2x maximum noncombat velocity for +5 points. The END cost for Swinging is 1 END for 5".

• **Telekinesis Cost:** 10 Points of Telekinetic STR for 15 Character Points, minimum cost 15 points. +2 Points Telekinetic STR for +3 Character Points. Fine Manipulation costs +10 points. Range equals points x 5 inches. Minimum cost 15 Character Points.

• **Telepathy Cost:** 5 Character Points for 1d6 of Telepathy, minimum cost 10 Character Points. Range is line of sight, no range modifier.

TELEPATHY TABLE	
Total rolled on Telepathy dice – Mental DEF is:	Effect
greater than EGO	The telepath can read or send surface thoughts
EGO +10	The telepath can read deep, hidden thoughts
EGO +20	The telepath can read into the target's memory
EGO +30	The telepath can read into the target's subconscious

• **Teleportation Cost:** 20 Character Points to Teleport 10," +1" for every 2 Character Points, 2x mass for 5 Character Points, an additional 2x distance for 5 Character Points (takes 1 extra Phase), 1 fixed location for 1 Character Point, 1 floating location for 5 Character Points. Minimum cost 20 Character Points. The END cost is 1 END for every 5" of Teleportation.

• **Transfer Cost:** 15 points for 1d6 Transferred Active Points; 5 Transferred Active Points return per Turn. Return Rate can be moved down the Time chart at a $\frac{1}{4}$ Advantage per level. The maximum amount that can be Transferred is the maximum amount that can be rolled on the dice. This maximum can be increased by 2 per +1 Character Point. Minimum Cost is 15 points.

• **Transformation Cost:** 1d6 Cosmetic Transformation for 5 Character Points; 1d6 Minor Transformation for 10 points; 1d6 Major Transform for 15 points. Transform works versus Power Defense. $\frac{1}{2}$ Advantage for Cumulative attack. $\frac{1}{4}$ Advantage to change target into limited class of objects; +1 Advantage to change target into anything. Range is 5x points. Minimum cost 15 points.

• **Tunneling Cost:** 5 Character Points for 1" Tunneling per Phase, +1 Defense that can be tunneled through for 3 Character Points; minimum cost 20 Character Points. END cost is 1 END per 5" Tunneled.

POWER ADVANTAGES

Active Cost = Base Cost x (1 + Advantages)

- **Affects Desolidified Cost Multiplier:** $+1/2$.
- **Area Effect Cost Multiplier:** $+1/2$ for One-hex Area Effect; +1 for Radius, Cone, Line, or Any Area. $-1/4$ less Advantage for Nonselective Target; $+1/4$ more Advantage for Selective Target.
- **Armor Piercing Cost Multiplier:** $+1/2$.
- **Attack Versus Limited Defense (AVLD) Cost Multiplier:** $+1 1/2$. 
- **Autofire Cost Multiplier:** $+1/2$ for ability to fire a maximum of 5 shots; 2x maximum for additional $+1/4$ Advantage. These multipliers are doubled if the Power is not applied against normal defenses or if the Power does not require a normal To-hit Roll. The Cost Multiplier for Reduced END is doubled for any Autofire Power.
- **Based on EGO Combat Value Cost Multiplier:** + 1.
- **Continuous Cost Multiplier:** + 1.
- **Damage Shield Cost Multiplier:** $+1/2$.
- **Delayed Effect Cost Multiplier:** $+1/4$.
- **Difficult to Dispel Cost Multiplier:** $+1/4$.
- **Double Knockback Multiplier Cost:** $+3/4$. 
- **Explosion Cost Multiplier:** $+1/2$. For $+1/4$ more, the Explosion will lose a DC 1" more slowly.
- **Hardened Defenses Cost Multiplier:** $+1/4$.
- **Hole in the Middle Cost Multiplier:** $+1/4$ if the hole is of a fixed size, or $+1/2$ if the size of the hole can be changed each time the Power is used.
- **Increased Maximum range Cost Multiplier:** 5x to max range for $+1/4$.
- **Increased STUN Multiplier Cost Multiple:** $+1/2$ for +1 to STUN multiplier.

- **Invisible Power Effects Cost Multiplier:** $+1/2$ for a Power invisible to one Sense Group, +1 Sense Group for $+1/4$ additional Advantage; +1 Advantage to be invisible to all senses.
- **Indirect Cost Multiplier:** $+1/4$ if the attack always comes from the same location and fires away from the attacker; $+1/2$ if the attack can originate from any location but fires away from attacker; $+3/4$ if the attack can come from any location and fire in any direction. 
- **No Normal Defense Attack Cost Multiplier:** +1.
- **Attack with No Range Penalty Multiplier:** $+1/2$.
- **Penetration Cost Multiplier:** $+1/2$.
- **Personal Immunity Cost Multiplier:** $+1/4$.
- **Range Cost Multiplier:** $+1/2$.
- **Reduced END Cost Multiplier:** Half END cost is a $+1/4$ Advantage. 0 END is a $+1/2$ Advantage. Persistent is a $+1/2$ Advantage (Power must already have 0 END Cost).
- **Sticky Cost Multiplier:** $+1/2$.
- **Time Delay Cost Multiplier:** $+1/4$.
- **Trigger Cost Multiplier:** $+1/4$ for a set Trigger, $+1/2$ for a Trigger that can be changed each time the Power is used.
- **Usable Against Others Cost Multiplier:** +1 for attack with no range. Powers with Usable Against Others can be used against inanimate objects of human mass or less. This mass can be doubled for $+1/4$ time. This number can be doubled for an additional $+1/4$ Power Advantage.
- **Usable By Others Cost Multiplier:** $+1/4$ if character loses Power when it is being used by other; $+1/2$ if both can use Power at the same time. To use the Advantage at range is an additional $+1/2$ Advantage. Usable By Others can normally only be used by one other character at a time; this can be doubled for $+1/4$ additional Advantage.
- **Uncontrolled Cost Multiplier:** $+1/2$ Advantage; the Power must already be Continuous or Constant.
- **Variable Advantage Cost Multiplier:** +1 more than the the maximum total advantages the character apply to the Power.
- **Variable Special Effects Cost Multiplier:** $+1/4$ for special effects limited to a certain group; $+1/2$ for any special effect.

POWER ADVANTAGE COST TABLE

Total Multiplier	Base Points														
	5	10	15	20	25	30	35	40	45	50	55	60	65	70	80
$1/4$	6	12	19	25	31	37	44	50	56	62	69	75	81	87	100
$1/2$	7	15	22	30	37	45	52	60	67	75	82	90	97	105	120
$3/4$	9	17	26	35	44	52	61	70	79	87	96	105	114	122	140
1	10	20	30	40	50	60	70	80	90	100	110	120	130	140	160
$1 1/4$	11	22	34	45	56	67	79	90	101	112	124	135	146	157	180
$1 1/2$	12	25	37	50	62	75	87	100	112	125	137	150	162	175	200
$1 3/4$	14	27	41	55	69	82	96	110	124	137	151	165	179	192	220
2	15	30	45	60	75	90	105	120	135	150	165	180	195	210	240
$2 1/4$	16	32	49	65	81	97	114	130	146	162	179	195	211	227	260
$2 1/2$	17	35	52	70	87	105	122	140	157	175	192	210	227	245	280
$2 3/4$	19	37	56	75	94	112	131	150	169	187	206	225	244	262	300
3	20	40	60	80	100	120	140	160	180	200	220	240	260	280	320

POWER LIMITATIONS

Real Cost =

Active Cost / (1 + Total Bonus from all Limitations)

ACTIVATION ROLL	
Activation Roll	Bonus
8 or less	-2
9 or less	-1 1/2
10 or less	-1 1/4
11 or less	-1
12 or less	-3/4
14 or less	-1/2
15 or less	-1/4

• **Activation Limitations:** see table. Burnout Limitation is one level lower on table. Jammed Limitation is an additional -1/2 Limitation.

• **Always On Limitation:** -1/2.

CHARGES	
Number of Uses	Bonus
1	-2 Limitation
2	-1 1/2 Limitation
3	-1 1/4 Limitation
4	-1 Limitation
5-6	-3/4 Limitation
7-8	-1/2 Limitation
9-12	-1/4 Limitation
13-16	0
17-32	+1/4 Advantage
33-64	+1/2 Advantage
65-125	+3/4 Advantage
126-250	+1 Advantage

Clips: To purchase Clips, a Power must have Limited Charges. Charges are normally purchased in a single "clip" — that is all the Charges are available at all times. By taking a Limitation Bonus one level down on the Charges table, the character can have 2x the number of clips of those Charges. If moving one level down the table would involve an Advantage, then the character can have 4x the number of clips.

Continuing Charges:

CONTINUING CHARGES	
Change in Charge Limitation	Duration
No change	Full Phase
-1 level on Charges table	Extra Phase
-2 levels on Charges table	1 Turn
-3 levels on Charges table	1 minute
-4 levels on Charges table	5 minutes
-5 levels on Charges table	1 hour
etc.	

Recoverable Charges: The Bonus for Recoverable Charges is 2 levels down on the table.

• **Charges Limitation:** see above.

• **Concentrate Limitation Cost:** -1/4 for half DCV; -1/2 for 0 DCV. Bonuses are doubled if Power is Constant and character must Concentrate throughout.

EXTRA TIME	
Time	Bonus
Full Phase	-1/2
1 Turn	-1
1 Minute	-1 1/2
5 Minutes	-2
1 Hour	-2 1/2
5 Hours	-3
1 Day	-3 1/2
1 Week	-4
1 Month	-4 1/2
1 Season	-5
etc.	

• **Extra Time Limitation:** see table.

FOCUS	
Bonus	Type of Focus
-1/4	Inobvious, Inaccessible (IIF)
-1/2	Inobvious, Accessible (IAF)
-1/2	Obvious, Inaccessible (OIF)
-1	Obvious, Accessible (OAF)
Modifiers	
-1/2	Bulky (1/2 DCV)
-1	Immobile
-1/4	Fragile
-1/4 to -1	Expendable

• **Gestures Limitation:** -1/4. If the Power is Constant and requires Gestures throughout, then this is a -1/2 Limitation.

• **Incantations Limitation:** -1/4. If the Power is Constant and requires Incantations throughout, then this is a -1/2 Limitation.

INCREASED ENDURANCE	
Endurance Multiple	Limitation
x 2	-1/2
x 3	-1
x 4	-1 1/2
x 5	-2
x 6	-2 1/2
x 7	-3
x 8	-3 1/2
x 10	-4

• **Increased END Cost Limitation:** see above.

• **Independent Limitation:** -2.

LIMITED POWER EXAMPLES

Bonus	Power Limitation
-1/4 to -2	<i>Limited Power:</i> Power loses some of its effectiveness (bonus is based on how much is lost)
-1/2	• Power has no range (only works with Powers that normally have a range)
-1/2	• Power costs END to use (only works with Powers that normally cost no END to use)
-3/4	• Power does no STUN (only works for attacks that normally do STUN)
-1/4	• Beam Attack (for EBs only) Cannot spread or bounce, must attack at maximum damage
-1/4 to -2	<i>Conditional Power:</i> only works in a given situation (Bonus is based on how often the situation occurs). Some examples:
-1/4	• only works in daylight
-1/4	• only works while touching the ground
-1/2	• only works in darkness
-1	• only works in twilight
-1 1/2	• only works in water
-1 1/2	• only works during natural rainstorm
-2	• only works in tornadoes
-2	• only works in a magnetic field
-2	• only works under a full moon
-1/4 to -2	<i>Conditional Power:</i> Power does not work in a given situation (Bonus is based on how often the situation occurs). Some examples:
-1/4	• does not work in darkness.
-1/4	• does not work in water
-1/4	• does not work in magnetic fields

- **Limited Power Limitation:** see above.
- **Linked Power Limitation:** -1/2.
- **Mental Power Based on CON Limitation:** -1/2.
- **No Conscious Control Limitation:** -2.
- **Only in Hero ID Limitation:** -1/4.
- **Reduced by Range Limitation:** -1/4.
- **Reduced Penetration Limitation:** -1/4.
- **Requires a Skill Roll Limitation:** -1/2.

SIDE EFFECTS

Bonus	Side Effect
-1/2	30 Active Points, or half the Active Points in the Power, whichever is greater
-1	60 Active Points, or the Active Points in the Power, whichever is greater

- **Side Effects Limitation:** See Above.
- **Variable Limitation Multiplier Cost:** +1/2.
- **Visible Limitation:** -1/4.

POWER FRAMEWORKS

ELEMENTAL CONTROL

The character pays Character Points for the base Elemental Control and for each Power (also called a "slot") in the Elemental Control. The Active Points in each slot must be greater than or equal to the Active Points in the base Elemental Control. The total Active Points of the Power in each slot is equal to the total of the Active Points in the base Elemental Control plus the Active Points in the slot. Thus, the minimum total Active Points in any Power is twice the Active Points in the base Elemental Control.

The base Elemental Control cost can be bought with any Limitation that affects all the Powers in the Elemental Control. Powers in different slots of an Elemental Control cannot be linked to go off together. Any Powers that are linked must be bought in a single slot.

MULTIPOWER

A character with this Power Framework can have several different Powers that draw from a common point reserve (also called a point pool). A Multipower sets up a reserve of Character Points that's shared among the Multipower slots. Because the points must be shared, not all the Powers in the Multipower can run at full blast at the same time.

The points in the reserve are shared among the various Powers in the Multipower; the distribution of points may be varied from Phase to Phase. When the Multipower is bought, the character sets aside a point reserve, then chooses which Powers will draw off of this point reserve.

Cost of slot = (Max Character Points in slot / 5)

Cost of a fixed slot = (Character Points in slot / 10)

Power Limitations may be applied to Multipowers. If the Limitation applies to a slot within the Multipower, then the Limitation serves to decrease the cost of the slot, but not the Multipower. If the Limitation is applied to the whole Multipower, then the Limitation reduces the cost of the point reserve and the slots. This is the only way that the Reserve cost can be Limited.

• **Multipower Cost:** 1 Character Point for every 1 Character Point in the Power reserve; maximum possible active Character Points in slot = 5 x cost of slot, maximum possible active Character Points in slot = 10 x cost of fixed slot. Minimum Power reserve is 20 Character Points.



VARIABLE POWER POOLS

VARIABLE POWER POOL LIMITATIONS	
Bonus	Limitation Type
-1/2	Only change between adventures (takes days)
-1/2	Powers change only in given circumstance (must touch target, or only under full moon, or when with bulky spell book, or in lab)
-1/2	No choice of how Powers change when change occurs (often goes with given circumstance)
-1/2	Restricted type of Powers available (Drains only, or Limited Special Effect, or only the kind that the target has)

VARIABLE POWER POOL ADVANTAGES	
Bonus	Limitation Type
+1	Can in change Powers as a 0 Phase action (change itself takes no time)
+1	No Skill Roll required for change

• **Variable Power Pool Cost:** Pool Cost is 1 Character Point per 1 Character Point in Power Pool, Control Cost = 1/2 Pool Cost. Modify Pool Skill costs 3 points, roll is 9 + INT/5, +1 per 2 points.

DISADVANTAGES

ACCIDENTAL CHANGE

Circumstances	Points
Uncommon Circumstance	5
Common Circumstance	10
Very Common Circumstances	15
Chance to Change	Bonus
8 or less	+0
11 or less	+5
14 or less	+10

AGE

A character who is over 40 receives a 5 point Disadvantage. A character who is over 60 receives a 10 point Disadvantage. These ages are given as a sample; the actual age of the character is up to the player (a player could take the 5 point Age Disadvantage for his character and say that the character is a remarkably spry 93-year old.)



Characteristic	Normal	Age 40+	Age 60+
STR	20	15	10
DEX	20	20	20
CON	20	15	10
BODY	20	15	10
INT	20	25	30
EGO	20	25	30
PRE	20	25	30
COM	20	20	20
PD	8	6	4
ED	8	6	4
SPD	4	4	4
REC	10	8	6
END	50	40	30
STUN	50	40	30
Movement (Run)	10"	8"	6"
Movement (Swim)	5"	4"	3"

BERSERK

BERSERK BONUS	
Circumstances	Points
Uncommon circumstance	5
Common Circumstances	10
Very Common Circumstances	15
Chance to Go Berserk	Bonus
8 or less	+0
11 or less	+5
14 or less	+10
Chance to Recover	Bonus
14 or less	+0
11 or less	+5
8 or less	+10
Enraged Only	x1/2

DEPENDENCE

Dependent Substance Is	Points
Very Common	5
Common	10
Uncommon	15
Time Before Taking Damage	Bonus
Segment	+15
Phase	+10
Turn	+5
Minute	0
5 minutes	-5
1 Hour	-10
5 hours	-15
etc.	
# of Dice	Bonus
1d6	+0
2d6	+5
3d6	+10

DEPENDENT NPC (DNPC)

The DNPC Is	Points
Incompetent (-20 points or lower)	10
Normal	5
Slightly Less Powerful than the PCs	0
As powerful as the PCs	-5
DNPC has useful noncombat position or skills	-5
Appearance	Bonus
8 or less (Infrequently)	+5
11 or less (Occasionally)	+10
14 or less (Frequently)	+15

DISTINCTIVE FEATURES

DISTINCTIVE FEATURES	
Points	Concealability
5	Easily concealable
10	Concealable (with Disguise Skill or major effort)
15	Not concealable
Bonus	Reaction
+0 points.	Is Noticed and Recognizable
+5 points	Is always noticed; causes major reaction or prejudice
+10 points	Causes Extreme reaction (abject fear, unabiding lust, complete disgust)

HUNTED AND WATCHED

HUNTED	
Capabilities	Points
Less powerful than PC	5
As powerful as PC	10
More powerful than PC	15
Has extensive non-combat influence (NCI)	+5
Hunter(s) are limited to a certain geographical area	-5
Appearance	Bonus
8 or less (Occasionally)	+0
11 or less (Frequently)	+5
14 or less (Very Frequently)	+10
Motivation	Bonus
Hunter(s) is only watching the character	x ^{1/2}
Hunter(s) desire to mildly punish the character (deportation, fining, question, theft of possessions)	-5
Hunter(s) desire to harshly punish the character (imprison, enslave, kill)	0

NORMAL CHARACTERISTIC MAXIMA

Characteristic	Normal Maximum
STR	20
DEX	20
CON	20
BODY	20
INT	20
EGO	20
PRE	20
COM	20
PD	8
ED	8
SPD	4
REC	10
END	50
STUN	50
Movement(running)	10"
Movement(swimming)	5"

This Disadvantage also forces the character to pay the "normal" rates for increasing his movement rates above the normal human maximum. Characters with this Disadvantage can also purchase the Disadvantage *Age* to still further restrict their Characteristics. Normal Characteristics is worth 20 points.

PHYSICAL LIMITATION

PHYSICAL LIMITATION	
Limitation Occurs	Points
Infrequently	5
Frequently	10
All the Time	15
Limitation Impairs	Bonus
Slightly	+0
Greatly	+5
Fully	+10

PSYCHOLOGICAL LIMITATION

PSYCHOLOGICAL LIMITATION	
Points	Situation Is:
5	Uncommon
10	Common
15	Very Common
Bonus	Intensity
+0	Moderate: decides character's choice of targets, reactions to situations.
+5	Strong: character takes irrational actions concerning the situation: may only change with EGO Roll.
+10	Total: character becomes totally useless or completely irrational in the situation: will not change his or her mind for any reason.

PUBLIC IDENTITY

Public Identity is a 10 Point Disadvantage.

REPUTATION

REPUTATION	
Points	Recognized
5	Sometimes (8 or less)
10	Frequently (11 or less)
15	Almost always (14 or less)
+5	Extreme Reputation

RIVALRY

Rivalry Situation	Points
Professional or Romantic Rival	5
Professional and Romantic Rival	10
Rival is in superior position (superior rank, is engaged to romantic interest, etc.)	+5
Rival is PC	+5

SECRET IDENTITY

Secret Identity is worth 15 points.

SUSCEPTIBILITY

Condition is	Points
Uncommon	5
Common	10
Very Common	15
Take damage every	Bonus
Segment	+15
Phase	+10
Turn	+5
Minute	0
5 minutes	-5
etc.	
Effect is instant	+0
# of Dice	Bonus
1d6	+0
2d6	+5
3d6	+10

UNLUCK

The character rolls 1d6 for every 5 Character Points of Unluck. Each "1" that appears on the dice counts as one level of Unluck.

UNLUCK	
Levels	Possible Effects
1	The character slips and is put at a combat Disadvantage, the computer malfunctions, the character could lose a vital clue or piece of equipment, or a complete stranger picks a fight.
2	Bystanders get between the character and his target, normally friendly people are unwilling or unable to help the character, the character's bow breaks at an in opportune moment, a vacuum suit temporarily malfunctions, or a fumble injures a friend.
3	The character is suddenly Stunned in a fight by falling debris, another enemy shows up, a downed enemy is revived by a spectacular coincidence, the character's jetpack shuts off in flight, or an airlock opens accidentally. Incredibly bad coincidence is possible.
4 or more	Like 3, only the bad luck starts to affect the character's friends or comrades. An entire team's spacesuits might fail, all ammunition might turn out to be duds, several hunters might turn up simultaneously, etc.

VULNERABILITY

VULNERABILITY BONUS	
Points	The Attack is:
5	Uncommon
10	Common (A group of Uncommon attacks, or a single Common attack)
15	Very Common (A group of Common attacks).
Bonus	Vulnerability Multiplier
+0	x 1 1/2 (Target takes 1 1/2x damage)
x2	x2 (Target takes 2x damage)

PACKAGE BONUS	
Total Points	Package Bonus
1-4	No Bonus
5-9	+1 Point
10-14	+2 Points
15+	+3 Points

AUTOMATON POWERS

- **Cannot be Stunned Cost:** 15 Character Points.
- **Does not Bleed Cost:** 15 Character Points.
- **Takes no STUN Cost:** 45 Character Points to take only BODY and to lose abilities each time an attack does BODY. 60 Character Points to only take BODY.

General Computer Information:

COMPUTER STATISTICS		
Statistic	Starting Value	Cost
INT	10	1
EGO	10 (AIs only)	2
DEX	10	3
SPD	1 + (DEX/10)	10
Normal Computers have: AIs have:		
1) Characteristics: INT, DEX, SPD	1) Characteristics: INT, EGO, DEX, SPD	
2) Skills	2) Skills	
3) No Psychological Disadvantages	3) Psychological Disadvantages	
4) Programs (1 point each)	4) Programs (1 point each)	
5) No self will	5) Self will: can initiate own actions with EGO roll.	

CHARACTER CREATION QUICK SHEET

Characteristics

	Max Value?		Notes
	Yes	No	
Strength (STR)	☐	☐	
Dexterity (DEX)	☐	☐	
Constitution (CON)	☐	☐	
Body (BODY)	☐	☐	
Intelligence (INT)	☐	☐	
Ego (EGO)	☐	☐	
Presence (PRE)	☐	☐	
Comeliness (COM)	☐	☐	

Figured

Characteristics

	Max Value?		Notes
	Yes	No	
Physical Defense (PD)	☐	☐	
Energy Defense (ED)	☐	☐	
Speed (SPD)	☐	☐	
Recovery (REC)	☐	☐	
Endurance (END)	☐	☐	
Stun (STUN)	☐	☐	

Movement

	Yes	No	Notes/Max Value
Running	☐	☐	
Swimming	☐	☐	
Flight	☐	☐	
Gliding	☐	☐	
Super leap	☐	☐	
Swinging	☐	☐	
Teleportation	☐	☐	
Tunneling	☐	☐	

Skills

	Required	Permitted		Notes
		Yes	No	
Acrobatics	☐	☐	☐	
Acting	☐	☐	☐	
Animal Handler	☐	☐	☐	
Breakfall	☐	☐	☐	
Bribery	☐	☐	☐	
Bugging	☐	☐	☐	
Bureaucratics	☐	☐	☐	
Climbing	☐	☐	☐	
Combat Skill Levels	☐	☐	☐	
Combat Driving	☐	☐	☐	
Combat Pilot	☐	☐	☐	
Computer Programming	☐	☐	☐	
Concealment	☐	☐	☐	
Contortionist	☐	☐	☐	
Conversation	☐	☐	☐	
Criminology	☐	☐	☐	
Cryptography	☐	☐	☐	
Deduction	☐	☐	☐	
Demolitions	☐	☐	☐	
Disguise	☐	☐	☐	
Electronics	☐	☐	☐	
Familiarity	☐	☐	☐	
Forensic Medicine	☐	☐	☐	
Forgery	☐	☐	☐	
Gambling	☐	☐	☐	
High Society	☐	☐	☐	
Interrogation	☐	☐	☐	
Inventor	☐	☐	☐	
Knowledge	☐	☐	☐	
Languages	☐	☐	☐	

Lip Reading	☐	☐	☐	
Lock Picking	☐	☐	☐	
Martial Arts	☐	☐	☐	
Mechanics	☐	☐	☐	
Mimicry	☐	☐	☐	
Navigation	☐	☐	☐	
Oratory	☐	☐	☐	
Paramedic	☐	☐	☐	
Persuasion	☐	☐	☐	
Professional Skills	☐	☐	☐	
Range Skill Levels	☐	☐	☐	
Science Skills	☐	☐	☐	
Security Systems	☐	☐	☐	
Seduction	☐	☐	☐	
Shadowing	☐	☐	☐	
Skill Levels	☐	☐	☐	
Sleight of Hand	☐	☐	☐	
Stealth	☐	☐	☐	
Streetwise	☐	☐	☐	
Survival	☐	☐	☐	
Systems Operation	☐	☐	☐	
Tactics	☐	☐	☐	
Tracking	☐	☐	☐	
Trading	☐	☐	☐	
Transport Familiarity	☐	☐	☐	
Ventriloquist	☐	☐	☐	
Weapon Familiarity	☐	☐	☐	
Weaponsmith	☐	☐	☐	

Skill:

Enhancers

	Required	Permitted		Notes
		Yes	No	
Jack of all Trades	☐	☐	☐	
Linguist	☐	☐	☐	
Scholar	☐	☐	☐	
Scientist	☐	☐	☐	
Traveller	☐	☐	☐	
Well Connected	☐	☐	☐	

Perks:

	Required	Permitted		Notes
		Yes	No	
Contacts	☐	☐	☐	
Favors	☐	☐	☐	
Followers	☐	☐	☐	
Fringe Benefits	☐	☐	☐	
Money	☐	☐	☐	
Vehicles	☐	☐	☐	
Bases	☐	☐	☐	

Talents

	Required	Permitted		Notes
		Yes	No	
Absolute Time Sense	☐	☐	☐	
Ambidexterity	☐	☐	☐	
Bump of Direction	☐	☐	☐	
Combat Sense	☐	☐	☐	
Cramming	☐	☐	☐	
Danger Sense	☐	☐	☐	
Defense Maneuver	☐	☐	☐	
Double Jointed	☐	☐	☐	
Eidetic Memory	☐	☐	☐	
Fast Draw	☐	☐	☐	
Find Weakness	☐	☐	☐	
Immunity	☐	☐	☐	
Lightning Calculator	☐	☐	☐	

CHARACTER CREATION QUICK SHEET

Light Sleep	☐	☐	☐	
Luck	☐	☐	☐	
Perfect Pitch	☐	☐	☐	
Resistance	☐	☐	☐	
Simulate Death	☐	☐	☐	
Speed Reading	☐	☐	☐	
Universal Translator	☐	☐	☐	

Powers	Permitted			Notes
	Required	Yes	No	

Absorption	☐	☐	☐	
Aid	☐	☐	☐	
Armor	☐	☐	☐	
Change Environment	☐	☐	☐	
Characteristics	☐	☐	☐	
Clairentence	☐	☐	☐	
Clinging	☐	☐	☐	
Damage Reduction	☐	☐	☐	
Damage Resistance	☐	☐	☐	
Darkness	☐	☐	☐	
Density Increase	☐	☐	☐	
Desolidification	☐	☐	☐	
Dispel	☐	☐	☐	
Drain	☐	☐	☐	
Duplication	☐	☐	☐	
Ego Attack	☐	☐	☐	
End Reserve	☐	☐	☐	
Energy Blast	☐	☐	☐	
Enhanced Senses	☐	☐	☐	
Entangle	☐	☐	☐	
Extra-Dimensional	☐	☐	☐	
Movement	☐	☐	☐	
Extra Limbs	☐	☐	☐	
Faster-Than-Light				
Travel (FTL)	☐	☐	☐	
Flash	☐	☐	☐	
Flash Defense	☐	☐	☐	
Flight	☐	☐	☐	
Force Field	☐	☐	☐	
Force Wall	☐	☐	☐	
Gliding	☐	☐	☐	
Growth	☐	☐	☐	
Hand-To-Hand				
Attack (HA)	☐	☐	☐	
Images	☐	☐	☐	
Instant Change	☐	☐	☐	
Invisibility	☐	☐	☐	
Killing Attack—				
Hand-To-Hand (HKA)	☐	☐	☐	
Killing Attack—				
Ranged (RKA)	☐	☐	☐	
Knockback Resistance	☐	☐	☐	
Lack of Weakness	☐	☐	☐	
Life Support	☐	☐	☐	
Mental Defense	☐	☐	☐	
Mental Illusions	☐	☐	☐	
Mind Control	☐	☐	☐	
Mind Link	☐	☐	☐	
Mind Scan	☐	☐	☐	
Missile Deflection				
and Reflection	☐	☐	☐	

Multiform	☐	☐	☐	
Power Defense	☐	☐	☐	
Regeneration	☐	☐	☐	
Running	☐	☐	☐	
Shape Shift	☐	☐	☐	
Shrinking	☐	☐	☐	
Skills	☐	☐	☐	
Stretching	☐	☐	☐	
Summon	☐	☐	☐	
Superleap	☐	☐	☐	
Suppress	☐	☐	☐	
Swimming	☐	☐	☐	
Swinging	☐	☐	☐	
Telekinesis (TK)	☐	☐	☐	
Telepathy	☐	☐	☐	
Teleportation	☐	☐	☐	
Transfer	☐	☐	☐	
Transform	☐	☐	☐	
Tunneling	☐	☐	☐	

Power Advantages	Permitted			Notes
	Required	Yes	No	

Affects Desolidified	☐	☐	☐	
Area Effect	☐	☐	☐	
Armor Piercing	☐	☐	☐	
Attack Versus Limited				
Defense (ATVD)	☐	☐	☐	
Autofire	☐	☐	☐	
Based on Ego				
Combat Value	☐	☐	☐	
Charges	☐	☐	☐	
Continuous	☐	☐	☐	
Damage Shield	☐	☐	☐	
Delayed Effect	☐	☐	☐	
Difficult To Dispel	☐	☐	☐	
Double Knockback	☐	☐	☐	
Explosion	☐	☐	☐	
Hardened	☐	☐	☐	
Hole in the Middle	☐	☐	☐	
Increased				
Maximum Range	☐	☐	☐	
Increased Stun				
Multiplier	☐	☐	☐	
Indirect	☐	☐	☐	
Invisible Power Effects	☐	☐	☐	
No Normal Defense				
Attack (NND)	☐	☐	☐	
No Range Penalty	☐	☐	☐	
Penetrating	☐	☐	☐	
Personal Immunity	☐	☐	☐	
Ranged	☐	☐	☐	
Reduced Endurance	☐	☐	☐	
Sticky	☐	☐	☐	
Time Delay	☐	☐	☐	
Trigger	☐	☐	☐	
Usable Against Others	☐	☐	☐	
Usable By Others	☐	☐	☐	
Uncontrollable	☐	☐	☐	
Variable Advantage	☐	☐	☐	
Variable Special Effects	☐	☐	☐	

CHARACTER CREATION QUICK SHEET

Power Limitations	Permitted			Notes	Mental Powers	Based on Con			
	Required	Yes	No						
Ablative	☐	☐	☐		No Knockback	☐	☐	☐	
Activation	☐	☐	☐		No Conscious Control	☐	☐	☐	
Always On	☐	☐	☐		Only in Hero ID	☐	☐	☐	
Charges	☐	☐	☐		Reduced By Range	☐	☐	☐	
Concentrates	☐	☐	☐		Reduced Penetration	☐	☐	☐	
Extra Time	☐	☐	☐		Requires A Skill Roll	☐	☐	☐	
Focus	☐	☐	☐		Side Effect	☐	☐	☐	
Gestures	☐	☐	☐		Variable Limitations	☐	☐	☐	
Incantation	☐	☐	☐		Visible	☐	☐	☐	
Increased					Power				Permitted
Endurance Cost	☐	☐	☐		Frameworks	Required	Yes	No	Notes
Independent	☐	☐	☐		Elemental Control	☐	☐	☐	
Limited Power	☐	☐	☐		Multipower	☐	☐	☐	
Linked	☐	☐	☐		Variable Power Pools	☐	☐	☐	

NOTES

CHAMPIONS CAMPAIGN GROUND RULES SHEET

GENERAL DESCRIPTION

IMPORTANCE OF THE PC's

CAMPAIGN TONE

Morality: 1 / 2 / 3 / 4 / 5

- (1) Good vs. Bad is black & white; (2) Good vs. Bad is mostly clear-cut; (3) Some cross over between Good vs. Bad;
(4) There is little distinction between good and bad; (5) Morality is always in shades of gray

Realism: 1 / 2 / 3 / 4 / 5

- (1) Very romantic; (2) Romantic; (3) Neutral; (4) Realistic; (5) Extremely Realistic

Outlook: 1 / 2 / 3 / 4 / 5

- (1) Everything works out — Very Optimistic; (2) Almost everything works out;
(3) Successes balanced by failures; (4) Successes are rare;
(5) Almost nothing works out — Very Pessimistic

Seriousness: 1 / 2 / 3 / 4 / 5

- (1) Very light-hearted — campaign plays for laughs; (2) Mostly light-hearted;
(3) Seriousness balanced by light-hearted; (4) More serious than light-hearted; (5) Almost entirely serious

Continuity: 1 / 2 / 3 / 4 / 5

- (1) Episodic — No effort is made to tie the adventures together; (2) Mostly episodic, with some continuing stories;
(3) Some long stories and some episodic ones; (4) Mostly serial, some enforcement of campaign continuity;
(5) Entirely serial — everything must fit into the storyline

PHYSICAL WORLD (DESCRIPTION)

CHARACTER BUILDING GUIDELINES

- (1) Starting Points for PC's: _____

Max points from one Disadvantage Category: _____

- (2) Maximum Disadvantage Points for PC's: _____

- (3) Characters automatically have Characteristic Maxima disadvantage at no point value: YES/NO

- (4) Character can carry normal technology (weapons, etc) at no point cost: YES/NO

Power Levels	Beginning Range	Maximum
Attack Powers	_____	_____
Defense Powers	_____	_____
Skill Rolls	_____	_____

CAMPAIGN RULES

- (5) Combat Uses Hit Locations Chart YES/NO
(6) Knockdown Rules Used YES/NO
(7) Long-Term Endurance Rules Used YES/NO
(8) Limited Push YES/NO

HOUSE RULES

CHARACTER REQUIREMENTS

Skills	Required / Not Recommended / Disallowed?	Requirements / Notes
---------------	---	-----------------------------

_____	R / N / D _____	
-------	-----------------	--

_____	R / N / D _____	
-------	-----------------	--

_____	R / N / D _____	
-------	-----------------	--

_____	R / N / D _____	
-------	-----------------	--

_____	R / N / D _____	
-------	-----------------	--

_____	R / N / D _____	
-------	-----------------	--

_____	R / N / D _____	
-------	-----------------	--

_____	R / N / D _____	
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_____	R / N / D _____	
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_____	R / N / D _____	
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_____	R / N / D _____	
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_____	R / N / D _____	
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TALENTS & POWERS

_____	R / N / D _____	
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_____	R / N / D _____	
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_____	R / N / D _____	
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_____	R / N / D _____	
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_____	R / N / D _____	
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_____	R / N / D _____	
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_____	R / N / D _____	
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_____	R / N / D _____	
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_____	R / N / D _____	
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_____	R / N / D _____	
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_____	R / N / D _____	
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_____	R / N / D _____	
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DISADVANTAGES

_____	R / N / D _____	
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_____	R / N / D _____	
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_____	R / N / D _____	
-------	-----------------	--

_____	R / N / D _____	
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_____	R / N / D _____	
-------	-----------------	--

COMBAT SHEET

SPEED CHART												
	Character's Speed											
	1	2	3	4	5	6	7	8	9	10	11	12
Segment 1	—	—	—	—	—	—	—	—	—	—	—	X
2	—	—	—	—	—	X	X	X	X	X	X	X
3	—	—	—	X	X	—	—	X	X	X	X	X
4	—	—	X	—	—	X	X	—	X	X	X	X
5	—	—	—	—	X	—	—	X	—	X	X	X
6	—	X	—	X	—	X	X	X	X	X	X	X
7	X	—	—	—	—	—	X	—	X	—	X	X
8	—	—	X	—	X	X	—	X	X	X	X	X
9	—	—	—	X	—	—	X	X	—	X	X	X
10	—	—	—	—	X	X	—	—	X	X	X	X
11	—	—	—	—	—	—	X	X	X	X	X	X
12	—	X	X	X	X	X	X	X	X	X	X	X

COMBAT SEQUENCE CHECKLIST

- 1) Determine the attacker's Offensive Combat Value (OCV).
- 2) Determine the defender's Defensive Combat Value (DCV).
- 3) Attacker makes an Attack Roll (3d6). To hit, the character must roll less than or equal to 11 + attacker's OCV - defender's DCV.
- 4) If the Attack Roll is missed, the attacker's Action Phase is over. Go to the next character's Phase.
- 5) If the attacker hits, determine the damage and any effects of damage. Then go to the next character's Phase.

FIGURING OCV AND DCV

Base OCV and DCV are figured as follows:

Base OCV = Attacker's DEX/3

Base DCV = Defender's DEX/3

RANGE MODIFIERS	
Range	Modfler
Adjacent	0
2-4"	-0
5-8"	-2
9-16"	-4
17-32"	-6
33"-64"	-8
65"-128"	-10
etc.	etc.

(Runs vertically L side of Speed Chart)

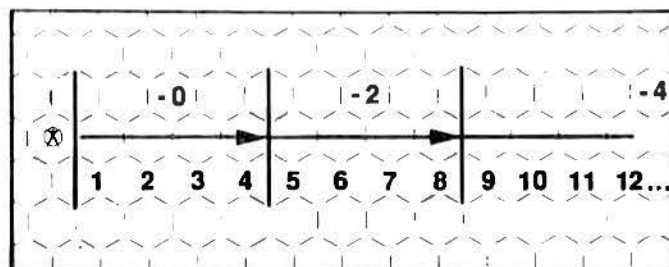
ACTION PHASE TABLE

Time Action	Move Required	Required
Move By	1 Phase	1"
Move Through	1 Phase	1"
Haymaker	1/2 Phase † *	—
Grab	1/2 Phase § *	—
Bracing	0 Phase	—
To "set"	1 Phase	—
Set and brace	1 Phase	—
Missile Deflection	1/2 Phase *	—
Find Weakness	1/2 Phase	—
Other Combat Maneuvers		
(Any action which requires an Attack Roll)		
	1/2 Phase *	—
Drawing a weapon	1/2 Phase	—
Full move	1 Phase	Full Move
Half Move	1/2 Phase	—
Making a Skill Roll	Variable	—
Turning on a Power	0 Phase	—
Turning off a Power	0 Phase	—
Shifting a Multipower	0 Phase	—
Open a door	1/2 Phase	—
Preparing a grenade	1/2 Phase	—
Starting a vehicle	1/2 Phase	—
Change Clothes	1 Phase	—
Take a Recovery	1 Phase	—
Recover from being Stunned	1 Phase	—
Presence Attack	No Time	—
Speaking (Soliloquy)	No Time	—
GM asks you to make a roll	No Time	—

† Action takes place at the very end of the next Segment

§ A character who has made a successful Grab can squeeze the target for his normal STR damage or Throw him.

* The character may not perform another action after these actions, but may perform a half Phase action before these actions.



COMBAT MODIFIERS				
Modifier	Notes	OCV	DCV	
Area Effect Attack	Must hit hex DCV (3, except if adjacent)	—	—	
Autofire	More than one shot; 1 hit/2	+0	-0	
Concealment target	by hit location table or: half hidden	-2	—	
	target head and shoulders only	-4	—	
Bouncing Attack	Requires 1 Combat Level per bounce	+1 to +3	—	
Braced	Only affects Range; can be combined with Set	+2	x ¹ / ₂	
Coordinated Attacks	Combine damage for purpose of Stunning	—	—	
Encumbrance	Attacker is weighed down	—	-0 to -4	
Explosions	Treat like Area Effect	—	—	
Multiple Attackers	+1 OCV/each attacker after the first; must coordinate.	+1	—	
Off Hand	using off hand	-3	—	
Target Prone	may have concealment	—	x ¹ / ₂	
Set	takes 1 full Phase	+1	—	
Spreading Energy Blast	For one target, +1 OCV per -1d6	varies	—	
	To hit multiple targets, -1d6 per additional hex	—	—	
Surprise Move	GM decides	+1 to +3	—	
Surprised	in combat:	—	x ¹ / ₂	
	not in combat, take 2x Stun:	—	x ¹ / ₂	
Target Size	fills 1 hex	+2	—	
	fills 2 hexes	+4	—	
	fills 4 hexes	+6	—	
	¹ / ₂ human sized	-2	—	
	¹ / ₄ human sized	-4	—	
	¹ / ₈ human sized	-6	—	
Throw	unbalanced, unaerodynamic	-4	—	
	balanced or aerodynamic	-2	—	
	balanced and aerodynamic	-0	—	
Target a hex	Must hit hex DCV (3, except if adjacent)	—	—	
Unfamiliar weapon	—	-3	—	

HIT LOCATION					
3d6 Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6	Hands	x1	x ¹ / ₂	x ¹ / ₂	-6 OCV
7-8	Arms	x2	x ¹ / ₂	x ¹ / ₂	-5 OCV
9	Shoulders	x3	x1	x1	-5 OCV
10-11	Chest	x3	x1	x1	-3 OCV
12	Stomach	x4	x1 ¹ / ₂	x1	-7 OCV
13	Vitals	x4	x1 ¹ / ₂	x2	-8 OCV
14	Thighs	x2	x1	x1	-4 OCV
15-16	Legs	x2	x ¹ / ₂	x ¹ / ₂	-6 OCV
17-18	Feet	x1	x ¹ / ₂	x ¹ / ₂	-8 OCV

If necessary, roll 1d6 to determine left or right side (hands, arms, shoulders, thighs, legs, feet). If you roll a 1, 2, or 3, the left side is hit; if you roll a 4, 5, or 6, the right side is hit.

COMBAT MANEUVERS					
Maneuver	Phase	OCV	DCV	Effects	
Standard Maneuvers					
Block	1/2	—	+0	stops attacks, abort	
Brace	0	+2	1/2	+2 to offset Range Penalties only	
Disarm	1/2	-2	0	can disarm target; attacker gets STR vs. STR Roll	
Dodge	1/2	—	+3	vs. all attacks, abort	
Grab	1/2	-1	-2	grab, do STR	
Haymaker	1/2 †	0	-5	x1 1/2 STR before Pushing	
Move By	1/2	-2	-2	STR/2 + v/5; attacker takes 1/3 damage	
Move Through	1/2	-v/5	-3	STR + v/3; attacker takes 1/2 or full damage	
Set	1	+1	+0		
Strike	1/2	+0	+0	STR or by weapon type	
Other Attacks	1/2	+0	+0		
Optional Maneuvers					
Covered	1/2	-2*	+0	target held at gunpoint	
Dive for Cover	1/2	+0	+0	moves character, abort	
Pulling a Punch	1/2	-1 / 3d6	0	strike, normal STUN damage, 1/2 BODY damage	
Rolling with Punch	1/2	-2	-2	roll after being hit, take 1/2 STUN and BODY, abort	
Snap Shot	1	-1	+0	lets character duck back behind cover	
Suppression	1	-2	+0	continuous fire on hex(es), must be autofire	
Sweep	1	-2	x1/2	hits multiple targets in hand-to-hand	
Maneuver	Phase	OCV	DCV	Cost	Damage/Effect
Martial Maneuvers					
Defensive Strike	1/2	+1	+3	5 pts.	STR strike
Martial Strike	1/2	0	+2	4 pts.	STR +2d6, strike
Offensive Strike	1/2	-2	+1	5 pts.	STR +4d6, strike
Martial Block	1/2	+2	+2	4 pts.	Block, abort
Martial Dodge	1/2	0	+5	4 pts.	Dodge, affects all attacks, abort
Martial Throw	1/2	+0	+1	3 pts.	STR + v/5; target falls
Nerve Strike	1/2	-1	+1	4 pts.	2d6 NND1
Choke Hold	1/2	-2	0	5 pts.	Grab, 2d6 NND2
Killing Strike	1/2	-2	0	4 pts.	1/2d6 HKA
Sacrifice Throw	1/2	+2	+1	3 pts.	STR; you fall and target falls
Martial Disarm	1/2	-1	+1	4 pts.	Disarm, +10 STR to Roll
Martial Escape	var	0	0	4 pts.	+15 STR vs. Grabs
Martial Grab	1/2	-1	-1	4 pts.	Grab, +10 to STR for hold only (not damage)
* Also use OCV mod for Hit Location					
† This maneuver takes one extra Segment to perform					
EXPLANATION OF TERMS:					
Phase: This column explains how long it takes to perform the maneuver.					
OCV (Offensive Combat Value): This number tells the player the modification for performing the maneuver. For example, a +1 OCV means that a character has +1 addition to his roll (or his OCV) to hit.					
Dash ("—"): A dash on the table means that column is not relevant.					
DCV (Defensive Combat Maneuver): This number tells the person performing the maneuver the modification to the attacker's DCV. For example, performing a disarm maneuver decreases the attacker's DCV, making it more likely for the him to be hit.					
Damage: This number is the damage done by the attack. STR means that the attack does STR/5 in d6.					
Abort: A character can forfeit the next Action Phase to do this maneuver out of Phase. For a more detailed explanation, see <i>Action Phases</i> .					

DAMAGE CLASS TABLE

DC	Killing	Normal	Active Points
1	1 pip	1d6	5
2	1/2d6, 1d6-1	2d6	10
3	1d6	3d6	15
4	1d6+1	4d6	20
5	1 1/2d6, 2d6-1	5d6	25
6	2d6	6d6	30
7	2d6+1	7d6	35
8	2 1/2d6, 3d6-1	8d6	40
9	3d6	9d6	45
10	3d6+1	10d6	50
11	3 1/2d6, 4d6-1	11d6	55
12	4d6	12d6	60
13	4d6+1	13d6	65
14	4 1/2d6, 5d6-1	14d6	70
15	5d6	15d6	75
16	5d6+1	16d6	80
17	5 1/2d6, 6d6-1	17d6	85
18	6d6	18d6	90
etc.			

KNOCKBACK

There are two steps in determining Knockback. First, the attacker should roll 2d6 and subtract that total from the amount of BODY done by the attack. If the result is negative, no Knockback results, and the defender remains where he was standing before the attack. If the result is 0, the defender is knocked down. A character who is knocked down must spend a half-Phase on his action next Phase getting to his feet (if he was in midair, he must spend a half Phase regaining his equilibrium). If the result is positive, the target is Knocked Back; he'll end up lying on the ground, and must spend a half Phase to get up (or getting out of whatever he hit). The positive total is equal to the distance in inches that the target is Knocked Back.

Under certain situations the number of d6 rolled can be modified. The Knockback Modifiers table lists the different situations and the modifier to the 2d6 normally rolled (the modifiers are cumulative).

KNOCKBACK MODIFIERS	
Circumstance	# of dice rolled for Knockback
Target is in the air	one less d6
Target Rolled with the Punch	one less d6
Target is underwater	one more d6
Attack was a Killing Attack	one more d6
Attack was a Martial Attack	one more d6
Target has Clinging	one more d6

NORMAL ATTACKS

Roll on die for Normal Attack	Body done
1	0(zero)
2-5	1
6	2

STUNNING

If the STUN done (after subtracting defenses) is less than or equal to the character's CON, there's no effect (other than the loss of the STUN, of course). If the STUN done by a single attack (after subtracting defenses) exceeds the defender's CON (Constitution), the defender is Stunned.

KNOCKOUT

If a character's STUN total is reduced to zero or below, he is Knocked Out.

RECOVERY TIME

STUN Total	How Often Character Recovers
-0 to -10	Every Phase and post-Segment 12
-11 to -20	Post-Segment 12 only
-21 to -30	Once a minute only
-31 or more	GM's option (a long time)

UNCONSCIOUSNESS EFFECT

STUN Total	Effect
-0 to -10	Character is aware, but cannot affect surroundings or use Powers
-11 or more	Character is out cold

DEATH

A character at or below 0 BODY is dying. The character loses 1 BODY each turn (at the end of Segment 12). Death occurs when the character has lost twice his original BODY.

ENDURANCE IN SUPERHEROIC CAMPAIGNS

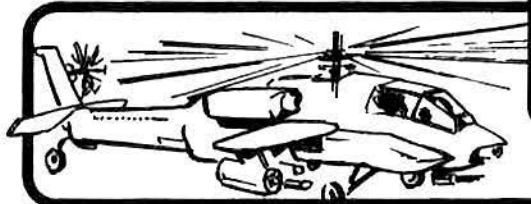
Using 10 Active Points costs 1 END per Phase.

In superheroic campaigns, many characters will be paying END just to maintain their Powers, so END will be very important. Superheroes tend to have mighty powers that use up huge quantities of Endurance, and rationing their power is an important consideration in a long battle.

PUSHING IN SUPERHEROIC CAMPAIGNS

Pushing in superheroic campaigns is a much more common occurrence. A character can Push the limits of his Power by up to 10 Character Points, using 1 extra END for every 1 Power Point he Pushes his Power. There is no EGO Roll required.

Only Powers (and STR) which normally cost END can be Pushed. The GM can allow greater Pushes than 10 Character Pts in unusual circumstances, like saving the universe.



VEHICLE AND BASE CREATION

VEHICLE CREATION

Characteristic	Starting Value	Cost
STR	10	1
BODY	10	1
Size	1 hex	see table
DEF	2	3
DEX	10	3
SPD	1 + DEX/10	10
Movement	6" (12" noncombat)	As per Power



STR (STRENGTH)

Strength	Lift (kg)	Example
10	100	Man
13	150	
15	200	2 Men
18	300	
20	400	Motorcycle
23	600	
25	800	
28	1200	
30	1600	Small car
35	3200	Truck
40	6400	
45	12.5 ton	Jet Fighter
50	25 ton	
55	50 ton	Tank
60	100 ton	
65	200 ton	Large Plane
70	400 ton	
75	800 ton	Trawler
etc.		

GROWTH TABLE FOR VEHICLES

Length (hexes)	Width (hexes)	Area (hexes)	Mass	DCV	STR	KB	BODY	Example
1	.5	.5	100 kg	0	10	0	10	Motor bike
1.25	.64	.8	200 kg	0	15	-1	11	Motorcycle
1.6	.8	1.25	400 kg	-1	20	-2	12	Golf Cart
2	1	2	800 kg	-2	25	-3	13	Compact
2.5	1.25	3.2	1.6 ton	-2	30	-4	14	Station Wagon
3.2	1.6	5	3.2 ton	-3	35	-5	15	Limousine
4	2	8	6.4 ton	-4	40	-6	16	Lear Jet
5	2.5	12.5	12.5 ton	-4	45	-7	17	Fighter (F-16)
6.4	3.2	20	25 ton	-5	50	-8	18	Tank
8	4	32	50 ton	-6	55	-9	19	Locomotive
10	5	50	100 ton	-6	60	-10	20	Large Cargo Plane
12.5	6.4	80	200 ton	-7	65	-11	21	ICBM
16	8	125	400 ton	-8	70	-12	22	Trawler
20	10	200	800 ton	-8	75	-13	23	Cutter
25	12.5	320	1.6 kton	-9	80	-14	24	Freighter
32	16	500	3.2 kton	-10	85	-15	25	Destroyer
etc.								

DEF

Coverage Protects	Limitation
60 Degrees (one hex side)	-1
180 Degrees (3 consecutive hex sides)	-1/2
Additionally	
Only on the same horizontal Level	-1/4
Coverage does not protect passengers (like a motorcycle or skateboard)	-1/2

MOVEMENT

Movement Mode	Cost per 1"	Base	Minimum
Ground Movement	2 points	6"	—
Flying	2 points	0"	10 points
Swimming	1 point	2"	—
Gliding	1 point	0"	5 points
Superleap	1 point	0"	5 points
Swinging	1 point	0"	5 points
Teleportation	2 points	0"	20 points
Tunneling	5 points	0"	10 points
Extra Dimensional Movement	—	—	20 points
FTL	—	—	10 points
Clinging	—	—	10 points

Stall

If the Stall Velocity is half the vehicle's maximum combat velocity, then this is a -1/4 Limitation. If the Stall velocity equals the vehicle's combat velocity, then this is a -1/2 Limitation. Such a vehicle could only stay airborne at noncombat velocities.

Limited Maneuverability

Limited Maneuverability is a -1/4 Limitation.

LIMITED ARC OF FIRE

Arc of Fire	Limitation Bonus
One hex row	-3/4
60 degrees	-1/2
180 degrees	-1/4
Additionally	
Only on same horizontal level	-1/4



DISADVANTAGES

A vehicle or base can have Disadvantages, just like a character. Such Disadvantages serve to give the base or vehicle flavor; and they also decrease the number of points the builder has to pay to build the base. GMs should carefully examine the Disadvantages to make sure that they fit into the campaign and don't just give the base or vehicle free points. GMs can also set a maximum number of Disadvantages for the base or vehicle.

DEPENDENT NPC

The base or vehicle has an individual who is almost always there. A DNPC is different from Personnel because the builder for the base or vehicle will feel a special need to protect the DNPC from harm. The DNPC will often be especially defenseless or close to the builder.

Example: *Defender has an out-of-work brother who is staying at Champions HQ because he doesn't have anywhere else to live. He keeps himself busy by fixing things up around the base, and acts as a DNPC 14-.*

DISTINCTIVE FEATURES

A base or vehicle that is particularly distinctive can have the Distinctive Features Disadvantage.

Example: *The Star Dreadnaughts of the Kindred Empire are constructed to inspire fear in opponents. They have Distinctive Features (Unconcealable) and cause an extreme reaction, for a total of 25 points. Onlookers are always able to recognize a Star Dreadnaught, and associate it with death and destruction — they usually shoot on sight.*

MYSTERY DISADVANTAGE

Something is wrong with the base or vehicle, and the builder doesn't know about it! This is not really a new Disadvantage, but a way for the GM to add suspense to building a vehicle or base. All mystery Disadvantages must be approved by the GM, who must decide exactly what the Disadvantage is. Once the characters find out what the Disadvantage is, it may then become a normal Disadvantage, or it may change. Some old "lemon" vehicles or bases have so many problems that as soon as one problem is fixed, another appears.

PUBLIC ID

Just like a character, a base or vehicle can have a Public ID. This means that everyone, but everyone, knows its (current) location, who owns it, prominent features, what can be found inside, etc.

UNLUCK

The vehicle or base itself is a nexus for unfortunate events. Equipment malfunctions, windows break, the computer starts printing out poetry, the AI gets hooked on video games, escalators suddenly reverse directions, the base weapons go off by accident, etc. Unluck can be even worse if the base or vehicle is in a hostile environment: the wall could be punctured by a meteor that flew out of clear space, the airlock door falls off, etc.

VULNERABILITY

The vehicle or base is particularly vulnerable to certain types of attacks.

WATCHED

Many bases or vehicles are watched by some organization or group. This can even be part of a deal that enables the base or vehicle to be built in the first place ("we'll let you build the base, but we'll be keeping an eye on you"). The costs for having someone Watch the base or vehicle are covered in the Hunted rules.

If the group Watching is the government (as is often the case), then there will be other effects. The Government will often insist on information about anyone who uses the base or vehicle. Of course, the Government will also insist on detailed reports of all group activities, especially detailed descriptions of all villains encountered. Any unusual technologies or equipment "found" by the group will be turned over to the Government for examination by the "top men in the field".

"Who?"

"Top men. Top men. Don't worry, it's all being taken care of."

BASE CREATION

Characteristic	Starting Value	Cost
BODY	2	1
DEF	2	3
Size	8 hexes	see table

Partial Coverage

To determine the value for Partial Coverage, the character should determine the overall size of the base, and the size of the heavily protected section. For each increment higher on the base size table, the DEF for the smaller section receives a -1/4 Limitation. The maximum Limitation is -2.

Example: The Champions are constructing a base that is 500 hexes large. The base, which is just a normal building, has DEF 2 BODY 2 walls. However within the building is an inner sanctum which is 125 hexes large. This moves up the Size Table 3 increments, so the DEF and BODY can be bought with a -3/4 Limitation. In addition, the Champions decide to have a super-secure vault that is only 28 hexes large. Because this is 8 increments up the table, the Champions receive a -2 Limitation. This is the maximum Limitation possible; even if the vault was made smaller, the BODY and DEF would only get a -2 Limitation.

SIZE

The final attribute of a base is size. Bases are initially 8 hexes large; this represents the minimum size for a base. This size can be increased according to the Base Size Table.

Each increment of size for a base costs 2 points; -2 DCV of size thus cost 6 points. Increased size functions identically to Growth that has been bought Persistent and Always On.

BASE SIZE TABLE

Cost	Length (hexes)	Width (hexes)	Area (hexes)	DCV
0	4	2	8	-4
2	5	3	15	-4
4	6.4	3.2	20	-5
6	8	4	32	-6
8	10	5	50	-6
10	12.5	6.4	80	-7
12	16	8	125	-8
14	20	10	200	-8
16	25	12.5	320	-9
18	32	16	500	-10
20	40	20	800	-10
22	50	25	1,250	-11
24	64	32	2,000	-12
26	80	40	3,200	-12
28	100	50	5,000	-13
30	125	64	8,000	-14
32	160	80	12,500	-14
34	200	100	20,000	-15
36	250	125	32,000	-16

GROUND

The size of the base is assumed to be a building. In addition, a base can have grounds or a yard equal to the size of the base itself. The area of the grounds can be doubled for +1 point; this has no effect on the size of the base itself.

LOCATION

Location	Cost (pts.)
City	0
Suburb	5
Distant	10
Modifiers	
Floating in water	+5
Deep Wilderness	+5
Floating in air	+10
Underwater	+15
Underground	+20
In Space	+25

BASE RECORD SHEET

Name: _____		Owner(s): _____				
Val	Char	Base	Cost	Pts.	Disadvantages	Base(_)+Pts.
_____	Body	2	1	_____	_____	_____
_____	Def	2	3	_____	_____	_____
_____	•partial _____		var.	_____	_____	_____
_____	Size	8 hexes	2	_____	_____	_____
_____	•length	4 hexes		_____	_____	_____
_____	•Width	2 hexes		_____	_____	_____
_____	•DCV	-4DCV		_____	_____	_____
_____	Grounds		1	_____	_____	_____
_____	Location: _____			_____	_____	_____
_____	Power Plant (END reserve)			_____	_____	_____
_____	END	0	1/10	_____	BASE	Disadvantages Total : _____
_____	REC	0	1	_____		Base Spent + _____
Characteristics Total: _____						Total Cost = _____

Pts.	Abilities/Equipment	END/Roll
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
Equipment _____ + CHAR _____ = Total Cost _____		

COMPUTER RECORD SHEET

Computer Name: _____ Owner: _____					Notes/Description: _____ _____ _____ _____ _____ _____ _____	
Val	Char	Base	Cost	Pts.		
_____	INT 10	1	_____	_____		
_____	(EGO) (10)	2	_____	_____		
_____	DEX 10	3	_____	_____		
_____	SPD 2	10	_____	_____		
Characteristics Cost: _____						
Pts.	Skill	Roll	Pts.	Program	Disadvantages	Base(_)+Pts.
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
Skills & Program _____ + CHAR _____ = Total Cost _____					BASE	Disadvantages Total: _____
						Base Spent + _____
						Total Cost = _____

COMBAT RECORD SHEET																	
CHARACTER	DEX Levels	SPD	1	2	3	4	5	6	7	8	9	10	11	12	OCV	DCV	ECV
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AGENT CONTROL SHEET

Group: _____ Type: _____														
Skills & Equipment														
STR	_____	_____												
DEX	_____	_____												
CON	_____	_____												
BODY	_____	_____												
INT	_____	_____												
EGO	_____	_____												
PRE	_____	_____												
COM	_____	_____												
PD	_____	_____												
ED	_____	_____												
SPD	_____	_____												
REC	_____	_____												
END	_____	_____												
STUN	_____	_____												
CHA Cost _____ +Skill Cost _____ =Total Cost _____														
Disadvantages														
OCV	_____	_____												
DCV	_____	_____												
ECV	_____	_____												

Agent 1			Agent 2			Agent 3			Agent 4			Agent 5		
Stun	End	Body	Stun	End	Body	Stun	End	Body	Stun	End	Body	Stun	End	Body
Extra Skills/Equipment			Extra Skills/Equipment			Extra Skills/Equipment			Extra Skills/Equipment			Extra Skills/Equipment		

Agent 6			Agent 7			Agent 8			Agent 9			Agent 10		
Stun	End	Body	Stun	End	Body	Stun	End	Body	Stun	End	Body	Stun	End	Body
Extra Skills/Equipment			Extra Skills/Equipment			Extra Skills/Equipment			Extra Skills/Equipment			Extra Skills/Equipment		

Agent 11			Agent 12			Agent 13			Agent 14			Agent 15		
Stun	End	Body	Stun	End	Body	Stun	End	Body	Stun	End	Body	Stun	End	Body
Extra Skills/Equipment			Extra Skills/Equipment			Extra Skills/Equipment			Extra Skills/Equipment			Extra Skills/Equipment		

STRONGHOLD GUEST LIST

1. Name: _____
Notes: _____

2. Name: _____
Notes: _____

3. Name: _____
Notes: _____

4. Name: _____
Notes: _____

5. Name: _____
Notes: _____

6. Name: _____
Notes: _____

7. Name: _____
Notes: _____

8. Name: _____
Notes: _____

9. Name: _____
Notes: _____

10. Name: _____
Notes: _____

11. Name: _____
Notes: _____

12. Name: _____
Notes: _____

13. Name: _____
Notes: _____

14. Name: _____
Notes: _____

15. Name: _____
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16. Name: _____
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17. Name: _____
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18. Name: _____
Notes: _____

19. Name: _____
Notes: _____

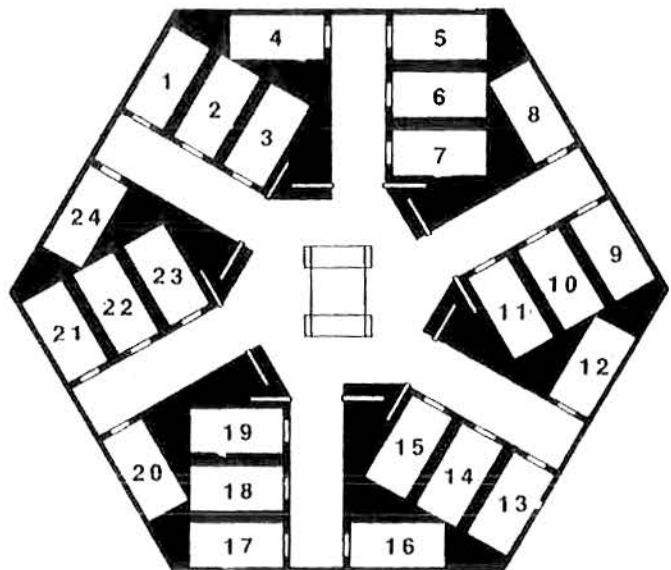
20. Name: _____
Notes: _____

24. Name: _____
Notes: _____

22. Name: _____
Notes: _____

23. Name: _____
Notes: _____

24. Name: _____
Notes: _____



Level: _____

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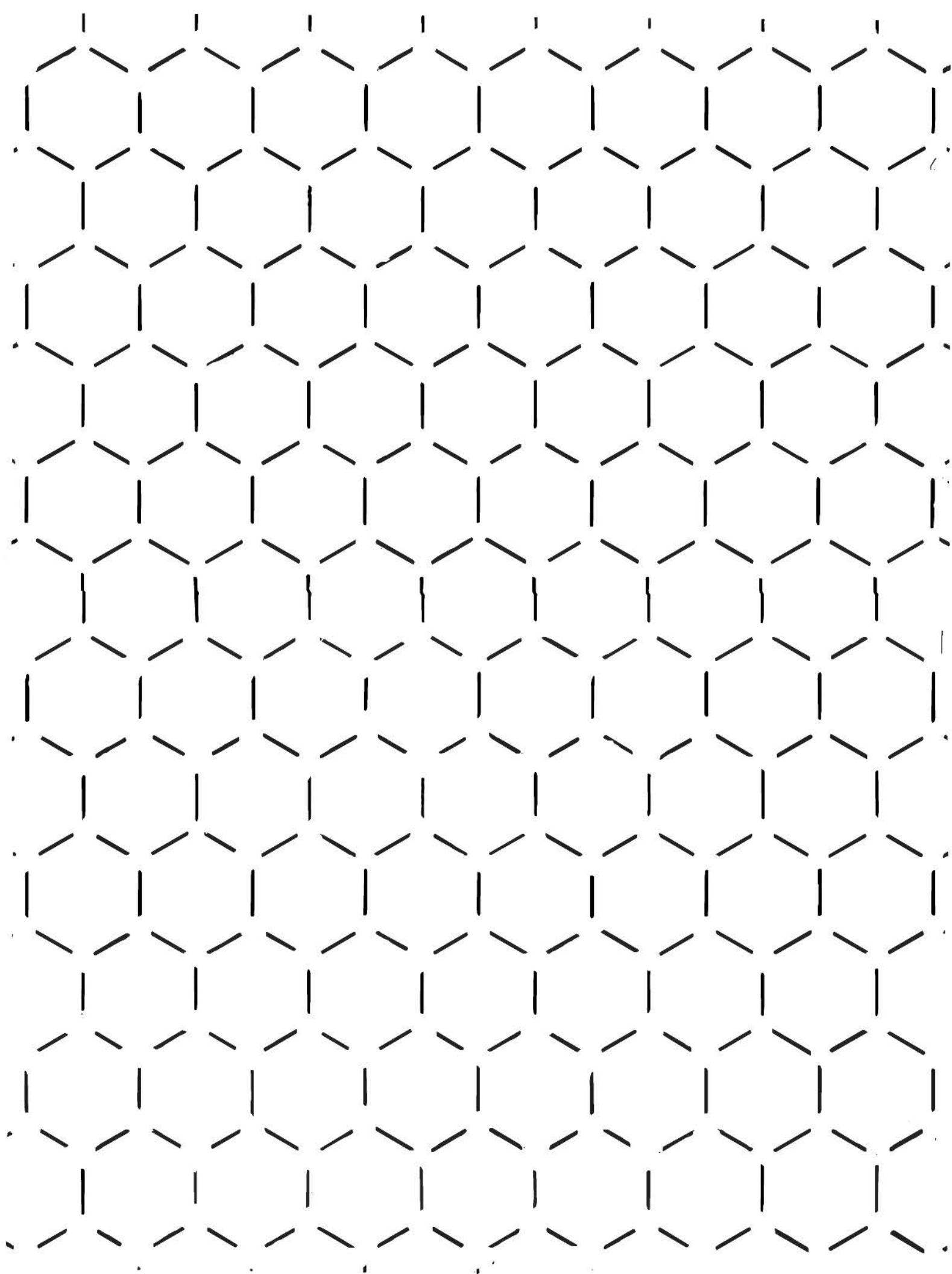
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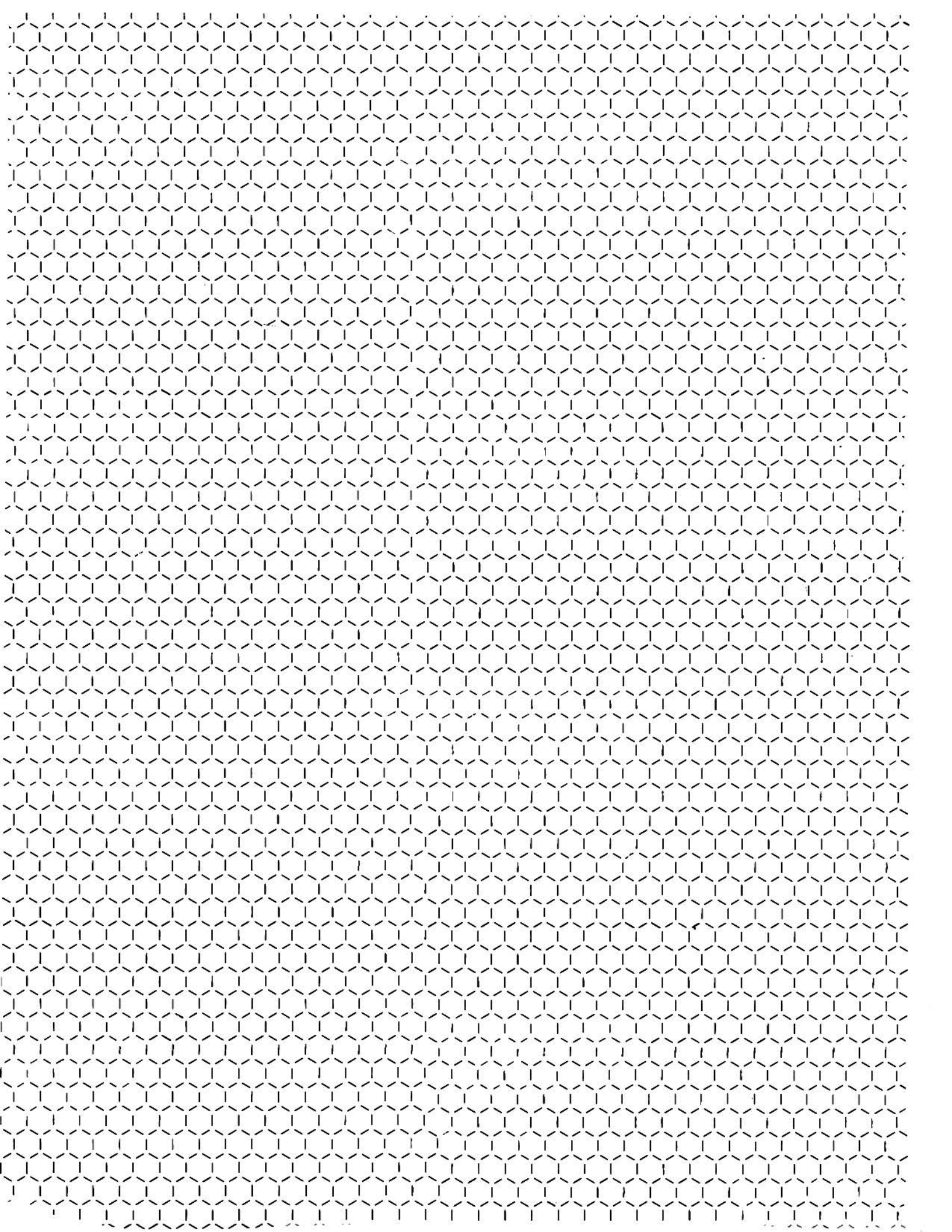
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Name: _____ Player: _____				Base OCV(DEX/3): _____ Base DCV(DEX/3): _____ Adjustment + _____ Adjustment + _____ Final OCV = _____ Final DCV = _____ Levels: _____		
Val	Char	Base Cost	Max Pts.			
STR		10	x1			
DEX		10	x3			
CON		10	x2			
BODY		10	x2			
INT		10	x1			
EGO		10	x2			
PRE		10	x1			
COM		10	x1/2			
PD (STR/5)			x1			
ED (CON/5)			x1			
SPD (1+DEX/10)			x10			
REC (STR/5)+(CON/5)			x2			
END (CONx2)			x1/2			
STUN (BODY)+ (STR/2)+(CON/2)			x1			
Characteristics Cost: _____						
CHA Roll = 9+CHA/5		Run (6"): _____				
STR Roll: _____		Swim (2"): _____				
DEX Roll: _____		Jump (L/H): _____				
INT Roll: _____						
EGO Roll: _____						
PER Roll (9+INT/5): _____						
Disadvantages		Base (_____)+Pts.				
		: Skills Cost + Char Cost = Total Cost				
		Combat Maneuvers				
		Maneuver	Phase	OCV	DCV	Effect
		Block	1/2	—	+0	stops attacks, abort
		Brace	0	+2	1/2	+2 vs. RMod
		Disarm	1/2	-2	0	can disarm: STR vs STR
		Dodge	1/2	—	+3	vs. all attacks, abort
		Grab	1/2	-1	-2	grab, do STR
		Haymaker	1/2	0	-5	x1 1/2STR before Pushing
		Move By	1/2	-2	-2	STR/2 + v/5
		Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0			
Strike	1/2	+0	+0	STR or weapon type		
Other Attacks	1/2	+0	+0			
		Range 0-4 5-8 9-16 17-32 33-64 65-128 RMod 0 -2 -4 -6 -8 -10 DEX: _____ SPD: _____ ECV(EGO/3): _____ Phases: 1 2 3 4 5 6 7 8 9 10 11 12 PD/rPD: _____ ED/rED: _____ END: _____ STUN: _____ BODY: _____				
Experience	Disadvantages Total: _____ Experience Spent + _____ Total Cost = _____					



CHARACTER BIO SHEET	
Hero Name: _____ Secret ID: _____ Player: _____	
Group(s) Affiliation: _____ Occupation: _____	
PHYSICAL DESCRIPTION: Age: _____ Sex: _____ Height: _____ Weight: _____ Skin: _____ Hair: _____	
Distinguishing Features: _____	
Appearance (Hero & Secret ID): _____ _____	
Outward Attitude: _____ _____	
Ambitions/Goals: _____ _____	
Routine Activities: _____ _____	
Financial Status: _____ _____	
Friends/Family: _____ _____	
Enemies (and why): _____ _____ _____	
Physical Problems: _____ _____	
Psychological Quirks & Problems: _____ _____ _____	
Origin: _____ _____ _____ _____ _____	



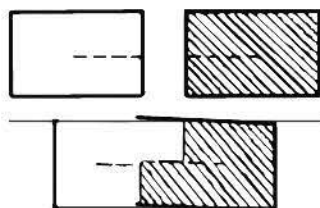


INSTRUCTIONS FOR ASSEMBLING THE STANDUP FULL-COLOR CHARACTERS

Cutting: Cut the figures along the grey lines. DO NOT cut on the solid lines — those are the fold lines.

Folding: The best way to fold the figures is to start by scoring along each fold line. Use a letter opener, coin, or similar hard object; "mark" along a straightedge to indent the fold lines on each figure. Then place the fold line over a table edge and bend. This will give you a clean and accurate fold line. If you use a table edge without scoring first, your fold may not go exactly where you want it.

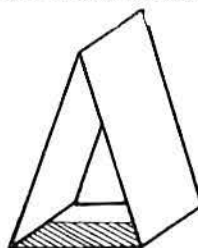
Assembly: A finished figure has a front, back, and base. You may assemble it either temporarily or permanently. For temporary assembly, cut along the dotted lines that extend half-way into the base of each figure. You can then lock the two halves of the base together (see illustration). The figure will stay up during play, but can be taken apart and stored flat when you are done.



For permanent assembly, overlap the two sides of the base and glue or tape them together.

Weighting: If you assemble your figures permanently, you can weight each base with a B-B, fishing sinker, or similar object glued inside. The Cardboard Heroes are surprisingly stable without weights, but you may want a little "insurance." A ball of clay makes a good temporary weight.

Identification: Each figure has a unique identification number on its base, along with a very brief description. However, NO identification has been placed where it will show during play. If you wish, you can write names, letters or numbers on the front or back of each figure; we've left this to the purchaser's individual preferences. If you prefer to have the identification visible during play, space is left on the base of each figure. You can put your own names or IDs out of sight, referring to them when necessary.



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