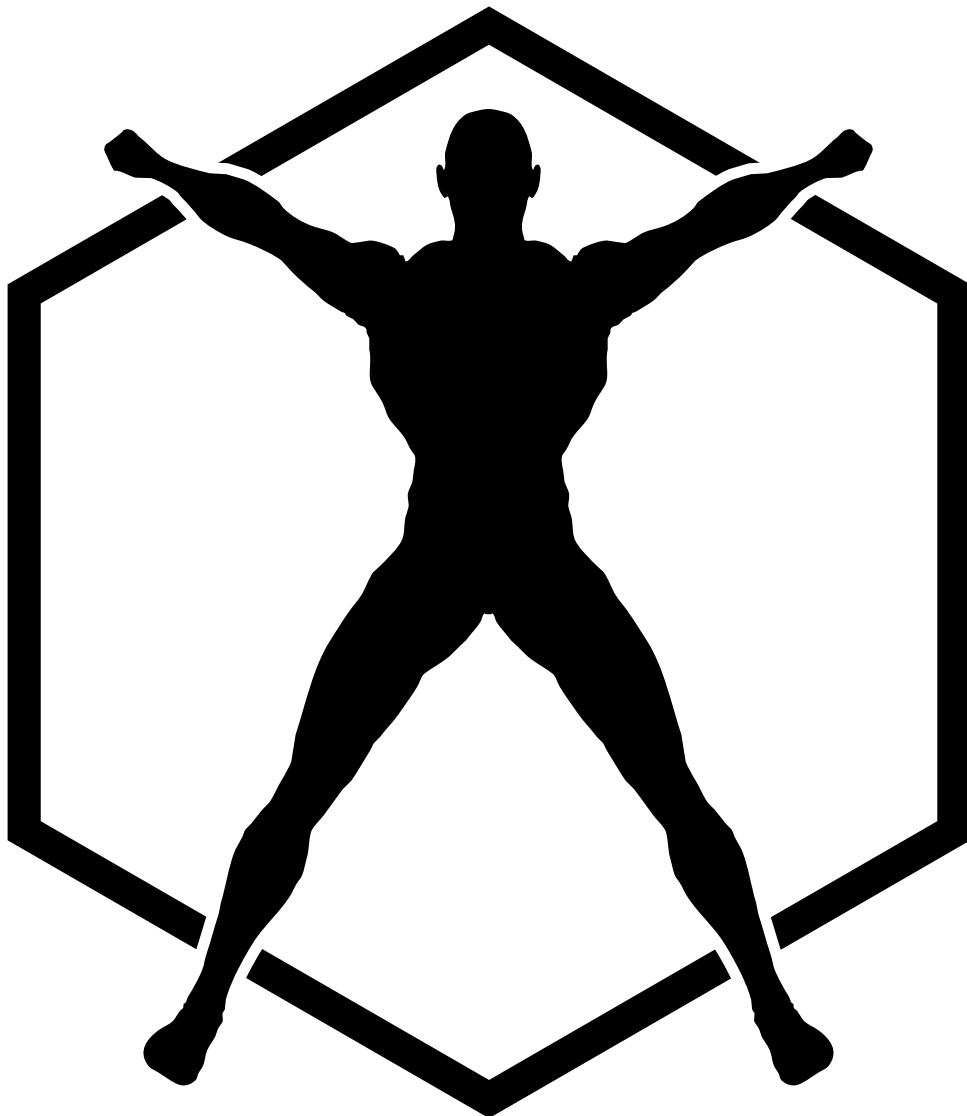


HERO

SYSTEM

RESOURCE KIT



HERO SYSTEM RESOURCE KIT

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Dedication: To *HERO System* fans everywhere — we hope the *Resource Kit* makes your games more fun than ever!

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HOW TO USE THIS KIT



The *HERO System Resource Kit* is a *HERO System* gaming aid for use by both players and gamemasters (GMs). No matter what role you take in your gaming group, or what type of *HERO System* game you play, the *Resource Kit* includes things to improve your gaming experience.

GM'S SCREEN

The five-panel GM's screen contains copies of the charts and tables most commonly consulted while you're running or playing a *HERO System* game. While it's of most use to GMs (since they can conceal their notes and NPC character sheets behind it), it also helps players. Not only can they look at the tables on the outside of the GM's copy (since each side features the same tables), but they can use their own copy as a personal "quick reference sheet."

Customizing Your GM's Screen

Every GM and group of players is unique, with its own preferences and approaches to the *HERO System*. You may find there are tables, charts, or rules summaries you consult frequently, but which aren't on the GM's Screen — after all, there's only so much room on five pages. Fortunately, it's easy for you to customize your GM's Screen to suit your own gaming style.

One way to customize the screen, if you find that you don't use part of it, is to replace the unused part with something you do want. All you have to do is make a photocopy of what you do want, and then, with a few paper clips or some removable tape, use it to cover up the table you don't need.

Even better, you can add a couple of pages of material to the Screen without replacing anything. All you need (besides a printout or photocopy of the pages to add) is something you can get from any office supply store. For no more than a dollar or two, you can buy one of those report covers with the clear plastic front and the removeable plastic spine that holds the pages inside the clear plastic (some stores call these "sliding bar report covers"). Take the removeable spine and attach half of it to one of the outer folds of the GM's Screen. Then use the other half to hold another piece of paper — for example, maybe the Combat Record Sheet for the evening's adventure. The GM's Screen is sturdy enough to support one extra sheet attached to each of its end folds like this, thus allowing you to add two more pages to the screen. For best results, print the extra pages on card stock; the tougher paper adds even more stability.

RULES SUMMARY AND FORMS BOOKLET

The second component in the *Resource Kit* is this booklet, containing 48 pages of useful information and forms.

You have Hero Games's permission to photocopy any of the forms in the booklet for personal use only.

Character Creation Summary

The first and largest section of the booklet contains a condensed version of all the information you need to create characters, vehicles, bases, automotons, and so forth — the Skill List, the Power cost summaries, Disadvantage value tables, the Vehicle Size Table, and lots more. When you just need this basic information, it's often easier to carry or consult this booklet than the full *5th Edition* tome.

At the end of this section, you'll find a copy of the character sheet from the *HERO System 5th Edition*. You can easily make photocopies of this sheet without having to place any strain on your copy of the core rulebook.

Character Bio Sheet

A good character is more than just a collection of numbers and buzzwords on a character sheet. He has a background, a history, a life. In other words, he seems like a living, breathing, three-dimensional person, not a two-dimensional combat machine. This sheet helps the player create that sort of depth by making him think about many different aspects of his character — everything from his basic physical appearance, to his family history, and beyond. Gamemasters can carry this idea further, if they wish, by writing down some additional questions on another page.

Campaign Ground Rules Sheet And Character Creation Checklist

These two forms, intended for use by the GM, help in the planning of a campaign. Both players and GMs benefit when they have a firm idea of what the campaign involves before anyone creates any characters, and these forms help the GM provide that information.

The Campaign Ground Rules sheet describes the basic "flavor" of the campaign and which optional rules (if any) the GM intends to use. By spending just a few minutes filling it out, the GM can convey all the necessary information to the players in an easy-to-read format.

A NOTE ON CORRECTIONS

We've taken advantage of the production of this booklet to correct a few typos and errors that crept into the *HERO System 5th Edition* core rulebook. Where the text of the two differ, the text in this booklet takes precedence. As always, check the errata and Rules FAQ pages on the Hero Games website (www.herogames.com) for the latest information.

Similarly, the Character Creation Checklist provides a handy reference for players regarding which game elements the GM allows, disallows, encourages, and/or discourages. A few spaces have been included where GMs can write in Skills and other elements unique to their campaigns.

Combat Record Sheet And Minion Control Sheet

These two forms help the GM during the actual running of a game. The first, prepared for each game session, lists the PCs and major NPCs in order of their DEX, thus helping combat to go a little more smoothly. It also has space to write down each character's defenses, movement, PER Rolls, and noteworthy abilities. In short, it's a handy one-page summary of what all the primary characters can do.

The Minion Control Sheet, on the other hand, is for entirely secondary characters, whether you call them minions, agents, thugs, or simply "cannon fodder." These are lesser opponents, often intended more to harass or delay PCs than actually defeat them. Since you just need a little bit of basic combat information about each one, it's easy to keep track of up to 15 of them with this sheet.

Adventure Record Sheet

When the scenario's done and the PCs have received their well-earned Experience Points, the GM can write down what happened during the game on this form. By keeping track of each character's accomplishments, and the general events of each game session, the GM can easily

establish a "living record" of his campaign — the perfect source for remembering (and reviving!) old subplots, supposedly dead enemies, and more. If necessary, use the back of the sheet to include more information.

Vehicle, Base, And Computer Record Sheets

There's more to any campaign than just characters. The PCs (and their adversaries) use things like computers, vehicles, and bases during the course of the game, and sometimes it's important to keep track of the exact information about those things. These three sheets help you do just that.

Combat Rules Summary

This section condenses the *HERO System* combat rules into just a few pages, providing you with a quick source for most basic combat information (though the booklet generally doesn't reprint tables already on the GM's Screen). Handy page references direct you to the full text in the 5th Edition.

Combat Templates

For Hero gamers who use miniatures and hex-maps to make it easier to run combat scenes, these 1" = 1 hex templates help to determine the Range Modifier for a power, the extent of an Area Of Effect, and the like. We suggest photocopying them onto cardstock to protect them (perhaps using different colors of cardstock for different characters' powers); you could even get them laminated if you wish. If you prefer a scale other than 1" = 1 hex, photocopy them at a larger or smaller size.

ASSEMBLING THE PDF RESOURCE KIT

As a PDF product, this version of the HERO System Resource Kit requires a few changes in the way you assemble and use it.

GM's Screen

Since computer printers can't print a page that's 42.5 inches long — the length of the GM's Screen — the Screen's five panels have been broken up into five individual 8.5"x11" pieces. This allows you to assemble them in whatever order you like, or to discard pages you feel you don't need.

You can turn the five pages into a single screen in several ways. One, you attach them to a piece of posterboard or cardboard of the proper length, then crease it to create the folds. Two, you can use a "blank" GM's screen product, such as Citizen Games's Masterscreen, and insert the panels you want the most.

The Maps

The maps are included at their full 22"x17" size (a 1" = 1 inch scale) for people who have access to a printing shop that can make full-sized printouts for them. If you want to print them on 8.5"x11" paper, select "Shrink Oversized Pages To Paper Size" in the Print menu. You can then make larger-sized photocopies of them if you want to use them at their regular size.

Photocopying And Printing Permission

You have Hero Games's permission to print any of the contents of the PDF HERO System Resource Kit in any manner, size, or format for your own personal use, and to photocopy printed pages or the like for your own personal use.

CHARACTER CREATION



CHARACTER TYPES GUIDELINES TABLE

Character Type	Base Points	Maximum Points From Disadvantages	Maximum Points From Any One Category Of Disadvantage	Total
Normal				
Incompetent Normal	-25	25	25 (or less)	0 (or less)
Standard Normal	0	25	25	25
Skilled Normal	25	25	25	50
Competent Normal	50	50	25	100
Heroic				
Standard	75	75	25	150
Powerful	100	100	25	200
Very Powerful	125	125	40	250
Superheroic				
Low-Powered	150	100	50	250
Standard	200	150	50	350
High Powered	300	150	60	450
Very High Powered	400	200	75	600
Cosmically Powerful	500+	200+	75+	700+

CHARACTERISTICS

A set of Characteristics representing natural attributes (such as physical strength, intellect, and willpower) describes every character. Each Characteristic has a numerical value — a rating which indicates how the character compares to other characters, whether he is better or worse. The higher a Characteristic, the better a character is at whatever that Characteristic represents. A character with Strength 20 is stronger than one with Strength 15.

Primary Characteristics

Primary Characteristics represent a character's physical and mental capabilities. All PCs and important NPCs start with a value of 10 in each of their Primary Characteristics; less important or skilled NPCs may start with lower values (typically 8). The accompanying table lists the Primary Characteristics and how many Character Points it costs to raise each one's value by 1.

Figured Characteristics

The second type of Characteristic is Figured Characteristics, so called because you derive their values from a character's Primary Characteristics. Figured Characteristics mainly represent various combat capabilities. You can raise or lower Figured Characteristics independently of the Primary Characteristics by spending Character Points.

PRIMARY CHARACTERISTICS TABLE

Base Value	Primary Characteristic	Cost Per Point	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)	½	20

FIGURED CHARACTERISTICS TABLE

Base Value	Figured Characteristic	Formula	Cost per Point	Maximum Value
(2)	Physical Defense (PD)	STR/5	1	8
(2)	Energy Defense (ED)	CON/5	1	8
(2)	Speed (SPD)	1+(DEX/10)	10	4
(4)	Recovery (REC)	(STR/5)+(CON/5)	2	10
(20)	Endurance (END)	2 x CON	½	50
(20)	Stun (STUN)	BODY + (STR/2)+(CON/2)	1	50

SKILLS

Skill	Type	Base Roll	Base/+1 Cost	Period
Acrobatics	Agility	9+(DEX/5)	3/2	All
Acting	Interaction	9+(PRE/5)	3/2	All
Analyze	Intellect	9+(INT/5)	3/2	All
Animal Handler	Interaction	9+(PRE/5)	2/2	All
Autofire Skills	Combat	—	Varies	Modern, Future
Breakfall	Agility	9+(DEX/5)	3/2	All
Bribery	Interaction	9+(PRE/5)	3/2	All
Bugging	Intellect	9+(INT/5)	3/2	Modern, Future
Bureaucrats	Interaction	9+(PRE/5)	3/2	All
Climbing	Agility	9+(DEX/5)	3/2	All
Combat Driving	Agility	9+(DEX/5)	3/2	All
Combat Piloting	Agility	9+(DEX/5)	3/2	Modern, Future
Combat Skill Levels	Combat	—	Varies	All
Computer				
Programming	Intellect	9+(INT/5)	3/2	Modern, Future
Concealment	Intellect	9+(INT/5)	3/2	All
Contortionist	Agility	9+(DEX/5)	3/2	All
Conversation	Interaction	9+(PRE/5)	3/2	All
Cramming	Intellect	—	5/—	All
Criminology	Intellect	9+(INT/5)	3/2	All
Cryptography	Intellect	9+(INT/5)	3/2	All
Deduction	Intellect	9+(INT/5)	3/2	All
Defense Maneuver	Combat	—	Varies	All
Demolitions	Intellect	9+(INT/5)	3/2	Modern, Future
Disguise	Intellect	9+(INT/5)	3/2	All
Electronics	Intellect	9+(INT/5)	3/2	Modern, Future
Fast Draw	Agility	9+(DEX/5)	3/2	All
Forensic Medicine	Intellect	9+(INT/5)	3/2	Modern, Future
Forgery	Intellect	9+(INT/5)	2/2	All
Gambling	Intellect	9+(INT/5)	2/2	All
High Society	Interaction	9+(PRE/5)	3/2	All
Interrogation	Interaction	9+(PRE/5)	3/2	All
Inventor	Intellect	9+(INT/5)	3/2	All
Knowledge Skill	Background	11*	2/1*	All
Language	Background	—	1/1	All
Lipreading	Intellect	9+(INT/5)	3/2	All
Lockpicking	Agility	9+(DEX/5)	3/2	All
Martial Arts	Combat	Varies	Varies	All
Mechanics	Intellect	9+(INT/5)	3/2	Modern, Future
Mimicry	Intellect	9+(INT/5)	3/2	All
Navigation	Intellect	9+(INT/5)	2/2	All
Oratory	Interaction	9+(PRE/5)	3/2	All
Paramedics	Intellect	9+(INT/5)	3/2	All
Penalty Skill Levels	Combat	—	Varies	All
Persuasion	Interaction	9+(PRE/5)	3/2	All
Power	Varies	9+(CHAR/5)	3/2	All
Professional Skill	Background	11*	2/1*	All
Rapid Attack	Combat	—	5/—	All
Riding	Agility	9+(DEX/5)	3/2	Fantasy, Modern
Science Skill	Background	11*	2/1*	All
Security Systems	Intellect	9+(INT/5)	3/2	All
Seduction	Interaction	9+(PRE/5)	3/2	All
Shadowing	Intellect	9+(INT/5)	3/2	All
Skill Levels	—	—	Varies	All
Sleight of Hand	Agility	9+(DEX/5)	3/2	All
Stealth	Agility	9+(DEX/5)	3/2	All
Streetwise	Interaction	9+(PRE/5)	3/2	All
Survival	Intellect	9+(INT/5)	2/2	All
Systems Operation	Intellect	9+(INT/5)	3/2	Modern, Future
Tactics	Intellect	9+(INT/5)	3/2	All
Teamwork	Agility	9+(DEX/5)	3/2	All
Tracking	Intellect	9+(INT/5)	3/2	All
Trading	Interaction	9+(PRE/5)	3/2	All
Transport Familiarity	Background	—	Varies	All
Two-Weapon Fighting	Combat	—	10/—	All
Ventriloquism	Intellect	9+(INT/5)	3/2	All
Weapon Familiarity	Combat	—	Varies	All
Weaponsmith	Intellect	9+(INT/5)	2/2	All

*: Characters can base these Skills on a Characteristic (usually INT).

Movement

Every character can run and swim at a certain velocity. This is measured in “inches,” also called “hexes,” each equalling 2 meters (6.5 feet). All characters can Run 6” in a Phase, Swim 2,” and Leap 2”. These rates can be increased, as shown the accompanying table.

TYPES OF MOVEMENT

Base Value	Movement Mode	Cost Per +1”	Maximum Value
6”	Running	2	10”
2”	Swimming	1	5”
2”	Leaping	1	5”

SKILLS ENHANCERS

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

MARTIAL MANEUVERS COST

Maneuver	Cost
Choke Hold	4
Defensive Strike	5
Killing Strike	4
Legsweep	3
Martial Block	4
Martial Disarm	4
Martial Dodge	4
Martial Escape	4
Martial Grab	3
Martial Strike	4
Martial Throw	3
Nerve Strike	4
Offensive Strike	5
Sacrifice Throw	3
+1 Damage Class	4
Weapon Element	1

PERKS

Perk	Cost
Access	1-5 points
Anonymity	3+
Computer Link	1-10 points
Contact	2/1
Deep Cover	2
Favor	1
Follower	1 point per 5 Character Points in Follower
Fringe Benefit	Varies
Money	Varies
Reputation	Varies
Vehicles and Bases	1 point per 5 Character Points in Vehicle or Base

TALENTS

- **Absolute Range Sense Cost:** 3 Character Points
- **Absolute Time Sense Cost:** 3 Character Points
- **Ambidexterity Cost:** 3 Character Points to reduce Off Hand penalty to -2; 6 Character Points to reduce Off Hand penalty to -1; 9 Character Points to eliminate Off Hand penalty entirely
- **Bump of Direction Cost:** 3 Character Points
- **Combat Luck Cost:** 6 Character Points for 3 points of Resistant PD and ED
- **Combat Sense Cost:** 15 Character Points for a base 9 + (INT/5) roll; +1 to roll for 1 point
- **Danger Sense Cost:** 15 points for ability to detect danger to self only, out of combat, as a Half Phase Action, with a PER Roll, +1 to the roll for +1 Character Point; +2 points to make it a Sense (no Half Phase required); +5 points to detect danger out of combat if it could be perceived given the Senses he possesses, and +5 more points to detect any danger regardless of whether it could be perceived given the Senses he possesses; +5 points to detect danger in the immediate vicinity, and +5 more points to detect danger in the general area, and +5 more points to detect danger in any area; -5 points for intuitional Danger Sense.
- **Double Jointed Cost:** 4 Character Points
- **Eidetic Memory Cost:** 5 Character Points
- **Environmental Movement Cost:** 1-4 Character Points (See sidebar for examples)
- **Lightning Calculator Cost:** 3 Character Points
- **Lightning Reflexes Cost:** 3 Character Points for +2 Lightning Reflexes for all actions; 1 Character Point for +1 Lightning Reflexes for a single action or maneuver
- **Lightsleep Cost:** 3 Character Points
- **Perfect Pitch Cost:** 3 Character Points
- **Resistance Cost:** 1 Character Point per +1 to EGO Roll
- **Simulate Death Cost:** 3 Character Points
- **Speed Reading Cost:** 4 Character Points at base level; +2 Character Points for each additional x10 Rapid.
- **Universal Translator Cost:** 20 Character Points for INT Roll, +1 to roll for 1 Character Point

POWER CATEGORIES

Adjustment Powers:

Advantages: Can Apply (Remove) Adders (+1), Delayed Return Rate (+¼ per step down the Time Chart below 1 Turn); Variable Effect (+¼ to affect any one Characteristic or Power of a given special effect, one at a time; +½ to affect any two Characteristics or Powers of a given special effect simultaneously; +1 to affect any four Characteristics or Powers of a given special effect simultaneously); +2 to affect all Characteristics and Powers of a given special effect simultaneously).

Limitations: Limited Special Effect (-¼), Only Restores To Starting Values (-½), Self Only (-½)

Attack Powers:

Limitations: Beam (-¼), Can Be Missile Deflected (-¼), Cannot Be Used With [Specific Combat Maneuver] (-¼ or -½), Cannot Be Used With Multiple-Power Attacks (-¼), Cannot Use Targeting (-½), No Knockback (-¼)

Defense Powers:

Advantages: Hardened (+¼)

Limitations: Ablative (-½ or -1), Only Works Against Limited Type Of Attack (-½, -1)

Mental Powers:

Adder: Multiple Classes (+10 per class of minds)

Limitations: Based On CON (-1), Cannot Be Used Through Mind Link (-¼), Costs Endurance To Maintain (-¼, -½), Does Not Provide Mental Awareness (-¼), Eye Contact Required (-½), Limited Class Of Minds (-½, -1), Mandatory Effect (varies), Normal Range (-¼), Skin Contact Required (-1), Stops Working If Mentalist Knocked Out or Stunned (-¼, -½)

Movement Powers:

Advantages And Adders: Improved Noncombat Movement (+5 per doubling), Position Shift (+5), Improved Acceleration/Deceleration (varies)

Limitations: No Noncombat Movement (-¼), Turn Mode (-¼)

Sense-Affecting Powers:

Limitations: Limited Effect (-¼)

Sensory Powers:

Limitations: Sense Affected As Another Sense Or More Than One Sense (-¼ or -½)

Size Powers:

Advantage: Costs Endurance Only To Activate (+¼)

ENVIRONMENTAL MOVEMENT EXAMPLES:

AQUATIC MOVEMENT

No penalties while in water: 3 Character Points

ICEWALKING

No penalties on slippery surfaces: 1 Character Point

I CAN DRUNK JUST AS GOOD FIGHT!

No penalties for intoxication: 3 Character Points

SUPREME BALANCE

No penalties on narrow surfaces: 3 Character Points

ZERO-G TRAINING

No penalties in zero gravity: 4 Character Points

THE POWERS LIST

Power Name	Power Type	Duration	Target	Range	END
Absorption 	Adjustment	Constant	Self Only	Self	N
Aid	Adjustment	Instant	Target's DCV	No	N
Armor	Standard/Defense	Persistent	Self Only	Self	N
Change Environment	Standard	Constant	Hex	Yes/x5"	Y
Characteristics	Standard	Persistent	Self Only	Self	Varies
Clairsentience 	Standard/Sensory	Constant	Hex	Yes/x5"	Y
Clinging	Standard	Constant	Self Only	Self	N
Damage Reduction 	Standard/Defense	Persistent	Self Only	Self	N
Damage Resistance	Standard/Defense	Persistent	Self Only	Self	N
Darkness	Standard/Attack/Sense-Affecting	Constant	Hex	Yes/x5"	Y
Density Increase	Standard/Body	Constant	Self Only	Self	Y
Desolidification 	Standard/Body	Constant	Self Only	Self	Y
Dispel	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Drain	Adjustment/Attack	Instant	Target's DCV	No	Y
Duplication 	Special/Body-Affecting	Persistent	Self Only	Self	N
Ego Attack	Mental/Attack	Instant	Target's ECV	Yes/LOS	Y
Endurance Reserve	Special	Persistent	Self Only	Self	N
Energy Blast	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Enhanced Senses	Special/Sensory	Persistent	Self Only	Self	N
Entangle	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Extra-Dimensional Movement 	Movement	Instant	Self Only	Self	Y
Extra Limbs	Special/Body-Affecting	Persistent	Self Only	Self	N
Faster-Than-Light Travel (FTL) 	Movement	Constant	Self Only	Self	N
Find Weakness 	Special/Sensory	Persistent	Self Only	Self	N
Flash	Standard/Attack/Sense-Affecting	Instant	Target's DCV	Yes/x5"	Y
Flash Defense	Special/Defense	Persistent	Self Only	Self	N
Flight	Movement	Constant	Self Only	Self	Y
Force Field	Standard/Defense	Constant	Self Only	Self	Y
Force Wall	Standard/Defense	Constant	Hex	Yes/x5"	Y
Gliding	Movement	Constant	Self Only	Self	N
Growth	Size/Body-Affecting	Constant	Self Only	Self	Y
Hand-to-Hand Attack (HA)	Standard/Attack	Instant	Target's DCV	No	Y
Healing	Adjustment	Instant	Target's DCV	No	Y
Images	Standard/Attack/Sense-Affecting	Constant	Hex	Yes/x5"	Y
Invisibility	Standard/Sense-Affecting	Constant	Self Only	Self	Y
Killing Attack (HTH)	Standard/Attack	Instant	Target's DCV	No	Y
Killing Attack (Ranged)	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Knockback Resistance	Special/Defense	Persistent	Self Only	Self	N
Lack of Weakness	Special/Defense	Persistent	Self Only	Self	N
Leaping	Movement	Constant	Self Only	Self	Y
Life Support	Standard	Persistent	Self Only	Self	N
Luck	Special	Persistent	Self Only	Self	N
Mental Defense	Special/Defense	Persistent	Self Only	Self	N
Mental Illusions	Mental	Instant	Target's ECV	Yes/LOS	Y
Mind Control	Mental	Instant	Target's ECV	Yes/LOS	Y
Mind Link	Mental	Persistent	Target's ECV	Yes/LOS	N
Mind Scan	Mental/Sensory	Constant	Target's ECV	Yes/LOS	Y
Missile Deflection 	Standard/Defense	Constant	Self Only	Self	N
Multiform	Standard/Body	Persistent	Self Only	Self	N
Power Defense	Special/Defense	Persistent	Self Only	Self	N
Running	Movement	Constant	Self Only	Self	Y
Shape Shift	Standard/Body-Affecting	Constant	Self Only	Self	Y
Shrinking	Size/Body-Affecting	Constant	Self Only	Self	Y
Skills	Special	Constant	Self Only	Self	N
Stretching	Standard/Body-Affecting	Constant	Self Only	Self	Y
Summon 	Standard	Instant	n/a	No	Y
Suppress	Adjustment/Attack	Constant	Target's DCV	Yes/x5"	Y
Swimming	Movement	Constant	Self Only	Self	Y
Swinging	Movement	Constant	Self Only	Self	Y
Telekinesis	Standard/Attack	Constant	Target's DCV	Yes/x5"	Y
Telepathy	Mental	Instant	Target's ECV	Yes/LOS	Y
Teleportation	Movement	Instant	Self Only	Self	Y
Transfer	Adjustment/Attack	Instant	Target's DCV	No	Y
Transform 	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Tunneling	Movement	Constant	Self Only	Self	Y

POWER DESCRIPTIONS

ABSORPTION

Adjustment Power — Constant
Self Only — No END

5 Character Points for 1d6 of Absorption.

AID

Adjustment Power — Instant
No Range — No END

10 Character Points for 1d6 of Aid.

ARMOR

Standard Power/Defense Power — Persistent
Self Only — No END

3 Character Points for 2 points of Resistant defense.

CHANGE ENVIRONMENT

Standard Power — Constant
Range (5" x Active Points) — Costs END

5 Character Points to change the environment in a 1" radius area; double the area for every +5 Character Points, increase power of minor effects for up to +5 Character Points per level (see table).

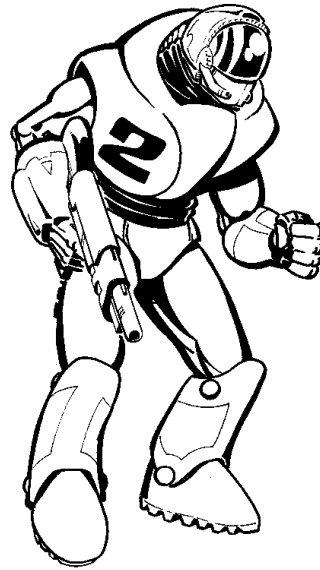
CHANGE ENVIRONMENT: COMBAT EFFECTS COSTS

Cost per Additional -1	Effect
2	PER Roll for one Sense
3	PER Roll for one Sense Group
3	Characteristic Roll <i>or</i> Skill Roll
3	Inch of any one mode of Movement
3	+/- one Temperature Level (see page 298)
4	Characteristic Roll and all Skill Rolls based on same Characteristic
5	CV (OCV or DCV)
5	Point of damage (player specifies type of damage and may, at the GM's option, include appropriate Advantages; otherwise Advantages may be purchased for the damage)
5	Point of Telekinesis STR

CHARACTERISTICS

Standard Power — Persistent
Self Only — END Varies

Varies, depending upon Characteristic purchased.



CLAIRSENTIENCE

Standard Power/Sensory Power — Constant
Range (5" x Active Points) — Costs END

20 Character Points for a base PER Roll with one Sense Group at Range; +10 Character Points per additional Sense Group, or +5 points per additional Sense. Precognition (ability to see the future) or Retrocognition (ability to see the past), +20 Character Points each; ability to sense into a single other dimensions +10 Character Points, the ability to see into a related group of dimensions is an additional +10 Character Points. +5 Character Points for 2x Range.

CLINGING

Standard Power — Constant
Self Only — No END

10 Character Points for ability to exert character's normal STR; +3 Clinging STR for +1 Character Point.

DAMAGE REDUCTION

Standard Power/Defense Power — Persistent
Self Only — No END

DAMAGE REDUCTION TABLE

Damage Reduction	Normal Cost	Resistant Cost
25% Damage Reduction	10	15
50% Damage Reduction	20	30
75% Damage Reduction	40	60

DAMAGE RESISTANCE

Standard Power/Defense Power — Persistent
Self Only - No END

1 Character Point to convert 2 points of Normal Defense to Resistant Defense.

DARKNESS

Standard Power/Attack Power/Sense-Affecting Power — Constant — Range (5" x Active Points) Costs END

10 Character Points for 1" radius Darkness, impervious to one Targeting Sense Group; impervious to each additional Targeting Sense Group, +10 points; impervious to each additional Targeting Sense, +5 points; +1" radius for +10 Character Points. 5 Character Points for 1" radius Darkness, impervious to one Nontargeting Sense Group; impervious to each additional Nontargeting Sense Group, +5 points; impervious to each additional Nontargeting Sense, +3 Character Points; +1" radius for +5 Character Points.

DARKNESS SUMMARY TABLE

Sense Group	Cost To Fill One Hex
Targeting	10
Nontargeting	5
Extra Radius	Cost per +1" Radius
Targeting Sense	+10 Points
Nontargeting Sense	+5 Points
Extra Senses	Cost
Targeting Sense Group	+10 Points
Targeting Sense (single)	+5 Points
Nontargeting Sense Group	+5 Points
Nontargeting Sense (single)	+3 Points



DENSITY INCREASE

Standard Power/Body-Affecting Power—Constant Self Only — Costs END

5 Character Points for +5 STR, +1 PD and +1 ED, -1" Knockback, and 2x mass.

DENSITY INCREASE TABLE

Every 5 points of Density Increase provides:
x2 Mass
+5 STR (no Figured Characteristics)
-1" Knockback (functions just like Knockback Resistance)
+1 PD (nonresistant)
+1 ED (nonresistant)

PTS	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

Standard Power/Body-Affecting Power — Constant Self Only — Costs END

40 Character Points.

DISPEL

Standard Power/Attack Power — Instant Range (5" x Active Points) — Costs END

3 Character Points for 1d6 of Dispel.

DRAIN

Adjustment Power/Attack Power — Instant No Range — Costs END

10 Character Points for 1d6 of Drain.

DUPLICATION

Special Power/Body-Affecting Power — Persistent Self Only — No END

1 Character Point per 5 Character Points in the original form, 2x the number of Duplicates for +5 Character Points.

EGO ATTACK

Mental Power/Attack Power — Instant Range (LOS) — Costs END

10 Character Points for 1d6 Ego Attack.

ENDURANCE RESERVE

Special Power — Persistent
Self Only — No END

10 END for 1 Character Point, 1 REC for 1 Character Point.

ENERGY BLAST

Standard Power/Attack Power — Instant
Range (5" x Active Points) — Costs END

5 Character Points for 1d6 of Energy Blast.

ENHANCED SENSES

Special Power/Sensory Power — Persistent
Self Only — No END

DETECT TABLE

Cost	Detect Category
3	A single thing (an uncommon object or phenomena, one which has little or no effect on combat; examples include the direction one is currently facing, the current time, the range to nearby objects, Necromantic Magic, Denebians, or Gold).
5	A class of things (a common object or phenomena, or any object or phenomena which significantly affects combat; examples include Magic, Aliens, Metals, or Minds)
10	A large class of things (very common or abstract objects or phenomena; examples include Life Energy, Physical Objects, or Enemies)
+5	Each extra thing or class of things

Active Sonar Cost: 15 Character Points (Detect Limited Class of Physical Objects [5 Character Points], Targeting; Active).

Enhanced Perception Cost: +1 to PER Roll for all Sense Groups for 3 Character Points; +1 to PER Roll for one Sense Group for 2 Character Points; +1 to PER Roll with a single Sense for +1 Character Point.

High Range Radio Perception Cost: 12 Character Points (Detect Broadcast Spectrum Transmissions [5 Character Points], Increased Arc Of Perception [360 Degrees], Transmit; Passive).

Infrared Perception Cost: 5 Character Points (Detect Heat Patterns/Traces [5 Character Points]; Passive).

Mental Awareness Cost: 5 Character Points (Detect Mental Powers [3 Character Points], Sense; Passive).

Nightvision Cost: 5 Character Points (+4 Enhanced Perception, with a -½ Limitation, *Only To Counteract Darkness Modifiers*; Passive).

SENSE GROUPS

General Rules: The following Sense Modifiers can be acquired for a Sense by making it part of a Sense Group via the Simulated Sense Rule: Discriminatory (to whatever degree indicated in the descriptions below), Range, Sense, Targeting. Note that this does *not* include Analyze or Increased Arc Of Perception.

The Hearing Sense Group: The Hearing Sense Group includes Normal Hearing, which all characters possess unless they have an appropriate Physical Limitation. The Hearing Sense Group provides the following Sense Modifiers: Discriminatory, Range, Sense.

Active Sonar and Ultrasonic Perception are almost always bought as part of the Hearing Sense Group.

The Mental Sense Group: The Mental Sense Group includes Mental Awareness and Mind Scan; no character has any Mental Group Senses normally. It provides the following Sense Modifiers: Range. Mental Awareness functions as a Sense, but the Mental Sense Group does not provide this Sense Modifier to other Senses assigned to the group.

The Radio Sense Group: The Radio Sense Group includes Radio Perception; no character has any Radio Group Senses normally. The Radio Sense Group provides the following Sense Modifiers: Range, Sense.

High Range Radio Perception, Radar, and Radio Perception/Transmission are almost always bought as part of the Radio Sense Group. Radio Perception/Transmission is simply Radio Perception with the Transmit Sense Modifier added. High Range Radio Perception is simply Radio Perception/Transmission with a broader Detect as its basis.

The Sight Sense Group: The Sight Sense Group includes Normal Sight (which all characters possess unless they have an appropriate Physical Limitation) and Nightvision. The Sight Sense Group provides the following Sense Modifiers: Discriminatory, Range, Sense, Targeting.

Infrared Perception and Ultraviolet Perception are almost always bought as part of the Sight Sense Group.

The Smell/Taste Sense Group: The Smell/Taste Sense Group includes Normal Smell and Normal Taste, which all characters possess unless they have an appropriate Physical Limitation. The Smell/Taste Sense Group provides the following Sense Modifiers: Discriminatory, Range (Smell only), Sense.

The Touch Sense Group: The Touch Sense Group includes Normal Touch, which all characters possess unless they have an appropriate Physical Limitation. The Touch Sense Group provides the following Sense Modifiers: Discriminatory, Sense.

The Unusual Sense Group: The Unusual Sense Group includes the following Senses: Active Sonar, Clairsentience, Detect, Find Weakness, High Range Radio Perception, Infrared Perception, N-Ray Perception, Radar, Radio Perception/Transmission, Spatial Awareness, Sensory Talents, Ultraviolet Perception, Ultrasonic Perception.

N-Ray Perception Cost: 10 Character Points (Detect Physical Objects [10 Character Points]; Passive).

Radar Cost: 15 Character Points (Detect Limited Class Of Physical Objects [5 Character Points], Targeting; Active).

Radio Perception Cost: 8 Character Points (Detect AM/FM/Police Radio Transmissions [3 Character Points], Increased Arc Of Perception [360 Degrees]; Passive).

Radio Perception/Transmission Cost: 10 Character Points (Detect AM/FM/Police Radio Transmissions [3 Character Points], Transmit, Increased Arc Of Perception [360 Degrees]; Passive).

Spatial Awareness Cost: 22 Character Points (Detect Physical Objects [10 Character Points], Targeting Sense, Sense; Passive).

Ultrasonic Perception Cost: 3 Character Points (Detect Ultrasonic Sound [3 Character Points]; Passive).

Ultraviolet Perception Cost: 5 Character Points (Detect Ultraviolet Light [5 Character Points]; Passive).

Sense Modifiers

Concealed Cost: 1 Character Point for -1 to PER Rolls with one Sense or Sense Group. (Note: For completely undetectable pulses, buy the *Invisible Power Effects* Advantage for the Sense.)

Discriminatory; Analyze Cost: 5 Character Points for a single Sense; 10 Character Points for an entire Sense Group.

Increased Arc Of Perception Cost: 240-Degree Perception: 2 Character Points for a single Sense; 5 Character Points for a single Sense Group; 10 Character Points for all of the character's Sense Groups at once. 360-Degree Perception: 5 Character Points for a single Sense; 10 Character Points for a single Sense Group; 25 Character Points for all of the character's Sense Groups at once.

Microscopic Cost: 3 Character Points per level of magnification for a single Sense; 5 Character Points per level of magnification for an entire Sense Group.

Range Cost: 5 Character Points for a single Sense; 10 Character Points for a single Sense Group.

Rapid Cost: 3 Character Points per x10 speed for a single Sense; 5 Character Points per x10 speed for an entire Sense Group.

Sense Cost: 2 Character Points.

Targeting Sense Cost: 10 Character Points for a single Sense; 20 Character Points for one Sense Group.

Telescopic Cost: 2 Character Points for +2 PER, only to offset the Range Modifier with a single Sense; 3 Character Points for a single Sense Group. Characters may purchase Telescopic for more than one Sense Group.

Tracking Cost: 5 Character Points for a single Sense; 10 Character Points for an entire Sense Group.

Transmit Cost: 2 Character Points for a single Sense; 5 Character Points for a single Sense Group.

ENTANGLE

Standard Power/Attack Power — Instant
Range (5" x Active Points) — Costs END

■ **Entangle Cost:** 10 Character Points for 1d6 BODY, 1 DEF of Entangle.

EXTRA-DIMENSIONAL MOVEMENT

Movement Power — Constant

Self Only — Costs END

20 Character Points to transport character to any single location in a single other dimension; +5 Character Points for any location in a single other dimension, +10 Character Points for any location in a related group of dimensions; an additional +10 Character Points for any location in any dimension; +20 Character Points to travel through time.

EXTRA LIMBS

Special Power/Body-Affecting Power — Persistent
Self Only — No END

5 Character Points to have any number of Extra Limbs.

FASTER-THAN-LIGHT (FTL) TRAVEL

Movement Power — Constant

Self Only — No END

10 Character Points for FTL Travel, 2x FTL velocity for 2 Character Points.

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
	...and so forth	

FIND WEAKNESS

Special Power/Sensory Power — Persistent
Self Only — No END

10 Character Points for a base roll of 11-, one type of attack only; any group of attacks, +10 points; all attacks, an additional +10 points; +1 to roll per 5 Character Points.

FIND WEAKNESS MODIFIERS

Modifier	Circumstance
+1	Preparing a Phase
-1 to -3	Unusual or alien physique, totally unknown structure
-2	Second try on same target
-4	Third try on same target
Varies	Range Modifier

HAND-TO-HAND ATTACK

Standard Power/Attack Power — Instant
No Range — Costs END

+1d6 Hand-To-Hand Combat damage for 5 Active Points with a mandatory -½ Limitation.

HEALING

Adjustment Power — Instant
No Range — Costs END

10 Character Points for 1d6 of Healing; for Regeneration option apply Reduced Endurance (0 END), Persistent, Extra Time (1 Turn), and Self Only to Healing BODY; +20 points for Resurrection.

IMAGES

Standard Power/Attack Power/Sense-Affecting Power
Constant—Range (5" x Active Points)—Costs END

10 Character Points to affect a single Targeting Sense Group in one hex. +10 Character Points for each additional Targeting Sense Group, +5 Character Points for each additional Targeting Sense. 5 Character Points to affect a single Nontargeting Sense Group in one hex. +5 Character Points for each additional Nontargeting Sense Group, +3 Character Points for each additional Nontargeting Sense. +3 Character Points for every -1 to observers' PER Rolls.

IMAGES SUMMARY TABLE

Sense Group	Cost To Fill One Hex
Targeting	10
Nontargeting	5
Extra Radius	Cost per x2 Radius
Any type of Sense	+¼ Advantage
Extra Senses	Cost
Targeting Sense Group	+10 Points
Targeting Sense (single)	+5 Points
Nontargeting Sense Group	+5 Points
Nontargeting Sense (single)	+3 Points
Decreased PER Roll	Cost
-1 to target's PER Rolls	+3 Points

IMAGES TABLE

PER Roll Bonus	Image
+0	Solid Simple Images (a stationary object; a single odor or musical note)
+2	Simple Movements/ Sounds/ Smells/ Sensations (a ball rolling, a simple melody)
+4	Complex Movements/Sounds/ Smells/ Sensations (a man walking, a conversation, the smells of a hamburger)
+6	Multiple, Interacting Images/ Sounds/ Smells/ Sensations (a football team in action, an orchestral symphony, the smells of Thanksgiving dinner).

INVISIBILITY

Standard Power/Sense-Affecting Power — Constant
Self Only — Costs END

20 Character Points for Invisibility to one Targeting Sense Group; +10 Character Points for each additional Targeting Sense Group, or +5 Character Points for each additional Targeting Sense. 10 Character Points for Invisibility to one Nontargeting Sense Group; +5 Character Points for each additional Nontargeting Sense Group, or +3 Character Points for each additional Nontargeting Sense.

INVISIBILITY SUMMARY TABLE

Sense Group	Cost
Targeting	20
Nontargeting	10
Extra Senses	Cost
Targeting Sense Group	+10 Points
Targeting Sense (single)	+5 Points
Nontargeting Sense Group	+5 Points
Nontargeting Sense (single)	+3 Points

KILLING ATTACK — HAND-TO-HAND

Standard Power/Attack Power — Instant
No Range — Costs END

15 Character Points for 1d6 Killing Attack.

KILLING ATTACK — RANGED (RKA)

Standard Power/Attack Power — Instant
Range (5" x Active Points) — Costs END

15 Character Points for 1d6 Killing Attack.

KNOCKBACK RESISTANCE

Special Power/Defense Power — Persistent
Self Only — No END

2 Character Points for every -1" of Knockback.

LACK OF WEAKNESS

Special Power/Defense Power — Persistent
Self Only — No END

1 Character Point for -1 to Find Weakness or Analyze rolls, must be bought by type of defense.

LEAPING

Movement Power — Constant
Self Only — Costs END

1 Character Point for every +1" Leap.

LIFE SUPPORT

Standard Power — Persistent
Self Only — No END

See Life Support Table.

LIFE SUPPORT TABLE

Cost Effect

- 1-4 *Extended Breathing:* The character may hold his breath longer than normal. Ordinarily, characters who hold their breath must spend 1 END per Phase to do so. Every point of Extended Breathing allows a character to hold his breath for periods of time one step up on the Time Chart: for 1 point of Extended Breathing, he only spends 1 END per Turn; for 2 points, 1 END per Minute; and so forth (see page 286 for further information).
- 5 *Expanded Breathing:* The character may breathe in one type of unusual environment (underwater, in methane, and so on)
- 10 *Self-Contained Breathing:* The character's breathing is self-contained (he doesn't need to breathe at all).
- 1-3 *Diminished Eating:* Ordinarily, characters must eat and drink at least once every six hours. Diminished Eating increases the time periods during which the character can go without food and drink (and thus diminishes his need to excrete as well).
- 1 Character only has to eat once per week.
- 2 Character only has to eat once per year (or other time period).
- 3 Character does not have to eat at all.
- 1-3 *Diminished Sleep:* Ordinarily, characters must sleep about eight hours out of every 24. Diminished Sleep decreases the amount of sleep a character needs.
- 1 Character only has to sleep eight hours per week.
- 2 Character only has to sleep eight hours per year (or other time period).
- 3 Character does not have to sleep at all.
- 2 *Safe Environment:* Character is safe in Low Pressure/Vacuum
- 1 *Safe Environment:* Character is safe in High Pressure
- 2 *Safe Environment:* Character is safe in High Radiation
- 2 *Safe Environment:* Character is safe in Intense Cold
- 2 *Safe Environment:* Character is safe in Intense Heat
- 1-5 *Longevity:* The character ages more slowly than normal people (the base lifespan for all characters is assumed to be 100 years). For 1 point, the character ages at half normal rate (lifespan 200 years); for 2 points, at one-fourth normal rate (lifespan 400 years); and so forth. For 5 Character Points the character is immortal; he does not age at all.
- 1-10 *Immunity:* The character is immune to the effects of a particular drug, poison, disease, or similar substance. The exact cost depends upon the frequency and potency of the substance to which the character is Immune — the greater the effect of a substance, and the more often it is encountered, the more Immunity to it costs. Some suggested costs:

Cost	Substance	Cost	Substance
3	Alcohol (beer, bourbon, gin, whiskey)	1	Rabies
3	Asphyxiants (chlorine gas, phosgene gas)	2	Rickets Infections (typhus, purple fever, Queensland fever)
3	Bacterial Infections (anthrax, the plague, brucellosis, typhoid fever)	3	Tetanus
3	Blistering Agents (Vesicants) (mustard gas, Lewisite)	4	Viral Infections (smallpox, HIV, ebola and Lassa viral fevers, yellow fever)
2	Common cold/flu	1	Venom from any single rare poisonous plant or animal (e.g., coral snake)
1	Fungal Infections (desert fever)	2	Venom from any single common poisonous plant or animal (e.g., black widow spider)
3	Haemotoxins (cyanide, cyanogen gas)	3	Venom from any single very common poisonous plant or animal (e.g., rattlesnake)
2	Malaria	5	Zootoxins (poisons derived from animals)
2	Microbe Toxins (botulin, B, TZ)	10	All terrestrial diseases and biowarfare agents
3	Nerve Gases (Tabun, Sarin, Soman, VE, VM, VX)	10	All terrestrial poisons and chemical warfare agents
3	Neurotoxins (poisons which kills by attacking the nervous system)		
2	Neutralizing Agents (tear gas, itching powder, retching agents)		
3	Ophidotoxins (poisons from serpents)		
5	Phytotoxins (poisons derived from plants)		

A character can buy whichever forms of Life Support he wants; he does not have to purchase some as a condition for purchasing others.



LUCK

Special Power — Persistent
Self Only — No END

5 Character Points per 1d6 of Luck.

LUCK TABLE

Points of Luck	Possible Effect
1	The character might find a clue or gain information; the character's opponent could be momentarily distracted or stopped, giving the character a temporary advantage.
2	The character could accidentally happen upon someone important or stumble across someone he was looking for. The character's opponent could be troubled by a malfunctioning weapon or a stalled getaway car.
3	The character might be saved by the most miraculous of coincidences. He may stumble upon Mister Big accidentally, or have a terminal fall broken by a huge pile of rubber pads which just happen to be in the right place. The enemy's henchman could turn out to be a childhood friend. Incredible luck is possible.
4 or more	Treat as 3 sixes, but with the possibility that some of the lucky events will "rub off" and help the Lucky individual's friends.

MENTAL DEFENSE

Special Power/Defense Power — Persistent
Self Only — No END

1 Character Point for 1 point of Mental Defense.

MENTAL ILLUSIONS

Mental Power — Instant
Range (LOS) — Costs END

5 Character Points for 1d6 Mental Illusions.

MENTAL ILLUSIONS EFFECTS

Total rolled on Mental Illusion dice - Mental DEF is:	Effect
Greater than EGO	Cosmetic changes to setting
EGO + 10	Major changes to setting
EGO + 20	Completely alters setting
EGO + 30	Character no longer interacts with real environment

Modifiers (can be applied at any level)

-10	Illusion matches target's Psychological Limitations
+10	Illusion contradicts target's Psychological Limitations
+10	Target will remember the illusion as being "real" after it has ended
+10	Target takes STUN damage from illusory attacks
+20	Target takes BODY and STUN from illusory attacks



MIND CONTROL

Mental Power — Instant
Range (LOS) — Costs END

5 Character Points for 1d6 Mind Control.

MIND CONTROL EFFECTS

Total rolled on Mind Control dice - Mental DEF is:	Effect
Greater than EGO	Target will perform actions he is inclined to perform anyway Target believes any statement which does not contradict prior knowledge
EGO + 10	Target will perform actions he wouldn't mind doing Target will believe any statement which does not contradict reality under direct observation
EGO + 20	Target will perform actions he is normally against doing Target will believe any statement which does not contradict strongly held personal beliefs or principles (such as Psychological Limitations)
EGO + 30	Target will perform actions he is violently opposed to doing Target will believe statements which contradict strongly held personal beliefs or principles (including Psychological Limitations) or which contradict reality under direct observation.

Modifiers (can be applied at any level)

- 5 Order is worded in an exceptionally convincing manner
- +5 Order is poorly conceived or contradictory
- 10 Order matches target's Psychological Limitations
- +10 Order contradicts target's Psychological Limitations
- +10 Target will not remember actions
- +20 Target will remember actions and think they were natural

MIND LINK

Mental Power — Persistent
Range (LOS) — No END

5 Character Points for one specific mind, +5 points for a related group of minds one at a time, an additional +5 points for any one mind; +5 points per 2x the number of minds; +5 points for any distance, an additional +5 points for any dimension.

MIND SCAN

Mental Power — Constant
Range — Costs END

5 Character Points for 1d6 Mind Scan; +1 ECV with Mind Scan for +2 Character Points.

MIND SCAN MODIFIERS

Number of People	Modifier
1 (Freelance Game Designer)	0
10 (Small Gaming Company)	-2
100 (Theater)	-4
1,000 (Apartment Building; Gaming Convention)	-6
10,000 (Small Town)	-8
100,000 (Large Town; Super Bowl)	-10
1,000,000 (Major Metropolis)	-12
10,000,000 (State)	-14
100,000,000 (Large Country)	-16
1,000,000,000 (Continent)	-18
10,000,000,000 (Large Planet)	-20
and so forth	

MIND SCAN EFFECTS

Total rolled on Mind Scan dice - Mental DEF is:	Effect
Greater than EGO	Mentalist can establish Mind Link or use first level of Telepathy (communication). He also knows in which direction the target is located
EGO + 10	Mentalist can use all Mental Powers on target, and can estimate the general distance to the target.
EGO + 20	Mentalist knows the exact location of the target. He can attack with all attacks. If he wishes to attack the target with a non-Mental Power, the attack must be able to reach the target.

Modifiers (can be applied at any level)

- +20 Mind Scan is undetectable by target

MISSILE DEFLECTION & REFLECTION

Standard Power/Defense Power — Constant
Self Only — No END

5 Character Points for thrown objects, 10 Character Points for arrows or projectiles, 15 Character Points for bullets and shrapnel, 20 Character Points for all ranged attacks. To Reflect Attacks back at attacker costs +20 points; to Reflect attacks at any target costs +10 more points.

MULTIFORM

Standard Power/Body-Affecting Power — Persistent
Self Only — No END

1 Character Point for every 5 Character Points in the most expensive form; 2x the number of forms for +5 Character Points.

POWER DEFENSE

Special Power/Defense Power — Persistent
Self Only — No END

1 point of Power Defense for 1 Character Point.

RUNNING

Movement Power — Constant
Self Only — Costs END

2 Character Points for every +1” of Running.



SHAPE SHIFT

Standard Power/Body-Affecting Power — Constant
Self Only — Costs END

10 Character Points to change into a single other shape as perceived by a Targeting Sense Group, each additional Targeting Sense Group costs +5 Character Points; 5 Character Points to change into a single other shape as perceived by a Nontargeting Sense, each additional Nontargeting Sense Group costs +3 Character Points; +5 Character Points to change into a group of no more than four predefined shapes affecting the purchased Sense Groups; +10 Character Points to change into a limited group of shapes; +20 Character Points for any shape.

SHAPE SHIFT SUMMARY

Sense Group	Cost To Change Shape
Targeting	10
Nontargeting	5
Additional Targeting	+5
Additional Nontargeting	+3
Additional Shapes	Cost
Up to four predefined shapes	+5
Limited Group of shapes	+10
Any shape	+20

SHRINKING

Size Power/Body-Affecting Power — Constant
Self Only — Costs END

10 Character Points for the character has x½ Height, x1/8 mass, -2 DCV, and -2 to all PER Rolls made against him, and +2d6 damage for growth momentum. The character also has +3" Knockback. Growth momentum adds +1d6 of damage to the character's punch per point of DCV gained from being Shrunk

SKILLS

Special Power — Constant
Self Only — No END

Cost is as per the cost of the Skill.

STRETCHING

Standard Power/Body-Affecting Power — Constant
Self Only — Costs END

5 Character Points for 1" of Stretching (2" non-combat).

SUMMON

Standard Power — Instant
No Range — Costs END

1 Character Point for every 5 Character Points in Summoned being; 2x number of Summoned beings for +5 Character Points.

SUPPRESS

Adjustment Power/Attack Power — Constant
Range (5" x Active Points) — Costs END

5 Character Points for 1d6 of Suppress.

SWIMMING

Movement Power — Constant
Self Only — Costs END

1 Character Point for +1" of Swimming.

SWINGING

Movement Power — Constant
Self Only — Costs END

1 Character Point for 1" of Swinging.

TELEKINESIS

Standard Power/Attack Power — Constant
Range (5" x Active Points) — Costs END

3 Character Points for 2 points of Telekinetic STR.

TELEPATHY

Mental Power — Instant
Range (LOS) — Costs END

5 Character Points for 1d6 of Telepathy.

TELEPORTATION**SHRINKING TABLE**

Pts	Height	Mass	PER Rolls Against	DCV	KB
0	2m	100 kg	0	+0	+0
10	1.9-1m	99-12.5 kg	-2	+2	+3
20	.9-.5m	12.4-1.6 kg	-4	+4	+6
30	.4-.25m	1.5-.2 kg	-6	+6	+9
40	.24-.125m	.19-.025 kg	-8	+8	+12
50	.124-.064m	.024-.0032 kg	-10	+10	+15
60	.063-.032m	.0031-.0004 kg	-12	+12	+18

Movement Power — Instant
Self Only — Costs END

2 Character Points for 1" Teleportation; 2x mass for +5 Character Points; Fixed Locations for 1 Character Point each; Floating Fixed Locations for 5 Character Points each.

TRANSFER

Adjustment Power/Attack Power — Instant
No Range — Costs END

15 Character Points for 1d6 Transferred Active Points.

TRANSFORM

Standard Power/Attack Power — Instant
Range (5" x Active Points) — Costs END

5 Character Points for 1d6 Cosmetic Transform; 10 Character Points for 1d6 Minor Transform; 15 Character Points for 1d6 Major Transform.

TUNNELING

Movement Power — Constant
Self Only — Costs END

5 Character Points for 1" Tunneling through 1 DEF material per Phase; +3 Character Points for +1 DEF.

TELEPATHY EFFECTS

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
Modifiers (can be applied at any level)	
+20	Telepathy cannot be detected by target

POWER ADVANTAGES

- **Affects Desolidified Cost Multiplier:** $+\frac{1}{2}$ (affects all special effects of Desolidification); $+\frac{1}{4}$ (affects only a single, defined, special effect of Desolidification).
- **Area Of Effect Cost Multiplier:** $+\frac{1}{2}$ for Area Of Effect (One Hex); +1 for Area Of Effect (Radius, Cone, Line, or Any Area); $-\frac{1}{4}$ less Advantage for Nonselective Target; $+\frac{1}{4}$ additional Advantage for Selective Target; $+\frac{1}{2}$ additional Advantage for Conforming.
- **Armor Piercing Cost Multiplier:** $+\frac{1}{2}$.
- **Attack Versus Limited Defense (AVLD) Cost Multiplier:** $+1\frac{1}{2}$ for attacks which ordinarily apply to regular defenses such as PD or ED; $+\frac{3}{4}$ for attacks which ordinarily apply to exotic defenses like Mental Defense or Power Defense.
- **Autofire Cost Multiplier:** $+\frac{1}{4}$ for the ability to fire a maximum of 2-3 shots; $+\frac{1}{2}$ for ability to fire a maximum of 5 shots; 2x maximum for additional $+\frac{1}{2}$ Advantage. Autofire costs an additional +1 if the Power is not applied against normal defenses or if the Power does not require a normal Attack Roll. The Cost Multiplier for Reduced Endurance is doubled for any Autofire Power.
- **Based On Ego Combat Value Cost Multiplier:** +1 for basic BOECV; $+\frac{3}{4}$ if target can choose whether standard defenses or Mental Defense applies; $+1\frac{1}{2}$ if character can choose whether standard defenses or Mental Defense applies; $+\frac{3}{4}$ if normal Range Modifier applies.
- **Cumulative Cost Multiplier:** $+\frac{1}{2}$; 2x the amount of points of Power which can be added for each additional $+\frac{1}{4}$.
- **Damage Shield Cost Multiplier:** $+\frac{1}{2}$; additional $+\frac{1}{4}$ to do Shield's damage to targets with HTH attacks other than Grab.
- **Delayed Effect Cost Multiplier:** $+\frac{1}{4}$; double number of Powers character can have in use or activated at once for each additional $+\frac{1}{4}$.
- **Difficult To Dispel Cost Multiplier:** $+\frac{1}{4}$.
- **Does BODY Cost Multiplier:** +1.
- **Does Knockback Cost Multiplier:** $+\frac{1}{4}$.
- **Double Knockback Cost Multiplier:** $+\frac{3}{4}$.
- **Duration Cost Multiplier:** +1 for Continuous; $+\frac{1}{2}$ for Persistent (Power must already have 0 END cost); $+\frac{1}{4}$ for Inherent (Power must already be 0 END, Persistent, and Always On).
- **Explosion Cost Multiplier:** $+\frac{1}{2}$; the Explosion will lose a DC/5 Active Points 1" more slowly for every additional $+\frac{1}{4}$.
- **Hole in the Middle Cost Multiplier:** $+\frac{1}{4}$ if the hole has a fixed size, or $+\frac{1}{2}$ if the size of the hole can be changed each time the Power is used.
- **Indirect Cost Multiplier:** $+\frac{1}{4}$ if the attack always originates at the same location and is always aimed/fired away from the attacker; $+\frac{1}{2}$ if the attack can originate from any location but is always aimed/fired away from attacker; $+\frac{3}{4}$ if the attack can come from any location and can be aimed/fired in any direction.
- **Invisible Power Effects Cost Multiplier:** $+\frac{1}{2}$ for a Power invisible to one Targeting Sense Group, $+\frac{1}{4}$ for a Power Invisible to one Nontargeting Sense Group; $+\frac{1}{4}$ for each additional Sense Group; +1 Advantage to be Invisible to all Sense Groups (or $+\frac{1}{2}$ for Mental powers); $+\frac{1}{4}$ for a Power which is invisible to one Sense or in very limited circumstances; x2 cost to hide the effects of use of the Power.
- **MegaScale Cost Multiplier:** See table.

MEGASCALE TABLE

Value	Length/Area Of One Hex	Examples
+0	2m	Personal; man size
$+\frac{1}{4}$	1 km	City
$+\frac{1}{2}$	10 km	County
$+\frac{3}{4}$	100 km	State
+1	1,000 km	Nation, continent
$+1\frac{1}{4}$	10,000 km	Planet
$+1\frac{1}{2}$	100,000 km	Lunar (Earth to the Moon = 384,000 km)
$+1\frac{3}{4}$	1 million km	Astronomical unit (1 AU = 150 million km, the distance from Earth to the Sun)
+2	10 million km	
$+2\frac{1}{4}$	100 million km	Solar system (Earth's solar system = 500 AU in diameter)
$+2\frac{1}{2}$	1 billion km	
$+2\frac{3}{4}$	10 billion km	
+3	100 billion km	
$+3\frac{1}{4}$	1 trillion km	1 light-year; 1 parsec (3.26 light-years)
$+3\frac{1}{2}$	10 trillion km	
$+3\frac{3}{4}$	100 trillion km	10 light-years
+4	1 quadrillion km	100 light-years
$+4\frac{1}{4}$	10 quadrillion km	1,000 light-years (the Milky Way Galaxy is approximately 100,000 light-years in diameter)

■ **No Normal Defense Attack Cost Multiplier:** +1, or +½ for switching to an equally common defense or if the defense is extraordinarily common.

■ **Penetrating Cost Multiplier:** +½.

■ **Personal Immunity Cost Multiplier:** +¼.

■ **Range Advantages Cost Multipliers:** Increased Maximum Range of 5x a Power's maximum range for +¼; Line Of Sight for +½; No Range Modifier for +½.

■ **Ranged Cost Multiplier:** +½.

■ **Reduced Endurance Cost Multiplier:** Half END cost is a +¼ Advantage; 0 END is a +½ Advantage.

■ **Sticky Cost Multiplier:** +½ (or +¼ if freeing one victim frees all victims).

■ **Time Delay Cost Multiplier:** +¼.

■ **Transdimensional Cost Multiplier:** +½ to affect targets in a single dimension; an additional +¼ to affect targets in a related group of dimensions, one dimension at a time; an additional +¼ to affect targets in any dimension, one dimension at a time.

■ **Trigger Cost Multiplier:** +¼ for a set Trigger, +½ for a Trigger which can be changed each time the Power is used; ¼ less cost if Trigger can Misfire.

■ **Uncontrolled Cost Multiplier:** +½ Advantage; the Power must already be Constant.

■ **Usable On Others Cost Multiplier:** See Table

■ **Variable Advantage Cost Multiplier:** Double the value of the Advantages the character can apply to the Power; -¼ less for a limited group of Advantages (minimum cost of Advantage is +½).

USABLE ON OTHERS TABLE

Advantage	Value
Usable By Other	+¼
Usable Simultaneously	+½
Usable As Attack	+1
Advantage	Additional Value
Ranged	+½
2x Targets or 2x Mass	+¼
Line Of Sight Not Needed	
After Initial Use	Persistent

■ **Variable Special Effects Cost Multiplier:** +¼ for special effects from a Limited Group; +½ for any special effect.

POWER LIMITATIONS

$$\text{Real Cost} = \text{Active Cost} / (1 + \text{Total Bonus from all Limitations})$$

■ **Activation Roll Limitation:** See table.

ACTIVATION ROLL TABLE

Roll	Bonus	Burnout	Jammed
8-	-2	-1 ½	-2 ½
9-	-1 ½	-1 ¼	-2
10-	-1 ¼	-1	-1 ¾
11-	-1	-¾	-1 ½
12-, 13-	-¾	-½	-1 ¼
14-	-½	-¼	-1
15-	-¼	+0	-¾

■ **Always On Limitation:** -½.

■ **Charges Limitation:**

CHARGES TABLE

Number Of Uses	Charges Value	Boostable	Recoverable
		Charges Value	Charges Value
1	-2	N/A	-1 ¼
2	-1 ½	-1 ¼	-1
3	-1 ¼	-1	-¾
4	-1	-¾	-½
5-6	-¾	-½	-¼
7-8	-½	-¼	-0
9-12	-¼	-0	+¼
13-16	-0	+¼	+½
17-32	+¼	+½	+¾
33-64	+½	+¾	+1
65-125	+¾	+1	+1 ¼
126-250	+1	+1 ¼	+1 ½
251-500	+1	+1 ½	+1 ¾
and so forth.			

Clips: This represents a Power whose Charges are broken down into several smaller "clips" of fewer 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 (*i.e.*, by reducing the value of the Limitation by ¼), the character can have 2x the number of clips of those Charges. If moving one level down the table means that Charges goes from being a Limitation to an Advantage, then the character can have 4x the number of clips.

Continuing Charges:

CONTINUING CHARGES

Duration	Change In Charge Limitation
Full Phase	No change
Extra Phase	-1 level on Charges table
1 Turn	-2 levels on Charges table
1 Minute	-3 levels on Charges table
5 Minutes	-4 levels on Charges table
20 Minutes	-5 levels on Charges table
...and so forth	

Boostable Charges: Every extra Charge spent increases the Power by +1 Damage Class (or +5 Active Points for non-Attack Powers). No more than four Charges (+4 DC/+20 Active Points) can be spent this way.

Fuel Charges: Characters can also use Charges to represent the fuel which powers a vehicle, the supply of air provided by a gas mask, or the like. To simulate this, buy the Power with 1 Continuing Charge, with the Charge lasting for however long the Power can continuously operate, but reduce the value of the Limitation by $\frac{1}{4}$.

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

Increased Recovery Time: For every step down the Time Chart below 1 Day which it takes before the character can use the Power again, increase the value of Charges by $\frac{1}{2}$.

Charges Never Recover: Charges which Never Recover are worth an additional -2 Limitation.

■ **Concentration Limitation:** $-\frac{1}{4}$ for half DCV; $-\frac{1}{2}$ for 0 DCV; an additional $-\frac{1}{4}$ if character is totally unaware of nearby events. Values are doubled if Power is Constant and character must Concentrate throughout.

CONCENTRATION TABLE

Concentration Effect	Bonus
$\frac{1}{2}$ DCV	$-\frac{1}{4}$
0 DCV	$-\frac{1}{2}$
Modifiers	
Character is totally unaware of nearby events	$-\frac{1}{4}$
Must Concentrate throughout use of Constant Power	x2

■ **Duration Limitation:** $-\frac{1}{2}$ for Instant; $-\frac{1}{4}$ for Nonpersistent.

■ **Endurance Limitations:** Costs Endurance ($-\frac{1}{4}$ if costs END to activate only; $-\frac{1}{2}$ if costs END every Phase); Increased Endurance Cost (see table).

INCREASED ENDURANCE COST

Endurance Multiple	Limitation
x 2	$-\frac{1}{2}$
x 3	-1
x 4	$-1 \frac{1}{2}$
x 5	-2
x 6	$-2 \frac{1}{2}$
x 7	-3
x 8, x9	$-3 \frac{1}{2}$
x 10	-4

■ Extra Time Limitation:

EXTRA TIME

Time Period/Duration	Value
Delayed Phase	$-\frac{1}{4}$
Extra Segment	$-\frac{1}{2}$
Full Phase	$-\frac{1}{2}$
Extra Phase	$-\frac{3}{4}$
1 Turn (Post-Segment 12)	$-1 \frac{1}{4}$
1 Minute	$-1 \frac{1}{2}$
5 Minutes	-2
20 Minutes	$-2 \frac{1}{2}$
1 Hour	-3
6 Hours	$-3 \frac{1}{2}$
1 Day	-4
1 Week	$-4 \frac{1}{2}$
1 Month	-5
1 Season (3 months)	$-5 \frac{1}{2}$
1 Year	-6
5 Years	$-6 \frac{1}{2}$
25 Years	-7
1 Century	$-7 \frac{1}{2}$

■ **Focus Limitation:** See table.

FOCUS VALUE TABLE

Value	Type of Focus
$-\frac{1}{4}$	Inobvious, Inaccessible (IIF)
$-\frac{1}{2}$	Inobvious, Accessible (IAF)
$-\frac{1}{2}$	Obvious, Inaccessible (OIF)
-1	Obvious, Accessible (OAF)

Modifiers

Mobility	
$-\frac{1}{4}$	Arrangement
$-\frac{1}{2}$	Bulky ($\frac{1}{2}$ DCV)
-1	Immobile

Breakability

$-\frac{1}{4}$	Fragile
+0	Durable

Expendability

$-\frac{1}{4}$	Difficult to obtain new Focus
$-\frac{1}{2}$	Very Difficult to obtain new Focus
-1	Extremely Difficult to obtain new Focus

■ **Gestures Limitation:** $-\frac{1}{4}$; $-\frac{1}{2}$ if the Power is Constant and requires Gestures throughout; an additional $-\frac{1}{4}$ if both hands are required to perform Gestures.

■ **Gradual Effects Limitation:**

GRADUAL EFFECT TABLE

Time Period/Duration	Value
1 Turn (Post-Segment 12)	$-\frac{1}{4}$
1 Minute	$-\frac{1}{2}$
5 Minutes	$-\frac{3}{4}$
20 Minutes	-1
1 Hour	$-1 \frac{1}{4}$
6 Hours	$-1 \frac{1}{2}$
1 Day	$-1 \frac{3}{4}$
1 Week	-2
1 Month	$-2 \frac{1}{4}$
and so forth.	

■ **Incantations Limitation:** $-\frac{1}{4}$; $-\frac{1}{2}$ if the Power is Constant and requires Incantations throughout.

■ **Independent Limitation:** -2.

■ **Limited Power Limitation:** See tables

LIMITED POWER GUIDELINES

Value	Effect On Power
-0	Power loses less than a fourth of its effectiveness
$-\frac{1}{4}$	Power loses about a fourth of its effectiveness
$-\frac{1}{2}$	Power loses about a third of its effectiveness
-1	Power loses about half its effectiveness
$-1\frac{1}{2}$	Power loses about two-thirds of its effectiveness
-2	Power loses almost all of its effectiveness

LIMITED POWERS EXAMPLES

Bonus	Power Limitation
$-\frac{1}{4}$ to -2	<i>Limited Power:</i> Power loses some of its effectiveness (bonus is based on how much is lost)
-1	Power Only Works On Women
$-\frac{3}{4}$	Power Does No STUN (only works for attacks which normally do STUN)
$-\frac{1}{4}$ or $-\frac{1}{2}$	Power Does Not Work On Dwarves (exact value depends upon how common dwarves are in the campaign)
$-\frac{1}{4}$	Power Cannot Be Bounced
$-\frac{1}{4}$	Power Cannot Be Pushed
$-\frac{1}{4}$ to -2	<i>Conditional Power:</i> Power only works in a given situation (bonus is based on how often the situation occurs)
$-\frac{1}{4}$	Power Only Works In Daylight
$-\frac{1}{4}$	Power Only Works While Character Is Touching The Ground
$-\frac{1}{2}$	Power Only Works In Darkness
-1	Power Only Works In Twilight
$-1\frac{1}{2}$	Power Only Works In Water
$-1\frac{1}{2}$	Power Only Works During Natural Rainstorms
-2	Power Only Works In Tornadoes
-2	Power Only Works In Intense Magnetic Fields
-2	Power Only Works Under A Full Moon
$-\frac{1}{4}$ to -2	<i>Conditional Power:</i> Power does not work in a given situation (bonus is based on how often the situation occurs)
$-\frac{1}{2}$	Power Does Not Work In Darkness
$-\frac{1}{4}$	Power Does Not Work In Water
$-\frac{1}{4}$	Power Does Not Work In Intense Magnetic Fields

CONDITIONAL POWERS GUIDELINES

Value	Conditional Situation/Circumstance Is
-0	Very Uncommon (character will rarely, if ever, be limited)
$-\frac{1}{4}$	Uncommon (character will be limited about a fourth of the time)
$-\frac{1}{2}$	Common (character will be limited about a third of the time)
-1	Very Common (character will be limited about half the time)
$-1\frac{1}{2}$	Extremely Common (character will be limited over half the time)
-2	Ubiquitous (character will almost never get to use power)



LINKED TABLE

Value	Limitation
-½	Lesser Power is Linked to greater Power; character can use greater Power without using lesser Power, but can only use lesser Power if he also uses greater Power; character must use lesser Power in proportion to greater Power.
-¼	Greater Power is Linked to lesser Power; character can use lesser Power without using greater Power, but can only use greater Power if he also uses lesser Power; character must use greater Power in proportion to lesser Power.

Modifiers

¼ more Limitation	Lesser Power can only be used when character uses greater Power at full value
¼ less Limitation	Linked Power need not be used proportionately to Power with which it is Linked
¼ less Limitation	Greater Power is Constant or in use most or all of the time
¼ less Limitation	Lesser Instant Power can be used in any Phase in which greater Constant Power is in use

■ **Linked Power Limitation:** See table.

■ **No Conscious Control Limitation:** -2; or -1 for a Power which character can use at will, but whose effects he cannot control.

■ **Only In Heroic Identity Limitation:** -¼.

■ **Range Limitations Limitation:** -½ for No Range; -¼ for Limited Range; -¼ for Range Based On Strength; -¼ for Reduced By Range; -¼ for Subject To Range Modifier.

■ **Reduced Penetration Limitation:** -¼.

■ **Requires A Skill Roll Limitation:** See table.

■ **Restrainable Limitation:** -½; -¼ for Powers which are Restrainable by means other than Grabs and Entangles.

■ **Side Effects Limitation:** See table

■ **Variable Limitations Limitation:** x2 limitation value

■ **Visible Limitation:** -¼

REQUIRES A SKILL ROLL

Value	Limitation
-½	Basic RSR Limitation - requires a 3/2 Skill, Active Point penalty to Skill Roll is -1 per 10 Active Points
-¾	Two RSRs on same Power (see text) Luck roll as RSR
-1	One level of Luck required
-1 ½	Two levels of Luck required
-2	Three levels of Luck required

Modifiers

¼ less Limitation	Background Skill used for RSR
Varies	Characteristic Roll or PER Roll used for RSR - use Activation Roll Value Table to determine value of Limitation
½ less Limitation	No Active Point penalty to Skill Roll
¼ less Limitation	Active Point penalty to Skill Roll is -1 per 20 Active Points
½ more Limitation	Active Point penalty to Skill Roll is -1 per 5 Active Points
¼ less Limitation	Variable RSRs (player chooses which of two Skills to use with the Power)
¼ more Limitation	RSR Skill is subject to Skill Versus Skill contests

SIDE EFFECTS

Value	Side Effect
-¼	Minor Side Effect: 15 Active Points, or one-fourth of the Active Points in the Power (whichever is greater), or some other minor or trivial effect
-½	Major Side Effect: 30 Active Points, or half of the Active Points in the Power (whichever is greater)
-1	Extreme Side Effect: 60 Active Points, or the Active Points in the Power (whichever is greater)

Modifiers

x2 value	Side Effect occurs automatically whenever Power is used (or is bought for a Power which always works)
¼ more Limitation	Side Effect applies to a Constant Power which requires an Activation Roll
¼ more Limitation	Side Effect affects both character and environment/recipient of Power's benefits
¼ less Limitation	Side Effect always occurs whenever the character does some specific act
¼ less Limitation	Side Effect does a predefined amount of damage
¼ less Limitation	Side Effect only affects the environment near the character
¼ less Limitation	Side Effect only affects the recipient of the benefits of the Power

POWER FRAMEWORKS

ELEMENTAL CONTROL ▲

Creating an EC is basically a two-step process:

1. The character pays Character Points for the pool of points which form the base EC.
2. The character pays Character Points for each slot, or Power, in the EC. The number of points spent on each slot must equal or exceed the number of points spent on the base EC.

The total Active Points of the Power in each slot is equal to the total of the points in the base EC plus the points spent on the slot. For example, an EC with a base of 30 points and a slot with 30 points' worth of Energy Blast gives the character an Energy Blast 12d6 — add the base cost and the slot's cost together to determine the Active Points in the Power. Thus, the minimum total Active Points in any Power is twice the points in the EC's base pool of points.

MULTIPOWER ▲

A character with a Multipower has several different Powers which draw from a common pool of Character Points (known as a Multipower reserve). After buying the Multipower reserve, the character buys the Powers which draw off of the reserve. The character may change the distribution of reserve points from Phase to Phase, but because the points are shared, generally he cannot use all the Powers in the Multipower at full power at the same time.

No Power in a Multipower can have an Active Point cost greater than the *base cost* of the Multipower reserve. Even if an Advantage is taken on the Multipower reserve, each slot still cannot exceed the base (unmodified) cost of the reserve.

A character pays Character Points for the reserve and for each power (also called a "slot") in his Multipower. First, he takes the base cost of the Power he wants. Then he applies any Advantages or Adders he wants to determine the Active Points in the power. Then he applies any Limitations he wants to take for the power to derive a Real Point cost. Lastly, he divides the Real Point cost by 10 or by 5, depending on how he can use the slot.

For a *Fixed Slot* (or "ultra"), the cost of the slot equals its Real Points divided by 10. Fixed slots must take up the full amount of Multipower reserve points assigned to them. A character doesn't have to use a Power in a fixed slot at full effect, but it still uses up its full amount of Multipower reserve points.

For a *Flexible Slot* (or "multi"), the cost of the slot equals its Real Points divided by 5. The maximum amount of reserve points which may be put into the slot equals the Active Points in the power in the slot. A character may use a Flexible slot at reduced effect, and only use up that much of the Multipower reserve points.

■ **Multipower Cost:** 1 Character Point for every 1 Character Point in the Multipower reserve; maximum possible Active Points in Fixed slot = 10 x cost of slot; maximum possible Active Points in a Flexible slot = 5 x cost of slot.

VARIABLE POWER POOLS

A character with this Power Framework establishes a pool of Character Points which he can use to create any Power, or any Power with a given special effect. Think of a Variable Power Pool ("VPP") as a Multipower which has all of the Powers of a certain type or special effect. The character distributes the points in the Power Pool among whatever Powers he wants to have at a given time.

■ **Variable Power Pool Cost:** Pool cost is 1 Character Point per 1 Character Point in Pool, Control Cost = ½ Pool Cost. A Skill to modify the VPP, if desired, costs 3 points for a 9 + INT/5 roll, +1 to the roll per +2 points.

VARIABLE POWER POOL LIMITATIONS

Value	Limitation
-½	<i>VPP Can Only Be Changed Between Adventures</i> (takes days)
-½	<i>VPP Powers Can Be Changed Only In Given Circumstance</i> (for example, character must touch target; only under a full moon; only when character has access to his bulky spell book and time to study it; only in a lab or arsenal)
-½	<i>Character Has No Choice Regarding How Powers Change</i> (he can control <i>when</i> they change — he just can't control what new Powers he gets when the Pool changes)
-1	<i>Character Has No Choice Regarding When Or How Powers Change</i> (this often reflects a given circumstance, e.g., Powers Change During Full Moons)
-¼	<i>Slightly Limited Class of Powers</i> available (for example, Only Magic, Only Attacks)
-½	<i>Limited Class of Powers</i> available (for example, Only Adjustment Powers, Only Powers Which The Target Has, Only Fire Powers, Only Elemental Magic)
-1	<i>Very Limited Class of Powers</i> available (for example, Only Drains, Only Necromancy Powers)

DISADVANTAGES

ACCIDENTAL CHANGE

Value	Circumstances
5	Uncommon Circumstance
10	Common Circumstance
15	Very Common Circumstances
Value	Chance To Change
+0	Infrequently (8-)
+5	Frequently (11-)
+10	Very Frequently (14-)
+15	Always

AGE

A character who is over 40 receives a 5-point Disadvantage. A character who is over 60 receives a 10-point Disadvantage. A character who is age 10 or younger receives a 15-point Disadvantage.

Characters in campaigns which do not impose Normal Characteristic Maxima as a default can take *Normal Characteristic Maxima* as a Disadvantage for 20 Character Points. This requires them to abide by the restrictions of NCM, including paying double for Characteristics above the Maximum Value. For example, every point of STR above 20 would cost 2 Character Points.

Even if a character has *Age* or *Normal Characteristic Maxima*, Powers or Talents which raise his Characteristics affect them normally — such abilities are not counted against the Characteristic Maxima or subject to the “double cost” rule mentioned above. Examples include Aid, Growth, Lightning Reflexes, and Characteristics bought as Powers. Thus, a character with Normal Characteristic Maxima and STR 20 who buys +40 STR through a Focus only pays 40 Active Points for that STR, not 80.

AGE

Characteristic	Normal	Age 40+	Age 60+	Age 10-
STR	20	15	10	5
DEX	20	20	20	12
CON	20	15	10	8
BODY	20	15	10	8
INT	20	25	30	15
EGO	20	25	30	8
PRE	20	25	30	8
COM	20	20	20	16
PD	8	6	4	3
ED	8	6	4	3
SPD	4	4	4	2
REC	10	8	6	3
END	50	40	30	30
STUN	50	40	30	15
Running	10"	8"	6"	6"
Swimming	5"	4"	3"	3"
Leaping	5"	3"	2"	2"

DEPENDENCE

Value	Dependent Substance is
5	Very Common/Easy To Obtain
10	Common/Difficult To Obtain
15	Uncommon/Extremely Difficult To Obtain
Value	Effect
	Damage: The character takes damage as described in the text.
+5	1d6
+10	2d6
+15	3d6
+5	Character's Powers Are Affected: 14- Activation Roll
+10	Character's Powers Are Affected: 11- Activation Roll
+5	Incompetence: -1 to Skill Rolls and related rolls per time increment
+5	Weakness: -3 to Characteristics per time increment
Value	Time Before Suffering Effects
+25	Segment
+20	Phase
+15	Turn
+10	1 Minute
+5	5 Minutes
+0	20 Minutes
-5	1 Hour
-10	6 Hours
-15	1 Day
...and so forth	
+5	Addiction

DEPENDENT NPCs

Value	The DNPC is
10	Incompetent (-20 points or lower)
5	Normal
0	Slightly Less Powerful than the PC
-5	As powerful as the PC
-5	DNPC has useful noncombat position or skills
+5	DNPC is unaware of character's adventuring career/Social Limitation: Secret Identity
Value	Appearance
+5	8- (Infrequently)
+10	11- (Occasionally)
+15	14- (Frequently)
Value	Number of DNPCs
+5	Group DNPC: for every x2 DNPCs

DISTINCTIVE FEATURES

Value	Concealability
5	Easily Concealed
10	Concealable (with Disguise Skill or major effort)
15	Not Concealable
Value	Reaction
+0	Feature is Noticed and Recognizable
+5	Feature is Always Noticed and Causes Major Reaction or Prejudice
+10	Feature Causes Extreme Reaction (abject fear, unabiding lust, utter disgust)
Value	Sensing
-0	Feature Detectable By Commonly-Used Senses (Sight, Hearing) and/or By Virtually Everyone
-5	Feature Detectable By Uncommonly-Used Senses (Smell, Touch, Taste) and/or By Large Group and/or By Simple Tests
-10	Feature Detectable Only By Unusual Senses (Detects) and/or Only By A Small Group and/or Only By Technology Or Major Effort
-5	Distinctive Feature Is Not Distinctive In Some Cultures Or Societies

ENRAGED/BERSERK

Value	Circumstances
5	Uncommon circumstance
10	Common Circumstances
15	Very Common Circumstances
+10	Berserk
Value	Chance to Become Enraged
+0	8-
+5	11-
+10	14-
Value	Chance to Recover
+0	14-
+5	11-
+10	8-

HUNTED

Value	Capabilities
5	Hunter is Less Powerful than PC
10	Hunter is As Powerful as PC
15	Hunter is More Powerful than PC
+5	Hunter has extensive Non-Combat Influence (NCI)
-5	Hunter is limited to a certain geographical area
+5	PC has a Public Identity or is otherwise very easy to find
Value	Appearance
+0	8- (Occasionally)
+5	11- (Frequently)
+10	14- (Very Frequently)
Value	Motivation
-10	<i>Watched:</i> Hunter is only Watching the character
-5	Hunter desires to Mildly Punish the character (deportation, fining, question, theft of possessions)
-0	Hunter desires to Harshly Punish the character (imprison, enslave, kill)

PHYSICAL LIMITATION

Value	Limitation Occurs
5	Infrequently
10	Frequently
15	All the Time
Value	Limitation Impairs
+0	Slightly
+5	Greatly
+10	Fully

PSYCHOLOGICAL LIMITATION

Value	Situation is
5	Uncommon
10	Common
15	Very Common
Value	Intensity is
+0	<i>Moderate:</i> Decides character's choice of targets and reaction to situations; character may only change actions if he makes an EGO Roll at +5.
+5	<i>Strong:</i> Character takes irrational actions concerning the situation, may only change actions if he makes an EGO Roll.
+10	<i>Total:</i> Character becomes totally useless or completely irrational in the situation, and will not change his mind for any reason; EGO Roll at -5 (minimum) required to change actions (if the GM allows such a roll at all)

REPUTATION

Value	Recognized
5	Sometimes (8-)
10	Frequently (11-)
15	Almost always (14-)
+5	Extreme Reputation
-5	Reputation Is Known Only To A Small Or Limited Group

RIVALRY

Value	Rivalry Situation
5	Professional or Romantic Rival
10	Professional and Romantic Rival
Value	Rival's Power or Authority
-5	Rival is Less Powerful than character or is in an Inferior Position
+5	Rival is More Powerful than character or is in a Superior Position (superior rank, numerical superiority, wealthier)
+10	Rival is Significantly More Powerful than character or is in a Very Superior Position (engaged/married to romantic interest, very superior rank, much greater wealth than character, significant social or political power, greatly outnumbers character)
+5	Rival is a Player Character
Value	Fierceness of Rivalry
+0	Character seeks to Outdo, Embarrass, or Humiliate Rival
+5	Character seeks to Harm or Kill Rival
Value	Knowledge of Rivalry
-5	Rival is Unaware of Rivalry
+0	Rival is Aware of Rivalry

PHYSICAL LIMITATIONS EXAMPLES:

No Hands (All The Time, Fully Impairing): 25 Character Points.

Unable To Walk (Frequently, Fully Impairing): 20 Character Points.

Blindness (All The Time, Fully Impairing): 25 Character Points.

Missing One Eye (Infrequently, Greatly Limiting): 10 Character Points.

Heavy Sleeper (Infrequently, Slightly Impairing): 5 Character Points

Permanently Altered Size/Density

■ Character Is 6,400 kg (All The Time, Greatly Impairing): 20 Character Points

■ Character Is Always 4" Tall (All The Time, Greatly Impairing): 20 Character Points

■ Character Is Always Three Feet Tall (All The Time, Slightly Impairing): 15 Character Points

■ Character Is One-Fourth Density (All The Time, Slightly Impairing): 15 Character Points

PSYCHOLOGICAL LIMITATIONS EXAMPLES:

Code Of Chivalry (Common, Total): 20 points

Code Versus Killing (Common, Total): 20 points

Honorable (always keeps word, never takes advantage of a situation) (Common, Total): 20 points

Claustrophobia (Uncommon, Total): 15 points

Paranoid (Very Common, Strong): 20 points

Hatred Of Orcs (Common, Strong): 15 points

SOCIAL LIMITATION EXAMPLES:

Secret Identity (Frequently, Major): 15 points (or Severe [20 points]).

Public Identity (Frequently, Major): 15 points (or Severe [20 points]).

Famous (Frequently, Minor): 10 points.

Minority (Very Frequently, Minor): 15 points.

Subject To Orders (Very Frequently, Major): 20 points (or Severe [25 points]).

Slave (Very Frequently, Major): 20 points.

Attainder/Corruption Of The Blood (Occasionally, Minor): 5 points.

Harmful Secret (Occasionally, Minor): 5 points.

SOCIAL LIMITATION

Value	Circumstances Occur
5	Occasionally (8-)
10	Frequently (11-)
15	Very Frequently (14-)
Value	Effects of Restrictions
+0	Minor (inconvenience but little danger; that which is taken away can, eventually, be recovered or restored) (character may be fired, disowned, or suffer other minor problems)
+5	Major (there is a risk of potential injury or extreme inconvenience; that which is taken away can only be restored with great difficulty) (character may suffer imprisonment, be required to undertake dangerous tasks, and so forth)
+10	Severe (extreme risk of death or injury; that which is taken away cannot be restored)
-5	Social Limitation Is Not Limiting In Some Cultures Or Societies

SUSCEPTIBILITY

Value	Condition is
5	Uncommon
10	Common
15	Very Common
Value	Take Damage Every
+0	Effect is instant
+15	Segment
+10	Phase
+5	Turn
0	Minute
-5	5 minutes
...and so forth	
Value	Number of Dice
+0	1d6
+5	2d6
+10	3d6

UNLUCK

Unluck is worth 5 Character Points per 1d6. When determining whether Unluck affects him, the character rolls his Unluck dice; each "1" which appears on the dice counts as one level of Unluck.

UNLUCK

Levels	Possible Effects
1	The character slips and is put at a disadvantage in combat, the computer malfunctions, the character loses 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 inopportune moment, a vacuum suit temporarily malfunctions, or an attack misses its target and 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+	Like three levels, only the bad luck starts to affect the character's friends or comrades. An entire team's space-suits might fail, all ammunition might turn out to be duds, several Hunteds might show up simultaneously, and so forth.

VULNERABILITY

Value	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).
Value	Vulnerability Multiplier
+0	x 1 ½ (Target takes 1 ½x damage)
x2	x2 (Target takes 2x damage)

EQUIPMENT CREATION



AUTOMATON POWERS

- **Cannot Be Stunned Cost:** 15 Character Points.
- **Does Not Bleed Cost:** 15 Character Points.
- **No Hit Locations:** 10 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.

COMPUTER CHARACTERISTICS

Characteristic	Starting Value	Cost
INT	10	1
EGO	10 (AIs only)	2
DEX	10	3
SPD	1 + (DEX/10)	10

Normal

Computers have:

- 1) Characteristics: DEX, INT, SPD
- 2) Skills
- 3) No Psychological Limitations
- 4) Programs (1 pt each)
- 5) No self will

AIs have:

- 1) Characteristics: DEX, INT, EGO, SPD
- 2) Skills
- 3) Psychological Limitations
- 4) Programs (1 pt each)
- 5) Self will: can initiate own actions with EGO Roll.

VEHICLE CHARACTERISTICS

Characteristic	Starting Value	Cost
STR	10	1
BODY	10	1
Size	1 hex	See Size Table
	For Vehicles	
DEF	2	3
DEX	10	3
SPD	1 + (DEX/10)	10
Movement:	6" Ground Movement	See Vehicle Movement Table

LIMITED DEFENSE TABLE

Coverage Protects	Limitation
60 Degrees (one hex side)	-1
180 Degrees (3 consecutive hex sides)	-½
Additionally	
Only on the same horizontal Level	-¼
Coverage does not protect passengers (like a motorcycle or skateboard)	-½

VEHICLE SIZE TABLE

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

and so forth

VEHICLE MOVEMENT TABLE

Movement Mode	Cost per 1"	Base
Ground Movement	2 points	6"
Flight	2 points	0"
Swimming	1 point	2"
Gliding	1 point	0"
Leaping	1 point	0"
Swinging	1 point	0"
Teleportation	2 points	0"
Tunneling	5 points	0"
Extra-Dimensional Movement	N/A — 20 points	
FTL Travel	N/A — 10 points	
Clinging	N/A — 10 points	

Limited Maneuverability

Some vehicles are so unwieldy that, regardless of their Turn Mode, they cannot turn around in a Phase. Vehicles with this $-\frac{1}{4}$ Limitation can only make a maximum of two equally spaced turns (instead of the 3 or more usually needed to turn around) over the course of a Phase while moving at Combat Movement speeds. When moving at Noncombat Movement speeds, a vehicle with this Limitation can only make one turn over the course of the Phase.

Stall Velocity

Stall Velocity means a flying vehicle has to maintain a certain airspeed or risk stalling. Ordinarily, vehicles with Flight have no stall velocity, so their flight is effectively momentumless — they can hover in place, fly straight upward, and so forth. However, if you buy a vehicle's Flight with this Limitation, the vehicle may "stall" if it is not flying quickly enough to exceed its stall velocity. (Of course, this does not prevent the vehicle from slowing down to land; any flying vehicle can safely do that.)

If the Stall Velocity is half the vehicle's maximum combat velocity, then this is a $-\frac{1}{4}$ Limitation. If the Stall velocity equals the vehicle's combat velocity, then this is a $-\frac{1}{2}$ Limitation (such a vehicle could only stay airborne by making Full Moves every Phase or moving at Noncombat Movement velocities).

A stalled vehicle is at $\frac{1}{2}$ DCV and begins to fall normally. A skilled pilot (one with the Skill *Combat Piloting*) can attempt to pull out of a stall by succeeding with a Combat Piloting roll.

LIMITED ARC OF FIRE

Arc Of Fire	Bonus
One hex row	$-\frac{3}{4}$
60 degrees	$-\frac{1}{2}$
180 degrees	$-\frac{1}{4}$
Additionally	
Only on same horizontal level	$-\frac{1}{4}$

BASE CHARACTERISTICS

Characteristic	Starting Value	Cost
BODY	2	1
DEF	2	3
Size	8 hexes	See Base Size Table

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

BASE LOCATION TABLE

Location	Cost
City	0
Suburb	5
Distant	10
Modifiers	
Floating in water	+5
Deep Wilderness	+5
Airborne	+10
Underwater	+15
Underground	+20
In Space	+25
Another Dimension	+30

VEHICLE AND BASE DISADVANTAGES

Dependent NPC

Distinctive Features

Publicly Known

Unluck

Vulnerability

Hunted (Watched)

COMBAT SUMMARY



Combat Sequence Checklist

- 1) Determine the attacker's Offensive Combat Value (OCV). Base OCV is DEX/3.
- 2) Determine the target's Defensive Combat Value (DCV). Base DCV is DEX/3 or is based on an object's size.
- 3) Attacker makes an Attack Roll (3d6). To hit the target, the attacker must roll less than or equal to (11 + attacker's OCV - target's DCV).
- 4) If the Attack Roll fails, the attack misses, and the attacker's Phase ends. The GM moves on to the next character who has a Phase in that Segment.
- 5) If the Attack Roll succeeds, the attacker hits; determine the damage and any effects of damage. The attacker's Phase ends; the GM moves on to the next character who has a Phase in that Segment.

The Basic Attack Roll

Whether an attack actually hits a target is determined by a 3d6 Attack Roll. All Attack Rolls, regardless of the form of the attack, are determined as follows:

Attack Roll = (11 + Attacker's OCV - Target's DCV) or less

If the GM does not want to reveal the target's DCV to the player, another, mathematically identical, way to determine whether an Attack Roll is successful is this:

(11 + Attacker's OCV - 3d6 roll) = the DCV the attack hit

Figuring OCV And DCV

Base OCV = Attacker's DEX/3

Base DCV = Target's DEX/3
(see sidebar for details)

Normal Damage Attacks

Punches, weapons like clubs, Energy Blasts, and concussion explosions are Normal Damage attacks. This type of damage tends to knock an opponent out (by causing STUN damage) rather than kill him (by causing BODY damage). For Normal Damage, the total on the dice is the amount of STUN damage the attack does. To determine how much BODY damage it does, look at the numbers rolled on the dice: a 1 is 0 BODY; a 2-5 is 1 BODY, and a 6 is 2 BODY. Thus, a 6d6 Normal Damage attack which rolls 6, 5, 4, 4, 2, and 1 does

22 STUN and 6 BODY. The number of BODY done is usually close to the number of dice rolled.

Killing Damage Attacks

Claws, knives, bullets, and similar attacks do Killing Damage. Damage for Killing Damage attacks (which includes most weapons, Killing Strikes, and the like) is determined differently from Normal Damage attacks. The total of the dice is the number of BODY applied to the target. To determine the STUN done, the character rolls a STUN Multiplier — 1d6-1 (minimum of 1) — and multiplies the result by the amount of BODY done.

Adding Damage

There are five ways you can add damage to an attack: Combat Skill Levels, STR, Haymaker, Martial Maneuvers, and movement (velocity). All of these methods suffer from one significant restriction: *no matter what you do, you cannot more than double the damage of the weapon or base attack.* That means, for example, that if you're using a dagger (HKA 1d6-1, or two Damage Classes), you can't more than double that damage (1d6+1, or four Damage Classes), no matter how you add damage.

DAMAGE CLASSES

DC	Killing	Normal	10-point*	Active Points
1	1 pip	1d6	½d6	5
2	½d6, 1d6-1	2d6	1d6	10
3	1d6	3d6	1 ½d6	15
4	1d6+1	4d6	2d6	20
5	1 ½d6, 2d6-1	5d6	2 ½d6	25
6	2d6	6d6	3d6	30
7	2d6+1	7d6	3 ½d6	35
8	2 ½d6, 3d6-1	8d6	4d6	40
9	3d6	9d6	4 ½d6	45
10	3d6+1	10d6	5d6	50
11	3 ½d6, 4d6-1	11d6	5 ½d6	55
12	4d6	12d6	6d6	60
13	4d6+1	13d6	6 ½d6	65
14	4 ½d6, 5d6-1	14d6	7d6	70
15	5d6	15d6	7 ½d6	75
16	5d6+1	16d6	8d6	80
17	5 ½d6, 6d6-1	17d6	8 ½d6	85
18	6d6	18d6	9d6	90
19	6d6+1	19d6	9 ½d6	95
20	6 ½d6, 7d6-1	20d6	10d6	100

and so forth.
* This column is included for the sake of convenience; it shows the DCs of Powers such as Drain or many NNDs, which cost 10 Active Points per 1d6.

OCV CHECKLIST

- 1) Determine base OCV (character's DEX/3).
- 2) Add any applicable Combat Skill Levels which the character wishes to use to increase his OCV.
- 3) Apply any modifiers for the particular weapon or armor being used.
- 4) Apply any modifiers for the particular Combat Maneuver or Martial Maneuver being used.
- 5) Apply any Combat Modifiers.
- 6) Apply the Range Modifier (if applicable).
- 7) Apply any other modifiers.
- 8) Apply any modifiers which halve OCV (or otherwise reduce it by a fraction or percentage).

DCV CHECKLIST

- 1) Determine base DCV (character's DEX/3).
- 2) Add any applicable Skill Levels.
- 3) Apply any modifiers for the particular weapon, armor, or shield being used.
- 4) Apply any modifiers for the particular Combat Maneuver or Martial Maneuver being used.
- 5) Apply any Combat Modifiers.
- 6) Apply any other modifiers.
- 7) Apply any modifiers which halve DCV (or otherwise reduce it by a fraction or percentage).

(Exceptions: Normal Damage weapons in Superheroic campaigns; extra Damage Classes purchased for *unarmed* Martial Maneuvers; normal damage added by movements; see page 271).

Combat Skill Levels: In Heroic campaigns, a character can use *two* CSLs to increase the damage done by a HTH attack (whether Killing Damage or Normal Damage) by *one* Damage Class. In Superheroic campaigns, a character can use two CSLs to add +1 BODY to the damage done by a Killing Attack or +3 STUN to the damage done a Normal Damage attack.

STR: In Superheroic campaigns, damage from HAs adds directly to the damage done by STR; and a character can add +1 DC to an HKA for every 5 points of STR used with it (*i.e.*, +1d6 for every 15 points of STR). In Heroic campaigns, when weapons are involved, the character's STR does not add to a weapon's damage automatically — it only adds damage if it exceeds the weapon's STR Minimum. For every 5 points of STR the character has above the weapon's STR Minimum, he may add +1 DC of damage (Normal or Killing, as appropriate).

Haymaker and Martial Maneuvers: For Normal Damage (including STR damage), each Damage Class added by a maneuver adds one Damage Class to the attack. For Killing Damage, every *two* Damage Classes added by a Maneuver add *one* Damage Class worth of damage to the attack.

Movement (Velocity): The extra damage from movement is velocity/5 in DCs for Move Bys, and velocity/3 in DCs for Move Throughs.

Advantages: For an attack that has Advantages, the following rules apply:

Damage bonuses from CSLs, Haymakers, and Martial Maneuvers are not affected by Advantages. They add to an attack which has Advantages at the same rate, and by the same rules, as an attack which has no Advantages.

A character who has a Power Advantage on an HA (or other Normal Damage attack to which STR is added) does not also have to buy that Advantage for his STR *if* the character only uses his STR up to the unmodified Active Point value of the HA, or if the unmodified Active Point value of the HA exceeds the character's STR.

If a character adds STR damage to an Advantage HKA (or other Killing Damage attack), his STR adds to the attack's damage at a lesser rate. To determine how much STR it takes to add +1 DC, apply the Advantages on the Power to 5 STR (the basic amount used to add 1 DC). The result is how many points of STR it takes to add +1 DC to the attack.

If a character has bought an Advantage for his STR without buying the same Advantage for an attack he adds damage to with STR, the Advantage does not apply to the attack at all (not even to the damage dice added by STR). It only applies to the

damage done by the character's STR when he uses STR by itself.

For movement, multiply the number used to determine the regular DC bonus for velocity (5 for Move Bys, 3 for Move Throughs) by the Advantage to determine how many inches of movement it takes to add +1 DC to the attack. Then divide the inches of movement by that number to obtain the number of DCs added.

Taking Damage

1. If the attack does Normal Damage (fists, clubs, Energy Blasts):

a. Add all applicable forms of Defense — both Normal and Resistant — together to determine the character's total Defense.

b. Subtract the character's total Defense from the STUN damage done by the attack. The remainder is how much STUN damage he suffers.

c. Subtract the character's total Defense from the BODY damage done by the attack. The remainder is how much BODY damage he suffers.

2. If the attack does Killing Damage (claws, blades, guns):

a. Determine how much of the character's Defense is *Resistant* (meaning it protects against Killing Damage). Armor, Damage Resistance, Force Field, and Force Wall, among others, provide Resistant Defense; so does armor the character wears (chainmail or plate armor, for example).

b. Subtract the character's Resistant Defense from the BODY damage done by the attack. The remainder is how much BODY damage he suffers.

i. The character's Normal Defenses, including his PD and ED (unless modified by Damage Resistance), *do not* reduce the BODY from Killing Damage, even if he has Resistant Defenses.

c. If the character has *no* Resistant Defenses, he takes all the STUN damage done by the attack.

d. If the character has any Resistant Defenses, add all applicable forms of Defense — both Normal and Resistant — together to determine his total Defense. Subtract his total Defense from the STUN damage done by the attack. The remainder is how much STUN damage he suffers.

3. If the attack does No Normal Defense (NND) damage (see page 171):

a. If the character has the applicable defense, he takes no damage at all.

b. If the character does not have the applicable defense, he takes all the damage.

4. If the attack does Attack Versus Limited Defense (AVLD) damage (see page 161):

a. If the character has the applicable defense, he subtracts it from the damage, as he would for Normal Damage.

b. If the character does not have the applicable defense, he takes all the damage.

Effects Of Damage

STUNNING

If the amount of STUN damage a character suffers from a single attack (after subtracting your defenses) is less than your CON, he suffers no additional effect other than loss of the STUN.

If the amount of STUN damage a character suffers from a single attack (after subtracting your defenses) is greater than your CON, he is Stunned. A Stunned character's DCV instantly drops to to ½ (as do the modifiers for making Placed Shots against him). At the end of the Segment, any of his Powers which are not Persistent, and any Skill Levels of any type, turn off. The character remains Stunned and can take no Action until his next Phase (he cannot even Abort to a defensive Action). A character who is Stunned or recovering from being Stunned can take no Actions, take no Recoveries (except his free Post-Segment 12 Recovery), and cannot move.

KNOCKOUT

If the amount of STUN damage a character suffers, from a single attack or multiple attacks, is greater than your STUN, he is Knocked Out. When a character is Knocked Out, his OCV, DCV, and ECV are instantly reduced to zero (Placed Shot modifiers against him are halved), and any attack which hits him will do 2x STUN, just as if he were Surprised while out of combat. At the end of the Segment, any of his Powers which are not Persistent turn off.

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)

DEATH

A character at or below 0 BODY is dying. He loses 1 BODY each Turn (at the end of Segment 12). Death occurs when, either due to attacks or to loss of BODY per Turn, the character has lost twice his original BODY (*i.e.*, when he reaches a negative BODY score equal to his starting positive BODY).

Knockback

To determine how much Knockback a character suffers from being hit, the attacker rolls 2d6 (see the Knockback Modifiers Table for modifiers to the number of dice). He subtracts the total rolled from the amount of BODY done by the attack.

If the result is negative, no Knockback occurs; 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 in his next Phase getting to his feet (or reorient himself if he were in mid-air). If the result is positive, the target is Knocked Back that many inches. He ends up lying on the ground (or imbedded in a wall or other object), and must spend a Half Phase to get up (or getting out of whatever he hit).

KNOCKBACK MODIFIERS

Circumstance	# of dice rolled for Knockback
Target is in the air	-1d6
Target Rolled with the Punch	-1d6
Target is underwater	+1d6
Attack was a Killing Damage attack	+1d6
Attack was a Martial Maneuver	+1d6
Target has Clinging	+1d6
Target is in Zero Gravity	-1d6

Under certain situations the number of d6 rolled is modified. The Knockback Modifiers Table lists the different situations and the modifier to the 2d6 normally rolled (the modifiers are cumulative). A character who is Knocked Back into a wall (or other upright structure) takes 1d6 Normal Damage for every 1" of Knockback taken. For instance, a character Knocked Back 4" into a wall takes 4d6 damage. A character Knocked Back into another character damages himself and the character he hits; both characters take 1d6 damage per 1" of Knockback.

If a character hits a structure or other large object, both he and the structure take damage. He takes a maximum of 1d6 per DEF and BODY total of the structure. If he is Knocked Back for more inches than the structure has DEF and BODY, the structure (or part thereof) shatters, and the character continues through the hole. For every DEF and BODY total worth of structure a character is Knocked Back through, he flies back 1" less.

If a character who has been Knocked Back does not impact a structure or other large upright surface, he simply hits the ground. He takes 1d6 damage for every 2" he was Knocked Back — half the damage of hitting an object. (The same rule applies to characters Knocked Back straight down into the ground.)

Endurance And Pushing

Superheroic Campaigns: Using 10 Active Points of STR or a Power costs 1 END per Phase. A Superheroic character can Push the limits of his Power by up to 10 Character Points. This does not require an EGO Roll.

Heroic Campaigns: Using 5 Points of STR costs 1 END per Phase; using 10 Active Points of a Power costs 1 END per Phase. A character in a Heroic campaign may push his STR or Powers up to 5 Character Points with a successful EGO Roll, +1 Character Point for every 1 point by which he makes the EGO Roll.



Val	Char	Base	Cost	Points	Roll	Notes
___	STR	10	x1	___	___	HTH damage ___d6 Lift ___ END (___)
___	DEX	10	x3	___	___	OCV ___ DCV ___
___	CON	10	x2	___	___	
___	BODY	10	x2	___	___	
___	INT	10	x1	___	___	Perception Roll ___
___	EGO	10	x2	___	___	Base ECV ___
___	PRE	10	x1	___	___	Base Presence Attack ___d6
___	COM	10	x1/2	___	___	

<u> </u>	PD	(STR/5)	x1	<u> </u>	Resistant PD _____Total PD _____
<u> </u>	ED	(CON/5)	x1	<u> </u>	Resistant ED _____Total ED _____
<u> </u>	SPD	1+ (DEX/10)	x10	<u> </u>	Phases: 1 2 3 4 5 6 7 8 9 10 11 12
<u> </u>	REC	(STR/5)+(CON/5)	x2	<u> </u>	
<u> </u>	END	(CON x 2)	x½	<u> </u>	
<u> </u>	STUN	BODY+(STR/2)+(CON/2)	x1	<u> </u>	Total Characteristics Points

Primary attack power _____ d6
Secondary attack power _____ d6
Tertiary attack power _____ d6
Attack SFX _____
Other attack SFX _____

	Amount	Defense SFX
Physical Defense	_____	_____
Resistant Physical Defense	_____	_____
Energy Defense	_____	_____
Resistant Energy Defense	_____	_____
Mental Defense	_____	_____
Flash Defense (_____)	_____	_____
Power Defense	_____	_____
Other: _____	_____	_____
Other: _____	_____	_____

Total earned	_____
Spent	_____
Unspent	_____
Base points	_____
Disad points	_____

Type	Combat	NonCom
Run (6")	_____	_____
Swim (2")	_____	_____
H. Leap (____")	_____	_____
V. Leap (____")	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
Movement SFX	_____	_____
Movement SFX	_____	_____

STUN																				
END																				
BODY																				
CHARGES																				

Base OCV	_____	Base DCV	_____
Adjustments	+/-	Adjustment	+/-
_____	_____	_____	_____
_____	_____	_____	_____
Total OCV	_____	Total DCV	_____
Combat Skill Levels _____			

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	—	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½	+0	-5	+4DC
Move By	½	-2	-2	STR/2 + v/5
Move Through	½	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	½	+0	+0	STR or weapon

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMOD	0	-2	-4	-6	-8	-10
Targeting Shot				OCV	Hit Location	
Head shot (Head to Shoulders)				-4	1d6+3	
High shot (Head to Vitals)				-2	2d6+1	
Body shot (Hands to Legs)				-1	2d6+4	
Low shot (Shoulders to Feet)				-2	2d6+7	
Leg shot (Vitals to Feet)				-4	1d6+12	

Roll	Location	STUN X	NOR STUN	BODY X	To Hit	Defense Weight
3-5	Head	x5	x2	x2	-8	__ / __
6	Hands	x1	x½	x½	-6	__ / __
7-8	Arms	x2	x½	x½	-5	__ / __
9	Shoulders	x3	x1	x1	-5	__ / __
10-11	Chest	x3	x1	x1	-3	__ / __
12	Stomach	x4	x1.5	x1	-7	__ / __
13	Vitals	x4	x1.5	x2	-8	__ / __
14	Thighs	x2	x1	x1	-4	__ / __
15-16	Legs	x2	x½	x½	-6	__ / __
17-18	Feet	x1	x½	x½	-8	__ / __
Average Def					_____	
DCV Modifier					Total Weight	

CHARACTER INFORMATION

Hair color _____ Eye color _____



Gamemaster _____

Total Skills, Perks & Talents Cost

Total Disadvantages Cost

CHARACTER BIO SHEET

Character Name: _____
 Alternate Identities: _____
 Player Name: _____
 Group(s) Affiliation: _____
 Occupation: _____

PHYSICAL DESCRIPTION

Age: _____ Sex: _____ Distinguishing Features: _____
 Height: _____ Weight: _____
 Skin: _____ Hair: _____

CHARACTER INFORMATION

Appearance (Hero & Secret ID): _____

 Outward Attitude: _____

 Ambitions/Goals: _____

 Routine Activities: _____

 Financial Status: _____

 Friends/Family: _____

 Enemies (and why): _____

 Physical Problems: _____

 Psychological Quirks & Problems: _____

Origin: _____

Notes: _____

CAMPAIGN GROUND RULES SHEET**CAMPAIGN NAME** _____**GENERAL DESCRIPTION** _____

_____**IMPORTANCE OF THE PCs** _____
_____**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 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 lighthearted - campaign plays for laughs; (2) Almost everything works out; (3) Seriousness balanced by lighthearted; (4) More serious than lighthearted; (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 PCs _____

Max points from one Disadvantage: _____

(2) Maximum Disadvantage Points for PCs _____

(3) Characters automatically have Normal Characteristic Maxima at no point value YES/NO

(4) Character can carry normal technology at no point cost YES/NO

Power Levels **Beginning Range** **Maximum**

Attack Powers _____ _____

Defense Powers _____ _____

Skill Rolls _____ _____

CAMPAIGN RULES

(5) Combat Uses Hit Location 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 CREATION CHECKLIST

Characteristics				Max Value?		Notes	Skills				Max Value?		Notes
				Yes	No						Yes	No	
Strength (STR)					☐		Defense Maneuver				☐	☐	
Dexterity (DEX)					☐		Demolitions				☐	☐	
Constitution (CON)					☐		Disguise				☐	☐	
Body (BODY)					☐		Electronics				☐	☐	
Intelligence (INT)					☐		Fast Draw				☐	☐	
Ego (EGO)					☐		Forensic Medicine				☐	☐	
Presence (PRE)					☐		Forgery				☐	☐	
Comeliness (COM)					☐		Gambling				☐	☐	
							High Society				☐	☐	
Figured Characteristics							Interrogation				☐	☐	
Physical Defense (PD)					☐		Inventor				☐	☐	
Energy Defense (ED)					☐		Knowledge Skill				☐	☐	
Speed (SPD)					☐		Language				☐	☐	
Recovery (REC)					☐		Lipreading				☐	☐	
Endurance (END)					☐		Lockpicking				☐	☐	
Stun (STUN)					☐		Martial Arts				☐	☐	
							Mechanics				☐	☐	
Movement				☐	☐	Notes/Max Value	Mimicry				☐	☐	
Running				☐	☐		Navigation				☐	☐	
Swimming				☐	☐		Oratory				☐	☐	
Flight				☐	☐		Paramedics				☐	☐	
Gliding				☐	☐		Penalty Skill Levels				☐	☐	
Leaping				☐	☐		Persuasion				☐	☐	
Swinging				☐	☐		Power				☐	☐	
Teleportation				☐	☐		Professional Skill				☐	☐	
							Rapid Attack				☐	☐	
Skills				☐	☐		Riding				☐	☐	
Acrobatics				☐	☐		Science Skill				☐	☐	
Acting				☐	☐		Security Systems				☐	☐	
Analyze				☐	☐		Seduction				☐	☐	
Animal Handler				☐	☐		Shadowing				☐	☐	
Autofire Skills				☐	☐		Skill Levels				☐	☐	
-Accurate Sprayfire				☐	☐		Sleight Of Hand				☐	☐	
-Concentrated Sprayfire				☐	☐		Stealth				☐	☐	
-Rapid Autofire				☐	☐		Streetwise				☐	☐	
-Skipover Sprayfire				☐	☐		Survival				☐	☐	
Breakfall				☐	☐		System Operations				☐	☐	
Bribery				☐	☐		Tactics				☐	☐	
Bugging				☐	☐		Teamwork				☐	☐	
Bureaucratics				☐	☐		Tracking				☐	☐	
Climbing				☐	☐		Trading				☐	☐	
Combat Driving				☐	☐		Transport Familiarity				☐	☐	
Combat Piloting				☐	☐		Two-Weapon Fighting				☐	☐	
Combat Skill Levels				☐	☐		Ventriloquism				☐	☐	
Computer				☐	☐		Weapon Familiarity				☐	☐	
Programming				☐	☐		Weaponsmith				☐	☐	
Concealment				☐	☐								
Contortionist				☐	☐		Skill Enhancers				☐	☐	
Conversation				☐	☐		Required				Yes	No	
Cramming				☐	☐		Jack of All Trades				☐	☐	
Criminology				☐	☐		Linguist				☐	☐	
Cryptography				☐	☐		Scholar				☐	☐	
Deduction				☐	☐		Scientist				☐	☐	
							Traveler				☐	☐	
							Well-Connected				☐	☐	

CHARACTER CREATION CHECKLIST

Perks	Required	Permitted		Notes
		Yes	No	
Access	☐	☐	☐	
Anonymity	☐	☐	☐	
Contact	☐	☐	☐	
Computer Link	☐	☐	☐	
Deep Cover	☐	☐	☐	
Favor	☐	☐	☐	
Follower	☐	☐	☐	
Fringe Benefit	☐	☐	☐	
Money	☐	☐	☐	
Reputation	☐	☐	☐	
Vehicles and Bases	☐	☐	☐	
Talents	Required	Max Value?		Notes
		Yes	No	
Absolute				
Range Sense	☐	☐	☐	
Absolute				
Time Sense	☐	☐	☐	
Ambidexterity	☐	☐	☐	
Bump of Direction	☐	☐	☐	
Combat Luck	☐	☐	☐	
Combat Sense	☐	☐	☐	
Danger Sense	☐	☐	☐	
Double Jointed	☐	☐	☐	
Eidetic Memory	☐	☐	☐	
Environmental				
Movement	☐	☐	☐	
Lightning Calculator	☐	☐	☐	
Lightning Reflexes	☐	☐	☐	
Lightsleep	☐	☐	☐	
Perfect Pitch	☐	☐	☐	
Resistance	☐	☐	☐	
Simulate Death	☐	☐	☐	
Speed Reading	☐	☐	☐	
Universal Translator	☐	☐	☐	
Powers	Required	Max Value?		Notes
		Yes	No	
Absorption	☐	☐	☐	
Aid	☐	☐	☐	
Armor	☐	☐	☐	
Change Environment	☐	☐	☐	
Characteristics	☐	☐	☐	
Clairsentience	☐	☐	☐	
Clinging	☐	☐	☐	
Damage Reduction	☐	☐	☐	
Damage Resistance	☐	☐	☐	
Darkness	☐	☐	☐	
Density Increase	☐	☐	☐	
Desolidification	☐	☐	☐	
Dispel	☐	☐	☐	
Drain	☐	☐	☐	
Duplication	☐	☐	☐	
Ego Attack	☐	☐	☐	
Endurance Reserve	☐	☐	☐	
Energy Blast	☐	☐	☐	
Enhanced Senses	☐	☐	☐	
Entangle	☐	☐	☐	
Extra-Dimensional	☐	☐	☐	
Movement	☐	☐	☐	
Extra Limbs	☐	☐	☐	
Faster-Than-Light	☐	☐	☐	
Travel (FTL)	☐	☐	☐	
Find Weakness	☐	☐	☐	
Flash	☐	☐	☐	
Flash Defense	☐	☐	☐	
Flight	☐	☐	☐	
Force Wall	☐	☐	☐	
Gliding	☐	☐	☐	
Growth	☐	☐	☐	
Hand-to-Hand	☐	☐	☐	
Attack (HTH)	☐	☐	☐	
Healing	☐	☐	☐	
Images	☐	☐	☐	
Invisibility	☐	☐	☐	
Killing Attack (HTH)	☐	☐	☐	
Killing	☐	☐	☐	
Attack (Ranged)	☐	☐	☐	
Knockback	☐	☐	☐	
Resistance	☐	☐	☐	
Lack of Weakness	☐	☐	☐	
Leaping	☐	☐	☐	
Life Support	☐	☐	☐	
Luck	☐	☐	☐	
Mental Defense	☐	☐	☐	
Mental Illusions	☐	☐	☐	
Mind Control	☐	☐	☐	
Mind Link	☐	☐	☐	
Mind Scan	☐	☐	☐	
Missile Deflection	☐	☐	☐	
Multiform	☐	☐	☐	
Power Defense	☐	☐	☐	
Running	☐	☐	☐	
Shape Shift	☐	☐	☐	
Shrinking	☐	☐	☐	
Skills	☐	☐	☐	
Stretching	☐	☐	☐	
Summon	☐	☐	☐	
Suppress	☐	☐	☐	
Swimming	☐	☐	☐	
Swinging	☐	☐	☐	
Telekenisis	☐	☐	☐	
Telepathy	☐	☐	☐	
Teleportation	☐	☐	☐	
Transfer	☐	☐	☐	
Transform	☐	☐	☐	
Tunneling	☐	☐	☐	

CHARACTER CREATION CHECKLIST

Power Advantages	Required	Permitted		Notes	Power Limitations	Required	Permitted		Notes
		Yes	No				Yes	No	
Affects Desolidified	☐	☐	☐		Activation Roll	☐	☐	☐	
Area of Effect	☐	☐	☐		Always On	☐	☐	☐	
Armor Piercing	☐	☐	☐		Charges	☐	☐	☐	
Attack Versus					Concentration	☐	☐	☐	
Limited Defense	☐	☐	☐		Duration Limitations				
Autofire	☐	☐	☐		-Instant	☐	☐	☐	
Based On Ego					-Nonpersistant	☐	☐	☐	
Combat Value	☐	☐	☐		Endurance Limitations				
Charges	☐	☐	☐		-Costs Endurance	☐	☐	☐	
Cumulative	☐	☐	☐		-Increased Endurance				
Damage Shield	☐	☐	☐		Cost	☐	☐	☐	
Delayed Effect	☐	☐	☐		Extra Time	☐	☐	☐	
Difficult to Dispel	☐	☐	☐		Focus	☐	☐	☐	
Does Body	☐	☐	☐		Gestures	☐	☐	☐	
Does Knockback	☐	☐	☐		Gradual Effect	☐	☐	☐	
Double Knockback	☐	☐	☐		Incantations	☐	☐	☐	
Duration Advantages					Independent	☐	☐	☐	
Continuous	☐	☐	☐		Limited Power				
Persistant	☐	☐	☐		Linked	☐	☐	☐	
Inherent	☐	☐	☐		No Conscious				
Explosion	☐	☐	☐		Control	☐	☐	☐	
Hole in the Middle	☐	☐	☐		Only In Heroic				
Indirect	☐	☐	☐		Identity	☐	☐	☐	
Invisible Power					Range Limitations				
Effects	☐	☐	☐		-No Range	☐	☐	☐	
MegaScale	☐	☐	☐		-Limited Range	☐	☐	☐	
No Normal Defense	☐	☐	☐		-Range Based On				
Penetrating	☐	☐	☐		Strength	☐	☐	☐	
Personal Immunity	☐	☐	☐		-Reduced By				
Range Advantages					Range	☐	☐	☐	
-Increased Maximum					-Subject To Range				
Range	☐	☐	☐		Modifier	☐	☐	☐	
-Line of Sight	☐	☐	☐		Reduced Penetration	☐	☐	☐	
-No Range Modifier	☐	☐	☐		Requires A Skill Roll	☐	☐	☐	
Ranged	☐	☐	☐		Restrainingable	☐	☐	☐	
Reduced Endurance	☐	☐	☐		Side Effects	☐	☐	☐	
Sticky	☐	☐	☐		Variable Limitations	☐	☐	☐	
Time Delay	☐	☐	☐		Visible	☐	☐	☐	
Transdimensional	☐	☐	☐						
Trigger	☐	☐	☐						
Uncontrolled	☐	☐	☐						
Usable On Others	☐	☐	☐						
Variable Advantage	☐	☐	☐						
Variable									
Special Effects	☐	☐	☐						

MINION CONTROL SHEET

Group: _____ Type: _____				Notes																			
Skills and 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	_____	_____	_____																				

Minion 1			Minion 2			Minion 3			Minion 4			Minion 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		
_____			_____			_____			_____			_____		
_____			_____			_____			_____			_____		
_____			_____			_____			_____			_____		

Minion 6			Minion 7			Minion 8			Minion 9			Minion 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		
_____			_____			_____			_____			_____		
_____			_____			_____			_____			_____		
_____			_____			_____			_____			_____		

Minion 11			Minion 12			Minion 13			Minion 14			Minion 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		
_____			_____			_____			_____			_____		
_____			_____			_____			_____			_____		
_____			_____			_____			_____			_____		

ADVENTURE RECORD SHEET

Adventure Name: _____ Gamemaster: _____
 Game: _____ Date(s) Played: _____ Game Date(s): _____
 Adventure Location(s): _____ Time passed during adventure: _____

Player Characters	EXPs	Player Characters	EXPs	Villains / NPCs	EXPs
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Exceptional Actions	Actions	Reward (EXP bonus, Perks)
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Actions by NPCs _____

Actions by Hunters _____

Story _____

Loose Ends _____

VEHICLE RECORD SHEET

Val	Char	Base	Cost	Pts	Length: _____	Width: _____
_____	SIZE.....	5	x5	_____	Mass: _____	DCV: _____
_____	STR.....	10	x1	_____	KB: _____	
_____	DEX.....	10	x3	_____	DEX: _____	SPD: _____
_____	SPD.....	2	x10	_____	Phases: 1 2 3 4 5 6 7 8 9 10 11 12	DEF: _____
_____	DEF.....	2	x3	_____	END Reserve: _____	BODY: _____
_____	BODY.....	10	x1	_____		
Characteristics Cost _____					Driver's PER Roll: _____	Driver's Skill Roll: _____

Movement Type	Inches/Phase	Pts	Description: _____
Running (ground)	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
Total Movement Cost: _____			_____

Pts	Equipment	END	Disadvantages	Base(____)+Pts
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	Skills Cost		Base Points	Disads Total _____
_____	Char Cost			Base Spent _____
_____	Total Cost			Total Cost _____

BASE RECORD SHEET						
Name: _____			Owner: _____			
Val	Char	Base	Cost	Pts	Disadvantages	Base(____)+Pts
_____	BODY	2	x1	_____	_____	_____
_____	Def	2	x3	_____	_____	_____
_____	•partial _____		varies	_____	_____	_____
_____	Size	8 hexes		_____	_____	_____
_____	•length	4 hexes		_____	_____	_____
_____	•width	2 hexes		_____	_____	_____
_____	•DCV	-4 DCV		_____	_____	_____
_____	Grounds		x1	_____	_____	_____
_____	Location: _____			_____	_____	_____
_____	Power Plant (END Reserve)			_____	_____	_____
_____	•END	0	x1/10	_____	Base Points	Disads Total _____
_____	•REC	0	x1	_____		Base Spent _____
				Characteristic's Cost _____		Total Cost _____
Pts	Abilities/Equipment					END/Roll
_____	_____					_____
_____	_____					_____
_____	_____					_____
_____	_____					_____
_____	_____					_____
_____	_____					_____
_____	_____					_____
Equipment _____ + CHAR _____ = Total Cost _____						

COMPUTER RECORD SHEET						
Computer Name: _____				Notes/Description _____		
Owner: _____						
Val	Char	Base	Cost	Pts		
_____	INT.....	10	1	_____		
_____	(EGO).....	(10)	2	_____		
_____	DEX.....	10	3	_____		
_____	SPD.....	2	10	_____		
Characteristics Cost _____						
Pts	Skills	Roll	Pts	Programs	Disads	Base(____)+Pts
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
Skills & Programs _____ + CHAR _____ = Total Cost _____					Base Points	Disad Total _____
						Base Spent _____
						Total Cost _____

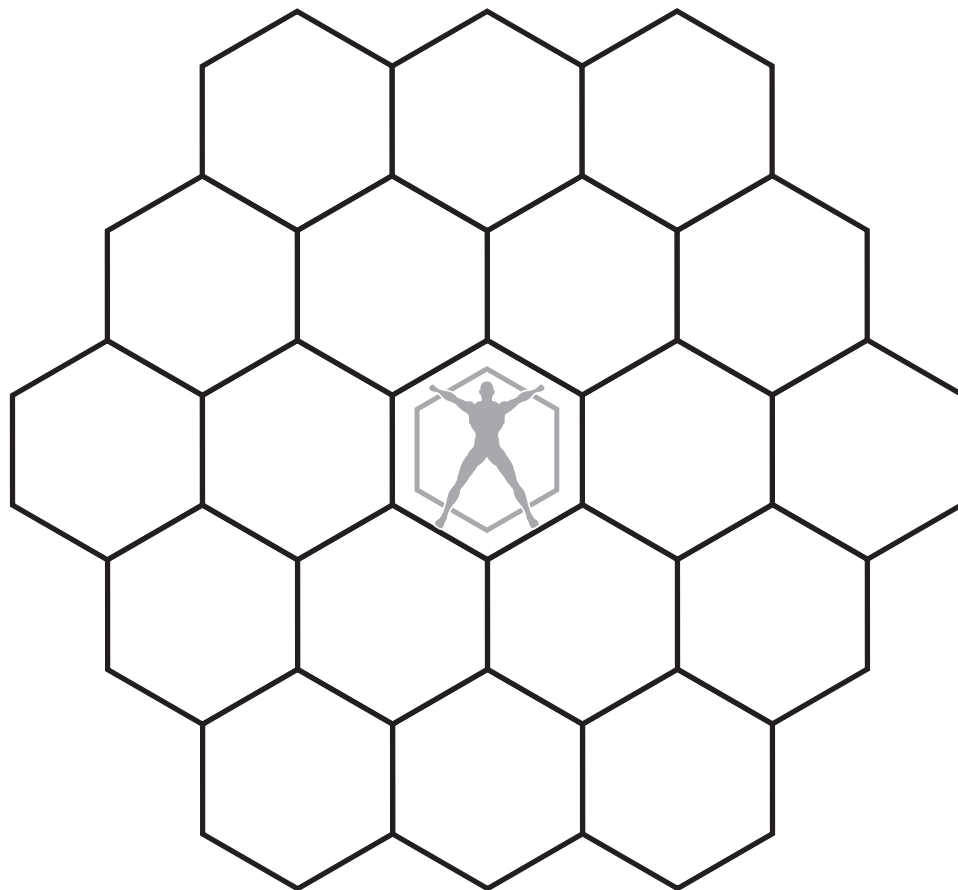
RANGE TEMPLATE

8" (-2)	16" (-4)	24" (-6)	32" (-6)
7" (-2)	15" (-4)	23" (-6)	31" (-6)
6" (-2)	14" (-4)	22" (-6)	30" (-6)
5" (-2)	13" (-4)	21" (-6)	29" (-6)
4" (-0)	12" (-4)	20" (-6)	28" (-6)
3" (-0)	11" (-4)	19" (-6)	27" (-6)
2" (-0)	10" (-4)	18" (-6)	26" (-6)
1" (-0)	9" (-4)	17" (-6)	25" (-6)

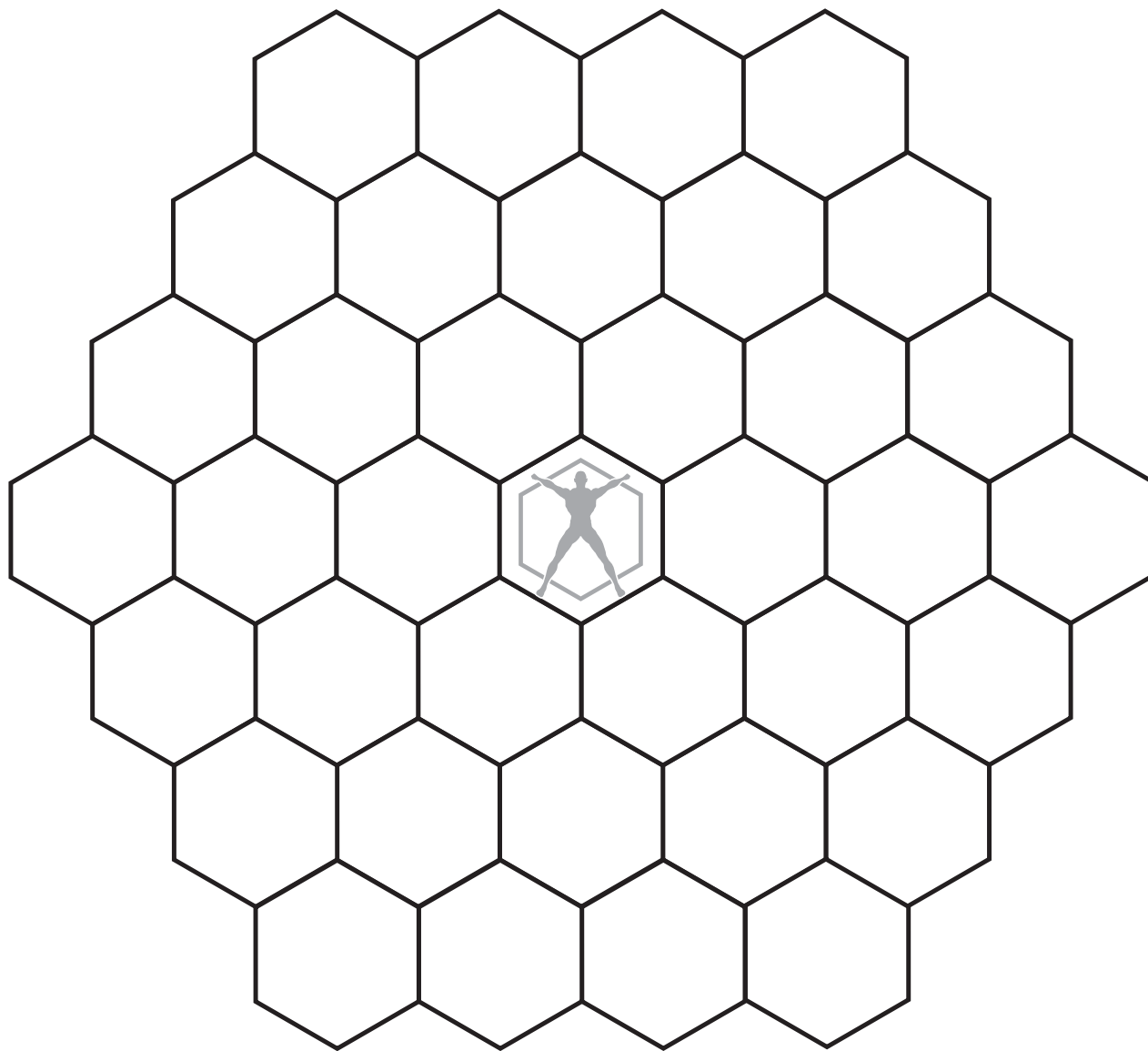
2" AREA OF EFFECT TEMPLATE



3" AREA OF EFFECT TEMPLATE



4" AREA OF EFFECT TEMPLATE



SOMETIMES IT'S TOUGH BEING A HERO...

...so *Hero Games* has put together a few things to help you out! The *HERO System Resource Kit* contains play aids and gaming utilities to make your *HERO System* games more fun than ever!

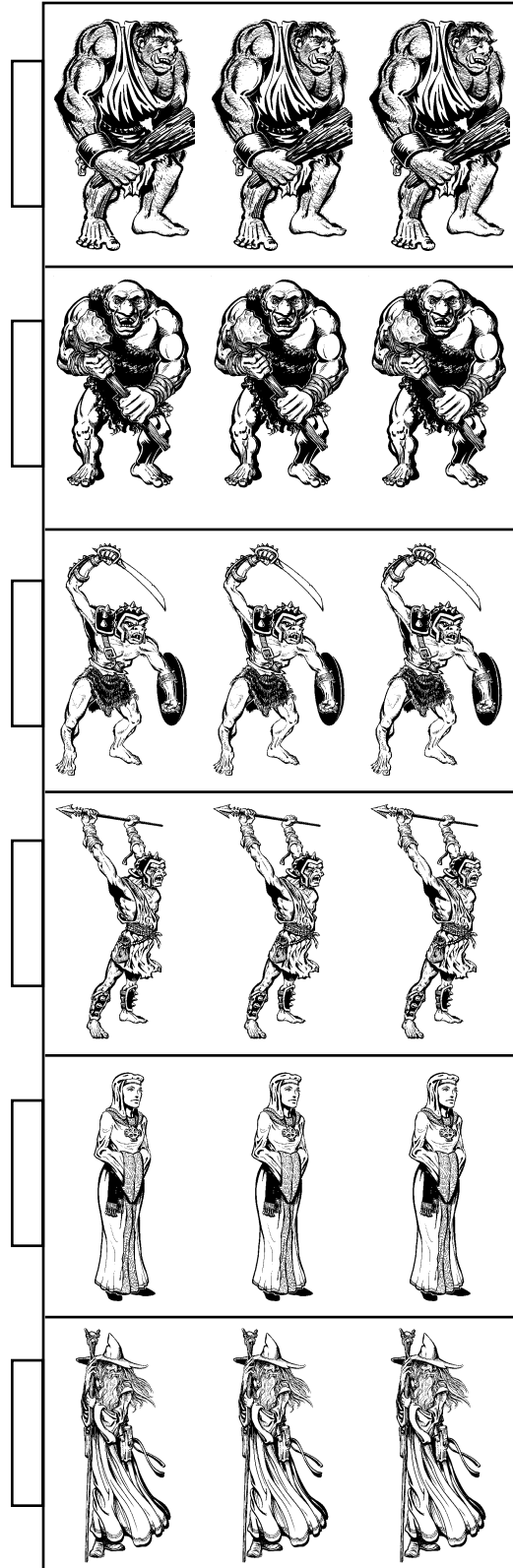
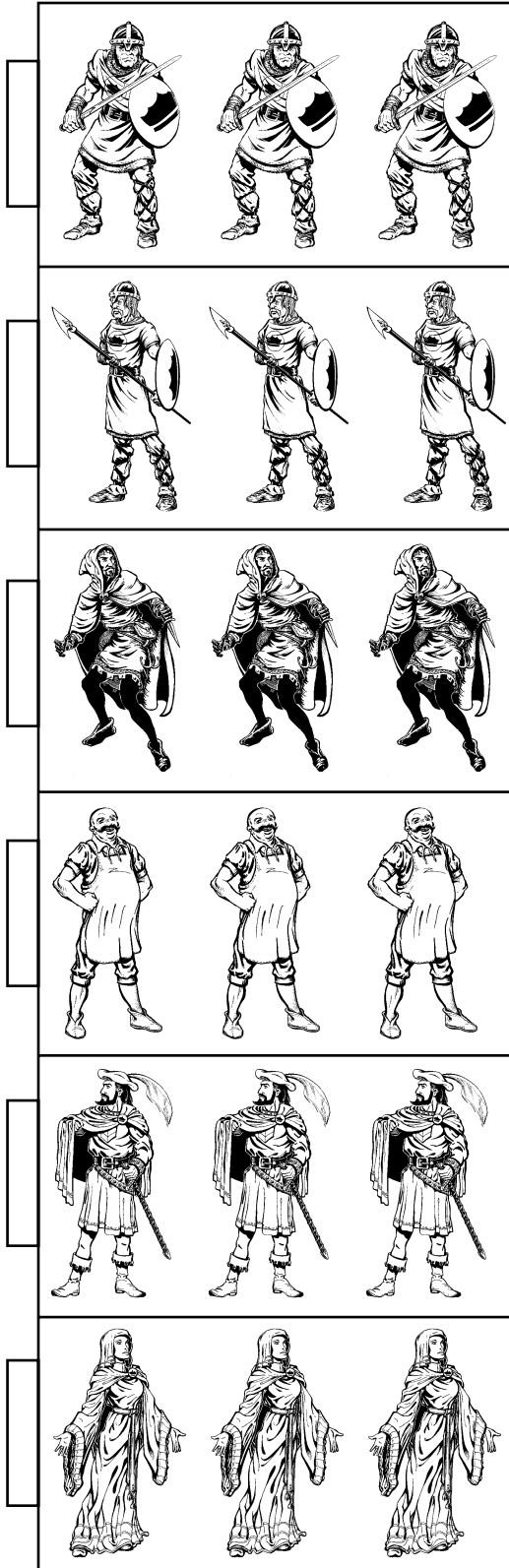
The *Resource Kit* includes:

- a five-panel GM's screen featuring all the tables and charts commonly consulted during play
- a 48-page booklet containing summaries of all the character creation rules and elements, the combat rules, combat templates for use with miniatures, and nearly a dozen forms to make character creation and record-keeping even easier
- 36 paper miniatures (12 fantasy, 12 modern-day, and 12 science fiction)
- three double-sided 22"x17" maps (one with two fantasy scenes, one with two modern-day scenes, and one with two science fiction scenes), each marked with a 1" = 1 inch scale hex grid

Whatever type of *HERO System* game you play, the *HERO System Resource Kit* will make it even better!

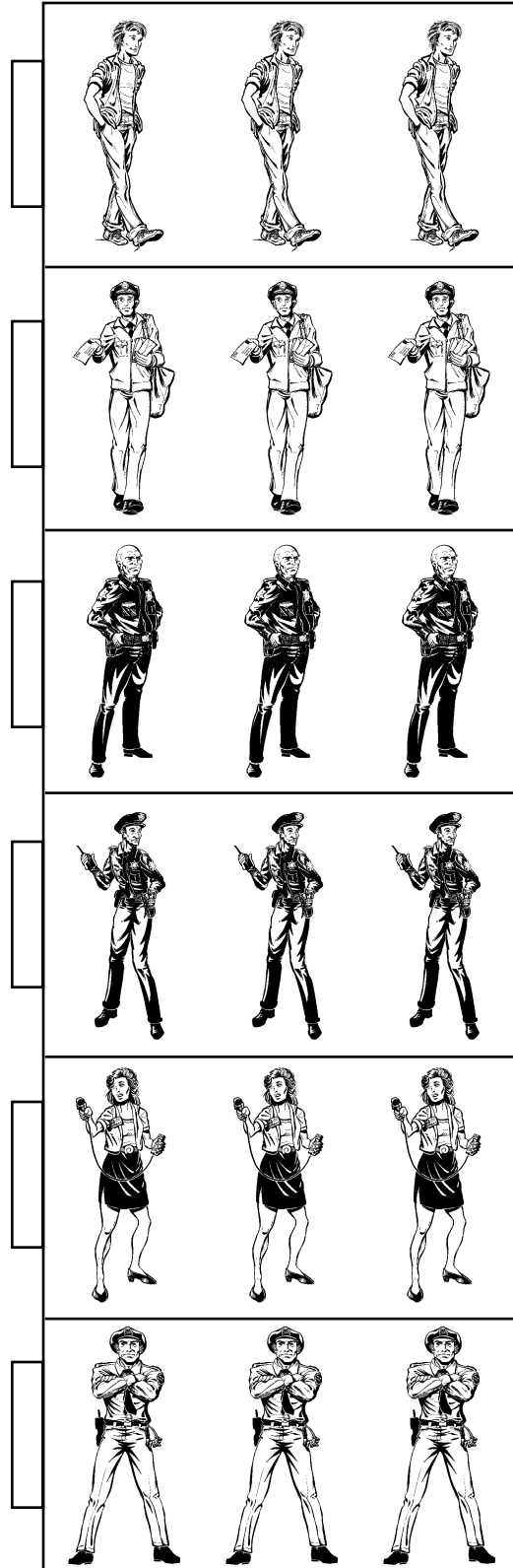
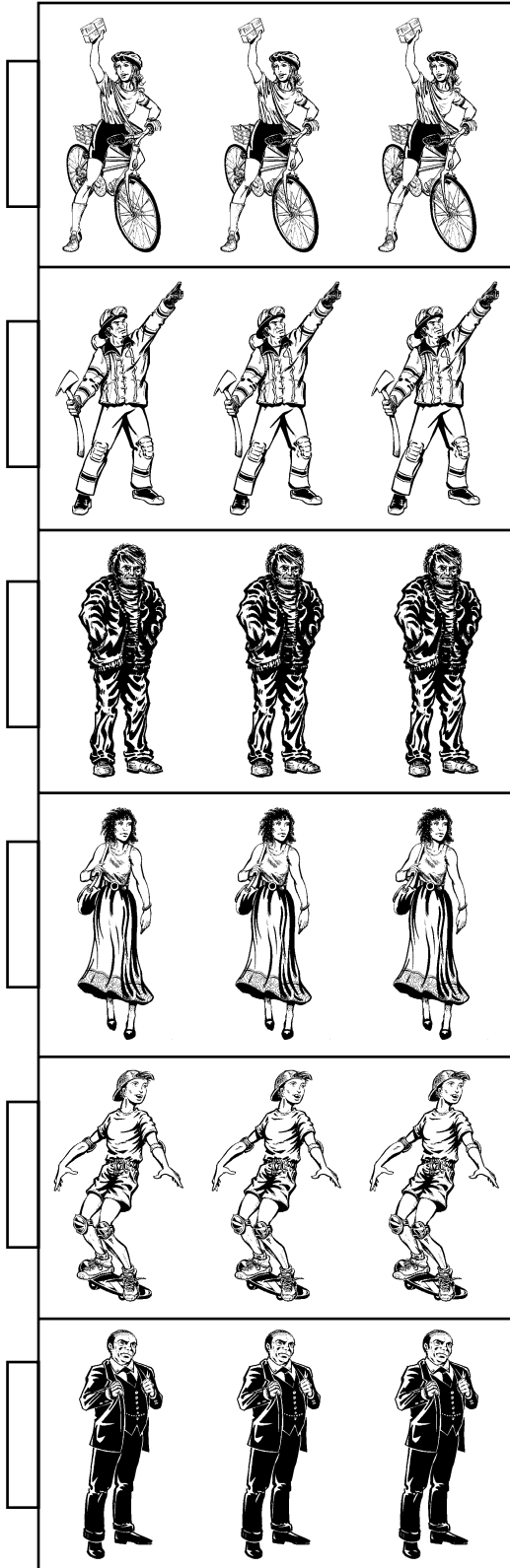
HERO SYSTEM FIFTH EDITION

FANTASY PAPER MINIATURES



HERO SYSTEM FIFTH EDITION

MODERN PAPER MINIATURES



HERO SYSTEM FIFTH EDITION

SCIENCE FICTION PAPER MINIATURES

