

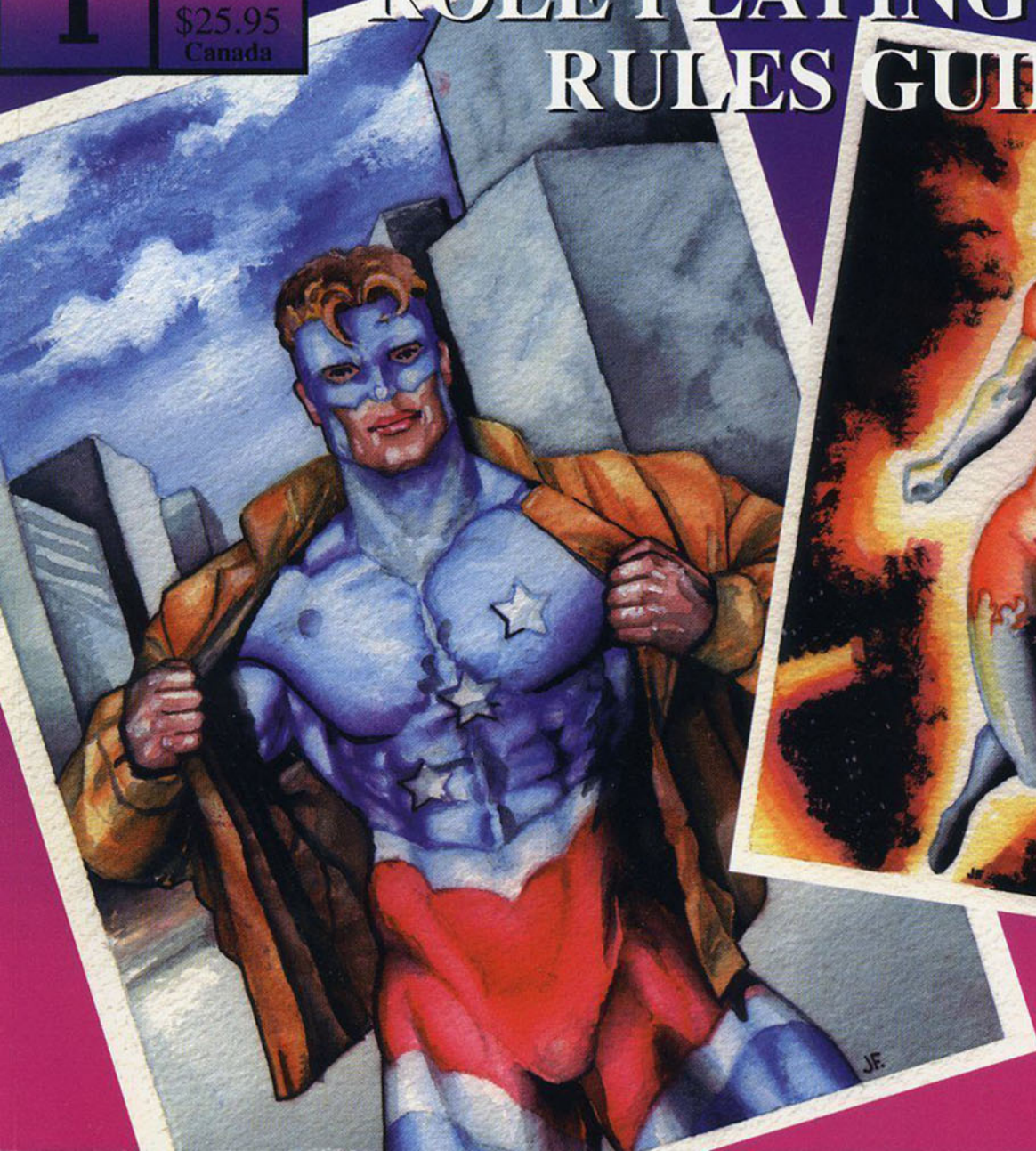


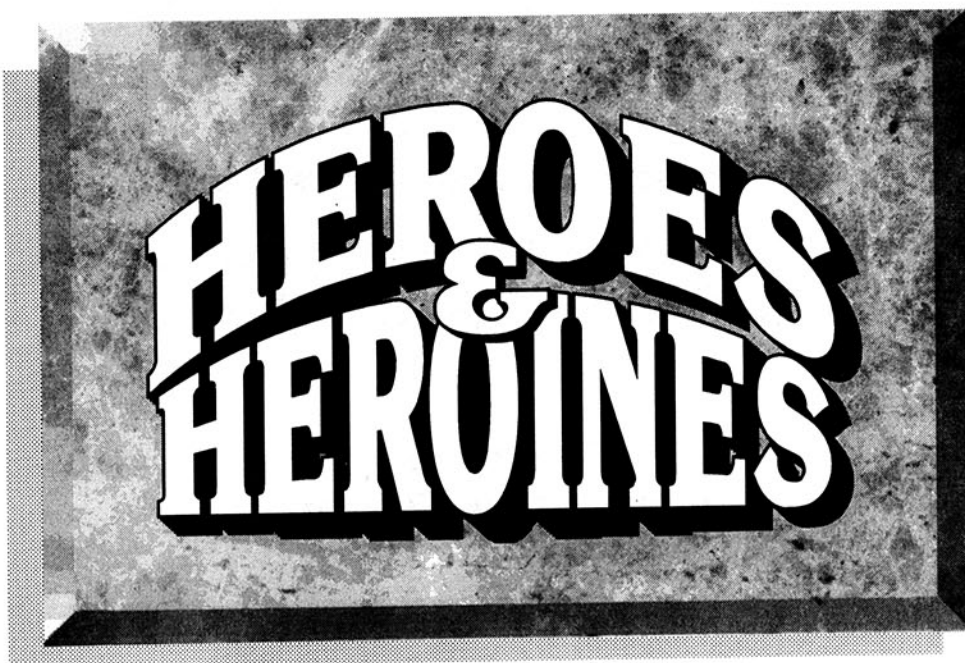
HEROES & HEROINES

COMIC BOOK
ROLE PLAYING GAME
RULES GUIDE

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RULES GUIDE

HEROESTM & HEROINES

ROLE-PLAYING GAME

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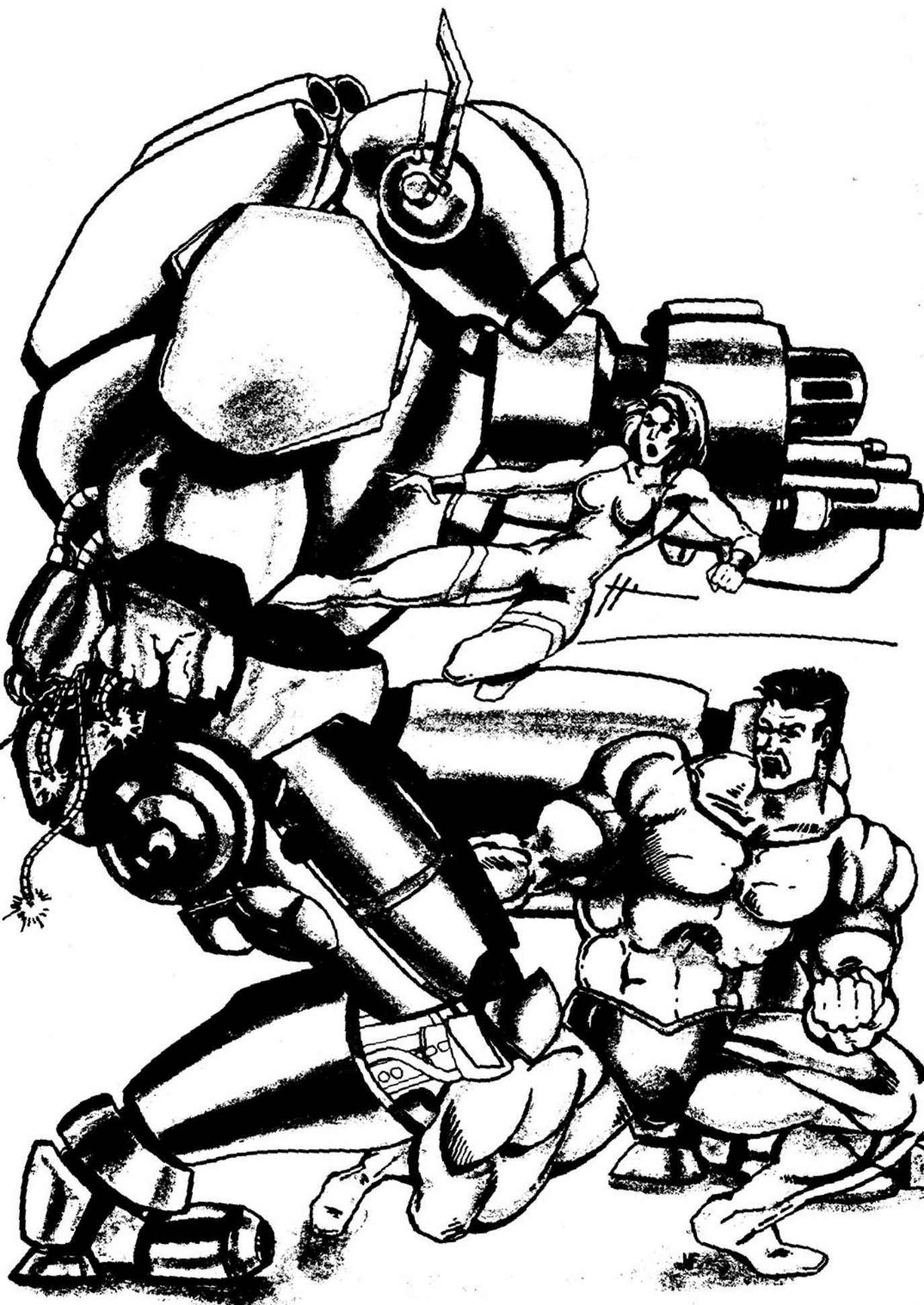


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I ntroduction

Welcome to the **Heroes & Heroines** Comic Book Role Playing Game. Presented in this Rules Guide is everything you need to know to role play your favorite comic book heroes. The system is designed to make it easy for you to adapt any comic book universe from any comic book company into game play. We have taken this idea one step further. We have licensed several major comic book companies and adapted their characters into the **Heroes & Heroines** role playing game for easy access to your favorite characters statistics, for game play. Many adventures have been, and are being, created with their characters for your enjoyment.

What is a role playing game? A role playing game is an interactive strategic game that is played in the mind and on paper unlike your typical board games. Also unlike your typical game, all players are generally on the same side working together to solve problems and defeat the villains. It is important to be able to visualize what is happening through the course of the game. The players choices and interaction in the game are unlimited, thus eliminating the possibility of having two game adventures occurring the same way twice.

A variety of many sided dice are needed for game play. A 4, 6, 8, 10, 12, and 20 sided dice are needed. These dice are available at most comic book, game, or hobby shops.

It requires two or more players to play the **Heroes & Heroines** role playing game. One player must take the part of the referee, known as the **Heroes Master (HM)**. All other players are all **Player Characters**.

The Heroes Master (from now on is referred to as the **HM**) **runs the game**. The **HM** is the games referee. All people, villains, and characters, not controlled by the players, are controlled by the **HM**. These are called **NPC's** (**Non Player Characters**). The **HM** controls what they say, their actions, and how they interact with the player characters. All information pertinent to game play such as the villains statistics, maps, etc., are known by the **HM**. Combat is run by the **HM** and information describing the encounters is read

to the players. Be careful not to reveal too much information to the players that could disrupt game play or grant them an unfair advantage they shouldn't have. Remain neutral and be careful not to abuse your position as the games referee. For example, don't have all the villains attack a player just because your mad at him that day. This would certainly create bad feelings and disrupt game play for all involved.

A Player takes on the role of a comic book Hero, in the form of a player character, and is responsible for all of the Heroes actions. The **HM** will describe a scene or an encounter, and the player must decide what actions his Hero will take throughout game play. Once the player states his actions the **HM** will determine how those actions affect the **NPC's** and the game.

An NPC(Non Player Character) is any person, or creature that is not a player character. Different **NPC's** have different personalities and motivations and should be played as such. Some **NPC's** will be friendly to the player characters and some will attempt to kill them. An **HM** should be careful not to grant information to an **NPC** that he would not normally know, thus affecting his actions towards the player characters or giving him an unfair advantage in combat that he shouldn't have. (Such as knowing a **Heroes** weakness that wouldn't normally be known by the **NPC**., etc.) All information the **HM** has is not automatically known by all **NPC's**.

Motivations of a Hero

Many characters have different reasons and motivations for being a Hero. The most common motivation is the desire to protect innocents and society and uphold the law. Others may have just read too many comic books as a kid and seek the thrill of adventure. Whatever the **Heroes** motivation, there should be at least one thing they all have in common; the desire to do good, otherwise the character wouldn't be a Hero.

The most noble of motivations is the desire to uphold good and the law at all costs. This is usually accompanied by the golden rule of *never to kill no matter what the cost*. Even if the Hero disagrees with a law, he will not disobey it, for the simple ethic that no one has the right to take the law into their own hands. The Hero feels that even he must obey all laws. If he didn't he would not be able to justify condemning a villain for breaking the law. Other Heroes may feel that ultimate good and justice must prevail no matter what the cost, even if a law here and there must be broken.

Heroes who fight for the sake of good but not always by the law use their own sense of what they feel is just and good to dictate their actions. One possible way a Hero might determine what he feels is good is to put all questions to the test of love. If the act betrays love, the act is generally viewed as wrong and possibly evil. For example, killing another lacks love for that individual. Stealing another's property also shows a lack of love and respect for that individual. Not all breaches of love may require the intervention of the Hero. Adultery, for example, is a clear lack of love towards the individual's spouse but would not require the intervention of the Hero.

Some individuals are gifted with or receive vast powers, thus creating a sense of responsibility in the individual to use those powers for good as a Hero. These Heroes generally feel that their powers should be used for the good of society and not for their own personal gain.

Every now and then you will find a Hero whose prime concern isn't to do good at all. Instead, he is more worried about having a good time and finding adventure wherever it lies. They fight for good because they morally are good people and not evil, but their priorities are more for having fun than obeying the laws. A Hero with this way of thinking is usually not very trustworthy.

Whatever motivation the player chooses for his Hero to have will simply help define his personality and dictate a path for the player to role play the Hero. The Hero may in fact simply have the Player's code of ethics and motivations and may be played out through the

character. Just remember, no matter what the character's motivation to be a Hero is, he should be on the side of good, otherwise, he wouldn't be a Hero.



Creating A Character

When playing an adventure the player may choose to use a licensed Hero from any of the supplements available, or he may choose to create his own unique Hero. The following explains the statistics and characteristics of a Hero or villain and how to create your own.

Super powered Heroes derive their powers or abilities from many sources and come from a wide variety of backgrounds. The history of the character can help develop the personality of the Hero and may help determine what powers the character should have. He could be a mutant for example, born with special abilities, or an alien from a distant solar system whose planets' gravity differs from our earth, thus granting him remarkable powers, etc.

Mutants are humans whose genetic make up is somehow altered at birth. This change in DNA usually grants the individual special powers and abilities or may even mutate the individual into a creature that doesn't look human at all. It is believed that the mutant genes have somehow evolved past that of a normal man with the end result usually granting the mutant superior powers or physical

Backgrounds Cont.

or mental abilities beyond those of a normal man.

In comic books, it is **not uncommon** for a **Hero** to be an alien from a distant planet or solar system who has somehow found his way to our earth. The planet or solar system must be decided on or created by the player and the HM. It could be a planet that already exists in comic books, or one that you create from your own imagination. The appearance of the Alien Hero may be close to that of a human or may be completely foreign in appearance. Exactly how society reacts to a Hero who is an alien is determined by the HM and can make an interesting plot twist to role play, whether positive or negative.

Freak accidents and scientific experiments have granted some Heroes their powers. Perhaps a radioactive bug or animal bites the Hero forever changing him, or the Hero may accidentally fall into a vat of chemicals that alters him and grants him super powers.

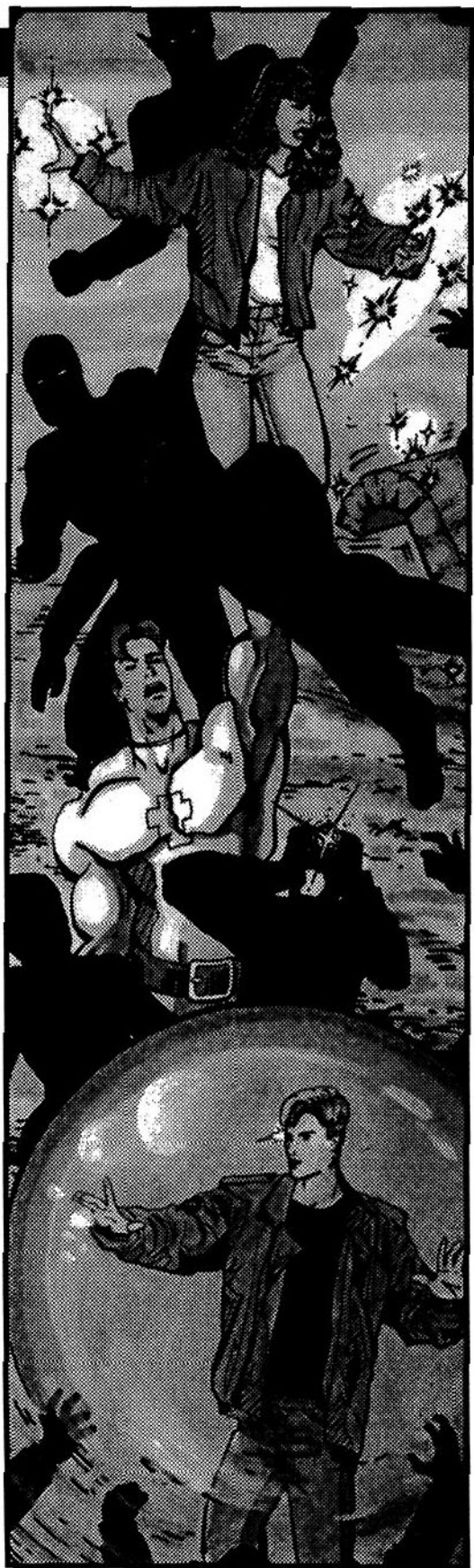
Some Heroes don't have super powers at all, instead they rely on their speed, and fighting skills to defeat the enemy. You could be a martial artist or a ninja who might use special weapons to help defeat super villains.

Mythological super beings such as Thor, Isis, Hercules, etc. have been known to associate themselves with mortals and fought on the side of good. Such characters could be an interesting choice to play. Perhaps a new mythological being, one that's never been played before could be created to be used as your Hero.

Technology plays a strong part in comic books. The Hero may not have any natural super powers at all. **All of his abilities may come from scientific weapons or armor created to be used in battle against evil.**

Your character may be from the future sent into the past to accomplish some mission, or he may become trapped in the present time line with nothing better to do than fight evil with his futuristic powers.

Wizards and individuals born with special magical gifts often use their magic to fight evil and protect the world from other dimensional creatures and wizards who would



use their magic for their own evil purposes.

A special origin or background does not give the players character extra powers or abilities unless they are bought as powers described later under the powers section. For example, a player who wishes his character to be the Greek God Zues would need to buy the power of Immortality in order to be able to live forever, this ability is not naturally granted. A winged alien would need to buy the Extra Limb power of wings in order to have that ability, etc.



Characteristics

Every character, person, or creature in the Heroes & Heroines role playing game has a set of statistics that represents their abilities and physical and mental attributes. Each characteristic and statistic represents a natural attribute of the Hero; how strong or smart he is, etc.

Listed below are the five prime characteristics of the character, their chart, and the explanation of each. Detailed in the explanation is the average human score for each attribute. As we all know, Heroes are anything but average and the charts list the upper extent of superhuman ability in each characteristic. To attain these superhuman characteristics, the Hero must apply points from his powers to increase each characteristic.

The character sheet at the back of the rule book can be used to record the statistics and powers of the Hero. Excel marketing grants permission to xerox this sheet to be used only for private use.

Point System

To determine the strength of the Heroes abilities and powers, the player must place points in each attribute and power. The character starts off with a certain number of points to divide among his statistics and powers. The more points that are spent on a power or characteristic, the more powerful that ability will be. An average Hero in comic books generally has about 500-700pts. Some Heroes of course could be created with only 200pts., and then some Heroes may take at least 1500pts. or more. The HM must decide how powerful a campaign he wishes to run. In

general, the HM should give all the players the same number of points to start off with to buy their powers and to increase their characteristics.

At the completion of adventures, the Heroes will gain extra points to increase the power of their Heroes. This is discussed under the *Character Experience Section*.

Bench Press Weight

Bench Press Weight	Hit Point Modifier	Damage
up to 49 lbs.		2
50-99		3
100-200		1+1d6
201-300		3+1d6
301-450	1	5+1d8
451-700	2	7+1d8
701-1000	2	9+1d8
1001-2000	3	10+1d10
2001-4000	3	12+1d10
4001-8000	3	12+2d8
8001-16,000	4	12+2d10
16,001-24,000	4	15+2d10
24,001-40,000	5	15+3d8
40,001-60,000	6	17+3d8
60,001-80,000	7	17+3d10
80,001-100,000	9	17+4d8
100,001-140,000	10	17+4d10
140,001-200,000	12	18+5d10
200,001-400,000	14	18+6d10
400,001-800,000	17	20+7d10
800,001-1,600,000	19	23+8d10
1,600,001-3,200,000	24	25+9d10
3,200,001+	+5/after	+1d10/after

Bench Press Weight in lbs.: is the maximum weight the Hero may lift at one time. The average Bench Press Weight of a male human is between 125- 200 lbs. The average female Bench Press is between 50-120 lbs. A male Heroes Bench Press Weight score starts at 200 lbs. A female Heroes Bench Press Weight score starts at 100 lbs. The maximum strength of a normal man is 600 lbs. Bench Press

Weight. To increase the Heroes Bench Press Weight above 600 lb., the character must have the capacity to be a super powered Hero. The cost in points to raise the Heroes Bench Press Weight is determined by the Chart Below.

Hit Point Modifier: The stronger the Hero is, the more Hit Points the Hero receives. The extra Hit Points are added to the Heroes base Hit Point total. If the Heroes Bench Press Weight increases in the course of an adventure, his Hit Points will also increase, but the added Hit Points are not cumulative. For example, if a Hero can Bench Press 8,000 lbs., he would receive 3 extra Hit Points. If his strength was somehow raised to 17,000 lbs., he would then receive 4 extra Hit Points instead of 3. You would not add the 4 extra Hit Points on top of the 3 previous extra Hit Points. The Hit Point modifier from a strength of 17,000 lbs. would only be 4 extra HP's total.

Damage: This is the total amount of damage that can be inflicted by the Hero with a punch attack. The amount of damage inflicted is a base amount plus a random dice roll.



Bench Press Weight	Point Cost
200lbs.	0
250	1
300	2
350	3
400	4
450	5
500	Base 20 + 6
600	27
700	28
800	29
900	30
+100lbs. up to 1ton	+1pt.
2000(1 ton)	41
2500	42
3000	43
3500	44
4000(2 tons)	45
+2000(1 ton) up to 50 tons	+4pts.
3 tons	49
5 tons	57
10 tons	77
20 tons	117
30 tons	157
40 tons	197
50 tons	237
60 tons	257
70 tons	277
80 tons	297
90 tons	317
100 tons	337
+1 ton up to 200 tons	+1pt.
200 tons	437
+5 tons up to 300 tons	+1pt.
300 tons	457
+10 tons	+1pt.

The above chart lists the amount the Hero can lift and the point cost.

IQ

IQ	Mental HP's	
Below 69	-5	Feeble-mindedness
70-79	-3	Slight Debility
80-89	-2	Below Average
90-99	0	Average
100-110	0	Average
111-115	0	Good
116-120	1	
121-125	2	High
126-130	3	
131-135	4	
136-140	6	Outstanding(Genius)
141-145	8	
146-150	10	
151-155	13	
156-160	16	
161-165	19	
166-170	24	
171-175	28	
176-180	32	
181-185	36	
186-190	40	
191-195	44	
196-200	48	
etc.		

IQ: (Intelligence Quotient) IQ represents the intelligence of the Hero. His ability to solve problems. IQ does not represent how much knowledge the Hero knows. IQ measures the Heroes Language skills, concept of numbers, space perception, and his memory.

Individuals with an IQ below 80 may suffer from speech impediments.

To determine the Heroes IQ, roll 1d20 and add the total to (90). This is the Heroes starting IQ. This may be increased by 1 for every 1pt. spent on IQ up to an IQ of (130). To raise a Heroes IQ above (130) costs 2pts. for every 1 IQ point raised above (130) to an IQ score of (170). To raise the Heroes IQ score above (170) costs 3pts. for every 1 IQ point above (170). For example, if a player rolls a 10 on his dice roll. His starting IQ

would be (90+10=100). If the player wished to raise his IQ to (132), this would cost an extra 30pts. to raise his IQ to (130) and 4pts. extra to raise his IQ to a total of (132). The total point cost would be 34pts.

Mental Hit Points: The higher the Heroes IQ is, the more Mental Hit Points he receives. The additional Mental Hit Points are added to the Heroes base Mental Hit Point score.

Reflexes

Reflex Chart

Reflex Rating	Hit Point Mod.	Attack Rating Mod.	Defense Rating Mod.	Initiative Mod.
3-6	-3	-2	-3	-3
7-9	-1	-1	-2	-1
10-13				
14-15			+1	
16-19		+1	+2	+1
20-23	1	+1	+2	+1
24-27	1	+1	+3	+2
28-30	2	+2	+3	+2
31-34	2	+2	+3	+3
35-38	3	+2	+4	+3
39-42	3	+2	+4	+4
43-46	4	+3	+4	+4
47-50	4	+3	+5	+5
51-54	5	+3	+5	+5
55-58	5	+3	+5	+6
59-61	6	+3	+6	+6
62-65	6	+4	+6	+7
66-71	7	+4	+6	+7
72-75	8	+4	+7	+8
76-81	9	+4	+7	+8
82-85	10	+4	+8	+9
86-91	11	+5	+8	+9
92-95	12	+5	+9	+10
96-101	13	+5	+9	+10
etc.				

Reflex Rating: represents the Heroes quickness in action. It measures how quick the Heroes' reflexes are. The Heroes starting reflex

score is (9)+1d6. To increase this ability above the starting score costs 1pt. for every 1pt. added to the players reflex score, to a maximum of (30). Every 1pt. raised after a score of (30) costs 2pts. extra. For example, a Hero whose natural score is (10) wants to raise his reflexes to a score of (40). This would cost him 20pts. to raise his score to (30), and another 20pts. to raise the score to (40), for a total cost of 40pts. An olympic level athletes' reflex score would fall between (30) and (40).

Hit Point Modifier: The better the Heroes reflexes are, the more Hit Points the Hero has. The extra Hit Points are added to the Heroes base Hit Point total.

Attack Rating Modifier: This bonus or subtraction is added to the Heroes natural Attack Rating, and pertains to all non mental attacks.

Defense Rating Modifier: This bonus or subtraction is added to the Heroes natural Defense Rating, and pertains to all non mental attacks.

Initiative Modifier: Due to the Heroes quick reflexes, this bonus is added to the Heroes Initiative roll in combat.



Agility

Agility Rating	Hit Point Mod.	Attack Rating Mod.	Defense Rating Mod.
3-6	-3	-3	-1
7-9	-1	-1	
10-13			
14-15		+1	
16-19	1	+1	+1
20-23	1	+2	+1
24-27	2	+2	+2
28-30	2	+3	+2
31-34	3	+3	+2
35-38	3	+4	+2
39-42	4	+4	+3
43-46	4	+5	+3
47-50	5	+5	+3
51-54	5	+6	+3
55-58	5	+6	+4
59-61	6	+6	+4
62-65	6	+7	+4
66-71	7	+7	+4
72-75	7	+7	+5
76-81	8	+7	+5
82-85	8	+8	+5
86-91	9	+8	+5
92-95	10	+8	+5
96-101	10	+9	+6
etc.			

Agility Rating: is a representation of how agile the Hero is. The higher the Heroes' agility is, the better aim he has, and the better he is at dodging attacks and rolling with the blows. Agility also signifies the level of balance and coordination the Hero has. The starting Agility of a Hero is (9)+1d6. To increase the agility score above this costs 1pt. for every 1pt. above the Heroes base agility score to a maximum of (30). To raise an agility score above (30) costs 2pts. extra for every 1pt. raised above (30). An olympic level athletes' agility is between (30) and (40).

Hit Point Modifier: The better the Heroes agility score is, the more Hit Points the Hero has. These extra Hit Points are added to the Heroes base Hit Point total.

Attack Rating Modifier: This bonus or subtraction is added to the Heroes natural Attack Rating and applies to all non mental attacks.

Defense Rating Modifier: This bonus or subtraction is added to the Heroes natural Defense Rating and applies to all non mental attacks.

Stamina

Stamina Rating	Hit Point Mod.	Healing Factor Mod.
3-6	-6	-.5
7-9	-3	
10-13		
14-15	1	
16-19	2	1
20-23	3	1
24-27	6	2
28-30	8	2
31-34	11	2
35-38	14	3
39-42	17	3
43-46	20	4
47-50	23	4
51-54	26	5
55-58	29	5
59-61	32	6
62-65	35	6
66-71	38	7
72-75	41	7
76-81	44	8
82-85	47	8
86-91	50	9
92-95	53	10
96-101	55	10
etc.		

Stamina Rating: is a numeric representation of the Heroes endurance, metabolism and durability. The characters starting Stamina is $(9)+1d6$. This can be increased by 1pt. for every 1pt. spent on Stamina up to a maximum of (30). To increase the Heroes Stamina above (30) costs 2pts. for every 1pt. raised above (30). An olympic level athletes' stamina is between (30) and (40).

Hit Point Modifier: Stamina is the prime characteristic that affects the Heroes' Hit Points. The better the Heroes Stamina is, the higher his Hit Points will be. These extra Hit Points are added to the Heroes Base Hit Point total.

Healing Factor Modifier: The Hero is able to heal at a faster rate than normal due to his high stamina. This factor is added to the Heroes base Healing total.

Hit Points

Hit Points is a numeric representation of the amount of points of physical damage that the Hero can sustain before falling unconscious or dying.

A male Heroes starting Hit Points is (15), a females starting Hit Points is (13). This is modified by the Hit Point modifiers under the basic characteristics.

When a character receives enough damage to reach (0) hit points, the Hero falls unconscious. If the Heroes Hit Points falls below (-8), the Hero dies.

Mental Hit Points

Mental Hit Points is a numeric representation of the amount of points of Mental damage, from mental attacks, that the Hero can sustain before falling unconscious or dying.

A Hero starts with (15) Mental Hit Points, this can be modified by the Mental Hit Point modifier from the IQ chart.

When a character receives enough mental damage to reach (0) Mental Hit Points, the Hero falls unconscious. If the Heroes Mental Hit Points drops below (-8) the Hero is clinically brain dead.

Attack Rating

All attacks and forms of combat have an attack rating. The attack rating is what is used to determine if an attack successfully hits it's target.

The Heroes' base Attack Rating is a (1). All non-mental powers have their own Attack Rating. The Attack Rating modifiers listed under the basic characteristics can modify the Heroes base Attack Rating as well as a powers Attack Rating. A punch attack uses the Heroes base Attack Rating.

Mental Attack Rating

Like the physical Attack Rating listed above, the Mental Attack Rating is for all attack forms and powers that affect anothers mind. The attack modifiers listed under the basic

characteristics do not affect or modify the Mental Attack Rating of a power.

The Heroes natural Defense Rating does not protect against mental attacks. A persons' natural Mental Defense Rating is (1). This is not affected by the Defense Rating Modifiers listed under the basic characteristics. The only way to modify a Mental Defense rating is through the Mental Defense power or training.

The Heroes natural Mental Attack Rating and a powers Mental Attack Rating can be increased by allocating extra points to the Mental Attack Rating. To increase the Mental Attack Rating of a power costs 10 extra points for each extra level raised. To increase the Heroes natural Mental Attack Rating costs 15 extra points for each increase in rank above (1). If the Heroes natural Mental Attack Rating is higher than a powers Mental Attack Rating, the Hero may substitute his natural Mental Attack Rating for the Powers.

Defense Rating

Every person's natural Defense Rating is (1). This is modified by the Defense Rating Modifiers listed under the basic characteristics. This does not defend against mental attacks. The Defense Rating is what is used to cross reference the Attack Rating on the Combat Chart to determine if an attack successfully hits or misses.

POWERS

The main difference that sets the Heroes apart from other humans is their remarkable abilities and powers. Listed in the following pages alphabetically are the descriptions of all the possible powers you can choose from to create your Hero.

Preceding the description of each power is listed the Attack Rating, Mental Attack Rating, Defense Rating, the Time it takes to activate each power and the point cost. These statistics do not apply to all powers. The statistics which do not apply to a particular power are designated by "Nil". The Attack or Mental Attack or Defense Rating of each power may be substituted for the Heroes base Attack or Defense Rating when using that ability in combat. The proper modifiers will affect the Attack and Defense Ratings. The Time statistic designates the amount of time it takes in a round to activate or use a power. It does not, however, designate the duration of the ability. The duration is detailed within the description of the power itself.

Some powers have a base cost that must be bought in points in order to receive that ability. The strength of the power is then determined by the amount of extra points that are placed in that power. Other powers have no base cost, instead they have one flat point cost that must be spent in order to receive that power.

The number of powers that may be chosen by the player is unlimited so long as he has the points to spend. The HM may put a limit on this if it makes the character, in his opinion, too strange or hard to work in his campaign.

P ower Limitations

Not all powers may work exactly as described in the following powers section. Some powers may have special limitations. A power with a limitation usually does not cost as many points due to the disadvantage the limitation places on the Heroes' use of the ability. The greater the disadvantage, the less points the power costs. Listed below are some examples of possible power limitations and their point reductions.

Powers that can't be turned off and are always on is one possible power limitation. For example, a character could have an energy attack that is emitted from his body and can not be turned off without the aid of a machine or gadget. This creates an interesting problem for the Hero if he should lose the item that controls his power, or if it is destroyed by a villain. A Hero with permanent Molecular Intangibility would never be able to turn solid, thus preventing the Hero from physically touching any item or physically attacking. The general reduction in points for this limitation is by 25%(.75). The Hm may change the reduction in points depending on how severe the limitation affects the Hero.

Some Heroes may only use one power at a time. This limitation reduces the cost of each power by 30%(.70)-40%(.60). The easier it is to switch between powers, the less of a reduction the Hero receives.

Some powers or weapons have only a certain number of uses before they need to be recharged. A Hero, for example, with a magic ring may need to recharge it once every 12 or 24 hrs. at its power source or it will lose all of its powers until recharged. The general reduction for this limitation is by 15%(.85). This point break may be raised or lowered depending on how often the item needs to be recharged or how many charges the item or weapon contains.

Under certain conditions a power may not work. An energy attack may not affect a

certain color, or the Heroes abilities only work at night, etc. This limitation generally reduces the power by 15%(.85)-30%(.70). The more severe the limitation, the lower the point cost.

Many other limitations may be created and imposed on powers. Just remember, the limitation must really limit the Heroes' use of the power in order to receive a reduction in point cost. Most limitations should not receive more than a 30% reduction in point cost or the power of the Hero may unbalance the game. Even then, to receive a point reduction up to 30% the power had better be pretty limited.



Range & Power Charts

The following charts are referenced throughout the Powers section. Listed below are the various range, damage, and power strength charts.

Range Chart 1

Range	Point Cost
50ft.	Standard
100ft.	1
200	2
300	3
400	4
500	5
600	6
700	7
800	8
900	9
1000	10
2000	11
3000	12
4000	13
5000	14
1 mile	15
2	16
3	17
4	18
5	19
6	20
7	21
8	22
9	23
10	25
20	30
30	35
40	40
50	45
60	50
70	55
80	60
90	65
100	70
1000	100
2000	120
3000	130
Global	150
Cosmic	200

Range Chart 2

Range	Point Cost
200ft.	Standard
300	1
400	2
500	3
600	4
700	5
800	6
900	7
1000	10
2000	13
3000	16
4000	20
5000	25
1 mile	30
2 miles	35
etc.	+10/ mile after

Powers with a range will usually refer to either the Range Chart 1 or 2 to determine the powers range. Powers that use the Range Chart 1 have an automatic range of 50ft. Powers that use the Range Chart 2 have an automatic range of 200ft. The standard ranges do not cost the Hero any extra points. If the Hero wishes to extend the range of his power, he must spend extra points to increase the range. An Energy Attack, for example, could be fired at a distance of 1000 ft. for 10 extra points.

Some powers also require that the opponent be within visual range in order for the power to work. No matter what distance the Hero is able to use his power at, if visual range is required and the Heroes' target is not within his visual range, the Hero cannot use that ability against his target. Some powers will still be effective, even if the Target is hidden, so long as the target is still within the Heroes visual range of perception. Common sense must dictate the ruling of each individual circumstance.

Powers Strength Chart 1

Weight	Point Cost	Damage
200lbs.	3	2+1d6
250	5	4+1d6
300	7	
350	10	5+1d8
400	15	
450	20	8+1d8
500	25	
600	27	
700	28	
800	29	10+1d8
900	30	11+1d8
+100lbs. up to 1ton	+1pt.	
2000(1 ton)	41	12+1d10
2500	42	
3000	43	
3500	44	
4000(2 tons)	45	12+2d8
+1 ton up to 50tons	+4pts.	
3 tons	49	
5 tons	57	12+2d10
10 tons	77	15+2d10
20 tons	117	15+3d8
30 tons	157	17+3d8
40 tons	197	17+3d10
50 tons	237	17+4d8
+1 ton up to 100tons	+2pts.	
60 tons	257	17+4d10
70 tons	277	
80 tons	297	18+5d10
90 tons	317	
100 tons	337	18+6d10
+1 ton up to 200tons	+1pt.	
200 tons	437	20+7d10
+5 tons up to 300tons	+1pt.	
300 tons	457	
+10 tons	+1pt.	

Weight: This is the amount of weight the Hero can lift with his power such as Telekinesis, Magnetic Powers, etc. The most common weights are listed above, along with the cost for different increments that are not listed on the chart. If a Hero can lift more weight than is listed on the above chart and

needs to know the damage associated with the weight, please refer to the Bench Press weight chart for higher levels of damage.

Point Cost: The point cost for different weights is in addition to the base cost, if any, of the power.

Damage: This is the maximum amount of damage that can be inflicted in one attack. Not all powers that will use this chart inflict damage.

Power Attack Chart 1

Damage	Point Cost
2+1d6	3
4+1d6	5
5+1d6	7
5+1d8	10
5+1d10	15
8+1d8	20
8+1d10	24
10+1d8	29
10+1d10	33
12+1d8	37
12+1d10	41
12+2d8	45
12+2d10	57
15+2d8	67
15+2d10	77
15+3d8	117
17+3d8	157
17+3d10	197
17+4d8	237
17+4d10	257
18+5d8	267
18+5d10	297
20+6d8	337
20+6d10	387
20+7d10	437
20+8d10	487
22+8d10	512
22+9d10	537
24+9d10	562
etc.	

Power Attack Chart 2

Damage	Point Cost
2+1d4	5
2+1d6	10
4+1d4	15
4+1d6	20
6+1d4	25
6+1d6	30
9+1d4	35
9+1d6	40
12+1d4	45
12+1d6	50
15+1d4	55
15+1d6	60
18+1d4	65
18+1d6	70
21+1d4	75
21+1d6	85
24+1d4	95
24+1d6	110
27+1d4	125
27+1d6	160
30+1d4	200
30+1d6	250
etc.	

Many powers will refer to the Attack Chart 1 or 2 to determine the damage the powers attack inflicts and the extra point cost of the power.

Power Exhaustion

Each power may be used in combat a number of times equal to the Heroes Stamina score before resting. A score of (18), for example, would allow a Hero to use his Energy Attack, in a combat situation, up to 18 times before his energy is depleted. This is per combat situation no matter how many opponents the Hero faces. Once combat ends, and another combat situation begins, the number of times the Hero may use his power starts over again at his full stamina score. This rule does not effect his stamina statistic in any way and is assuming the combat situation is non stop action with

no rest taken in combat.

Once a power is exhausted in combat, the Hero must wait a number of rounds equal to his Stamina before being able to use that ability again.

Pushing Powers

Many times in comic books, a Hero needs to push his power past its normal limits to defeat a villain or to save civilians. In Heroes & Heroines, if the player wishes to push his power past its maximum effect, he may do so for a price. To push a power past its max. by 1 power level or rank, costs the Hero 1 HP. To push a power past its max. by 2 power levels or ranks, costs the Hero 2 HP's, and to push a power past its max. 3 levels or ranks, cost 4 HP's. For example, an Energy Attack that normally inflicts 17+3d8 points of damage could be increased to 17+3d10 points of damage for 1 Hp, and can be raised to 17+4d8 for the cost of 2 HP's, etc. A power cannot be raised past 3 levels. The lost Hit Points may be healed back or regained by normal means.

There is a risk of depleting that power or all the Heroes powers energy when pushing a power. Pushing a power past its max. by 1 level creates a 30% chance of that power becoming depleted. If a power is pushed 2 levels, there is a 50% chance of the power being depleted. Pushing a power 3 levels creates a 60% chance of the Hero Depleting all of his powers energy, thus becoming powerless for a short period of time. Depleted power energy is gained back the same way as exhausted powers are and is detailed under Power Exhaustion above.

Powers Chart & Descriptions

In the following section is the Powers Chart listing all the possible powers in alphabetical order for the player to choose from to create his character. Following the chart, also in alphabetical order, is the descriptions of each power.

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Powers Chart:

Absorption	Disintegration	Touch	Precognition	Vampirism
Powers	Dream Powers	Wide Angle Vision	Projectiles	Classic
Energy	Control	X-Ray Vision	Psionic Defense	Energy
Kinetic Energy	Enter	Hypnotism	Psionic Shield	Vehicle
Memories	Travel	Ice Blast	Mental Hit Points	Venom
Objects	Duplicate	Ice Creation	Mental Involv.	Voo-Doo
Acrobatics	Powers	Identity Transformation	Mental Intrusion	Magic
Age Control	Self	Costume	Psyche Transference	Science
Air Powers	Others	Identity	Domination	Water Breathing
Wind Blast	Earth Powers	Illusions	Pyrokinesis	Water Powers
Wind Control	Control	Holographic	Sensory Control	Control Water
Air Wall	Earth Travel	Psionic	Servant	Water Body
Animal Control	Emotion Control	Image Alteration	Shadow Form	Water Creation
Summon	Empathy	Immortality	Shape Alteration	Weakness Detection
Animal Link	Energy Attack	Permanent	Animals	Weaknesses
Communicate	Energy Bridge	Body Restoration	Plants	Fears
Summon	Energy Field	New Body	Non-living Objects	Weapons
Animate Objects	Energy Form	Intangibility	Imaginary Creatures	Weather Control
Armor	Energy Matter	Molecular	Size Change	Webs
Organic	Energy Punch	Dimensional	Shrink	Whirlwind
Scientific	Energy Reflection	Invisibility	Enlarge	Willpower
Astral Spirit	Environment Protection	Invulnerability	Sleep	Wrestling
Berserk Rage	Extra Limb	Jumping	Sonic Attack	
Body Function Control	Wings	Kinetic Energy Control	Sonic Control	
Self	Arms	Levitate	Mimicry	
Other	Tail	Light Blast	Silence	
Body Weaponry	Other	Light Control	Special Power	
Boxing	Familiar	Light Burst	Stretching	
Chameleon Power	Fire Blast	Lightning Blast	Hair	
Chemical Power	Fire Powers	Linguistics	Super Speed	
Clairaudience	Fire Aura	Luck	Super Speed (Water)	
Clairvoyance	Fire Control	Bad	Suspended Animation	
Climbing	Flame Body	Good	Telekinesis	
Skill	Flight	Magic Blast	Telepathy	
Power	Force Blast	Magic Cage	Detect Thoughts	
Computer Link	Force Field	Magic Defense	Probe	
Link	Gliding	Magic Shield	Block	
Control	Gravity Control	Magic Spells	Mental Hit Points	
Travel	Light	Magnetic Powers	Teleport	
Cosmic Awareness	Heavy	Marital Arts	Self	
Cosmic	Healing	Matter Creation	Others	
Nature	Regenerate	Mental Blast	Gate	
Cybernetics	Self	Mind Control	Temperature Control	
Danger Sense	Others	Verbal	Thievery	
Darkness	Heightened Senses	Psionic	Tracking	
Control	Hearing	Mind Rapport	Skill	
Solid	Infra Vision	Paralysis	Power	
Density Control	Microscopic Vision	Pet	Training	
Increase	Night Vision	Photographic Memory	Transmutation	
Decrease	Radar	Plant Control	Organic	
Dimension Travel	Smell	Postcognition	Inorganic	
Alternate Time Lines	Telescopic Vision	Power Dampen	Tunnel	

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Absorption

Attack Rating: 1
Mental Attack Rating: Nil
Defense Rating: Nil
Time: See Below
Point Cost: See Below

Absorption comes in many forms. The Hero(Heroine) has the ability to absorb another's powers; energy; memories; kinetic energy; or the characteristics of an object.

Powers. Super powers and abilities may be absorbed from another Hero or Villain. For every 10pts. spent on absorption above the base cost, one power from another may be absorbed. To be able to absorb all powers the Hero comes in contact with instead of a maximum number, costs 150 extra points above the base cost. Strength, Stamina, Reflexes, and Agility may also be absorbed. The Intelligence of the Hero remains the same, though mental powers may be absorbed. Physical contact with an opponent must be made in order to absorb another's powers. It requires an action to absorb powers. An attack roll must be made, if successful, the number of powers that the Hero can absorb is then transferred to the Hero. If a Hero is able to absorb 6 powers, and scores a hit on his opponent, then 6 of his opponent's powers or statistics would be transferred to the Hero. If the Hero were able to absorb 12 powers from his opponent, but his opponent only has 6 powers, the Hero would then be able to absorb 6 more powers from another foe, for a maximum of 12 powers to be absorbed at one time. The Duration that the transfer of power lasts is for 1d8 rounds. If the Hero remains in contact with his opponent for 2 rounds, an extra 1d8 rounds may be added to the duration. Longer periods of contact will not increase the duration past this time. The opponent will lose the ability

to use the powers that were absorbed by the Hero, until the absorptions duration runs out. The base cost for Power Absorption is 60pts.

Powers may be absorbed at a range. For every 5' distance away, that the Hero may absorb powers at, costs 20 extra points. An attack roll must still be made to determine success.

Energy. The Hero has the ability to absorb Energy Attacks.(Light Blasts, Energy Attack, Lightning Blast, etc.) Physical kinetic attacks may not be absorbed. 1hp. of energy damage may be absorbed without taking damage for every 2pts. spent on absorption. The energy, once absorbed, may be used in two different ways. The total points of energy damage that the Hero has absorbed may be redirected and fired at a target, or the energy may be applied to another power or statistic to increase its strength or heal hit points. If the Hero absorbs 20 points of energy damage, he could then fire that same energy back at the sender to inflict the same amount of damage that was absorbed, 20 points. Once the Hero has absorbed his maximum potential, he will be unable to absorb any more energy and will be susceptible to damage from further energy attacks until the energy is released. If the energy is not fired by the Hero, it will dissipate in 3d4 rounds. It is possible to have no limit to the amount of energy absorbed from an attack, this costs 150pts. This does not include absorbing an extreme power source such as a star for example.

Another form of Energy Absorption is the ability to absorb energy and use it to heal wounds. For every 2pts. of energy damage absorbed heals 1hp.

The energy absorbed may also be used to increase another power or statistic. For example, if 20 points of energy damage was absorbed, it could be channelled into the

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Heroes Bench Press Weight. Each 1hp. of damage would increase the Heroes Bench Press Weight by 200lbs. In the example above the Heroes Bench Press Weight would increase by 4000lbs. This lasts for 2-12(2d6) rounds. The Absorption is automatic.

All types of Energy Absorption must be bought separately.

Kinetic Energy. Physical attacks(punches, etc.) inflicted to the Hero are absorbed and converted into strength. For every point of damage up to the Heroes maximum absorption ability that is absorbed, the Hero may add 200lbs. to his Bench Press Weight. The Kinetic Energy absorbed lasts for 3-10(1d8+2) rounds. Energy Attacks may not be absorbed only physical attacks. The absorption is automatic.

Memories. Another's memories can be absorbed by the Hero. The Hero must touch his opponent in order to absorb his memories. An attack roll must be made. If successful, the Hero may absorb part or all of an individual's memories. The individual will lose his memories until the powers duration runs out. The absorption lasts for 2d4 rounds. The cost for memory absorption is 50pts.

Objects. The Invulnerability and characteristics of objects may be absorbed by the Hero. He could become as hard as steel or as flexible as rubber. Liquids may also be absorbed but gases may not be. The Hero retains his own physical shape when taking on the properties of objects. If the properties of water were absorbed, the Hero would not fall into a puddle, instead he would keep his own form and would become the consistency of water. The duration of this ability is 3d4+2 rounds. The Hero may change back at any time. It takes a Free Action to absorb the characteristics of an object. The cost for Object Absorption is 95pts.

Acrobatics

Attack Rating: 2,3,4 (See Below)

Mental Attack Rating: Nil

Defense Rating: 2,3,4 (See Below)

Time: Automatic

Point Cost: 10 Base

The Hero(Heroine) has the ability to perform acrobatic maneuvers to increase his fighting and defensive abilities by applying his agility with tumbling maneuvers.

The Hero also knows how to fall from greater than normal heights, and from moving vehicles, without taking damage. For every 3pts. spent above the base cost of the power, the character may fall 5 extra feet above a 10' fall without taking damage. A character who spends 9 extra points on Acrobatics could fall 25'(10'+15') without taking damage. The Hero may jump from a moving vehicle and sustain no damage from a vehicle moving 15mph. For every 3pts. spent above the base cost, 5 extra mph. may be added to the speed of the vehicle without sustaining damage. A character who spends 9 extra points could jump from a car moving 30mph. and sustain no damage.

Tight rope walking, juggling, vaulting, trapeze, bar maneuvers, ring maneuvers, the balance beam, and the trampoline are acrobatic skills that may also be learned. For every 2pts. extra spent on Acrobatics, in addition to the above costs, one of the above skills may also be learned.

In combat the Hero may combine acrobatic maneuvers with his attacks. He may use the base Attack and Defense Ratings of the skill instead of his natural base scores when using Acrobatics in combat. The Base Attack and Defense Ratings are (2). This can be increased by one for every 5pts. spent above the base

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cost, in addition to the extra point costs listed above, with a maximum Rating of (4). Increased Attack and defense Ratings must be bought separately. The only attacks that can be combined with Acrobatics are physical combat attacks.(punches, weapon attacks, etc.) The Acrobatic Defense Rating can be used against any physical attacks.

Age Control

Attack Rating: 1
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: 20/25 self/ 100 others

The ability to physically manipulate another's or ones own age. A Hero(Heroine) who has the ability to alter their own age can change their physical body to that of an infant or increase in age up to an old man or woman. No matter what their age is changed to, the Hero will retain his own intelligence and mental awareness. All physical characteristics of the Hero are altered to that age,(strength, reflexes, etc.) The cost for this ability is 25pts. A more limited form can be bought for 20pts. The character may switch between his current age and one other age. (An example: A character whose natural age is that of a 15 year old boy, could age himself into a 28 year old man.)

Age control can also be used on others for the point cost of 100pts. The character must be able to see his opponent in order to change his(her) age. The *Range Chart 2* should be used to determine how far away the character can be from his opponent to use *Age Control*. As stated above, the physical characteristics of the victim are altered to that age, but not necessarily all of their powers or intelligence. An opponent could not be killed with this

power, but could become disabled. The HM will have to decide how many changes occur on a case to case basis.

Air Powers

Attack Rating: 2
Mental Attack Rating: Nil
Defense Rating: 3(Air wall, Wind Control)
Time: Free Action, Action(Attack)
Point Cost: 5 Base(Blast), 30 Base(Wind Control), 5 Base(Air Wall)

Air Powers allows the Hero(Heroine) to control the Winds, Attack with a strong blast of wind, or create an air wall.

Wind Blast. Strong winds can be created and fired at a target to inflict concussive force damage. This attack may knock things over, or throw an oponent back through the air, due to the force of the air pressure. The range of the Wind Blast is determined by the *Range Chart 2*. The damage caused by the attack is determined by the *Power Attack Chart 1*.

Wind Control. Air Pressure and the winds themselves may be controlled by this ability. The range the winds may be controlled at is determined by the *Range Chart 2*. A small cyclone with Hurricane strength winds may be created by the Hero to affect all within its area of effect. The damage caused is determined by the *Power Attack Chart 2* at double the normal cost. The area of effect is a 10' radius for every 5 extra points spent. Anything in the area of effect is subject to the winds attack.

Air wall. The Hero is able to create a strong wall of dense air pressure 10' x 10' in dimension. For every 10' extra, costs 5 extra points. The wall will protect and repel physical attacks and damage. For every 1HP of damage the wall can protect against, costs 2pts. above the base cost.

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Animal Control

Attack Rating: Nil
Mental Attack Rating: 5
Defense Rating: Nil
Time: Action
Point Cost: 10 Base(Control),
15 Base(Summon)

Animal Control is the ability to control one or more species or types of animals in various quantities. The base cost to control one type of animal such as all dogs, or all cats, crows, etc. is 5pts. The base cost to control all land based animals is 25pts. The base cost to control all avians is 15pts. and the base cost to control all underwater creatures, fish, crabs, etc., is 20pts. The total number of animals that may be controlled is determined by the animals' Hit Points. The maximum number of animals that may be controlled, in Hit Points, is equal to double the total number of points spent on Animal Control above the base cost. If 40 extra points above the base cost are spent on Animal Control, for example, 80 HPs of animals could be controlled, etc. The range that animals may be controlled or called upon is determined by the *Range Chart 2*.

Summon. The Hero is able to summon animals of his choosing to instantly appear before him. The base cost is 15pts. The total number of creatures summoned is determined by their Hit Points. The point cost is 1/5th the total number of Hit Points of creatures summoned. The summoned creatures remain for (4d8) rounds and then disappear. The animals are not controlled by the Hero unless Animal Control is taken also.

Animal Link

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Free Action(Communicate)
Point Cost: 10 Base(Communicate),
10 Base(Permanent)

Animal Link allows the Hero(Heroine) to communicate with one or more animals and can allow the Hero to perceive what they see.

Communicate. The Hero(Heroine) is able to Telepathically communicate with animals. The range the of this ability is determined by the *Range Chart 1*. Animal Link does not control animals per say, but most simple instructions will be followed. Most animals will not put themselves in danger for the Hero, but a poisonous cobra would have no problem attacking the Heroes enemy, etc. The animals cannot communicate past their intellectual means, but information such as what they have seen in the last hour can be pulled from their minds, etc.

It is possible to see through the eyes, and hear through the ears of other animals. This costs 15pts. extra. and the range is the same as above.

Permanent. The Hero has a Telepathic or Empathic bond with one or more animals. The range that this bond extends to is determined by the *Range Chart 1*. at half the point cost. If the animal is intelligent, the two may telepathically communicate and feel what the other is feeling. If the pet is of normal animal intelligence, the Hero may empathically give the animal orders that will be followed, and the two may feel what the other is feeling. Through the link, the two will always know where the other is so long as the two are within range. If either are in extreme danger, the other will

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instantly share a feeling of that danger even if they are out of range.

It is possible to see through the eyes, and hear through the ears, of the linked animal in the same way as listed above. The cost is 5pts. extra.

Animate Objects

Attack Rating: 3

Mental Attack Rating: Nil

Defense Rating: Nil

Time: Action

Point Cost: 90 Base

The ability to seemingly bring objects to life and control their movements. The range the Hero may animate objects at is determined by the *Range Chart 2*, and must be in visual range of the objects.

Anything nonliving can be animated with the exception of possibly some unique magic items, etc. Statues can be made to walk and fight, rocks can take on the form of a soldier, etc. When the objects cease to be animated, the objects return to their original form unless it is destroyed while animated. The strength and Hit Points of each object are dependent upon the Structural strength and Hit Points of the original nonanimated form. The total number of objects that can be animated at one time is determined by the objects' Hit Points. The Cost in points to animate objects is 1/4th(.25) the maximum number of Hit Points of Objects the Hero can animate at one time. For example, a Hero who can animate 100HPs of objects could animate one giant stone creature with 100HPs or 5 smaller rock creatures with 20HPs, etc. The amount of weight the animated objects can lift, and the point cost, is determined by the *Bench Press Weight Chart 1*. with the restriction that an object cannot lift more than 5 times its weight.

Armor

Attack Rating: 1(See Below)

Mental Attack Rating: Nil(See Below)

Defense Rating: 1(See Below)

Time: See Below

Point Cost: 10 Base(Organic),
15 Base(Scientific)

The Hero(Heroine) has a suit of scientific armor or naturally has organic armor.

Organic. The Heroes body produces an exoskeleton or thick layer of natural organic armor. The armor may be made of many different substances but is part of the Hero. This armor has a natural invulnerability and toughness to damage. Invulnerability may be bought at 1HP/ 3pts. spent extra. The armor also has its own set of Hit Points. The cost for the armors' Hit Points is 1Hp/ 1pt. extra spent. Both the Hit Points and the invulnerability must be bought seperately. Damage that exceeds the invulnerability is shared between the armor and the Hero evenly. Damage sustained by the armor will heal back at the Heroes normal Healing rate. If the armor reaches (0) Hit Points, the Hero loses his invulnerability until the armor grows back. Armor heals back at the characters normal Healing Factor.

Scientific. Scientific Armor can be anything from a simple suit of platemail armor to a complex suit of Alien technological armor. The player and the HM must decide the specifics of the armor at the creation of the character. The armor has an invulnerability to damage, and its own set of Hit Points. The cost is 3pts. extra / 1HP of invulnerability. The cost for the armor's hit points is 1pt. extra / 1HP. Both must be bought seperately. Once the armor's Hit Points reach (0), the

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armor is useless and unfunctional. When the Armor reaches (-8) Hit Points, the armor is destroyed. Damaged armor may be fixed by someone skilled at fixing that type of armor, but the price may not be cheap. Damage that exceeds the armors invulnerability will inflict 20% of the damage to the Hero and 80% of the damage to the armor. Extra powers the armor may have, such as an Energy Attack, or Force Field, are bought at 80%(.80) the normal point cost.

Astral Spirit

Attack Rating: 5

Mental Attack Rating: See Below

Defense Rating: 3

Time: See Below

Point Cost: 100 Base

The Hero(Heroine) has the ability to separte his astral spirit from his body. The astral body can hear and see. It is *Dimensionally Intangible* as per the power. It normally is Invisible but may turn visible if desired. When Astral, the body falls into an unconscious state. The character in astral form is aware of all that happens to his body. A player may choose to have his body remain conscious and active, while his spirit is out of his body. This costs 20pts. extra. The powers of the Hero are divided between the Astral Spirit and the physical body. Which powers can be used by which form must be decided at the creation of the character. Mental and magical powers are usable by the Astral Spirit and the physical body.

A character may also choose to allow his spirit the ability to turn physical. Any physical power that the player wishes the spirit to have must be bought seperately for the astral form, and cannot be used by his physical form, including extra physical strength for the spirit. The natural

strength of the Astral Spirit is the same as the strength of the characters body. The ability to turn solid costs 25pts.

Astral forms may fly at 100mph. for each 5pts. spent. These high speeds may only be attained while intangible. If the spirit has the ability to turn solid, then his flight speed is 1/10th of his total speed, when flying in a solid form.

Astral Spirits have the same number of hit points as the physical body. They do not share damage. If an opponent hurts the physical body it does not hurt the Astral Spirits hit points, and if the Astral spirit takes damage, the physical body does not also take the same damage, although the pain is mentally felt by both. The Astral form and the physical body each have their own set of hit points. While the two are apart, a character will not die unless both forms are killed. If the body is killed while the spirit is away, the spirit will not be able to return to the body unless the body is repaired. If the spirit is destroyed, the energy will return to its physical form to reform its Astral body. The Hero may die like any other person if both forms are not apart.

Optional: The character may save some points by requiring the spirit to return to the body at the end of a set time. 10 points can be saved if the Astral Spirit must return to its body at the end of 60 minutes. 5pts. extra may be saved for each 10 minutes subtracted from 60 minutes. So, if the Spirit must return in 10 minutes, then 35pts may be saved.

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Berserk Rage

Attack Rating: 3
Mental Attack Rating: Nil
Defense Rating: 1
Time: Automatic(See Below)
Point Cost: 30

A character who fights with a frenzied fury. A character can send himself, from an adrenal high, into a berserk mental state. While in this state of mind, the character will feel no pain and will attack with an extreme fierceness. The characters Attack Rating increases by 2 and his strength increases by 50%. On the down side, the character cannot do any functions or make any attacks that require concentration. The berserk rage lasts until a fight is over. Even then, the rage may sometimes(15% chance) last for a short while after the fight. While berserk, the character may continue to attack his opponent even if the fight is over, while control is lost. A friend or ally can talk the character out of this state by calming him down, otherwise the rage will end in 1d6 rounds.

Optional. There is a 30% chance that the character will go into a berserk rage in combat even if he does not wish it to happen. The character saves 10pts. for this option.

Body Function Control

Attack Rating: 1
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: 30 (Self), 100 (Others)

A Hero who has Body Function Control as a power may choose to either have complete control of his own body, or have the ability to control others.

Self. The Hero(Heroine) has the ability to control his own body functions past that of human capabilities. He could lower his heart rate and breathing to appear dead, or increase his metabolism to remove a poison from his body, while controlling his blood stream to prevent the poison from spreading. The use of this ability could allow the character to survive without breathing for extended periods of time, or stopping the blood flow from a major injury, etc. The player and the HM must decide what extra benefits from this power the character will have.

Others. The Hero(Heroine) has the ability to control another's body movements. The individual's mind is untouched, but the Hero has control of the individual's body so long as he concentrates. All physical powers are the Hero's to control, all mental powers are still controlled by the opponent. An attack roll is required to gain control. The Hero may force the individual's body to attack another enemy for him, even though the victim's mind is still intact.

Body Weaponry

Attack Rating: 2(See Below)
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Nil
Point Cost: 10 base

The most common form of Body Weaponry is claws. Body Weaponry is any added attack as a power the Hero has as a natural or artificial extension of his body, such as claws, tentacles, a sword in place of a hand, etc. The damage is determined by the *Power Attack Chart 2* and is added to the Hero's Bench Press Weight Damage. This power has no range. Various other attacks can be combined with this ability in one attack. Good examples are Venom,

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and Energy Punch.

Boxing

Attack Rating: 3
Mental Attack Rating: Nil
Defense Rating: 2
Time: Action
Point Cost: 15

The Hero(Heroine) is an expert at the skill of boxing. In physical combat the Hero may substitute the base Attack and Defense Ratings of boxing for his natural base scores.

Chameleon Power

Attack Rating: 3(See Below)
Mental Attack Rating: Nil
Defense Rating: 4(See Below)
Time: Free Action
Point Cost: 60

The Hero(Heroine) has the ability to perfectly blend with his surroundings. The colors, textures, depth, or lack of it, of the background are simulated. There is an 80% chance that the character will not be seen if he is being looked for and his present location is not known. If an individual has no idea the Hero is present, and is blending with his surroundings, there is a 90% chance he will not be seen. A character who is not seen cannot be attacked unless that attack affects the area the Hero is positioned in. The Hero may fight while in a blended chameleon state. He may substitute the Attack and Defense Rates of this power for his base rates. If a character is seen while in chameleon form and is attacked, the Defense Rate of the power applies. Moving Chameleoned characters have a 45% chance of not being seen. The HM may modify these percent chances up or down depending on the

circumstances of the given situation.

Chemical Power

Attack Rating: 1(See Below)
Mental Attack Rating: Nil
Defense Rating: See Below
Time: Free Action(To change),
Action(Attack)
Point Cost: See Below

Chemical Power is not a complete power unto itself. The Hero(Heroine) is either able to change between himself and one type of chemical or substance; he could change into many different chemicals; be permanently another chemical or substance; or could excrete a particular chemical from his body, etc. The exact details of this ability must be determined by the player and the HM. The cost of this ability is determined by the benefits the chemical grants the Hero. For example, a character has the ability to turn his body into mercury. The benefits of this ability match those of the Water Power, water body. The cost and benefits would be the same as specified under that ability. A Hero who could secrete acid from his hands would buy the power the same as the Venom power, etc. Some forms of Chemical Power grant the Hero more than one ability and thus cost more points. For example, a Hero who can change his body to Steel may benefit from a fixed density increase and increased Bench Press Weight. A reduction in points may also be granted if the effect is not permanent and the Hero must change into the chemical, etc. In the above example the Cost would be 20% less.

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Clairaudience

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Free Action
Point Cost: 25 Base

The ability to perceive and understand sounds from a great distance without actually hearing them. The character is able to hear sounds that are out of his current range of hearing. Use the *Range Chart 1* to determine the maximum distance sounds can be heard up to, and the point cost for that range.

Optional: The HM may have the character receive sounds of events that would be important to the character or the game, even though he/she may not be currently using this ability, such as hearing a character in danger, a bomb going off at the UN building, etc.

Clairvoyance

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Free Action
Point Cost: 25 Base

The ability to perceive things or events that are not in sight or that can not be seen in one's visual range. A character is able to see events or objects that are out of his current range of vision, and is dependent on the range of the power. He/she could see the contents of a safe 10'ft. away or his allies being attacked 5 miles away. Use the *Range Chart 1* to determine the maximum distance the character can see mentally, and the point cost for that range.

Optional: The HM may have the character receive flashes of events that would be important to the character or the game, even though he may not be currently using this ability, such as seeing a character in danger, a bomb going off at the UN building, etc.

Climbing

Attack Rating: 1(Power)/ 0(skill)
Mental Attack Rating: Nil
Defense Rating: 1(Power)/ 0(skill)
Time: Free Action
Point Cost: 10pts(skill)/ 35(Power)

The ability, through skill or a power, to ascend or descend verticle surfaces of various textures.(Walls, etc.)

Skill. The character has the skill to climb nonsmooth walls with his bare hands and feet. He could not scale smooth walls without their being some type of cracks or crevices to use as leverage, unless he had some type of suction device or like item allowing him traction. This skill may also include propelling.

Power. The ability to stick or adhere to surfaces allowing the Hero to climb walls of any texture. The ability can be genetic, technological, or mystical in origin. One form of the power may allow the character to mentally adhere the cells of his fingers and feet to the surfaces he climbs. This would also allow his fingers to adhere to whatever he was carrying. The Hero may climb using both hands and feet or may just use his feet or his hands. If climbing is on two limbs, then the Hero is at half his movement rate, otherwise he may move at normal speed.

A Hero may be removed from a wall if the amount of pressure applied to remove him exceeds his *Bench Press Weight*.

A character may carry weight equal to or less than his maximum *Bench Press*

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Weight. When carrying weight equal to or more than 30% of his total *Bench Press Weight*, the characters movement speed is cut in half.

The character may walk vertically up walls as if he were on flat level ground.

Computer Link

Attack Rating: 4

Mental Attack Rating: Nil

Defense Rating: Nil

Time: Action

Point Cost: 45(Link), 50(Control),
10 Base(Travel)

The ability to communicate, control or travel through computers.

Link. The Hero(Heroine) is able to project his thoughts into a computer to create a mental link that will allow him to in essence read the computers mind. Any information that the computer currently has stored can be accessed and known. Information can also be placed into a system or changed mentally by the Hero. Touch is required for contact. Linkage can be done at a distance, for the cost of 5 extra points. The range is determined by the *Range Chart 2*. The computer, a terminal or outlet must be within visual range. Sentient computers or Androids are not affected by this ability, but can be communicated to telepathically through the use of Computer Link.

Control. The Hero(Heroine) is able to control sentient and non-sentient computers the same as mind control affects living creatures. The Range is determined by the *Range Chart 2* and must be within visual range to make contact. This control extends to all computers, including cars with computers in their engines, etc. A computer cannot be made to do something it normally cannot accomplish.

Travel. The ability to enter a computer

by changing ones body into electrical impulses. Once inside, the computer seems to take on a whole new appearance of an imaginary world much like the astral plane is to psionics. It is possible to travel to other computers through the electric outlets or through the phone lines, if the computer is hooked to a modem. Two characters with this ability can fight within the computer the same as if they were in the physical world, and would suffer Mental Hit Point damage instead of physical. If a computer is shut off while a Hero is within, the Hero will be trapped within the computers memory chips until the computer is turned on again. If a computer is destroyed while the Hero is trapped within, the Hero dies unless the computer is somehow fixed or repaired, or some electric component or memory chip still exists and is placed into a functional computer. It is possible for a Hero to travel in a disk, be placed into a computer, and then rematerialize outside the computer that the disk was placed in. The range the Hero may travel to other computers is determined by the *Range Chart 1*.

Cosmic Awareness

Attack Rating: Nil

Mental Attack Rating: Nil

Defense Rating: Nil

Time: See Below

Point Cost: See Below

The ability to know information that would not normally be known through conventional methods. The source that the information comes from is either from a Greater Being, Nature, or the character is able to tap into the cosmos itself to divine such information.

The Hero may or may not be able to control this power. The Hero may just know things. Visions, ideas or pieces of

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information may just come to him, to help him in a situation where an answer or a piece of information is needed to be known. He has no control over the power. This costs 40pts. The HM must decide when information must be fed to the character. He should be sure that the information that is given and the amount that is given is beneficial, to constitute taking Cosmic Awareness as a power. It is possible for the character to have control of this ability. He can tap into whatever source he uses and seek the answer he needs. This doesn't necessarily mean an answer will be given or found. The attempt may fail, or only part of the answer may be discovered. The HM must use his discretion on this power, and must make certain that too much information is not revealed that could ruin an adventure. Small things could be easily known such as what a password is to access a computer program, or which direction a friend who has been kidnapped has been taken, etc. This power should not be used as a crutch. The cost to consciously use this ability is 80pts. 80pts. is the minimum cost for this ability, the more points that are spent, the more proficient the character is at using this ability.

Cybernetics

Attack Rating: See Below
Mental Attack Rating: Nil
Defense Rating: See Below
Time: See Below
Point Cost: See Below

The replacement of mechanical, artificial limbs that are controlled by the human nervous system. The exact function and point cost of each cybernetic limb is determined by the character and the HM. For example, a Hero with Cybernetic arms Bench Press Weight

might increase, he may be able to fire an Energy Attack, or extend his arm up to 10' feet long(stretching power), etc.

Cybernetic limbs, if damaged, must be repaired and do not heal. If completely destroyed, the limbs must be replaced. Availability or fixability of lost limbs may be a problem for some characters who do not have the resources for such repairs. On the other hand, a cybernetic limb can be repaired much quicker with the proper resources than a badly damaged and broken arm.

Danger Sense

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Automatic
Point Cost: See Below

The ability to mentally detect immediate danger to ones self or friends before it happens. The Hero(Heroine) who has the ability of Danger Sense can automatically sense when danger is about to happen through a subconscious power. It may be a form of Precognition, intuition, mystical, or an unknown source.

The exact danger may or may not be known. The Danger Sense may manifest itself as a feeling of impending danger, allowing the character just enough time to react. The exact danger may not be known, and thus the character may or may not be able to react in time. Hints, general directions, or some type of clues should be given to the character by the HM. The cost for this type of Danger Sense is 40pts.

The Hero(Heroine) may have a stronger form of the Danger Sense listed above. When sensing immediate danger, he may also know exactly what that danger entails. This form of Danger Sense is usually a

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form of Precognition, or Cosmic Awareness. If an opponent tried to surprise the Hero with a danger sense, the Hero would be warned ahead of time, and would know exactly what the danger entailed. He would not be surprised. This form of the Danger Sense costs 65pts.

The amount of time that the character is warned ahead of the danger is a few seconds to a minute, leaving the character just enough time to react.

Optional. The character may save 10pts. by allowing their to be a margin for error in the powers chance to work. There would be a 15% chance that the character would not be warned when danger existed. The HM would have to roll secretly each time to determine the powers chance of success.

Darkness Control

Attack Rating: 1

Mental Attack Rating: Nil

Defense Rating: 5 (1 Solid Darkness)

Time: Action

Point Cost: 10 base/ 20 Base (Solid Darkness)

The Hero has the ability to negate light in an area he/she chooses. The character can cast an area in complete darkness. The maximum area that can be affected is a 10' x 10' x 10' area, and increasing by 10' for each 5pts spent after the initial 10pt base. If a character puts 50 points in darkness control he could darken a 90' x 90' x 90' area. (50pts. - 10 base = 40pts./ 5pts. cost = 8. $8 \times 10' = 80' + 10'$ base = a 90' x 90' x 90' area) An affected area does not have to be covered in complete darkness, the Hero may control the intensity of the area affected and the power does not have to be used to its maximum area of affect. An example: A character could create a small 10' area of

shadow allowing only 50% visibility instead of complete darkness. The shape of the area affected is also controlled by the Hero. If he/she wanted to create a small sphere of darkness for example, he could.

Attacks in the dark grant a defensive value of (5) to the Hero, but only if the general location of the target is known by the attacker.(within 10') If the location of the opponent is not known, then attack is impossible, unless the attacker has some form of attack compensating for the lack of visibility.(ex.: an area effecting power, etc.)

This ability does not grant the Hero the ability to see in the dark. For 20pts. extra, the Hero gains the ability to see in the dark.

Solid Darkness Control. Most likely originating from the mystical arts, solid darkness is a substance lacking all light and somehow having physical substance. It can be shaped in any form by the user. It can be used as a shield, formed in the shape of a fist, or a cage, etc. To determine the distance of the power, the Range Chart 2 is used. The strength of the darkness, how much can be lifted, the damage that can be done, and the point cost is determined by the Powers Strength Chart 1. When used as a shield, 1pt. of damage is protected against for every 3pts. spent on solid darkness. This cost is in addition to the above costs.

Density Control

Attack rating: 1

Mental Attack Rating: Nil

Defense Rating: Nil

Time: Free Action

Point Cost: 0 Base(Increase),
25(Decrease)

The ability to increase or decrease ones

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density and weight.

Increase. The Hero(Heroine) is able to increase the physical density of his body thus increasing his weight and(or) hardness. The maximum amount of added weight the Hero can attain and the point cost is determined by *Powers Strength Chart 1* at 1/2 the cost. Normal movement is possible with this added weight, but the amount of weight the Hero can lift is not increased. All of the typical advantages associated with the increased weight are gained, such as being harder to move, etc. The hardness of the character can also be increased thus granting him physical invulnerability. The Hero gains 1hp of invulnerability/ 3pts. spent extra, thus the Hero is able to increase the hardness of his body to possibly that of a diamond or even Titanium steel, etc.

Decrease. The Hero(Heroine) is able to decrease his weight in any increment down to, and including, weightlessness. Once weightless, the Hero is able to float on wind currents, or can push off an object to aim himself in the direction he wishes to float in. This ability does not grant the power of flight or gliding.

Dimension Travel

Attack Rating: Nil

Mental Attack Rating: Nil

Defense Rating: Nil

Time: Free Action

Point Cost: 15 Base (Teleport),
50 (Dimensional),
50 (Alternate Time Lines)

There are three forms of Dimension Travel:
the ability to travel between dimensions, granting the ability to teleport from one place to another; the ability to travel to other dimensions; and the ability to travel to alternate time lines.

Teleport. The ability to travel between two places instantly without any means of transportation or locomotion by shifting to another dimension and then back to another location on the original plane of existence that the Hero started from; granting him the ability to mimic teleportation. The shifting between dimensions is instantaneous as is Teleportation. For all restrictions and rules pertaining to this form of travel, see the listing under the power of Teleportation. Use the *Range Chart 1* to find the point cost and the distance the Hero can teleport to.

Dimension Travel. The ability to travel to other dimensions. The character may bring weight equal to his bench press ability. This amount can be increased by using the *Powers Strength Chart 1* point cost, divided by 2, to determine the extra weight that can be teleported. The dimension may or may not have to be known of by the character in order for him to travel there. This is left up to the HM. The character may instantly Travel to the other dimension or he may choose to open a gateway in which Individuals would have to walk through in order to travel to the other dimension. The choice between the two ways must be decided at the start of the game.

Alternate Time Lines. This form of Dimension Travel takes the Hero to an alternate time line of the Earth. The exact specifics of the place must be decided upon by the HM and the player. Again the character may choose between instant Teleportation or the ability to open a doorway. The choice must be decided at the creation of the character.

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Disintegration

Attack Rating: 1
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: 20 Base

Disintegration allows the Hero(Heroine) to break down the atoms of objects into virtual nothingness. The Hero may shoot a disintegration ray or make an attack without visual effects, to disintegrate a target. Unlike most energy attacks, disintegration does not destroy an object into little pieces. The object simply appears to vanish from existence. The damage and the point cost can be found by using the *Power Attack Chart 1*. The range is determined by the *Range Chart 2*. The amount of an object that is disintegrated in one attack is dependent on the number of points of damage the object receives. If a Disintegration attack inflicted 12pts. of damage to an object with 20 hps., 60% of the object would be Disintegrated in one attack. Living creatures are not disintegrated until they reach -8 hps.

Dream Powers

Attack Rating: Nil
Mental Attack Rating: 2
Defense Rating: Nil
Time: Action
Point Cost: 40 Base(Control),
35 Base(Enter),
15 Base (Travel)

The ability to control, enter, or travel through another's or one's own dreams.

Control. The Hero(Heroine) is able to control another's dreams, and possibly control his physical actions through his dreams(sleep walking), while he's asleep. The individual must be within visual

range. The range is determined by the *Range Chart 1*. For 10 extra points visual range is not required. Dream Control does not affect individuals who are awake in any way. Once asleep, the Hero may attempt to take control of another's dreams. A Mental Attack roll must be made in order to take control. Each time an attempt is failed, the victim has a 60% chance of awaking. Once awake, the individual will remember anything that occurred while asleep, and will have at least an idea that someone invaded his dreams. If the Individual believes such a thing is possible, or knows of a character with this strange ability, his beliefs will be confirmed and will have a feeling close to De ja vu as to who was responsible; otherwise the individual may just believe he had a bad dream. Only two unsuccessful attempts per night may be made on one individual. If successful, the Hero may manipulate the person's dreams to what ever he desires. It is possible to trap a person in his dream forcing him to remain asleep. The Hero must create a dream in which the person is trapped in a cage, etc. and can't break free. Another Mental Attack roll must be made, if successful the individual is trapped mentally in his dreams and cannot awake until released. If the attempt fails the individual again has a 60% chance to awake from his sleep.

Another's physical actions can be controlled through Dream Control in a form of sleep walking. This costs 20 extra points to be able to perform. Once an individual's dreams are controlled, the Hero may take control of the individual's physical actions in the form of sleep walking. The individual controlled will appear sluggish and will be at only 60% power and speed. The controlled person may only be awakened by ending the Dream Controller's control or psionically disrupting control, etc. Attempts to harm

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an individual with this ability require yet another attack roll. Forcing an individual to walk off a ledge while sleep walking is an example of self harm. If this role fails, the individual will wake up from his sleep and control will be lost.

Enter. The Hero(Heroine) has the ability to enter, view, and participate in anothers dreams. The range is determined by the *Range Chart 1* and requires visual range unless the Hero is telepathic, in which case the range is the same as his telepathic range. All actions the Hero can perform in the real world, can be performed in anothers dreams no different than if the dream was real. It is even possible to hurt or kill an individual through his dreams. Combat between the dream enterer and the dreamer is performed the same as if the individuals were awake. If a person is killed in his dream, his physical body will suffer from a heart attack. Their is a percent chance equal to his *Stamina* on (1d100) the individual will fall into a temporary coma instead of dying. The Hero too may be harmed. At any point the Hero may leave anothers dream. Some Heroes with the dream entering ability have developed extra fine control of this power and are able to perform extra powers and abilities when in anothers dream. For example, a Hero could change his shape to whatever he desires when in a dream. The cost for extra dream powers is 1/4(25%) the cost of the normal power. It is possible to wake a dreaming individual whose dreams are entered; they are not forcibly asleep. If a dreaming individual is attacked in a dream, their is a 20% chance per attack the person will wake up to avoid the harm.

Other sleeping characters may be pulled into anothers dream by the Hero. This costs 15 extra points to be able to perform, and 1 additional point for each individual the Hero wishes to bring in.

Travel. Dream travel is a form of teleportation. The Hero thinks of the place he would like to teleport to, and then falls asleep. Once asleep, the Hero instantly teleports to that location fully awake. This ability does not grant the Hero the ability to force himself asleep. Outside means of sleep inducement may be used, though if a sleep drug forces the Hero asleep for 15 minutes the Hero will not teleport until the drug wears off, etc. Heroes who can also Enter others dreams may teleport them as well. Entering the others dream first and making contact with the other individual is required. The Range the Hero may teleport too is determined by the *Range Chart 1* at 50%(.5) the point cost.

Duplicate

Attack Rating: Nil

Mental Attack Rating: Nil

Defense Rating: Nil

Time: Free Action (Power, Self),
1d4 Actions (Others)

Point Cost: 10 Base (Powers), See Below

Duplicate allows the Hero(Heroine) to duplicate or mimic anothers powers, to duplicate and multiply the Heroes body into more than one being, or to duplicate another individual identical to the first.

Powers. The Hero(Heroine) has the ability to mimic anothers powers or abilities. The Hero may Duplicate anothers power costing 1pt. for every 2pts. of Duplicated powers, including the base cost. If 100pts. was spent on Duplication the Hero could Duplicate 200pts. of an enemies powers. The Hero may choose which of his opponents powers he wishes to duplicate. Powers that cost more points than the Hero has in Duplication can not be mimicked. To Duplicate anothers powers, the Hero must make physical

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contact with the individual whose powers he wishes to Duplicate. Duplicate can be used at a range without touching his target. The range to Duplicate another's powers is 10' and costs 10pts. extra. This can be increased by 10' for every 10pts. extra spent over the cost of the power. The Duplicated power lasts as long as the target is in the Heroes range. Once the target is out of range the Duplicated power lasts 2d4 rounds. Statistics may also be duplicated such as *Bench Press Weight*, etc. More than one target's powers may be Duplicated at one time, up to the Hero's maximum number of points of Duplication. The Hero is not restricted to Duplicating just one individual's powers. Only natural powers may be Duplicated, magical and powers deriving from weapons and machines are not Duplicated. An enclosed force field can prevent the Hero from Duplicating another's powers.

Self. The Hero has the ability to Duplicate his physical body into more than one self. The Duplicates have the same statistics and powers as the Hero has, and are linked, and controlled by the Hero. The cost to create a Duplicate is 1/2 the Hero's total points of power, minus the cost of the Duplicate power. If the Character has 600 points total, and has spent 200pts. on other powers, leaving 400 points left to spend on Duplicate, the cost for each Duplicate would be 100pts., allowing the Hero to create 4 Duplicates. The minimum cost to create a Duplicate is 10pts. Normally if a Duplicate dies, that Duplicate may not be recreated again. The Hero may choose to be able to recreate a Duplicate no matter how many times one may die, this option costs 20 extra points. The Duplicate may remain separate from its host for as long as the player wishes. The Duplicates are separated from the original Hero's body, they cannot be created at a range.

Contact is required to rejoin the Duplicates back with the Hero.

Others. Duplicate others allows the Hero to create Duplicates of other individuals, and their powers. The Duplicates do not have the memories of the original. For every 1pt. spent on Duplicate, the Duplicated being may have 2pts. of the individual's powers he is copying. A Hero who has 100pts. spent on Duplicate others could create a Duplicate of a villain with 200pts. of the villain's powers. This does not affect the villain in any way, it just creates a Duplicate of him. The Duplicate is loyal and is controlled by the Hero. The Hero does not control the Duplicate mentally unless he has some sort of Telepathic ability allowing him to do so. Duplicates last until destroyed or dispelled by the Hero. The Hero may create more than one Duplicate but may not go above his maximum number of points in this power. For example, the Hero could create 2 Duplicates with 100pts. each if his maximum number of points was 200 for Duplication.

Earth Powers

Attack Rating: 1
Mental Attack Rating: Nil
Defense Rating: Nil(See Below)
Time: Free Action, Action(Attack)
Point Cost: 10 Base(Control), 60 Travel

Earth Powers allows the Hero(Heroine) to control rocks and the earth or to be allowed to pass through rock as if it were air.

Control. This is a form of telekinesis that only affects the earth. Rocks can be made to rise up in the air or manipulated to form different shapes the Hero desires. The amount of weight in stone the Hero may lift, and the point cost, is determined

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by the *Powers Strength Chart 1*.

Attacks using Earth Control are made by lifting and hitting opponents with a stream of rocks or large stones. The damage inflicted is determined by the amount of weight the Hero can lift, by using the *Powers Strength Chart 1* for damage.

The speed at which rocks may be raised or thrown is a maximum speed of 10mph. for every 8pts. spent on Earth Control. A character who spent 80pts. on Earth Control could move an object up to a maximum speed of 100mph. The damage sustained by a rock thrown at such a speed is already figured into the damage of a normal earth control attack. No extra damage is incurred.

Flight is possible by Levitating a rock in the air and riding it. This costs 20 extra points to be able to successfully accomplish. Flight speed is equal to his earth control speed.

Earth Travel. The Hero is able to pass through rock as if it were air. The Hero does not need to breathe while walking through rocks and may see through earth substances as if they weren't even there. The speed the Hero may travel through rocks is the same as his normal travel speed.

Emotion Control

Attack Rating: Nil

Mental Attack Rating: 3

Defense Rating: Nil

Time: Action

Point Cost: 50

Emotion Control enables the Hero(Heroine) to manipulate, influence, and control another's emotions.(Love, Hate, sadness, hopelessness, fear, etc.) Only one emotion may be controlled by the Hero. The emotion he chooses must be decided at the creation of the character.

Some Heroes have the ability to control any emotion, this costs 20pts. extra to be able to perform. Only one emotion may be controlled at a time.

A Mental attack roll must be made. If successful, the Hero may manipulate another's emotions. That individual will act no different than if he were feeling that emotion on his own.

Emotion Control can be used to affect more than one individual. To affect an area costs 20 extra points. The area that is affected is 10 cubic feet. 10' may be added for every 5 extra points.

The Emotion Control lasts until the Hero releases control, or until the Hero is unconscious, or out of range. The *Range Chart 2* is used to determine the range of the power. The Hero must also be able to communicate with an emotion controlled character if a certain response is desired. Remember, Emotion Control is not Mind Control.

If the victim is asked to commit something that is harmful and against his nature, another attack roll must be made to keep control of the individual, otherwise control is lost. For example, if a female Villain Emotion Controlled a Hero and forced him to love her, and then asked him to kill his friend, another attack roll would be made in order to keep control of the Hero, otherwise the Hero has regained control of his emotions. Once freed, the Hero cannot be affected by the same emotion for the rest of the battle.

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Empathy

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Automatic
Point Cost: 25

The ability to sense, feel, and perceive another's emotions. The emotional state of another individual, or many individuals, can be sensed.

It is also possible to sense if someone is lying through the use of Empathy by detecting the deceit in the person as he is lying. If the individual actually believes the untruth that he is telling, no lie may be detected.

Some Empaths may also allow others to feel what they are feeling. The Hero may not control another's emotions with Empathy. Feelings of distress, love, etc., may be sent to another individual to communicate a basic message through the use of emotion. This costs 10 extra points.

The range is determined by the *Range Chart 2* and must be within visual range.

Energy Attack

Attack Rating: 6
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: 10 Base

The Hero(Heroine) has the power to shoot rays of energy from his body. The type of energy is left up to the character and the HM. Whether it be Radiation, nuclear power, or some other energy form that is not already covered in the current list of powers. The Energy attack is made from one predetermined part of the body, the hands, eyes, etc. A Player may choose to have the power emitted from any part of

the body he chooses, instead of having to emit the attack from just one part. This will cost the character 8 extra points. The range is determined by using the *Range Chart 2*. The damage the attack creates, and the point costs are found by using the *Power Attack chart 1*.

Energy attack can be used as a defense. This costs 20 extra points to be able to do. The Hero can create a shield by widening his energy in front of him to stop incoming attacks. He must have the initiative to use this, and must not have made a new Free Action for that round. The shield does damage equal to the powers attack damage. The incoming attack is stopped if the damage of the shield is enough to halt the attack. If the incoming attack is a living being, then that opponent suffers damage from passing through the shield.

Objects may also be blasted out of the air. If the character has the initiative, then he may attempt to shoot incoming ballista down.(ex.: arrows or missiles)

Energy Bridge

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Free Action
Point Cost: 25 Base

The Hero(Heroine) is able to create a simulated bridge or path of energy in which to travel on. The energy becomes solid to support the Heroes weight. The Hero is propelled forward by the energy that is created under his feet. As the Hero travels on the path, the energy left behind from the bridge becomes an insubstantial trail of light no longer solid. Only the area under the Heroes feet is solid. It is possible to increase the area that is solid on the bridge to allow others to travel

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with the Hero. The speed at which the Hero can travel is equal to 10mph/ 1pt. spent above the base cost. The angle at which the Hero may turn is dependent upon the angle at which the bridge is created.

Energy Field

Attack Rating: 1
Mental Attack Rating: Nil
Defense Rating: 2
Time: Free Action
Point Cost: 20pt. base

An Energy Field may be created to surround the Heroes body to grant protection and to be used as an attack form. An aura of energy is created by the Hero to surround his body. Individuals who touch or physically attack the Hero through the energy field will take damage from touching the energy. The amount of damage the field can protect from in one attack, and the damage the field can inflict, is 1hp/ 4pts. spent above the base cost. Energy attacks(Light Blast, Energy Attack, Lightning Attack, etc.) are fully protected against up to the maximum protection of the field. An energy attack that inflicts 25 points of damage to a Hero with an Energy Field, that protects against 20 points of damage, would only receive 5 points of damage from the attack. The field does not protect against physical or kinetic attacks(punches, Kinetic Blast, etc.), with the exception that if an object is thrown or fired at the field, and the damage the field inflicts to the incoming object is great enough to destroy it, the Hero would suffer no damage from the attack. An individual who attempts to punch a Hero with an energy field would suffer damage equal to the protection of the field, unless the attacker had some form of invulnerability or protection.

An Energy field will protect a Hero from the ravages of outer space. The Energy field must have a protection of at least 15pts. Heroes do not need to breath while protected in this energy field.

Some Heroes may extend their field around another person that is in physical contact with the Hero. This costs 10 extra points for each individual protected.

Energy Form

Attack Rating: 1
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Free Action
Point Cost: 80

The Hero(Heroine) has the ability to turn his body into energy. The Heroes form and shape stays the same, except instead of having physical flesh he changes to energy. The form of energy may be any type the Hero desires. The specific type of energy must be decided at the creation of the character. It is possible for the Hero to turn into different types of energy. The cost to be able to choose between different types is 10 extra points.

When in energy form, the Hero may become insubstantial as light or become solid light no different than his physical form. When solid, the Hero is vulnerable to physical attacks no different than normal and may attack physically. Physical attacks may be protected against by turning insubstantial like real light. In this form, the Hero cannot touch objects physically, or be affected by physical attacks. Physical attacks will pass right through the Hero. When insubstantial, the Hero takes on all characteristics of real light. The Hero may travel anywhere that light can reach. He may pass through the smallest cracks, but cannot pass through a wall that is impassible to light. Mirrors

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will reflect a Hero in light form.

Heroes in light form who can fly may do so at double the normal speed. This costs 15 extra points for the increased speed. In outer space it is possible for the character to fly at the speed of light. This costs 10 extra points.

Light controlling or affecting powers can affect a Hero in Light Form. Powers dealing with light (Light Control, Light Blast, Energy Attack, Energy Field, etc.), flight, and mental powers, can be used by the Hero in Light Form while insubstantial. Any power may be used while in physical light form.

To change to light form or back requires one round of Free Action.

Energy Matter

Attack Rating: 1

Mental Attack Rating: Nil

Defense Rating: Nil

Time: Action

Point Cost: 30 Base

Energy Matter allows the Hero(Heroine) to create objects of solid light. A light source is not needed to create the objects. The light used to create the objects is generated, or is tapped into, by the Hero. Any object may be created out of light. Examples are: a cage to imprison a foe, a bridge to cross a stream, armor to protect the Hero, or a mace to use as a weapon. Basic objects to be created, such as those just listed, cost the Hero no extra points. Complex objects such as a car, a horse, or some complex machine, costs 25 extra points to create.

Up to 10' of volume may be created by the Hero at one time. This is not cumulative. Each extra 10' foot cube of volume costs 10 extra points.

Each object created has its own Invulnerability and Hit Points. An object

may possess 1 point of Invulnerability for every 3pts. spent above the base cost. The Hit Points of an object are bought at 1hp/3pts. spent above the base cost. An object with a 10 invulnerability and 10 hp's would cost 60 extra points. Each 10' area retains its own set of Hit Points and Invulnerability. A 40' wall with a 10 invulnerability and 10 hit points, would require 20 points of damage to each 10' area to destroy the whole wall. One attack inflicting 20 points of damage would destroy a 10' section of the solid light wall.

The amount of weight that can be lifted, or the amount of force that can be generated by this power, and the point cost, is determined by the *Strength Chart 1*.

The range is determined by the *Range Chart 2*.

Energy Punch

Attack Rating: 1

Mental Attack Rating: Nil

Defense Rating: Nil

Time: Thought, Action(Attack)

Point Cost: See Below

The Hero(Heroine) with the power of Energy Punch may engulf his hands in an aura of energy. The Damage inflicted by the energy is determined by the *Power Attack Chart 2*. There is no range, except what the Hero can hit or touch.

Energy Punch may also be used to deliver an electric shock or energy blast when hit by other items besides the Heroes fist. For example, a Hero could throw a boomerang at a villain, when the boomerang hits it delivers an electric jolt as well as doing the physical damage from the boomerang. This form of attack is not in addition to the Heroes punch attack. If both forms of attack are desired, the Hero must buy them separately.

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Energy Reflection

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Automatic or Free Action
Point Cost: 10 Base

The ability to reflect light or energy back at its source or to reflect energy like a mirror would. The power normally reflects the attack as a mirror reflects light. If a blast strikes the Hero at a 40 degree angle from the right, it would be deflected at a 40 degree angle to the left, etc. If an attack strikes the Hero straight on at a 90 degree angle, the attack would be deflected back at the same angle. Energy attacks can be sent back at the attacker every time instead of the attacks being reflected like a mirror. This option costs 10 extra points. Attacks reflected back at the sender do not automatically hit. An attack roll using the senders *Attack Rating* is used to determine if the reflected attack hits. Every 1hp of damage protected against and reflected, costs 2pt. above the base cost of the power.

Energy Reflection is not constantly in effect, the Hero must either know an attack is coming or mentally will the power to work when entering a combat situation. A surprised Hero is not protected. Some Heroes have no control of their power and always reflect attacks naturally, this eliminates being damaged from surprise attacks. The cost to have Energy Reflection work continuously, costs 10 extra points.

Environment Protection

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Automatic, See Below

Point Cost: 10 Base

The ability to conform to changes in ones environment. The ability to survive hostile conditions. Heroes and Heroines with Environment Protection can survive many different environments that they normally could not. Some Heroes(Heroines) are immune to all poisons and gases, this costs 10 points above the base cost. To be able to survive the vacuum of space and not need to breath costs 20 extra points. Surviving the vacuum of space and being able to pass through or near stars and other extremely hostile environments costs 100pts. extra. Immunity to Disease costs 10 extra points.

Resistance to heat and cold may be bought through Environment Protection. For every 1hp of invulnerability to extreme temperatures costs 1pt. extra. An invulnerability of 15 to fire and cold base attacks would cost 15pts. extra.

The amount of time the Hero may survive under such extreme conditions is a maximum of 1 hour. For each extra hour added to the maximum time limit, costs 3pts. extra. To be able to survive an extreme environment with no time limit costs 10pts. extra.

Extra Limb

Attack Rating: See Below
Mental Attack Rating: Nil
Defense Rating: See Below
Time: Nil
Point Cost: 10 Base(Wings),
10 (arms; per set), 10 (tail)

Extra Limbs allows the Hero(Heroine) to have extra body parts such as a pair of wings, an extra set of arms, a tail etc. The special ability or use of the extra limb, and the cost, must be created by the HM and the player. Some of the more popular extra

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limbs are detailed below.

Wings. Winged characters have the ability to fly. The type of wings the character has is up to the player, but must be decided at the creation of the character. The wings could be bird wings, bat wings, bug wings, etc. The speed at which the Hero can fly is 10mph/ 1pt. spent. The maximum angle in degrees at which a Hero may turn and the point cost, is the same as detailed under *Flight*.

Arms. The Hero has one or more pair of arms. These extra arms function the same as the Heroes original pair. Having extra arms does not grant the Hero extra attacks, unless the Hero takes some type of training or other power allowing more than one arm to be used in multiple attacks.

Tail. The Hero has a usable, workable, agile tail. He can hang from the tail or use it to grab objects, swing a sword, etc.

Familiar

Attack Rating: See Below

Mental Attack Rating: See Below

Defense Rating: See Below

Time: Nil

Point Cost: See Below

An animal, spirit or creature that is linked to the Hero, usually through magical means. The base cost for a familiar is 25pts. Base statistics for a familiar are equal to an average human. For every 1pt. spent, the familiar gains 2pts. to spend on statistics and powers.

An Empathic bond exists between the Hero and the Familiar. Both are able to know the others feelings and if either is in danger. For 5 extra points the two may communicate Telepathically. *The Range Chart 1* is used to determine the range. The familiar is completely loyal to the character.

Fire Blast

Attack Rating: 4

Mental Attack Rating: Nil

Defense Rating: Nil

Time: Action

Point Cost: 10 Base

The Hero(Heroine) has the power to fire flames from his body, whether it be from his hands, eyes, mouth, etc. At the creation of the character, one body part must be picked to emit the power. For 8 extra points, the player may choose to have the flames shoot from any part of the body, instead of just one predetermined part. The range is determined by the *Range Chart 2*. The damage the attack generates, and the point costs are found by using the *Power Attack chart 2*. For 20 extra points, the power may be used as an area effecting attack. The Hero may generate flames in a 10' x 10' area, 30' maximum range. This increases the Attack Rating to 6, and affects all who are in the powers area of effect.

A fireball may be generated for 20 extra points. The fireball may be launched up to the powers maximum range, and explodes in a 10' x 10' area, doing damage to all within. The Attack Rating is 4 for the fireball.

Oxygen must be present for The fire blast to work. For 10 extra points, the character may generate his own source of oxygen for the power, whether it be magic or genetic, etc.

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Fire Powers

Attack Rating: See Below
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Free Action
Point Cost: See Below

Fire Powers consists of three main abilities: Fire Aura; Flame Body; and Fire Control. One or all may be taken depending on the number of points spent.

Fire Aura. The Hero(Heroine) is able to create a field of fire around his body. The amount of damage the flame will inflict to anyone who attempts to touch the Hero through the fire, is equal to 1hp/ 4pts. spent above the base cost. The flames may extend anywhere from 1" to 1' from his body. The base cost is 20pts.

Flight is possible through the use of the Fire Aura power. For 20 extra points the Hero is able to fly by using his Fire Aura. The speed at which the Hero can fly is equal to 10mph / 4pts. spent above the base cost and the 20 pt. cost. See the Flight power below to determine the angle at which the Hero can turn while in flight.

Fire Control. The Hero is able to control existing fires, shaping them into any shape or form he wants, up to the range of the power. A bonfire, for instance, could be shaped like a bird and launched at an opponent. The fire practically takes on a life of its own under the control of the Hero. An opponents Fire Blast could even be turned back on himself. The range for Fire Control is 1/2 of the Range Chart 2. The base cost is 45pts.

Flame Body. The Heroes body is able to turn into living flame. When in this form, the Hero is molecularly intangible to attacks, becoming living flame in the form of a human body. The Hero cannot walk through walls, but could pass through obstacles such as prison bars. Anything

that flame can pass through, the Hero can pass through. The Hero is not able to physically touch or lift objects in this form. Anyone touching the Hero, or anyone the Hero touches, will sustain 10hps. of damage. This can be increased by 1hp./ 4pts. spent above the cost of the power. The cost of Flame Body is 90pts. To switch between forms takes a Free Action.

Flight

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Free Action
Point Cost: 10 Base, 1pt/ 10 MPH

The ability to propel ones self through the air on ones own volition. The maximum speed at which a character can fly starts at a base of 10 MPH and is increased by 10 MPH for each point spent.

The hero may carry weight equal to 80% of his current Bench Press weight while in flight.

Flight is possible in outer space if the character has the ability to survive in such a climate.

The angle at which a character can turn at in flight, depends on the amount of points expended on maneuverability.

 90° 8pts.	 45° 0pts.
 60° 4pts.	 145° 12pts.
 180° 16pts.	

The number of feet a character can fly in one round is equal to his (Flight speed / 60).

In atmosphere, if the speed of sound is

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attained, (750 MPH) a sonic boom is created.

Higher speeds can be attained in the upper atmosphere and outer space.

Upper atmosphere	x2 MPH	+ 10pts.
Outer space only	x2 MPH	5pts.
	x3 MPH	10pts.
	x4 MPH	15pts.
Light Speed		20pts.

Force Blast

Attack Rating: 6

Mental Attack Rating: Nil

Defense Rating: Nil

Time: Action

Point Cost: 10 Base

The Hero(Heroine) has the power to shoot rays of concussive kinetic force from his body. The force blast is made from one predetermined part of the body, the head, hands, or eyes, etc. A player may choose to have the power emitted from any part of the body he chooses, instead of having to emit the attack from just one part. This will cost the character 8 extra points. The range is determined by the *Range Chart 2*. The damage the attack creates, and the point costs, are found by using the *Power Attack Chart 1*.

The force blast may be used to push objects by controlling, and withholding the power of the attack to its minimal amount. Such precision in the use of the force blast costs 5 points extra.

Force Field

Attack Rating: Nil

Mental Attack Rating: Nil

Defense Rating: Nil

Time: Free Action, Action(Attack)

Point Cost: 5 Base

The ability to create a transparent

barrier of energy to protect individuals within from harm. The force field will protect against physical and energy attacks, but will not protect against mental and some magic attacks. Air and gases can pass through a force field. The strength of a force field is bought at 3pts. / 1 hp. of invulnerability. A force field with a 10 hp. invulnerability would cost 35 points, 5 base points to get the force field power, and 30 points to get the 10 hp. invulnerability.

The maximum area a force field can be created to protect is a 5ft. radius (10ft. diameter) around the Hero. This can be increased by 1ft. extra for each 4pts. spent.

A force field can be projected around another individual or group at a range. This may be used as an attack. If the attack roll is successful, the opponent trapped within must be able to inflict more damage to the force field in one attack, than the force fields invulnerability score, to break free. The cost to project a force field is 20pts. The Range is determined by the *Range Chart 2*.

Some characters are more skilled with the use of their force field, and may manipulate their force field in the following ways: The Hero can control whether air and gases may pass through the field; He may allow air to enter, but screen out poisonous gasses; He may turn the force field opaque to block visibility; and he can control the shape of the force field. (An example: the force field could be created with a small hole in the front to allow the character to shoot out of the force field at an opponent) The cost to manipulate the force field is 20pts.

If a force field has an invulnerability of (35) or more, the character may survive in the force field in outer space, for as long as the air supply lasts in the field.

A force field cannot be used to lift or move things like the power of Telekinesis.

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If the character can manipulate the force field, and shapes it like a hand, it still would have no strength to lift an object. A force field could, however, be projected at the ground beneath the desired object to be lifted and then enlarged to its full size, thus lifting whatever is on top of the force field.

Gliding

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Free Action
Point Cost: See Below

The character with the gliding ability can descend at a normal angle of attack by riding air currents. He (she) can only climb through the air by using wind updrafts. The character gliding needs some way to achieve that initial lift off into the air, whether its by jumping, etc. A character may glide twice the distance or more, he (she) starts his descent from. If a character leaps from a height of 80ft., and has a x3 modifier, he can glide 240'ft. The characters ability to ride the currents depends on the number of points spent, using the following chart. Powers or things that can affect the air can also affect the Heroes ability to glide.

x2 Distance	15pts.
x3 Distance	18pts.
x4 Distance	21pts.
x5 Distance	24pts
3pts . for each modifier above x5.	

Gravity Control

Attack Rating: 5 (or area effect)
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: 15 Base(Light),
20 Base(Heavy)

The ability to increase or decrease the gravitational pull on objects. The Hero may choose to lighten the intensity of the gravitational pull on objects or increase it. The choice must be decided at the creation of the character. The range, and point cost is determined by using the *Range Chart 2*. The intended target must also be within visual range. This ability may also affect an area. The cost is 10pts. for each 10' area affected.

Light. Gravity may be decreased to lighten an object, or make it totally weightless. It is even possible to decrease the weight of an object to weightless than the surrounding air pressure, thus forcing the object straight up. An attack roll must be made to affect a target. If successful, the Hero may decrease the weight to a desired amount. Each decrease in weight by 10% costs 2pts. down to 0% of original weight(weightlessness). Weightlessness costs costs 25pts. to perform. Any increment of decrease in weight, may be used by the Hero. As an individuals weight decreases, his ability to jump increases. A hero may also lower the weight of objects that are normally to heavy to lift, bringing the weight down to a managable level. Weightless objects will float. A weightless Hero may push off an object to propell himself through the air. Breezes and winds can also propell a weightless object. To be able to decrease an objects weight below weightlessness costs 40pts. The air pressure will force an object that is decreased below

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weightlessness to rise straight up until the air pressure is thin enough to stop the ascent or until the object is out of the powers range.

Heavy. The Hero has the ability to increase the weight of objects by increasing the gravitational pull. This requires an action to perform and an attack roll must be made. The weight of the object is increased for every 8pts. spent above the base cost.. The weight doubles at 8pts. extra, x3 at 16pts., x4 at 24pts., etc. Individuals whose weight is increased above their maximum *Bench Press Weight* is forced to the ground, and may be helpless to move. The *Range Chart 2* is used to determine the powers range and the extra point cost.

Both forms of Gravity Control may be bought for 10 extra points. The character must still pay the separate point costs for both powers, except the point cost for the range needs only be bought once. The direction of gravity may be changed by Heroes who possess both forms of Gravity Control. For instance the Hero could change the flow of gravity in a room so that the gravitational pull comes from the ceiling, etc., allowing all who enters to walk on the roof as if they were on the ground.

Healing

Attack Rating: Nil

Mental Attack Rating: Nil

Defense Rating: Nil

Time: Action, Automatic(Regeneration)

Point Cost: 60 Regenerate,
10 Base(Self, Others)

The Hero(Heroine) has the ability to heal himself, others, or regenerate lost hit points and wounds.

Regenerate. The characters body automatically heals his own wounds at a

much greater rate than normal. The Hero heals back the number of hit points of his *Healing Factor* every other round instead of every night. This rate may be increased by 1hp/ 15pts. spent. Normal regeneration does not heal back lost limbs, though it can. The cost to regenerate lost limbs as well as hit points is 20 extra points. Lost limbs take several days to grow back. A character can not regenerate once dead.

Self. The Hero(Heroine) is capable of healing his own wounds. 1hp may be healed for every 3pts. spent above the base cost. The Heroes healing ability will only cure the same wound once. If the Hero takes 20 points of damage from an attack, and the Hero is able to heal 10hps of damage, 10pts of damage would remain unhealed from the attack. The rest would have to heal normally. No more attempts may be made to heal the same wound. Healing requires an action to perform.

Lost limbs may be healed back. This costs 30 extra points to perform.

Diseases may be cured for the cost of 30 extra points.

Others. The Hero has the ability to heal others wounds. 1hp may be healed for every 3pts. spent above the base cost of the power. The Hero may only heal the same wound once.

Lost limbs may be restored for the cost of 30 extra points spent on the healing others power.

Diseases may be cured for the cost of 30 extra points.

A character may take both self healing and healing others as one power, the cost is 30 pts. extra. A character who takes both forms does not need to pay the cost to heal lost limbs and diseases twice, if taken. The extra 30pts. for each only needs to be spent once. The same holds true for the base cost and healing hit points cost. Only one base cost and healing cost needs to be paid.

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Heightened Senses

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: See Below
Point Cost: See Below

One or more of the Heroes(Heroines) five senses(sight, taste, hearing, touch, and smell) is heightened or altered beyond normal means. Listed below are the most common Heightened Senses in comic books, other heightened senses may be created or taken, but the point cost must be determined by the HM.

Hearing. The Heroes sense of hearing is increased beyond normal limits. Sounds can be heard from distances that the Hero could not normally hear. Higher frequency sounds can also be heard with this power. The base cost is 20pts. The range that the Hero can hear sounds up to, and the point cost, is determined by the *Range Chart 2*.

Infra Vision. The ability to see into the infra red spectrum of light. The Hero is able to see heat sources in the dark. Any object or creature that radiates heat can be seen in the dark. The difference in temperatures of objects and environmental conditions can also be seen, allowing the Hero to see in the dark so long as heat is present. Fine details in objects cannot be seen with this power. The base cost is 20pts. The larger and stronger the heat source is, the more area around the source can be seen. The range the Hero can see up to, and the point cost, is determined by the *Range Chart 2*.

Microscopic Vision. Microscopic Vision allows the Hero to see objects that are smaller than what could be seen through normal sight. Objects are magnified to the Hero as if looking through a microscope. The base cost is 20pts. The Hero is able to see objects 5x smaller than can

normally be seen. For every extra 1pt. spent, the multiplication factor increases by 5 up to a magnification of 100x which costs 19 extra points. For each 100x magnification after 100x, costs 5pts. extra. It is possible, to be able to see objects as small as cells, bacteria or even atoms. To be able to see objects so small requires the Hero to be able to see using the electron spectrum of light. After the Hero spends 64pts. extra to see 1000x smaller, he can choose to spend 10 extra points to see using electrons, at a far greater magnification than 1000x. The Hero is able to see as small as bacteria. For another 10 pts. extra the Hero is able to see as small as an atom. Microscopic Vision does not allow the Hero to see at greater distances, only to magnify objects in his current range of vision.

Night Vision. The Hero is able to see at night as easily as if it were daylight. The Hero cannot, however, see in total darkness, some light, no matter how minimal, must be present. The base cost is 20 pts. The range the Hero can see in the dark is determined by the *Range Chart 2*.

Radar. The ability to sense the presence and position of objects, at a distance, through the use of Radio waves. The Hero is able to mentally see the outline of objects, as well as the distance and approximate speed of objects, through the reflection and use of radio waves, just as a persons eyes see objects through the reflection and use of light. Light is not a factor with radar. Radio beacons, commonly used by airports to attract planes, and are used by ships when in distress, can also be picked up by Radar. These pulses can be tracked by the Hero to their point of origin. It is possible to jam a Heroes radar with outside powerful magnetic or electro-magnetic waves. The Base cost is 20pts. The Range is determined by the *Range Chart 2*.

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Smell. Odors and scents are easily picked up by the Heroes sense of smell. His sense of smell is so fine and accurate that peoples scents can be detected at a distance, and memorized to distinguish one person from another just by their scent. Poison placed in drinks could be detected by smelling a foreign scent not normally associated with that drink. It is possible to track an individual by following his(her) scent the same way a dog could. The base cost is 20pts. The range is determined by the *Range Chart 2*.

Telescopic Vision. The Hero is able to see objects from great distances up close as if he were looking through a telescope. Greater distances than normal can be seen with Telescopic Vision. The base cost is 20pts. The distance the Hero can see Telescopically is determined by the *Range Chart 1*. The Hero cannot see through objects however and may not be able to see objects up to his maximum distance if his vision is blocked by obstacles.

Touch. The Hero has an extremely accute sense of touch. Minute details, textures, and changes in temperature, may be detected and felt. Sound vibrations through objects, that may be too faint to detect normally, are felt by the Hero. It is possible a Hero could tell roughly how far away a vehicle or object is, and if it is moving towards or away from the Hero by feeling the intensity of the sound vibrations it lets off. Other possible uses of this power are finding secret doors by feeling minute cracks and shifts in a wall, or knowing if a cave passage underground is slowly ascending or descending by feeling subtle changes in the temperature, etc. The cost is 15pts.

Wide Angle Vision. The Hero is able to see 360 degrees around himself. Wide Angle Vision allows the Hero to see reflected light in such a way that the Hero is able to see all around. This eliminates

the chance of being surprised from behind by an opponent, if he can be seen. The cost is 15pts.

X-ray Vision. The ability to see through objects. The maximum thickness of an object, that the Hero can see through, is 2'. 1' extra may be seen through for every 1 extra point spent above the base cost. The base cost is 15pts. Some denser molecules may be hard to see through(ex., lead, etc.). For 5 extra points, all molecules may be seen through.

Hypnotism

Attack Rating: Nil

Mental Attack Rating: 2

Defense Rating: Nil

Time: Action

Point Cost: 100

The Hero(Heroine) is able to hypnotize people. The Hero is able to influence and control another through hypnotic suggestions and mental influence. Some form of initial contact with the subjects mind must be made in order to bring them under the Heroes control, whether the Hero must look into his subjects eyes, create a Hypnotic array of lights, etc. The form of contact must be decided at the creation of the character. A Mental attack must be made. If successful, the subject is Hypnotized. The person controlled must be able to hear and understand the Hero in order for his instructions to be carried out. The range for hypnotism is the distance the subject can hear the Heroes command. If the Hero asks the hypnotized subject to commit an act that is against his morals, or to harm himself or another, a second attack roll must be made in order to sustain control. If successful, the commands are obeyed and the subject remains Hypnotized. If acts of murder or extreme moral dilemmas are asked of the

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subject to perform, the defense rating against the attack is raised by 2 levels.

The controlled subject only fights and performs at 80% of his full potential due to the deep hypnotic state the subject is in.

It is possible to leave a hypnotic suggestion in the subconscious of a subject. When a command word or event happens that the Hero specifies, it triggers the hypnotic suggestion to take effect, thus making the subject hypnotized again. For instance, a villain could Hypnotize the Hero and tell him to attack the mayor when the word "Watergate" was heard. This costs 10 extra points to be able to perform.

Subjects do not generally remember that they were hypnotized.

Ice Blast

Attack Rating: 3
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: 10 Base

The Hero(Heroine) has the power to generate and project a blast of extreme cold and ice from his body. The ice attack is made from one predetermined part of the body, the hands, etc. The player may choose to have the power emitted from any part of the body he chooses instead of having to emit the attack from just one part. This will cost the character 8 extra points. The range is determined by the *Range Chart 2*. The damage the attack creates, and the point costs, are found by using the *Power Attack Chart 2*.

The Ice Blast may form ice on an opponents body who is attacked, as well as doing damage. The ice will cling to him and may prevent movement. 10lbs. of ice is created for each point of damage sustained. If the weight of the ice exceeds

the opponents Bench Press Weight, then he will be helpless and unable to physically move. The cost to be able to form ice on an opponent is 20pts. extra.

Ice Creation

Attack Rating: 0
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: See below

The ability to manipulate and generate ice. 10 cubic feet of ice can be generated for every 25pts. spent on Ice Creation. This is the maximum amount of ice that can be created by the character at one time, before his power becomes exhausted. If 200pts. were spent on Ice Creation, the Hero could generate 80 cubic feet of ice. The character may generate the ice in any shape he desires, an ice bridge, a prison cell, a wall, etc. This may be used as an attack to attempt to trap an individual in ice. If the attack roll is successful, then the opponent is trapped within the ice. He may attempt to do whatever he can to free himself. If he hasn't the strength, or power to escape, then he is trapped within until it melts.

An outer coating of ice can be generated around the user as armor. For every 20 points that was spent on Ice Creation, 1pt. of damage is protected against. The ability to create ice armor costs 2pts. for every point of damage protected against, up to the maximum allowable number of points listed above. If the ice armor can protect against a maximum of 5pts., then the armor would cost 10pts. extra. The ice armor cannot be bought past the maximum number of points it can protect against.

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Identity Transformation

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Free Action
Point Cost: 8 (Costume),
15 Base (Identity)

The ability to transform from one identity to another.

Costume. The Hero(Heroine) is able to instantly change between his costume and street clothes. This costs 8pts. to be able to do.

Identity. It is easy to keep a secret identity with this power. The Hero is able to change from one identity to another. The two identities must be determined at the creation of the character. For example, the character could be a small boy who is able to transform into a full grown adult with superpowers, or a Dragon who is able to turn human at will. The powers are divided among the two forms. One form may possess all of the powers while the other is an ordinary human, or the two forms may each have half of the characters total powers, etc. To be able to transform between two identities costs 15 points. For 20 extra points both identities may retain all of the characters powers.

Illusions

Attack Rating: Nil
Mental Attack Rating: 4
Defense Rating: Nil
Time: Action
Point Cost: 50 (Holographic),
90 (Mental)

The Hero(Heroine) is able to generate Holographic or mental illusions.

Holographic. The ability to manipulate light and possibly sound to create realistic

Holographic illusions. This does not affect an opponents mind, the Hero actually bends and manipulates light to create an illusion of whatever he desires. Unlike Mental Illusions, cameras and tape recorders can pick up and record Holographic Illusions as if they were real. Sound is not naturally manipulated by this power. For 15 extra points the Hero may also manipulate and incorporate sound into his illusions. Holographic Illusions are not solid and cannot be touched. People cannot be harmed by these illusions. The distance the Hero is able to project his illusions is determined by the Range Chart 2. The Hero must also be able to see the illusion he is creating. It requires an action to create an illusion and a Free Action for each round after to maintain. The illusion will disappear if the Hero loses concentration. Flaws such as lack of smell etc. should be pointed out to characters if the flaws in the Illusion are obvious. Non-Player characters have a chance equal to 1/5 their IQ score (1d100) to determine if an Illusion is real or not. Some Illusions are not obvious and do not grant a roll to determine the believability. If an Illusion is found out, it does not dispell it, the Illusion remains as long as the Hero concentrates.

Mental. The ability to create illusions of whatever the Hero desires in anothers mind. All senses can be fooled by Mental Illusions. Psionic abilities are not normally fooled by Mental Illusions, and Telepathic Characters can detect them for what they are. For 25 extra points, the Hero is able to create Illusions that will fool Telepathic abilities and characters as well. A character can suffer Mental Hit Point Damage from an Illusion. If an individual believes the Illusion, he will suffer Mental Hit Point damage equal to the physical wound damage that the individual believes the Illusion has caused,

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until the Individual reaches 0 MHP's and falls unconscious. Wounds that would kill a character can send the individual into a temporary coma. A mental attack roll must be made in order for the Illusion to be able to harm the victim and do Mental Hit Point damage. Nonplayer characters have a base chance equal to 1/5 their IQ score on 1d100 to detect the Illusion for what it is. This chance can be modified up or down depending on the believability of the Illusion. Some flaws will automatically give an illusion away and no roll is required, just as some Illusions have no chance of being detected. Player characters must decide for themselves whether an Illusion is real or not. The range that the Hero can create illusions in another's mind is determined by the *Range Chart 2*. The Victim must be within visual range of the Hero. It requires an Action to create an illusion and an Action each round to maintain it. The Illusion ends if concentration is lost.

Image Alteration

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Free Action
Point Cost: 50

Image Alteration allows the Hero(Heroine) to appear as any human or humanoid he desires. The appearance could be male, female, that of a friend or enemy, or someone the Hero makes up in his head. Image Alteration does not allow the use of abilities, powers, or knowledge to be gained, by assuming another's form. Only the visual and verbal appearance of the Hero changes.

Normally the scent of the Hero does not change to that of the person whose image is assumed. The Hero may choose to have

his scent changed with his identity. This costs 10 extra points.

Immortality

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Nil
Point Cost: See Below

The Hero(Heroine) is Immortal.

Permanent. The Hero, once fully grown physically, stops aging and is immune to the effects of aging and disease. The Hero can be physically harmed and can die from wounds like any other. The cost for Permanent Immortality is 40pts.

Body Restoration. Body Restoration allows the Hero's body to heal itself and regenerate once the Hero dies. The body will heal back no extra damage other than his normal Healing Factor, until the Hero is dead. It is impossible to permanently kill a Hero with this power, short of complete disintegration of the Hero. If even one cell remains, the Hero will regenerate a new body. It takes 15 hours for the Hero's body to fully heal. This time can be shortened by 10min./1pt. extra spent. the shortest amount of time that a person's body can recover, is 10 minutes. The character does not come back to life until his body is completely recovered. The base cost is 100pts.

New Body. When the Hero dies, his life force is transferred into a new body, whether it be the body of a recently killed individual or the Hero's life force itself creates a whole new Host. If the Hero's life force is transferred to a recently deceased body his spirit will then heal and transform the new host body into an exact replica of his former self, powers and all. The other form of New Body Immortality, is the creation of a whole new body, that is

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identical to the last. The body is created from nothing. The Heroes spirit will travel to the closest, safest location to reform his corporeal body. The Hero does not come back to life, or is conscious, until either process is complete. The change of bodies and the creation of a new body takes 10d10 hours. The time can be shortened by 10hrs./ 10pts. extra spent, with a minimum time of 1hr. The base cost is 100pts. The only way to stop this process is to trap the characters spirit, thus preventing him from forming a new body.

Optional. Some characters have one or more ways that the he can be permanently killed. (example, decapitation, killed by a special weapon, etc.) If killed in this manner, the characters body will not reform. The form of permanent death must be approved by the HM. A character with this drawback saves 15 - 20pts. on this power, depending on how obscure the drawback is.

Intangibility

Attack Rating: Nil, (1 See Below)
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Free Action, Action(Attack)
Point Cost: 100 (Molecular),
120 (Dimensional)

There are two types of Intangibility; *Molecular* and *Dimensional*.

Molecular Intangibility is the ability to allow ones own molecules to be able to pass through other molecules unharmed. The character is thus able to walk through walls, allow bullets to pass harmlessly through him, etc. The character must still be able to breath in this form, and remaining intangible is limited only to that and turning solid to eat. He(she) is virtually weightless in this state, and may pass over liquids as if they were solids. If a

character were to step off a building into mid air while intangible, he would drift slowly to the ground, due to his weightlessness, and sustain no damage from the fall. If the character is being attacked and has the initiative for that round, he(she) may turn intangible to avoid the attack.

The Hero may solidify, while intangible, parts of his(her) body for 20 extra points. He could solidify his hand or fist to open a door or to punch someone while remaining intangible. The part that is solid though is susceptible to damage or attack. This requires a Free Action to change.

The Hero(Heroine) may turn others intangible for 80 extra points. The character must be touching the person or object he wishes to turn intangible. If the subject is unwilling, then an attack must be made to turn him(her) intangible. This can be used as an attack. If the character releases the subject into another solid object, such as a person's foot into the floor, the two solids molecules fuse as one, thus rendering the subjects foot unusable. This attack could be fatal depending on what two solids were combined.

Dimensional intangibility is the ability to co-exist between two dimensions, thus rendering the characters body insubstantial. He(she) may walk through walls, or allow attacks to pass harmlessly through. Psionic attacks do not affect a *dimensional intangible* character, though some magic attacks will. He(she) does not need to eat or breath in this state. The Hero looks much like a ghost.

For 20 points the character may turn others intangible, but unlike molecular intangibility this cannot be used as an attack. The Hero must make, and remain in physical contact, to turn others intangible. A *Dimensional Intangible* character cannot turn solid in another solid.

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Invisibility

Attack Rating: 4
Mental Attack Rating: Nil
Defense Rating: 5
Time: Free Action
Point Cost: 75 base.

The ability to go undetected visually. The Hero(Heroine) is able to turn invisible. Light passes through the Hero as if he were transparent or it bends around him leaving him undetectable by normal sight. It does not, however, make him silent, hide foot prints on dirt or mud, or conceal his form in water.(as the Heroes body would leave a whole in the water where he was standing) The Heroes base Defense Rating while invisible is 5, and his Attack Rating is 4. If the location of the Hero is not known, then attack is impossible, unless the attacker has some form of attack compensating for the lack of visibility.(ex.: an area affecting power, etc.)

Only the Heroes body may be turned invisible. For 5 extra points, the Hero may turn his clothes invisible as well. For 20 extra points, the Hero may turn 1 human sized object invisible in addition to himself. For every 5 extra points spent after the 20, 1 extra human sized object may be turned in addition.

Optional. The Hero may only be able to turn invisible under certain conditions. A Hero, for example could only turn invisible when in shadows or darkness. This option costs 30 pts. less.

Invulnerability

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Nil
Point Cost: 10 Base

The power of invulnerability protects the Hero from harm. The character can ignore 1hp. of damage for every 3 extra points spent on this power, per attack. If a character has a (20) invulnerability and is hit by an attack doing 15 points of damage, the character would take no damage from the attack. If an attack inflicted 30 points of damage, then the invulnerability score of (20) would be subtracted from the 30 points, leaving only 10 points of damage inflicted on the character for that round of combat. Invulnerability protects against all physical, energy, and sonic attacks, as well as damage sustained by extreme temperatures up to the powers maximum invulnerability score.

Poisons, lack of air, disease, mental, and some magical attacks are not protected against.

Jumping

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Free Action
Point Cost: 5 Base

Jumping allows the Hero(Heroine) to leap incredible distances. The distance a Hero can jump, and the point cost, is determined by the Range Chart 2. Landing for a Hero with the Jumping power is as easy as a normal human fumping a few feet. He will not take damage from a normal jump, no matter

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what distance he can leap. The only exception is if a Hero jumps to a place so far away that he cannot see ahead of time where he will land. Even then, there is room for slight changes on where exactly the Hero will land. For instance, a Hero jumps a mile and would normally land in a sticker bush, instead he is able to maneuver himself to land 5' away. Very large obstacles cannot be avoided. Characters may jump as their *Free Action*, and then attack, while jumping, as their *Action*.

Kinetic Energy Control

Attack Rating: 1
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action, Free Action(Defense)
Point Cost: 20 base

The Power to increase, decrease or change the motion of objects through the control of Kinetic Energy.(the energy produced through objects in motion) The amount of extra force that can be generated to add to objects already in motion, and the extra damage caused, is bought by using the *Powers Strength Chart* 1. For example, if the Hero can increase the kinetic energy of an object up to a maximum of 1 ton of force, he could throw a small toy ball at an enemy (that would normally inflict no damage) and increase its kinetic force up to the maximum limit of his power (1 ton), and inflict damage equal to the powers maximum. This added motion can be added to any physical moving attack.(weapons, punches, etc.) Kinetic Energy control can also be used to decrease the energy of motion in an object. In the same example, the Hero could decrease an attack in motion by 1 ton of pressure. If a villain who can lift a maximum of 2 tons, attempts to punch the

Hero, the Hero could reduce the power and damage of the punch by 1 ton(the powers max.) The enemies attack can even be reversed if the powers maximum exceeds the force of the attack. The amount of force that is turned back on the attacker is equal to the difference of the powers max. and the force of the attack.(powers max. force - force of attack = reverse force and damage) If an attack has 700lbs. of force, and the Heroes Kinetic Control max. is 1500lbs, the attack can be reversed with a maximum force of 800lbs. Objects can be frozen in position, by the Hero, that do not exceed the powers maximum force.

Levitate

Attack Rating: 1
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Free Action, Action(Attack)
Point Cost: 8 Base

The ability to rise and float in the air. This power does not allow the character to fly. The character rises at a maximum speed of 10Mph. This can be modified by 5Mph / 2pts. spent. The power only allows vertical movement, and the character can levitate weight equal to his bench press weight. The character has to be touching what He(she) wishes to levitate with himself unless 10pts. are spent, then objects may be levitated within visual range.

If a character attempts to levitate an unwilling subject, an attack role must be made. Levitation is not the power Telekinesis, and thus a levitated opponent is not held immobile. If the opponent who is levitated has his(her) own means of flight or transport, he may move freely while levitated. The weight the hero can levitate can be increased. The Powers

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Strength Chart 1 is used to determine the extra weight that can be levitated and the extra point cost. The point cost is bought at 80%(.8) of the listed amount.

Light Blast

Attack Rating: 6
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: 10 Base

The Hero(Heroine) has the ability to fire a laser from his body. The laser is fired from one predetermined part of the body, the hands, eyes, etc. A player may choose to have the power emitted from any part of the body he chooses instead of having to emit the attack from just one part. This will cost the character 8 extra points. The range is determined by the *Range Chart 2*. The damage the attack creates, and the point costs, are found by using the *Power Attack Chart 1*. The laser may be focussed as fine ray to cut through solid objects instead of exploding them. Once the laser inflicts more hit points of damage past objects total strength, the object is then severed.

Objects may be blasted out of the air with a laser. If the character has the initiative, then he may attempt to shoot incoming ballista(ex.: arrows, missiles, etc.) down that may be fired at him.

Light Control

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Free Action
Point Cost: 40 Base

The ability to control and manipulate light and energy waves. Light sources may

be increased or decreased in intensity. A small candles light could be increased in intensity to that of a spotlight, etc. Colors of the visual light spectrum may be altered by Light Control. A red sweater can be made to appear blue, or dark hair could appear blonde, etc. Only colors may be changed. Light Control cannot be used to create illusions. The infra-red spectrum of light can be dampered or altered.

Characters who wish to hide, in the dark from an opponent who can see into the infra-red spectrum, may use light control to alter the rays that would normally make him visible to infravision, thus cloaking the Hero.

Energy attacks and light blasts(or lasers) from opponents may be controlled. Such attacks can be turned back on the attacker or nullified. The energy emitted from an opponent can be control by the Hero in what ever fashion he desires. Turning it to a harmless bath of colored light, or turning the attack around against one of the attackers allies. The total number of hit points of energy that can be controlled is equal to 1hp/ 2pts. spent above the base cost of the power. If an attacker shoots an energy attack against a Hero who has light control, and the energy attack does 40hps of damage, while the Heroes ability allows him to control a maximum of 30hps of energy, and he uses this ability to try and stop the attack, 10 points of damage would still be sustained to the Hero because the attack does more damage than the Hero can control.

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Light Burst

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil or (4 See Below)
Time: Action
Point Cost: 40 Base

The ability to emit a burst of bright light like a star. Light emits from the Heroes body in all directions producing a blinding flash of light. All characters looking in the direction of the Hero or at the Hero, and that are within the range of the power, are temporarily blinded. A character may shield or close his eyes, and avoid this attack. Characters must specify that they are shielding their eyes or looking away before the attack occurs. An attack roll must be made against all who are in the Bursts area of effect. Agility Defense modifiers may not be used to help defend against this power. Reflex modifiers may still be used. If the attack roll is successful, then the individual is temporarily blinded for 1b6 rounds. Even if the attack roll fails and the opponent was still in the area of effect and looking, he will be blinded until the next round of combat. There is a 5% chance that individuals who are blinded will suffer optical damage. 40% of those suffering from optical damage will be permanently blinded, otherwise the character cannot see for 1d6 days. The area of effect for this power is all characters within 25' of the Hero. This range can be increased by 5'/5pts. extra spent.

Some Heroes also have the ability to throw balls of intense light that explode when thrown. The effect is the same as above, but can be done at a range. The range is as far as the Hero can throw. To be able to throw balls of light costs 20 extra points.

The Hero can emit light at a constant

level. He can glow like a star for a period of time, thus making it hard to look at or attack him. The Heroes base Defense rating when using this form of the power is (4). The cost to continually glow is 20pts. extra.

Lightning Blast

Attack Rating: 6
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: 10 Base

The Hero(Heroine) has the power to throw or shoot lighting bolts from his body. The attack is made from one predetermined part of the body, thrown from the hands, fired from the eyes, etc. A player may choose to have the power emitted from any part of the body he chooses instead of having to emit the attack from just one part. This will cost the character 8 extra points. The range is determined by the *Range Chart 2*. The damage the attack generates and the point costs, are found by using the *Power Attack Chart 1*.

A lightning bolt may be forked at the end in order to attack a wider area. This costs 20 points. Up to a 10' wide area may be affected. The bolt may be launched up to the powers maximum range. Any individuals within that 10' area will suffer damage from the lightning attack, provided that the attack successfully hits.

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Linguistics

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Nil
Point Cost: 3pts/Language(Skill),
25pts/35pts(Power)

Skill. To learn new languages without the use of a super power costs 3pts. for each extra language learned.

Power. The Hero(Heroine) has the ability to speak and understand all languages that are common to the earth. This ability could be psionic in nature, mechanical, or magical. The cost is 25pts.

For 35pts. the character has the special ability to understand any language in the universe through some means decided by the character. This can be an innate ability, technological, or mystical in nature.

Luck

Attack Rating: See Below
Mental Attack Rating: Nil
Defense Rating: See Below
Time: Automatic, Action (Attack)
Point Cost: 5 Base (Bad Luck), See Below

The Hero(Heroine) has a subconscious psionic or magical ability of having good luck or causing bad luck.

Bad Luck. The Hero has a psionic or magic ability that changes the probability of chance and can create a bad luck effect against the Heroes enemies, thus aiding the Hero. The bad luck can take on many forms, the more points spent on this power the greater the effect. Possible effects of the bad luck are: an opponents gun misfiring, the structural strength of a wall being faulty and falling while the Hero is being chased, old floors giving out, oily

spots on the floor under a villain, etc. The base chance for bad luck to occur per fight is a base 15%. For every point spent on Bad Luck the Hero gains an extra 1% chance of bad luck occurring per fight. This chance is automatic and does not require any effort on the Heroes part to activate. The dice are rolled each round until the bad luck takes effect or combat is over. The Hero may spend an Action to will his ability to work. This allows an extra chance for Bad Luck to occur in addition to the normal chance. Each action spent, grants the Hero an extra chance at bad luck occurring, with +20% added to the roll.

Good Luck. The Hero is able to create an aura of good luck around himself, which alters the probability of random chance in the Heroes favor. There is a 1% chance / 1pt. spent that the Heroes Good Luck power will take effect. For every 10pts. that is spent on Good Luck, the Hero is able to modify one dice roll of his or his opponents by 1pt. up or down. If the Hero needed to roll a (13) to hit an opponent and rolls an (11), if he is able to modify the dice roll by 2pts. and uses his Good Luck power he would still hit his opponent due to his Luck. The Hero may use his luck power 1 time for every 30pts. spent on Good Luck per battle. Good Luck may also take on other forms, such as having to bend over to pick up an object the Hero accidentally drops, just as a sniper fires his gun at the Hero, thus missing him, etc. The Good Luck effect is automatic and requires no Action.

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Magic Blast

Attack Rating: 4
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: 10 Base

The Hero(Heroine) has the power to shoot a ray of magical energy from his body. The magic blast be be one of two types. The origin of the energy, from the blast, may be magical, but the energy produced is normal, inflicting damage the same as an energy attack would, with all of the same physical properties. This attack costs no extra points beyond the normal power. The second type is magical in origin and the blast produced from the power is also magical, with unknown physical properties. This attack generally ignores physical invulnerability. An opponent with the power of invulnerability would not be protected from such an attack. The second type costs 30 points extra. The range is determined by the *Range Chart 2*. The damage generated and the point cost for both types of attack, are found by using the *Power Attack Chart 1*.

Optional: The magic blast may require the casting of a spell before it will work. If a character chooses this option, he may save 15 points. The time it takes to cast the average spell, to generate a magic blast, requires one round of Free Action. After the incantation is cast, a normal attack may be made. In a normal round of combat, a character is allowed one Free Action and one attack. Both are required to cast a magic blast if this option is taken.

Magic Cage

Attack Rating: 1
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: See Below

This magic ability or spell allows the Hero(Heroine) to entrap an opponent in a magical cage or field. The cage may appear however the character chooses it to appear. It may appear as magic chains that constrict around an opponent binding him, or it could appear as a magical set of bars like a prison cell, or as a plane transparent sphere, etc. The character must decide at the creation of the character what effect it will take. The player may choose to be able to alter the appearance of the cage to any effect he chooses. This costs 10 extra points to be able to perform.

The strength of the cage is dependent upon the number of points invested. The cage has an invulnerability to attacks from within of 1hp/ 3pts. spent. If a cage has a 30 invulnerability, individuals trapped within the cage must be able to inflict more than 30hps of damage in one attack to destroy the cage. Characters outside the cage who wish to destroy it, and free those within, need only inflict half the total points of invulnerability, in damage, to the cage in one attack. The cage prevents individuals who are trapped within from making any physical or energy attacks against those outside the prison. Mental and magical attacks are not contained normally. The Hero may create the cage to also contain such powers, this costs 20 extra points.

It is possible for the Hero to have control of what enters and leaves the cage. The Hero, for example, may entrap an opponent in a cage, but allow his allies to walk through the walls of the cage as if

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they weren't even there. The ability to manipulate the cage thus, costs 10 extra points.

The cages maximum dimensions is a 10' x 10' x 10' cube, or a 10' diameter sphere. This may be increased by 1'/ 3pts. extra spent, in addition to the above costs.

The range to cast a magic cage is the visual range of the character.

The cage lasts until the Hero dispels it, or it is destroyed.

Magic Defense

Attack Rating: Nil

Mental Attack Rating :Nil

Defense Rating: Nil

Time: Nil

Point Cost: 10/ 1 rank

Magic Defense allows the Hero(Heroine) to substitute his Defense rating for his Magic Defense Rating when attacked with magic. The character has some form of innate or cast resistance to magic. For every 10 points spent, the character may add one point to his defense rating verse magic. The base defense rating is 1, so if 30 points were spent, the Hero would have a combined Magic Defense Rating of 4.

The character is also immune to spells whose point cost do not surpass the Hero's points spent on Magic Defense. For example: If an opponent tried to imprison the Hero in a Magic Cage, and the opponents total point cost spent on the Magic Cage spell was 50pts, while the Hero's points in Magic Defense totalled 60pts., the Magic Cage would have no effect. The Hero would be able to walk through the cages walls as if they were nonexistent.

Optional: The Hero may choose to have to cast Magic Defense as a spell before it is in effect. The player may save 10pts. if he

chooses this option. The time it takes to cast the spell is the Free Action of one round. The duration of the spell, in rounds, is equal to the Defense Rating of the spell. If the Defense Rating is 7, then the protection lasts for seven rounds.

Magic Shield

Attack Rating: Nil

Mental Attack Rating: Nil

Defense Rating:

Time: Free Action

Point Cost: 5 Base

The ability to create a magical transparent barrier of energy to protect individuals within from harm. The magical shield will protect against either physical, mental, energy, or magical attacks, or it may protect against all of these. The shield automatically protects against one of the above forms of attack. All other attacks will pass through the shield as if it were not there. The Hero may create any of the four protection shields, but only one may be created at a time. If the hero wishes to be able to create a shield that protects against more than one form of attack(ex.: a shield that protects against physical, and mental attacks) it costs 10 extra points per form of attack at the creation of the character. To protect against all forms costs 30 extra points. The amount of damage the shield can protect against is 1hp/ 3pts. spent. A shield with an invulnerability of 20pts. against one attack form would cost 70pts.(10pts. base + 60pts.)

The shield is a 10' x 10' flat shield that can be projected to protect attacks made from one side. This size can be increased by 1'/ 3pts. extra spent. The magic shield can also be made sperical to protect attacks from all sides. To be able to create the Magic Shield into a sphere costs 15pts.

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extra.

Air may pass through a spherical Magic Shield, but harmful gases cannot penetrate the area of protection.

Magic Spells

Attack Rating: See Below

Mental Attack Rating: See Below

Defense Rating: See Below

Time: See Below

Point Cost: See Below

This ability allows the character to take any other power listed in the powers section and buy that ability as a magical ability or spell. New spells not covered in this book may also be created. The exact ability, range, damage, duration, and the cost of the power must be worked out between the player and the HM. For instance, a female sorcerous could create a spell to appear invisible to men, allowing only women to be able to see her. The HM would use the description and costs under the invisibility power to make this spell for the character. If it is a weaker form of the power with more restrictions, the cost of the spell in points may be lowered, etc.

Multiple spells may not be taken under one ability. Each spell or ability bought as a magic spell is counted as a power with its respective point cost.

Magnetic Powers

Attack Rating: 1

Mental Attack Rating: Nil

Defense Rating: Nil

Time: Free Action, Action(Attack)

Point Cost: 20 base

The Hero(Heroine) is able to manipulate and lift metallic objects with his mind. The amount of metal in weight

that can be lifted by the Hero and the point cost is determined by the *Powers Strength Chart 1*. Anything that can be lifted or performed with physical with physical strength on metals, can be performed with Magnetic Powers but at a range. The *Range Chart 2* is used to determine the cost and distance that objects may be manipulated or lifted.

Attacks using Magnetic Powers may be performed by lifting and hitting an opponent with an object, or by focusing the Magnetic force into a Magnetic Bolt inflicting physical damage. To be able to form a Magnetic Bolt costs 10 extra points. Both attacks inflict damage equal to the *Powers Strength Chart 1* Damage.

Some Heroes have such fine control of their ability that they are able to affect the iron in peoples blood. People can be manipulated and lifted the same as metal. This costs 20 extra points for such fine control of this power.

The speed at which objects may be carried or thrown, is a maximum speed of 10mph. for every 7pts. spent on Magnetic Powers. A character who spent 70pts. on Magnetic Powers could move an object up to a maximum speed of 100mph. The damage sustained by a metal object being thrown at high speed is already figured into the damage of a normal Magnetic attack. No extra damage is incurred.

Flight is possible with the use of Magnetic Powers for some Heroes. The Hero may be able to either ride on a piece of metal or (if he can manipulate iron in blood) fly on his own accord. The cost to be able to fly is 20 extra points. Flight speed is equal to his Maximum Magnetic manipulation speed listed above.

A Magnetic field may be created to repulse physical and energy attacks. For every 7pts. spent on Magnetic Powers, 1hp. of damage may be protected against. The cost to be able to create a Magnetic

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Field is 20pts. extra. The Hero must first be able to affect iron in blood through fine control of his power before this ability may be used.

Martial Arts

Attack Rating: See Below
Mental Attack Rating: Nil
Defense Rating: See Below
Time: See Below
Point Cost: 5 Base

The Hero(Heroine) has experience with or is a master at different Martial Art techniques, whether its in Hand to Hand combat or with a weapon. For every 5 points spent, the Hero may raise his Attack Rating or Defense Rating by 1 level. For 10 points spent on Martial Arts, for example, the Hero in Hand to Hand combat could have an Attack Rating of (2) and a Defense Rating of (2), or an Attack Rating of (3), and a Defense Rating of (1), etc.

Through the use of Martial Arts the Hero is able to roll with physical blows (punches, etc.) decreasing the damage inflicted to him. For every 2pts. extra spent, the Hero may evade 1hp of physical damage.

It is possible to have multiple attacks through the use of Martial Arts. For every 25 extra points spent, the Hero receives an extra attack per round of combat. This is limited only to physical Martial Art attacks, (punches, Kicks, weapons, etc.) and cannot exceed 4 attacks per round.

Some martial art techniques allow the Hero to inflict more damage with his attacks than normal. The extra damage inflicted and the point cost is determined by the *Powers Attack Chart 2*.

Matter Creation

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: 60

Matter Creation allows the Hero(Heroine) to create objects out of thin air, seemingly appearing out of nowhere. Any object may be created. Examples are a cage, a wall, clothes, a shield, or a sword. Basic objects that are created, such as those just listed, cost the Hero no extra points. Complex objects such as a car, a Television, or complex machinery costs 25 extra points to create.

Up to 10' of volume may be created by the Hero at one time. This is not cumulative. Each extra 10' cube of volume costs 10 extra points. Harder substances, such as metals, are created in smaller amounts. Only 1' of metal can be created instead of 10'.

The objects created have the same Invulnerability and Hit Points of the real life object that they are creating. A metal sword that is created is just as strong as a pre-existing sword.

The distance that objects may be created away from the Hero, is determined by the *Range Chart 2*.

Living objects may be created such as a horse, a man, a duplicate of another Hero etc. The cost to perform such a feat is 100pts. extra. The being created has no super powers but is equal in strength to the real thing. A created horse is just as strong as a real horse. The volume restriction still applies. For every 1 extra point spent above the 100 extra points the being created may have 2 points spent on powers, or abilities. A Hero with 150 extra points spent, could create a duplicate Hero who has 100 points of powers. For

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every 20 extra points spent the Hero can create one extra living creature.

Mental Blast

Attack Rating: Nil
Mental Attack Rating: 4 (See Below)
Defense Rating: Nil
Time: Action
Point Cost: 15 Base

The Power to attack another's mind telepathically. The Hero may attack an opponent's mind mentally, causing damage to his Mental Hit Points. A Mental Attack roll must be made to inflict damage. The damage and point cost can be found by using the *Powers Attack Chart 1*. The range is determined by using the *Range Chart 2*. The opponent must be in visual range.

Mind Control

Attack Rating: Nil
Mental Attack Rating: 2
Defense Rating: Nil
Time: Action
Point Cost: 95 (Verbal)/ 105 (Psionic)

The ability to control another's mind and actions. Mind control may be a verbal or psionic controlling power.

Verbal. The Hero(Heroine) may control another's mind and give them verbal commands to be followed. A Mental Attack must be made. If successful, the Hero may control another's mind. The person controlled must be able to hear and understand the Hero in order for his instructions to be carried out. The range for this form of mind control is the distance the subject can hear the Hero's commands. If the Hero asks the Mind Controlled opponent to commit an act that is against his morals, or to harm

himself or another, the Hero must make a second attack to sustain control of the subject. If successful, the commands are obeyed and the subject remains under the Hero's control. Friends of the controlled person who try to talk the subject out of the Hero's hold, can increase the chance of success of the subject breaking free. This raises the subject's mental defense rating by one level. If acts of murder or extreme moral dilemmas are asked of the subject to perform the defense rating of the subject raises 2 levels in defense to this attack.

The controlled subject only fights and performs at 80% of his full potential due to the stress the mind control places on the subject and due to the subject's desire to break free.

Psionic. The Hero(Heroine) has the ability to control another's mind with his own. He does not need to give verbal commands. The character controls the subject telepathically. The range that the Hero may control a person is determined by using the *Range chart 2*. The subject must be in visual range or in telepathic contact in order for the mind control to work. The rules of control, detailed under the verbal form of this power, apply to the psionic Mind Control as well, with the exception of any rules pertaining to the verbal component of that power.

To affect all opponents in a 10' area costs 15pts. extra. For each 10' area extra after the initial 10' cube, costs 10 extra points. A successful attack roll must be made to each individual in the area of affect that the Hero wishes to control. This rule applies to both forms of this power.

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Mind Rapport

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Nil
Point Cost: 10 base

A mental link between the Hero and another individual may be created through the use of this power. The two individuals share a mental bond that allows them to telepathically communicate and feel each others emotions. The distance the two people may be away from each other and still have the Mind Rapport work, is determined by the *Range Chart 1*, with the point cost divided by 2.

Paralysis

Attack Rating: 1
Mental Attack Rating: 1(See Below)
Defense Rating: Nil
Time: Action
Point Cost: 100

Paralysis allows the Hero(Heroine) to paralyze (the complete loss of voluntary motion) an opponent. Paralysis has two effects, it can either paralyze an opponent causing immobility though conscious, or it can cause unconsciousness. The player must choose which effect this power takes at the creation of the character. An attack must be made in order to paralyze an opponent. If successful, the victim is then paralyzed. Paralysis lasts for 1d8 rounds. For every 3 points extra spent, the duration increases by 1 round. Opponents with a Stamina score higher than (20), are less affected by Paralysis. The duration of the Paralysis decreases by 1 round for every point of Stamina the Hero has above (20). The range is determined by the *Range Chart 2*, and must be within visual range.

Pet

Attack Rating: See Below
Mental Attack Rating: See Below
Defense Rating: See Below
Time: Nil
Point Cost: See Below

The Hero has acquired a loyal pet as a companion with this power. The pet may be any animal or mythical pet (such as a small pet dragon) that the character and the HM can think of. A normal animal, as a pet, costs 20 base points and one extra point for each Hit point the animal has. For animals with special abilities, the base cost is 20 points, and one point for each hit point the creature has, plus 1 point for every 2 points spent on powers for the pet, this includes statistics above 10. The statistics and powers of the pet should be written out the same as the characters abilities are.

The pet is loyal and faithful to the Hero. The player can use the pet as he can his own character, determining the pets actions. A Pet is considered no different than any other power of the Hero, with the exception that both the Hero and the Pet may take seperate actions, and attacks.

Communication between the pet and the Hero is not automatic. Pets with intelligence and who have either vocal or mental communicational abilities can communicate with the Hero normally. Normal Pets with animal intelligence can only communicate through bodily motions and sounds, like any normal animal.

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Photographic Memory

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Nil
Point Cost: 25

The ability to remember anything that is seen, even if it was only seen once. A character with a photographic memory may recall anything he has seen or heard in game play. If a letter was shown to the players and the letter was lost, and later the information was needed to be recalled, the character could be shown the information again, even though the player may have not wrote it down. This is due to the characters ability to remember things he has seen or heard only once. A whole page of information could be recalled from memory with no more than one examination of its contents.

Plague

Attack Rating: 1
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: 160

The ability to infect others with diseases or sickness. The character is himself immune to the effects of disease and sickness. The character must touch the individual he wishes to infect with his Plague ability. An attack roll must be made. If successful the individual is infected with a sickness. The character may choose which sickness he transmits, from a cold to a plague that renders the individual immobile(same effect as Paralysis; unconsciousness) or fatigued and nauseated. The character also has the ability to remove the sickness he transmits

to others.

Certain powers may protect individuals from this ability, such as Invulnerability, or Intangibility, or Environment protection, etc. The exact circumstance and nature of the power must be considered by the HM to decide if this power works in such circumstances.

Plant Control

Attack Rating: 1
Mental Attack Rating: 4 (See Below)
Defense Rating: Nil
Time: Action (Attack)
Point Cost: 30

The Hero(Heroine) has the ability to manipulate and control plants. Plant Control allows the Hero to animate(limited form) and control plants that are in his area of effect. The plants will move and seemingly come to life at the Heroes command. Tree branches will wrap around opponents if desired, as will weeds or vines. Apple trees may shoot its fruit at an opponent, etc. The plants will not up-root themselves and walk. The range the Hero can affect plants is determined by the *Range Chart 2*. The area of effect is a 5' radius circle(10' diameter) for every 5pts. spent on Plant Control including the base cost.

Plants can be forced to grow instantly by the Hero for a limited period of time. The cost to enlarge plants is 10 extra points. For every 3pts. spent on Plant Control, not including the base cost, the Hero may enlarge a plant by 1'. The plant will remain enlarged until the Hero stops concentration. If the Plant is destroyed, in its enlarged state, it will not revert back to its original size. Seeds can be instantly grown to full enlarged size. They may be used by the Hero to instantly create an enlarged plant and then control it to

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entangle an enemy, etc. The strength of the plants and trees is equal to its natural strength and thickness.

Postcognition

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action(See Below)
Point Cost: 10 Base

The ability to see events that took place in the past, even though they might not normally be known by the Hero. The Hero is able to feel and see events the way they happened in the past, at will, in a given area where he is present. For example, the character could hold an object and know who touched it last, or even have a vision of some event the object was used for. The distance in the past that events can be seen and known, is dependent on the number of points spent. The Hero can see into the past 1 day for every extra point spent above the base cost, up to one week. After 1 week, the Hero may see into the past 1 week for every 3pts. spent up to 1 month. To see into the past up to 1 month, costs a total of 16 extra points. After 1 month the cost to see into the past is 3pts. per extra month. For 10 extra points, the Hero can see in his mind all events that had occurred in an area, up to the maximum time the Hero may see into the past. He is able to look for specific details at an accelerated rate.

Past events may be replayed and shown to others in the exact area that they happened. The Hero mentally creates a holographic transparent image of the events as they happened. The events can only be visually replayed in the area that they happened, and events can only be replayed up to the maximum time the

Hero can see into the past. This costs 20 extra points to be able to do.

Optional. The HM may grant flashes of important events that have happened in the past (such as a murder, etc.) to the Hero, without the character trying to use his ability. This is due to the Heroes psychic sensitivity. The Hero does not have to be in the area that the event occurred in order to receive a random vision of it.

Power Dampen

Attack Rating: 3, Nil (area effect)
Mental Attack Rating: 2
Defense Rating: Nil
Time: Action
Point Cost: 100 base

Power Dampen allows the Hero to negate another's powers for a limited period of time. This does not affect skills, or magic spells. The Hero must touch his opponent in order to drain his abilities. It is possible to dampen all powers of individuals who are in an area of effect around the Hero. To affect an area instead of having to touch an opponent costs 30 extra points. An individual who walks into this area of effect will lose his powers. The maximum area of effect is a 5' radius around the Hero per 10pts. extra spent. It requires an action to activate this field. The field does not need to be enlarged to its full extent. The field remains until the Hero dispells it or is unconscious. For 5 extra points the Hero may sleep and still leave his field on.

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Precognition

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: 3
Time: Action(See Below)
Point Cost: 40

The ability to see the future. The Hero(Heroine) is able to see visions of the future. The visions the Hero sees are of what will happen if the Hero does not do something to change the set events. It is possible for the Hero to change the circumstances leading to an event that the Hero sees in a vision, in order to change the outcome from what was already seen precognitively. This power is not an exact science. Not everything from the future may always be known. What can be known is left up to the HMs discretion.

The Hero is able to use the increased Defense Rating of Precognition in place of his natural Defense Rating, due to his ability to premonate(predict) his opponents moves before he makes them.

The HM may give random premonitions to the character in order to help game play along and create a form of foreshadowing for the adventure.

The more points spent on precognition, the more proficeint the Hero is with this ability.

Projectiles

Attack Rating: 1
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: 5 Base

The Hero(heroine) is able to fire projectiles from his body. Razors, knives, bullets, thorns, missiles, spikes, etc. The damage caused, and the cost is determined

by the *Power Attack Chart 1*. The Projectiles may take on any form, but which form of Projectile is taken must be decided at the creation of the character. It may be natural projectiles, such as a Hero whose powers are based on a Porcupine in which the Hero may project quills from his arms, or the Hero may be part machine and can fire miniature missiles from his arm, etc. The range the Hero may fire Projectiles is determined by the *Range Chart 2*.

Psionic Defense

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Nil
Point Cost: 10/ +1 rating

The Hero(Heroine) has an increased mental defense system to Psionic and mental attacks. For every 10pts. the Heroes *Mental Defense Rating* increases by 1.

Psionic Shield

Attack Rating: Nil
Mental Attack Rating: 1
Defense Rating: Nil
Time: Action
Point Cost: See Below

Psionic Shield protects the Hero(Heroine) from mental intrusion and psionic attacks.

Mental Hit Points. For every 3pts. spent on Mental Hit Points, the Hero gains 1 extra Mental Hit Point.

Mental Invulnerability. Mental Invulnerability protects the Hero from Mental Blast attacks the same as physical Invulnerability protects the body from attack. For every 3pts. spent on Mental

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Invulnerability, the Hero is protected from 1hp. of Mental damage.(Mental Blasts, etc.)

Mental Intrusion. The Heroes psychic defenses protect him from mental intrusion by Telepaths. Mental Intrusion prevents Telepathic Probes, Empathy, Mind Control, Emotion Control, and Mental Illusions from effecting the Hero. So long as the Heroes Mental Hit Points are higher than the attackers Mental Hit Points the Hero is immune to the above listed mental powers. The effective Mental Hit Point value of the Hero, with this ability, is 15pts. higher in regards to defense against the above abilities. Characters without this ability are not immune to the above power effects even if their Mental Hit Points are higher than their attackers. This comparison and immunity is only effective through this power. The cost is 45pts.

Psyche Transference

Attack Rating: Nil
Mental Attack Rating: 1
Defense rating: Nil
Time: Action
Point Cost: 50 (Transference),
100 (Domination)

Psyche Transference allows the Hero(Heroine) to switch his mental persona with anothers. The Heroes personality and mind are switched with anothers. A successful mental attack roll must be made for the transference to occur. He is then able to use whatever physical and mental powers the individuals body contained, just as the individuals mind would then be in control of the Heroes body and powers. All mental abilities can be transfered with the Hero for a cost of 10 extra points. The range is touch. For 10pts. extra, the Hero is able to perform

this ability at a range. The range and cost is determined by the *Range Chart 2*.

Characters with Telepathy are able to perform this ability at a range without having to spend the 10 extra points. The duration of the power is permanent until the Hero transfers his persona back to his body or until he is somehow forced out.

Domination. The Hero is able to switch his persona into anothers body and trap the Individuals own persona in the individuals subconscious. All the Individuals physical powers and abilities are then usable by the Hero. The Dominated individuals voice may be used or may change to the Heroes voice when domination occurs. The Hero may choose which voice he wants to speak with when dominating others, but must be decided at the creation of the character. The range is determined by the *Range Chart 2*. The Duration of the power is permanent, until the Hero transfers his own persona back to his body or until he is somehow forced out.(magic or mental attacks such as mind control, etc.) The Heroes body falls into a sleep-like, inactive state while dominating another. If his body is killed while dominating another, the Heroes persona will be trapped in the body he is currently possessing. For 10 extra points, all the Heroes mental abilities will transfer with the Heroes persona. A mental attack roll must be made in order for Mental Domination to occur.

Pyrokinesis

Attack Rating: 4
Mental Attak Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: 15 Base

The Psionic ability to mentally produce fires at a distance. The Hero does not

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project flames from his body. Instead he may concentrate on a target that is in visual range and cause it to combust into flames. An attack roll must be made to determine if the attack is successful. The maximum range is determined by the *Range Chart 2*. Damage and the point cost, is determined by using the *Power Attack Chart 1*.

This power can be used with extreme precision. A circle of fire could be created around an opponent, or a small letter in someones hands could be ignited.

Sensory Control

Attack Rating: 1
Mental Attack Rating: 1
Defense Rating: Nil
Time: Action
Point Cost: 40 Base

The ability to inhibit anothers senses. The Hero(Heroine) has the physical or psionic power to inhibit anothers senses. The Hero may only inhibit one sense at a time. It may be any one of the five senses.(sight, hearing, taste, smell, and touch) Two senses may be affected at once, for an extra 30pts. spent. Three senses may be affected for an extra 50pts. spent. For an extra 60pts., four senses may be affected, and all five senses may be affected for an extra 70pts. spent. A mental or physical attack roll must be made. Whether the attack affects the *opponent mentally or physically must be decided at the creation of the character*. If the attack roll is successful, a sense picked by the Hero is blocked on his opponent. For example, if the Hero chose to inhibit his opponents sight, his opponent would then be blinded for the duration of the power. The power lasts so long as concentration by the Hero is maintained. The range of the power is within visual

range of the Hero.

Sensory Control can also be used beneficially other than by attacking opponents. For example, if a friend was wounded badly, the Hero could inhibit his sense of touch to prevent the individual from feeling the pain.

Servant

Attack Rating: See Below
Mental Attack Rating: See Below
Defense Rating: See Below
Time: Nil
Point Cost: See Below

A person, creature, or being is a loyal servant to the Hero, and faithfully follows orders and serves the character. The servant may be a body guard, butler, a super powered protector, a dragon, or any being the character chooses. The base cost is 20 points for a being with normal human statistics (10, BPW 200 lbs., etc.), and Hit points (15). For every extra 1 point spent above 25, 2 points may be spent on powers and statistics for the servant. The statistics and powers of the servant should be written out the same as the characters are.

The Servant is loyal and faithful to the Hero. The player can use the Servant the same as he can his own character determining the Servants actions. A Servant is considered no different than any other power of the Hero, with the exception that both the Hero and the Servant may take seperate actions, and attacks.

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Shadow Form

Attack Rating: 2
Mental Attack Rating: Nil
Defense Rating: 3
Time: Free Action
Point Cost: 100

Heroes with the Shadow Form ability appear to look like a normal shadow, with the exception that the outline of the shadow is that of the heroes, and their is no physical person present casting the shadow. The Hero, in Shadow Form, may hide in other shadows to conceal his Shadowed Form, making the Hero undetectable by visual means. In Shadow Form the Hero is Dimensionally Intangible. Magic and Mental powers can affect a character in Shadow Form. For 15 extra points the Hero can also be immune to Mental Powers, and magic that cannot affect Dimensional characters. The movement rate of the Hero is the same as if he were solid. It is impossible to fly in this form, as the Hero must be in contact with a surface at all times like a real shadow.

In this form, a character can take on a solid state to attack. The Shadowed form becomes three dimensional and solid. The Hero can be attacked in this form, but keeps the Defense Rating of the power due to the transparent appearance of the Hero.

Extremely powerful lights, or super powers such as Light Burst will force a Hero out of this state. The Hero cannot remain in this state if the light source will not permit shadows. Simply shining a light(a flashlight for example) on a Hero will not force him out of this state. It would have to be an incredible source of light to break the Shadow Form. Even then, a bright light does cast shadows, so the light would have to hit the Hero directly to force him out of the Shadow

Form.

The chances of a Hero, in Shadow form, surprising an opponent, are much higher than normal, especially if the opponent doesn't know the Hero is there or that he has the Shadow Form ability.

Shape Alteration

Attack Rating: Nil(See Below)
Mental Attack Rating: Nil
Defense Rating: Nil(See Below)
Time: Free Action (Change),
Action(Attack)
Point Cost: See Below

The Hero(Heroine) is able to change his physical form into animals, plants, nonliving objects, or imaginary creatures.

Animals. One or more types of animals may be changed into with this type of Shape Alteration. For 20pts., the Hero may change his shape into one specific animal, a bird, a wolf, lion, etc. For 35pts., the Hero may change into any type of one species of animal; any bird; any cat; etc. For 70pts., the Hero may turn into any animal, any bird, cat, bear, etc. All abilities of the animal are recieved in that form. Changing to a bird allows the ability to fly. As a cat, the Hero can climb a tree, or as a mouse, he could climb through a small hole, etc. The attacks of the animal form are also gained. The Hit Points of the Hero change to that of the animal, but all reflex bonuses the Hero has, remain while in animal form. If the Hero sustains more damage in an animal form than that form currently has, but less damage than the Heroes normal Hit Point total, the Hero will revert back to his normal form with the same points of damage that was incurred as an animal. For example, if the Hero sustained 7HPs of damage while he was a mouse, and as a mouse only had 3HPs, the Hero would

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revert back to his human form with 7HPs of damage.

Plants. The ability to turn into a plant. In this form, the Hero can perceive the same as if he were a human, but cannot move or perform any actions that a normal plant could not perform. The cost to be able to turn into plants is 25pts.

Nonliving Objects. The Hero is able to turn into any nonliving object, within limits. The Hero could turn into an object as small as a penny or as large as a small truck. Anything larger than a truck, or smaller than a penny, would cost more points. In this form, the Hero may perceive the same as if he were in human form, but cannot move or perform any actions that the object the Hero Shape Altered into could not perform. Objects that have their own form of propulsion will allow the Hero movement in his altered form. Changing into a car, for example, would allow the character to move around as a car, by his own means. A toy wagon, however, does not have its own means of propulsion and the Hero could not move without the aid of another. The cost to turn into nonliving objects is 65pts. Any damage sustained while in the form of a nonliving object is retained once back in human form. If an object is destroyed the character is forced back to human form.

Imaginary Creatures. The Hero is able to take on the shape of Mythical creatures or Dinosaurs, or even creatures the Hero creates in his imagination. The Maximum damage that can be inflicted in this form is bought on the *Power Attack Chart 2*. The size of creature the Hero may turn into, is bought the same as the *Size Change* power. Larger creatures with increased *Bench Press* ability may use their strength damage in place of their *Power Attack* damage. The base cost for this ability is 30pts. For example, a Hero who can turn into a 30'

tall creature, could change into a 30' dragon who breathes fire inflicting the *Power Attack* damage the Hero bought. In this form, the Hero could also fly, etc. Special magic powers, that classic monsters had, such as a Medusas ability to turn people to stone, are not gained unless the Hero specifically buys these extra powers. The Hero retains his Hit Points with the exception of the *Size* modifications that affect Hit Points.

Size Change

Attack Rating: Nil

Mental Attack Rating: Nil

Defense Rating: 3 (Shrink), Nil

Time: Free Action

Point Cost: 10 Base (Shrink),
15 Base (Enlarge)

Characters who may *Size Change* can physically alter their bodies to enlarge or shrink in size. One form or the other must be picked when the character is created.

Shrink. Shrinking allows the character to change his(her) size. The Hero may shrink as small as inches or even to microscopic heights. The following lists the sizes and costs that the character may shrink to:

5'	5pts.	10"	30pts.	1"	55pts.
4'	10	8"	35	1/2"	60
3'	15	6"	40	1/4"	65
2'	20	4"	45	Micro-	85
1'	25	2"	50	scopic	

A character who can shrink retains his hit points. His strength and weight, however, decrease proportionate with his height. It is possible to remain the same strength and weight no matter what height the Hero becomes. This costs 10pts. extra. The Hero does not need to shrink to his smallest height. He may shrink to any

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height that is taller than the lowest height bought. A Hero who can shrink to 2", could shrink down in height to 1' tall and stop at that height if he wished. It is possible to shrink to just one specific height. For example, the Hero could shrink to 4" tall, and that would be the only height he could shrink too. Being only able to shrink to one height saves the character 10pts. The Hero is harder to hit when smaller. When shrunk below 2' in height, the Hero may use the Defense Rating of shrinking instead of his natural base score.

Enlarge. The character may enlarge in height by 1' / 3pts. spent over the base cost. The Heroes *Bench Press Weight* increases proportionate to the Heroes size. For each foot gained in height, the same number is multiplied by the Heroes *Bench Press Weight*. If a 6' tall character, who can Bench Press 220lbs. ,can enlarge 5 extra feet to 11', you would multiply 5 x 220lbs. to determine his enlarged strength. The Hero could bench press, when enlarged to 11', 1100lbs. The enlarged characters weight also increases proportionate to his height, the same formula is used to determine his new weight. A 6' tall Hero weighting 200lbs. who can grow to 10' tall(4 extra feet in height), would weight 800lbs.(4 x 200lbs)

The Heroes *Stamina* increases by 1pt. for each 1' in height gained. *Hit points* should be changed accordingly, by the increase of *Stamina*, and *Bench Press Weight*.

Both forms of this power may be bought, but the point cost must be spent seperately.

Sleep

Attack Rating: 1 (See Below)

Mental Attack Rating: 2

Defense Rating: Nil

Time: Action

Point Cost: 60 (Physical), 80 (Mental)

The ability to force a character to fall asleep. This ability may be a physical or a mental affecting power. The player must choose which form of the power he(she) possesses.

Sleep that affects an opponent physically, fatigues their body and forces them into a deep sleep. The Hero must be touching the individual in order to put them to sleep. A sleeping individual may be woken up through anothers intervention, physical shaking, etc. Yelling to a sleeping individual or other minor distractions is not enough to break the sleep. An individual who is forcably woke from a physically induced sleep is still fatigued. He will be at half physical strength for 1d4 rounds. The sleep lasts from 3 to 8 hours(1d6 + 2).

Sleep that affects an opponent mentally forces their mind to fall into a deep sleep. The Hero must be touching the individual in order for the attack to work. A sleeping individual may be woken up through anothers intervention, physical shaking, telepathically waking them, etc. Yelling to the sleeping individual or other minor distractions is not enough to wake them. The Hero may fix it so that even major distractions do not wake the individual. The Hero forces the character with his own mind to remain asleep. This costs 20 extra points to be able to do.

Both forms of this power may be used at a range. The cost to use the power at a range is 20 points. His opponents must be within visual range in order for the power to work.

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Sonic Attack

Attack Rating: 6
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: 10 Base

The Hero(Heroine) has the power to project a sonic beam of sound from his body. Sonic attack is made from one predetermined part of the body, the mouth, hands, etc. A player may choose to have the power emitted from any part of the body he chooses instead of having to emit the attack from just one part. This will cost the character 8 extra points. The range is determined by the *Range Chart 2*. The damage the attack creates, and the point costs, are found by using the *Power Attack Chart 2*.

The Sonic Attack creates a strong vibration that can shatter objects into many pieces. When an object takes damage equal to its hit points, it shatters or explodes.

A Sonic Attack can be deafening. For 20 extra points, a character can hit frequencies that will cause a person to be temporarily deafened as well as doing normal damage. Invulnerability and Force Fields will protect a character from this attack so long as no damage is sustained. There is a 20% chance a character is temporarily deafened. This percent can be modified by +1% for each extra point spent, with a maximum chance of 70%. The Deafeness lasts for $1d20 + 2$ rounds.

A sonic attack will not work in a vacuum or any medium that the vibrations can not be carried through.

Sonic Control

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Free Action
Point Cost: 65 (Control), 40 (Mimicry),
35 (Silence)

The ability to control and manipulate sound waves.

Control. The Hero(Heroine) can manipulate the intensity of existing sound up to the range of the power. For instance, he could increase the sound of faint noises to make them audible, or he could make the sound waves of a distant conversation remain constant in intensity, until the sound reached the Heroes ears, allowing him to hear what was said. Different frequencies may be generated even high frequencies that normally cannot be heard. A high frequency sound could be generated to ward off guard dogs, etc., or a high pitch that could shatter glass may be generated. Specific sounds that the character has heard or has memorized may be generated, such as anothers voice. The sounds can be created up to the maximum range of the power. To determine the range of Sonic Control the *Range Chart 2* is used. Sound can be dampened to complete silence in the area of effect by the Hero. A single opponent may also be silenced as well as an area. Any sound can be duplicated by the Hero so long as the character knows what the sound to be duplicated sounds like.

Mimicry. This is a more limited form of control. The Hero may duplicate exactly, any sound he has heard. This could be anothers voice, a dog bark, or the shot of a cannon, etc. The sounds are generated from the character and cannot be generated at a range like Sonic Control above.

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Silence. This is a more limited form of Sonic Control listed above. The Hero may dampen sound as Sonic control. All sound in the area may be silenced completely. The Hero may also control what, or who, is silenced in his area of effect, such as preventing an opponent from giving orders or yelling for help, or even verbally casting a spell, etc. The range is determined by the *Range Chart 2*,

Special Power

Attack Rating: See Below
Mental Attack Rating: See Below
Defense Rating: See Below
Time: See Below
Point Cost: See Below

The special power category allows the player and the HM to create a more unique and tailored version of other powers or to create a power that is not listed in this guide. The range, duration, damage, and cost of the power must be determined by the HM. An example of a unique power that might fall under this ability would be, a character who can eat anything, etc. One of the damage tables may be used to figure the cost of the attack in points, and the range would be whatever the Hero bites. Metals, etc., could be bitten into, up to the amount of damage the attack inflicts. The materials eaten does not harm the Hero. Other abilities may be created in the same way as the example above.

Stretching

Attack Rating: 1
Mental Attack Rating: Nil
Defense Rating: 3
Time: Free Action, Action(Attack)
Point Cost: 10 Base

The ability to stretch ones body to impossible lengths and widths. The character may stretch his body 5' for every 3pts. spent on the Stretching ability.

The cells of the Hero are different than those of an average person. The cells take on a form of elasticity, like rubber, that allows his body to consciously be stretched. The character could reach or attack things that were far away. The Hero could even stretch his legs to allow a greater distance to be covered when he walks. Physical attacks made on a Hero with the stretching ability, are done with reduced effect. The cost to have this defensive capability, through stretching, is 2pts. for every 1pt. of physical damage protected against. This ability does not protect against energy attacks.

Hair. The Hero has incredibly strong hair that is able to grow instantly to great lengths and even lift objects through mental control. His hair is like another extension of his body no different than his arms or legs. The character may grow and extend his hair 5' for every 3pts. spent. The maximum weight the Hero can lift with his hair is equal to his maximum *Bench Press Weight*. To increase the amount of weight that can be lifted with a Heroes hair can be bought by using the *Powers Strength Chart 1*. If the Hero can lift more weight with his hair than he can physically, he must use part of his hair to help support and brace his body when lifting objects that weight more than he can physically lift. Other powers such as invulnerability etc., can be taken to increase the power of this ability.

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Super Speed

Attack Rating: 2
Mental Attack Rating: Nil
Defense Rating: 4
Time: Free Action
Point Cost: 5 Base

The character is capable of running at extreme speeds with this power. He(she) can attain speeds equal to a start base of 20mph. and increasing 5mph. for each 1pt. spent. This power grants protection from wind burn and breathing problems that would normally occur by travelling at high speeds. If the character expends an extra 5pts. on super speed, and can attain speeds higher than 250mph., He(she) may travel over water as if it were solid ground. If the character is in combat while using the power of super speed, then he may use the attack and defense base as listed above.

Multiple attacks are possible, due to the characters quick speed. The cost for each extra attack, per round, is 45pts. Only physical multiple attacks are possible against single opponents. Energy attacks, Sonic Blasts, etc. are only usable against multiple opponents in a single round as a multiple attack. Multiple attacks against more than one opponent are made at 1 Attack Rating rank lower.

Super Speed (Water)

Attack Rating: 2
Mental Attack Rating: Nil
Defense Rating: 4
Time: Free Action
Point Cost: 5 Base

The character is capable of swimming at extreme speeds. This power does not grant the ability to breath underwater. The speed at which a character can swim is a base speed of 5mph. and increasing 5mph.

for each 1pt. spent.

Suspended Animation

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: 30

The ability to sink into a state of being that simulates death. The Hero is in a state of hibernation. He will not age and has no need to eat or breathe. Poison gases and attacks that cause minor bloodshed do no damage to the character while he is in this state. The characters life functions stop, such as blood flow, breathing etc. Poisons will not affect the Hero in this state, but may become active and dangerous when the Hero awakes. Aging stops while in Suspended Animation. The character may decide how long he will be in this state, whether he states a certain amount of time to go by before he awakes, or until a certain condition is met. (Such as having a poison removed from his body before he would awaken.)

Telekinesis

Attack Rating: 2
Mental Attack Rating: Nil
Defense rating: Nil
Time: Free Action, Action(Attack)
Point Cost: 30 Base

The ability to move objects with the power of the mind without physical contact. The amount of weight that can be lifted by the Hero is dependent upon the number of points spent on the power. The *Powers Strength Chart 1* is used to determine the amount of weight that can be lifted and the point cost. Anything that can be lifted or performed with

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physical strength can be performed with Telekinesis, but at a range. The *Range Chart 2* is used to determine the cost and distance objects may be manipulated or lifted.

Attacks using Telekinesis may be performed by lifting and hitting an opponent with an object, or by focusing the Telekinetic force into a kinetic bolt inflicting physical damage. To be able to form a kinetic bolt costs 5 extra points. Both attacks inflict damage equal to the *Bench Press Weight* damage on page . Holding opponents in place is possible telekinetically, if the Bench Press Weight of the victim is less than the weight the Hero may lift with Telekinesis. A successful attack roll must be made first for the attempt to succeed.

The speed at which objects may be carried or thrown is a maximum speed of 10mph. for every 7pts. spent on Telekinesis. A character who spent 70pts. on Telekinesis could move an object up to a maximum speed of 100 mph. The damage sustained by an object being thrown at high speed is already figured into the damage of a normal Telekinetic attack. No extra damage is incurred.

Flight is possible with the use of Telekinesis for some Heroes. The cost to be able to fly is 10 extra points. Flight speed is equal to his Maximum Telekinetic speed.

A Telekinetic shield may be raised to protect against physical and energy attacks. For every 7pts. spent on Telekinesis, 1hp. of damage may be protected against. The cost to be able to create a Telekinetic Shield is 15pts. extra.

Telepathy

Attack Rating: Nil

Mental Attack Rating: See Below

Defense Rating: Nil

Time: See Below

Point Cost: 15 Base

The ability to communicate mind to mind, at a distance, by means other than normal sensory perception through the use of thought-transference. The Hero has the ability to communicate mentally to another, or many individuals, through the use of mental images and words or feelings. This ability does not affect another's free will, and cannot trick another into thinking that the Hero's thoughts are his own. The range that a Hero can telepathically communicate, and the point cost, is found by using the *Range Chart 1*. The Hero does not need to visually see the individual he wishes to mentally communicate with. Telepathic communication does not require an Action, or Movement. Telepathic communication requires no more thought than the ability to verbally speak. Contact with another's mind is automatic and does not require an attack roll to succeed. If the recipient is unwilling however, a mental attack roll must be made in order for communication to be established.

No mental attack is possible with this power. Mental Blast or some other power must be taken in order to attack psionically.

More than one person may be spoken to telepathically at one time. Communication with more than one person is no different than if all individuals were present for one conversation with the Telepath. The Hero may allow all individuals contacted to communicate with each other. Communication with more than one individual costs 10pts. extra.

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Detect Thoughts. Thoughts may be scanned for up to the maximum range of the power. The number of people, and the general or exact location of them, may be known. The cost to detect thoughts is 10pts. extra. It is possible to be able to detect thoughts without being able to telepathically communicate. The cost to detect thoughts without the ability to communicate is 15pts. plus the cost of the range.

Probe. Specific information may be searched for in another's mind. The Hero must spend an action in order to probe for information. Subconscious or obscure memories may take longer depending on the complexity of the information needed. A mental attack roll must be made in order to probe an unwilling subject. The cost to be able to probe for information is 10pts. extra. The Hero must be touching

the subject in order to be able to probe him. It is possible to probe at a distance. This costs 5pts. extra.

Block. Heroes with Telepathy can close their minds to other Telepaths preventing communication or probes. The Heroes base Mental Defense Rating increases to 5. If the opposing Telepath is still able to successfully make an attack roll, the block is bypassed and the Hero may be probed or communicated with. This Defense only works against probes and communication, it does not defend against mental attacks.

Mental Hit Points. Due to the Heroes increased strength of mind, extra mental hit points may be bought with this power. For every 3pts. spent/ 1 extra Mental Hit Point may be bought.

Teleport

Attack Rating: 1
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Free Action
Point Cost: 20 Base (Teleport),
30 Base (Others)

The ability to travel between two places instantly without any means of transportation or locomotion. Use the *Range Chart 1* to find the point cost and the distance the Hero can teleport to. He(she) may teleport weight equal to his(her) bench press weight. This amount can be increased by spending extra points to raise the maximum weight that can be teleported. The *strength chart 1* is used to determine the amount of weight that can be teleported. A character may only teleport to places that are pictured in his(her) mind and what can be visibly seen. A Hero would not normally teleport into a solid object, the mental awareness of the character would prevent against that. The Hero could, however, teleport into



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water or other liquids, as the liquid molecules would be forced out of the space that the character was teleporting into. If an area that is familiar to the character has changed to a place that would be impossible to teleport into, due to the presence of solid objects, then the character would be teleported to the nearest space available next to the area that he originally tried to teleport to.

Teleport Others. This version of teleportation allows the user to teleport objects or individuals at a range without having to teleport himself. The same principles and rules stated above apply. The only cost difference is the base cost. If the character wishes to use both versions of teleportation, an additional cost of 1 is incurred. An attack roll must be made in order to teleport others, and they must be within visual range.

Gate. A Hero who can create a Gate, opens a doorway between the characters present location and his destination that he wishes to teleport to. The gate that can be created is a 10' x 10' opening. This can be enlarged by 1' for every 5 pts. extra spent. The gate does not need to be opened to its full size. The Hero may enlarge it to any size or shape up to its maximum width. Anything passing through the gate is teleported to the gates destination. This may be used as an attack or defense. If the character has the initiative for that round, and a car is speeding at him, he could create a gate in front of the car to protect himself, thus teleporting the car to a location he chooses. The range and cost that a gate can be opened to, is explained above under the basic description of *teleport*. The distance that a gate can be created away from the character is based on the *Range Chart 2*, at half the distance, and must be within visual range.

Temperature Control

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: 15 Base (Environment),
10 Base (Object)

The ability to control the temperature in the Heroes(Heroines) surrounding environment and the temperature of objects.

Environment. The temperature of the Heroes surrounding environment may be raised or lowered to extreme temperatures or barely altered by just a few degrees. The damage that can be caused by the change of temperature is determined by the *Power Attack Chart 1* at x3 the point cost. The total damage sustained is caused by the extreme heat or cold, and is divided among several rounds. This is the maximum damage caused and is not cumulative per temperature, unless the opposite extreme temperature is then used as an attack. The *Range of the Power* is determined by the *Range Chart 2* at x2 the point cost. Normally the Hero must decide whether he is able to increase or decrease the temperature, not both. This must be decided at the creation of the character. For 15 extra points the Hero may change the Temperature to both warmer and cooler degrees. This is an area effecting power.

Objects. The Hero may increase the temperature in objects or on living creatures thus causing damage. The damage caused is determined by the *Power Attack Chart 1*. The range is determined by the *Range Chart 2*. An attack must be made in order to increase or decrease the temperature of an object. The Hero may only increase or decrease the temperature of an object, not both. For 10 extra points

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the Hero may both raise and lower the temperature in objects.

Thievery

Attack Rating: See Below
Mental Attack Rating: Nil
Defense Rating: Nil
Time: See Below
Point Cost: See Below

Thievery enables the character to be able to: pick locks, infiltrate, disarm or install security systems and alarms, pick pockets and professionally lift items, professionally forge another's signature, or jump start vehicles. The character may take one or all of these skills.

Forgery. The character can duplicate another's hand writing exactly. The cost of forgery is 5pts.

High Jacking. The character is able to jump start vehicles. Special technological vehicles may not be able to be jump started without special equipment. This skill costs 5pts.

Pick Locks. Picking locks usually requires a lock pick set or its equivalent. It is possible to make due with other items such as a wire, etc. Not all locks can be picked. Some locks are specially designed to be tamper proof and can be electronic in nature. Even these complex locks may be picked if the Hero has the right special equipment. The cost to pick locks is 10pts.

Security Systems. Simple or complex alarm and security systems can be infiltrated, created or disarmed. The character must have the proper equipment to exercise this skill. Some security systems do not require any equipment for the character to be able to bypass them undetected. The cost of the Security Systems skill is 10pts.

Theft. The character is able to

professionally steal items undetected.

Objects can be lifted from another's person, or from another's place, without them even knowing it. This does not guarantee success every time. Some thefts are harder than others and may not go undetected. The cost is 10pts.

Tracking

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Free Action
Point Cost: 15(Skill), 20 Base(Power)

The ability to track an individual through the use of a skill or a mental or special ability.

Skill. The Hero(Heroine) is able to track an individual by following footprints, marks on the ground, broken branches, etc. Certain heightened senses, such as smell, can help aid the Hero with this ability. The longer the lead the individual being tracked has, the less likely the Hero's tracking skill will work.

Power. A character with the power of Tracking can track an individual over great distances, even if no trail is left. Usually this power is psionic in nature. The Hero needs to either know the individual being tracked or have a piece of the individual's property in his possession. The maximum range an individual can be tracked, is bought on the *Range Chart 1*. Some disturbances can block or hinder the Hero's ability to track another, such as psionic or magic interference, etc. Some interferences only delay the Hero from pinpointing his target and tracking him.

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Training

Attack Rating: See Below
Mental Attack Rating: See Below
Defense Rating: See Below
Time: See Below
Point Cost: See Below

A Hero(Heroine) can train in virtually any power or skill. Training is not a power or skill by itself. A Heroes aim can be improved with the use of his light Blast or energy attack through the use of training for example. This would increase his Attack or Defense Rating in that power. The cost to increase an Attack, Mental Attack, or Defense Rating of a power is 12pts./ +1 rating. Mental Hit Points can also be bought through training 1MHP/ 4pts. spent. Other forms of training may be created by the HM and the player to meet the needs of the character and HM.

Multiple attacks are possible through the ability of Training. The cost for each extra attack per round, is 50 pts. Only physical multiple attacks may be used against a single opponent. Multiple attacks against more than one opponent may be performed but at 1 Attack Rating rank lower.

Transmutation

Attack Rating: 1
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: 130 (Organic),
100 (Inorganic)

The ability to change one object or person into another.

Organic. The Hero(Heroine) has the power to change living creatures into other living creatures. An attack roll must be made. If the attack roll is successful, the

subject is transmuted into whatever living creature the Hero desires.

The subject retains his intelligence when transmuted. If, for example, the Hero transmutes a villain into a small dog, the villain would still retain his IQ. (and mental powers if any) The Hero may choose to have his subjects intelligence, once transmuted, change to the intelligence level of what he is turned into, instead of the subject retaining his IQ. In the above example, the villains IQ would change to the level of a dogs, making normal thinking impossible. This costs 30 extra points.

The duration of the transmutation is 20 minutes. For every extra 1pt. spent on transmutation, the duration increases by 5 minutes. The transmutation can be permanent until dispelled or canged back by the Hero. This costs 30 points extra.

It is possible to change a subject into an inanimate object. The Hero could change a villain into a chair or a statue for example. The same rules and costs on intelligence and duration, from above, apply. The cost to transmute a living creature into an inanimate object is 20pts.

The character may not transmute himself with this ability.

Inorganic. The Hero may transmute one inorganic object to another. An attack roll must be made against the objects Defense Rating. If the object has no Defense Rating then the Defense Rating is (0). If the roll is successful, then the object is transmuted.

The Duration for this ability is 20 minutes. For each extra point spent 5 minutes can be added to the duration. For 30 extra points, the transmutation can be permanent.

Objects cannot be transmuted into special, man-made allows that are virtually unbreakable, and are some characters special power. Their are some good

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examples of characters whose weapons in comic books fall into this category. Unfortunately due to copyright restrictions they cannot be mentioned by name. (A Heroes shield or hammer, for example)

Gases and liquids may be transmuted. The cost to transmute these elements is 30pts.

Only one object may be transmuted at a time. A TV, though comprised of many parts, is still considered one object.

The total volume of the object that can be transmuted, is 10 cubic feet. If the object is bigger than this, it cannot be transmuted. For every 15pts. spent an extra 10 cubic feet may be transmuted. This does not allow multiple targets to be changed.

Tunnel

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Free Action
Point Cost: 35

The ability to burrow and dig through the ground at fast speeds. This ability cannot be used as an attack. A Hero cannot tunnel through a person. The Hero may travel at speeds equal to his normal ground movement rate. Loose dirt and soil are easily passed through. Mineral Deposits above a 10 Defense Rating cost extra points to be able to tunnel through. To tunnel through rock, costs 65pts. total. To tunnel through diamond, costs 85pts. total.

Vampirism

Attack Rating: 1
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: 20 Base

The Vampirism power may take on two forms, a Classic vampire as told in legends, or to drain the energy of an opponent for sustenance or added strength.

Classic. The Hero is able to drain the Hit Points of another individual. This ability is the same as the classic vampire. The common weaknesses of a vampire are also associated with this ability. The character cannot survive in daylight, he cannot cross running water, he cannot enter someone's home unless invited, the character's reflection cannot be seen in mirrors, and evil NPC's or characters are warded away from holy symbols. For every 10 extra points spent, the character is able to drop 1 weakness.

An attack must be made in order to use the Vampirism power in the form of a bite attack. This can be switched to touch if this seems a bit graphic. The number of points drained is determined by the *Power Attack Chart 1*, at x2 the cost in points. The number of points of damage inflicted are drained to the character and are used to heal the character's Hit Points of damage up to, but not exceeding, his maximum HPs.

The Hero's Stamina and Strength may also be increased past their normal means. Once the Hero is at full Hit Points, the Hero is then able to accumulate Ghost Points. The Ghost Points are added on top of the Hero's Hit Points. He cannot accumulate more Ghost Points than Twice his total number of Hit Points. The Hero's Bench Press Weight and Stamina are increased proportionately to the added

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ghost points total, with a maximum increase of x2 Bench Press Weight and Stamina. For example, a character with (20) Hp's can accumulate up to 20 extra ghost points for a total of (40) ghost points, exactly x2 his Hit Points. At (40) ghost points (x2 HP's) the characters Strength and Stamina are at x2. At (30) ghost points(x1.5 HP's) the characters Strength and Stamina are at x1.5 times better, etc. The Ghost Points do not increase the characters Hp's, it is just a formula used to compute the characters added Strength and Stamina.

Individuals who are killed through Vampirism, may arise as a Vampire with the Classic Vampirism power. Their is only a 20% chance of this occurring unless the Character with Vampirism drains the Individual 3 different nights consecutively. If done in this way the chance is increased to 90%. The new vampire will have all of the weaknesses listed above. The risen individuals are under the control of the character who made them vampires, until the Character dies or the Risen individuals are somehow released from this fate. The cost to be able to create new vampires under the characters control is 65pts.

Blood is needed to sustain the character. The Vampire must drain Hit Points equal to 25% of his total Hit Points per night or the character will slowly lose strength. The Vampire will lose 10% of his total Strength, Stamina, and Hit Points for each night that goes by without feeding. Animal blood will sustain a vampire up to a months time. This weakness can be removed for 30pts. extra.

Energy. This ability is identical to the Classic Vampirism power with the exception that the character absorbs anothers life force energy, instead of blood, by touch. The classic weaknesses associated with vampires are not weaknesses to Energy Vampires with the

exception that energy is needed to sustain the character the same as blood is needed for a classic vampire. The weakness can also be removed for 30pts. extra. Individuals killed through Energy Vampirism will not rise to become Vampires themselves, only Classic Vampires can.

Vehicle

Attack Rating: See Below
Mental Attack Rating: Nil
Defense Rating: See Below
Time: Nil
Point Cost: See Below

The Hero(Heroine) owns some special Vehicle to aid in his efforts against evil or to increase his power. The type of vehicle must be decided by the player at the creation of the character. It can be any type of vehicle; a motorcycle; a boat; a car; a sky sled; or even a space ship. The base point cost of the vehicle is equal to the vehicles hit points. Extra powers, such as special weapons like a sonic cannon, a force field, or the ability to fly, generally costs 70% (.70) of the powers normal cost. This may be modified up or down, depending on the availability of the power to the Hero in game play.

Venom

Attack Rating: 1 (See Below)
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action(See Below)
Point Cost: 20 Base

The Venom Power comes in many different forms. The Hero may shoot a spittle of poison, fire poison needles from his body, or generate a poison coating on his claws or weapons, etc. A Venom

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attack is normally at no range. A Venom attack may be fired at a distance, for 10 extra points. The range is determined by the *Range Chart 2* at half the distance. The damage caused by the attack, is determined by the *Power Attack Chart 1*. Some damaging poisons, once in the system, will continue to do damage each round after the poison is injected on a successful attack roll. This costs 25pts. extra. The damage each subsequent round after the initial attack, is equal to 10% of the initial damage. Once poisoned, the individual cannot be harmed by the same poison attack again, unless cured from the first attack. Two poison attacks from the same poison, is not cumulative. Once poisoned, the damage continues for 2d4 rounds after, plus 1 round for every 5 extra points spent. There are usually antidotes to most poisons, and many times an antidote can be created from a poison sample itself by someone skilled to accomplish this.

Paralysis, Unconsciousness, or sleep are also possible effects of poison instead of inflicting damage. The cost for any of these effects is 90pts. extra. The Duration is 1/2 hr. For every 1/2 hr. added, costs 10 extra points. An attack roll must be made.

It is possible to combine a Venom attack with another attack, such as a claw or weapon attack, etc.

Voo-Doo

Attack Rating: 5(See-Below)

Mental Attack Rating: 4(See Below)

Defense Rating: Nil

Time: Action (See Below)

Point Cost: 30 Base (Magic),

20 Base (Technological)

An attack form, taken from a sorcerous religion, requiring the use of charms. This power has two forms, technological Voo-

Doo, and Mystical Voo-Doo. Both require the use of a fetish, usually being a doll.

Magic. The character who wishes to use Voo-Doo on an opponent, must first construct a special doll. An item from the opponent must be gathered. A lock of his(her) hair, a close personal possession, etc. This must be affixed to the doll or fetish. Once done, the character may use Voo-Doo as an attack. The damage is determined by the *Power Attack Chart 1*. The range of the power can be found by using the *Range Chart 2*. The opponent must also be within visual range. An attack roll must be made to inflict damage. This may be a physical or a mental attack. At the creation of the character, the player must choose which form his power will affect. Due to the magical properties of this power, physical invulnerability is ignored. If the doll is taken from the user or destroyed, the attacks stop, and the player will not be harmed.

Technological. Technological Voo-Doo is a scientific form of the magical practice. It also requires the use of a doll or fetish. The doll though, is a mechanical replica of a human body. A piece of hair or some DNA fragment (blood, cells, etc.) must be taken from the opponent and affixed or entered into the computer Voo-Doo doll. A mechanical pin or prod is then touched to the fetish at the part of the anatomy that the character wishes to harm on his opponent. A pulse of energy, targeted on the characters DNA, is sent to the opponents body. An attack roll must be made. If successful, damage is then sustained by the opponent. To determine the damage, use the *Power Attack Chart 1*. The range of the power is determined by the *Range Chart 2*. The character does not need to be in visual range in order for this attack to work, but the attack is blocked by rock or steel walls, force fields, etc., that would stop the energy pulse from reaching

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the opponent. Technological Voo-Doo only has a physical attack. The option to affect an opponent mentally, as in the magical form of this power, is not open to this form of Voo-Doo.

Water Breathing

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Nil
Point Cost: 30

Characters that choose Water Breathing as a power may breath under water for an indefinite period of time. He(she) may also move freely under water, and not suffer from the restrictions in combat that fighting under water imposes, if 10 extra points are spent on Water Breathing.

Water Powers

Attack Rating: 1 (See Below)
Mental Attack Rating: Nil
Defense Rating: 4 (See Below)
Time: See Below
Point Cost: 10 Base (Control), 80 (Body)

Water Breathing consists of three main powers: Water Body, Water Creation, and Control Water. One or all may be taken depending on the number of points spent.

Control Water. The Hero(Heroine) is able to control large bodies of water. The Hero is able to either raise, lower, or control the movements of water currents. A 10' radius volume of water may be controlled for every 5pts. spent above the base cost. (20' radius at 10pts., 30'radius at 15pts., etc.) The motion of the water can be controlled. The flow of water can be moved in any direction, calm waters can be made violent, and rough waters can be

made calm, even a whirlpool can be created using this ability.

The volume of water that can be controlled can be raised to double the volume, or lowered to practically nothing. This costs 10 extra points to be able to do.

To control the water requires a Free Action unless Water Control is used as an attack. An attack requires an Action.

Water Body. Water Body grants the Hero the ability to change his solid body into water with the same proportions as his physical body. The Hero is able to move and act in this form the same as if he were solid, with the restrictions and advantages of being a liquid. The Hero is able to shape his liquid body into any shape. He cannot turn into liquid shapes that require more liquid mass than the Hero currently has. In this form, the Hero is immune to physical and electrical attacks, but not to energy or extreme temperature attacks.

Water Creation. The Hero is able to create 10 cubic feet of water for every 6pts. spent. It is possible to direct the water in a condensed, high pressure, water spout, that can be used as an attack. The damage caused, do to the extreme pressure of impact, is determined by the *Power Attack Chart 1*. The Range is determined by the *Range Chart 2* at half the distance.

Weakness Detection

Attack Rating: 4 (See Below)
Mental Attack Rating: 5
Defense Rating: Nil
Time: Action or Free Action
Point Cost: 45, 30 (Fears)

Weakness Detection is the ability to know your opponents weak points, weaknesses or fears.

Weaknesses. The Hero(Heroine) is able to find the weak points on an opponents body or know an opponents weaknesses, if

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any. Psychic defenses will prevent detection of weaknesses that can only be detected mentally. It requires an Action or Free Action to discern an opponents weak point. Once discerned, the Hero may use the Attack Rating listed above, instead of his natural Attack Rating.

Fears. The Hero(Heroine) is able to pull from his opponents mind his greatest fears and know them, to be used with other powers such as illusions, etc. A Mental Attack roll must be made. The HM must decide on the appropriate reactions of NPC's.

Weapons

Attack Rating: See Below

Mental Attack Rating: See Below

Defense Rating: See Below

Time: Nil

Point Cost: See Below

The Hero(Heroine) has a special weapon with its own set of powers. Any weapon may be chosen, and must be decided upon at the creation of the character. Powers are bought at 80% their normal point cost when bought on and through a weapon. The disadvantage of using weapons as a power, is the chance that the Hero will be seperated from the weapon. Some examples of special weapons, is a hammer that allows the Hero to control the weather when held, or a lasso that paralyzes an opponent when snared, etc.

Weather Control

Attack Rating: 3 (See Below)

Mental Attack Rating: Nil

Defense Rating: 3

Time: Action, Free Action (Travelling)

Point Cost: 45

Weather Control allows the Hero(Heroine) to manipulate and control natural weather patterns, as well as create impossible weather conditions, through fine control in small areas.

Weather patterns may be controlled and manipulated in a 10 mile area. For every 7 extra points spent, an extra 10 mile area may be controlled. Rain can be changed to a sunny day, clear skies can be changed to thunderstorms, etc.

Characters with Weather Control can know and predict weather conditions, due to their innate ability to tap into the weathers patterns.

Lightning may be summoned from the skies and directed at the Heroes opponent. The Damage and cost is determined by the *Power Attack Chart 1*. The range is determined by the *Range Chart 2*.

Some Heroes have such incredible control of the weather that they can manipulate weather conditions in small areas, such as making it rain in a small room, creating ice on the floor under an opponent, blasting an opponent with a hurricane strength wind, or creating fog in a building, etc. This fine control costs 30 extra points. The maximum damage that can be caused by the extreme winds, hail, etc. is determined by the *Power Attack Chart 1*. The range is determined by the *Range Chart 2*. Different effects of this ability can create different advantages. Fog can can conceal and hide the Hero as well as hinder opponents sight and attacks, strong winds can make it hard to fly or glide, etc.

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Webs

Attack rating: 1
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Action
Point Cost: 5 Base

The Hero(Heroine) has the ability to create and cast webs just like a spider. The webbing may be made of extremely hard strands or fibers like conventional webs, or the ability may be psionic in nature, or even made of strands of hardened energy. The amount of weight that can be suspended in the air, held immobile, or that will stick to the web, is based on the amount of points spent on the *Powers Strength Chart 1*, for this power. The range and point cost is based on the *Range Chart 2*. The webs last for 10 minutes. For every 3 extra points spent, the duration of the web is increased by an extra 10 minutes.

Travelling, by swinging on webs, is possible if the Hero has *Training* in swinging, as a skill. The webs must be secured to an object that will support the Heroes weight, such as a building or a tree, and at a height that will allow the Hero to swing from one place to another.

The Hero may move freely among his own webs with the same ease as a spider for 10 extra points, or if the Hero has the *Power of Climbing* he may also move freely among his own webs.

Whirlwind

Attack Rating: 2
Mental Attack Rating: Nil
Defense Rating: 3 (5 against thrown or launched objects)
Time: Free Action, Action(Attack)
Point Cost: 25

The Hero(Heroine) is able to create a strong, small cyclone of air around is body. The air spins around the Hero at a great speed, which makes it hard to touch the Hero, and even harder to hold on to him. Dust is kicked up, and normal, movable objects are forced out of the way of the Whirlwind. While the Whirlwind is generated around the Hero, he may use the Defense Rating of this ability in place of his natural Defense Rating. A Whirlwind attack may be generated by attacking others with the Whirlwind that currently engulfs the Hero, at no range, or by projecting the Whirlwind from the Hero at a range. The Range is determined by the *Range Chart 2*. To use the Whirlwind as a ray of circling air at a range costs 10 extra points. The damage is determined by the *Power Attack Chart 2*.

Willpower

Attack Rating: Nil
Mental Attack Rating: Nil
Defense Rating: Nil
Time: Nil
Point Cost: 40

Willpower grants the Hero the ability of Mind over body. Many feats can be performed out of the Heroes strength of will. Normal physical limits can be surpassed, such as running farther, holding one's breath longer, pain can be ignored, etc. The Hero is able to remain conscious even when his Hit Points are reduced

POWERS

below (0). If the Heroes Hit Points are reduced below -8, the Hero may remain conscious and alive for 1 round/ 2pts. spent on Willpower.

Mental Hit Points may be obtained through Willpower, due to the Heroes increased resistance to psionic attacks and manipulation from his intense strength of mind and will. 1 Mental Hit Point / 3 extra points spent, is the cost for the added mental resistance.

Wrestling

Attack Rating: 2

Mental Attack Rating: Nil

Defense Rating: 3

Time: Nil

Point Cost: 15

The Hero(Heroine) is an expert at the skill of wrestling. When fighting in physical combat, the character may use the Attack and Defense Ratings of the wrestling skill instead of his own natural Attack and Defense Ratings.



Weaknesses

All Heroes are not perfect, some have weaknesses. Weaknesses for player characters, in the Heroes and Heroines game, are optional. You do not gain any bonus or extra points for taking a weakness. The following weaknesses are for those who like a good role playing challenge and for HM's who wish to assign a weakness to a player, who in his opinion is too powerful for his campaign, and introduces a weakness to create a power balance. Though assigning a weakness to a powerful character in this fashion may cause the player to feel cheated and may cause him to quit the game. The HM should be careful with this privilege and should not penalize a player who intelligently created a powerful character within the rules. A HM may even want to introduce a weakness to a player later in the game, this could come after a climatic event that changes the Heroes life, and possibly powers, thus gaining a disability of a weakness along with it.

Players should not bargain with a HM to gain extra powers by taking weaknesses. This would only create Heroes with too many weaknesses, due to the players greed and desire for more power.

The following are some examples of character weaknesses:

Damage From Substance: The Hero has a weakness against some substance, whether it is a particular type of energy, a mineral, liquid, etc., that he is harmed by and can take damage from. An example could be an alien who lives on earth and

can be harmed by a special mineral from his home planet. A Hero with fire powers, who takes 1d8 points of damage when exposed to water, is another example, etc. The amount of damage must be determined by the HM.

Irrational Fear or Psychosis: A fear of small places (claustrophobia) is one possible irrational fear. When the Hero is exposed to his fear, he may freeze up or run, depending on the nature of the trauma.

Any phobia can be taken as an irrational fear. The fear of snakes, water, fire, etc.

Physical Handicap: Blindness, deafness, loss of smell, lost limbs, crippled, etc. are all possible physical handicaps a Hero may suffer from. The disadvantages are self evident from each handicap and the Hero may need to find some way to compensate.

Power Loss: Some Heroes lose their powers when exposed to certain substances or under specific conditions. For example, a villain from a dark dimension may lose his powers in sunlight, or a Hero may lose his powers when exposed to radiation, etc.

Split Personality: Split personalities can cause the Hero a lot of trouble, especially if one of the Heroes personalities is not as good as his prime personality. Exactly how many personalities, what type of personalities and how often the Hero switches between them, is left up to the player and the HM.

Age: The age of the Hero may be a weakness. Some Heroes who are older or still a kid may have physical drawbacks, such as a subtraction in Bench Press

Weight, weakness of Heart, a lower Stamina, etc., for older Heroes, or a subtraction in Bench Press Weight and height for younger Heroes. Not to mention the lack of respect and rights younger Heroes might experience in his adventures.

Category Weakness: The Hero may be more vulnerable to certain attacks than he is to others. Magic, for instance, may bypass the Heroes natural and super powered defenses that would normally protect the Hero from harm. A Hero may grow weak when in the presence of fire, or Silver may be needed to harm a werewolf, etc.

Other weaknesses may be developed by the HM and the player.



In order to capture the villains, usually your Hero will have to engage them in combat. Listed in the following section is everything you will need to know to battle the villains in the Heroes & Heroines game.

Order of Combat

Combat should generally follow the following order of events:

- 1) Determine whose in combat
- 2) Determine if any party is surprised
- 3) Roll Initiative
- 4) Make first attack or free action
- 5) Determine attacks success
- 6) Calculate and record damage
- 7) Take remaining Actions or Free actions

Combat Round

A round is used to designate the time sequence in combat. All characters receive at least one Action and a Free Action in a combat round. A character may move, activate or deactivate some powers, or perform any feat that doesn't require a normal Action on a Free Action. No attacks may be made on a Free Action. To attack an opponent or perform certain feats, a character must use his Action. Once initiative is determined in a round, and it is the players turn to act, he may use either his Free Action or his Action in what every order he likes. After all combatents have made their first move or action, the remaining move or action is then taken in the same order of combat, as determined by the initiative.

Action

All attacks are Actions. If a Hero fires an Energy Attack at a villain, or attempts to punch a villain, this requires an Action. Some complex, time consuming, feats require one or more actions instead of Free Actions to perform, if attempted in combat. Disarming a bomb, for example, while the Heroes companions fight of the villains, would require one or more Actions. Some powers also require a full Action to activate.

Free Action (Move)

All movements including walking, running, flying, etc., require only a Free Action in combat, to be performed. No attacks may be made on a Free Action. Picking up objects, diving for cover, and opening doors, are all considered free Actions. Most powers only require a Free Action to activate in around. Only one Free Action per round may be taken.

Initiative

Initiative is the system that determines what order actions by characters and NPC's may be performed. Each player in combat rolls one 20 sided dice. For large groups of NPC's, the HM may substitute one initiative roll for each individuals separate rolls. Initiative modifiers from the Reflex statistic, as well as other modifiers that

effect initiative, are added to the characters roll. The character with the highest initiative score is able to take the first action. The character with the second highest score goes next, etc., until all characters have taken their actions for that round. Characters whose initiative scores are tied take their Actions simultaneously.

Extra Attacks or Actions

Some powers grant the Hero extra attacks or actions. These extra attacks or actions are taken in the same action the character normally acts in. For example, a martial Artist who can attack twice in physical combat would be granted two attacks in the same action, etc.

Combat Success

To determine if an attack successfully hits an opponent or target, the Combat Chart is used. The HM cross references the attackers Attack Rating with the defenders defense rating, on the combat chart, to determine the number the attacker needs to roll above on a 20 sided dice. If a Hero attacks a villain with a Light Blast, you would use the base Attack Rating of the power which is (6). You would then add all modifiers to the base Attack Rating. A Reflex score of 24 would add +1 to the Attack Rating, raising the total to (7). Any modifiers for higher Experience levels would also be added in.

In this example, there are no modifiers for experience. The Heroes total Attack Rating with his Light Blast is (7). The villains natural Defense Rating is (1). He has the skill of Acrobatics which allows him to substitute that abilities Base Defense for his own natural Defense Rating. The Defense Rating of Acrobatics is a (3). This is modified by the Villains Agility score of 34, which adds +2 to the villains Defense Rating. The villain also receives a +3 bonus due to his high Reflex score of 28. The Villains total Defense Rating is (8). $(3+2+3=8)$ The HM would then cross reference the two scores on the Combat Chart to determine what is needed to be rolled against in order for the Light Blast to hit the villain. According to the chart a the Hero needs to roll over a (12) in order to successfully hit his target. Different attacks and defenses will have different Attack and Defense Ratings. It is best to record each Attack and Defense Rating of each power ahead of time on paper or a character sheet to speed up game time.

Damage

Once an attack has been successfully rolled, the next step is to determine how much damage has been inflicted from the attack. Different attacks have variable amounts of damage that they can inflict, and different attacks require different types of dice to be rolled. Most attacks will inflict a set base amount of damage and a variable amount of damage, that is (determined by the rolling of dice) added to the base amount. A Hero who can Bench Press(lift) 2500 lbs. can inflict

$12+1d10$ points of damage to an opponent. The attack automatically inflicts 12 hit points of damage, and the player must roll a 10 sided dice to determine the variable damage. If he rolled a 6, for example, the total damage inflicted by the punch would be 16 points of damage. This is then subtracted from the villains Hit Points.

Some attacks do not inflict damage, instead they perform some special function. A Sleep power, for example, will force an opponent to fall asleep and does not inflict Hit Points of damage when a successful attack roll is made.

Death

If a character sustains enough Hit Points of damage, and is reduced below (-8) Hit Points the character dies. If a player character dies, it is then time to create a new character. In comic books, Heroes who you think are dead seem to have a knack of reappearing alive and well. What you thought happened to the Hero to cause his death, really didn't happen. If a HM wants to intervene in game play, to prevent a Heroes death, that is his choice. How the HM wishes to go about doing this is also his choice, be creative if you must. Saving a Heroes life in this way is not always recommended, if the player feels you are going to intervene, he is most likely going to be less careful, and the game may lose some of its excitement.

Unconsciousness

When a character's Hit Points is reduced by damage to (0), the character will fall into unconsciousness. Unconsciousness will remain for 1d8 rounds. After this time, the character then receives a chance to resume consciousness. On percentile dice, or 1d100, the character has a chance equal to his Stamina score or lower, to determine if consciousness is resumed. A Hero who falls unconscious rolls a 4 on an 8 sided dice. After the 4 rounds are up, the player may roll against the Hero's Stamina score, which is (18), to determine if he regains consciousness in that round. He rolls a 46, which is higher than his Stamina, so the Hero remains unconscious on the 5th round. On the 6th round the Hero receives the same chance as he did the last round to awake from unconsciousness. Four attempts in a row may be made. If all four attempts fail, the Hero will remain unconscious for another 1d8 rounds. After the extra 1d8 rounds of unconsciousness the Hero may roll against his Stamina again for the next 4 rounds to wake from unconsciousness, this process keeps repeating until the Hero awakens. Once the Hero successfully awakens, he will receive 1d4 HP's back to add to (0), even if his present total is in the negatives.

Healing

Once damaged, a character heals back Hit Points equal to his Healing Factor, listed under his Stamina score. An individual will heal back Hit Points equal

to his Healing Factor each night, assuming he operates under normal conditions. (a normal night's sleep, etc.)

In combat, a hero may heal back Hit Points equal to his Healing Factor once, after resting in or from combat. (2-4+ rounds, depending on the amount, and type of damage inflicted). This healing may come after combat is completed, or during combat if the Hero is able to rest. Healing after combat may only be done once per day and is in addition to the character's normal healing he receives per night.

Mental Hit Points are gained back at the same rate as physical Hit Points, in the same manner as listed above.

Medical aid from doctors or hospitals, etc., can increase the number of Hit Points the character can heal back. Proper medical attention may increase the character's healing factor by 2 to 3 times normal. Immediately following medical attention, the character may also receive extra HP's equal to his normal healing factor. This is in addition to what the character normally heals back daily.

Some wounds take much greater time to heal, such as broken bones, internal damage, etc. A person with a broken bone, for example, may have all of his Hit Points healed back and still not be able to use the limb that was broken, until sufficient time has passed for the injury to heal.

If the character does not rest properly or receive proper medical attention for some wounds, the individual may not heal back his full healing factor in Hit Points. The amount healed back is determined by the HM.

Surprise

It is possible to surprise an opponent if the victim does not expect the attack coming or does not know of the attackers presence. Attacks from behind, for example, are surprise attacks, so long as the defender does not know of the attackers presence.

The defender has a chance to detect and react to a surprise attack. A roll verse the defenders Reflex score is made on percentile dice.(2d10 or 1d100) If the character rolls under his Reflex score, the surprise attack is discovered and becomes a normal attack.

A successful surprise attack grants the attacker certain advantages. His attack is made at 3 Attack Rating levels higher and the victim cannot attack that round. No Initiative is rolled for that round. The defender may act normally on the following round. After the first surprise round, combat will resume as normal.

Stun

If a character receives more than 40% of his Hit Points in damage from one attack, the character will be stunned. A stunned character cannot act for the rest of the round or for the whole next round due to his confused, and dazed state. The individual, however, has a chance of avoiding being stunned. A roll verse the defenders Stamina score is made on percentile dice. If the roll is under the characters Stamina score, the defender is not stunned from the attack, and does not

suffer the disadvantages of being stunned. Stun is an optional rule that does not need to be used if desired.

Attacks with more than 1 Power

Certain powers may be combined together to form one attack. A Hero with an Energy Attack and a Light Blast, for example, could combine the two attacks into one ray. Some attacks cannot be combined, for example, a punch and an energy attack. The power of Energy Punch is meant for this purpose. An Energy Attack is meant to be used as a ranged attack. Attacks that are deemed as combinable by the HM, may be made as normal attacks with both powers taking effect. Only one attack roll is required. Both Attack Ratings are referenced to see if both attacks successfully hit, by using the one attack roll. It is possible to have one attack hit and the other miss.

Special Attacks

Individual parts of the body may be targeted and specifically aimed at for special attacks. To make a special attack, the character states at what part of his opponents body he wishes to attack, and makes a normal attack roll at 2 levels lower on his Attack Rating. If the attack is successful, the part of the opponents body aimed for is hit.

Attacks aimed at certain parts of the

body may cause specific effects. Attacks at the head grant an automatic 50% chance of being stunned, as stated in the Stun paragraphs above, without having to inflict 40% of the opponents Hit Points in one attack. The famous crotch attack, as seen so often in movies, also grants an automatic chance of being stunned.

Attempts to break another's legs or arms is possible. The chance to break a limb is the same as an opponent being stunned. More than 40% of an opponent's Hit Points, in damage, must be inflicted in order to break an opponent's limb. The opponent may roll against his Stamina to avoid the special attack in the same way as stated under the Stun paragraphs. Other special attacks are possible.

Blocking

Blocking an attack may be done in combat provided the character has something to block with. A sword could be used to block another sword, an arm to block a punch, etc. A block requires the use of a *Free Action* in combat. No other move may be done in the same *Free Action* as the Block. A block may also be performed as an *Action* instead of an attack thus allowing the character to move(*Free Action*) and block(*Action*) at the same time. The benefit of a block is an increase in the character's Defense Rating. The character's Defense Rating increases by 1 level as a general rule. The Defense Rating may be increased even higher if the object used in the block is very concealing, etc.

Evading

Evading allows the Hero to dodge attacks in combat. Evasion requires an *Action* to perform if the initiative is not won. If the evading character wins initiative for that round, he may evade the opponent's attack as a *Free Action* and take his *Action* at the end of the round. Evading increases the character's Defense Rating. The increase is determined by the character's Agility score. The Defense Rating is increased by 1 level for scores up to 10, 2 levels for scores up to 20, 3 levels for scores up to 40, 4 levels for scores up to 60, 5 levels for scores up to 70, 6 levels for scores up to 80, etc. A character cannot block and evade in the same *Action*.

Pulling Punches

Some attacks may inflict too much damage on an opponent, possibly killing them. In such situations, a Hero may want to pull his punch and lessen the amount of damage inflicted by his attack. The character must state ahead of time that he wishes to pull his punch. He must also state how many base points and number of dice that he wishes to withhold from his attack, before the attack is rolled.

Falling Damage

If a Hero or character falls from a height, he will most likely take damage,

depending on the height the Hero falls from. An individual will receive 1d8 points of damage for every 10' the person falls. The maximum speed and distance a person will fall, is 32' a second, no matter how high an individual falls from, due to the constant rate of the earth's gravitational pull. The maximum damage a person will take from a fall is 7d8 points of damage.

Landing on softer obstacles, snow, brush, water (depending on the angle of entry) will lessen, or may eliminate, the damage sustained from a fall.

Maps

In game play(adventures), the setting and scenes where game play and combat takes place is represented on maps. Each square on a map represents 10'. Some maps that cover larger areas will have their own scale designating the representation of footage.

The description of each numbered area on the map is indicated in the text that accompanies the adventure and the map.

COMBAT CHART

ATTACK RATING

-2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

DEFENSE RATING

-2	12	11	10	9	8	7	6	5	4	3	3	2	2	2	2	2	2	2	2	2
-1	13	12	11	10	9	8	7	6	5	4	3	3	2	2	2	2	2	2	2	2
0	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2	2	2	2	2	2
1	14	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2	2	2	2	2
2	14	14	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2	2	2	2
3	15	14	14	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2	2	2
4	16	15	14	14	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2	2
5	17	16	15	14	14	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2
6	18	17	16	15	14	14	14	12	12	11	10	9	8	7	6	5	4	3	3	2
7	18	18	17	16	15	14	14	13	12	12	11	10	9	8	7	6	5	4	3	3
8	19	18	18	17	16	15	14	14	13	12	12	11	10	9	8	7	6	5	4	3
9	20	19	18	18	17	16	15	14	14	13	12	12	11	10	9	8	7	6	5	4
10	20	20	19	18	18	17	16	15	14	14	13	12	12	11	10	9	8	7	6	5
11	20	20	20	19	18	18	17	16	15	14	14	13	12	12	11	10	9	8	7	6
12	20	20	20	20	19	18	18	17	16	15	14	14	13	12	12	11	10	9	8	7
13	20	20	20	20	20	19	18	18	17	16	15	14	14	13	12	12	11	10	9	8
14	20	20	20	20	20	20	19	18	18	17	16	15	14	14	13	12	12	11	10	9
15	20	20	20	20	20	20	20	19	18	18	17	16	15	14	14	13	12	12	11	10
16	20	20	20	20	20	20	20	20	19	18	18	17	16	15	14	14	13	12	12	11
17	20	20	20	20	20	20	20	20	20	19	18	18	17	16	15	14	14	13	12	11
18	20	20	20	20	20	20	20	20	20	20	19	18	18	17	16	15	14	14	13	12

Structural Durability

Attempting to break or inflict damage to objects, is done much like inflicting damage to a character. Objects have Durability Points (DP), just as characters have Hit Points. When an object takes enough damage to reduce its Durability Points to (0), the object will break, shatter, become punctured, etc., depending on the type of attack used. Some harder substances have an invulnerability score that must be exceeded in order for the attack to harm the object. If the object does not receive enough damage to exceed its invulnerability score, the object will sustain no damage from that attack. Some objects have Durability Points for specific Dimensions, (1' of steel, etc.) instead of per object. If the object has twice the mass listed below, the object will have twice the number of Durability Points, etc. The object will not, however, have twice the invulnerability score. The following chart lists specific substance and objects invulnerability scores and Durability Points.

Durability Chart

Substance	DP	Inv. Score
Adamantium	20/1'	50
Aluminum	10/1'	15
Brick	4/block	6
Bronze	8/1'	14
Bullet Proof Glass	4	23
Bullet Proof Vest	8	20
Car	50	5
Cloth	3	1
Concrete	4	8
Diamond	5	24

Dirt	2/1'	2,8*
Door (metal)	9	15
Door (wood)	9	6
Fiberglass	4/1'	6
Glass	2/1'	2
Gold	9/1'	7
Ice	3/1'	3
Iron	10/1'	16
Lead	10/1'	14
Marble	8/1'	10
Motorcycle	35	5
Plastic	4	3,4*
Platinum	9/1'	7
Rock	8/1'	15
Rubber	3	3,6*
Silver	9/1'	8
Steel	15/1'	26
Tire	5	2,6*
Titanium Steel	20/1'	28
Truck	60	5
Wood (soft)	4	2
Wood (hard)	6	5

Invulnerability Score: Numbers followed by a * indicate invulnerability scores to physical blunt attacks only. Some objects may have two different invulnerability scores, one for general attacks, and another against physical blunt attacks. (punches, blunt weapons, etc.)

The items listed above are only general guidelines. Objects that are made of extremely good quality may increase the above scores, just as objects in ruin and of poor quality may lower the scores.

Many of the above listed scores for metals, such as aluminum, are listings for their more common alloys. Pure aluminum, for example, is a rather soft metal and would not have the score listed above. Adamantium is also a special alloy and is not the pure mineral commonly found. The common mineral in its pure state is actually quite brittle.

All substances that are /1' of area,

measure 1' long x 1' wide by 1" deep. The italicized substances are 1' long x 1' wide x 1/4" deep.

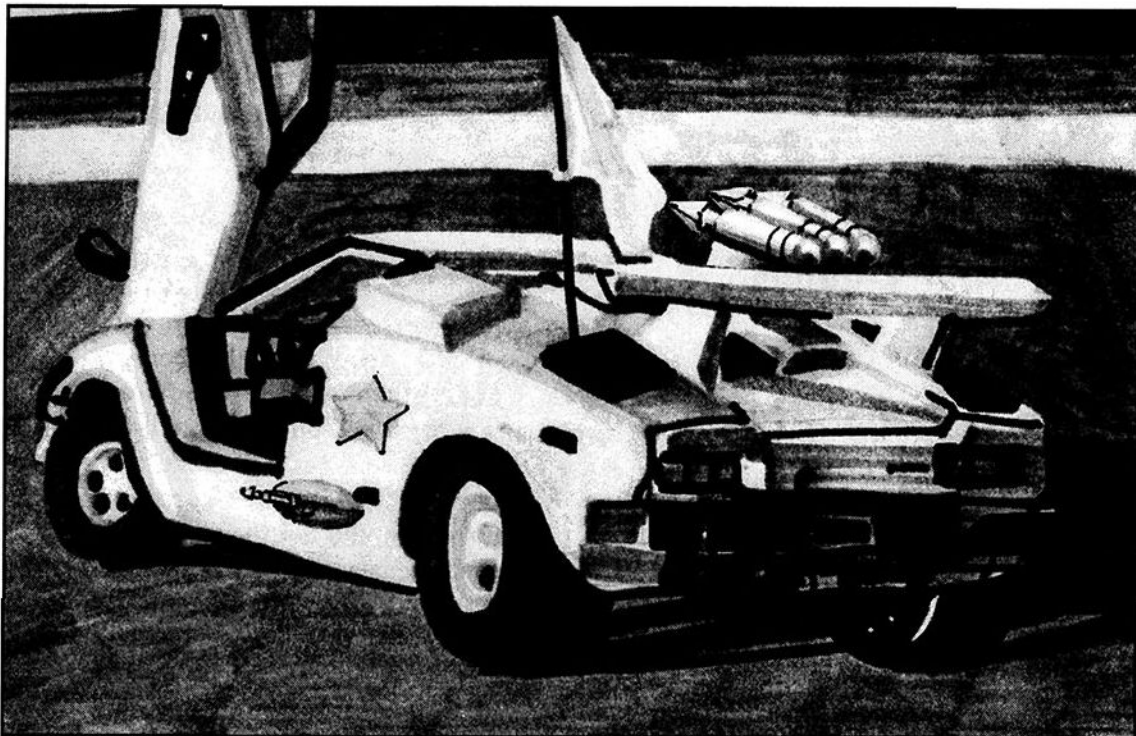
Weapons

The following chart lists common weapons and the average damage they inflict. It is possible to obtain different models of each weapon, and the damage they inflict may also be modified. Weapons with the letters BPWD, under the damage column, inflict the characters Bench Press Weight Damage, plus the extra damage listed.

Weapons Chart

Weapons	Damage
Axe, Battle	BPWD+1d12
Axe, Hand	BPWD+1d8

Bazooka	5+3d8
Blow Gun	1-2 + (Venom)
Bow, Compound	5+1d12
Club	BPWD+1d8
Crossbow	5+1d12
Dagger	BPWD+1d8
Dynamite	5+3d8 (+1d8/extra stick)
Flame Thrower	4+1d20
Hammer	BPWD+1d8
Grenade	5+1d20 (10' radius)
Knife	BPWD+1d4
Lance	6+1d12
Mace	BPWD+1d8
Machine Gun	5+1d20 (5-10 shots/rnd) (-2 Attack Rating)
Pistol	5+1d20
Rifle	7+1d20
Shotgun	8+1d20
Spear	
Held	BPWD+1d10
Thrown	3+1d12
Sub Machine Gun	5+1d20 (3-6 shots/rnd) (-1 Attack Rating)
Sword	BPWD+1d12
Whip	1+1d4 (Snare objects)



Weapons Chart 2, Missiles & Bombs

Weapons	Damage	Weight
Bomb,		
Small, Demolition	5+1d20	30 lbs.
Bomb,		
Large, Demol.	5+3d10-5d10	500-4000 lbs
Bomb		
Armor Piercing	10+4d10	200-4000 lbs
Incendiary	5+1d20(fire)	30 lbs.
Sleep	Sleep gas	10 lbs.
Smoke	Smoke (30'r.)	5-10 lbs.
Tear Gas	Helplessness(30'r.)	5 lbs
Time	5+1d20-3d10	5-15 lbs
Weapon	Damage	Range
Missile, Small, Guided		
Surface to surface	10+3d10	20 miles
Surface to air	7+3d10	15 miles
Air to Air	7+3d8	3 miles
Air to Surface	7+2d12	2 miles
Missile, Large, Guided		
Surface to surface	10+5d10	30 miles
Surface to air	8+4d10	25 miles
Air to Air	10+3d10	8 miles
Air to surface	10+3d10	5 miles
Missile, Small, Ballistic		
Non Nuclear	10+4d10	60 miles
Nuclear	10+6d10	70 miles
Missile, Large, Ballistic		
Non Nuclear	10+6d10	400 miles
Nuclear	10+9d10	5500 miles
Underwater	10+8d10	1200 miles
Missile, Antimissile		
Short Range	10+1d20	1 mile
Long Range	10+3d8	14 miles

The blast radius of bombs and missiles varies depending on the size of the bomb or missile. All objects and people take damage who are in the blast radius.

Ballistic missiles use rocket engines to

propel them to their destination.

Air to Air missiles are carried on planes. Air to surface missiles are also carried by planes. Surface to surface, and surface to air missiles are generally carried by tanks, mobile missile launchers, or are stationary missile launch pads. Underwater missiles are carried and launched from submarines.

Guided missiles seek their targets from a variety of different ways. Some missiles have preset coordinates, others use infrared sensors and track heat sources. A third type seeks light and are used at night to follow the lights on planes in buildings etc. Some missiles follow radio signals that are sent by the launcher and aimed at the target. Missiles that follow radio signals from its launch pad can be jammed by equipment with such capabilities or a Hero with the Sound Control power, etc.

Bombs with sleep and tear gas effects can be avoided if the Hero rolls below his Stamina score on percentile dice or 1d100, but the Hero must leave the area of effect as quickly as he can.

Experience & Levels

As Heroes continue their adventuring careers they naturally improve in the use of their abilities, and sometimes gain new powers. The following system explains how a Hero gains in levels and experience, and a character receives extra Hero points to spend on powers and abilities.

The characters level is a representation of how experienced a Hero the character

is. The higher the level the more experienced the Hero.

A Hero gains experience points for defeating and/or capturing villains. To determine how many experience points a character receives, you use the villains total Character Points, and divide by 4. (*Villains total Points / 4 = experience points.*) If more than one Hero participates in the fight to defeat the Villain or villains, the experience is divided amongst the participating Heroes. For example, if two villains worth 800 points each were defeated by 4 Heroes, each Hero would receive 100 experience points. ($800+800 = 1600/4 = 400/4 \text{ Heroes} = 100 \text{ experience points each}$).

All Heroes start at 0 level of experience. To increase in levels, the character must accumulate enough experience points, as described above, to reach the next higher level. To determine how many experience points are needed to raise to a higher level is based on the Heroes total character points. A Hero with 600 points would need 600 experience points to reach 1st level. The total is then doubled to attain 2nd level (1200 experience points), and doubled again to reach 3rd level (2400

pts.), and again for 4th level (4800 pts.), and 5th (9600 pts.). After 5th level, the Hero needs only 4800 extra points to reach each new level there after. The points are equal to the amount needed to raise from 4th to 5th level. This formula works for any points the Hero starts with. The following are premade charts for Heroes of different point totals.

Other point totals are also possible of course such as 500, 700, etc.

Level	Points				
	300	400	600	800	1000
1st	300	400	600	800	1000
2nd	600	800	1200	1600	2000
3rd	1200	1600	2400	3200	4000
4th	2400	3200	4800	6400	8000
5th	4800	6400	9600	12800	16000
6th	7200	9600	14400	19200	24000

For every 4 levels the Hero has attained, he may increase any of his Attack, Mental Attack, or Defense ratings by 1 level. This can be a natural rating or a power rating. Only one rating may be increased for every 4 levels. For example, a Hero could increase his Energy Attack Rating by 1 level, or he could increase his defense rating by 1 level, etc., but not both.



The Hero also receives extra points to increase his powers or abilities, or to receive new powers. In comic books, the Heroes are always increasing in power as time rolls on, and some Heroes even attain new powers, thus this rule assimilates a characters eventual increase in power. At each new level, the Hero receives 1/100th of his total experience points to spend on powers. This, however, is not cumulative per level. For instance, a 600 point character who attains 1st level, would receive 6 extra points to spend on powers. At 2nd level, the same character would receive 6 more points, not 12, and at 3rd level the Hero would receive 12 extra

points, etc. Each levels experience points are subtracted by the higher levels experience points and then divided by 100, to determine the characters extra points to spend on powers. The following illustrates the equation for some point totals.

600

1st level: $600/100 = 6$ extra points

2nd level: $1200-600 = 600/100 = 6$ extra pts.

3rd level: $2400-1200 = 1200/100 = 12$ extra pts.

4th level: $4800-2400 = 2400/100 = 24$ extra pts.
etc.

In the above example, a 600 point character would have received 48 points total to spend on powers by 4th level.
($6+6+12+24=48$)

Animals

The following is a reference for the HM to use when the statistics of various animals are needed for game play. Only the statistics that are pertinent for use of the animals, in game play, are listed. All statistics are for the average or large specimen of each animal. The *Move* statistic lists the upper limit in speed for each animal. It does not, however, indicate how many miles can actually be travelled, in an hours time, by the animal. Other animals, for the same species, might be larger or smaller, and their statistics may be modified to reflect this.



Bear (Brown)

Stamina: 26	HP: 28
Reflexes: 12	MHP: 10
Agility: 15	Damage: 10+1d10
Attack Rating: 3	Weight: 1500 lbs.
Defense Rating: 1	Move: 34 mph.

Heightened Senses: Smell (2000')

Climbing: Skill

The brown bear is the largest bear in the world, growing in height up to 9' tall.

Cat (Domestic)

Stamina: 10	HP: 3
Reflexes: 20	MHP: 6
Agility: 30	Damage: 1-2
Attack Rating: 2	Weight: 12 lbs.
Defense Rating: 3	Move: 20 mph.

Heightened Senses: Smell (800')

Night Vision

Hearing (800')

Climbing: Skill

Cats use cunning and stealth to track their prey.

Cheetah

Stamina: 25	HP: 12
Reflexes: 25	MHP: 8
Agility: 25	Damage: 6+1d6
Attack Rating: 3	Weight: 100 lbs.
Defense Rating: 3	Move: 70 mph.

Heightened Senses: Smell (1000')

Night Vision

Hearing (800')

Climbing: Skill

The Cheetah stands 3' at the shoulder and can grow up to 4' long, not including

Animals

the length of his tail. The Cheetah is the fastest of the cats and can be trained the easiest.

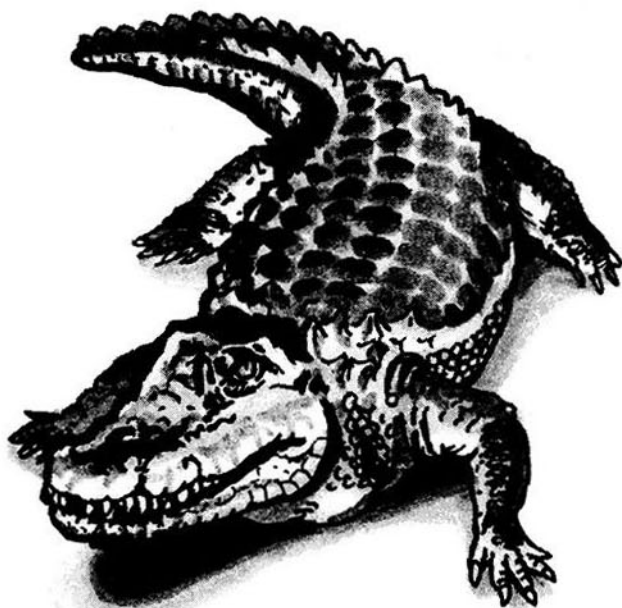
Cobra

Stamina: 10 HP: 5 (12 King)
 Reflexes: 14 MHP: 3
 Agility: 20 Damage: 0 (Poison)
 Attack Rating: 5
 Defense Rating: 2

Venom: 10+1d8, Continues 6 rounds (10% damage)

Weakness: No Hearing

A normal cobra is about 5'-7' in length. A King Cobra can grow as big as 18' long, and can shoot a poison spittle up to 6' into an opponents eyes. If a successful hit is rolled, the opponent is blinded for 2d4 rounds.



Crocodile (American)

Stamina: 10 HP: 18
 Reflexes: 15 MHP: 8
 Agility: 12 Damage: 9+1d4
 Attack Rating: 2 Weight: 300 lbs.
 Defense Rating: 1 Move: 10mph.(land)
 10mph.(water)

The average crocodile is 10' long. Some crocodiles can grow as large as 23' in length. In combat, a crocodile will attempt to bite its victim and then pull it under the water to drown its prey.

Dog (Hound)

Stamina: 45 HP: 9
 Reflexes: 18 MHP: 8
 Agility: 18 Damage: 6+1d4
 Attack Rating: 4 Weight: 70 lbs.
 Defense Rating: 1 Move: 35mph.

Heightened Senses: Smell (3000')
 Hearing (1000')

Tracking: Skill

Hounds are extremely trainable and good companions to man. They have been known to travel up to 75 miles continuously, without tiring and having to stop.

Eagle

Stamina: 20 HP: 4
 Reflexes: 10 MHP: 5
 Agility: 20 Damage: 2+1d4
 Attack Rating: 4 Weight: 15 lbs.
 Defense Rating: 1 Move: 50mph(Flying)

Heightened Senses: Telescopic Vision (3 miles)

Eagles are about 2 1/2' long and have a

Animals

wing spread of about 6'.

Elephant (African)

Stamina: 15	HP: 45
Reflexes: 8	MHP: 10
Agility: 8	Damage: 10+1d8
Attack Rating: 1	Weight: 7 tons
Defense Rating: 0	Move: 20 mph.

Heightened Sense: Smell (200')

Body Weaponry: Tusks

Weakness: Poor Vision, and Hearing

The elephant's trunk is capable of lifting and carrying 1 ton of weight. 4 tons of weight may be pulled by an elephant. In combat, an elephant will sometimes attempt to pin an opponent down with his tusks.

Gorilla

Stamina: 12	HP: 20
Reflexes: 10	MHP: 10
Agility: 14	Damage: 8+1d8
Attack Rating: 2	Weight: 550 lbs.
Defense Rating: 1	Move: 24 mph.

Gorillas have an extremely strong grip and forearms. The length of their arms allows them an extended reach. Gorillas stand about 6' tall.

Horse (Draft)

Stamina: 25	HP: 22
Reflexes: 10	MHP: 9
Agility: 10	Damage: 8+1d8
Attack Rating: 1	Weight: 1 ton
Defense Rating: 0 (2 Physical Combat)	Move: 30 mph.



Lion

Stamina: 15	HP: 22
Reflexes: 13	MHP: 9
Agility: 18	Damage: 8+1d8
Attack Rating: 4	Weight: 500 lbs.
Defense Rating: 2	Move: 50 mph.

Jumping: 10'

Heightened Senses: Smell (800')

A lion will run at an opponent at 50 mph., and then leap on its victim with its heavy weight, attempting to pin its target while it attacks with its bite.

Scorpion

Stamina: 10	HP: 1
Reflexes: 15	MHP: 1
Agility: 15	Damage: 0 (Poison)
Attack Rating: 4	Weight: up to 2 lbs.
Defense Rating: 1	Move: Nil

Venom: 2+1d6, continues 6 rounds (10% damage, minimum 1hp. damage/round)

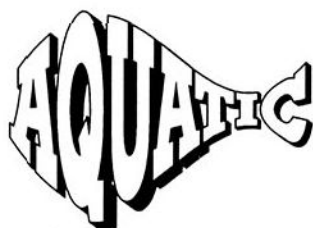
Animals

Tiger

Stamina: 18	HP: 24
Reflexes: 13	MHP: 9
Agility: 18	Damage: 8+1d8
Attack Rating: 4	Weight: 600lbs.
Defense Rating: 2	Move: 50 mph.

Jumping: 15'
Heightened Senses: Smell (800')
Weakness: poor vision and hearing

Tigers can grow to a maximum length of 9'.



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Dolphin

Stamina: 20	HP: 15
Reflexes: 15	MHP: 10
Agility: 15	Damage: 2+1d6
Attack Rating: 3	Weight: 300 lbs.
Defense Rating: 3	Move: 25mph.(water)

Dolphins range from 8' - 12' in length.

Shark (White)

Stamina: 20	HP: 35
Reflexes: 12	MHP: 10
Agility: 13	Damage: 10+2d10
Attack Rating: 2	Weight: 2-3 tons
Defense Rating: 2	Move: 18 mph.

Sharks can sense blood in the water and will attack an individual with an open wound, immediately. The White shark is one of the largest and most dangerous sharks. White Sharks can grow as large as 18' in length.



Squid (Giant)

Stamina: 10	HP: 50
Reflexes: 10	MHP: 12
Agility: 10	Damage: 10+1d8
Attack Rating: 3	Move: 15 mph.(water)
Defense Rating: 1	

Ink Spray: treat as *Darkness* 20' x 20' cloud.

A giant squid has a 20' body and ten 30' long tentacles. A giant squid attacks with its tentacles, attempting to bind an opponent through the use of its suction cups and long limbs. If an opponent is successfully bound, the squid will attempt to bite and eat its prey, thus causing the damage stated above.

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Whale (Blue)

Stamina: 20	HP: 110
Reflexes: 8	MHP: 18
Agility: 8	Damage: 15+2d10
Attack Rating: 0	Weight: 150 tons
Defense Rating: -2	Move: 24mph.

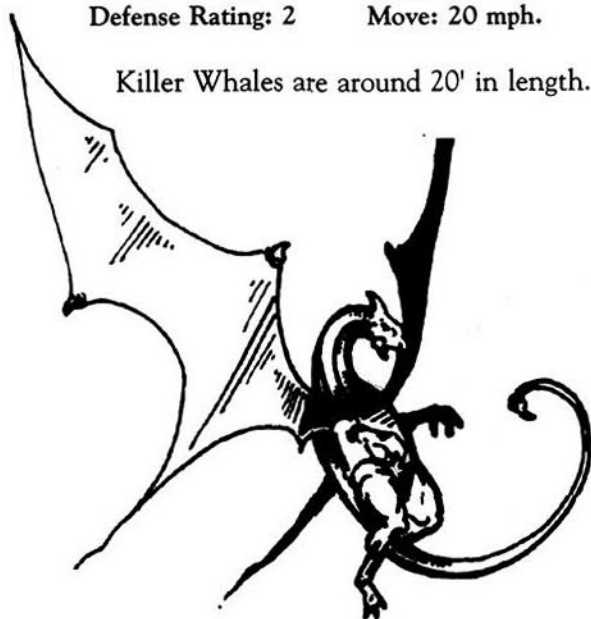
Invulnerability: (10) only to physical nonpiercing attacks.

The Blue Whale is the largest creature on earth, ranging up to 100' in length. They do not have teeth, and generally feed on small plankton and cray fish. The damage a whale inflicts, is caused by its strong tail, or from the whale bashing its weight onto an opponent or a boat. This attack is not always effective against opponents under water.

Whale (Killer)

Stamina: 20	HP: 35
Reflexes: 13	MHP: 10
Agility: 14	Damage: 10+2d8
Attack Rating: 3	Weight: 8 tons
Defense Rating: 2	Move: 20 mph.

Killer Whales are around 20' in length.



Mythical Beings:

The following mythical creatures are detailed for Adventures that may deal with these fantasy creatures. They are not normally found in the Heroes world obviously, though in some campaigns with magic, they may very well exist.

CYCLOPS

Bench Press Weight: 2800 lbs.	
IQ: 80	Agility: 10
Reflexes: 10	Stamina: 15
Attack Rating: 1	HP: 30
Defense Rating: 1	MHP: 15
Damage: 12+1d10	Move: 40 mph.

Tree Club: +1d10 points of damage

A cyclops is a mythical, one eyed, giant. The cyclops listed here is 20' tall, though they may be many different heights. The cyclops is a savage creature who fights with a tree in hand as a club or with his bare hands.

Dragon

IQ: 60-120	Agility: 15
Reflexes: 15	Stamina: 34
Attack Rating: 6	HP: 80
Defense Rating: 3	MHP: 25
Damage: 10+2d10	Move: 40mph.(Run)
Point Total: 526	100mph.(Flying)

Fire Blast: 15+3d8 Area effect 30' x 30', Range 800'.

Identity Transformation: to Human Form
Invulnerability: (10), due to scales.

There are many different types of dragons. The one listed here is the most famous dragon, the fire breather. In some legends it is believed that if you eat a dragons heart it will give you great courage, or if you bath in the blood of a dragon it will make you invulnerable, while other legends tell of a dragons blood being as dangerous as acid. These are all optional effects.

Some dragons possess the ability to turn into human form, allowing them to walk among men.

The more intelligent dragons, and the ones able to turn human, are able to speak human languages. A few dragons possess the power of Linguistics.

More intelligent dragons may be good or evil. The less intelligent ones motives are the same as an animals, working off of instinct.

Genie (Jinni)

Bench Press Weight: 800 lbs.

IQ: 100 - 130

Agility: 25

Reflexes: 20

Stamina: 25

Attack Rating: 2

HP: 30

Defense Rating: 4

MHP: 20

Damage: 10+1d8

Move: 25 mph.(Run)

Point Total: 656

80mph.(Flying)

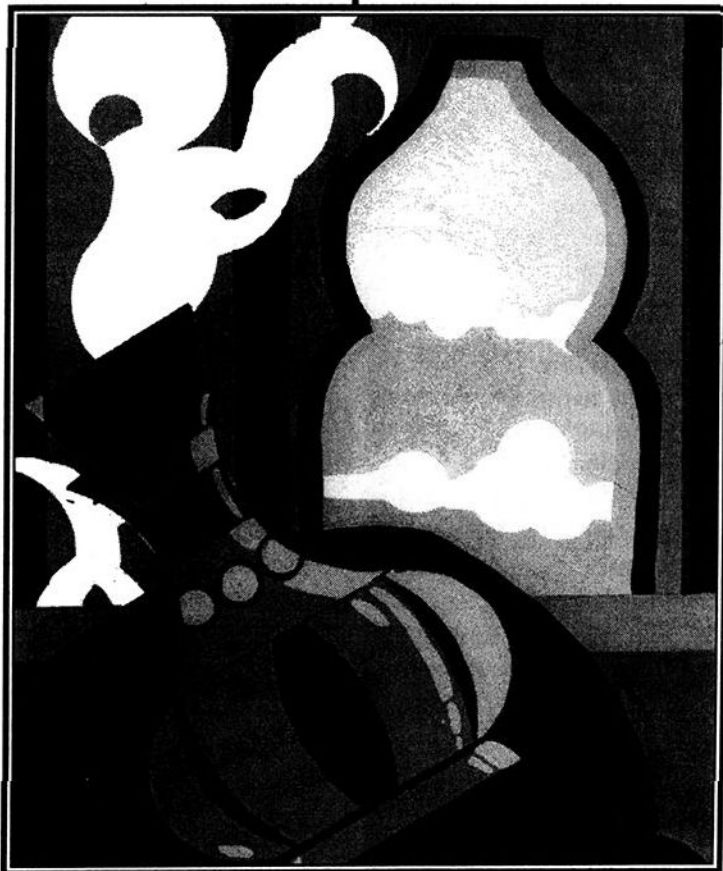
Matter Creation: up to 30' volume (varies)

Teleportation: Global; up to 8 people.

Shape Alteration: All Types.

Size Change: Shrink to 1" tall or grow to 12' tall.

Weakness: Linked to an object, usually a bottle. Whoever possesses the bottle usually becomes the genies master, or the genie must grant three wishes to buy its freedom. Not all genies have this weakness.



To Catch A Wizard

An evil fills the air. It is so strong your skin crawls with goose bumps every few minutes as if to warn you of some coming danger. You not the only one who seems to have noticed. Mother nature herself is on guard. You listen intently for noises of a typical spring night, but hear only silence where the chirping of crickets and the rustling of the trees should be heard. Whatever this impending danger is, it awaits you and your fellow adventures in, "To Catch A Wizard."

To Catch A Wizard is a very short introductory adventure. It's designed for 2-4 characters of 300-600 points or the three NPC's included with the adventure. The Paladin, Tina and Alex may be used for game play. The story itself is based around these three and the Sinister Wizard, Dominion.

The following information is for the HM's eyes only. The Boxed Descriptions that follow are to be read to the players at the appropriate time. (Entering a room, etc.) Some rooms have the same description as other rooms. These areas are all numbered the same on the map. This adventure, like all adventures, should be read entirely before game play to make your game flow more smoothly.

The map and the characters statistics are listed after the adventure synopsis and descriptions. Each numbered description of text refers to the same number on the map.

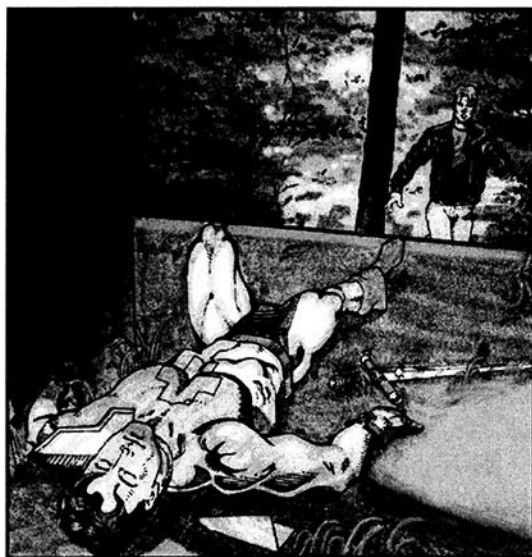
Character Background

Around the year 784 A.D., Christian Forsyth fought as a knight for the church to the rule of King Charlemagne. Unlike many others of his type, Christians faith was strong and true, granting him special gifts to be used through his faith to combat evil. Throughout the land he was known as the Paladin, a name given him by the twelve peers of Charlemagne for his efforts and accomplishments as a true paragon of knighthood.

An evil and powerful wizard who answers to the name of Domain, for none know his true given name, sought a way to cover the world in darkness and evil. His objective was to remove all love from the world and thus all faith.

Domain not caring what time period this was to occur, sought to conquer a future time. A time where faith had little meaning except in word, and had little chance of preventing the wizards plans from coming to fruition. The time period Dominion chose to conquer was the 1990's. The more evil that exists in the world and the less faith, the stronger Dominion's power becomes, thus enabling him to conquer all.

At the time of the wizards preparation to pierce the time barrier, the Paladin had tracked Domain to his fortress in the mountains. Defeating the few guards that stood in his way, Christian broke into the room as the wizard entered the portal to the 1990's. By sheer instinct, the knight leaped through the portal only seconds behind. The few seconds that separated the two through the portal, resulted in a three month time difference upon entering the 90's, and placed the two a half a country away.



This left the Paladin unconscious in a park outside of Baltimore, Maryland in the United States, granting the modern day world a true knight in shining armor.

Alex, a 22 year old college student, often has dreams that come true. He and his sister Tina (age 25) live on their own. Their mother died of cancer and their father they never knew. Both were born with exceptional abilities. Alex is a Telepath and a Telekinetic, and Tina can cause any object to spring to life and do her bidding. Their powers were a result of an experiment their father had performed on their mother to try and produce superior children that could be used to further his own selfish and greedy goals. Discovering the father's plans, the mother stole both children in the middle of the night, and fled from Europe where both had currently lived. She started a new life under an assumed name outside of Baltimore Maryland in the United States. She never told either child the truth about their father or that the reason for her cancer was from the experiment. Her early death, in the children's later teenage years, forced them to mature rapidly and learn to support themselves.

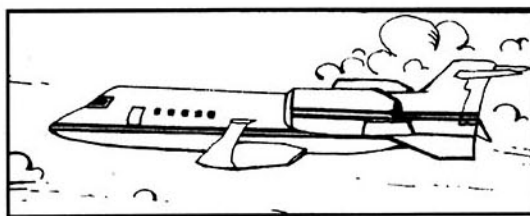
For several weeks, Alex had a reoccurring dream of a knight from the past appearing in a park near his house. When the vision became incredibly strong and intense, he decided to check the park out.



At the park he found laying on the ground, exactly as in his dream, the Paladin. Quickly he revived the knight. The two discussed for hours the time period, the knights mission, and where they were. Alex was instantly convinced of the knights story, thanks to the use of his telepathy. Finding the location of Dominion is not a problem with the Paladins tracking power. With the aid of Alex and Tina, who have always wanted to be Heroes, the Paladin must stop Dominions plans before they take effect and the world is lost.

The above background story should be read to the players. If they use their own Heroes instead of Alex, Tina, and the Paladin, the HM must use some way of getting the Heroes involved with the adventure. Perhaps some mutual contacts has found out about Dominion and relayed the information to the Heroes, or a well known psychic might approach the characters with stories of danger, etc.

Dominion has taken residence in his old castle in Germany that still stands today. He has enlisted a super powered mercenary named Temper, in case of possible intrusions at the castle, or resistance by others towards his plans. His goal is to use his mind control power on several world leaders and politicians to manipulate and create wide spread anger and disorder in the world, possibly starting a few wars, etc. The following dissention and hate caused by such problems would then fuel Dominions power granting him the means to master society as a whole.



Once the Paladin has tracked Dominion through the use of his power, the Heroes will need some form of transportation to reach Germany where Dominion resides. Buying tickets on a commercial airline is suggested, with Tina and Alex's money.

The castle is located outside a small town in the mountains of Germany. The villagers are oblivious to Dominions residence at the castle. He has cloaked his presence through the use of his magic. The following map and descriptions are to be used when the players arrive at the castle. The castle stands atop a small mountain 1 mile up. A small dirt road leads to an unguarded draw bridge. Dominion has no use for exterior guards who might be seen by outsiders.

Castle Descriptions

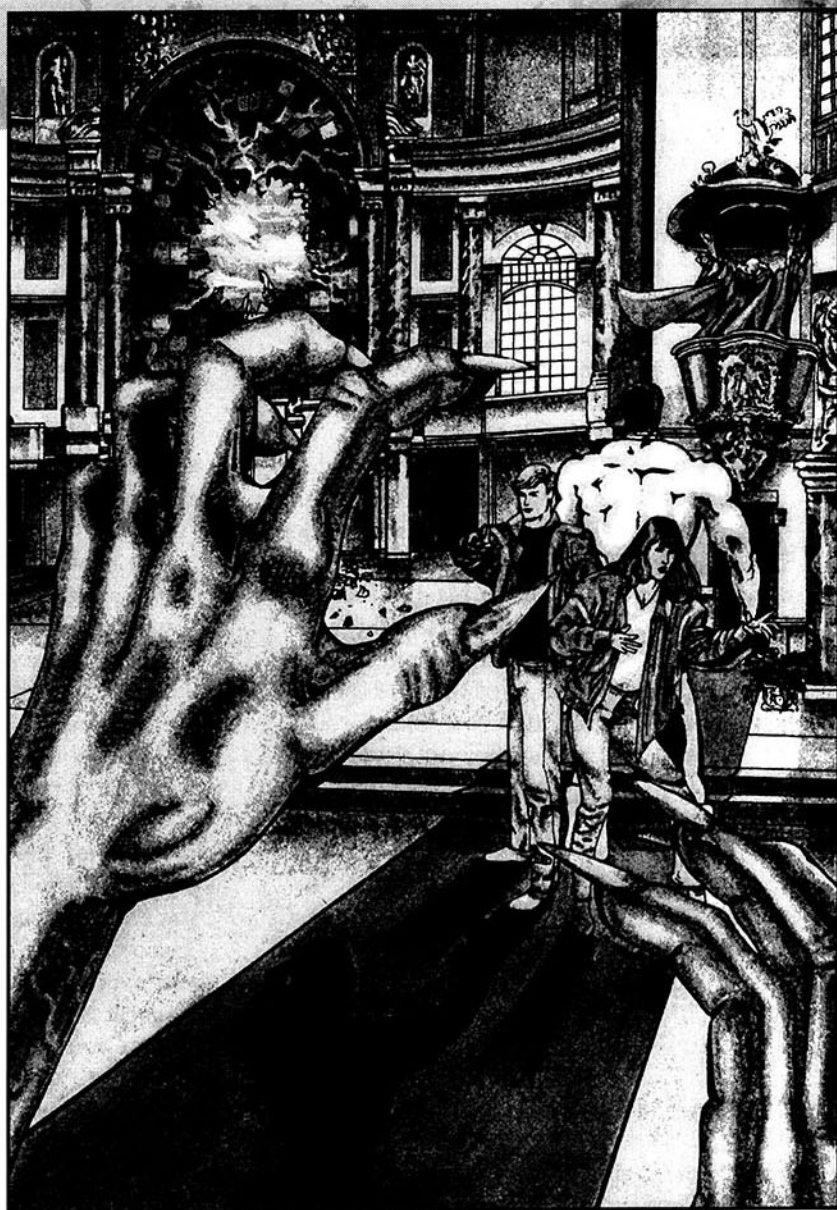
The castle is made up of three main buildings and four towers. Only one building and one tower is detailed and is necessary for game play.

1. Entry Hall

The masive rotted drawbridge leads to a set of Massive wood engraved double doors. Various wooden motifs of all shapes and sizes adorn the entry way carved with expressions as if to beckon uninvited guests to reconsider their plight and leave.

The doors are locked. Read the following upon entry:

Inside, directly in front of you stands two more great doors larger than the first, in a room that measures 20' x 40'. The floor is inlaid in turquoise and black marble tiles. Two



statues of ancient gladiators stand to each side of the room. All four figures are made of white marble and stand approximately 8' tall. They pose as if in fierce battle with each other. The great doors stand 20' in height. They are not locked, but require great strength to open.

2. Great Throne Room

As you pass through the ancient great doors, a strong wind grips you giving you an eerie forboding feeling of danger. Ahead lies a huge room of immense proportions, approximately 90' in length and 80' in width as well as in height. The floors here to are made of inlaid marble and the ceiling is masterfully painted,

depicting many foul creatures tormenting men and imprisoning them. To each side stands seven large pillars, separated 10' evenly apart and are made of coruscating swags of white and blue marble. All 14 pillars rise from the floor to the ceiling and appear to be about 5' thick. "Ha, Ha, Ha, even here in the twentieth century I am not rid of you." The voice comes from across the room. It's loud echo can be heard through out the room. Ahead you see the origin of the bellow. Standing in a dark large booth, elevated off the ground is Dominion. The booth is fixed to the farthest wall at the end of the room next to the throne. It appears to have been a booth used to give speeches to large audiences that at one time filled this great hall. "I thought I heard some clamor behind me as I went through the portal. It was you wasn't it, you followed me through the portal. No matter, you will all be dead soon enough. In this time, Paladin, my powers have grown considerably. And really, enlisting the aid of children? Help must be scarce these days. Whats the matter? Do they remind you of friends long past?" He clamors sarcastically. "Well, soon they will be dead along side you! By following me you have sealed both yours and their fates!" He raises his long staff into the air, and shouts: "Guardians and children of the night, come forth and destroy those who stand before me! These montheistic fools who dare challenge my rule!" Seemingly out of nowhere, black creatures made of shadow come forth out of the floor, walls and ceiling. From the sides, behind the columns, come 7 ghoulish looking humanoids with rotted flesh. All come menacingly forth to attack.

There are 7 guardians, and 7 shadow beasts. Their statistics can be found at the end of the module. Dominion will attempt to leave immediately through the door in the booth. This leads to room six where Temper awaits. Dominion will give Temper orders to guard the way and kill the three if they should happen to defeat the beasts. He will then proceed out the back door that leads to the tower, and remain there. The creatures will surround the Heroes instantly, enabling Domain to take his leave. They will fight to the death.

3. Servants Quarters.

Within lies broken and tattered furniture, and appears to have been unused for centuries. The floor is made of stone. This room does not appear to have been designed as prestigously as some of the others. Two windows adorn two adjacent walls that lead to the outside. A stone statue of a worker stands in the corner of the room. It stands 6' high.

This room is vacant and of no interest.

4. Prep Room.

This room is completely vacant, and has no furniture within. Whatever the rooms purpose has long been forgotten.

5. Sitting Room.

A large oak table lies worn from age in the middle of the room. Several old, rotted, broken chairs surround it in pieces on the floor. Fire sconces and a chandelier hang from the walls and ceiling. The floor is marble, but is broken in many places. Nothing of interest awaits within.

This room used to be a waiting room for important officials who wished to see the lord of the castle, when he was not in, and was expected back soon.

6. Temper awaits.

Twenty feet in front of you lies a door leading to the outside courtyard. Two large windows, one on each side of the door, illuminate the room and share a view of the tower and courtyard beyond. Two hallways exit the room from both sides. In the corners of the room stand 4 large statues of obese monks in standing prayer. They stand approximately 7' tall and are about 3' wide.

Behind the statue to the back left corner is Temper. He awaits the Heroes to enter the room for a planned ambush. He will use his gun or pyrokinetic ability to attack the Heroes when they enter. Temper will not fight to the

Death, and will flee if he feels he will lose or is damaged beyond half his Hit Points. He is a clever foe and a great combatant. Dominion chose Temper as his mercenary because of his uncanny Emotion control ability. Dominion hopes to use this power to help further his goal of manipulating people and thus he will gain more power from their corruption.

7. Tower

The tower stands 60' in height and is directly in line with the back door of the castle some 50' away at the end of the court yard. The entrance to the tower is at ground level and faces the castle.

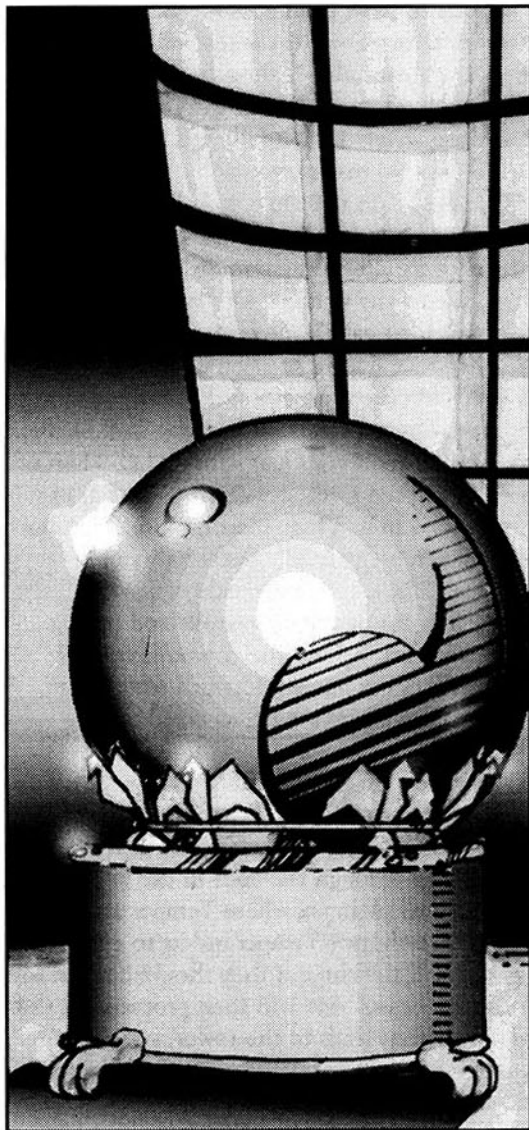
The door is locked. Inside, a stairwell leads to the top room which is the only room in the tower. Their Dominion peers into his orb, and views the battle with the Heroes through the use of his Clairvoyance power. He cannot be surprised by the Heroes for this reason. If the Heroes enter the tower, Dominion will be instantly aware of their presence, and will await a confrontation. If the battle goes poorly, he will attempt an escape. He will time travel if that is his only way out, thus leaving the Paladin in the 1990's forever. Dominion will cast his magic shield spell before the Heroes arrive.

Once in Dominions room:

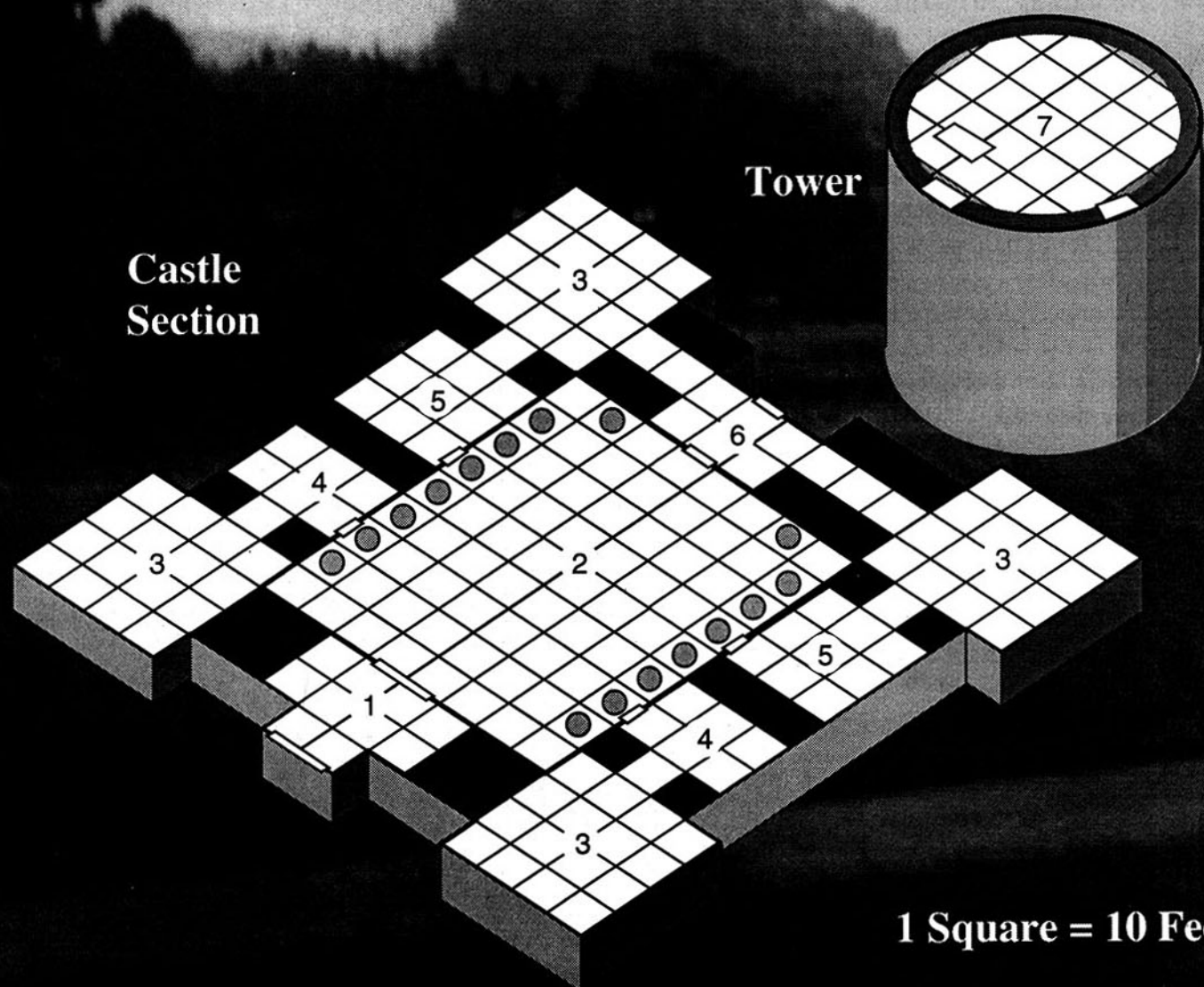
The tower room is spherical in shape and has two windows that lead to the outside. It is a 50' drop from the windows to the ground. There is no furniture in the room, only a large crystal ball approximately 2' in diameter that sits on a thin metal stand in the center of the room. Next to the orb, ready for battle, stands Dominion encircled by a magic shield.

Conclusion

The module ends once both Temper and Dominion are defeated or escape. The HM has the option of extending the module if he wishes. If either villain escapes, the Paladin can track them anywhere in the world that they have fled to, unless Dominion escapes through the use of time travel. At this point if the players are going to keep their characters past this adventure, experience points may be added up.



Dominion's Castle Map



PALADIN

Bench Press Weight: 550 lbs.(80 tons)

IQ: 128

Reflexes: 35

Agility: 35

Stamina: 47

HP: 46

MHP: 18

Attack Rating: 7

Mental Attack Rating: 1

Defense Rating: 7

Physical damage: 8+1d8

Sword: (8+1d8)+ 1d10

Powers:

Special Power: The Paladin is able to increase his Bench Press Weight through faith up to 80 tons. This requires a *Free Action* to activate.

Maximum damage with a punch: 18+5d10.

Healing: Regenerates Healing Factor. He is also able to heal himself and others 28hp's of damage, and is able to cure diseases.

Force Field: An invisible force field always surrounds the Paladin. The force field only protects him from evil beings and their attacks. It extends 1" from his body. The force field protects him from (45) hp's of damage.

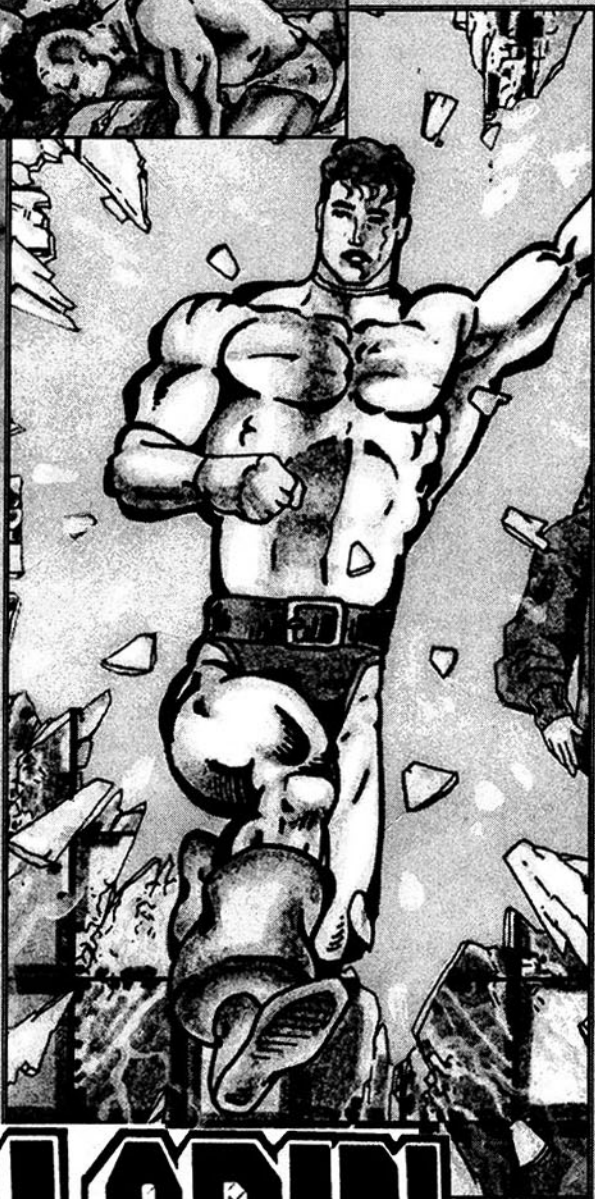
Heightened Senses: Hearing: (3 miles)

Telescopic Vision: (8 miles)

Boxing: Attack Rating: 9,

Defense Rating: 8

Tracking: Power, range:
Global



PALADIN

ALEX

Bench Press Weight: 285 lbs.

IQ: 151

Reflexes: 31

Agility: 28

Stamina: 28

HP: 27

MHP: 28

Attack Rating: 6

Mental Attack Rating: 1

Mental Blast: 4

Defense Rating: 6

Physical Damage: 4+1d6

Powers:

Telepathy: Range (50 miles), may communicate with more than 1 individual. Can Detect Thoughts, Probe, and Block.

Precognition: Defense Rating (8)

Mental Blast: 17+3d8, Range (3000'), can affect all opponents in a 20' area.

Telekinesis: 50 tons weight, range 3000', flight speed 340 mph., TK shield invulnerability (34hps). Kinetic Bolt:

17+4d8, Attack Rating: 7

Martial Arts: Attack Rating: 8, Defense Rating: 8, can roll with blows for (10hps.)



ALEX

TINA

Bench Press Weight: 135 lbs.

IQ: 121

Reflexes: 28

Agility: 31

Stamina: 24

HP: 24

MHP: 17

Attack Rating: 6

Mental Attack Rating: 1

Defense Rating: 6

Physical Damage: 1+1d6

Powers:

Acrobatics: Defense Rating: 10,
Animate Objects: Attack Rating: 8,
Range (3000'), 300hp's of objects can
be animated with a maximum Bench
Press ability of 40 tons, not to exceed
5 times the objects weight.

Mind Rapport: Tina and her brother
Alex share a Telepathic link with a
range of 3000 miles.



TINA

Temper

Bench Press Weight: 450 lbs.

IQ: 120

Reflexes: 35

Agility: 32

Stamina: 36

Point Total: 382

HP: 36

MHP: 20

Attack Rating: 6

Mental Attack Rating: 1

Defense Rating: 7, with Martial Arts
and Acrobatics: 12

Damage: 5+1d8 (punch)

Concussion Rifle:

Powers:

Pyrokinesis: Attack Rating: 9, Damage: 12+2d10

Martial Arts: Attack Rating: 8, Defense Rating:

9, damage: 10+1d8, roll with blow for 5hps.

Emotion Control: Anger, Mental Attack
Rating: 3

Acrobatics: Defense Rating: 10,

Beserk Rage: Attack Rating: 8, increases
strength by 40%

Training: Expert shooter, Attack Rating with
guns: 9, +4 MHPs.

Dominion

Bench Press Weight: 140 lbs.

IQ: 131

Reflexes: 28

Agility: 12

Stamina: 31

Point Total: 937

HP: 28

MHP: 19

Attack Rating: 3

Mental Attack Rating: 1

Defense Rating: 4

Damage: 1+1d6

Powers:

Magic Blast: 17+3d10

Magic Shield: (35) Invulnerability, can attack
out with magic blast and telekinesis (Protects
against physical, energy, & magic attacks)

Mind Control: Only evil creatures, verbal.

Flight: 300 mph.

Telekinesis: 1 ton weight, range: 3000'

Size Change: Enlarge: 40' tall max.

Image Alteration

Psionic Shield: Mental Invulnerability (28),
prevents mental intrusion, rating: 34.

Clairvoyance:(spell), Action to activate, and
must be cast on a crystal ball to use.

Dimension Travel:(spell) Time Travel, can
create a gateway. Action to activate.



Guardians

Bench Press Weight: 350 lbs. Damage: 5+1d8
IQ: 70 HP: 27
Reflexes: 13 MHP: 12
Agility: 10 Attack Rating: 1
Stamina: 34 Defense Rating: 1
Point Total: 83

Powers:

Body Weaponry: Claws- Damage: BPWD+(4+1d6).
Immortality: Permanent

Guardians are rotted flesh zombies that are green in color.

Shadow Beasts

Bench Press Weight: 200 lbs. Damage: 1+1d6
IQ: 70 HP: 25
Reflexes: 20 MHP: 12
Agility: 20 Attack Rating: 4
Stamina: 30 Defense Rating: 4
Point Total: 209

Powers:

Immortality: Permanent
Shadow Form

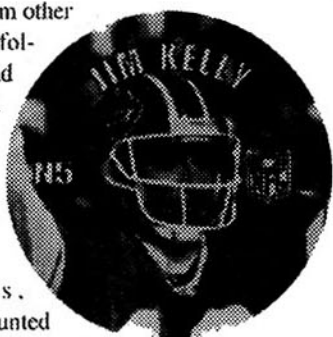
Special Power: Cold Touch- Damage: 10+1d8

Shadow Beasts look like slightly darker, three dimensional, human shadows.

JUL 1993

milk cap offerings from other card producers who followed SkyBox's lead are still coming in, but despite the advertising flurry, consumers have yet to respond with a groundswell of interest.

Nevertheless, SkyBox remains undaunted and has an impressive lineup of



AS SEEN IN INTERNAL CORRESPONDENCE MAGAZINE AND ADVANCE COMICS

HEROES & HEROINES RULES GUIDE

Finally, a licensed comic book role playing game that isn't dedicated to just one company! This new super hero role playing game has something the others don't: licenses with Image, Malibu, and Continuity! This hot new game offers a generic rules system which can be used to incorporate any of your favorite super heroes into play. Excel Marketing has also negotiated licenses with many hot companies to produce adventures featuring some of the hottest characters in comics today! The greatest thing about this method is that the company won't be trapped into a specific comic universe, they can pick and choose to bring you adventures as hot as your weekly comics! The first batch of licensed adventures features Image's the MAXX, Continuity's DEATHWATCH 2000 and Malibu's PROTECTORS & EX-MUTANTS! Very Highly Recommended!

they secured the license of *Last Action Hero* and take advantage of the set has 54 different bonus caps and a

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COMICS • GAMES

Excel Marketing Brings Hot Comics to the Gaming Table

*Image, Malibu and
Continuity First to
Respond.*

Excel Marketing is a new player in the adventure game industry, but they have done something no veteran game manufacturer has attempted. Excel announced this month that they have developed a new super-hero role playing game in which anyone could play any of their favorite characters. This in itself is nothing new, but Excel has taken the idea one step further. The result is *Heroes & Heroines*.

Unlike the Marvel and DC-based role playing games on the market, Excel is not licensing their whole game from one company. Rather, they are licensing their individual *Heroes & Heroines* supplements. This way, players can pick up the supplement based on their favorite character, no matter what publisher the character originates from. The basic rules are generic enough to be readily modified to fit any existing universe or character, and the game will not be locked into a particular license, thereby garnering a much broader appeal.

The first three companies to lend their characters to the *Heroes & Heroines* line are Malibu, Image, and Continuity. Image has licensed an adventure supplement based on *Maxx*, from Malibu come the *Protectors* and *Ex-Mutants*, and Continuity offers *Deathwatch 2000*. Each of these products is a complete adventure supplement and requires the *Heroes & Heroines* basic game to play.

This is an excellent opportunity for game players who are fans of many different companies and characters. Excel has plans for many more licensed products in the very near future. The *Heroes & Heroines* line, including all three supplements, is available in the September *Advance Comics*.

COMICS

NIA Announces November is Zero Month

the association of black comic book publishers, announced November as ANIA #0 Month. The issue of November will be #0 issues of *Zulu*, *Ebony Warrior*, and *Hero: Son of*. It will be numbered as #00 since it has already been offered in April. The books will feature a lot of ANIA's heroes. "These will be true bable Hage, writer of *Zwanna* and con-

HEROES & HEROINES

Character Sheet

Character Name: _____

Player Name: _____

Bench Press Weight: _____ pts.

Damage:_____

IQ: _____ pts.

Reflexes: _____ **Init. Mod.:** _____ **pts.** _____

Agility: _____ pts.

Stamina: _____ **Heal. Fact.:** _____ pts.

Level: _____ Height: _____ Weight: _____

HP: _____ MHP: _____ Experience: _____

Points

Attack Rating: _____

Mental Attack Rating:

Defense Rating: _____

Weaknesses:

Total Character Points: _____

POWERS

HEROES & HEROINES

Finally, the Comic Book Role Playing Game everyone's been waiting for! Introducing the Heroes & Heroines Rules Guide. With close to life statistics and over 230 powers to choose from, Heroes & Heroines is the perfect system to incorporate your favorite Heroes from any comic book company. We've even taken this idea one step further. We currently have on license characters from several major comic book publishers. This will allow you to buy supplements and adventures using characters you read about in comics for quick reference in game play. Also included within, is a ready to play introductory adventure.

No need to buy single or no licensed Comic Book Role Playing Games anymore! This one has it all!



EXL 3003