THE COMPLETE BASIC GAME / INCLUDES AN INTRODUCTORY ADVENTURE

# HEROES UNLIMITED™

REVISED

BY KEVIN SIEMBIEDA

STERANKO

**This Work is Dedicated to Mom,** for her courageous battle against the foulest of all villains.

**Ninth Printing — January 1993**

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**Revised Heroes Unlimited** is published by Palladium Books Inc., 12455 Universal Drive, Taylor MI 48180.

Printed in the United States of America.

**PALLADIUM BOOKS PRESENTS**

# REVISED HEROES UNLIMITED

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**Special Thanks to Randy Cartier, Roger Cartier, Chester Jacques, Erick Wujcik, Maryann and all my play testers.**

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# INTRODUCTION

Welcome to the **REVISED Heroes Unlimited.** The *original* **Heroes Unlimited** appeared on the game shelves in August 1984. One of the last entries in a tidal wave of nearly twenty superheroic-type games. We published **Heroes Unlimited** *then,* because we felt that it offered more than its competitors. More variety, more detail, and more accurately captured the super world of *comic books*. Three years later, **Heroes Unlimited** is one of the few superheroic fantasy role-playing games on the market and selling better than ever.

What's that you say? If it's so good, why change it? To make it better, of course. **Heroes Unlimited** was Palladium Books' first, major RPG book after the **Palladium Role-Playing Fantasy Game.** We published it when we did, not to cash in on the "superhero craze", but because we had some ideas for what we believed to be an excellent and most importantly, a FUN game. We succeeded, but the original format was clumsy. Many of the ideas were overshadowed by others. The bottom line was that I was not 100% satisfied with the finished product. There were many things I would have done a little differently. In addition to my own lack of complete satisfaction, Palladium Books would get letters, or comments at conventions like: "How come you only get one (granted elaborate) power in Heroes Unlimited? I've modified it so you get two." (Hasn't everybody?). The other gnawing comment was always: "Gee, I thought Heroes Unlimited was supposed to be *the definitive* super character game on the market. So how come it doesn't have *magic powers*? How come no games really do magic?" Good questions. *My* answer was that I personally dislike magic in superhero comic books, so I didn't put it in my game. That seemed okay at the time, but it sure didn't satisfy the gamers. Maybe I've softened on my anti-magic in superhero comic books stance. I think mostly it drove me nuts that we were not giving our readers/gamers everything they wanted. I mean, after all, the title of the game is **Heroes *Unlimited***! No magic sounds like a limitation to me. To make matters worse, comic books seemed to be coming up with more and more magic powered or mystically oriented superheroes. Especially the big two, Marvel and D.C. Comics. What's a publisher to do?

Due to popular demand, Palladium Books proudly presents the **REVISED Heroes Unlimited,** *complete with multiple power selections and magic!!!* Oh, there's more to it than that. I've beefed up and redefined many of the extraordinary powers and character classes. Completely streamlined the clumsy and excruciatingly long task of selecting skills and education. Added more possibilities for robot design. Included are the **Teenage Mutant Ninja Turtles and Other Strangeness** *animal mutation rules* and vehicle rules. Plus, a few new twists, like the optional crazy hero. When we couldn't fit all this great stuff into the old page count we just added more pages. Now this book I'm satisfied with. I hope you are too.

Oh, one last comment. The term "superhero" is a registered trademark held jointly by the Marvel Entertainment Group and D.C. Comics. The term "superpowers" is a registered trademark of D.C. Comics. Except in this introduction, where I specifically refer to real comic books, I can NOT legally use those two words: superhero or superpowers. Terms all us comic book readers know and love. Well I'd hate to be sued, so you'll see references like super abilities, extraordinary powers, superhuman, superbeings and so on. Sheesh, what a business, eh?

## HOW TO PLAY A ROLE-PLAYING GAME

Role-playing games are really just an advanced form of regular board games. In fact, they are so advanced that they no longer use a board. Some of the elements are still the same; you still need paper and pencil, dice and players, but the main thing you need to play a role-playing game is **IMAGINATION.**

### Lets Take It A Step At A Time

### Imagine The Scene

Picture a shabby looking building; the brick is dull and crumbled with deterioration. On the face of the sagging structure is a dirty, sun faded sign pleading "Office Building for Rent or Lease 220,000 square feet." As the sun dips behind the building the last of the downtown commuters heads for home.

Can you picture this scene? Try to keep the mental image in your head. Don't worry if you forget the details; one of the great things about role-playing is the way your memory is improved with practice. Now you are ready for the next step . . .

### Imagine The Setting

A dark sedan crawls out of the shadows, its pace slow and deliberate, as if looking or waiting for somebody. A light flickers from one of the second story windows. A moment later the front door opens; its frame filled with the bulk of a massive man. As he steps out, his hair brushes the top of the door frame. *Your* guess is that the man must stand 7ft tall and weigh a good 500lbs. *You* position yourself on the opposite roof for a better view. It would seem Benny the Stooly's tip might be dead on this time.

Okay, we've established a setting and some atmosphere. Now let's figure out where you, the player, fits into this.

### Imagine The Character

Now here comes the tricky part. **YOU** are not on the neighboring rooftop, but there is somebody whose eyes you see through. That person is your *character*. An *imaginary individual* that is your playing piece in this game. It is your *imaginary character* who has tracked down a lead regarding a drug operation. It is this imaginary "super" character who reacts and interacts with the other playing pieces . . . the other characters.

Normally, you will spend an hour or more developing a new player character. Once the character has been created, you will probably continue playing the character for many weeks, perhaps years.

In our example your *character* is peering over the edge of a somewhat smaller, six story building across the street. Just picture yourself, as your hero, crouched at the edge of the roof watching the scene unfold on the street below.

### Imagine The Action

Actually, you need one, important, extra ingredient to make a role-playing game work, the **Game Master**. The game master (G.M.) is another player (a real person!) who controls all the characters in the game, *except* the different players' characters. In this case, *You* are the only player and I am acting as the game master (G.M.).

The game master says to you: "You hear a faint clunk behind you. What are *YOU* going to do?"

At this point you must decide what your playing piece, you character, is going to do. Does he spin around quickly, weapons drawn, ready for attack? Or does he casually glance back, trying not to let on that he's heard his would-be assailant sneaking up on him. The decision is yours. The game master will have your opponent(s) react appropriately to your character's actions. Like improvisational theatre. You, your fellow players and game master are all building an adventure, a story, together. When the game is over you'll have a complete chapter of a larger story locked in your memory. A story that you helped create.

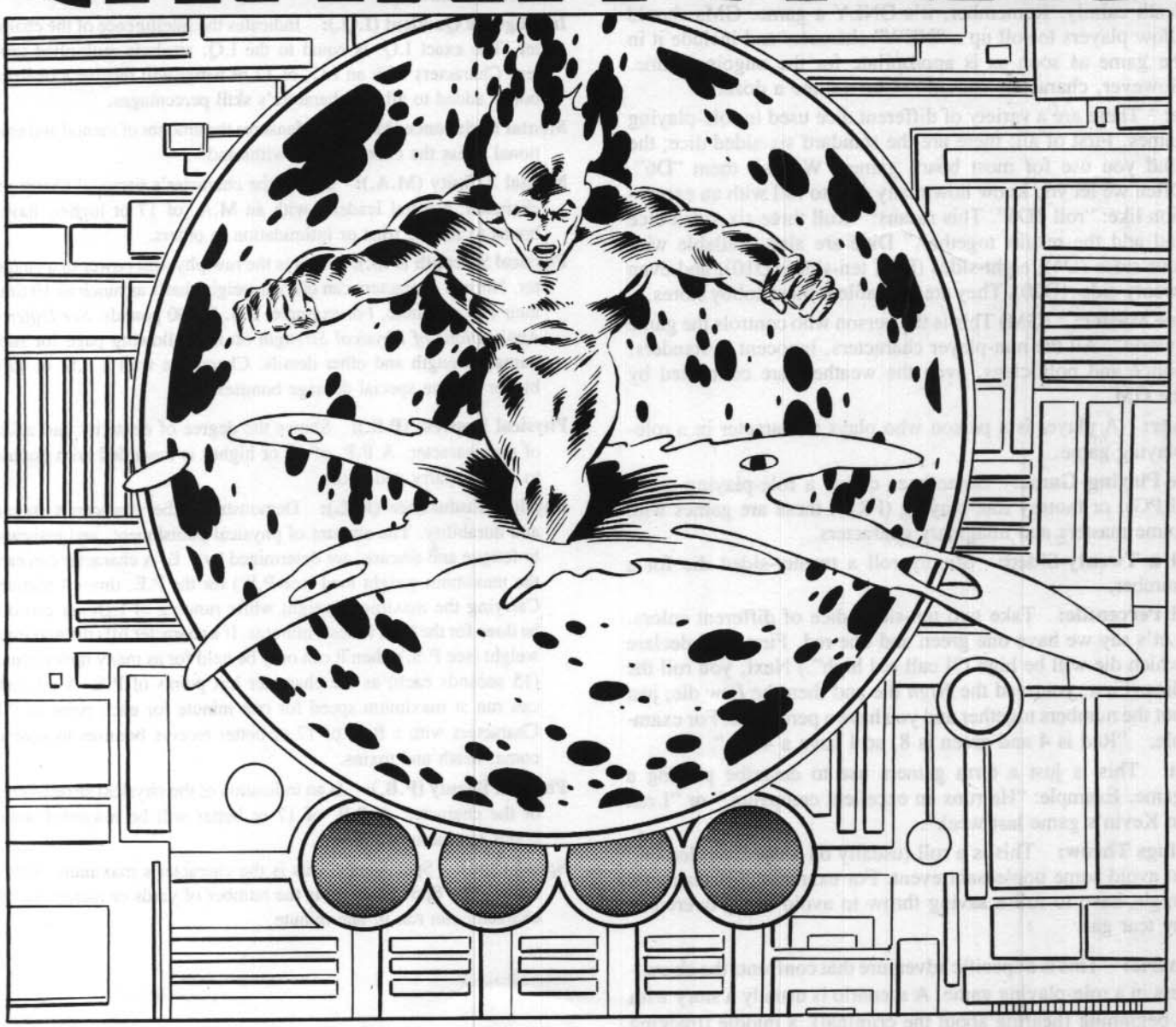
In a role-playing game there are no simple answers. There are also almost no limits to what you can do. The only restrictions are that you can not go beyond the physical, mental and emotional limits of your character.

What You Need To Play

Other than imagination, players, and a game master, you will also need the following:

1. **Dice:** 2 four-sided, 4 six-sided, 2 eight-sided, 2 ten-sided and 2 twenty-sided.
2. Plenty of **Pencils** and **Paper**.
3. Game Master and players (at least a total of 2 plus the G.M.).

# CREATING CHARACTERS



# Glossary OF ROLE-PLAYING GAME TERMS

**Attributes:** These are numbers used to evaluate the strengths and weaknesses of your character. For example: P.P. means Physical Prowess; how smooth, agile and quick a character is in combat. A P.P. of 4 would indicate that the character is pretty clumsy. A P.P. of 10 would be an average, fairly coordinated human being. While a P.P. of 16 or more would belong only to characters with exceptional speed and reflexes. Attributes are also called Statistics or Stats.

**Campaign:** A word used to describe an ongoing game. If you play the same characters with the same game master on a regular basis, then you are in a *Campaign*.

**Character:** Every player (except the GM) has a character that serves as an imaginary playing piece; also called *Playing Character*.

**Death:** Just as in real life, characters can die. The death of heroes in comic books, or in games, is a fairly rare event. The amount of death in a campaign usually depends on the individual game master. Players should take a character's death calmly. Remember, it's ONLY a game. GMs should allow players to roll up a "NEW" character and include it in the game as soon as is appropriate for the ongoing game. However, characters should not be a dime a dozen.

**Dice:** There are a variety of different dice used in role-playing games. First of all, there are the standard six-sided dice; the kind you use for most board games. We call them "D6". Often we let you know how many dice to roll with an expression like: "roll 3D6". This means: "Roll three six-sided dice and add the results together." Dice are also available with four-sides (D4), eight-sides (D8), ten-sides (D10), and even twenty-sides (D20). They are available at most hobby stores.

**Game Master:** (GM) This is the person who controls the game "world". All the non-player characters, innocent bystanders, police and politicians, even the weather, are controlled by the GM.

**Player:** A player is a person who plays a character in a role-playing game.

**Role-Playing Game:** Sometimes called a role-playing game (RPG), or fantasy role-playing (FRP), these are games with game masters and imaginary characters.

**Roll a Twenty-Sided:** Simply roll a twenty-sided die for a number.

**Roll Percentile:** Take two ten-sided dice of different colors. Let's say we have one green and one red. First, you declare which die will be high ("I call red high".) Next, you roll the dice. First, you read the *High* die and then the *Low* die; just put the numbers together and you have a percentile. For example: "Red is 4 and green is 8, so I have a 48%."

**Run:** This is just a term gamers use to describe playing a game. Example: "He runs an excellent campaign." or "I ran in Kevin's game last week".

**Savings Throw:** This is a roll (usually on a twenty-sided die) to avoid some unpleasant event. For example: A character might have to roll a saving throw to avoid being overcome by tear gas.

**Scenario:** This is a specific adventure that confronts the characters in a role-playing game. A scenario is usually a story with a beginning (hearing about the criminal), a middle (tracking down the criminal's hide-out), and an end (defeating the criminal). Most campaigns are developed around a number of secnarios.

# CREATING A CHARACTER

The creation of a character is relatively simple, requiring five main steps:

Step 1: The Eight Attributes (and bonuses)
Step 2: Hit Points and S.D.C.
Step 3: Occupational Character Class
Step 4: Equipment and Money
Step 5: Alignments

# STEP 1: THE EIGHT ATTRIBUTES and ATTRIBUTE BONUSES

The first step in creating a character is to roll-up the eight attributes: I.Q., M.E., M.A., P.S., P.P., P.E., P.B., and Spd.

Three six-sided dice are rolled to determine each attribute. The higher the number, the greater the ability. If an attribute is "exceptional", 16, 17 or 18, then an additional six-sided die is rolled and added to the total for that attribute.

**Intelligence Quotient (I.Q.):** Indicates the intelligence of the character. The exact I.Q. is equal to the I.Q. attribute multiplied times ten. Characters with an I.Q. of 17 or better will receive a one-time bonus added to all the character's skill percentages.

**Mental Endurance (M.E.):** Measures the amount of mental and emotional stress the character can withstand.

**Mental Affinity (M.A.):** Shows the character's personal charm and charisma. Natural leaders, with an M.A. of 17 or higher, have a bonus to invoke trust or intimidation in others.

**Physical Strength (P.S.):** This is the raw physical power of a character. Normal characters can carry a weight that's as much as 10 times their P.S. attribute. For example: P.S. 9 = 90 pounds. *See Different Applications of Physical Strength* on the following page for super human strength and other details. Characters with a P.S. of 17 or higher receive special damage bonuses.

**Physical Prowess (P.S.):** Shows the degree of dexterity and agility of the character. A P.P. of 17 or higher is rewarded with bonuses to dodge, parry and strike.

**Physical Endurance (P.E.):** Demonstrates the character's stamina and durability. The amount of physical punishment, and resistance to fatigue and disease, are determined by P.E. A character can carry the maximum weight load (see P.S.) for the P.E. times 4 minutes. Carrying the maximum weight while running or fighting can only be done for the P.E. times 2 minutes. If a character lifts the maximum weight (see P.S.), then it can only be held for as many melee rounds (15 seconds each) as the character has points of P.E. A character can run at maximum speed for one minute for each point of P.E. Characters with a P.E. of 17 or better receive bonuses to save vs. coma, death and toxins.

**Physical Beauty (P.B.):** Is an indication of the physical attractiveness of the character. A P.B. of 17 or better will be rewarded with a bonus to charm or impress.

**Speed (Spd):** Specifically, this is the character's maximum running speed. The Spd. times 20 is the number of yards or meters that the character can run in one minute.

**ATTRIBUTE BONUS CHART**

| | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| I.Q. add to all skills. One time bonus. | +3% | +4% | +5% | +6% | +7% | +8% | +9% | +10% | +11% | +12% | +13% | +14% | +15% | +16% |
| M.E. save vs. psionic attack/insanity | +1 | +2 | +2 | +3 | +3 | +4 | +4 | +5 | +5 | +6 | +6 | +7 | +7 | +8 |
| M.A. trust/intimidate | 45% | 50% | 55% | 60% | 65% | 70% | 75% | 80% | 84% | 88% | 92% | 94% | 96% | 97% |
| P.S. Hand to Hand Combat: Damage | +2 | +3 | +4 | +5 | +6 | +7 | +8 | +9 | +10 | +11 | +12 | +13 | +14 | +15 |
| P.P. parry, dodge and strike bonus | +1 | +2 | +2 | +3 | +3 | +4 | +4 | +5 | +5 | +6 | +6 | +7 | +7 | +8 |
| P.E. save vs. coma/death | +5% | +6% | +8% | +10% | +12% | +14% | +16% | +18% | +20% | +22% | +24% | +26% | +28% | +30% |
| save vs. poison & Magic | +1 | +2 | +2 | +3 | +3 | +4 | +4 | +5 | +5 | +6 | +6 | +7 | +7 | +8 |
| P.B. charm/impress | 35% | 40% | 45% | 50% | 55% | 60% | 65% | 70% | 75% | 80% | 83% | 86% | 90% | 92% |

Spd: No special bonuses other than the raw, natural ability to run.

## DIFFERENT APPLICATIONS OF PHYSICAL STRENGTH

### Weight

*Normal characters* with a P.S. of 3 to 14 can *carry* 10 times their P.S. in pounds (P.S. × 10 = total in pounds). For Example: A character with a P.S. of 9 can carry 90 pounds. A character with a P.S. of 13 can carry 130 pounds.

*Extremely strong characters* with a P.S. of 15 to 20 can carry 20 times their P.S. in pounds. This means a person with a P.S. of 16 can carry 320 pounds.

*Super strong individuals*, P.S. 21 and higher, can carry 50 times their P.S. Thus, a character with a P.S. of 24 can actually carry over half a ton, 1200 pounds, with normal effort.

**Lifting weight** is a little different than carrying weight. You may have noticed yourself that you can usually lift up a heavier amount than you can carry. I'm not talking about weight-lifting in a body building sense, nor lifting a heavy weight above the chest. Simply the ability to bend over and lift something that weighs more than you can carry. *The simple rule is that a character can lift TWICE as much as he/she could carry*. This means that the character with a P.S. of 9 can carry 90 pounds but, *can lift* 180 pounds. Meanwhile, the super strong fellow, with the P.S. of 24, can lift over one ton (2400 pounds).

### Throwing Heavy Objects

A character can not throw more than he can carry.

**General Effective Range**

| *Object* | *Normal Person P.S 3-14* | *Extraordinary P.S. 15-20* | **Super P.S. 21-Up* |
|---|---|---|---|
| ½ pound object | 50ft | 100ft | 300ft |
| Dart | 30ft | 60ft | 100ft |
| Throwing Axe | 80ft | 150ft | 300ft |
| Javelin | 100ft | 200ft | 400ft |
| Spear | 60ft | 120ft | 220ft |
| Knife | 50ft | 100ft | 200ft |
| Sword | 15ft | 30ft | 60ft |

Note: Objects such as bricks, bottles, and swords are not designed for throwing. Consequently, the effective range is limited regardless of the strength behind it. Darts, knives and throwing axes are designed for throwing, but don't have the weight or balance for great distance. The same is true of most objects weighing less than half a pound. Javelins, more so than spears, are designed for distance throwing.

Miscellaneous weighing over a pound and less than 10 pounds, such as rifles, can be thrown about *half* as far as the ½ pound object. Normal and extremely strong characters can hurl a weight equal to the weight he can carry six inches per each P.S. point. This means the person with the P.S. 9 can toss 90lbs up to 2½ feet away. The hero with a P.S. of 16 can toss 320lbs up to 8 feet away. **Super strong** can hurl their maximum carrying weight one foot (0.3m) per P.S. point. So the character with a P.S. 24 can hurl up to 1200 pounds a whopping 24 feet (7.5m).

*Add one foot to the effective range for every P.S. point; i.e., P.S. 24 add 24 feet.

### P.S. Bonuses Beyond 30

By combining super abilities and physical skill with already extraordinary physical strength, it is possible to attain a P.S. higher than 30. To determine the damage bonus just keep adding "one" for each P.S. point. For example: P.S. 31 equals a +16 damage bonus; P.S. 32 = +17, 33 = +18, 34 = +19, 35 = +20 and so on.

**Movement and Exertion**

Keep the game simple and quick moving. Light activity, such as walking, jogging, driving, standing guard, doing repairs and similar activity can be conducted indefinitely without affecting the character adversely. Both players and game master should apply common sense and logic to the duration of activity. Even intense activity, such as 20 minutes of combat followed by rest or light action, will not impair the character's efficiency. It's all a matter of pacing.

Prolonged periods of combat or heavy exertion (an hour or more of intense, continual, physical exertion) will take its toll on the character. Reduce the following once every hour:

Speed −2
Initiative −2
Parry and Dodge −1
Damage −2

# STEP 2: HIT POINTS & S.D.C.

## HIT POINTS

Hit points might best be thought of as life points because they indicate how much physical damage (cuts, bruises, etc.) a character can withstand before he/she dies. These are the points that are observed during a battle (or melee) to determine how much damage is inflicted on friend or foe. Each time a character is struck by a weapon he takes physical damage. The individual players keep score of how many hit points their character has by subtracting the damage from his/her character's hit points each time that character is hit by a weapon. Likewise, the game master keeps score of how much damage the player inflicts upon his opponent. When a character has zero hit points, he is in a coma and will soon die unless extensive medical aid is applied. When a character's hit points have been knocked far below zero, he is dead and beyond saving.

## DETERMINING HIT POINTS

Now that you have some idea of what hit points are about, let us get into the technical aspects of their determination and use.

1. **Base Hit Points:** Having rolled up your 8 attributes, you will recall that one is **physical endurance** (P.E.). The physical endurance score indicates your character's base/starting amount of hit points. This number means that he/she can lose that many hit points before dying.

   Some of you will have a character with many hit points . . . don't get too cocky; a laser in the right hands can whittle you down to size in one melee round. Others will find themselves with a character who has only a handful of hit points (as little as 3) . . . don't despair or feel cheated; you'll just have to use cleverness and cunning in avoiding direct confrontations until you've built up your hit points.

2. **Building Hit Points:** After determining your base hit points, pick up one six-sided die, roll it, and add the number rolled to your hit point base. Only roll one six-sided die one time.

   As your character grows in knowledge and experience he will gain more skill and expertise in his chosen profession. At the same time he will also mature physically, increasing his hit points. Thus, each time a character attains a new experience level, roll one six-sided die and add it to the existing hit points.

## S.D.C. or STRUCTURAL DAMAGE CAPACITY

There are two types of S.D.C. The first applies to living creatures and is a sort of supplement to hit points. The second applies to inanimate, non-living structures such as chairs, locks, doors, buildings, vehicles and so on.

**Determining physical S.D.C. is simple.** Each of the hero categories automatically provides a base S.D.C. rating. Additional physical S.D.C. are gained from physical skills such as boxing. In this way you can build and toughen your character as much as you would like. *All S.D.C. points are accumulative.*

**When a character is hurt,** the damage is *first* subtracted from his or her *S.D.C. points*. S.D.C. damage is painful, but not deadly. It's like a movie where John Wayne gets shot, punches it out with three desperadoes, and when its all over, dusts himself off and says "Ah shucks mam, it's only a scratch." S.D.C. in action. *It is only after ALL S.D.C. has been depleted that damage is subtracted from hit points. Hit point damage is serious, and potentially life threatening.*

*Inanimate objects, such as buildings, vehicles, furniture and so on, also have S.D.C.* In this case, the S.D.C. indicates the total amount of damage that the object can withstand. These S.D.C. function exactly like hit points, except that they apply to non-living things. Any damage sustained is subtracted from the S.D.C. When the S.D.C. is reduced to zero, it is broken or smashed beyond repair. **A NOTE TO THE GAME MASTER:** The S.D.C. system just described is a standard rule in most Palladium Books® games. From time to time I hear the complaint, for example: How can somebody be bashing or shooting into a door and the door is in perfect condition until all its S.D.C. is depleted? My answer is: It's not in perfect condition. Using the example of the door, the G.M. should explain exactly what's happening. "You bash into the door with your shoulder. Its a very solid door and you inflict minimal damage (give S.D.C. damage). You realize that it will take quite a while to gain entry this way and you may hurt yourself." Or "You can feel the door give a little under your great strength (give S.D.C. damage). Another bash and the door's frame cracks and moans, but it still holds (give S.D.C. damage). It will take another couple of attempts (as the door's S.D.C. dwindles), but it's definitely giving." Or "Your sub-machinegun riddles the wood door with a dozen holes (something the player can look through), but the door is still locked and holding strong." Obviously, attacks on normal objects will scrape, dent, crack, splinter, crumble and so on, even if the object is not destroyed. To smash or destroy something may require multiple attacks, and in some cases, like being locked behind an iron door or bulkhead without a weapon or proper tools, it will be impossible to damage the item at all.

**Artificial armor,** such as bulletproof vests and bionic or robotic armor, also has an *armor rating (A.R.)* and S.D.C. **The armor rating** indicates exactly how much protection is afforded by the armor and how easily it is penetrated. The higher the A.R. the better. If an attack roll to strike is less than the A.R. of the armor, the armor absorbs the attack; subtract the damage from the armor's S.D.C. When the armor's S.D.C. is depleted, it no longer affords protection and is useless.

If an attack roll to strike is higher than the armor's A.R. it penetrates the armor, inflicting damage to the physical body's S.D.C. (not the armor's S.D.C.) and/or hit points.

**Natural armor** usually applies to characters who physically transform, aliens and mutants, all of whom have a natural protective skin or covering. In these cases, any roll to strike which falls *under* the character's natural armor's A.R. strikes, but inflicts no damage. Bullets bounce off harmlessly, lasers are deflected and combat continues. *A roll above* the natural A.R. strikes and inflicts *full damage*, first to the S.D.C. and then to the character's hit points.

## RECOVERY OF HIT POINTS and S.D.C.

After a battle, characters who have sustained physical damage must tend to their wounds. The attending of wounds can be administered by fellow characters, trained medical personnel or by oneself, if the character has first aid skills and is not physically impaired.

First aid-type skills include basic and immediate medical treatment, such as bandaging and cleaning of wounds, stopping of bleeding and so on, until the character can receive better medical care.

**Recovery: Non-professional treatment.** This is basic, first aid-type treatment by oneself, or non-medically trained people. This type of treatment may be used if the character is not able to seek professional

treatment immediately. It is not necessarily inferior treatment, especially for not too serious of an ailment, but just lacks the full facilities and experience of a major medical institution. **Rate of Recovery:** Two hit points per day (24 hours) and/or 4 S.D.C. points per day.

**Recovery: Professional treatment.** This is medical treatment from a doctor, clinic or hospital. **Rate of Recovery**: Two hit points per day for the first two days, and four hit points per day for each following day, until the character has regained all his/her original hit points. S.D.C. points are restored at a rate of 6 per day.

### SURVIVING COMA AND DEATH

When a character's hit points are reduced to zero (or less), he/she collapses; lapsing into a coma. This character is near death, and will die in a matter of hours unless he/she receives immediate medical treatment.

How much damage below zero a character can undergo is indicated by the physical endurance (P.E.) attribute. A character can take one point of damage below zero (negative 1, −2, −3, etc.) for each P.E. point. **Example:** A character with a P.E. of 9 will lapse into a coma at zero hit points, but still lives up to a negative 9. However, if the character receives more damage (which is very possible) than the P.E., he is dead with no hope of recovery. Thus, if a character with a P.E. of 9 takes 10 points or more, below zero, exceeding his P.E., he is beyond medical help and dies.

#### Coma Length

The length of time a character in a coma will survive without treatment is again indicated by the P.E. Add one hour for each P.E. point. **Example:** P.E. 9 = 9 hours, P.E. 10 = 10 hours, and so on.

#### Recovery From a Coma

Whether a character survives the coma and is stabilized (brought back to, at least, one hit point above zero) is determined by the roll of percentile dice. If the player rolls two, successful recovery rolls out of three tries, the character breaks out of the coma and is no longer in danger of dying. This also means that he is brought up to one hit point above zero. Recovery of hit points from that time on are standard; see Recovery of Hit Points. **Note:** This can be attempted every hour.

#### Recovery Ratio (roll 2 out of 3)

- Treatment from nonprofessional, medical individual, but with medical skills: 1-18%
- Treatment from an intern or nurse (R.N.): 1-32%
- Treatment from a doctor without proper facilities: 1-46%.
- Treatment from a doctor at a clinic (fair facilities): 1-56%
- Treatment from a hospital: 1-66%.
- Treatment from a major, large hospital: 1-70%.

#### Optional Recovery Side-Effects from Severe Damage/Near Death (Hit Points)

Roll on this table when a character has lost all of his/her hit points and has been near death (coma). **Impairment is permanent** as a result of the grave physical damage. NOTE: This is not a mandatory table, but is left up to the game master's discretion.

**1-10 No permanent damage.**
**11-20 Major stiffness in joints; reduce P.P. by 2.**
**21-39 Minor stiffness in joints; reduce P.P. by 1.**
**40-55 Legs impaired; walk with a limp reduce Spd by 2.**
**56-70 Major scarring; reduce P.B. by 2.**
**71-82 Chronic pain; reduce P.E. by 1.**
**83-92 Minor brain damage; reduce I.Q. by 1.**
**93-00 Major brain damage; reduce I.Q. by 2 and M.E. by 1.**

# OPTIONAL DAMAGE RULES

A character receives serious physical damage when he loses a great amount of hit points. The following is a list of side-effects from physical damage. The effects of the damage are generally temporary and cumulative. Thus, if a character suffers the loss of a great deal of hit points within a short time, he will suffer the multiple effects of physical damage. **Roll each time severe damage is endured.**

| Roll Percentile | Damage | Minuses |
|---|---|---|
| 1-14 | Minor bruises and lacerations. | Spd −2<br>−1 to dodge |
| 15-29 | Severely bruised and battered muscles | P.P. −1<br>Spd −3 |
| 30-44 | Damaged (sprain, pulled, cut, etc.) arm or shoulder. | P.P. −3 |
| 45-59 | Damaged leg or hip. | Spd is ½<br>−2 to dodge |
| 60-74 | Damaged hand and/or wrist | P.P. −1<br>P.S. −2 |
| 75-89 | Head Injury | −5% on all skills; Spd −2 |
| 90-00 | Damaged back or pelvis. | P.E. −1<br>P.P. −2<br>Spd −3 |

**NOTE:** None of these effects are permanent nor life threatening. Minuses apply to that one limb. Speed minuses affect the whole body. Remember effects are cumulative; roll each time the character is badly hurt.

#### Side-Effects from Physical Damage (Hit Points) (Optional)

Roll on this table when 75% to 99% (almost all) hit points are depleted. Impairment is temporary, lasting 1-4 weeks (roll one four-sided die).

| Roll Percentile | Damage | Minuses |
|---|---|---|
| 1-10 | Severely battered and bruised | Spd −2<br>−3 to dodge |
| 11-20 | Torn arm muscle | P.P. −3<br>P.S. −2 |
| 21-29 | Torn leg muscle | Spd is ½<br>−2 to dodge |
| 30-39 | Fractured bone: arm | P.P. −2<br>P.S. −3 |
| 40-49 | Fractured bone: leg | Spd is ½<br>−4 to dodge |
| 50-59 | Fractured bone: ribs or pelvis | P.E. −2<br>Spd is ½ |
| 60-69 | Broken bone: arm | P.P. is ½<br>P.S. is ½ |
| 70-79 | Broken bone: leg | Spd is ⅓<br>−6 to dodge |
| 80-89 | Broken bone: ribs | P.E. −3<br>P.P. −1<br>Spd −3 |
| 90-00 | Severe Concussion | −8 on all skills, Spd −3 |

# STEP 3: DETERMINING SUPER ABILITIES

Before deciding on an education and selecting skills, it is best to determine which category your character will fall into and exactly what his exceptional powers and abilities are. This way you can more precisely choose skills that will help build your hero into the ultimate crimefighter.

The types and origin of a hero's power is broken into ten categories. Even though some may offer the same or similar abilities, there is always a new twist that differentiates him from the others. Each category is designed to recreate a particular, classic type of comic book style hero. The same process can be used to create super villains as well. (*Also see The Quick Roll Villain Section*). The amount of variety in each case should allow players the latitude to build countless superbeings, all unique in themselves.

Players can either choose the category which sounds most alluring or roll on the *Random Power Table*. After a power category has been determined, flip to that section and read about the powers and options available to a character in that category. Many times there are a variety of choices and directions one can take with his character. Once the powers and abilities are determined, you are in a far better position to shape your character with skills.

**Random Power Table**

| Roll Percentile Dice *(or choose one)* | Power Category |
|---|---|
| 1-10 | Experiment |
| 11-20 | Robotics |
| 21-30 | Bionics and Implants |
| 31-40 | Special Training |
| 41-50 | Mutants |
| 51-60 | Psionics |
| 61-70 | Physical Training |
| 71-80 | Magic |
| 81-90 | Hardware |
| 91-00 | Aliens |

**Note:** The category descriptions are presented in alphabetical order.

Not all the Power Categories provide what might be called the traditional super ability. **Mutants, Experiments, Aliens, Psionics,** and to a different degree **Magic**, provide the classic "I have *strange abilities* greater than mortal men." (*See the Super Abilities Section for available powers and selection process.*)

**Robotics and Bionics** are likely to be exactly what you would expect them to be. Rules allow you to build these technological marvels to your own specifications. Well, within your budget anyway.

**Special Training** is the super expert, the super spy, super inventor, super mechanic, stunt pilot, and so on. **Physical Training** is your classic self made hero who has honed his or her body into physical perfection. **Hardware** is the weapons and/or gimmick master, armed with an arsenal of wild devices to aid him in his battle against crime. **The Crazy Hero** is an optional personality modification that can be applied to any of these categories.

Something for everyone.

## WHAT NO MEGA-HERO?

Players will notice a complete absence of incredibly super powerful heroes like the guy with the big red "S" or gods. Even though the Revised Heroes Unlimited allows multiple powers and has beefed up many aspects of the heroes, they are still more vulnerable than in many other games. This is a thinking man's game. Players must think before they act, blending skills and cunning with extraordinary powers. The hero can not just leap headlong into a room. He must think about the potential dangers, formulate a plan, and act upon it with skill and ingenuity. It is the only way that drama, intrigue, and suspense can be created. Any super-man can trounce a dozen villains if he is invulnerable, super-strong, super-fast, and has a dozen other powers. No plan is needed. No real danger exists. The super-guy is just a skull basher. I feel that this gets awfully stale very quickly. What happened to role-playing?

The super, super, super human is a superfluous perception about comic book heroes that seems to tear at the very fabric of too many games on the market. It's a limitation I hope to avoid. A hero *should* have flaws and weaknesses. It's what makes him or her a true hero. It is also the stuff of good, memorable role-playing. If you think about comic book heroes . . . really think . . . you'll recall that many of your favorites had characters who were surprisingly human and vulnerable.

# STEP 4: DETERMINING EDUCATION and SKILLS

The determination of education and skills is very simple. A player rolls on the Educational Level Table. The table will indicate the type of education (high school, college, military, or trade school), educational bonus (a one time bonus applied to all the skills in a skill program; it does not apply to secondary skills), and the number of skill programs

and secondary skills which can be selected. The choice of skill programs and individual secondary skills is left up to the player. The average character will have about 15 to 20 skills. Remember to choose skills that will help your character in crimefighting.

*See Education and Skills for details.*

# STEP 5: ROUNDING OUT ONE'S CHARACTER

The last thing you must do is select an alignment for your character. An alignment will define the character's attitudes and moral principles.

A number of optional rules and random tables have also been provided to help flesh out your heroes. As optional items, their use is left solely up to the individual player. They are not a mandatory part of the game.

**Note:** Money, weapons, and equipment are outlined in each of the ten power categories. Characters can always supplement their wares by purchasing conventional equipment.

# ALIGNMENTS

### THE ALIGNMENTS

Good: Principled and Scrupulous
Selfish: Unprincipled and Anarchist
Evil: Miscreant, Aberrant and Diabolic

Alignments are an important factor in developing a character, his/her attitudes and moral principles. ALL players *must* choose an alignment for their character.

### HEROES

Most heroes will be of a good alignment, — principled or scrupulous. These characters have a great regard for life, justice and freedom. They will never (or rarely) intentionally take the life of even a villain.

### ANTI-HEROES AND VIGILANTES

These characters are best suited to the selfish alignments of unprincipled and anarchist. The evil alignments of aberrant and even miscreant may apply depending on the character's regard or disregard of life, justice, and the law.

These characters tend to have their own code of ethics and views of justice which usually conflicts with the law. Anti-heroes, and often vigilantes, are ruthless and merciless characters who blatantly break the law and violate the rights of the individual. It is not uncommon for either to threaten or beat up a person if they feel justified, break into homes and offices, steal documents, items (and even dirty money); destroy property and act as judge, jury, and executioner! **The end always justifies the means!**

Many may argue that these are both appropriate and necessary actions to combat those villains who are "beyond the law." But in the eyes of the law these actions are just as illegal as the criminals these characters bring to *their* justice. The degree of violence, cruelty and mercy is also a factor in an anti-hero alignment. Those who have a strong personal code of honor and regard for innocent people are likely to be aberrant. Anti-heroes who have little regard for others and have no code of honor are likely to be anarchist or miscreant.

### NO NEUTRAL ALIGNMENTS

There is no such thing as an absolute or neurtral alignment. An absolute, true neutral person could not make a decision, fight crime, go adventuring, kill, or take any action of any kind without leaning toward good, evil, or self-gratification. It is humanly impossible and is therefore eliminated in the context of this game.

I realize that some of the philosphers out there may disagree with this, but that's a topic for philosophical debate and not a factor of this game. Sorry, no neutrals; this is one of the very few definitive, unbending rules of this game.

### GOOD ALIGNMENTS

**Principled, Scrupulous**

Because a character is of a good alignment, it does not make him/her a saint. Good characters can be just as irritating, obnoxious and arrogant, even prejudiced and full of quirks. Likewise they may find themselves stepping outside the boundaries of the law in their quest to combat evil and injustice. To these heroes, life and freedom are of the highest priority. Such a person can always be trusted in a life and death situation.

**Principled (Good)**

Principled characters are, generally, the strong, moral character. Superman is of principled alignment, with the highest regard for other's lives and well- being, truth and honor. They will always attempt to work with and within the law.

**Principled characters will . . .**

1. Always keep his word.
2. Avoid lies.
3. Never kill or attack an unarmed foe.
4. Never harm an innocent.
5. Never torture for any reason.
6. Never kill for pleasure.
7. Always help others.
8. Always work within the law whenever possible.
9. Will never break the law unless conditions are desperate. This means no breaking and entry, theft, torture, unprovoked assaults, etc.
10. Respects authority, law, self-discipline and honor.
11. Works well in a group.
12. Never takes "dirty" money or items.
13. Never betrays a friend.

**Note:** Dirty money, including property, is money or items that belong to criminals. It doesn't matter how the money or items were gained, the hero will not touch it even if destitute. As far as he is concerned it is blood money.

**Scrupulous (Good)**

Scrupulous characters value life and freedom above all else, and despise those who would deprive others of them. This type of hero is typically portrayed in many Clint Eastwood and Charles Bronson films; the person who is forced to work beyond the law, yet for the law, and the greater good of the people. They are not vicious or vindictive men, but are men driven to right injustice. I must point out that these characters will always *attempt* to work with or within the law whenever possible.

**Scrupulous Characters Will . . .**

1. Keep his word to any other good person.
2. Lie only to people of selfish or evil alignments.
3. Never attack or kill an unarmed foe.
4. Never harm an innocent.
5. Never torture for pleasure, but may use muscle to extract information from criminals or evil characters.
6. Never kill for pleasure; will always *attempt* to bring the villain to justice alive no matter how vile he may be.
7. Always help others.
8. Attempt to work within the law whenever possible.
9. Bend and, occasionally, break the law when deemed necessary. This means they may use strong-arm techniques, harass, break and enter, theft, and so on.
10. Distrust authority and fears the law may not be an effective weapon against crime. However, they will try not to blatantly break the law.
11. Work with groups, but dislike confining laws and bureaucracy (red tape).
12. Never takes "dirty" money or items.
13. Never betrays a friend.

## SELFISH ALIGNMENTS

**Unprincipled**
**Anarchist**

Selfish alignments are not necessarily evil, but are characters who always have their best interest and opinions in mind above all others.

### Unprincipled (Selfish)

This, *basically, good* person tends to be selfish, greedy, and holds his/her personal freedom and welfare above almost everything else. He/she dislikes confining laws, self-discipline, and distrusts authority. He views the law as well intentioned, but clumsy and ineffective. Keeping his best interests in mind he will always look out for himself. This tends to be an arrogant, impetuous, schemer seeking the praise of millions and making a buck to boot. He is a freebooter who will do what he must to achieve his goals, stopping short of anarchy and a total disregard of the law. This guy is likely to be a vigilante type whose intentions are good, tries to be fair and honest, but finds the law too confining to be effective. Thus, he goes his own more efficient route (at least that's how he sees it), working outside the law.

This character is also likely to take "dirty" money and items, with the concept that it will help him in his crusade against evil. An ironic twist of justice as he sees it. After all, the loss of money/items will hurt the villains too. With this in mind, he may also destroy property of known criminals. He will not deal in illegal activities, drugs, or take money from innocent or good people (only known criminals). The unprincipled character may associate with both good and evil characters, and often has paid informants, spies, and stoolies. He is often tempted to lie and cheat, and hates himself for being loyal to his ideals and helping others. He is basically a good guy.

**Unprincipled Characters Will . . .**

1. Keep his word of honor.
2. Lie and cheat if necessary (especially to those of anarchist and evil alignments).
3. Will not kill an unarmed foe (but will take advantage of one).
4. Never harms an innocent.
5. Not use torture unless absolutely necessary.
6. Never kills for pleasure; will *attempt* to bring the villain to justice alive, or ruin him.
7. Usually helps those in need.
8. Rarely attempts to work within the law.
9. Will blatantly break the law to achieve his crimebusting goal.
10. Dislikes and distrusts authority, the law, and bureaucracy. Feels they have been corrupted and abused.
11. Works with groups, especially if it serves his needs, is profitable, and/or he's in the limelight.
12. Will take "dirty" money.
13. Never betrays a friend.
14. Has a high regard for life and freedom.

### Anarchist (Selfish)

This type of character likes to indulge himself in everything. He is the insurgent, con-man, gambler and high roller. The uncommitted freebooter who is more likely to be a crimefighter because he enjoys the thrill of danger and excitement than any cause. This character will at least consider doing anything if the price is right, or the challenge great. Like moths drawn to a flame, the anarchist is attracted to the lure of the impossible, dangerous, and the underdog. These people are intrigued by power, glory and wealth. Life has meaning, but his has the greatest meaning. Innocent lives are protected, but occasionally some must be sacrificed for the greater cause.

Laws and rules infringe on personal freedom and were meant to be broken. He will not hesitate at using strong-arm techniques, breaking and entering, theft, harassment, destruction of private property, and so on. This includes acting as judge, jury, and executioner. After all, there is the wrong way and his way. These characters are usually the daring vigilante or anti-hero who feels the end justifies the means. The anarchist aligned person is always looking for the best deal and self-gratification, and will work with good, selfish or evil to attain his goals. The anarchist is continually teetering between good and evil; rebelling, and bending the law to fit his needs.

**Anarchist Characters Will . . .**

1. May keep his word.
2. Lie and cheat if he feels it necessary.
3. Not likely to kill an unarmed foe, but certainly knockout, attack, or beat up an unarmed foe.
4. Never kill an innocent (but may harm or kidnap).
5. Will use torture to extract information, but not likely to do so for pleasure.
6. Seldom kills for pleasure.
7. Not likely to help someone without some ulterior motive (even if it's only to show off).
8. Rarely works within the law unless it serves his purpose.
9. Constantly breaks the law to achieve his goals.
10. Has little respect for authority, the law, or self-discipline.
11. Does not work well within groups; tends to do as he pleases despite orders to the contrary.
12. Will take "dirty" money or items without hesitation.
13. May betray a friend.

## EVIL ALIGNMENTS

**Miscreant**
**Aberrant**
**Diabolic**

All evil characters are not bent on global domination or universal genocide. They are not maniacal people actively seeking to harm innocent people. Nor are all evil characters sadistic and untrustworthy. Many evil characters may actually seem kind or likable.

There is nothing wrong with playing an evil character, although he may not survive too long if he betrays or harms too many people. This is fantasy role-playing, not reality. You can play any type of character you desire, However, if an evil character is chosen be prepared to play in character.

Evil alignments are a step beyond the self-gratification of the selfish alignments. Evil characters are ruthless individuals who are willing to say or do anything to achieve their goal. Human life has little meaning to them, and friends tend to be (but not always) people to use and discard when they are no longer of value. Evil aligned people do not automatically slay any good aligned person because of different ethics and philosophy. All the better to use good to achieve their own goals, for the end always justifies the means.

Game masters, if a good character ignores his alignment guidelines, betraying friends, and breaking the law, using unnecessary violence; drop his alignment to the appropriate selfish or evil alignment.

### Miscreant (Evil)

This self-serving, unscrupulous character is out only for himself. Power, glory, wealth, position, and anything that will make his life more comfortable or pleasurable is his goal. It doesn't matter who gets caught in the middle, as long as he comes out smelling like a rose. This person will lie, cheat and hurt anyone to attain his personal goals.

If a miscreant character becomes a vigilante/hero it will be for some personal reason or vendetta. This character can be no more than an anti-hero unless he changes his ways. (Yes, just as good characters can fall into an evil alignment, evil aligned characters can upgrade themselves into good alignments. To change to a good alignment, the character must work at it and not break the guidelines set for that specific alignment).

**Miscreant Characters Will . . .**

1. Not necessarily keep his word to anyone.
2. Lie and cheat indiscriminately (good, evil, or selfish).

3. Will kill an unarmed foe as readily as he would a potential threat or competitor.
4. Use or harm an innocent.
5. Use torture for extracting information and pleasure.
6. May kill for sheer pleasure.
7. Feels no compulsion to help without some sort of tangible reward.
8. Has no deference to the law, but will work within the law if he must.
9. Will blatantly break the law for his own goals and pleasure.
10. Dislikes and distrusts authority and the law.
11. Works with others if it will help him attain his personal goals.
12. Will take "dirty" money and "hot" goods without hesitation.
13. Will betray a friend if it serves his needs.
14. Has little respect for other's lives.

**Aberrant (Evil)**

The cliche that there is "No honor among thieves" is false when dealing with the aberrant character. This is a person who is driven to attain his goals through force, power, and intimidation. Yet the aberrant person stands apart from the other evil characters, because of his own, personal, code of ethics (although twisted ethics by the standards of good). He expects loyalty from his minions, punishing disloyalty and treachery with a swift, merciful death. An aberrant person will always keep his word of honor and uphold any bargains. He will define his terms and live by them, whether anyone else likes it or not.

If an anti-hero, he will completely disregard the law and deal out justice as he sees fit. He will never be cruel or vindictive and will always be absolutely positive that the person is guilty before he deals out his brand of justice. However, once he condemns a person he will see to it that the person is destroyed. When he acts he will strike without mercy.

Whether villain or anti-hero, the aberrant character looks upon people without honor or loyalty as worthless and disgusting low life. Likewise, neither will he allow anyone to interfere with his activities.

Do not think of the aberrant characters as misguided good guys. They will break all laws with impunity, harass their victims, destroy property, beat and murder. This applies to both villain and anti-heroes. Only their methods and degree of violence *may* vary.

**Aberrant Characters Will . . .**

1. Always keep his word of honor (he is honorable).
2. Lie to and cheat those not worthy of his respect; good, selfish or evil.
3. May or may not kill an unarmed foe.
4. Never kill an innocent, particularly a child, but may harm, harass or kidnap.
5. Never tortures for pleasure, but will use it to extract information.
6. Never kills for pleasure; will always have a reason.
7. May or may not help someone in need.
8. Rarely attempts to work within the law.
9. Will break the law without hesitation.
10. Has no use for the law or bureaucracy, but respects honor, self-discipline and the concept of laws and order.
11. Will work with others to attain his goals.
12. May take "dirty" money.
13. Never betrays a friend.

**Diabolic (Evil)**

This is the category where the megalomaniacs, violent, and most despicable characters fall. This is the cruel, brutal killer who trusts no one and has no value for any life other than his own. A diabolic person will crush anyone or anything that gets in his way. They will lie, cheat, use and abuse anyone not more powerful than themselves. Aberrant aligned characters find these unhonorable people just as revolting as good aligned characters.

**Diabolic Characters Will . . .**

1. Rarely keep his word (and have no honor).
2. Lie to and cheat anyone.
3. Most certainly attack and kill an unarmed foe.
4. Will hurt and kill an innocent without a second thought or for pleasure.
5. Use torture for pleasure and information.
6. Kill for sheer pleasure.
7. Is likely to help someone only on a whim.
8. Rarely attempts to work within the law.
9. Blatantly breaks the law.
10. Despises honor, authority and self-discipline. Views them as weaknesses.
11. Does not work well within a group; constantly disregarding orders and vying for power/command.
12. Will always take "dirty" money, hot goods, drugs, etc.
13. Will betray a friend; after all, you can always find another friend.
14. Associates mostly with other evil alignments.

**CRIMINALS AND VILLAINS**

Criminals and villains will always be of an evil or selfish alignment. Most common alignments will be Anarchist, Miscreant, Diabolic and then Aberrant. The following is a kind of general alignment category. Most of the petty thieves, robbers, stoolies, numbers runners, strongmen and flunkies tend to be of Anarchist and, especially, Miscreant alignments. Armed robbers, burglars, murderers, drug dealers, upper echelon gangsters, hit men and similar tend to be of Miscreant alignment or possibly Diabolic, Anarchist or Aberrant. Especially brutal criminals, murderers, and rapists, are likely to be Diabolic or Miscreant. Any criminal can be of any of the evil alignments or Anarchist. Of course, anyone can break the law under the right circumstances.

# EXPERIENCE POINTS

Except in specially devised scenarios and tournaments there is no winner in a role-playing game. The accumulation of heroic deeds, friends, prestige, weapons, equipment, knowledge and skills can be construed to be the results of winning. If a character survives and meets with success in his endeavors, that is winning. However, there are rewards besides the acquisition of material goods and reputation, and those are developing your character's skills, knowledge, and abilities. This is accomplished through the gathering of experience points.

### WHY AN EXPERIENCE POINT SYSTEM?

The reason I use an experience point system is because I find them extremely realistic and practical. Training is useful, but there is no substitute for experience. I don't know how many times I have read a comic book with the main character thinking to himself something like "Only my years of experience enabled me to beat him" or "He's good, but lacked the years of experience and training to handle the situation." Practical experience in the field is an important and real factor in the development of a character.

In this game the player's character begins his career as a superhero. The character has studied, practiced, trained, plotted and planned. He or she is ready physically and emotionally to begin a career of crime-fighting, but no matter how well prepared, the character still lacks practical experience.

Likewise, the character generally starts off at a slight disadvantage. His superpowers are not yet fully developed or defined and, much like the scholastic skills, must be developed through use and experimentation. Thus, the character's powers, whether they be super, psionic, or trained; develop, grow and strengthen as the character grows in experience. Even in comic books, most character's powers and skills grow and develop as the characters mature and grow combat hardened. Those fantastic-fellows and that spider-guy are two excellent examples of characters that started out fairly formidable, but matured and mastered their powers and abilities to become truly formidable forces of power (and good).

The experience system is specifically designed so that characters will mature fairly rapidly, tapering off as they reach higher levels of experience (around fifth and sixth level).

Why do the experience levels only go to level 15? Because characters are not likely to ever reach that level, even after years of regular play. In my original **Palladium Role-Playing Game** play-test campaign, after two years of regular, weekly, long (averaged 9 hours) playing sessions; the characters averaged 7th to 9th level and progressing ever so slowly toward tenth level. Realistically a high level character is not necessarily all that fun to play unless the campaign maintains a high level of challenge and adventure.

### EXPERIENCE POINTS AND THEIR APPLICATION

It is difficult to devise a point system by which a game master can judge and reward his players fairly. The ultimate purpose of experience points and experience levels is to provide a means by which the player's character can grow and develop. Many fantasy role-playing games have their own unique system, charts, equations, and computations for distributing experience points. You may want to adapt one of these systems to this game if that's what you're comfortable with. Many superhero games avoid the whole question of experience points by a system in which points are pumped back into the powers, but this leaves skills undeveloped as well as being pretty drab.

The subjective method of observation and logic introduced in the **Palladium Role-Playing Game** has been so well received that I'm just transplanting it into **Heroes Unlimited**. I feel that any twit can punch-out or blast a villain that just crawled out of the woodwork. Most experience systems concentrate on the "kill factor", but what about the thought process? What about the decisions, plans, or motives behind a particular action? Doesn't cleverness and a cool head count? Aren't these the true ingredients of good role-playing? Shouldn't the brilliant medical student playing a character with an I.Q. of 4 (and staying firmly in character, saying and doing things as the character would, even though he realizes the stupidity as a player) get experience for playing in character? Hell Yes!!! Considering how flexible and subjective most of the other role-playing conditions and rules are, I don't see the logic in having a strict, limited experience point system.

Each player's character involved in a given situation/confrontation should receive the appropriate experience points. The game master should make a list of his players at the beginning of the game and jot down each player's experience points as they gather them throughout the course of the game. At the end of the game, the game master totals each player's points and gives them the total so that they can keep track of their growing experience and skills.

The difficulty with this system of determining experience points is the subjectivity. The game master must utilize the proceeding experience outline with some thought. Example: Eight third level heroes brimming with cosmic power and armed to the teeth attack and subdue one, lone, fourth level supervillain. The eight players should receive experience points for subduing a minor menace. After all, the poor guy didn't have a chance and presented no real threat to the characters. However, if one or two first or second level characters subdued or killed the same supervillain, they should receive experience for subduing a major or even a great menace, because the threat and ingenuity involved is much greater.

I have found this method stimulates imaginative playing instead of promoting slash and kill. Game masters, don't be Santa Claus heaping wonderful amounts of experience points; be fair and tolerant. Let your players truly earn their experience points;fgrowing in skill, knowledge and power. If you have a group of players rising rapidly in experience levels, you will know it's because they are clever and imaginative players. And that's what this game is all about!

### CHARACTER EXPERIENCE LEVELS

Each random power category has a listing for levels of experience. A character involved in an adventure gains experience points for his thoughts, actions and deeds. As these experience points accumulate, the character will reach new plateaus indicating his continual growth, development, and mastery over his superpower and skills. Each time a player's character accumulates enough experience points to reach the next level of experience, his skill increases accordingly. In many instances the superpower also increases in range, duration, power/damage, and scope. Example: When a first level mutant has accumulated at least 2051 experience points, he has attained second level, and *all* his scholastic and secondary skills become second level; meaning that he can perform them at a higher level of proficiency.

A clever plan, a quick attack, all earn experience points. The more experience points a character receives, the higher the level he attains and the greater his abilities. **Players**, be certain to keep a careful record of the experience given to you at the end of each game. When a character attains a new level, be certain to tell the game master so that the skills and hit points can be increased accordingly.

### EXPERIENCE AND HIT POINTS

Each time a character reaches a new level of experience the player gets to roll 1 six-sided die and adds the number rolled to the character's hit points. This indicates the physical development and maturity of the character as he develops.

### PER LEVEL OF EXPERIENCE

Per level of experience, or per each level of experience, or per level of the hero (or psionic or superbeing), indicates that the person can perform a skill, superpower, or ability at his highest level of experience. This often indicates the amount of damage that can be inflicted or a duration of an effect.

# EXPERIENCE POINTS TABLE

**Awarding Experience Points**

| Experience Points | Action |
|---|---|
| 25 | Performing a skill (successful or not). |
| 25 | Clever, but futile idea. |
| 100 | Clever, useful idea or action. |
| 100 | Quick thinking idea or action. |
| 200 | A critical plan or action that saves the character's life and/or a few comrades. |
| 400-1000 | A critical plan or action that saves the entire group or many people. |
| 100-300 | Endangering the character's own life to help others. |
| f500-700 | Self-sacrifice (or potential self-sacrifice) in a **life and death** situation (like leaping in front of a fireball meant for someone else to save that person, even though he/she is likely to die, or offering his/her own life to save the group or another). |
| 100 | Avoiding unnecessary violence. |
| 100-200 | Deductive reasoning and/or insight. |
| 50 | Good judgement. |
| 50 | Playing in character bonus. |
| 50-100 | Daring (clever or not). |
| 25-50 | Killing or subduing a minor menace. |
| 75-100 | Killing or subduing a major menace. |
| 150-300 | Killing or subduing a great menace. |

# EXPERIENCE LEVELS

| Level of Experience | Alien |
|---|---|
| 1 | 0000 – 2100 |
| 2 | 2101 – 4200 |
| 3 | 4201 – 8400 |
| 4 | 8401 – 17,200 |
| 5 | 17,200 – 25,400 |
| 6 | 25,401 – 35,800 |
| 7 | 35,801 – 51,000 |
| 8 | 51,001 – 71,200 |
| 9 | 71,201 – 96,400 |
| 10 | 96,401 – 131,600 |
| 11 | 131,601 – 181,800 |
| 12 | 181,801 – 232,000 |
| 13 | 232,001 – 282,200 |
| 14 | 282,201 – 342,400 |
| 15 | 342,401 – 402,600 |

| Level of Experience | Bionics and Implants |
|---|---|
| 1 | 0000 – 2400 |
| 2 | 2401 – 4800 |
| 3 | 4801 – 9600 |
| 4 | 9601 – 19,000 |
| 5 | 19,001 – 27,000 |
| 6 | 27,001 – 37,000 |
| 7 | 37,001 – 52,000 |
| 8 | 52,001 – 72,000 |
| 9 | 72,001 – 96,000 |
| 10 | 96,001 – 131,000 |
| 11 | 131,001 – 180,000 |
| 12 | 180,001 – 229,000 |
| 13 | 229,001 – 278,000 |
| 14 | 278,001 – 337,000 |
| 15 | 337,001 – 396,000 |

| Level of Experience | Experiments |
|---|---|
| 1 | 0000 – 2000 |
| 2 | 2001 – 4000 |
| 3 | 4001 – 8200 |
| 4 | 8201 – 16,400 |
| 5 | 16,401 – 24,500 |
| 6 | 24,501 – 34,600 |
| 7 | 34,601 – 49,700 |
| 8 | 49,701 – 69,800 |
| 9 | 69,801 – 94,900 |
| 10 | 94,901 – 129,000 |
| 11 | 129,001 – 179,100 |
| 12 | 179,101 – 229,200 |
| 13 | 229,201 – 279,300 |
| 14 | 279,301 – 329,400 |
| 15 | 329,401 – 389,500 |

| Level of Experience | Hardware |
|---|---|
| 1 | 0000 – 2300 |
| 2 | 2301 – 4600 |
| 3 | 4601 – 9200 |
| 4 | 9201 – 18,400 |
| 5 | 18,401 – 26,800 |
| 6 | 26,801 – 36,900 |
| 7 | 36,901 – 51,100 |
| 8 | 51,101 – 71,200 |
| 9 | 71,201 – 96,300 |
| 10 | 96,301 – 136,400 |
| 11 | 136,401 – 186,500 |
| 12 | 186,501 – 236,600 |
| 13 | 236,601 – 286,700 |
| 14 | 286,701 – 336,800 |
| 15 | 336,801 – 396,900 |

| Level of Experience | Mutants |
|---|---|
| 1 | 0000 – 2050 |
| 2 | 2051 – 4100 |
| 3 | 4101 – 8250 |
| 4 | 8251 – 16,500 |
| 5 | 16,501 – 24,600 |
| 6 | 24,601 – 34,700 |
| 7 | 34,701 – 49,800 |
| 8 | 49,801 – 69,900 |
| 9 | 69,901 – 95,000 |
| 10 | 95,001 – 130,100 |
| 11 | 130,101 – 180,200 |
| 12 | 180,201 – 230,300 |
| 13 | 230,301 – 280,400 |
| 14 | 280,401 – 340,500 |
| 15 | 340,501 – 400,600 |

| Level of Experience | Magic |
|---|---|
| 1 | 0000 – 1950 |
| 2 | 1951 – 3900 |
| 3 | 3901 – 8800 |
| 4 | 8801 – 17,600 |
| 5 | 17,601 – 25,600 |
| 6 | 25,601 – 35,600 |
| 7 | 35,601 – 50,600 |
| 8 | 50,601 – 70,600 |
| 9 | 70,601 – 95,600 |
| 10 | 95,601 – 125,600 |
| 11 | 125,601 – 175,600 |
| 12 | 175,601 – 225,600 |
| 13 | 225,601 – 275,600 |
| 14 | 275,601 – 325,600 |
| 15 | 325,601 – 375,600 |

| Level of Experience | Physical Training |
|---|---|
| 1 | 0000 – 2140 |
| 2 | 2141 – 4280 |
| 3 | 4281 – 8560 |
| 4 | 8561 – 17,520 |
| 5 | 17,521 – 25,520 |
| 6 | 25,521 – 35,520 |
| 7 | 35,521 – 50,520 |
| 8 | 50,521 – 71,000 |
| 9 | 71,001 – 96,100 |
| 10 | 96,101 – 131,200 |
| 11 | 131,201 – 181,300 |
| 12 | 181,301 – 231,400 |
| 13 | 231,401 – 281,500 |
| 14 | 281,501 – 341,600 |
| 15 | 341,601 – 401,700 |

| Level of Experience | Psionics |
|---|---|
| 1 | 0000 – 2200 |
| 2 | 2201 – 4400 |
| 3 | 4401 – 8800 |
| 4 | 8801 – 17,700 |
| 5 | 17,701 – 25,700 |
| 6 | 25,701 – 35,700 |
| 7 | 35,701 – 50,700 |
| 8 | 50,701 – 70,700 |
| 9 | 70,701 – 95,700 |
| 10 | 95,701 – 135,700 |
| 11 | 135,701 – 185,700 |
| 12 | 185,701 – 225,700 |
| 13 | 225,701 – 275,700 |
| 14 | 275,701 – 325,700 |
| 15 | 325,701 – 385,000 |

| Level of Experience | Robotics |
|---|---|
| 1 | 0000 – 2240 |
| 2 | 2241 – 4480 |
| 3 | 4481 – 8960 |
| 4 | 8961 – 17,920 |
| 5 | 17,921 – 25,920 |
| 6 | 25,921 – 35,920 |
| 7 | 35,921 – 50,920 |
| 8 | 50,921 – 70,920 |
| 9 | 70,921 – 95,920 |
| 10 | 95,921 – 135,920 |
| 11 | 135,921 – 185,920 |
| 12 | 185,921 – 225,920 |
| 13 | 225,921 – 275,920 |
| 14 | 275,921 – 335,920 |
| 15 | 335,921 – 395,920 |

| Level of Experience | Special Training |
|---|---|
| 1 | 0000 – 2120 |
| 2 | 2121 – 4240 |
| 3 | 4241 – 8480 |
| 4 | 8481 – 16,960 |
| 5 | 16,961 – 24,960 |
| 6 | 24,961 – 34,960 |
| 7 | 34,961 – 49,960 |
| 8 | 49,961 – 69,960 |
| 9 | 69,961 – 94,960 |
| 10 | 94,961 – 129,960 |
| 11 | 129,961 – 179,960 |
| 12 | 179,961 – 229,960 |
| 13 | 229,961 – 279,960 |
| 14 | 279,961 – 329,960 |
| 15 | 329,961 – 389,961 |

# OPTIONAL RULES

## Optional Ways to Round Out Your Character

I've found that many playes like as much background and details about their characters as possible. Consequently, I've assembled a series of optional tables to satisfy those details. All tables require the roll of percentile dice.

### Birth Order

| | |
|---|---|
| 1-30 | First Born |
| 31-44 | Second Born |
| 45-55 | Third Born |
| 56-65 | Fourth Born |
| 66-80 | Last Born |
| 81-90 | First Born of Twins |
| 91-00 | Illegitimate |

### Weight

| | |
|---|---|
| 1-10 | Skinny |
| 11-30 | Thin |
| 31-55 | Average |
| 56-74 | Husky |
| 75-89 | Pot-Belly |
| 90-00 | Obese |

**Note:** Average Weight:
150 to 180lbs (male)
110 to 140lbs (female)

### Height

| | |
|---|---|
| 1-30 | Short |
| 31-70 | Average |
| 71-00 | Tall |

**Note:** Average Height:
6ft, male
5ft 6in, female

### Age

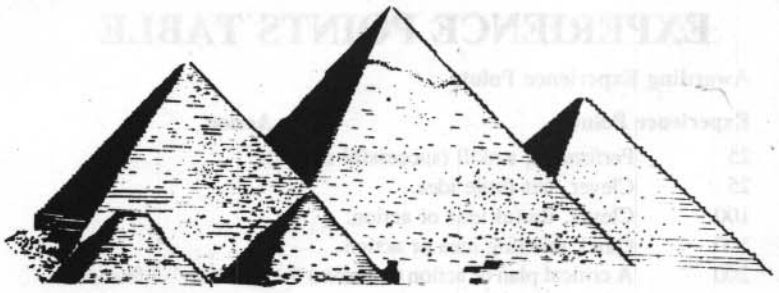
I think it is best to generally assume most characters are young — late teens to mid-twenties. It is best to determine the age by the level of the character's education and player preference.

### Disposition

| | |
|---|---|
| 1-10 | Mean, suspicious, vengeful. |
| 11-15 | Shy, timid, tends to be a loner. |
| 16-20 | Gung-ho, guts and glory type who sees himself as a hero. Likes combat. |
| 21-25 | Worry wart, nervous and cautious. |
| 26-37 | Hot-head, quick-tempered, emotional, but basically nice. |
| 38-45 | Schemer; gambler who likes to take chances. |
| 46-50 | Blabber-mouth, nice guy, but too talkative. |
| 51-56 | Wild man, cocky, overconfident, takes unnecessary risks. |
| 57-66 | Nice guy, friendly, courteous and hospitable. |
| 67-76 | Snob, arrogant, feels superior to others. |
| 77-84 | Tough guy, self-reliant, cocky, a lone wolf. |
| 85-89 | Paternal, overbearing, overprotective of others, especially young characters. |
| 90-94 | Complainer, constantly aggravated about something. |
| 95-00 | Paranoid, trusts no one. |

### Life Savings

| | |
|---|---|
| 1-10 | $1000.00 |
| 11-20 | $2000.00 |
| 21-37 | $3000.00 |
| 38-59 | $4000.00 |
| 60-79 | $5000.00 |
| 80-90 | $6000.00 |
| 91-00 | $10,000.00 |



### Land of Origin

| | |
|---|---|
| 1-10 | Australia |
| 11-20 | Europe; Great Britian |
| 21-51 | United States |
| 52-68 | Canada |
| 69-80 | Europe; Non-English speaking |
| 81-90 | South America |
| 91-00 | Asia/Middle East |

**Note:** Characters of a non-english speaking ethnic background can speak and understand that one additional language at 75% efficiency, but can not read the language. Add 30% to foreign language skill if that language is studied. It is best to assume that the super beings live and work in the country of the players. Our foreign friends will want to adjust this table, replacing the U.S. with their own country and Canada with their foreign neighbors.

### Type of Environment

| | |
|---|---|
| 1-20 | Agricultural/Farm Community |
| 21-40 | Countryside, small town or village |
| 41-60 | Suburb, small city or large town |
| 61-85 | Large City (New York, Los Angeles, Detroit, Toronto, London) |
| 86-00 | City — Medium Size |

### Social/Economic Background

| | |
|---|---|
| 1-9 | Military/Middle Class |
| 10-19 | Laborer/Poor |
| 20-29 | Laborer/Lower Class |
| 30-59 | Laborer/Middle Class |
| 60-74 | Skilled/Middle Class |
| 75-84 | Highly Skilled/Upper Middle to Upper Class |
| 85-89 | Political/Upper Middle Class |
| 90-00 | Wealthy |

### When Super Ability First Manifested Itself

| | |
|---|---|
| 1-11 | Child |
| 12-29 | Preteen |
| 30-50 | Early Teens |
| 51-74 | Late Teens |
| 75-00 | Recently |

# OPTIONAL: THE CRAZY HERO

Crazy super characters seem to be more and more popular in comic books. Some are fanatically driven, some given to frenzy, others have multiple personalities and still others are just plain coo-coo. Playing a hero who is mentally or emotionally off-kilter can be a lot of fun if played for a bit of color and comedy. However, the nature of the insanity directly effects, and often limits, the character. Experienced role-players should have no problems with such a character. On the other hand, new players may find the crazy element a little too demanding or awkward to play right away. Insane characters are not for everyone. The rules are optional and should NOT be imposed on any player who feels uncomfortable with the idea.

## CREATING THE CRAZY HERO

The creation of a wacko character is easy. He or she is designed exactly like any other character in Heroes Unlimited. Determine the attributes, hit points, S.D.C., skills, alignments, power category and powers, just like always. The twist comes in how the character sees himself or how some random crazy element effects his or her life. The exact type of affliction can be selected from one of the following or determined by random rolls. All the crazy elements are presented in a chart/table form so that percentile dice can be used if desired. As you already know I personally favor the random roll.

**Some things to keep in mind** when playing one of these estranged characters, is that they truly believe the conditions of their affliction and nobody is going to convince them otherwise. This is true even under life threatening situations.

*Select one wacko characteristic or roll on the Random Crazy Element Table.*

**RANDOM CRAZY ELEMENT TABLE**
*Roll Percentile Dice*

| | |
|---|---|
| 1-30 | Frenzy |
| 31-60 | Power by Association |
| 61-85 | Multiple Personalities |
| 86-00 | Crazy Man |

## FRENZY

The hero who suffers from a frenzy will appear normal most of the time, but will fly into a wild, uncontrolled rage under certain, high pressure, conditions. What triggers a frenzy varies somewhat, but is usually on the following (roll percentile dice).

| | |
|---|---|
| 1-20 | Intense Frustration |
| 21-50 | Intense Anger |
| 51-80 | Intense Pain |
| 81-00 | Extreme Tension |

**INTENSE FRUSTRATION** arises when the character feels helpless, very confused or trapped into a situation he/she can not tolerate. At a certain point the person can not endure any more and snaps, flying off into a frenzy.

**INTENSE ANGER** is probably the most common catalyst for a frenzy. As in all the cases for frenzy, we are talking about high pressure situations that already have the characters blood boiling and adrenaline pumping. Not common little peeves or dislikes. The anger frenzy is likely to occur in battle if things are not going well (the thought of defeat is too much to bear), an innocent person or ally is hurt or tortured or if the villain(s) verbally mock the hero and his buddies. Anger can also happen when extremely frustrated by bad luck or carelessness/ stupidity by others (or self). It is not wise to make the character mad! "Watch it buddy, you won't like me when I'm mad." Truer words were never spoken.

**INTENSE PAIN** can also be a catalyst for a frenzy. The character will only endure so much before he/she is suffocated by a sense of overwhelming failure, fear of death and physical pain. The hero flies into a frenzy when *all S.D.C.* points are gone and/or approximately *half his hit points* are depleted. When this happens the person is engulfed by an uncontrollable rage (frenzy).

**EXTREME TENSION** is another inducer of frenzy. If the hero is super nervous or so pent-up/tense about something, he/she is likely to fly into a rage. This occurs when the character feels under a lot of pressure, especially do or die type situations. At a critical point, where tension is greatest, the person becomes frenzied.

When the character succumbs to a frenzy he or she is overcome by emotion and supplemented by adrenal and other chemical reactions in the body. This plunges the character into a berserker rage or bloodlust that blinds the person to everything but the focus of the rage. All sense of personal safety is lost. The environment, dangers, purpose, and friendships are forgotten when the enraged person is engulfed in an unreasoning frenzy. He can only lash out wildly, desperately, to destroy the source of frustration, anger, pain or tension. The frenzied hero's thoughts are primal and ferocious: kill or be killed, escape or die, fight until the enemy is stopped or he stops you! Because the character can no longer distinguish between friend or foe, he will lash out an anybody who gets in the way. The frenzied hero caught in a blood lust must lash out. Wants to hurt and destroy. If no living target/enemy is available he will vent his rage on a room, destroying everything within it, or vehicle, or machinery, and so on. Whatever is handy or perceived to be a part of the problem will become a target to be smashed. The ferocity of the onslaught is terrifying for there is no restraint nor thought, only action.

Although a timely frenzy can be helpful and save lives, it is equally

likely to hurt or even kill innocent people. For Example: Combat is going badly. The villains seem to be triumphing; tension is high. A friend and fellow hero is blasted from behind into unconsciousness and almost killed. The hero who suffers from frenzy is outraged by this act of treachery against his friend. Suddenly everything becomes a blur as the rage takes over. The frenzy begins. The crazed hero becomes a wild man, attacking with incredible speed, skill and ferocity. The villains fall, one after another. A pair try to flee, but are struck down. Their pleas for mercy falls upon deaf ears. A figure steps from around the corner. The wild man sneers and attacks. His victim shouts "Halt! Police!", but the words are meaningless. The policeman falls to the hammering assault. The law officer could just as easily have been a woman or child. To the frenzied character there is no distinction. He pauses looking for more "enemy." The mayhem will continue until the frenzy wears off, all opponents are defeated, or the wild man is subdued.

**The power of the frenzy:** Lost in an unreasoning berserker rage the character will first lash out at the focus of his/her rage and then all known enemies. Anybody else, innocent bystander, friend or foe, who tries to stop the character or even attracts his attention, will be attacked with full force. As soon as one target is rendered helpless (this can mean stunned, unconscious, coma, trapped, killed or otherwise incapacitated) the wild man turns his attention to the next target. Instinctively, the most dangerous target is attacked first, unless others get in the way.

**Frenzy bonuses and abilities:** One additional attack per melee, +30 S.D.C., +1D6 damage which applies to all physical attacks, as well as superpower type blasts and beams (does NOT apply to mechanical weapons like guns), +1 to strike, parry, dodge, roll, and speed is increased by 30%. Duration: The frenzy will not stop until all opponents are defeated, the frenzy wears off or the character is subdued. A frenzy will normally last one melee (15 seconds) for each Physical Endurance (P.E.) attribute point. For Example: A hero with a P.E. of 12 will be lost in a frenzy for 12 melees. That's three minutes. After that time the character will snap out of the rage and function normally. **All affects and bonuses of a frenzy are temporary!** This includes the 30 S.D.C. Don't be confused by the temporary S.D.C. Any damage comes off of that temporary physical S.D.C. bonus first. After the frenzy and extra S.D.C fades the damage sustained by the temporary 30 S.D.C. is a little more than painful cuts and bruises. Do NOT subtract those 30 S.D.C. damage from the character's normal physical S.D.C.

# POWER BY ASSOCIATION

This unusual fixation has the character convinced that he gains his strength, skills or powers from some sort of object or other worldly source. This is not true. The hero's abilities are natural or achieved through training and have nothing to do with any outside force. Yet, psychologically, the character is totally dependent on the object of his fixation. A sort of super security blanket that gives him/her the confidence to be a super crimebuster and champion of justice. These characters are so dependent on their imagined source of power that they are powerless without it. Even if threatened with death they will not change their belief. The mind is a powerful force that remains a mystery. It is very possible that without the psychological focus and security of a particular word, object or perspective, that the person would never have discovered his special abilities nor become a hero.

There are six common factors that seem to stimulate superhuman response and abilities. Roll percentile dice to determine which one affects your character. **Note:** None of these apply to *robots or bionic* hero categories.

**HERO BY ASSOCIATION**

*Powers Stem From . . .*

| | |
|---|---|
| 1-16 | Daytime Complex |
| 17-30 | Nighttime Complex |
| 31-50 | Popeye Syndrome |
| 51-70 | Magic Object |
| 71-85 | Power Words |
| 86-00 | Solar Syndrome |

**THE DAYTIME COMPLEX** is the belief that ones abilities exist only during *daylight hours*. Thus, from the first few seconds of dawn till the last rays of sunlight disappear with the setting sun, is the character endowed with exceptional abilities. At night the powers are gone and he or she is a relatively normal human. Although the hero believes his/her powers are linked to the sun, it is not the same as being solar powered. This character's powers and abilities are unimpaired by being indoors or locked in darkness. As long as it is daytime the person is a super endowed hero. It is the time of day that affects the abilities. Bonuses and Penalties: During nighttime hours the hero believes he has no special powers or skills, but can still use his/her conventional skills and training just as any normal human. If the character is invulnerable or super strong he will imagine pain and vulnerability, or normal human strength (P.S. 12 maximum). The hero's identity/name is likely to refer to the sun, heat or light.

**THE NIGHT TIME COMPLEX** is identical to the daytime complex except that the character believes his/her powers exist only during *night hours*. From dusk till dawn this person is a super human. With the first light of day those powers and abilities fade. All the same conditions listed under the daytime complex apply to the nightime complex except during night hours. Being exposed to any kind of light during night hours has no adverse effects. The only applicable factor is the hour of the day (nightime). **Note:** The hero is likely to use a code name that reflects the night or darkness, such as Night Hunter, Moon Beam, etc.

**THE POPEYE SYNDROME** is the belief that a particular type of food or drink gives the character his super abilities. Without this special food the hero is just an ordinary Joe with no unusual powers. Consequently, the power giving foodstuff must be eaten before super heroics can begin. The metamorphosis happens just like the old Popeye cartoons. The would-be hero pops a handful of his/her special "power" food and zowie! . . . an instant powerhouse.

**Conditions and limitations:** Generally, the "power food" can be eaten raw or prepared in any way. Quite literally one *full handful* of the stuff will instill the character with powers (Whatever powers or abilities the person may actually possess. Nothing new or random). Duration: One handful will instill superhuman powers for approximately THREE HOURS. At the end of that time another handful of the power food will be needed to remain super endowed. There is no limit to how many times per day the food or drink can be eaten. Type of Food: The food or drink should be an exotic, or bizarre item or combination of items. Players can make-up something or use the table that follows.

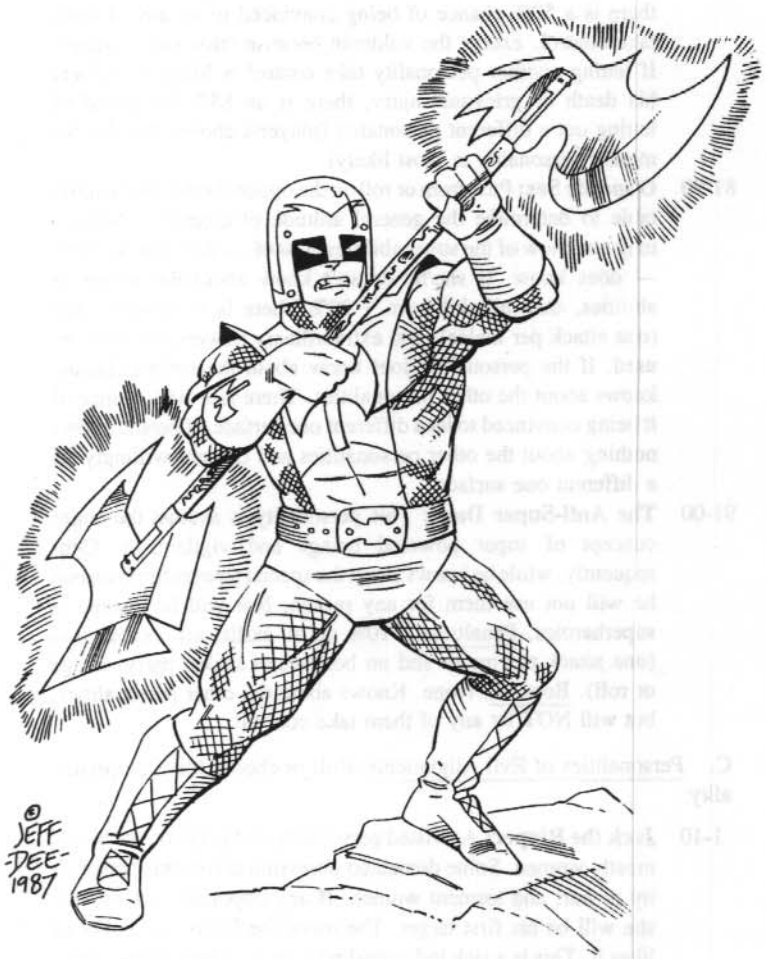
**RANDOM POWER FOOD TABLE**

*Roll Percentile Dice*

| | |
|---|---|
| 1-5 | Garlic |
| 6-10 | Asparagus dipped in vanilla yogurt. |
| 11-14 | Raw Rhubarb (crunchy, celery-type sticks with tough, stringy fibers). |
| 15-19 | Granola Bar (fruit types are the best). |
| 20-23 | Chicken Livers |
| 24-27 | Raw Brown Rice |
| 28-32 | Pig's Ear |
| 33-36 | Parsnips and Pumpkin Seeds |
| 37-40 | Dogfish Croquettes |
| 41-45 | Corn Husks (just the husks) |
| 46-49 | Eel Marinated in Red Wine |
| 50-53 | Fresh Chives and Parsley |

54-57 Anchovy Stuffed Grape Leaves
58-62 Oxtail
63-66 Carrot Juice
67-70 Apple Cores
71-75 Cabbage Quiche
76-79 Pickled Herring
80-83 Instant Breakfast Mix (must be mixed with low fat milk).
84-88 Collard Greens (a green, leafy vegetable, like spinach)
89-92 Walnuts and Bay Leaves
93-96 Raw Eggs and Bean Sprouts
97-00 Twinkies

*Why* does the character believe these foods give him/her incredible powers? The simplest, most common reason is because his/her super abilities manifested itself for the first spectacular time right after eating that particular food or drink. As a result, the powers are associated with a specific type of food. The character may have all kinds of ridiculous explanations or theories, but it's purely psychological.




**THE MAGIC OBJECT SYNDROME** is the absolute certainty that a special object is the source of the person's powers. The source of the power is usually *thought* to be *mystical, supernatural or extraterrestrial*. Without the object the hero is powerless, just an ordinary human (or so he/she believes). If the power object is lost the hero will become depressed and despondent for 3D6 weeks. The only exception is the time spent searching for the lost item. If the item can not be recovered the character will become an ordinary person, leading an ordinary life. His exceptional powers forever locked within him.

**G.M. Note:** If the power object is permanently lost, you could, at your discretion, allow the character to become empowered by some new, equally silly means, such as one of the other conditions listed in this section. However, this should occur only after a painfully long time and if it does NOT screw-up your game continuity. Most of the time (60%) the character will never find an alternative, psychological power source.

The object is not really magic so it can be anything: A ring, old coin, favorite childhood toy (teddy bear), earmuffs, medallion, staff, walking stick, jewelry, cloak, cape, shoes, belt, flashlight or bottle cap. Anything at all. The object is usually small enough to carry or be worn and should have some odd or distinguishing feature.

**THE SOLAR SYNDROME** has the character convinced that he is solar powered. This is different than the Daytime Complex in that the hero believes he actually draws on the sun's energy like a solar battery. With sunlight shining brightly and/or directly on the hero, he/she is at absolute full power and confidence. So confident that the hero is tougher and better at everything.

**Bonuses and penalties:** *In full daylight* or in direct sunlight the character is at full power; adds +10 to his/her S.D.C. and 5% to all skills. In shadow, artificial light or a gloomy day, all the abilities are half and skills are (minus) −5%. *In darkness* or at night (without artificial light) the character has NO superhuman powers, and skills are −20%, because of his lack of confidence and feeling of inadequacy.

**POWER WORDS** are another form of hero/super association that has the person believing to be empowered by a word code or phrase. Usually the person believes the word(s) to be of magic, supernatural or alien origin. To become a superhuman the person needs only to shout the super words, and sha-zoom — a hero is born. The person is completely convinced that he/she is an ordinary person with NO powers. It is the power words that make them something more. Thus, the word(s) must be *shouted* in order to become a superbeing! If the word(s) are not spoken the person remains a mere, powerless mortal.

# MULTIPLE PERSONALITY

One of the more unusual phenomenons are heroes with several distinct personalities. Each of these different personalities manifest themselves as a completely different person, with different dispositions, attitudes, and beliefs. This is a much more complex character and will require rolling on several tables.

**STEP ONE: How Many Separate Personalities?**

*Roll Percentile Dice*

1-30 Two
31-50 Three
51-65 Four
66-89 Five
90-00 Six

**STEP TWO: Who Is The Dominant Personality?**

This is the main hero personality, so it should be among the most "good" and competent of all the personalities.

A. Name: Player's choice.
B. Alignment: Player's choice of principled, scrupulous or unprincipled.
C. Disposition: *Roll or pick* from the optional rules section for rounding out one's character.
D. Rejects the belief of having a split personality, so he/she does *not* know about the other personalities.

The main personality will be the one most often in control.

**STEP THREE: Who Are The Other Personalities?**

A. Name each one.

B. Roll for random alignment of each personality.

1-20 Principled
21-35 Scrupulous
36-50 Unprincipled
51-65 Anarchist
66-77 Miscreant
78-89 Aberrant
90-00 Diabolic

C. Personality Quirks/Attitude: Roll for *each* personality (or choose).

C. Personalities of Good Alignment:

1-10 **Despondent:** Withdrawn; curls up into a fetal position and gurgles. Can not fight or take any action. Can not use powers or even communicate.

11-20 **Coward:** Afraid of everything: heights, flying, fighting, knives, guns, etc. Will fight only if absolutely necessary, and then only enough to escape. This character will surrender at the slightest hint of trouble. Super abilities can be used, but only for self-preservation. He may use the powers to help friends, but would rather stay on the sidelines. Penalties: Always the *last* to attack in a melee round. Skills are −10%. Doesn't know any of the other personalities.

21-30 **Pacifist:** Gentle, merciful and compassionate. This character is as bright and bold as the main personality (maybe even more so), but will not fight. This personality is adamant against fighting for any reason. If confronted he will dodge, parry and try to otherwise incapacitate a foe, all the while delivering a speech against fighting and cruelty. He can use his powers, but will rarely use them against others. Will NEVER kill, torture or strike out of anger. There are no power or skill penalties. Bonuses: +2 to dodge, +1 to parry and roll. Knows about the dominant personality only. There is a 40% chance that he can be convinced to let the dominant personality back into control, but only under extreme protest (too violent).

31-40 **Arrogant Warrior:** Cold, aloof, snob, but extremely capable and confident (*over* confident). Tends to be incredibly independent, rude and insensitive. To this personality there are two points of view to everything; the wrong one and *his* (the only right and logical opinion). This personality uses his powers and skills as he sees fit; usually cold and calculating. There are no skill penalties. Bonuses: +10% on all skills, +1 to parry. Knows all the other personalities, but will *not* willingly let any of them resurface. After all they are inferior to him.

41-50 **Righteous Indignation:** A personality that has a black and white view of the world. Evil must be crushed at all costs. This is a war, thus the end justifies the means. He tends to be judgmental, reactionary and brutal toward evil. Gentle and compassionate to the good and innocent. A potentially volatile and dangerous character. There are no skill or ability penalties, nor bonuses. He uses his extraordinary abilities well. Knows and despises all the other personalities for one reason or another. There's a 50% chance of convincing him to let any of the other personalities out, *except* the arrogant warrior.

51-60 **The Normal:** A very mundane, innocent, bumbling nerd-like youth (teenager) who knows nothing about super abilities, crimefighting or heroics. He is friendly, but shy, and totally bewildered about super beings. He has no recollection of his other personalities or super abilities. Penalties: Can NOT use his extraordinary abilities, has no combat training (one attack per melee), and only high school equivalent skills and knowledge. This is a normal kid!

61-70 **The Wildman**: An overzealous, gregarious, and extremely hyperactive personality with delusions of grandeur. He is fanatically loyal and dedicated to crime fighting, justice and the American way. He is very reactionary, takes needless risks, and has a complete disregard for his personal safety. This is a character whose intentions are always 100% sincere, but acts without considering the consequences. Basically, a nutcase with a heart of gold. Penalties: Suffers from the Frenzy condition discussed elsewhere in this section (triggered by anger or pain). Bonuses: Can use all powers and skills equal to the dominant personality. +4 to roll, +1 to parry and dodge. Add 10ft to leaping (up and across) abilities and 20% to climbing, swimming and balancing skill abilities. This personality knows all the others, and can be convinced to let any of them take control if it is for the good of the group or a good cause; 80% likelihood.

71-80 **Hypochondriac:** A personality obsessed with cleanliness, and avoiding injury and disease. He will continually whine about potentially filthy or germ laden environments, and instruct his comrades about proper eating habits, vitamins, medication and sanitation. If injured in the slightest (one S.D.C.), the personality will whine and moan about it for hours. Penalties: Never takes the initiative, −5% on all skills. Bonuses: +1 to parry and dodge, and has a paramedic skill with an 86% skill proficiency. Knows all the personalities, but is hesitant to let any take control because they are either too reckless or whimpy and might get him hurt. And they are all "so filthy!!!!" However, there is a 50% chance of being convinced to let any of them take control, except the wildman because "that guy's crazy". If letting another personality take control is likely to prevent his death or grievous injury, there is an 88% likelihood of letting out a different personality (player's choice, but the dominant personality is most likely).

81-90 **Opposite Sex:** Pick from or roll on the optional rules Disposition table to determine the general attitude of character. May or may not know of the super abilities; 1-40% — does not, 41-00% — does know. If she/he doesn't know about the power or abilities, then all skills are −20%, there is no combat skill (one attack per melee), and extraordinary powers can NOT be used. If the personality does know about the abilities he/she knows about the other personalities. There is a 40% chance of it being convinced to let a different one surface. If he/she knows nothing about the other personalities and can not willingly let a different one surface.

91-00 **The Anti-Super Dude:** This personality is against the entire concept of super powered beings and vigilantism. Consequently, while he knows about the special powers he possesses he will not use them for any reason. Nor will he engage in superheroics. Penalties: −10% on all skills, no combat skill (one attack per melee and no bonuses to strike, parry, dodge or roll). Bonuses: None. Knows about the other personalities, but will NOT let any of them take control!

C. Personalities of Evil Alignments: Roll or choose for *each* personality:

1-10 **Jack the Ripper:** A twisted personality that preys on the weak, mostly women. Some demented obsession drives this personality to hurt and torment women. If any opponents are female, she will be his first target. The more she fights, the better he likes it. This is a sick individual who loves to torture and watch torment. Penalties: −10% on all skills because he is physically oriented. Bonus: +1 to strike. Knows about his other personalities, but will NOT willingly let any of them take control. Uses his super abilities and skills well. Prefers blade weapons above all others.

11-20 **Traitor:** A personality that goes with what is always best for him. He will betray a friend or cause for money, revenge, or to save himself. He will sell or steal information, equipment or persons without hesitation. To this personality, everything has a price and he intends to cash in on it. The character is amoral, cold and merciless, taking action that will benefit only him. Completely untrustworthy. Penalties: None. Bonuses:

None. He can use all powers and skills. Knows about the other personalities and uses them freely to get his way or save his skin.

21-30 **Greedy:** A personality that craves wealth and fame. He will always look for the profit and value of any activity. He is a stingy braggart who always connives to get the most money and all the glory. He tends to be secretive, sneaky, deceptive, underhanded and self-centered. Penalties: None. Bonuses: None. Uses all skills and powers equally as well as the dominant personality. Although he knows about the personality he is extremely reluctant to let any of "these losers" take control (20% chance).

31-40 **Kleptomaniac:** A compulsive thief who just likes the challenge of stealing. Steals from everybody all the time, just for fun. Penalties: Has *none* of the dominant character's skills. Bonuses: Knows the following skills at the proficiencies listed: Pick Pockets 65%, Pick Locks 55%, Prowl 55%, Disguise 60%, Surveillance Systems 50%, Hand to Hand: Basic (2nd level with 4 attack per melee total), Pilot Automobile 88%, Motorcycle 68%. Knows all the other personalities and about his exceptional abilities.

41-50 **Blood Thirsty:** A personality that loves to fight, hurt people, torture and kill. A sadistic bully who shows no mercy and intentionally strikes to do maximum damage. This is the personality's way of proving his superiority, as well as satisfying his cruel pleasures. Penalties: −5% on all non-combat oriented skills. Bonuses: +1 to strike, parry, and dodge, +10 S.D.C. He can use the super abilities well. Although he knows about the other personalities he will pretend not to and will refuse to willingly let another take control.

51-60 **Megalomaniac:** Arrogant, feels far superior to all others; mean, cold and calculating. *This personality is totally self-serving.* The means justifies his ends and there is only the wrong opinion and his opinion. Those who ignore or chastise his opinion are either fools or potential enemies. The personality is only a team player in the sense that he can use the team to achieve his desires. Tends to be domineering (will try to usurp the leadership), insensitive and *ruthless*. There are no skill penalties. Bonuses: +10% on all skills. He knows and uses all the skills and powers of the dominant personality.

61-70 **The Psychopath:** A wild, daring, deadly personality who thrives on danger. Nothing is too risky or impossible. Tends to be reactionary, cruel, and strikes with deadly force. Also likes cat and mouse games, as long as he is the cat. Penalties: Does not know the dominant personaly's skills. Bonuses: Knows the following skills at the proficiency level listed: Hand to Hand: Expert (3rd level for a total of 4 attacks per melee), W.P. Blunt, W.P. Knife, W.P. Revolver, W.P. Automatic Pistol, W.P. Rifle, Sniper, Prowl 55%, Climbing 65/45%, Pilot Automobiles 92%, Motorcycle 72%, Truck 76%, and Escape Artist 45%. Add +20 S.D.C. (applies only when the psychopath personality is in control). Can use all extraordinary powers equal to the dominant personality. Will not willingly allow any other personality dominance.

71-80 **Opposite Sex:** Pick from or roll on the optional rules Disposition table to determine the general attitude of character. May or may not know of the super abilities; 1-40% — does not, 41-00% — does know. If she/he doesn't know about the power or abilities then all skills are −20%, there is no combat skill (one attack per melee), and extraordinary powers can NOT be used. If the personality does know about the abilities he/she knows about the other personalities. There is a 40% chance of it being convinced to let a different one surface. If he/she knows nothing about the other personalities and can not willingly let a different one surface.

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**STEP FOUR: When Do The Different Personalities Take Control?**

The dominant personality is the one who is usually in control. He or she is the main force behind the character and the one who has decided to become a super crimefighter. Another personality takes over under the following circumstances:

1. **Severe shock or trauma**, such as seeing a loved one killed or seriously injured, psionic or drug induced hallucinations, feeling completely helpless, or intense pain/torture. In these cases, the personality best suited to handle the situation will take control.
2. **Coma or near death:** Any one of the other personalities will take random control.
3. **Hypnosis:** 50% chance of calling forth a specific personality. If the roll fails, roll to see who takes random control. There is an 80% chance of bringing the dominant personality back into control when using hypnosis.
4. **Telepathic Probe:** 65% chance of pulling out a specific personality. If the roll fails, roll to determine which personality surfaces to take control. Once the personality is aware that a psionic probe is being used to suppress him and bring out a different personality, he gets a *+4 to save vs psionics* and is likely to attack the psionic. If he fails to make the savings throw, there is a 65% chance of pulling forth the specific personality desired.
5. **Hypnotic Suggestion (psionic):** Has a small chance of being used to pull out a specific personality (30%). The current personality automatically gets a ...3 to save vs psionic attack when hypnotic suggestion is being used,
6. **Mind Wipe (psionic):** Whenever a mind wipe is being used the current, dominant personality will retreat into the subconscious, automatically breaking the effect of the mind wipe and bringing out a new personality. Roll for random control.

**DETERMINING RANDOM CONTROL**

Determining which personality takes random control is easy. If you have TWO personalities, 1-3 represents the dominant personality, 4-6 the other, secondary, personality. THREE personalities: 1-2 is the dominant, 3-4 a secondary personality, 5-6 the other. FOUR personalities: 1-3 represents the dominant, 3, 4, 5 and 6 each represents one of the secondary personalities. FIVE personalities: 1-2 the dominant, 3, 4, 5 & 6 each represents one of the other personalities. SIX personalities #1 is the dominant, 2, 3, 4, 5, and 6 each represent one of the other personalities. *Assign a numerical designation to each personality and roll a six-sided die to determine which one is in control.*

# THE CRAZY MAN

The crazy-man type hero is a wild, flamboyant, and jocular character. This person might be a cross between Daffy Duck, Errol Flynn and a stand-up comic on speed. Zany, dynamic, caustic and hyper. This guy is the wisecracking daredevil who seems to be as cocky and carefree leaping into the jaws of death as he is at a tea party. He will batter his opponent with sarcastic quips, bad jokes and silly observations while he's socking it out with him or facing the barrel of a gun.

These characters are always fidgeting. Tapping fingers, cracking knuckles, tapping feet, wringing hands, pacing, rocking, standing on ones head, doing cartwheels, suspended by rope, bouncing a ball, flipping a coin, juggling, etc. They are extremely hyper and can't seem to sit still. In combat, they are usually the one bounding into a group of baddies, hanging out the window, or displaying dazzling footwork.

The crazy-man heroes seem to have a consistent habit of laughing, giggling or snickering at the most unusual times. Usually this occurs during combat, under high pressure situations and triumph. Sometimes this can be extremely effective in rattling one's foe. Other times it is downright annoying. They also tend to come up with inane battle cries.

In combat, the crazy-man hero usually appears to be fearless, leaping into a foray with a joke on his lips and armed with his bare hands and a crowbar (that's a joke, son). They tend to be reactionary, believe themselves to be indestructible, take needless risks, and have a complete disregard for personal safety, especially when an innocent life is at stake.

Bonuses and Penalties: These heroes tend to be physically and action oriented, thus they are usually too impatient to master skills that require sitting still and/or intense contemplation or study. −10% on all skills other than physical, piloting and weapon proficiencies. Add +10% to prowl, climbing, swimming, gymnastics and dancing skills. Add +4 to roll with punch, fall and explosion. Also +1 to dodge. **Note:** As a reactionary, the crazy-man hero tends to be naive and a sucker for a sad tale, good cause or pretty face. *Also* roll twice on the *phobia table* and once on the *obsession table* found in the insanity section. These are additional little quirks that plague the hero.

# INSANITY

In the context of this game, we will assume that all our heroes are mentally and emotionally sound. Any insanities, developed from this point on, will be the result of trauma or, occasionally, physical damage to the head and/or brain.

**Trauma**

I've found that having a character roll on the insanity tables after a terrible trauma is very appropriate, realistic and fun; adding a new element to the game. What constitutes a traumatic experience is, in part, up to the game master and the actual situation.

The following is a guide to some traumatic situations requiring a roll on the Random Insanity Tables.

**Long period of physical and/or mental torture.**

Two to eight weeks: Roll once on the Insanity Table. Nine weeks to months: Roll once on the Insanity Table and once on the Neurosis Table.

**Drug Induced Hallucinations** that were particularly terrifying, hideous, or realistic.

Roll once on the Phobia Table. If extremely traumatic, lengthy, or reoccurring hallucinations: roll on the Random Insanity Table. A real life encounter with the subject of the traumatic hallucination is likely to cause more trauma. 70% chance of developing another insanity; roll on the Random Insanity Table.

**Witnessing or experiencing a shockingly grotesque atrocity.**

Roll on the Phobia Table.

**Terrible, frightening or unusual brush with death.**

Roll on the Random Insanity Table.

**Witnessing the terrible or shocking death of a deeply loved one.**

Roll on the Psychosis Table.

**Severe physical disability.**

60% chance of alcoholism or drug addiction.

**The cause (accidental) of several innocent people's death.** (applies to characters of a good alignment).

Roll on the Random Insanity Table.

# INSANITY TABLES

### RANDOM INSANITY TABLE

**(Resulting from Trauma)** Roll percentile dice.

| | |
|---|---|
| 1-10 | **Reborn;** Alignment reversal; good becomes evil, evil becomes good (selfish becomes principled or scrupulous). |
| 11-20 | **Neurosis;** Roll on the table that follows. |
| 21-25 | **Compulsive Liar;** even if of a good alignment. |
| 26-30 | **Kleptomaniac;** a compulsion to steal, even if of a good alignment. |
| 31-40 | **Obsession;** roll on the table that follows. |
| 41-50 | **Phobia;** roll on the table that follows. |
| 51-60 | **Psychosis;** roll on the table that follows. |
| 61-70 | **Fear of Animals;** see neurosis. |
| 71-80 | **Recluse;** prefers to be alone, quiet, unobtrusive. |
| 81-90 | **Affective Disorder;** roll on the table that follows. |
| 91-00 | **Fear of the Dark;** see neurosis. |

**Note:** More than one phobia, obsession, psychosis, and affective disorder is possible. If the same one is rolled, ignore it and roll again.

### RANDOM INSANITY TABLE (Optional)

| | |
|---|---|
| 1-19 | Affective Disorders |
| 20-45 | Neurosis |
| 46-65 | Phobia |
| 66-85 | Obsession |
| 86-00 | Psychosis |

### AFFECTIVE DISORDERS

| | |
|---|---|
| 1-19 | **Frightened** by loud noises to the point of cowering and wetting self. |
| 20-35 | **Disgusted** by anything sticky, and will go to *any* length to avoid touching it. |
| 36-54 | **Obsessed** with cleanliness, and must clean up any area he/she is at for more than a few minutes. |
| 55-75 | **Outraged** by acts of violence, becoming violent himself; 72% chance of going berserk and attacking the perpetrator of the violent act without regard for self. Bonuses: +1 to strike, +2 to damage. |
| 76-88 | **Hates** music and musicians, and will try to destroy or stop the source of those terrible noises. |
| 89-00 | **Intimidated** by spoken language; cannot speak meaningful sentences, and must use sign language or written communication. |

### NEUROSIS

| | |
|---|---|
| 1-18 | **Fear of the Dark** (spent much time locked in closets) to the point of gibbering and total collapse while in the dark. |
| 19-34 | **Fear of Animals** (chewed on by the family pet while a nipper) to the point of running away when confronted by small, furry things. |
| 35-49 | **Cannot tell the Truth**; compulsive liar, even if of a good alignment. |
| 50-64 | **Invasion of the Body Snatchers**: Acute paranoia toward all aliens, those of alien heritage and even humans born off the Earth. ("They're out to get ya! They could be anybody!! even . . . you!?!"). |

65-85 **Fear of Heights** (Uncle Goober used to dangle the character, by one foot, out of windows) to the point of being frozen above the second story; character is fine as long as ground is not visible.

86-00 **Fear of Success** (mom always said you weren't any good): Character will sabotage self at critical moments. The following minuses apply during critical, or high pressure moments (battle, danger, watched by others, etc.): −15% to all skills, −3 to hit, dodge, parry and damage.

### PSYCHOSIS

1-15 **Hysterical Blindness** when under pressure, 1-89% likelihood of happening — roll for each situation.

16-28 **Paranoid type**; everyone is out to get you/trusts no one.

29-49 **Manic depressive**; alternate severe depression one week (suicidal, nobody loves you — −5% on all skills) with manic episodes the next week (everything is great and I'm the best that there ever was! — +5% on all skills). 30% chance of alcoholism.

50-73 **Schizophrenia**; you are passive and easily frightened; jumpy. You hear voices telling you that all the angels are dead; worry about what angels are. 50% chance of alcoholism or drug addiction.

74-85 **Mindless aggression**; roll percentile:

- 1-94 Semi-functional: when frustrated, angry, or upset, there is a 72% likelihood of going berserk and lashing out at anyone/everyone around until killed or confined; will take 3-18 minutes of confinement to regain composure.
- 95-00 Non-functional/homicidal: Continually going berserk until confined or killed; have one lucid day a week and try to talk your way out of confinement.

86-00 **Become a psychiatrist** and try to cure everyone around (they're all sick, even if only you have the perspicacity to tell); be sure to demand stiff fees.

### PHOBIAS (A deep, overriding fear)

1-5 Insects
6-10 Reptiles
11-15 Boats
16-18 Opposite Sex
19-20 Dogs
21-25 Darkness
26-30 Confining Enclosures
31-35 Warehouses/Abandoned Buildings
36-40 Contamination
41-45 Mutants
46-50 Heights
51-55 Psionics
56-60 Aliens
61-65 Water
66-70 Drugs
71-75 Robots
76-80 Flying
81-85 Police
86-90 Computers
91-92 Strangers
93-95 Cats
96-00 Open Spaces

**Note:** If the same phobia is rolled, the player must re-roll.

### OBSESSIONS

Obsessions are either an intense, irrational love/desire of something, or an intense hatred/loathing. The former is likely to cause the obsessed person to obtain his desire, while the latter is likely to cause the obsessed person to avoid or destroy the object of his obsession. *The game master* can decide which is most appropriate under the circumstances or roll once on the following table . . .

#### Focus of the Obsession

1-50 Love/Desire
51-00 Hate/Destroy

#### Obsessions

1-5 Timeliness (either a fanatic about being punctual or always late).
6-12 High technology (either loves to acquire/use or loathes it).
13-20 Women (or men, if a woman character)
21-27 Wealth
28-35 Secrecy (either prizes his secrecy above all else, or abhors even the thought of keeping secrets).
36-43 Specific individual.
44-50 Specific object/item or animal.
51-55 Appearance (fashion plate or slob).
56-63 Danger (either loves the thrill of danger, which usually means throwing caution to the wind, the more deadly the better; or, despises danger, overly cautious, worry wart, jumpy).
64-70 Food (covets only the finest foods and drink, or would, just as readily, eat worms and stale food as anything else; a slob).
71-78 Alcohol (either a heavy drinker with a keen taste for the finest liquor, or a fanatical, anti-alcohol prude).
79-86 Gambling (will bet it all, or an anti-gambling fanatic).
87-92 Solitude (either loves quiet and being alone to the point of growing irrationally angry and frustrated if continually bothered or interrupted; or can't stand the thought of being left alone for even short periods of time).
93-00 Crimebusting: Loves it if a hero; obsessed with stomping out crime and evil everywhere. If a villain "crime lord". Loves the thrill of being a criminal master mind.

**Note:** This insanity may drive a character to incredible (even outrageous) lengths, to satisfy his or her obsession.

### CURES FOR INSANITY

**Affective Disorder or Neurosis:** Therapy and counseling, and/or the use of hypnosis. Requires a minimum of three months of therapy, with the following results:

1-29 No effect; requires another three months of therapy.
30-69 Half cured; person feels occasional return of old neurosis or disorder when under stress, 48% chance.
70-00 Total cure.

**Psychosis:** Therapy and possible use of hypnosis and drugs to control the moods and tension/stress. Requires a minimum of six months of therapy, with the following results:

1-33 No effect; requires another six months of therapy.
34-68 Psychosis replaced by phobia.
69-00 Total cure.

**Phobia:** There is no cure for phobias, but prolonged or repeated exposure to the object of the fear will lessen the intensity of the fear. Requires a minimum of three months of therapy, with the following results:

1-39 No effect; requires more therapy.
40-88 Fear is lessened so that the person can function normally, but he/she still doesn't like the phobia object — ugh!
89-00 Fear is intensified so that there is a 50% likelihood that the person will become completely paralyzed until the source of the fear is removed, or the person is physically removed.

Therapy sessions generally cost 75 credits each, with two sessions per week (this includes treatment for each category of insanity). Similar therapy can help obsessions.

## EFFECTS OF ALCOHOLISM
**(Roll for effects and disposition while intoxicated)**

1-10 Mean, hostile, strong; +2 to damage.
11-20 Quick temper, argumentative; +1 on initiative, −1 to parry or dodge.
21-30 Impulsive, takes risks; +2 on initiative.
31-40 Quiet, withdrawn; −2% on all skills.
41-50 Paranoid, trusts no one, agitated; +1 on initiative.
51-60 Moody, sad; −5% on all skills.
61-70 Secure/self-assured only while intoxicated; −2% on all skills when sober.
71-80 Depressed, pessimistic; −5% on all skills.
81-90 Hyper, agitated, always moving, distracted; −2 on initiative.
91-00 Super syndrome; believes he/she is best when intoxicated. +5% on all skills when intoxicated, −10% when sober.

**Totally Drunk (staggering)**

The alcoholic is in a totally, drunken state, 25% of the time (intoxicated as often as possible — 80% of the time), and tends to drink even more during a crisis — 50% of the time.

**When totally drunk, the following penalties apply:**

- −4 on initiative.
- −2 to strike, parry and dodge.
- Reduce speed by half.
- Reduce *all* skills by 12%

**Alcoholism can be cured**, and requires willingness to seek aid, abstinence from all alcohol, therapy and support of friends.

**Withdrawal Symptoms:**

**First Week:** −5% on all skills, −2 on initiative, strike, parry and dodge. Very sick, shaky, insecure. 40% chance will go back to drinking.

**Second Week:** −2% on all skills, −2 on initiative; −1 to strike, parry and dodge. Still shaky, insecure, craves alcohol. 20% chance will fall back to drinking. Roll for both weeks.

**Third through Sixth Week:** −2 on initiative. Still shaky, insecure, but feeling more confident. 13% chance will fall back to drinking. Roll for each week.

**The next six months:** Now it's a battle to stay dry; 15% chance the character will return to alcohol under extreme pressure. Roll for each pressure situation, such as near death (of self or friend), major failure, crucial situation relying heavily or entirely on the person, etc.

**After those six months:** There is still a possibility of returning to drink when under extreme pressure, as explained above; 5% in a crisis. If the ex-alcoholic should ever drink alcohol again, there is a 43% likelihood of becoming addicted again. Roll for each *drink*. Note: A character can attempt to fight alcoholism repeatedly, regardless of numerous failures.

## THE EFFECTS OF DRUG ADDICTION

Drug addiction is generally more severe in its effects and initial withdrawal symptoms. However, once detoxified/dry, the person is less likely to return to drugs than an alcoholic. Most references to drug addiction refers to hard drugs, such as L.S.D., heroin, P.C.P., barbiturates (downers), amphetamines (speed), cocaine derivatives, and mood altering drugs.

**Roll for effects and disposition while intoxicated**

1-10 Quick temper, argumentative; +1 on initiative.
11-20 Totally passive, will *not* attack, confused, wants to be left alone. −5 to parry, dodge, and roll with punch or fall.
21-30 Extremely paranoid. Trusts no one, not even friends; +1 on initiative.
31-40 Disoriented. Has difficulty following movement; −4 to parry and dodge, −2 to strike.
41-50 Hallucinations. Totally oblivious to reality; −4 to parry and dodge, 50% chance of not recognizing friend or foe, or attacking a friend (thinking him an enemy), or not recognizing danger, or cringe in terror of battle phantoms.
51-60 Withdrawn, quiet; −6% on all skills
61-70 Secure/self-assured only while high; −4% on all skills when not on drugs.
71-80 Depressed, pessimistic; −8% on all skills.
81-85 Reoccurring hallucinations when under severe pressure/combat. 43% chance of reoccurrence/flash-back, same as hallucination listed previously.
86-91 Hyper, agitated, always moving, distracted; −2 on initiative, −2% on all skills.
92-00 Super syndrome; believes his abilities are heightened by drugs; +1 to strike, parry and dodge; +6% on all skills when high. −1 to strike, parryfand dodge; −12% on all skills when straight (not on a drug-high).

**General notes concerning drugs:**

- Takes 15 to 20 minutes to take effect.
- Affects last 45 minutes to two hours.
- Remains in system, even after the high is gone, for 48 hours.
- Addicts *need* a continual supply, taken at least once or twice a day (or more often, depending on the drug and desired effects).

**Drug addiction can be cured**, and requires a willingness to seek treatment and being slowly weaned off its dependency by gradual substitutes. Total withdrawal, or going "cold turkey", is the sudden abstinence from any drugs.

**Withdrawal Symptoms (cold turkey)**

**First Week:** −35% on all skills, −8 on all combat skills, violently ill; nausea, vomiting, cramps, etc. Requires regular observation and facilities. 75% likelihood of taking the drug if it's available.

**Second Week:** −20% on all skills, −4 on all combat skills, very weak, shaky, nauseous. 50% chance of taking the drug if it's available.

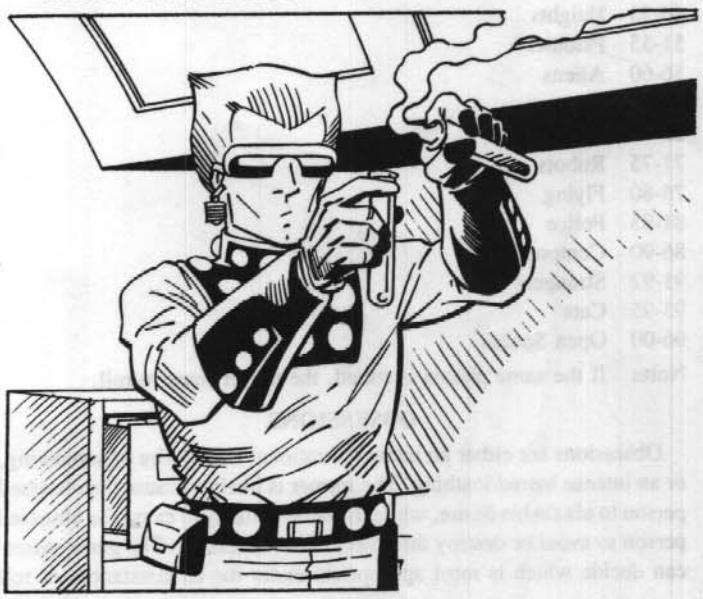
**Third Week:** −10% on all skills, −2 to strike, parry and dodge. Weak and insecure, but feeling considerably better. 28% chance of taking the drug if available.

**Fourth Week:** Completely detoxified, only psychological addiction remains. 14% chance of taking the drug if made available. Suggest continued therapy/counseling.

**The next six months:** This is the battle to stay dry. 10% chance will return to drugs if under extreme pressure.

**After those six months:** There is little chance of turning to drugs, even under pressure; 3% chance.

**Note:** A character can attempt to fight addiction repeatedly, despite numerous failures to do so.



# EDUCATION AND SKILLS

One of the problems with the original education and skill selection rules was that it took far too long to select them (20 minutes to an hour seemed to be pretty typical). What was intended to be a system to create realistic, very skilled and versatile characters turned into a complicated system that bogged down characters with several dozen skills, half of which were never used. To complicate matters fruther, many of the skills had no practical application in performing super-heroics or daily life. I think you'll find the following revisions a great improvement.

## DETERMINING EDUCATIONAL LEVEL

The *Educational Level* reflects the character's years and intensity of study. This is directly translated to the educational bonus and the number of skill programs a character can select. The one time bonus is applied to ALL *scholastic skills*. Do not add this bonus to secondary skills.

**Scholastic Skills** are skills learned through formal education, whether it be high school, college, military or on the job training.

**Secondary Skills** are skills learned and developed on one's own through observation, practice and self-education.

**IMPORTANT NOTE:** Characters who fall into the Hero Power Category of *Special Training and Physical Training* do NOT roll on the Educational Level Table. Instead, go to the hero power section to see how special skills and training are seleeted.

## EDUCATIONAL LEVEL

*Roll Percentile Dice*

**01-09 High School Graduate:** Bonus +5%; select 2 skill programs and 10 secondary skills.

**10-18 Military:** Bonus +10%; select 2 skill programs and 8 secondary skills, plus W.P. Automatic Rifle and Hand to Hand: Basic.

**19-27 Trade School or On The Job Training:** Bonus +20%; select 2 skill programs and 8 secondary skills.

**28-36 One Year of College:** Bonus +10%; select 2 skill programs and 8 secondary skills.

**37-45 Two Years of College:** Bonus +15%; select 2 skill programs and 8 secondary skills.

**46-54 Three Years of College:** Bonus +15%; select 3 skill programs and 8 secondary skills.

**55-63 Four Years of College:** Bonus +20%; select 3 skill programs and 10 secondary skills.

**64-72 Military Specialist:** Bonus +20%; select 6 skills from the *Espionage* skill program and 4 from the *Weapon Proficiencies (W.P.)* program, plus ONE other skill program (can include 6 more choices from espionage, or 6 more from W.P., or some entirely different skill program), and 8 secondary skills.

**73-81 Bachelor's Degree (College):** Bonus +25%; select 3 skill programs and 10 secondary skills.

**82-90 Master's Degree (College):** Bonus +30%; select 3 skill programs and 10 secondary skills.

**91-00 Doctorate or Ph.D (College):** Bonus +35%; select 4 skill programs and 10 secondary skills.

## SKILL PROGRAMS (Scholastic Skills)

A skill program is an area of study, training and knowledge attained from formal education. ALL the skills listed under the program heading are known. Apply the *educational bonus* to each. See the individual *skill descriptions* for exact details regarding each skill ability.

**Special Restrictions:** 1) Espionage Skills are limited to the educational levels of *Military Specialist* and *Trade School* (specialized training) and can NOT be selected by any other education levels. The *Hero Power Categories* of Special Training and Physical Training are the only exceptions. 2) The Military Specialist is the only educational level that automatically selects six Espionage Skills and can select the Espionage Program to get additional training, for a total of 12 espionage skills. 3) Only ONE hand to hand combat skill can be selected. In cases where more than one type is available, the player must select only one and disregard the others. 4) Medical Doctor is limited to characters who have achieved the educational level of *Master's* (spent years of study, although NOT a legal, practicing doctor) and *Doctorate/Ph.D* (a legal, full-fledged doctor). Characters with less education must settle for paramedic. First Aid is available as a secondary skill. *Note:* The Science Program must also be selected to be a M.D. 5) Advanced Piloting skills are available only to Military, Military Specialist, Trade School (specialized training program) and Doctorate/Ph.D. Educational Levels, and the Hero Power Category of Special Training. 6) The Military Skill Program is limited to the Military, Military Specialist and Trade School (specialized training) educational levels. 7) High School Educational Level can only select from the following skill programs: Computer, Domestic, Physical, Language, Technical and W.P. Ancient. 8) A Skill Program can be selected only ONCE unless otherwise stated.

## AVAILABLE SKILL PROGRAMS

Select as many skill programs as allowed by your character's Educational Level; usually 2 or 3 programs. Remember to add the educational skill bonus to each of these *Scholastic Skills*.

Automatic Skills
(*known by all characters*)
Mathematics: Basic
Read/Write Native Language
Speaks Native Language

Communications Program
Cryptography
Laser
Optic Systems
Radio: Basic
Radio: Scrambler
Radio: Satellite
T.V./Video
Read Sensory Equipment

Computer Program
Computer Operation
Computer Programming

Domestic Program
Select three

Electrical Program
Electrical Engineer
Surveillance Systems
Computer Repair
Robot Electronics (but is −40%)

*Espionage Program
Select Six

Journalist/Investigation Program

Computer Operation
Intelligence
Photography
Writing (Journalistic Style)

Language

Select Three

Mechanical Program

Mechanical Engineer
Locksmith
Automotive *or* Aircraft
*or* Computer Repair (pick one of the three) and
robot mechanics (but −40%).

Medical Program

Criminal Science/Forensics
Paramedic
Pathology
*Medical Doctor (conditional)

*Military Program

Hand to Hand Basic
Demolition
Demolition Disposal
Pilot Tank
Read Sensory Equipment

Pilot Advanced Program

Navigation: Space
Navigation (Air, Land, Water)
Read Sensory Equipment
Weapon Systems
Pilot: Select two aircraft from advanced pilot list.
**Note:** Pilot Basic — see secondary skills.

Physical Program

Select Four

Science Program

Computer Operation
Select Four

Technical Program

Select Three, excluding language.

Weapon Proficiencies (W.P.)
W.P. Ancient Weapons Program

Select Three

W.P. Modern Weapons Program

Select Three

*Availability is restricted. *See Special Restrictions before selecting.*

# SECONDARY SKILLS

Secondary skills are skills learned and developed on one's own through observation, practice and self education. Some skills can be found under both the scholastic skill programs and secondary skill list, such as computer operation and photography. In these cases, the skill is basically the same, however, the *educational bonus* CAN NOT be applied to the secondary skill. Secondary skills get no bonuses (except possibly, I.Q. attribute bonus). Furthermore, you can NOT choose the same skill twice to get multiple bonuses or increased proficiencies. This is true even if it is available twice through different skill programs or again as a secondary skill.

The main difference between identical scholastic and secondary skills is the degree of knowledge and level of proficiency. A scholastic skill is considered to be at a professional or near-professional level or quality. A cook or photographer with scholastic skills/professional education are of a commercial, professional quality. The same skills selected as secondary means the quality is fairly competent, it does the job, and may even show great talent, but it is NOT of professional, commercial quality. This is true even if the secondary skill's percentage number is higher than somebody's same scholastic skill. Scholastic skills are always of superior quality with a greater range of knowledge. A higher secondary skill percentile will mean that experience has compensated for formal training.

# SECONDARY SKILL LIST

**Note**: Do not add educational skill bonuses to any of the secondary skills selected. Secondary skills are selected in addition to scholastic skills.

**Computer**

Computer Operation

**Domestic**

Cook
Dance
Fish
Sew
Sing

**Electrical**

Basic Electronics

**Espionage Type (thief)**

Escape Artist
Forgery
Land Navigation
Pick Locks
Pick Pockets
Wilderness Survival

**Mechanical**

Basic Mechanics
Auto Mechanics

**Medical**

First Aid

**Physical**

Hand to Hand: Basic
*Hand to Hand: Martial Arts
Athletics (general)
Body Building
Climbing
Prowl
Running
Swimming

**Pilot: Basic**

Automobile
Race Car
Truck
Motorcycle
Airplane; old style, single or twin engine
*Helicopter
Boats: Sail
Boats: Motor

**Pilot Related Skills**

Navigation (air, land, water)
Read Sensory Instruments

**Science**

Advanced Mathematics

**Technical**

Art
Language
Photography
Writing

**W.P. Ancient Weapons**

W.P. Blunt
W.P. Chain
W.P. Knife

**W.P. Modern Weapons**

W.P. Revolver
W.P. Automatic Pistol
W.P. Rifle
W.P. Sub-Machinegun

* Hand to Hand: Martial Arts and Pilot: Helicopter each count as two skill selections.

# SKILLS LISTED BY CATEGORY

**COMMUNICATIONS**

- Cryptography
- Laser
- Optic Systems
- Radio: Basic
- Radio: Scrambler
- Radio: Satellite
- Surveillance
- T.V./Video

**Note:** Read Sensory Instruments is found under Pilot related skills.

**COMPUTER**

- Computer Operation

**DOMESTIC**

- Cook
- Dance
- Fish
- Sew
- Sing

**ELECTRICAL**

- Basic Electronics
- Electrical Engineer
- Robot Electronics

**ESPIONAGE/MILITARY**

- Concealment
- Detect Ambush
- Detect Concealment
- Disguise
- Escape Artist
- Forgery
- Intelligence
- Impersonation
- Interrogation
- Land Navigation
- Palming
- Pick Locks
- Pick Pockets
- Sniper
- Tracking
- Wilderness Survival

**MECHANICAL**

- Automotive Mechanics
- Aircraft Mechanics
- Basic Mechanics
- Computer Repair
- Locksmith
- Robot Mechanics
- Mechanical Engineering

**MEDICAL**

- Criminal Science/Forensics
- First Aid
- Medical Doctor
- Paramedic
- Pathology

**MILITARY**

- Demolitions
- Demolitions Disposal
- Pilot Tank

**PHYSICAL**

- Hand to Hand Basic
- Hand to Hand Expert
- Hand to Hand Martial Arts
- Acrobatics
- Archery
- Athletics (general)
- Body Building
- Boxing
- Climbing
- Fencing
- Gymnastics
- Prowl
- Running
- Swimming
- Swimming Advanced
- Wrestling

**PILOT BASIC (Ground, Air and Water) (Secondary Skills)**

- Automobile
- Race Car
- Motorcycle
- Truck
- Airplane; old style, single or twin engine.
- Boats: Sail
- Boats: Motor

**PILOT, ADVANCED**

- Helicopter, Basic
- Helicopter, Combat
- Jet
- Jet Fighter
- Space Shuttle

**PILOT RELATED SKILLS**

- Navigation (Air, Land, Water)
- Navigation: Space
- Read Sensory Instruments
- Weapon Systems (missiles, lasers, etc.)

**SCIENCE**

- Astrophysics
- Biology
- Botany
- Chemistry
- Chemistry: Analytical
- Mathematics: Basic
- Mathematics: Advanced

**Note:** Computer is found under Computer.

**TECHNICAL**

- Art
- Language
- Photography
- Writing

**Note:** Instrument Reading — see Pilot Related Skills.

**WEAPON PROFICIENCIES (W.P.)**

*Ancient Weapons*

- W.P. Blunt
- W.P. Chain
- W.P. Knife
- W.P. Sword
- W.P. Staff
- W.P. Target
- W.P. Paired Weapons

Also see Fencing under Physical Skills.

*Modern Weapons*

- W.P. Revolver
- W.P. Automatic Pistol
- W.P. Semi & Fully Automatic Rifle
- W.P. Rifle
- W.P. Sub-Machinegun
- W.P. Heavy

*Energy Weapons*

- W.P. Energy Pistol
- W.P. Energy Rifle

**Note:** Weapon Systems; see Pilot Related Skills.

# SKILL DESCRIPTIONS

## COMMUNICATIONS

**Cryptography:** Skill in recognizing, designing, and cracking secret codes and messages. After ten minutes of studying a code, the character can attempt to decipher it, but at a −10% chance. Otherwise, the character must study for two hours before every additional roll. **Base Skill:** 30% + 5% per level of experience.

**Laser:** This skill provides the character with an in depth knowledge of laser communication systems. **Base Skill** is 40% + 5% per level of experience.

**Optic Systems:** Training coves a wide variety of optic systems, from video to optical enhancements devices, to laser optics. The character will understand the operation of optical readings, recording, transmission, and use of special equipment like thermo-imagers, passive light intensifiers, infrared, ultraviolet, etc. **Base Skill**: 50% + 5% per level of experience.

**Radio Communications:** All these skills enable the character to effectively use various communications equipment and techniques.

**Radio: Basic Communications:** This is the knowledge of the operation and maintenance of field radios and walkie-talkies, wire laying, installation, radio procedure, communication security and visual signs/communications, as well as knowing Morse code. **Base Skill:** 50% + 5% per level of experience.

**Radio: Scramblers:** This is training in the use of electronic masking and scrambling (unscrambling) equipment, and codes, for increased security. **Base Skill:** 40% + 5% per level of experience.

**Radio: Satellite Relay:** This is an understanding in the methods and operations of satellite transmissions. **Base Skill:** 25% + 5% per level of experience.

**Surveillance Systems:** This is the study and understanding of the operation, methods, and techniques in the use of surveillance systems. Includes motion detectors, simple alarm systems, complex alarm systems, video and camera equipment, amplified sound systems, miniature listening devices (bugs, telephone tapping), recording methods, and some optical enhancement systems (specifically as they relate to camera lenses). **Requires:** Electronics (basic) or electrical engineering. Photography skills, prowl, and investigative skills may also be useful, but not required. **Base Skill:** 40% + 5% per level of experience.

*Tailing*, or following someone without their knowledge, is another form of surveillance. This also includes stake-out procedures. A failed surveillance roll indicates that the tail was spotted and the subject is aware of being observed/followed. A failed roll in the use of equipment indicates ruined or garbled recording/film (not usable) or malfunction. Bugging equipment can be easily located or noticed through the course of casual activity if a character fails hisfsurveillance roll while planting it.

**T.V./Video:** Techniques and understanding of video and audio, filming, editing, special effects, transmissions and equipment. **Base Skill:** 40% + 5% per level of experience. Spending two skills on this one skill area makes the character of professional film quality/ abilities. A one time bonus of 10% applies in this case.

## COMPUTER

**Computer Operation:** A knowledge of how computers work, along with the skills to operate peripherals like keyboards, printers and modems. Characters can follow computer directions, enter and retrieve information, and similar, basic, computer operations. However, this does NOT include programming. **Base Skill:** 60% + 5% per level of experience.

**Computer Programming:** Designing, programming, debugging, and testing computer programs/software. **Note:** Computer Operation is required before taking computer programming. **Base Skill:** 40% + 5% per level of experience.

**Note:** Computer Repair is found under mechanical skills.

## DOMESTIC

**Note:** All domestic skills taken as part of a *Scholastic Skill Program* are considered to be of professional, commercial calibre. If chosen as a *secondary skill*, the abilities are satisfactory, but still amateur.

**Cook:** Skill in selecting, planning and preparing meals. A cooking roll failure means that the cooked food is either inedible (burnt!) or distasteful. **Base Skill:** 50% + 6% per level of experience.

**Dance:** A practiced skill in the art of dancing. **Base Skill:** 40% + 6% per level of experience.

**Fishing:** These are the fundamental methods and enjoyment of the relaxing sport of fishing. Areas of knowledge include the use of lures, baits, poles, line, and the cleaning and preparation of fish for eating. **Base Skill:** 60% + 5% per level of experience.

**Sewing:** The practiced skill with the needle and thread to mend, layout, cut and sew simple patterns, and do minor alterations. This is a tailoring ability as a scholastic skill. **Base Skill:** 40% + 5% per level of experience.

**Sing:** The simple ability to read music and carry a pleasant tune. **Base Skill:** 40% + 5% per level of experience. The character's singing is of professional quality if taken as a scholastic skill.

## ELECTRICAL

**Basic Electronics:** This is a rudimentary understanding of the principles of electricity,fsimple circuits, wiring, and so on. This person can do basic wiring, repair appliances and read schematics. **Base Skill:** 40% + 5% per level of experience.

**Electrical Engineer:** Knowledge of electricity. Characters can diagnose and locate electrical problems. It is also possible to put together electrical equipment. The character can attempt to bypass security systems and burglar alarms at a −25%; if Surveillance Systems is also taken, then there is a +10% bonus instead. **Base Skill:** 45% + 5% per level of experience.

**Robot Electronics:** A specialized area of knowledge as it directly relates to micro-circuitry and robotics and bionic robot parts. **Base Skill:** 30% + 5% per level of experience. **Note:** Characters with this scholastic skill are −40%, but the *mechanical genius* from the Hero Power Category of *Special Training* is an expert and the −40% is NOT applied.

## ESPIONAGE

**Concealment** is the practiced ability of hiding something on ones body or in hand usually by continually moving it around from hand to hand or place to place unnoticed. Objects must be no larger than 14 inches in height and length, 6 inches in width and weigh 10lbs or less. The smaller lighter the item such as a knife, gem, small sack, scroll, etc., the easier it is to conceal. Larger items such as a book or club or statute or other similarly larger and heavier objects are more difficult to conceal on ones person for obvious reasons. Giant size characters can add six inches to the size and six pounds to the weight. Penalty of +5% applies to items over 7 inches (remember 14 inches maximum) because it is a more difficult size. Larger than 14 inches are impossible to conceal. **Base Skill:** 20% + 5% per level of experience.

**Detect Ambushes:** Training which develops an eye for spotting locations and terrain suitable for ambushes and being ambushed. It also provides a rudimentary knowledge of guerrilla tactics used by the enemy. **Base Skill:** 40% + 5% per level of experience.

**Detect Concealment:** This is a skill which enables the individual to spot and recognize camouflage, tricks, concealed huts, buildings and vehicles, as well as the ability to construct unobtrusive shelters

that blend into the environment. **Base Skill:** 30% + 5% per level of experience.

**Disguise:** The character knows how to apply make-up, wigs, skin putty, and other special effects, in order to alter his own appearance or those of somebody else. **Base Skill:** 40% + 5% per level of experience.

**Escape Artist:** The character will know the methods, principles, and tricks of escape artists. By tensing and relaxing muscles, flexing and popping joints, the character can try slipping out of handcuffs, straightjackets, etc. Also includes a knowledge of knots and the ability to conceal small objects on the person. Picking Locks is a separate skill. **Base Skill:** 30% + 5% per level of experience.

**Forgery:** The techniques of making false copies of official documents, signatures, passports, I.D., and other printed material. The character must have an original or photocopy to work from in order to make an accurate copy. Skilled forgers can recognize other counterfeits at −6%. **Base Skill:** 30% + 5% per level of experience.

**Intelligence:** This is the specific training in the practices and principles of recognizing and analyzing sources of information about the enemy, observation techniques, counterintelligence measures and proper procedure. This includes the practical assessment of sights and sounds, estimation of ranges, what to report, handling prisoners of war, and handling captured documents and equipment (tagging and reporting to group leader or proper authority).

This means the character will be able to accurately estimate ranges; the number of enemies/troops, direction, purpose; and assess the importance of specific information, documents and prisoners.

Further intelligence training includes a working knowledge of indigenous guerrilla warfare, practices, concealment techniques, appearance, and current activities. This will enable the intelligence officer to recognize suspicious activity as guerrilla actions and identify guerrilla operatives. **For Example:** A particular booby trap, or weapon, or mode of operation, may be indicative of guerrilla activity in that area. It may be up to the character to confirm the existence of guerrillas, and their strengths and numbers, in a particular area.

Another area of training, made available to intelligence, is the identification of enemy troops, officers and foreign advisors. This means the person learns the many distinguishing ranks and marks that identify specific military units, special forces, and officers of the enemy. Such identification can pinpoint and confirm enemy operations, goals and movement, as well as confirm outside intervention/aid. **Note:** A failed roll in any of the intelligence skills means that evidence is inconclusive, or the character has incorrectly assessed the information/situation and is uncertain. A failed roll involving individual clues may mean the intel officer has dismissed it entirely as being meaningless. (GM's, use your discretion). **Base Skill:** 42% + 4% per level of experience.

**Impersonation:** This skill enables a person to impersonate another person or type of soldier (in general). This means the person must have a rudimentary (if not comprehensive) knowledge of the person or general type of personnel that he is impersonating. This is likely to include a knowledge of enemy/subject of impersonation military procedure, dress, command, rank, and will usually require speaking the language fluently. This means the character can convincingly impersonate a general type of person/soldier/advisor by accurate disguise, proper action, and language.

The **Base Skill** is 40% to impersonate general personnel and 20% to impersonate a specific individual (which may require weeks of study and special disguise), +4% per level of experience.

The success of one's impersonation/disguise can only be determined after exposing oneself to those whom you wish to trick. A successful impersonation requires the player to roll under his skill for each of his first, THREE encounters. Afterward, the character must roll under his skill for *each* encounter with an officer. Iffinterrogated/questioned, he must successfully roll for every other question or be revealed as an imposter. **A failed roll** means his impersonation has failed, he is recognized as an imposter and is in immediate danger.

**Interrogation:** This skill includes training in the questioning of prisoners, captives and informers, and the assessment of that information. **Base Skill:** 40% + 5% per level of experience.

**Land Navigation:** This skill allows the person to stay on course, while traveling over land, by means of observation. This includes mentally marking/recognizing geographic landmarks, estimating distance and movement, recognizing sounds, and other navigation tricks. Techniques include night travel. The player should roll once for approximately every three miles traveled. A failed roll means the group is drifting off course by 200-2000 yards (roll 2D10 × 100 yards). Do not roll again until the next three miles. A successful roll at that time will allow the character to recognize his error and correct it. Of course, errors mean lost time and traveling through unknown or potentially dangerous areas. A second (and third), failed roll means the team continues to travel 2D10 × 100 yards further off course. All failed rolls are cumulative unless corrected.

**Note:** A group of average men can cover approximately 5 miles an hour at a brisk, but relaxed pace, through grassland, along dirt roads or paved streets. Travel through dense forest or jungle at a cautious pace, with eyes open for danger, is about one mile per hour. At this pace, one can easily watch for booby traps, snipers, ambushes, wild animals, tracks, clues and other observations, without fear of traveling too fast (and missing them). Only at a faster pace will one begin to miss details and court death. **Base Skill:** 40% + 4% per level of experience.

**Palming:** Simply the ability to pick up and seemingly make a small object such as a coin, key, playing card, knife, etc. disappear by hiding or concealing it in ones hand. Adds a bonus of +5% to pick pocket skill. **Base Skill:** 25% + 5% per level of experience.

**Picking Locks:** The character knows the methods, techniques and tools for picking/opening key, and basic, tumbler type locks.

It takes 1D6 melee rounds for each attempt to pick a lock. A failed roll means the lock holds; try again. **Base Skill:** 35% + 5% per level of experience.

**Pick Pockets:** An ability to remove items from a person without their being aware of it. If a pick pocket attempt fails, the item has NOT been removed and there is a 67% likelihood of the intended victim recognizing the intent of the action. **Base Skill:** 30% + 5% per level of experience.

**Sniper:** This skill represents special training in long-range rifle firing, and marksmanship. The character must first have a semiautomatic rifle or bolt-action rifle skill, to which the sniper skill bonus of +2 to strike can be applied.

**Tracking:** Visual tracking is the identification of tracks, and following the path of men or animals by the signs they leave on the ground and vegetation. Tracking is a precise art, requiring much practice. The skill includes the evaluation of tracks, indicating whether the person being tracked is loaded down with equipment, running, moving slowly (by measuring the space between steps), male, female, walking backwards, injured (staggered footprints), and so on. By this means, the tracker can estimate the person's rate of movement, apparent direction, the number of persons in the party, and whether the person knows he's being followed. Other methods of tracking require recognizing other telltale signs, such as blood and other stains, broken and displaced vegetation, overturned rocks; litter, such as cigarette butts, ration cans, candy wrappers, soiled bandages and remains of camp fires, and even odors carried by the wind.

Tracking also includes the recognizing of dangerous animals by their tracks, habits and feces. Likewise, tire tracks of vehicles can reveal much, such as size and type of vehicle, weight of load, etc.

**Counter-Tracking** techniques are also known, such as covering one's trail; avoiding obvious pitfalls, such as littering, misdirection, parallel trails, and others.

**A failed roll** means that the signs are inconclusive, vague or misleading. Additional signs must be found to verify or clarify (roll again). Three, consecutive, failed rolls means the tracker has completely lost the trail. Roll once every 40 yards when FOLLOWING a trail. Persons attempting to follow a skilled tracker are −20% in following his trail, if he is deliberately trying to conceal that trail (however, his rate of travel is reduced by half). **Base Skill:** 30% + 5% per level of experience.

Wilderness Survival: Techniques for getting water, food, shelter, and help, when stranded in wild forests, deserts or mountains. Characters without this skill will not be able to stay healthy for more than a few days out in the wilderness area. **Base Skill:** 40% + 5% per level of experience.

## MECHANICAL

**Automotive Mechanics:** Ability to repair, rebuild, modify, and redesign conventional vehicles with internal combustion (gas) engines, as well as body work, turbine engines, and diesel truck engines. **Base Skill:** 50% + 3% per level of experience.

**Aircraft Mechanics:** The understanding, ability to repair, rebuild, modify and redesign conventional aircraft; including single and twin engine airplanes, fan jets, jets, fighter jets, helicopters and shuttle craft. **Base Skill:** 45% + 3% per level of experience.

**Basic Mechanics:** This is a rudimentary understanding of how machinery operates. This person can repair and maintain simple mechanisms and common automobiles. **Base Skill:** 40% + 4% per level of experience.

**Computer Repair:** Knowledge of the internal electronics of computers and related devices (terminals, printers, etc. . . .). The character can attempt to repair, sabotage, or fix computers. Note that figuring out a repair problem requires one roll, and the character must roll again before actually fixing it. No computer operation or programming skills are included. Many computer repair personnel don't even know how to turn the machines on! **Base Skill:** 40% + 5% per level of experience.

**Locksmith:** The practiced study of lock designs, and ability to repair, build, modify and "open" locks. The methods, techniques, and tools of lock picking include the old-style key and tumbler, combination, and modern electronic locking systems. **Time Requirements:** 1-4 melees to open an antiquated, key type lock; 1-6 minutes to open an elaborate tumbler type; 2-16 minutes to open a simple electronic lock (usually by patching in a bypass system); and 1-6 hours to break a complex, state-of-the-art electronic lock system, such as those used in high security and restricted areas.

If an unsuccessful skill roll is made, the lock is not opened and the process must be repeated. If an attempt to open an electronic lock fails, roll to see if the lock has been irreparably damaged; 32% chance. If damaged, the lock CAN NOT be opened. **Base Skill:** 25% + 5% per level of experience. **Special Bonus:** Add a one time bonus of 5% if the Electronics Skill is also taken.

**Mechanical Engineer:** A training, understanding and knowledge of how machinery is designed, operated, built, and maintained. Characters can attempt to redesign, modify, sabotage, repair, or construct mechanical devices. The first percentage is how to operate/analyze/design machinery; the second is how to repair, construct or sabotage. **Base Skill:** 45% + 5% per level of experience. **Special Bonus:** +5% to Locksmith skill and 5% to Surveillance Systems skill.

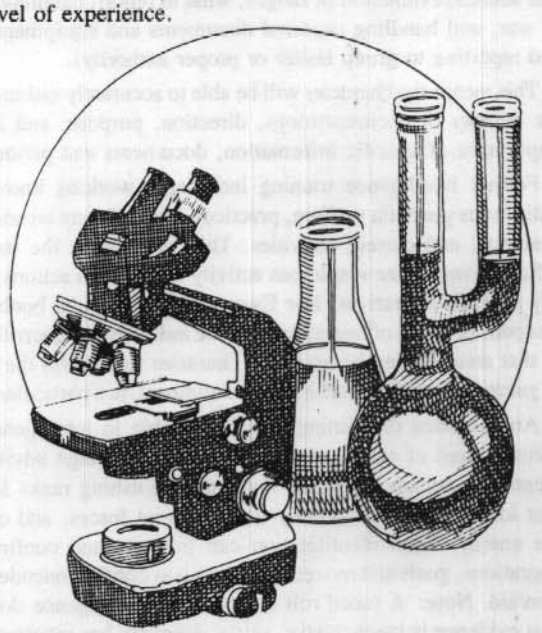
**Robot Mechanics:** A comprehensive knowledge and ability to repair, maintain, build, and modify robots, including androids, and bionic-robot limbs and exo-skeletons. **Basic Skill:** 30% + 5% per level of experience. **Note:** Characters with this scholastic skill suffer a penalty of −40% due to the very specialized nature of the skill. However, the *mechanical genius* from the Hero Power category of Special Training is an expert and suffers no penalty.

## MILITARY

**Demolitions:** Demolitions provides the person with an advanced knowledge in the use and workings of explosives and detonation devices for the purpose of blowing up bridges, buildings, and sabotage. This includes *all* types of explosives, such as mines, dynamite, plastics, nitro, blasting caps, etc. It also includes a basic understanding of the strategic placement of mines and booby traps. This will increase a character's awareness of suspicious rope, string and wire. **Base Skill:** 60% + 3% per level of experience. A failed roll means a dud; no explosion.

**Demolitions Disposal (or Explosive Ordnance Disposal):** This skill enables the character to safely defuse unexploded mines, bombs, explosive booby traps, dud artillery rounds, dud explosive charges, or any other explosive device. **Base Skill:** 60% + 3% per level of experience. A failed roll means the item has exploded without warning.

**Pilot Tank:** The piloting of armored assault vehicles, includes armored all terrain vehicles, amphibious recon, and other, armored heavy vehicles and construction vehicles. **Base Skill:** 50% + 4% per level of experience.



## MEDICAL

**Criminal Sciences & Forensics:** Basic knowledge of police skills. Includes simple criminal law, fingerprinting, ballistics (matching bullets to weapons and angles of impact), and general investigative techniques. Forensic medicine is also included, allowing the character to find evidence of time of death, cause of death, andfother details when examining a corpse. **Note:** Biology, Chemistry, Chemistry-Analytical, and some Mathematics, are all required before taking Criminal Sciences & Forensics. **Base Skill:** 35% + 5% per level of experience.

**First Aid:** Rudimentary medical treatment which includes how to bandage wounds, stop bleeding, administer CPR/artificial respiration, and use antiseptics, and common anti-inflammatory drugs and pain killers. **Base Skill:** 50% + 5% per level of experience. A failed roll means the patient has not responded to treatment or that treatment was improperly applied.

**Paramedic:** An advanced form of medical emergency treatment which includes *all* first aid techniques, the setting of broken bones, suturing of wounds, use of oxygen and emergency equipment, use of drugs, knowledge of how to move a critically injured person, and other lifesaving techniques. **A failed roll** means the patient has not re-

sponded to treatment or that the treatment has been improperly administered. **Note:** For serious injury or coma, roll three times, consecutively, on percentile dice. A roll of two successful out of three means the wound has been properly treated or the patient's condition is stabilized. Failure means the patient's condition is unchanged. Another character can immediately attempt to apply medical aid or the same player can try again, but only after he or she has spent six minutes of examination and/or concentration. **Base Skill:** 50% + 6% per level of experience.

**Medical Doctor:** The character needs a Ph.D. (doctorate degree), with Master's of Science, to be a practicing doctor.

Areas of training/study include: clinical skills, medical discipline, code of ethics, laboratory skills, techniques, methods of data collection, physiology (muscles, respiratory, blood, body fluids); fundamentals, principles and procedures of pathology (diseases, their structure and function), and rudimentary pharmacology (use, reaction, and interaction of drugs). The medical doctor (M.D.) is also trained in surgical procedures (he is a surgeon). **Note:** the first percentile number indicates the ability to diagnose a problem and the second is the ability to successfully treat it. **Base Skill:** 70/60% + 3% per level of experience.

**Pathology:** This is that branch of medicine that deals with the nature of diseases, their causes and symptoms, and the functional and structural changes caused by disease. Training includes anatomy, physiology, cell biology, manifestation of disease, tissue injury and repair, abnormal cell structure, metabolism, diagnosis of human disease, tissue culture methods and applications, analysis of drugs in biological samples and laboratory research, investigative methods, and use of instruments, tools and equipment. **Requirements:** Chemistry. **Base Skill:** 45% + 5% per level of experience.

## PHYSICAL

**Special Note:** One of the unique aspects of this RPG is that the player can build and increase his or her character's physical attributes (P.S., P.P., P.E., Spd, S.D.C.) by selecting physical skills. ALL attributes and skill bonuses are accumulative creating a very versatile and powerful hero. Only one hand to hand skill can be selected and a skill may only be chosen once. Educational bonus applies to all individual skill abilities when applicable.

**Hand to Hand Combat:** There are three major kinds of fighting techniques available to all characters:

**Hand to Hand Basic:** This provides the fighting techniques taught in military basic training or in self-defense classes. Students learn elementary methods of attack and self-defense. Counts as one skill. *See the combat section for listing of specific abilities.*

**Hand to Hand Expert:** An advanced form of self-defense and unarmed combat usually taught to commandos. Counts as two skills. *See the combat section for listing of specific abilities.*

**Hand to Hand Martial Arts:** This is some form of oriental fighting skill (karate, kung-fu, etc.) that teaches advanced hand to hand combat. Counts as three skills (except for the Military Specialist and special conditions for upgrading Hand to Hand Combat). *See the combat section for listing of specific abilities.*

**Acrobatics:** Aerial feats of agility and strength, such as walking a tightrope, high wire, trapeze, and stunts performed above the ground. Other physical abilities include rolls, somersaults, leaps and falls. Provides the following abilities:

60% + 5% per level — Sense of Balance.
60% + 5% per level — Walk Tightrope or High Wire.
80% + 2% per level — Climb Rope.
40% + 4% per level — Climbing (or adds a bonus of + 15% to Climb skill).
60% + 5% per level — Back Flip.
30% + 5% per level — Prowl (or adds a bonus of + 10% to Prowl skill).
+ 2 to Roll with Punch/Fall.
+ 1 to P.S.
+ 1D4 to P.P.
+ 1 to P.E.
+ 1D6 to S.D.C.
Leap four feet high and five feet long, plus 2 feet per level of experience.
Fearless of heights.

**Archery:** The practiced use of a bow and arrow and cross bow. The archery skill is effectively a weapon proficiency with bow weapons.

*Bonus to strike* with bow and arrow/cross bow: + 1 at first level plus + 1 to strike for each additional TWO levels of experience. *For example:* Level one + 1, level three + 2, level five + 3, and so on.

*Rate of Fire:* Two at level one and ONE for each, additional TWO levels of experience. *For example*: Level one 2 shots per melee, level three 3 shots, level five 4 shots and so on.

| Bow Type and Ranges | Damage Per Arrow |
|---|---|
| Short Bow (ninja) — 420ft | 1D6 |
| Large Bow (long bow) — 700ft | 1D8 |
| Compound Bow — 800ft | 2D6 |
| Cross Bow — 700ft | 1D8 |

**Athletics (general):** Training in, and enjoyment of, vigorous exertion for competitive sports, exercises, and contests of strength, endurance and agility. Provides the following:

+ 1 to parry and dodge.
+ 1 to strike with a body block/tackle; does 1D4 damage.
+ 1 to roll with punch or fall.
+ 1 to P.S.
+ 1D4 to Spd.
+ 1D8 to S.D.C.

**Body Building:** The building of muscle tone and body strength through weight lifting and exercise. Provides the following:

+ 2 to P.S.
+ 10 on S.D.C.

**Boxing:** Classic art of fighting with fists. Training helps build the body and reflexes. Skilled boxers will *Automatically* Knockout opponents on a natural twenty for 1D6 melees rounds. Unlike normal Knockout/Stun, this does NOT have to be declared before the strike roll.

One additional attack per melee.
+ 2 to Parry/Dodge
+ 2 to Roll with Punch/Fall
+ 1D4 to P.S.
+ 3D6 on S.D.C.

**Climbing:** Knowledge of the tools and techniques for climbing up sheer surfaces. Players should roll once for every 20ft (6m) of a vertical climb. Every "skilled" climber gets a second roll to recover his/her hold. **Base Skill:** 50% + 8% per level of experience.

*Rappelling* is a specialized, rope climbing skill used in descending from helicopters, scaling walls and cliff facings. For game purposes, rappelling will include ascending and descending climbs. Minimum base effectiveness is 30% + 5% per level of experience. A failed roll means a slip or fumble; roll again to regain hold or fall. Provides the following:

+1 to P.S.
+1 to P.E.
+1D6 to S.D.C.

*Damage from Falls:* 1D6 from a 10 foot height plus 1D6 for each additional 10 feet of height, or fraction thereof.

**Fencing:** The ancient arts of Hand to Hand Weapons are learned from fencing teachers. This includes not only olympic-style fencing with foil, epee or saber, but also Kendo (use of the Samurai sword) and other weapons. Adds a bonus of +1 to strike and parry when combined with W.P. Sword. **Note:** Paired Weapons is a separate skill. See the W.P. Tables in the Combat Section for details.

**Gymnastics:** Learning to do falls, rolls, tumbles, cartwheels, and to work on rings and parallel bars. Characters with Gymnastics can leap 4ft up or 4ft across, with an additional, 2ft per level. **Note:** Characters with Leap Attack can use these distances in a strike. Provides the following abilities:

50% + 5% per level Sense of Balance.
70% + 2% per level Climb Rope.
20% + 6% per level Climbing (or adds a bonus of +10% to a climb skill).
70% + 8% per level Back Flip.
30% + 5% per level Prowl.
+3 to Roll with Punch/Fall.
+2 to P.S.
+1D4 to P.P.
+1 to P.E.
+3D6 to S.D.C.

Leap four feet high and four feet long plus 2 feet per level of experience.

**Prowl:** This skill helps the character to move with stealth; quietly, slowly and carefully. Techniquesfinclude balance and footing, short steps and pacing, rifle positioning, prone positions for low visibility, and crawling. A failed Prowl roll means that the character has been seen or heard. If the Prowl is successful, then the character is not seen and may make a Sneak Attack. **Base Skill:** 46% + 8% per level of experience.

**Running:** A routine of running and exercise to build speed and endurance.

+1 to P.E.
+4D4 to Speed
+1D6 to S.D.C.

**Swimming:** The rudimentary skill of keeping afloat, dives, lifesaving, and swimming techniques. **Base Skill:** 50% + 8% per level of experience. The percentile number indicates the overall quality of form as skill of execution. A special bonus of +1 to parry and dodge while in water applies. **Note:** A character can swim a distance equal to 10× his P.S./Strength in yards/meters per melee. This pace can be maintained for a total of melees equal to his P.E./endurance.

**Swimming Advanced:** Competitive swimming and advanced techniques including dives, lifesaving, snorkel and S.C.U.B.A.

**S.C.U.B.A:** The letters S.C.U.B.A. stand for Self-Contained Underwater Breathing Apparatus. Characters learn the methods of skin diving and underwater swimming, and use of oxygen tanks/apparatus, mask and flippers. **Base Skill:** 50% + 5% per level of experience and reflects the degree of skill and expertise at S.C.U.B.A. **Note:** A character can swim a distance equal to 4× his P.S./Strength in yards/meters per melee. This pace can be maintained for a length of time equal to 4× his P.E./Physical Endurance in melees. *Advanced swimming provides the following:*

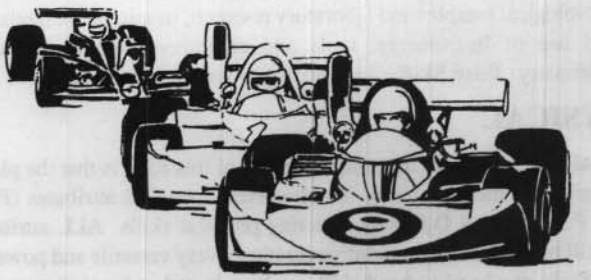
+2 to dodge *underwater*.
+1 to P.S.
+1 to P.E.
+3D4 to Spd. when swimming only.
+1D6 to S.D.C.

**Wrestling:** As taught in High Schools and Colleges, wrestling is more of a sport than a combat skill, but it does provide useful combat training.

Pin/Incapacitate on a roll of 18, 19, or 20.
Crush/Squeeze does 1D4 damage.
Body Block/Tackle does 1D4 damage and opponent must Dodge or Parry to avoid being knocked down.
+2 to Roll with Punch/Fall.
+2 to P.S.
+1 to P.E.
+4D6 on S.D.C.

## PILOT SKILLS (Ground, Air, Water)

**Race Car:** Training in pilotingfautomobiles specifically designed for high speed competition (like the Indy 500 Formula cars) at speeds of 200mph and greater. **Base Skill:** 55% + 5% per level of experience.



**Automobile:** Manual & Automatic transmission, includes dune buggies and jeeps. **Base Skill:** 80% + 4% per level of experience.

**Motorcycle:** The practiced skill of riding a motorcycle. **Base Skill:** 60% + 4% per level of experience.

**Truck:** Manual or automatic transmission; includes vans and trailers. **Base Skill:** 60% + 4% per level of experience.

**Airplane:** Includes the old propeller, single and twin engine types. **Base Skill:** 70% + 4% per level of experience.

**Boats: Sail Type: Base Skill:** 60% + 4% per level of experience.

**Boats: Motor Type:** Large and small (not ships). **Base Skill:** 60% + 4% per level of experience.

## PILOT ADVANCED AIRCRAFT

**Basic Helicopter:** Includes the small, two-seater, observation types; large transport and assault. **Base Skill:** 60% + 4% per level of experience.

**Combat Helicopter:** Requires special training in assault type helicopters of all kinds, as well as the use of their weapons. **Base Skill:** 52% + 4% per level of experience.

**Jet:** Includes the fan jet and commercial jet liners. **Base Skill:** 60% + 4% per level of experience.

**Fighter Jet:** Training in the flying, maneuvering, techniques and weapons of jet fighter planes. **Base Skill:** 50% + 4% per level of experience.

**Space Shuttle: Base Skill:** 50% + 4% per level of experience.

**Note:** *See combat section* for ground and air maneuvers and combat.

## PILOT RELATED SKILLS

**Navigation:** Skills in map reading, star charts, course computation, following landmarks, and use of navigational equipment. Includes air, land and water navigation, as well as piloting by instruments alone. **Note:** Basic mathematics and read sensory equipment are required to navigate. **Base Skill:** 60% + 5% per level of experience. A failed roll means the pilot is off course. Roll 2D6 × 100 for aircraft, 4D6 × 100 for Fighters, and 1D6 × 100 for land vehicles, to determine how many miles/kilometers they are off course. Roll for every hour that one is off course.

**Navigation – Space:** Basically the same as normal navigation techniques. The only difference is the use of stars, and some of the sensory equipment. **Base Skill:** 60% + 5% per level of experience.

**Read Sensory Equipment:** Individuals with this training can maintain, understand, operate, and "read" or interpret sensory data from all types of conventional sensor devices. These devices include radar, sonar, motion detectors, surveillance equipment, optical enhancement, instrument panels and so on. **Base Skill:** 40% + 5% per level of experience. **Note:** Characters without a sensory skill can not understand nor operate air vehicles, radar or detection/surveillance equipment.

**Weapon Systems:** This is the complete understanding of weapon units and systems incorporated in *vehicles*. It includes the, vast variety of weapons, lasers, particle beams, auto cannons, missile launchers, and so on. **Special Bonus:** +2 to strike. **Note:** Characters without weapon systems skill will be able to operate them only if skilled in piloting that vehicle (like Pilot Helicopter, etc.), but has no bonus to strike and never has the initiative. **Base Skill:** 50% + 2% per level of experience, and represents the overall comprehension and ability of the character.

## SCIENCE

**Astrophysics:** Knowledge of stellar astronomy and how it relates to nuclear physics, quantum mechanics, relativity, and other explanations for the creation of deep space phenomena, like quasars and black holes. **Note:** Basic and advanced Mathematics is required before taking Astrophysics. **Base Skill:** 30% + 5% per level of experience.

**Biology:** Basic understanding of cells, anatomy, physiology, evolution and genetics. The character will know the basic use of a microscope, cultivating bacteria and how to classify new organisms. **Base Skill:** 40% + 5% per level of experience.

**Botany:** Plants, their categories and functions, are studied extensively. Characters will know the basics of cross-fertilization, germinating and growing experimental plants. **Base Skill:** 40% + 5% per level of experience.

**Chemistry:** Basic understanding of chemical principles and formulae. Characters know enough chemical laboratory procedures for analyzing and synthesizing chemical compounds in order to be competent assistants. **Base Skill:** 50% + 5% per level of experience.

**Chemistry – Analytical:** Chemical engineering theory, useful in the analysis of compounds and their practical applications. Characters will be highly skilled in the use of laboratory equipment, and can analyze and synthesize chemicals. Note: Basic and advanced Mathematics are prerequisites. **Base Skill:** 45% + 5% per level of experience.

**Mathematics – Basic:** Includes basic addition, subtraction, multiplication, division and fractions. **Base Skill:** 80% + 2% per level of experience.

**Mathematics – Advanced:** Includes algebra, geometry, trigonometry, calculus and techniques for advanced mathematics. **Base Skill:** 64% + 4% per level of experience.

## TECHNICAL

**Art:** The ability to draw or paint or sculpt or craft work. Scholastic art skills indicate a professional quality, while a secondary skill indicates a talented amateur. **Base Skill:** 40% + 4% per level of experience.

**Language:** Characters with a language skill can understand, speak, write and read in a language other than his/her native tongue. Language is one of the few skills which can be selected repeatedly as a *skill program* and/or repeatedly as a *secondary skill*, so long as a different language(s) is selected each time. Three languages can be selected for each skill program, but only one for each secondary skill. **Base Skill:** 55% + 5% per level of experience.

**Photography:** Taking black and white or color, still pictures. Characters will know how to load, develop and enlarge film. **Base Skill:** 50% + 5% per level of experience.

**Writing:** The ability to write prose (stories), poems or journalistically (articles/news). Scholastic writing skill indicates a professional quality, while secondary is a talented amateur. **Base Skill:** 34% + 4% per level of experience.

## WEAPON PROFICIENCIES

There are two categories of weapon proficiencies (W.P.): Ancient and Modern.

**Ancient Weapon Proficiencies:** Each skill area provides combat training with a particular type of weapon. The result is hand to hand combat bonuses to strike and parry, but only when that weapon is used. Each W.P. counts as one skill. The character may select several W.P. **Note:** Characters without a W.P. CAN use any weapon, but without bonuses.

**W.P. Blunt:** A skill with any type of blunt weapon including mace, hammer, cudgel, pipe, staff and club. **Bonuses:** +1 to strike and parry at **level one**, add another +1 to strike and parry at **level four** and +1 to parry at **level eight.**

**W.P. Chain:** Includes ordinary lengths of chain, mace and chain, flail, nunchaku, etc. **Bonuses:** +1 to strike at **level one**, add another +1 to strike and parry at **level four** and +1 to parry at **level eight**.

**W.P. Knife:** Combat skill with all types of knives. **Bonuses:** +1 to strike when thrown, **level one**; +1 to strike and parry at **level two**, +1 to parry at **level five**, +1 tofstrike at **level six** and again at **level nine**.

**W.P. Paired Weapon**: Users of paired weapons can: **1.** Strike and parry simultaneously, or **2.** Can do twin simultaneous strikes against the same target. Both weapons hit, but is considered ONE attack and only roll once to strike not twice. The defender can only parry *one* of the weapons unless he too is using two weapons (or weapon and shield) and *has* the W.P. Paired Weapon skill. **3.** Can strike two different targets (or strike one and parry the other) simultaneously. **4.** Parry two attackers. In other words, warriors skilled in paired weapons can often perform *two actions* for every *one attack per melee*. BUT every time they use twin actions they LOSE their automatic parry.

Weapons are limited to the one handed types and can be used in any combinations; for example two short swords. or short sword and broadsword, sword and knife, mace and ball and chain, etc. *TWO handed weapons can not be used as a paired weapon.*

**W.P. Staff:** Combat skill with large and small wood or iron staves and spears. **Bonuses:** + to strike and parry at *level two*; an additional +1 to strike and parry at *level five*; an additional +1 to parry at *level eight* and +1 to strike and parry at *level eleven*.

**W.P. Sword:** Combat skill with large and small swords. **Bonuses:** +1 to strike and parry at **level one**, an additional +1 to strike and parry at **level four**, and again at **level eight.**.

**W.P. Targeting:** This is a practiced skill in the use of *thrown* weapons and bow weapons. This weapon proficiency adds bonuses to the following weapon categories: Knives (thrown), throwing axe, spears/forks (thrown), sling, short bow, long bow, and cross bow. W.P. Targeting adds a bonus of *+1 to strike* at levels 2, 4, 7, 10 and 13. This bonus applies only to the weapon categories previously listed and then ONLY when that weapon is thrown (of course arrows and bolts are fired from a bow and not actually thrown). It also increases the effectiveness range by 20ft for every level of experience; 10ft for knives, darts, and throwing axes.

**Modern Weapon Proficiencies:** These are areas of training and practiced skills with a particular type of modern weapon. Each W.P. counts as one skill. Characters may have several W.P. Each provides a bonus to strike. See the Combat Section for details.

# A FEW NOTES ABOUT SKILLS

**Can you have a 100% or higher skill proficiency?**

No! The maximum possible skill proficiency is 98%. There is always a margin for error.

**Are physical skill bonuses accumulative?**

Yes. The player should decide what areas of physical strength and prowess are most important to his/her character and select the appropriate skills to bolster those areas. Physical attributes (P.S., P.P., P.E. Spd.), S.D.C., and combat bonuses to strike, parry, dodge and roll, are often provided by a particular physical skill. ALL such pluses and bonuses are accumulative. For Example: A player has a character with a P.S. of 13, but would like his/her hero to be stronger. Boxing is selected, adding +1D4 to the P.S. (a 2 is rolled). Body building is also selected for +2 P.S., and Wrestling for another +2 P.S., and gymnastics for yet another +2 P.S. The accumulated P.S. bonuses amount to a +8 P.S., which is added to the original P.S. of 13. *Total P.S. is now 21!!* The same is done with the other attribute, S.D.C. and combat bonuses.

*Acrobatics and gymnastics* provide similar abilities and bonuses. If *both* are selected, add the bonuses and pluses to your overall character as just explained. However, the abilities such as back flip, climb rope, etc., are NOT added together, nor is the educational bonus added twice (once for each; wrong). The best skill proficiency of a duplicated skill is taken and the normal educational skill bonus is applied.

**How many hand to hand skills can be selected?**

*Only One*. The hand to hand skill will, however, add to the total number of attacks per melee and combat bonuses to strike, parry, dodge and roll.

**How do you learn more skills?**

A player may select TWO, new, *secondary skills* at levels 3, 6, 9, 12 and 15. All new skills begin at first level proficiency and grow as the character grows in experience.

**Can a character go back to school to learn or improve his skills?**

Yes. However, this is very difficult for a hero to do. Why? Because he or she spends so much time and energy crime busting and world beating, they usually don't have the time to properly devote to scholastic pursuits.

To learn a new scholastic skill (one) or a skill program (several) the character must attend college. This will require money for class, time spent at classes and time spent on homework. The game master should logically assign *time requirements for each*. A good rule of thumb is 4 to 6 hours a week in class (regular hours — not at the hero's discretion per *each* subject/skill, and another 6 to 8 hours per week spent on homework and study per *each* subject/skill. Three missed assignments or three absences from classes means a flunking grade. NO skill, NO skill bonus and no refund of tuition. You may try again.

*Successful scholastic studies* means three completed semesters (1½ school years) of passing grades in that area(s) of study. The skill is now known at its "base skill" proficiency. *Skill bonus* is +5% for every three semesters of passed class (total possible is 12 semesters, for a combined *total* bonus of +20%). As you may have noticed, the skill bonus is not as great or as quickly attained as the original skill bonus from the educational level table.

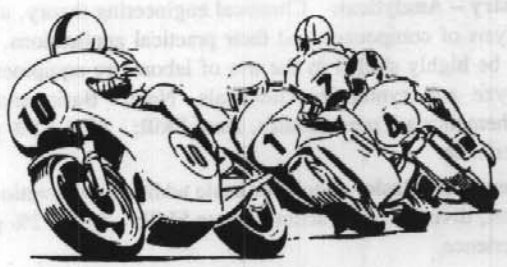
*The cost of education* varies with the individual college and intensity of study. The following are reasonable prices per each semester and per each individual skill. This means a skill program with three skills will cost three times as much and require three times as much time.

Community College: Costs $200 per each skill for one semester of study. The educational standards are less demanding, so there is a *skill penalty of −5% for each skill.*

College or University: Costs $500 per each skill for one semester of study.

College or University with a reputation for quality and scholastic excellence: Costs $1200 per each skill for a semester of study, and will require twice as much time in class and study.

**Note:** +20% skill bonus is the maximum possible.



# HAND TO HAND COMBAT

ALL combat strikes, parries, dodges and rolls are resolved by rolling **twenty-sided dice.**

**Resolving Combat: A Step-By-Step Introduction**

In any fantasy role-playing game, especially one based on T.V. and comic book characters, there has to be a way of dealing with combat. In other words, when the hero tangles with the villain, you've got to be able to figure out the winner.

**STEP 1: Determine Initiative**

Any time opponents square off for battle, the game master must determine who has the initiative. In other words, who will attack first. Successful *Sneak Attack* or *Long Range Attack* will always have initiative for that melee. Otherwise, whoever *rolls highest* on a twenty-sided die will attack first. In the case of a tie, reroll. Initiative is rolled only once per melee. That roll will determine the pace for that entire melee.

**STEP 2: Attacker Rolls Strike**

The next step is for the first attacker to **roll a twenty-sided die**. If the result is a four or less (counting bonuses), then the attacker misses. *Any roll above a four (4) hits the opponent.* But, if the roll is a five (5) or better, *and* less than the opponent's Armor Rating (A.R.), then damage may be done only to the S.D.C. of the opponent's armor (see Body Armor and Natural Body Armor). A roll over the opponent's A.R. does direct damage to the character's S.D.C. and Hit Points. Note that special attacks like Knockout/Stun or Death Blow must be declared BEFORE rolling to strike.

**STEP 3: Defender May Parry, Dodge or Entangle**

Any time an attacker rolls a successful hit, the defender can choose to parry, dodge, *or* entangle. *Parrying* can be done automatically by anyone trained in any form of Hand to Hand combat. That means that the parry can be performed without wasting a melee attack. *Non-combat trained characters will lose* their next melee attack every time they parry.

NOTE: Bullets and energy attacks cannot be parried, but CAN be *dodged*. Defending by dodging or entangling means automatically giving up the next melee attack.

*Entangle* means the character actually pins or snares an opponent's weapons or arm.

The defender can only defend against attacks within his line of vision. Attacks from the rear cannot be parried, dodged or entangled.

**STEP 4: Attacker Rolls Damage**

If a successful strike is not parried, dodged or entangled, the attacker rolls for the amount of damage inflicted and adds any damage bonuses. Critical strikes do *double damage*. Combined critical strikes, like a natural twenty and a jump attack, do triple damage. Add the damage bonus to the roll before doubling or tripling. A natural, unmodified, 20 is always a critical strike.

**STEP 5: Defender May Attempt To Roll With Punch**

If the attack is a blunt, physical attack (fist, foot, club, staff, etc.), then the defender can attempt to Roll With The Punch. In order to roll with punch, the defender must match or better the attacker's roll to strike. Successfully rolling with a punch means the character takes *half* damage. Successfully rolling with a knockout punch means the character takes double damage, but is NOT unconscious or stunned. Rolling with a death punch results in loss of half of all remaining S.D.C. and hit points. Failing to roll with punch means taking full damage off of the defender's S.D.C. and/or hit points. The same rules apply to falls as well.

**Continuing The Combat**

Once the above is completed, the process is repeated for whoever lost the initiative. So long as the opponents have melee attacks left, the combat continues back and forth. When *all* the attacks or actions per melee round of all opponents are finished, it's time to start a new melee round. Initiative is redetermined

at the *beginning*of every melee round. That is to say, that if a character has four attacks per melee, when *all* attacks are used, a new melee round begins.

**Note:** Also see robot and missile rules.

# COMBAT TERMS

**A.R.:** This is a character's **Armor Rating**. The A.R. indicates what an attacker must roll in order to do damage to the character. Any roll of 5, or better, will strike a character with no body armor. Characters with **Artificial Body Armor**, metal armor, bulletproof vests, etc., can easily be successfully attacked by rolls falling under the artificial armor's A.R.; doing damage to the S.D.C. of the *body armor*, but not to the S.D.C. of the defender. Or, by striking above the armor's A.R., damaging the character's personal S.D.C. and/or hit points, but not the body armor S.D.C. **Example:** A defender has a natural A.R. of 5 and is wearing body armor with an A.R. of 8. If the attacker rolls 9 or better, then damage is done directly to the defender. A roll of 5, 6, 7, or 8, would only hurt the body armor, not the wearer. A roll of 1, 2, 3, or 4, would totally miss.

**Damage Table (Basic)**

| | |
|---|---|
| Human Fist | 1D4 |
| Human Kick | 1D6 or 1D8 |
| Critical Strike | Double Damage |
| Bull Whip | 1D8 |
| Thrown Small Objects | 1D4 |
| Falling | 1D6 per 10ft |
| Collision | 1D8 per 10mph |
| Smashing through Glass | 1D4 |
| Dropped or Thrown | |
| Large Objects | 1D8 per 100lbs |
| | 1D8 per 40ft, and 1D4 per 4mph |

**Death Blow:** An automatic kill. The defender can try to roll with death blow by rolling over the attacker's strike. If the defender is not killed, then the current S.D.C. and hit points are reduced to half. This attack is available only under certain conditions.

**Dodge:** A character dodges by moving out of the way of the attack. Dodging always takes up one attack/action per melee round. To Dodge, the defender must roll higher than the attacker's strike roll on a twenty-sided die.

**Entangle:** A defender can attempt to trap the weapon or arm of an attacker. This is done instead of parrying or dodging, and takes up one attack per melee. An entangle is successful if the defender rolls above the attacker's strike roll. It takes one attack and a roll to entangle to keep an opponent's arm or weapon entangled every melee round. In orderfto get free, the entangled opponent must roll a dodge against the entangle roll.

**Hand to Hand Combat:** Fighting skills that provide the characters with attacks per melee, bonuses, and techniques. Characters without combat training have only one attack per melee and have *no* automatic chance to parry.

**Hit Points:** This is the number of points of damage a character can take before dying. Characters don't lose hit points until their S.D.C. is down to zero. A character's base hit points is the P.E. plus 1D6. Another 1D6 of hit points is gained every time the character advances an experience level. Lost hit points are not recovered without medical attention.

**Initiative:** Whoever gets to attack first is considered to have the Initiative. Initiative is automatic in sneak attacks and long-range attacks. In most other cases, each opponent rolls a twenty-sided, highest roll gets the initiative. Rolling for initiative takes place at the beginning of each melee round of combat.

**Kick Attack:** This is a karate-style kick. It is a normal attack that does 1D4 damage for the untrained, or higher with hand to hand skills. Anyone trained in hand to hand combat can do a kick attack.

**Knockout/Stun:** Anyone hit by a knockout or stun attack will be temporarily incapacitated. The victim is not necessarily unconscious, just dazed for 1D6 melees.

**Jump Kick:** A Jump Kick is performed by leaping completely off the ground and attempting to land foot-first on an opponent. Jump Kick can be used only by those skilled in hand to hand martial arts. The advantage of a jump kick is that it works as a *critical strike* and doubles the normal damage inflicted. The disadvantage of a jump kick is that no other attack may be performed in that melee round (all attacks for that melee are used up in the kick). The jump kick must be the character's first attack of that melee round. For the rest of the melee round, the character can only parry, dodge or move into position.

**Leap Attack:** An airborne assault where the weapons and/or fists are wielded in mid-leap. A leap attack must be made only at the beginning of a melee round and, like the jump kick, uses up *all* attacks for that melee. Usually, only a single strike can be made during a leap attack. However, if two opponents are close together, the attacker can leap between them and strike both of them at the same time; roll to strike for each character. After the leap, the character may not attack again until the next melee round, but can parry or dodge or move into position. Automatic parries work in mid-leap, but dodges are impossible. A successful leap attack is a critical strike and does double damage.

**Long-Range Attack:** By using a long-range weapon from a distance, an attacker can perform an undetected, *first strike*. Provided the attacker is notfseen, the defender automatically loses initiative and may not dodge the first attack that melee round.

**Melee or Melee Round:** Exactly 15 seconds. The segment of time combatants have to strike, counter and/or return strike. Generally, playing characters have two or more attacks per melee.

**Multiple Attackers:** Takes place when an opponent is faced by more than one attacker. Characters with hand to hand combat skills can attempt to parry any attacks within their line of sight. The defender from multiple attackers can strike at only one target at a time (see leap attack for a rare exception).

**Natural Twenty:** This is the result of 20 when rolling a twenty-sided die. A strike with a natural twenty will always be a critical strike. If someone with a strike bonus of +2 rolls an 18, then they have an attack roll of 18 *plus* unnatural, bonus modification; NOT a natural twenty, and is not a critical

strike. A natural twenty beats all other rolls and can only be parried or dodged by *another natural twenty*.

**Paired Weapons:** Certain kinds of weapons, such as Sais, Nunchaku, knives, clubs and swords, can be used as paired weapons. Users of paired weapons can strike and parry simultaneously, can do twin strikes against a single target or against a pair of targets, and can parry two, different opponents at the same time. In other words, warriors skilled in paired weapons often can do two actions for every one of their melee attacks. BUT, every time they use twin actions they LOSE their automatic parry.

**Parry:** A defender can attempt to parry most physical attacks. This is done by blocking the attacker's blow with a weapon or hand. Characters trained in hand to hand combat can parry without losing melee attacks. Bullets and energy attacks *cannot* be parried!

**Pull Punch:** The ability to control the force of a hand to hand attack. Usually used to reduce the blow to less than killing force. The character can choose to half damage, quarter damage, a single point or no damage at all. A character must declare a pulled punch, and the player must roll 11 or better on a twenty-sided die; failure means full damage is inflicted.

**Roll with Punch/Fall:** Hand to Hand combat fighters can reduce the damage from blows and falls by rolling. If the defender is successful, then only half damage is taken. Roll with punch/fall does not work against energy blasts, bullets, fire, bladed weapons, psionics or radiation. Victims must roll higher than the attacker's roll. *Falling* characters must roll a 14 or higher, on a twenty-sided die, to roll with the fall.

**Saving Throws:** Occasionally, characters must roll to save against exotic attacks like poison, gas, insanity, psionics, etc.

| | |
|---|---|
| Lethal Poison | 14 or better |
| Non-lethal Poison | 16 or better |
| Harmful Drugs | 15 or better |
| Acids | No save possible — Dodge! |
| Insanity | 12 or better |
| Psionics | 15 or better for non-psionics<br>10 or better for psionic |
| Magic | 12 or better |

**S.D.C.:** This stands for *Structural Damage Capacity*, which is the amount of damage an object can absorb before breaking. Living creatures also have S.D.C.; it represents their physical resistance to damage. All the S.D.C. of a living thing must be reduced to zero before the hit points can be affected. Note: A cousin to S.D.C. is M.D.C. or Mega-Damage Capacity.

**S.D.C. Table (Basic)**

Below are the S.D.C. values for a variety of objects. When an object's S.D.C. is reduced to zero, it is considered broken. Game masters should exercise common sense in applying these values. For example, a normal human cannot break through a vault door with bare fists, no matter how many times natural twenties are rolled.

The S.D.C. of different weapons is applied *only* if someone is actually attempting to break the weapon. A properly wielded sword can inflict or parry many times its S.D.C. On the other hand, using the sword to wedge open a door could easily snap it off.

It is also important to note that the S.D.C. applies to the entire object. A bullet can penetrate many objects with only a small fraction (about 2%) of S.D.C. loss. For example, if a bullet punching through an exterior brick wall hit a target, it would inflict normal damage minus the 4 points of S.D.C. it wasted getting through the wall.

| | |
|---|---|
| Airplane, Single Engine | 400 S.D.C. |
| Airplane, Jet Airliner | 2000 S.D.C. |
| Boat, Canoe/Rowboat | 40 S.D.C. |
| Boat, Cabin Cruiser | 450 S.D.C. |
| Boat, Cargo Freighter | 8000 S.D.C. |
| Box, Cardboard | 2 S.D.C. |
| Box, Wood Shipping Crate | 12 S.D.C. |
| Box, Metal Shipping Crate | 48 S.D.C. |
| Car, Compact | 250 S.D.C. |
| Car, Luxury | 450 S.D.C. |
| Car, Door Only | 150 S.D.C. |
| Car, Windshield Only | 100 S.D.C. |
| Door, Interior Wood | 100 S.D.C. |
| Door, Exterior Wood | 170 S.D.C. |
| Door, Metal Grill | 350 S.D.C. |
| Door, Solid Metal | 600 S.D.C. |
| Door, Metal Safe | 800 S.D.C. |
| Door, Bank Vault | 5000 S.D.C. |
| Handcuffs, Regular | 60 S.D.C. |
| Handcuffs, Heavy | 120 S.D.C. |
| Lock, Common Latch | 40 S.D.C. |
| Lock, Dead Bolt | 100 S.D.C. |
| Lock, Heavy Padlock | 75 S.D.C. |
| Motorcycle | 100 S.D.C. |
| Truck, Medium Sized Pick-up | 450 S.D.C. |
| Truck, Half-Ton Pick-up | 600 S.D.C. |
| Truck, 18 wheeler | 800 S.D.C. |
| Wall, Interior Plaster | 120 S.D.C. |
| Wall, Exterior Wood | 150 S.D.C. |
| Wall, Exterior Brick | 200 S.D.C. |
| Wall, Cinder Block | 300 S.D.C. |
| Wall, Reinforced Concrete | 400 S.D.C. |
| Weapon, Hard Wood | 40 S.D.C. |
| Weapon, Metal Sword | 100 S.D.C. |
| Weapon, Small Pistol | 35 S.D.C. |
| Weapon, Assault Rifle | 75 S.D.C. |
| Weapon, Artillery Piece | 1500 S.D.C. |
| Window, Ordinary Glass | 20 S.D.C. |
| Window, Plexiglass | 35 S.D.C. |

**Simultaneous Attack:** Instead of defending with a parry, dodge or entangle, a character can choose to do a simultaneous attack. In this case, the character does not defend ("Go ahead, hit me; I can take it!") and simply attacks in response. The advantage of a simultaneous attack is that *neither* opponent can parry, dodge or entangle. In all probability, both will take damage. *Exception:* An opponent with paired weapons can engage in simultaneous attack (with one weapon) AND parry (with the other), OR, both the paired weapons can be used to strike with NO parry.

**Sneak Attack:** An attacker may lie in wait (ambush), attack from behind, or sneak up (prowl) on an opponent. If the foe does not discover the attacker, then the sneak attack is success-

ful. The sneak attacker always has initiative, and the defender is not able to parry or dodge the sneak attack.

**Strike:** Anyone attempting to hit an opponent must roll to strike. As with all combat rolls, a roll to strike is made with twenty-sided dice.

**Throw:** Simply, this means throwing a weapon. Rolling to throw is exactly the same as rolling to strike, except that there are different bonuses per weapon type. See Weapon Proficiency.

**NOTE:** A character may use ANY type of weapon, but gets no combat bonuses, such as strike or parry, unless he has a Weapon Proficiency (W.P.) in that particular weapon. This applies to modern and ancient weapons.

## HAND TO HAND: BASIC

**Level** 1 Two attacks per melee; +2 to pull/roll with punch, fall or impact.
2 +2 to parry and dodge.
3 Kick attack does 1D6 points damage.
4 One additional attack per melee.
5 +1 to strike.
6 Critical strike on an unmodified roll of 19 or 20.
7 +2 to damage.
8 Judo-style body throw/flip; does 1D6 damage, and victim loses initiative and one attack per melee.
9 One additional attack per melee.
10 An additional +2 to pull/roll with punch, fall or impact.
11 An additional +1 to parry and dodge.
12 An additional +1 to strike.
13 Critical strike or knockout from behind.
14 An additional +2 to damage.
15 An additional attack per melee.

## HAND TO HAND: EXPERT

**Level** 1 Two attacks per melee; +2 to pull/roll with punch, fall or impact.
2 +3 to parry and dodge.
3 +2 to strike.
4 One additional attack per melee.
5 Kick attack does 1D6 damage.
6 Critical strike on an unmodified roll of 18, 19 or 20.
7 Paired weapons. And entangle
8 Judo-style body throw/flip; does 1D6 damage, and victim loses initiative and one attack.
9 One additional attack per melee.
10 +3 to damage.
11 Knockout/stun on an unmodified roll of 18, 19 or 20.
12 An additional +2 to parry and dodge.
13 Critical strike or knockout from behind (triple damage).
14 An additional attack per melee.
15 Death blow on a roll of natural 20.

## HAND TO HAND: MARTIAL ARTS

**Level** 1 Two attacks per melee; +3 to pull/roll with punch, fall or impact.
2 +3 to parry and dodge; +2 to strike.
3 Karate-style kick does 1D8 damage.
4 One additional attack per melee.
5 Jump kick (critical strike). entangle
6 Critical strike on an unmodified roll of 18, 19 or 20.
7 Paired weapons.
8 Leap attack (critical strike).
9 One additional attack per melee.
10 Judo-style body throw/flip; does 1D6 damage, victim loses initiative and one attack.
11 An additional +4 to damage.
12 An additional +2 to parry and dodge.
13 Knock-out/stun on an unmodified roll of 18, 19 or 20.
14 An additional attack per melee.
15 Death blow on a roll of a natural 20.

## HAND TO HAND: ASSASSIN

**Level** 1 + 2 to strike.
2 2 attacks per melee.
3 +3 to pull/roll with punch/fall.
4 +4 to damage.
5 One additional attack per melee.
6 +3 to parry/dodge. entangle
7 Knockout/stun on an unmodified roll of 17-20.
8 One additional attack per melee.
9 Kick attack does 1D6 damage.
10 Critical strike on an unmodified roll of 19 or 20.
11 +2 to strike.
12 Death blow on a roll of a natural 20.
13 One additional attack per melee.
14 +2 to damage.
15 +2 to strike.

**Note Hand to Hand Assassin:** This is taught to characters trained by secret organizations (CIA, Mafia, etc.), this is the specialized science of killing. It includes learning Automatic Parry, Pull Punch, Roll with Punch/Fall, Kick Attack (1D6 damage), Knock-Out/Stun, Critical Strike and Death Blow. It does NOT includes the ability to do Jump Kick or Leap Attack.

# COMBAT

## MODERN WEAPON PROFICIENCIES

The system for modern weapons presented here is very different from the *original* **Heroes Unlimited** rules and those found in the pages of the **Teenage Mutant Ninja Turtles RPG.** While I feel these rules play much more quickly and cleanly, the original rules (still found in TMNT) are probably a little more realistic. Game masters and players can use *either* modern weapon combat systems without fear of disrupting the playability of either game. Players of the *Robotech RPG* will instantly recognize these rules. Ironically, these new rules were originally developed for the *"Revised" Heroes Unlimited RPG* (and saw print in a special promotional pamphlet in the summer of 1986), but appeared in the *Robotech RPG* first because they were already done and ready for publication.

The following rules *can* be applied to all of *Palladium Books®* role-playing games.

**Weapon Proficiencies (W.P.)** are areas of training and practiced skill with a particular type of weapon, such as revolver or sub-machine-gun. This skill provides special bonuses to strike when using that weapon. Do not add this strike bonus to your character's hand to hand or combat skill bonuses to strike.

Weapon Proficiencies provide the following bonuses:

**Aimed:** +3 to strike.

**Burst:** +1 to strike.

**Wild:** No bonus or penalty.

**Training** also enables the character to easily reload, disassemble, unjam, clean and otherwise maintain the weapon. **Recognizes weapon quality** — *30% at level one and* +6% per each additional level of experience. **Add a bonus** of +1 to strike for every THREE levels of experience beyond level one. When firing a weapon, there are three main modes or categories of attack: *aimed, burst or wild.*

### AIMED

**An aimed shot** means a person takes the time to carefully aim and squeeze off one, well placed shot. Each individual shot takes one full attack. Thus, if a character has four attacks per melee he/she can shoot FOUR aimed shots. This applies to all weapons. Roll to strike for each shot.

Bonus to Strike is +4 with a revolver or +3 for all others.

### BURST

**A burst** is the shooting of several rounds, immediately one after another. Aim is more hasty and the recoil moves the weapon with each shot, reducing the accuracy. *Semiautomatic/automatic weapons, machineguns and sub-machineguns*, are designed for burst firing. The concept is that, while accuracy is reduced, the odds of hitting one's target with multiple rounds is increased because more shots are fired.

Bonus to Strike is +1 with all weapons.

**Note:** Roll to strike once to see if the entire burst hits. Do not roll for each individual bullet. If the burst misses its target, then all the rounds in that burst miss.

### BURSTS OR SPRAYS FROM AUTOMATIC WEAPONS AND SUB-MACHINE GUNS

**Short bursts** fire 20% of the entire magazine; i.e., 30 round magazine — 6 rounds/bullets are fired. Damage: Roll the normal damage dice for ONE round ×2. Uses up one attack. Can be fired at only one target.

**Long burst** fires 50% of the entire magazine; i.e., 30 round magazine — 15 rounds/bullets are fired. Damage: Roll the normal damage dice for ONE round ×5. Uses up one attack. Can be fired at only one target.

**Entire magazine:** Shooting off the entire clip/magazine within a melee round is possible. 100% of the rounds are fired. Damage: Roll the normal damage dice for ONE round ×10. Uses up *two* attacks that melee. Can be fired at only one target. Machineguns are the only exception to this rule.

**Spray:** Shooting a burst at several targets at once is possible, but the same as shooting wild. You must fire a *long burst or an entire magazine* in order to spray. See shooting wild.

### SHOOTING WILD

Shooting wild occurs when a trained character shoots without taking time to aim. This usually applies when the person is blinded, angry, running, rolling, leaping, shooting from a moving vehicle, etc.

Bonus to Strike: With W.P. there is no bonus or penalty; with no W.P. the person strikes at −6. Long bursts or the entire magazine must be fired. Counts as two attacks. Can be fired at one target or in a spray. Damage for shooting wild at one target: Roll normal damage dice for ONE round ×2. Roll once to strike with the wild burst. Hitting an innocent bystander is a real possibility when shooting wild; 20% chance. Roll for each wild burst fired. Damage is the normal damage from one round (a wild shot).

**Spraying an area** with bullets can be dangerous and is considered to be shooting wild. The object of a spray is to hit several targets simultaneously. **First**, roll once to determine if you strike the target area; 1D20; 5 or higher strikes as usual. Then roll 1D4 to determine how many individual targets are struck within the target area. However, each target gets a roll to dodge to avoid getting shot. Damage is the normal damage from one round. Hitting an innocent bystander is even more likely; 50% chance. Damage is from one round (wild shot).

**Bursts or Sprays from a machinegun** is different only in the number of rounds fired, targets struck, and chance of hitting a bystander. Machineguns have a much greater ammunition capacity, so it does not have to use the same percentage of its entire clip.**Short burst/one target:** 10% of rounds/magazine; inflicts normal round damage ×2. Counts as one attack.

**Short burst spray**: 10% of rounds/magazine; inflicts normal damage from ONE round, hits 1D4 targets.

**Long burst/one target:** 30% of rounds/magazine; inflicts normal damage ×5. Counts as one attack.

**Long burst spray**: 30% of rounds magazine; inflicts normal damage from ONE round, hits 1D8 targets. Counts as one attack.

**Empty the entire magazine/one target**: All rounds fired; inflicts normal round damage ×20. Counts as all melee attacks/one full melee.

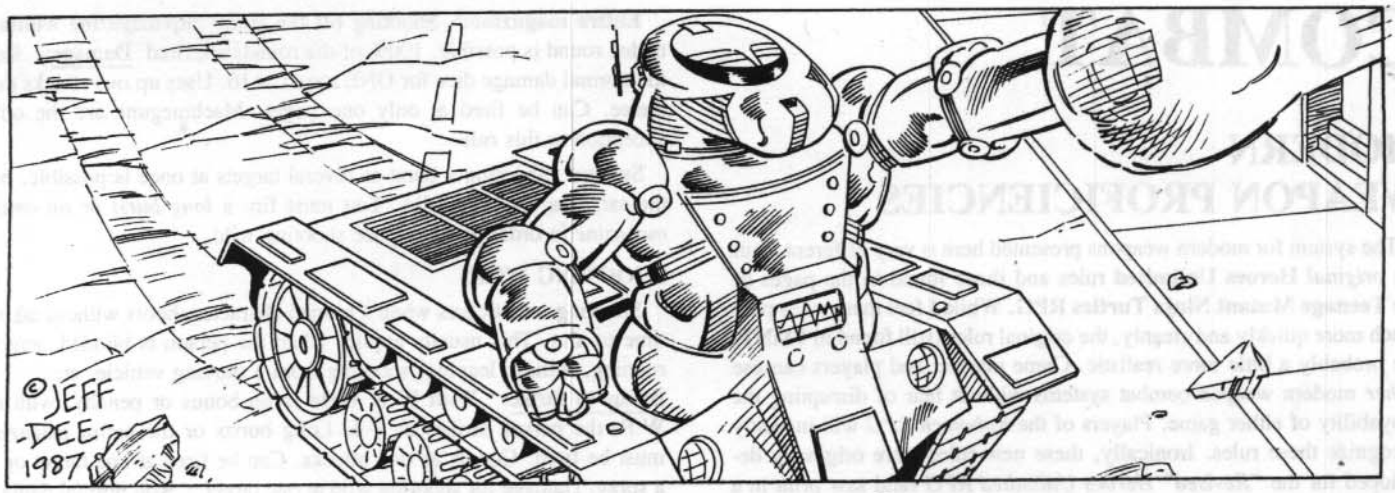
**Empty the entire magazine in a spray**: All rounds fired; inflicts normal round damage ×2, hits 2D8 targets. Counts as ALL melee attacks/one full melee. Chance of hitting innocent bystanders is 70%.

**A Special Note About Shotguns:**

Shotguns can fire once or twice per melee (double-barrel). It can fire both rounds simultaneously or one at a time. Buckshot scatters, and will strike the specific target plus 1D4 others within its blast area (approximately a 15ft/4.6m area).

## NATURAL ENERGY BLASTS

Super characters whose power enables them to emit energy blasts, whether it be fire, electricity, or other forms of energy, can use their energy attack as often as their combined hand to hand attacks allow. For Example: All heroes automatically get at least TWO attacks per melee. combined with the two from Hand to Hand: Expert it gives you a total of four. If your character has FOUR attacks he/she can fire energy blasts as often as FOUR times per melee (15 seconds). If the character has five or six hand to hand attacks, five or six blasts can be fired. As always the types of attacks can be combined.




# ROBOT AND ASSAULT VEHICLE COMBAT

## WEAPON SELECTION

The robot or pilot usually has several modes of attack available to him. These may include lasers, machineguns, grenade launchers, missiles and hand to hand combat. Weapons, or modes of attack, can be used in any combination. You are limited only by the number of attacks per melee and possible, payload and rate of fire restrictions. **For example**: a robot character may have five attacks per melee. The character fires a *volley* of four missiles (attack #1), fires its top laser turret (attack #2), fires a long burst from its machinegun (attack #3), followed by another long burst from its machinegun (attack #4), and punches the villain which has just lunged out from around the corner (attack #5). All this in one melee round or 15 seconds.

Wait a minute, you say. This character has FIVE attacks, but, in the example, he fires a volley of four missiles and then continues to attack four more times. Isn't that EIGHT attacks. No; and here's why.

## VOLLEYS & BURSTS

One volley or one burst *counts as one attack*, even if a dozen, yes 12, missiles are launched. How? Because it requires only one attack/action to fire several missiles or rounds, *simultaneously*, at *one* specific target. Roll to strike and dodge as usual.

**Disadvantages**

1. **The entire volley or burst must be directed at ONE specific target.** The character can *not* divide a volley or burst between several targets. To attack more than one target, the pilot must take time to aim and fire at each, which means each is a separate attack that melee. **For Example**: A robot is up against four tanks and has five attacks per melee. The robot decides to launch four of his 12 missiles at *one* tank. That's one attack, leaving four more that melee. He can *not* fire the four missiles simultaneously at all four of the tanks. To strike all four tanks, the robot must fire at *each*, individual tank separately. However, this will take up four of the robot's attacks that melee.
2. **Must roll to strike for the entire volley or burst as if it were one unit.** This generally means that the entire volley, or burst, either strikes and does multiple damage (roll for each missile in the volley) or the entire volley misses, doing no damage at all. Do *not* roll to strike for each, individual missile or round. Also see Missiles for related combat data.
3. **Continuous fire of bursts** can often be maintained for the entire melee. While the full melee burstfcounts as one attack and does significant damage, that particular weapon can not be used against any other targets for that full melee.
4. **Payload:** Volleys and bursts usually deplete a limited number of missiles or rounds quickly. Once the payload is expended, the weapon is temporarily useless.

**Note:** Unless limited by volleys, bursts or other, listed restrictions, the same weapon can be fired repeatedly in the same melee or in tandem with others.

## HOW TO STRIKE

The procedure for ascertaining a strike is unchanged. The attacker rolls a 20-sided die (1D20). A roll of 1, 2, 3, or 4, is an automatic miss. A roll of 6 or higher is a potential strike/hit. Damage always comes off the robot's *main body* unless it is a called shot (specific target).

The only way a target can avoid being struck is by dodging out of the way or parrying the attack, if possible.

Remember, if the roll to strike is less than the Armor Rating (A.R.) no damage is done to the Natural Body Armor. There is no S.D.C. damage unless the roll is higher than the A.R.

## STRIKE BONUSES

Bonuses to strike may be applicable in hand to hand combat or with a particular weapon.

## CRITICAL STRIKE

A critical strike occurs when a player makes an extremely high die roll to strike without the aid of bonus modifiers. An unmodified ("natural") 20 is always a critical hit.

**Critical strikes do double damage**.

## CALLED SHOTS (Optional)

A character may attempt to shoot a specific target or area. This is done by clearly stating what the exact target is before the roll to strike is made. Once the shot is "called", the player rolls the usual 1D20 to strike. A successful roll (above a 12) hits exactly whatever the intended target was, unless the opponent dodges.

Called shots can be an important strategy enabling characters to *disable* robots or vehicles rather than destroy the whole unit. This means a character can destroy specific targets on robots and vehicles, such as radar antennas, weapon barrels, sensors, mechanical legs, arms, etc.

**Note:** Any shot which is not called will strike what is identified as the *main body* of the robot or vehicle. The main body is the largest, bulkiest part of the target and most likely to be hit. If a player calls his shot, but misses by rolling under 12, but above 4, he/she still strikes, but hits the *main body* instead of the specific, "called" target.

I avoid random hit location tables because I feel the randomness is too fluky and unrealistic.

## ROBOT: TO ROLL WITH A PUNCH, FALL, OR IMPACT

This is a saving throw of sorts, or a second dodge, to minimize damage. Players of Heroes Unlimited will already be familiar with this rule. It is much like the hand to hand combat rule. In this case, if the player fails his dodge to roll and is about to be hit by a missile(s), he has a sort of second dodge or saving throw, where the character tries not to resist the explosive impact and rolls *with* it. A successful roll with impact works like a dodge. The player must roll 1D20 and match or better the roll to strike. A success means the character suffers only half damage. A failed roll means a direct hit doing full damage. A character can roll with the impact from explosive missiles, punches, body blocks, falls, and similar impact damage.

You can *not* roll with the impact of attacks from machineguns, energy weapons, or plasma/napalm missiles.

## ROBOTS & THE DODGE

The dodge for a robot is identical to its hand to hand counterpart. The defender must roll a twenty-sided die (1D20), and match or better his attacker's roll to strike. A successful roll means he has moved out of the way and takes no damage. A failed roll means the dodge was not a success and the character is hit, taking full damage.

As robot pilots, there are some new situations that affect one's ability to dodge. They are as follows:

## STRIKES: GUIDED MISSILES

Since they are all self-guided, missiles are launched as separate units with their own bonus of +3 to strike.

Rolls to strike are made on the usual, twenty-sided die. Missiles can be launched one at a time (roll to strike for each), or in volleys of two or more (roll once to determine whether the entire volley strikes its target).

It is possible to dodge one, two, or even three missiles. However, it is impossible to dodge a volley of four or more missiles. It is also possible to shoot a missile(s) down before it hits you. *See Volleys and Bursts, and Dodging Missiles for more details about missile combat.*

## ROBOTS: DAMAGE FROM MISSILE STRIKES AND GRENADES

**Direct hits** do full damage. A volley of missiles inflicts full damage from each and every missile in the volley.

**Near misses** do half damage. There are two ways one can take damage from a near miss. **The First** is by being within the blast radius of the target struck by a direct hit. **For example**: Your companion, standing 10ft away, is hit by a high explosive missile with a 30ft blast area. He takes full damage from a direct hit, but you are also caught in the blast because you were standing too close together. Fortunately, your character takes half damage since he was not caught directly in the blast. Damage can be reduced by half again if the player makes a successful die roll to "roll with punch, fall or impact".

**The Second way** one takes half damage from a near miss is by successfully "rolling with the punch, fall or impact" of the attack. In this case, the player fails his dodge roll and is about to be hit by a missile(s). However, he has a sort of second dodge or saving throw, where the character tries not to resist the explosive impact and rolls with the impact. A successful roll with impact works just like a dodge. The player must roll 1D20 and match or better the roll to strike. A successful roll means the character suffers half damage. A failed roll means a direct hit doing full damage.

## SHOOTING MISSILES

Shooting and depleting the S.D.C. of a missile can detonate and destroy it. However, there are restrictions.

1. The character must have an attack(s) available to him/her that melee to assail the missile. If all the attacks for that melee have already been used up, the character can not shoot at the missile(s).
2. Can only shoot at *one* missile, within the volley, at a time. A volley of six missiles would require six attacks, which is impossible at the speed missiles travel. This means the player has only one or two attacks (GM's discretion) to shoot at one or two missiles within the volley. However, if one missile is detonated, there is a 45% chance (1-45%) that its explosion will detonate the other missiles in the entire volley.

   The player can also use an equal number of his own missiles, if available, to shoot down a missile volley. Under this circumstance, there is a 75% (1-75%) likelihood of detonating the entire volley of missiles.
3. If the S.D.C. of the missile is not completely depleted, it is damaged, but does not detonate and will still strike its target, inflicting full damage.
4. Attacks on a missile count as a normal attack.

5. Optional: Quick damage roll. Rather than roll a cartload of dice for a multi-missile attack, I suggest you roll the damage for ONE missile and multiply it by the number of missiles in that volley.

## SPECIAL MISSILE DEFENSE TACTIC

If a missile can not be dodged, the robot can sacrifice its arms by covering its main body with them, thus allowing the arms to take the damage instead of the body. The disadvantage of this tactic is that the arms are likely to be blown to smithereens.

## DODGING GUIDED MISSILES

**ALL the missiles** used by robots, and most other military forces, are self-guided missiles. Generally, most are preprogrammed to respond to specific images (video camera/sensor mounted in the nose of the warhead), or specific heat or radiation levels which clearly identify the enemy.

**Conventional Missiles:** No Bonus to strike.

**Guided Missiles:** +3 to strike. All missiles always strike the *main body*.

Contrary to what one might think, you *can* dodge one, two, and even three guided missiles. The dodge rules are the same as always. However, it is impossible to dodge a volley of *four* or more missiles launched simultaneously. A volley of four or more missiles will strike every time, with each and every missile in the volley hitting and inflicting damage. The character has two options to avoid or minimize the damage of a massive missile volley; try to roll with the impact, taking half the normal damage; or shoot the missiles down before they strike.

## MISSILE NOTES

1. **The terms**, light, med. or medium and heavy, found in parenthesis after the warhead type, refers to the destructive force of the warhead.
2. **Most missiles** are self-guided; +3 to strike.
3. **Multi-warhead missiles** are usually a cluster of medium range missiles housed inside the casing of a large, long-range missile. When the body casing runs out of fuel or reaches its target, it fires the four medium range missiles.
4. **Plasma** is a new, concentrated, liquid heat, ten times hotter than normal napalm.
5. **Fragmentation** missiles are missiles that send out fragments, or shards of metal, upon impact, affecting a larger area.
6. **Fire Retardant missiles** explode, releasing a chemical foam that puts out fires.
7. **Smoke missiles** release large, billowing clouds of smoke, filling the blast radius. They are used to provide cover or to mark an area.
8. **A Proton Torpedo** is a longer range, more powerful, explosive, energy missile.
9. **The maximum range** is the maximum effective range of the missile.
10. Missiles have been assigned a **S.D.C.**; depletion of the S.D.C. from attack will detonate the missile.
11. **The speed** is provided to give players an idea of how fast the missiles travel.
12. **The blast radius** is the full area damaged by the missile impact. The specific target of the missile takes FULL DAMAGE, while all else in the blast radius takes half damage.

## OTHER COMBAT TERMS

**Payload:** Indicates the finite number of missiles or rounds. Energy weapons are generally considered to have unlimited payload.

**Range:** The maximum effective range, or distance, a weapon can fire; or a missile or vehicle can travel.

**Rate of Fire:** This will indicate any limitations as to how many times a weapon can be fired per melee, and/or the number of rounds or missiles in a burst or volley.

Generally, a weapon, especially energy weapons, can be fired repeatedly, equal to the hero's combined, hand to hand combat skills or the robot's number of attacks per melee. Any combination of weapons can be used per melee.

**Grenade Throwing:** The maximum range one can throw a grenade is *10 feet* for every Physical Strength (P.S.) point of the character. Thus, a hero with a P.S. 10 can throw a grenade 100ft, while a hero with a P.S. 25 can throw it 250 feet.

# VEHICLE CONTROL & COMBAT (optional)

***By Erick Wujcik***

## AUTOMOBILE CONTROL ROLLS

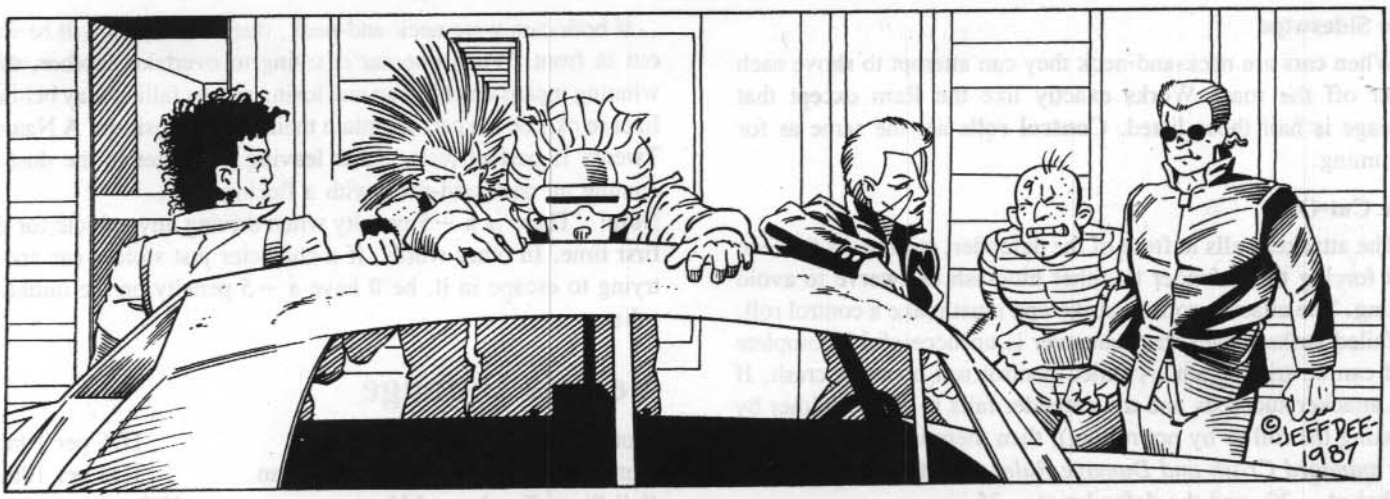
Drivers are in constant danger of losing control of their vehicle. To avoid losing control, the characters must roll against their Pilot skill. *Control Rolls must be made for each of the following situations:*

**Exceeding Cruising Speed:** Anytime a driver exceeds the Cruising Speed for the vehicle there's the danger of losing control. Every melee round of excessive speed requires a Control Roll. See Road/Speed Table for penalties.

**Exceeding Road Speeds:** Going too fast on back roads or trails is dangerous, no matter how well built the vehicle is. Any travel over 75mph on a back road, or over 45mph on a trail, requires a Control Roll. This is not the case with Highways. A vehicle can travel all the way up to Cruising Speed on a Highway without rolling for Control. See Road Speed Table for penalties.

**Exceeding Maneuver Speed:** Every *turn*, *swerve* or *lane change* made while exceeding Cruise Speed *or* Road Speed *requires another Control Roll with a* −12 penalty.

**Driving in Reverse:** Attempting to drive in reverse at any speed over 25mph. Roll a Control Roll with a −30% penalty.




# CAR COMBAT RULES

Car to Car combat is not all that different from other kinds of combat. That is, the game master should work at keeping things clean, quick and simple. The only two differences are in rolls to Dodge and rolls to Strike.

## Dodge: Vehicle-to-Vehicle

In spite of their advanced Speed, cars have absolutely *no bonus to dodge against firearms*. Why? Well, first off, a vehicle just isn't as maneuverable as a person, it generally goes in a straight line, and, even on curves, the faster the thing is going the smoother the curve. The other thing to bear in mind is the car's size.

However, drivers *can dodge attacks from other vehicles*. When someone is attempting to cut-off, ram or sideswipe the vehicle then a Dodge roll is possible. A vehicle making a Dodge can't do anything else in that Melee Round.

## Strike: Vehicle-to-Vehicle

Rolls to Strike in Vehicle-to-Vehicle combat are exactly like ordinary rolls to strike. The only difference is that a vehicle is several targets in one package. *Every strike on a vehicle must be "called"*. The attacker has to specify which target is being attacked; *the crew compartment (driver), a turret, or the vehicle itself* (main body).

*"Ramming"*, or striking one vehicle with another, always attacks the vehicle itself. *Area effect weapons*, like explosives and fire, can attack the vehicle, the turret and the occupant(s). *See vehicle combat tactics*.

## Melee Rounds: Vehicle-to-Vehicle

The melee round system hasn't really changed. The idea is still to get the combatants in close quarters and let 'em slug it out 'til somebody goes down.

*Don't* get carried away with the possible complexities of the systems. For example, avoid the trap of over-calculating the exact number of seconds required for a car going 187 miles per hour to catch up with a car going 193 miles per hour.

Remember that, in the real world, things are never that simple! Cars have to swerve and weave, acceleration is never constant and, at high speeds, drivers make mistakes constantly. Just read a newspaper account about a police car chase. Usually the police car is much faster than the criminal's. Even so, the chase can go on for dozens of miles at very high speeds.

*Keep it simple*; if the pursuer is faster, then it'll catch up. If the leader is going faster than the pursuer, then it leaves the other car in the dust. *There should only be three possible conditions*: 1) either the cars are neck-and-neck, or 2) one is behind the other in firing range, or 3) the two cars are too far away for combat.

Another important thing to remember about Melee Rounds is that the use of a vehicle as a weapon to ram or sideswipe, etc., is limited to *one attack/action per Melee Round*. So, if the driver has other Melee Actions left, he can use them to shoot out the window, grab a fire extinguisher, or get a cup of coffee.

## Vehicle Combat Tactics, Maneuvers & Techniques

### The Ram

**Ramming** is a vehicle-to-vehicle attack where one vehicle attempts to bash into the rear of another. The speed of the ramming/attacking vehicle must exceed 10mph of the vehicle it is attacking. Speeds greater than 10mph above the defending vehicle's constitutes a crash; use the Crash and Damage rules to determine the damage of both vehicles. Likewise, head-on collisions/rams, and ramming stationary objects at speeds over 10mph constitutes a normal crash, damaging all parties.

**Ramming damage** varies with the size of the attacking/ramming vehicle.

| Damage to Target Vehicle | Inflicts |
|---|---|
| Motorcycle | 4D6 |
| Automobile, small truck, mini van | 6D6 |
| Full-Sized truck or van | 6D8 |
| ½ ton truck or bus | 6D10 |
| 10 or 16 wheeler/semi-truck | 10D10 |

**Note:** The attacking vehicle also suffers damage, but only ⅓ of that which it inflicts on its target. Only if the attacking vehicle has a ram-prow built onto it will the vehicle take no damage.

**Control Rolls:** Immediately after a successful ram both vehicles must make control rolls. The attacker is −25 and the defender is −40.

### The Sideswipe

When cars are neck-and-neck they can attempt to shove each other off the road. Works exactly like the Ram except that damage is half those listed. **Control rolls** are the same as for Ramming.

### The Cut-Off

The attacker pulls in front of the defender, cutting off the lane and forcing the defender to either hit/crash or swerve to avoid hitting. The attacker rolls to strike and must make a control roll. A failed strike means the maneuver is unsuccessful/incomplete and can be tried again. A failed control roll means a crash. If the attacker succeeds and the defender fails to dodge (either by missing the roll or by not rolling), then there is a collision. *Use the standard Crash and Damage Rules*. **Control Rolls**: the attacker at −30, and the defender at −25.

### The Block

Basically, this happens when the attacker wants to keep the defender in some position. A good example is where the cars are neck-and-neck, the right hand car sees an oncoming truck in the left lane and decides to force his opponent to stay in that lane. This same technique can be used to keep one's opponent from passing as well. If the attacker rolls a successful strike, and if the defender does not try to dodge or fails to dodge, then the defender is stuck in that lane until the next melee. Neither a *Sudden Brake* or a *Drag Race* is good against a Block. To execute a block may require high speeds and/or quick maneuvering, like switching lanes, swerving, etc. Control rolls should be made for each block/strike maneuver and dodge/evasive action. **Standard Control Rolls apply**.

### The Sudden Brake

When two cars are side-by-side, preferably in different lanes, one of them can attempt to get behind the other by hitting the brakes. Whether or not the braking car actually pulls behind depends on a straight, twenty-sided die, initiative roll. Both cars roll; high roll wins. However, the braking car reduces speed by half for one melee. An unsuccessful Sudden Brake means the opposing car is still side-by-side. **Control Rolls** must be made with a −15 penalty. **Warning:** Don't attempt to brake with anyone immediately behind you unless you want a collision.

### The Bootleg Turn

This is a special maneuver that lets the vehicle completely change direction. Basically, the driver turns, slams on the brakes and "fishtails" the car into the opposite direction. While in the Bootleg the vehicle has *no chance to Dodge*. **A Control Roll** must be made with a −50 penalty.

### Drag Racing

When two cars are neck-and-neck and trying to pull ahead of each other, that's a Drag Race. The same thing happens when one car is behind another and both decide to speed up. A lot depends on the Speed Class of the vehicle, the higher the better. However, there's a lot more to drag racing than engine performance. The driver's skill and reflexes, as well as raw luck, are just as important.

**Rolls for Drag Racing are made on twenty-sided dice.** There are two modifiers. First, each driver can add in the Speed Class of his/her vehicle. Second, the driver's P.P. bonus can be added.

If both cars were neck-and-neck, then the winner will be way out in front. When one car is trying to overtake another, then winning means catching up and losing means falling way behind. In case of a tie the cars maintain their current position. A Natural Twenty is perfect luck, either leaving a pursuer in the dust or coming up neck-and-neck with a fleeing prey.

**Note:** There is a −5 penalty when driving any vehicle for the first time. In other words, if a character just stole a car and is trying to escape in it, he'll have a −5 penalty on the initiative rolls.

## Vehicle Damage

| | |
|---|---|
| Motorcycle | 1D6 per 10mph |
| Automobile, Small Truck, Mini Van | 1D8 per 10mph |
| Full-Sized Trucks and Vans | 1D8+1 per 10mph |
| ½ Ton Trucks and Buses | 1D10 per 10mph |
| 10 or 16 Wheeler Semi-Trucks | 2D6 per 10mph |

Damage is based on relative speed. When something hits a stationary object then the only thing to worry about is the speed of the moving object. When two moving objects meet, whichever does the most damage will determine the actual damage. Round up in all cases.

If Mike is driving a *car* north at 38mph and runs into something standing *still*, like a telephone pole, then both his car and the pole take 4D8 damage. Note the 38mph is rounded up to 40; 1D8 per 10mph = 4D8 damage.

Now let's look at Mike running *head-on*. Mike is travelling at 40mph and a motorcycle approaches from the opposite direction at 60mph. Their added speeds are 100mph so the damage to both vehicles is 10D8. Since Mike's car is larger/heavier and does more damage, we use the automobile damage formula rather than the motorcycle.

# CRASH AND DAMAGE RULES

## Driver & Passenger Damage

**Anyone *not* wearing a Seat Belt** must roll to see if they are thrown clear in an accident. With percentile dice, a roll of 25% or higher indicates the character bounces around inside the vehicle and takes *double* damage. If the roll is under that, then the character is thrown clear and bounces around outside, taking *2D6 damage for every 10mph of vehicle speed.*

**Characters wearing Seat Belts** or other restraining straps take 1D6 damage for every 20mph. The addition of crash helmet and specially padded, asbestos suit reduces the damage by half.

**Motorcycle crashes** are even more deadly. With helmet and leather body covering, or some kind of protective garments, the character(s) takes 1D6 for every 10mph. Without helmet or protective garments: 2D6 per 10mph.

**Lucky Fall**: With all vehicles, motorcycle, car, van, truck, etc., there is a slim chance that each passenger and driver will be thrown clear, or luck-out with only minor damage even in a terrible crash. *Roll Percentile Dice:* 1-20 — Lucky Fall, 2D6 total damage; 21-00 — full normal damage.

**Poor Road Conditions:** Requires a Control Roll. This can include anything from rain to steep inclines. −30% or optional. See Road Quality and Obstacle Table for specific penalties.

**Avoiding Obstacle:** Swerving around any object requires a Control Roll — no penalty. If the swerve or dodge involves leaving the road surface then the penalty is −40%.

## LOSS OF CONTROL TABLE

The game master or player should roll on the following table every time a character fails a Control Roll. Roll percentile dice.

**01-10** **Pothole!** Vehicle slams into somethingfand rebounds. Or, just as likely, the vehicle bottoms out, smashing the underside into broken pavement or a pothole. Vehicle takes 4D6 points of damage to S.D.C. and Speed Class is reduced 1D6.

**11-25** **Out of Control!** The vehicle skids out of control. Ends up off the road, in a ditch or in some other embarrassing situation. Stuck 3D6 Melee Rounds.

**26-44** Stall! Forced to make a sudden stop; the car stalls out. Getting it going again takes 2D6 Melee Rounds.

**45-76** **Skid!** Skid out of control and into an object. The vehicle takes half normal damage from this minor crash. Speed Class is reduced 1D6 levels. See Crash and Damage rules.

**77-90** **Crash!** Skid out of control into an object. The vehicle takes full damage and occupants take half damage. Speed Class is reduced 2D6 levels. See Crash and Damage rules.

**91-97** **Totaled!** Vehicle crashes and is totally destroyed. Occupants take full damage.

**98-00** **Roll and Burn!** The vehicle goes completely out of control and rolls over 1D6 times. Vehicle takes double damage, occupants take normal damage. In 1D10 melee rounds the vehicle fuel tank will explode; anyone remaining inside will be torched. See Crash and Damage rules.

**Note:** *Speed Class* is found in the hardware section under "Building the Super-Vehicle."

### Road & Speed Table

Use the following table to determine how much ground is being eaten up in V-to-V combat.

| Travel Speed | Distance/Melee | Control Roll Modifiers for: Highway | Back Road | Trail/Broken Road |
|---|---|---|---|---|
| 1 to 15mph | 1/32 mile | SAFES | SAFE | SAFE |
| Over 15mph | 1/16 mile | SAFE | SAFE | SAFE |
| Over 30mph | 1/8 mile | SAFE | SAFE | SAFE |
| Over 45mph | 1/6 | SAFE | SAFE | −5 |
| Over 60mph | 1/4 mile | SAFE | SAFE | −10 |
| Over 75mph | 1/3 mile | SAFE | −5 | −20 |
| Over 90mph | 1/2 mile | SAFE | −10 | −30 |
| Over 120mph | 1 mile | SAFE | −10 | −45 |
| Over 240mph | 2 miles | −10 | −15 | −60 |
| Over 360mph | 3 miles | −15 | −20 | −70 |
| Over 480mph | 4 miles | −30 | −40 | −75 |
| Over 600mph | 5 miles | −45 | −70 | −85 |
| At 720mph | 6 miles | −60 | −80 | −95 |

**Example:** A motorcycle is going 240 miles per hour down a back road in a hot pursuit. Every melee the character must make a Control Roll with a −10 modifier because the character is going *over 120*. If the speed were even 241mph then the modifier would be −15. Every melee, the character covers 2 miles of ground.

## Pedestrian Impact Damage

**Vehicle-to-Pedestrian Combat:** In order to hit a moving object it requires a Strike roll from the vehicles driver. To avoid a vehicle hit/ram attack, the target must make a Dodge roll greater than the Strike roll. Unconscious characters and stationary objects do not Dodge.

**Vehicle-to-Pedestrian Damage:** Anything hit by a vehicle takes the full damage from the **Vehicle Damage Table** according to the vehicle type and speed. However, vehicles themselves also take impact damage. Creatures or items under 10 pounds do 2D6 points of damage regardless of vehicle type and speed. With objects 11 to 200 pounds the vehicle takes one third of damage received by the target. 201 to 400 pounds, the vehicle takes half damage. The vehicle takes three quarters of the target's damage when the Size/Weight is from 401 to 1000 pounds. Hitting anything over 1000 pounds is the equivalent of a crash — both the vehicle and the target takes full damage. Vehicles with ram-prows take no damage, except from the ram-prow itself.

## Vehicle Combat Example

In this example, two characters are driving a '68 Cadillac (Speed Class 8) equipped with compartment armor, vehicle armor; fixed, forward-mounted, .50 calibre machinegun and gun ports on all four sides. Both Mike's and Fran's characters are wearing Motorcycle Leathers and packing .45 Automatic Pistols as sidearms.

**GM:** Well, you've been traveling at full cruising speed for the last 20 miles. So at 120 miles per hour, that takes you 10 minutes. Now I'll check road conditions (rolling dice). Uh, Oh! You see a stretch of broken pavement ahead.

**Mike:** Whoa! I better slow down. What are my options?

**GM:** Well, you can take it at 15mph and there'll be no chance of an accident.

**Mike:** Oh, come on! We can do better than that.

**GM:** Sure, you can use your Pilot skill. Let's see . . . (looking at table) . . . at 30mph it's a straight roll. 45mph and you have a −5 on your skill, −10 if you take it at 60, and −30 if you take it at 90.

**Fran:** Mike, don't get too crazy; we just rebuilt this clunker.

**Mike:** Hmmm . . . I've got a skill of 98%, so −30 seems a little risky . . . we'll take it at 60mph.

**GM:** Okay, you're dodging chunks of paving stones at 60mph. Roll on your Pilot skill.

**Mike:** No problem! I roll . . . a 38. My skill is only reduced to 88%. We're safe as houses.

**GM:** It looks like you're going to make it by the rocks. Ahead you see clear pavement with dense forest on the right-hand side. Oops! There must be a road in the woods.

**Mike:** Why? Can I see it?

**GM:** No, but you can see a ¾ ton truck pulling out right in front of you.

**Fran:** A what?!?

**Mike:** Am I gonna' hit it?

**GM:** Not unless you want to. Are you going to stop? Or are you going to try to pull around it?

**Mike:** Ah . . .

**Fran:** Don't stop; it could be a trap!

**Mike:** Right. I'll hit the gas and try to drive around it.

**GM:** Since you're being *cut-off*, I'll roll for the truck driver's Strike and you roll a Dodge.

**Mike:** (rolls) I've got a 7. Can I add in my attribute Dodge bonus?

**GM:** Nope. Since you're driving a vehicle you can only get the straight Dodge roll. Let's see if you made it . . . (rolls) . . . the trucker only rolls a 4 to Strike, so you manage to get around.

**Fran:** Whew!

**GM:** Now roll percentile.

**Mike:** Why?

**GM:** You dodged the truck, but you may have lost control of your vehicle. You've got to roll under your skill with a −30 modifier.

**Mike:** Ooff . . . (rolls) . . . a 9! I made it!

**Fran:** Do I see anyone else in the woods?

**GM:** You sure do. There's 5 motorcycles, a station wagon and a sleek looking sports car pulling out into the road off to your right.

**Fran:** Let's get outa' here!

**Mike:** Yeah, I punch this baby up.

**GM:** You were going 60 when you went around the truck. How fast do you want to go now?

**Mike:** Does the road look clear?

**GM:** The pavement's solid, but you don't know road conditions ahead.

**Mike:** I'll play it safe, push it up to 120.

**GM:** You leave the motorcycles and the station wagon in your dust.

**Mike:** What about the . . .

**Fran:** (to Mike) Keep your eyes on the road dummy! I'll check the rear. (to GM) What about the sports car?

**GM:** It's approaching fast. It must be going at least 60mph faster than you.

**Fran:** 180?!

**Mike:** What's the road look like in front of me?

**GM:** It looks fine as far as you can see; smooth, flat and straight for the next 3 miles.

**Mike:** And after that?

**GM:** Why are you asking me? I'm only the game master.

**Fran:** (to Mike) Mike, the GM *never* tells you about things like that. You drive and I'll check our map. (to GM) Okay, I've got out the map. What do I think we're heading into?

**GM:** Give me a percentile roll. Mike, through the rear view mirror you see the other car gaining on you. What are you doing?

**Mike:** They're goin' 180, so I'll go 180. I punch it up!

**GM:** Now you're going over Cruising Speed . . . this is a Highway, so you need to make a Control Roll with a −5 modifier.

**Mike:** Okay . . . (rolls) . . . a 78, safely below the 93 mark.

**GM:** Checking the map, you figure you've got about 8 miles of straight road. Then it'll head up into the mountains. The road will twist and turn like crazy there.

**Fran:** Ich!

**GM:** Your friends just accelerated again. Now they're in *firing range*. Incidently, you can now see a machinegun turret mounted on the roof.

**Fran:** I'm aiming my pistol out of a rear gun port.

**Mike:** I gotta' outrun him. I'll punch it up to maximum — 240mph.

**GM:** He's in range and he's going to try to keep up. That means you're now in a *Drag Race*. *Roll a twenty-sided.*

**Mike:** I get to add in the Speed Class of the car, right?

**Fran:** And your P.P. bonus, don't forget that! Your P.P. is 19, so that's another +2.

**GM:** Right on both counts; now roll.

**Mike:** (rolls) . . . only a 4. With Speed Class of 8, plus 2, plus 4, that's 14.

**GM:** (rolls) . . . Natural Twenty! They pull up next to you on the right side. Mike, you do your Control Roll and I'll roll for them.

**Fran:** I'm pulling my gun out of the rear port and putting it in the right gun port.

**Mike:** (rolls) . . . 80, still no problem.

**GM:** (rolls) . . . they made their Control Roll. They're aiming for the crew . . . (rolls again) . . . a 12; they hit, but the armor absorbs all . . . (rolls) . . . 16 points of damage. Record the damage.

**Mike:** They're next to me?

**GM:** Yup.

**Mike:** I hit the brakes! If I'm behind them I can use my machinegun.

**GM:** I figure this guy was going to try *sideswiping* this round, so let's see who gets the initiative. Mike, roll twenty-sided.

**Mike:** Any modifiers?

**GM:** Nope, just straight initiative.

**Mike:** (rolls) . . . a 14, is that good enough?

**GM:** And the villain rolls . . . a 9. He slams into your lane just as you hit the brakes and drop back. You're right behind him, but I still need a Control Roll; this time with a −15 because of the excessive braking.

**Fran:** They're in front now? (GM nods) One more time; I take my gun out of the right gun port and stick it in the front. Maybe this time I'll actually get a chance to shoot.

**Mike:** Don't worry. All I need is to roll under 88 for my Control Roll and you can nail 'em with our big gun . . .

# CRITICAL DAMAGE TABLE (Optional)

Any time a shot on a car penetrates the armor, either by a roll over the car's A.R., or on a called shot or by a "natural" twenty to strike, there's a chance that the vehicle may be crippled by the damage. Roll Percentile dice.

**01-05 Engine on Fire:** Speed Class goes down 1D6 level(s). GM rolls 4D10; that's how many melees the characters have before the fire spreads to the fuel tank. If they can pull over and extinguish the fire before that, then no further damage will be taken.

**06-08 Tire Shot Out:** Speed reduced by a third; driver must make a Control Roll at −5 per *each* 10mph that the vehicle was traveling.

**09-14 Frame is Seriously Dented:** Alignment problems; drop Speed Class by 1D6.

**15-20 Hole in Radiator:** Over the next 6 melees, engine will get hotter and hotter. After that there's a 20% chance, every melee, that the engine will suddenly stop. Steam pours out from under the hood.

**21-25 Hole in Brake Line:** Brakes don't work anymore. No other problems until the character tries to stop.

**26-30 Electrical System Damaged:** Control panel inside the crew compartment catches on fire. Until the smoke is cleared and the fire is put out, Control Rolls are an additional −30 each melee, and/or manuever. All attacks are impossible until the smoke is stopped.

**31-35 Steering Damaged:** Take −50 on all Control Rolls.

**36-50 Cosmetic Damage:** Vehicle loses chrome, paint and trim. Looks bad, but no real damage.

**51-60 Light Knocked Out:** Depending on where the shot came from, either the headlights or the brake lights are knocked out. Could be serious at night.

**61-65 Exterior Electronics Disabled:** Any electronic devices on the outside of the vehicle are destroyed.

**66-70 Battery Destroyed:** Not a problem right away, but the vehicle can't be started again without a jump or a replacement.

**71-75 Alternator/Generator Wrecked:** The car stops recharging itself and is running off battery power alone. Will work for 8D4 minutes before draining the battery, then it'll quit.

**76-85 Transmission Fluid Leak or Damage:** Shifting becomes impossible and the transmission will start making hideous grinding noises. Vehicle will continue operating for another 4-24 melee rounds.

**86-90 Leak in Gas Tank:** Vehicle will lose one gallon a minute until the fuel runs out.

**91-95 Fragments in Driver's Compartment:** Roll 2D6 damage for each occupant. Driver make Control Roll at −50.

**96-00 No Serious Damage:** However, make Control Roll at −10.

# AIR AND SPACE COMBAT RULES

## AERIAL COMBAT TACTICS, MANEUVERS & TECHNIQUES

Air combat really only has three possible states. Vehicles can be coming together for combat, or jockeying for advantage, or vehicles are so far apart that no combat is possible.

However, the most common position in aerial combat is where one vehicle, *the Dog Tail*, is following another vehicle, *the Dog*.

Each combat tactic takes one full melee to perform. The number of shots that can be fired depends on the character's Weapon Proficiency (W.P.) and attacks per melee.

## DOG TAIL

This is where every combat flyer wants to be. Sitting on the other guy's tail where every melee round is an opportunity to shoot. Keeping on a **Dog Tail** means matching or beating the opponent's attempts to escape.

The vehicle in the Dog Tail position can open fire with all available weapons, every round, on the Dog (the vehicle in front).

Dog Tail vehicles can attempt to Dodge ground fire by rolling twenty-sided and adding their Speed Class.

## JINKING

**Jinking** is an attempt to Dodge *all* enemy fire. Every melee round of a Jink allows the pilot to roll a Dodge that consists of a twenty-sided, plus the vehicle's Speed Class.

Jinking, no matter how successful, will not throw off a Dog Tail.

If there is no Dog Tail, a successful Jink will put combat back to square one, rolling a twenty-sided to determine advantage.

Jinking vehicles, if they have a separate gunner, can fire every melee round. The pilot of a jinking vehicle cannot fire.

## ROLL-OVER

**A Roll-Over** is an attempt to take the advantage in combat. A Roll-Over is rolled with a twenty-sided and with the vehicles Speed Class added in.

If a vehicle is being Dog Tailed, a successful Roll-Over will evade the Dog Tail. At that point the vehicle has the advantage in combat.

Roll-Over vehicles, if they have a separate gunner, can fire every melee round. The pilot of a Roll-Over vehicle cannot fire.

Failure to Roll-Over means a Dog Tail will succeed or continue.

During a Roll-Over, a vehicle can attempt to Dodge by rolling a twenty-sided.

## SPEED ESCAPE

**Speed Escaping** is a flat-out run away from combat. Speed Escape vehicles cannot fire on anyone else. Speed Escapes roll a twenty-sided, plus their Speed Class.

If a Speed Escape succeeds, it takes the vehicle out of combat and out of any Dog Tails.

During a Speed Escape the vehicle has no Dodge rolls. And, because the vehicle is taking a long, straight, predictable path, it is vulnerable to both air and ground fire.

## MANEUVER ESCAPE

**Maneuver Escapes** are attempts to run away from combat by fast changes in course and speed. Maneuver Escapses roll a twenty-sided, plus their Speed Class.

If a Maneuver Escape succeeds, then the vehicle escapes from any Dog Tails and leaves combat altogether.

During a Maneuver Escape, the vehicle may attempt to Dodge by rolling a twenty-sided plus their Speed Class.

Maneuver Escapes allow all separate gunners to fire at any available targets, including Dog Tails. The pilot cannot fire during a Maneuver Escape.

## CHICKEN TACTICS

Everything we've talked about so far has dealt with the importance of the vehicle, the importance of skill, and the importance of luck in air-to-air combat. Chicken Tactics bring in a new factor; *guts*.

The idea is to challenge your opponent to a test of bravery. Sure, it's foolhardy and suicidal, but it can save your hide when you're outgunned and outmatched.

Chicken Tactics take place in a singe melee round. The melee is divided up into either 10 or 5 (in the case of divebombing) opportunities, or chances, for the vehicles to chicken out and veer off.

Playing Chicken in high-speed aerial combat is a very bad idea for one big reason. It's sort of like playing Russian Roulette with a fully loaded pistol, hoping for the one-in-a hundred chance that the weapon will jam.

However, there are *two* good reasons for playing Chicken. **First**, there's the possibility that your opponent will "Chicken Out." And, if the enemy drops out of the game early enough you won't have to go through with it either. The **second** good reason for playing Chicken is that your opponent might go through with it and fail.

After all, if you're going to get killed anyway isn't it better to have some company?

*These are the three, basic, "Chicken" manuevers:*

1. **Mid-Air Ram Tactic**: You don't *really* want to ram your opponent. A successful ram in mid-air is purely suicidal. The idea is to make the opponent veer off before you do.

   The Mid-Air Ram Tactic can start any time a pilot is being Dog Tailed. If there is more than one Dog Tail then the player should specify exactly which vehicle is going to be Mid-Air Rammed.

   At the start of the Mid-Air Ram, the penalty for either side to break off is −10%. If both you and the enemy want to keep playing, then the game master increases the penalty to −20%. Each time both parties ask to keep playing the game master will increase the penalty by −10%. If both pass at 100% then they will collide. At this point, attempts to use ejection seats are a good idea (see the section on saving throws and Ejection Seats).

   At any point, either party can *give up* and return to the dog and dog tail position, or *attempt* to veer away. The longer the game takes, the harder it is to escape. If either character tries to veer away and fails to veer, it's up to the other character to successfully veer to avoid a collision. There is *one and only one chance to veer off* for each. If both pilots fail the result is a head-on collision at full speed.

   Incidentally, gunners (but not the pilot) on both craft can take one melee round of shots at the very start of the Mid-Air Ram.

   Here are the possible game results:

   **Success #1:** The enemy succeeds in veering off *first*. All Dog Tails are lost. You now have the choice of Dog Tailing (*automatic!*) the fleeing enemy and taking a free shot, or running from the combat.

   **Success #2:** The enemy attempts to veer off and fails. *You succeed in veering off*. All Dog Tails are lost and you have the choice of trying for a Dog Tail, or escaping.

   **Failure #1:** You veer off before the enemy. You are still being Dog Tailed and the enemy has a free shot.

   **Failure #2:** You try to veer off first and fail. The enemy succeeds in veering off. The vehicle that veered off has lost its Dog Tail on you but any other Dog Tails remain. The enemy has the chance to immediately recover a Dog Tail.

   **Failure #3:** This is the worst result. Both you and your opponent failed to veer off. The two of you collide head-on. See the Crash and Damage Table.

   **Failure #4:** To *give up* and simply slide back into the dog/dog tail position.

2. **Dodge 'Em Tactic**

   This is a tactic for getting rid of a Dog Tail. It's done by cutting close (too close!) to large, potentially fatal, objects. Can be used with buildings, bridges, deep mountain passes, large space stations, and so forth.

   At the start of the Dodge 'Em there is no penalty to veer off. If both, or all, (since several Dog Tails may be following) parties wish to keep playing the penalty for veering becomes −10. If both want to continue the next melee, then the game master increases the penalty to −20%. Each melee both parties ask to keep playing, the game master will increase the penalty by −10%. If waiting past the −90% penalty means the vehicle *will collide* with no chance to veer. Another good time to try the Ejection Seat savings throw.

   At any point, either party can give up and attempt to veer away. The longer the game takes, the harder it is to escape. There is *one and only one chance to veer off*. Failure means running into the obstacle at full speed.

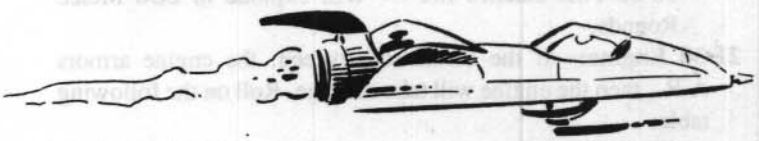
   *Gunner strikes are not possible during Dodge 'Em.*

   **Success #1:** Enemy fails to veer away and you succeed. Enemy crashes.

   **Success #2:** Enemy veers away first and then you succeed in following (a successful veer). You've lost your Dog Tail and you can try to Dog Tail the enemy or try to escape.

   **Failure #1:** You veer away first. Provided that the enemy doesn't fail to veer, you are then subject to a full melee round of enemy fire and your opponent is still Dog Tailing you.

   **Failure #2:** You fail to veer away. You crash at full speed. See Crash and Damage Table.



# DAMAGE AND CRASH RULES FOR AIRCRAFT

## IMPACT DAMAGE

| Vehicle Payload | Under 720mph | Over 720mph |
|---|---|---|
| under 1,000lbs | 1D6 per 10mph | 1D6 times each mph |
| 1,000 to under 9,000lbs | 1D8 per 10mph | 1D8 times each mph |
| 9,000 to under 50,000lbs | 1D10 per 10mph | 1D10 times each mph |
| 50,000 to 1,000,000lbs | 2D6 per 10mph | 2D6 times each mph |
| over 1,000,000lbs | 3D6 per 10mph | 3D6 times each mph |

## NOTES:

1. **"Vehicle Payload"** refers to the payload rating found on the *Basic Aircraft Forms Table*. It does not refer to whatever the vehicle happens to be carrying at the time of the crash.

2. **Damage** is based on relative speed. Collision with a stationary object (the Empire State Building, Boulder Dam, the Earth) results in both the object and the vehicle taking damage based on the vehicle's speed. Objects colliding head-on add their speeds together to determine damage. Finally, if a vehicle crashes into

the back of another vehicle moving in the same direction (presumably moving a little slower), then the difference between the two speeds determines the damage.

**3. The heaviest vehicle** involved in a crash determines which row of the table is to be used for figuring crash damage. Remember, both vehicles take exactly the same damage.

**4. Characters wearing seat belts** and flight or space suits take only *half damage from crashes*. Characters not wearing seat belts and suits take *double damage from crashes*.

**5.** As you'll notice from **the table,** it is very unlikely that anyone can survive a crash involving supersonic speeds (over 720 mph). Players should try to avoid such crashes or escape by ejection. On the other hand, *kamikaze crashes* at high speed will do impressive amounts of damage to even the largest enemy ships and bases.

## AIR VEHICLE RANDOM TARGET TABLE (Optional)

Player characters should "call" their shots when firing on enemy aircraft. This means they should tell the game master exactly what they are aiming at. Choices include the crew compartments, the fuel tank, or the engines. The following table is set up so the game master can determine hit locations for non-player characters, or as a Random Hit Location Table.

**01-10 Crew:** One of the crew is being shot at. If the crew member is armored, then the Strike roll must be greater than the A.R. of the armor in order to hurt the character. Otherwise, the armor takes the damage.

**11-20 Fuel Tank:** Depending on the Strike roll, the damage will be taken by the fuel tank armor or will penetrate the tank. If the tank is penetrated, roll on the following table:

1-50 Tiny leak develops — No real problem.

51-70 Serious Leak — Fuel will run out in ½ normal time.

71-95 Large hole — Fuel will run out in 2D6 Melee Rounds.

96-00 Fuel catches fire — Will explode in 2D6 Melee Rounds.

**21-30 Engine:** If the Strike roll exceed, the engine armors A.R., then the engine will take damage. Roll on the following table:

01-40 Minor Damage — Reduce Speed Class by 1.

41-55 Engine Stalls Out — Pilot must roll under Pilot Skill (without Air-to-Air bonus) in order to restart it. Can only roll once per melee round.

56-70 Engine Catches Fire — Speed Class goes down 2D6. If the fire is not extinguished in 4D6 melee rounds, it will spread to the fuel lines.

71-00 Engine Becomes Irregular — Speed Class drops 1D6.

**31-50 Cargo:** From 10% to 60% (roll 1D6) of the cargo is ruined.

**51-00 Vehicle Random Damage:** Roll on Air Vehicle Damage Table.

## AIR VEHICLE RANDOM DAMAGE TABLE (Optional)

Anytime a shot on a craft penetrates the armor, either by a roll over the vehicle's A.R. or when the A.R. has been depleted, there is a chance that the vehicle may be crippled by the damage.

**01-05** Control Mechanism Shot Out. — Pilot skill −15%

**06-08** Landing Mechanism Shot Out — No problem currently, but the vehicle will have to land without wheels, or skid. Pilot must roll below Pilot Skill (without Air-to-Air) and with a −25 penalty to land without crashing. Crash speed will be from 20 to 120 mph (roll 2D6).

**09-12** Streamlining is Warped — Air resistance drops Speed Class by 1D6.

**13-15** Hole in Cooling System — Over the next 6 melees the engine will get hotter and hotter. After that, there's a 20% chance every melee that the engine will suddenly stop. Steam pours out from under the hood.

**16-20** Weapon Systems Out — None of the weapons will work.

**21-25** Electrical System Damaged — Control panel inside the crew compartment catches on fire. All flying is blind until the fire is put out. All Pilot Rolls are at a penalty of −30.

**26-30** Pilot Controls Damaged — Pilot skill −10% .

**31-50** Cosmetic Damage — Vehicle loses chrome, paint and trim. Looks bad, but no real damage.

**51-60** Navigation Equipment Destroyed — All further navigation must be done by dead reckoning. Navigator takes a penalty of −35% on all further rolls.

**61-65** Exterior Electronics Disabled — Any electronic devices on the outside of the vehicle are destroyed. Includes radar and radio antenna.

**66-70** Battery Destroyed — Not a problem right away, but the vehicle can't be started again without a jump or a replacement.

**71-75** Alternator/Generator Wrecked — The vehicle stops recharging itself and is running off battery power alone. Will work for 3 to 18 melee rounds (roll 3D6) before draining the battery, then it'll quit.

**76-85** Stall! — Engine linkage temporarily disturbed. Pilot can roll under Skill (without Air-to-Air bonus) on percentile to restart. Can try once every Melee Round.

**86-90** Roll-Over Control Jammed — Vehicle will start rotating to the right and down. Pilot must roll under Skill (without Air-to-Air bonus) every Melee Round to avoid turning upside down, −25% Pilot skill penalty.

**91-00** No serious damage.

## EMERGENCY LANDINGS

When an aircraft conks out the pilot can attempt an Emergency Landing. This is done by rolling under the Pilot Skill (without Air-to-Air added in) on percentile. The following penalties apply:

−30 for Helicopters
−10 for Jets
−50 for Ion Drives
−15 if the vehicle was hovering
−20 if the vehicle was traveling over 720 mph

Failing the roll still means that the vehicle crashes, but speed is reduced to only a third of it's previous speed.

## DUMB LUCK

*Dumb Luck* comes into play when the character has no other choice. Even the worst crash can be survived if the character can *roll a 20 or less on percentile*. Success means they are thrown clear and take only 4D6 damage. Failure means taking full damage from the crash.

# OUTER SPACE COMBAT

Fighting in space is pretty much like fighting in the air ... without the air! Here the main points to consider.

### Chicken Games — Divebombing

The divebombing tactic doesn't work in space unless there's a handy fatal object to run into. Any large asteroid, planet or sun will do. When the proper suicide-class object does appear, the game will be somewhat slower, with a −10 penalty at every decision point. All other rules are the same.

### Chicken Games — Skimming Atmosphere

To safely enter atmosphere means you *have* to slow down to Mach 100 or less. Otherwise, the friction of the atmosphere will burn right through the ship hull. And the denser the air gets, as you go closer to the planet's surface, the more resistance you get. At anything over 6 million mph (1% lightspeed), the atmosphere at sea level takes on the relative consistency of solid steel and the ship simply crashes into thin air.

All of this makes for a wonderful, new, Chicken Game, *Skimming Atmosphere*. The idea is to build up a high rate of speed (at least Speed Class 42, Mach 200) and then force any pursuer (Dog Tail) to follow you down. The longer the game goes on, the deeper you go and the thicker the atmosphere.

The game is played just like *Dodge 'Em*, except that every round the ships take an increased amount of damage. When the game starts, the damage is equal to the ship's Speed Class. Next stage, when the penalty increases, the damage is the Speed Class times 2. Then the Speed Class times 4. Then times 8. Times 16 and so forth. When all vehicle armor is gone the damage comes off all the component armor *and* the vehicle's basic S.D.C. In other words, at Speed Class 45, on round 3, the 180 points would come off the Crew Compartment, Energy Cells, and Engine Armor, as well as basic S.D.C.

Missing a roll to Veer means that the ship went down instead of up, crashing into the wall of air.

### Sneak Attacks

Pulling off a sneak attack in space is hard, just because there's not a lot to hide behind. Starting behind the shadow of a planet or a space station is one possibility. Another way to do it is to play dead and pretend to be debris.

### Range

Since there's no air in space, the range for all energy weapons is multiplied by ten. Projectile weapons, like missiles and bullets, have double their normal range.

### Zero Gravity

This doesn't really change much in the combat system. About the only thing that changes is that you don't immediately start crashing when the ship engine's fail.

### Vacuum

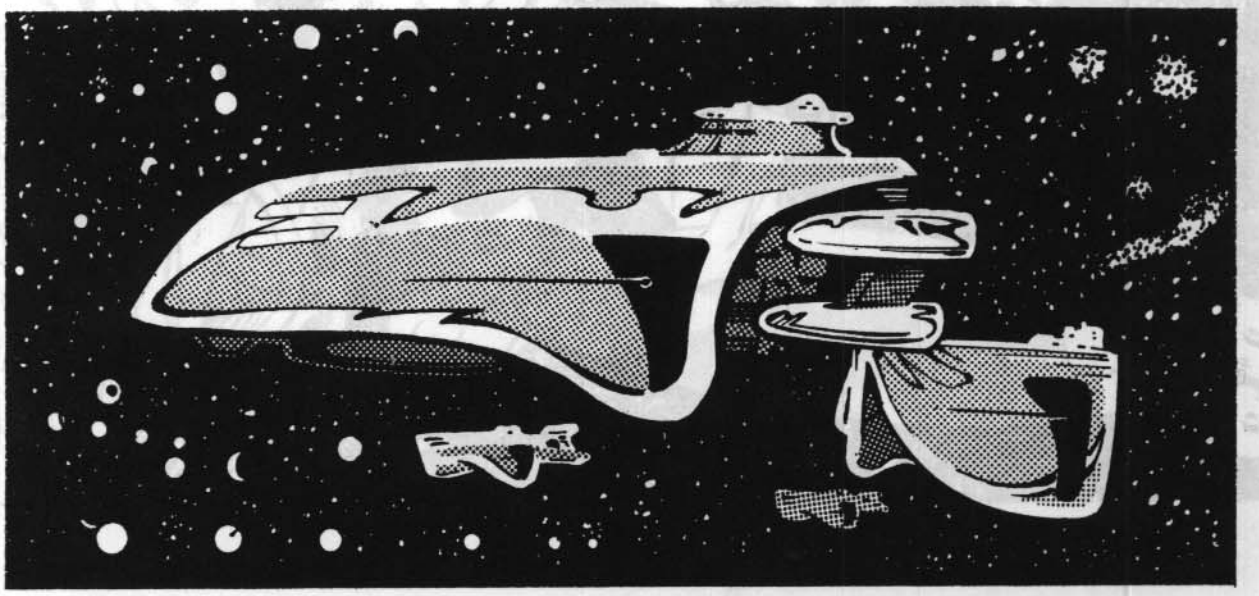
Any hit that penetrates a space suit is potentially fatal in outer space due to loss of air. *Any* hit over the A.R. of a vehicle will give it a leaking hole. *Any* hit over the A.R. of the Crew Compartment's armor will cause a hole. *Any* hit over the A.R. of a character's space suit will open it up and let air escape.

The size of the hole depends on the amount of damage. Holes of 12 points or less can be patched in a single melee round. Holes of 24 points or less can be patched within 6 melee rounds. Holes of greater than 24 points can't be patched. It takes 3 to 18 rounds (roll 3D6) for all the air to leave any chamber or suit regardless of the size of the hole.

### Trans-Light Travel

The standard speed for interstellar flight is Trans-Light, otherwise known as "Cruise Mode." This works out to a little more than 1 light-year of distance per hour, or about 27 light-years per day. Once in Cruise Mode, a ship can neither speed up or slow down without "dropping" out of Cruise Mode and slowing down to the speed of light. In cruise mode, a ship could go from the solar system to the nearest star, alpha centauri, in about 4 hours.

Although ships can fight in Cruise Mode, they all have the same Speed Class. Even though they are going at tremendous speeds, they are little more than weapon platforms. As a result, very few space battles take place in Cruise Mode.



ALIENS

# ALIENS

Aliens are beings from another planet who possess unusual and extraordinary powers. Some look very much like humans while others are clearly inhuman. Their motives for coming to earth will vary, as will their attitudes and physical appearance. Not all aliens will be from a superior culture, nor will all be peaceful or wise. The following rules and tables try to take into account some of the more likely variables when developing an alien character.

## STEP ONE: THE USUAL STUFF

*The eight attributes*, hit points, S.D.C. and alignments are determined as explained in the beginning of this book. Nothing is changed. However, *physiological differences* will provide bonuses and modifications of some attributes and S.D.C. Likewise, the alien's *physical appearance* may also result in attribute or S.D.C. adjustments and bonuses. All S.D.C. is cumulative.

## STEP TWO: ALIEN APPEARANCE

**1-30 Human-Like:** A humanoid alien that so resembles humans as to be indistinguishable from Earth people.

**31-50 Humanoid** that resembles Earthlings very closely, but does have some kind of distinguishing physical characteristic. *Roll on the MUTANT: Unusual Characteristic Table with the following modifications:*

1-16 Pointy or Large Ears
17-39 Odd Skin Color

**Note:** The rest of the mutant table, 40-00, is unchanged. Use as listed in the mutant section.

**51-55 Insect Appearance:** Large eyes, antennae, claw-like hands and feet, no body hair, exoskeleton, S.D.C. bonus — +100, does 1D6 damage in hand to hand combat. Any skin color, your choice.

**56-60 Humanoid Amphibian:** Soft, smooth skin; webbed hands and feet; semi-aquatic — can hold breath up to 20 minutes; swimming skills automatic — 90% proficiency, swimming speed is six times the alien's running speed. Skin color: green-brown-tan-yellow-blotchy. No S.D.C. bonus.

**61-65 Vegetation:** Composed of the same essence as earth plant-life. Various shades of green or yellow. S.D.C. bonus — +40. A cold lifeform, it does NOT register on heat sensors or infrared. The plant being also heals *twice* as fast as normal humans.

**66-70 Humanoid Reptilian:** Lizard like features, leathery or scaly skin, little or *no* body hair, long fingers. S.D.C. bonus — +40; add +2 to the P.P. attribute.

**71-75 Humanoid Canine:** Dog-like features, body fur or extreme body hair, dark eyes. Add 1D4 to P.S. attribute and Speed (roll 1D4 for each). S.D.C. bonus — +10.

**76-80 Humanoid Avian:** Bird-like features; large, round eyes; clawed feet and hands, feathers for hair; no or tiny, *useless*, wings. Does 1D6 damage in hand to hand combat. Any color skin/feathers. Keen hearing, twice as good as humans.

**81-85 Humanoid Mineral:** Rocky or crystalline appearance. Natural body armor. S.D.C. 180, A.R. 14. Any color.

**86-90 Humanoid Feline:** Cat-like features, bright oval eyes, fur covered body, pointy ears. Add +2 to P.P. attribute and Speed attribute. S.D.C. bonus +10.

**91-95 Humanoid Ape:** Resembles an ape (no tail); long arms, fur covered or extremely hairy body. Add 1D6 to P.S. attribute. S.D.C. bonus — +20.

**96-00 Humanoid Aquatic:** Fish or mammal (dolphin or whale), webbed feet and hands, smooth or scaly skin, blowhole or gills, no body hair, brightly colored. Swimming ability equal to swimming skill at 90%. Swimming speed is 10 times normal running speed. S.D.C. bonus — +20.

## STEP THREE: PHYSIOLOGICAL MODIFICATION DUE TO UNEARTHLY ENVIRONMENTS

**1-15 High Gravity:** The gravitational force of the alien's homeworld was considerably greater than Earth's. This has given the alien a greater mass and physical endurance, but he is much faster and lighter on our planet Earth than on his homeworld.

**Height:** 5ft plus 1D6 inches
**S.D.C. Bonus:** 3D4×10
**P.S. Bonus:** Add 2D4 to P.S. attribute
**Speed Bonus:** Increase normal speed by three times.

**16-29 Low Gravity:** The alien's homeworld had a much lighter gravity than Earth's. This has made the alien much taller than a typical human. Although the increased gravitational pull of our planet Earth slows the alien, it also provides him with somewhat greater mass.

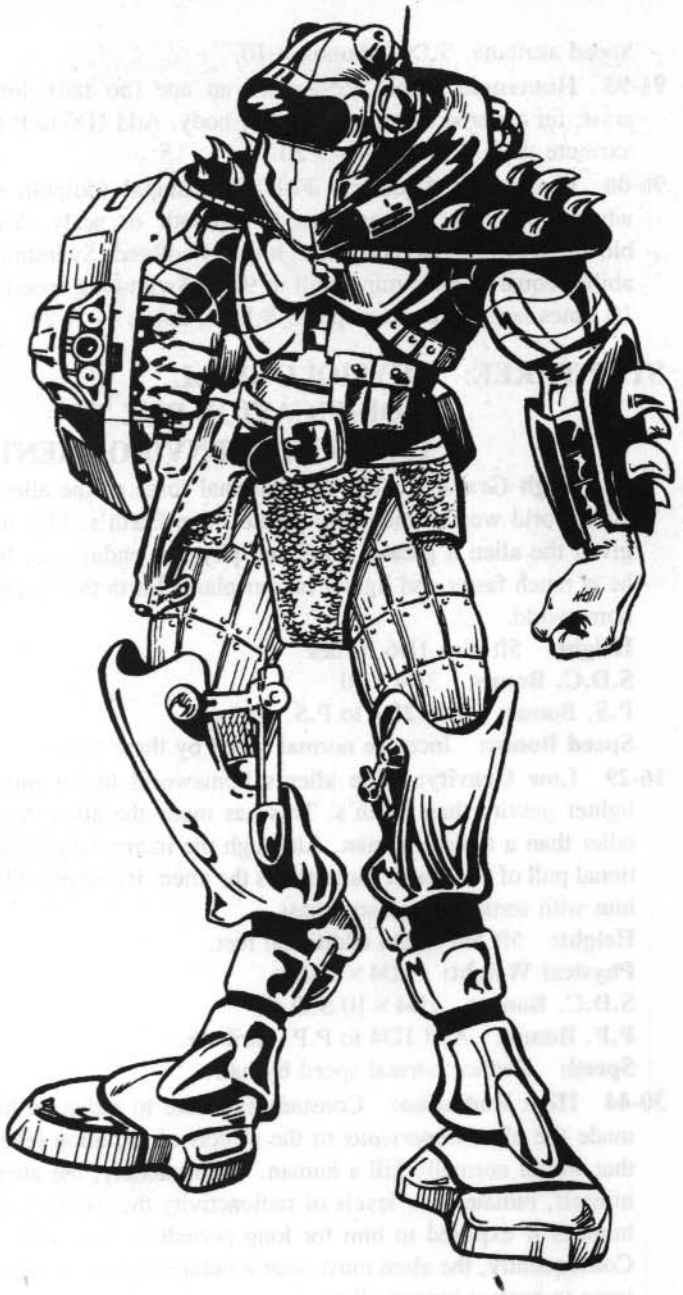
**Height:** 5ft 5in + 1D6 additional feet.
**Physical Weight:** 1D4×100lbs
**S.D.C. Bonus:** 1D4×10 S.D.C.
**P.P. Bonus:** Add 1D4 to P.P. attribute.
**Speed:** Reduce normal speed by half.

**30-44 High Radiation:** Constant exposure to radiation has made the alien *impervious* to the effects of radiation levels that would normally kill a human. Unfortunately, the alien, himself, radiates low levels of radioactivity that could harm humans if exposed to him for long periods (a few weeks). Consequently, the alien must wear a radiation proof suit/costume to protect human allies.

**Height:** 6ft + 1D6 inches
**Physical Weight:** 190 + 1D6lbs
**S.D.C. Bonus:** Add 1D4×10, plus radiation/radioactivity does no damage.
**Special:** Can see into the ultraviolet range of light.

**45-58 Frozen World:** Extremely low temperatures and arctic conditions ravage this world. As a result, the alien can withstand deadly cold, ice, and harsh frozen environments.

However, the alien *can not* tolerate warm temperatures, like a steamy 35° Fahrenheit. Thus, he must always wear a protective insulated suit, with a special refrigerator unit, to protect him from Earth's harsh environment. If the alien's suit malfunctions or he is exposed to temperatures above freezing, he will suffer from exposure. Effects: (minus) −2 P.S. and P.P. attributes, Speed is reduced by ⅓, S.D.C. is reduced by 8. These effects are accumulative for every 10 hours of exposure to temperatures above freezing. When all the S.D.C. are depleted, subtract 8 points from the character's hit points; for he is slowly dying, becoming weaker and weaker. Unless the suit is repaired or frozen conditions created, the alien WILL die.



**Height:** 5ft + 3D6 inches
**Physical Weight:** 120 + 2D6 × 10lbs
**S.D.C. Bonus:** Add 40 S.D.C.
**Special:** Impervious to even deadly cold.

**59-73 Thermo World:** The alien's homeworld makes a sauna feel cool. Like the alien from the frozen world, he too must wear a protective suit; this time with a heating unit. The alien can not tolerate any temperature below 98° Fahrenheit (a comfortable temperature is 200° Fahrenheit). If exposed to the terrible cold conditions found on Earth, he will also suffer from exposure, weaken, and die within a few days. *The effects* are identical to those listed under frozen world.
**Height:** 5ft + 4D6 inches
**Physical Weight:** 100 + 2D6 × 10lbs
**S.D.C. Bonus:** Add 30 S.D.C.
**Special:** Impervious to heat and fire. Note: Lasers and energy blasts do *full* damage.

**74-88 Twilight World:** An extremely dark, night-like world, which makes the alien extremely sensitive to light and dark. While the alien can see well in darkness, light more than 60 watts is considered bright and 100 watts or more (sunlight), blinding. Protective, photosensitive visor or goggles (or similar protective eye shields) must be worn to see in the light. If blinded by light, the alien is −8 to strike, parry and dodge.
**Height:** 4ft + 1D4ft
**Physical Weight:** 100 + 2D4 × 10lbs
**S.D.C. Bonus:** Add 10 S.D.C.
**Special:** Nightvision — 600ft. Sensitive hearing; about 20 decibels beyond the human range.

**89-00 Abrasive Atmosphere:** High, scathing winds or corrosive atmosphere is this alien's natural environment. This being has developed a tough, thick skin or leathery plating, like the Earth rhinoceros.
**Height:** 4ft + 1D6 feet
**Physical Weight:** 200 + 4D6 × 10lbs
**S.D.C. Bonus:** Add 3D6 × 10 S.D.C.
**Special:** Natural Armor Rating of 12. Any attacks to strike of 12 or less may hit, but do no damage.
**Note:** As usual, all bonuses are accumulative.

## STEP FOUR: DETERMINING SUPER ABILITIES

**First,** *select* or randomly roll a power category.

**1-49** Super Abilities (select one major super ability, and one minor ability or roll on random ability table).
**50-60** Psionics (*See psionics section for abilities*)
**61-69** Experiment (select four minor super abilities or roll on the random ability table)
**70-79** Robotics (design as usual)
**80-89** Alien Mystic (wizard and spell magic only)
**90-00** Bionics (design as usual)

**Specific powers** and abilities can be *selected or randomly rolled*. See super abilities and psionics. Robots and bionics will be built as usual, with Earth equivalent value and abilities. Use budgets and equipment as provided in those sections.

## STEP FIVE: DETERMINING EDUCATION AND SKILLS

**Note:** All skills are Earth equivalents.

**1-20 General Studies:** Select two science and twelve secondary skills. *A skill bonus* of +5% applies to all skills, including secondary.

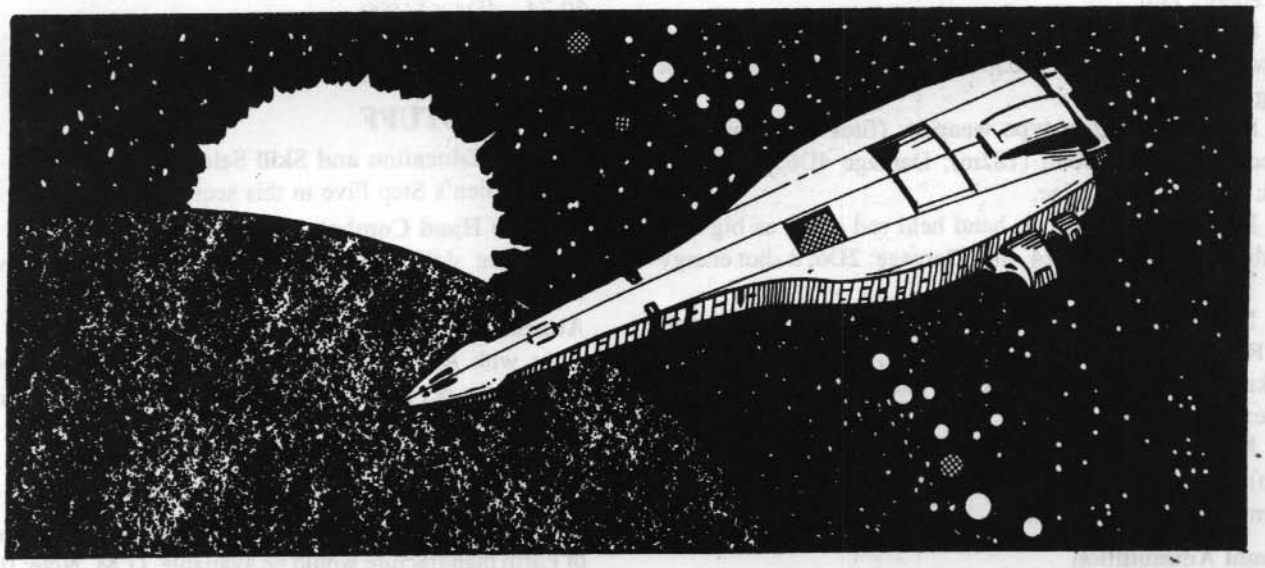
**21-40 Military Specialist:** Select five espionage and/or military skills, one hand to hand skill, three physical skills, four W.P. and four secondary skills. *A skill bonus* of 1D20% applies (roll one twenty-sided die for the skill percentile bonus). The bonus does *not* apply to secondary skills.

**41-60 Science Specialist:** Select two communication skills, three science skills, two medical skills, two physical skills plus computer operation, and read sensory equipment. Also select five secondary skills. *A skill bonus* of 1D20% applies to all skills except secondary.

**61-80 Combat Specialist** (not necessarily military): Select five physical, one hand to hand, six W.P., plus first aid skill and six secondary skills. *Skill bonus* is +15% when applicable.

**81-00 Engineer**: Select a total of six skills from the combined categories of electronics, mechanical and computer; select two science, one communications and five secondary. *Skill bonus* is +20%. Does not apply to secondary skills.

**Special NOTE:** All aliens can be taught THREE additional secondary Earth skills, but only if taught by a friendly human.



## STEP SIX: REASON FOR COMING TO EARTH

**1-19 Last of a race of people**, who has come to Earth because:

1-25 Earth reminds him of home.
26-50 It's a nice place; likes this planet.
51-75 To save mankind from itself.
76-00 Crash landed; no hope to salvage spaceship.

**20-38 Crash landed!** Trapped on Earth, but will try to make the best of things; spaceship is destroyed. Feelings about Earth are:

1-20 It's a barbaric, backwater world!
21-40 It's a nice place; likes it here.
41-60 Reminds him of home.
61-80 Too primitive for his taste.
81-00 Undecided.

**39-55 Outcast!** A fugitive from his own world for political, social, racial or criminal reasons. Has selected Earth as his/her new home because:

1-20 It is more primitive and life should be easy.
21-40 To be free of his world's prejudice and persecution.
41-60 It's a nice place and he likes it here.
61-80 To hide from his people who *might* seek him out for punishment.
81-00 Lost, and this seemed as good a planet as any to settle on.

**56-70 Intergalactic Champion of Justice.** Has come to protect the Earth because:

1-20 Earth needs guidance and direction if it is to blossom into a productive member of the intergalactic community.
21-40 It caught his eye and seemed like a worthy cause; likes Earth and its people.
41-60 Chose Earth because he likes the planet and its people. Tends to be very paternal about his adopted world.
61-80 Assigned to Earth. Finds humans to be very interesting, but has not yet decide if he likes them or not. Tour of duty on Earth is at least 4D4 years.
81-00 Assigned to Earth. Finds its people primitive, aggressive, unfriendly, crude and generally beneath him. The alien tends to be rude, arrogant and condescending toward most "inferior" humans, but he does his job the best he can. Assigned for 4D4 years.

**71-85 Glory Hound** who chose Earth to get fame and fortune. Since Earth is a bit more primitive than the alien's homeworld, it seemed like an ideal, easy, opportunity. While the alien views Earth as "inferior," it does not mean he dislikes Earth. On the contrary, he likes it very much. It's just that he and his world are superior. This character is friendly, sincere and gung-ho, but also a condescending, arrogant braggart, and show-off.

**86-00 Came to Study Earth** and couldn't help getting emotionally involved. The alien likes the Earth very much and strives to become a champion of the people.

## STEP SEVEN: FAMILIARITY WITH EARTH

**1-20 No familiarity** with Earth's culture, science, or laws. However, can understand, speak and write one Earth language quite well; 88% skill proficiency.

**21-60 Some familiarity** with Earth, its major nations, cultures and laws. Can speak, read and write four Earth languages; 90% skill proficiency.

**61-00 Has studied Earth** intensely and is as knowledgeable as a well-informed native human. Can speak, read and write six different Earth languages fluently; 98% skill proficiency.

## STEP EIGHT: EQUIPMENT

### EARTH CLOTHES/DISGUISE

1-40 None
41-00 Several suits of clothing.

### SPECIAL WEAPONS

***Roll Once!***

**1-18 Laser Rifle**: Range: 1200ft (365m); Damage: 6D6; 20 shot energy clip.

**19-29 Laser Pistol:** Range: 135ft (41m); Damage: 4D6; 12 shot energy clip.

**30-38 Stun Pistol:** Range: 135ft (41m); Damage: Temporarily short-circuits nervous system of its victim making him dazed; −10 to strike, parry, and dodge for 2D4 melees; 8 shot energy clip.

**39-49 Ion Blaster:** Range: 100ft (30.5m); Damage: 3D6; 20

shot energy clip.

**50-57 Plasma Ejector**: (large rifle or bazooka-looking weapon). Range: 1200ft (365m); Damage 6D6+20; 10 shot energy clip.

**58-67 Sub-Machinegun type weapon**: (fires armor piercing projectile). Range: 600ft (182m); Damage 4D6 per round; Feed: 30 round magazine.

**68-78 Mini-Laser:** A small, hand held rod about as big as a flashlight. Range: 80ft (24.4m); Damage: 2D6; 8 shot energy clip.

**79-89 Mini-Smoke Grenades:** About the size of a silver dollar. Range: Thrown about 90ft (27m); Damage: Cloud of smoke fills a 20×20ft area (6m). All in smoke are −8 to strike. Has 2D6 grenades.

**90-00 Mini-Explosive Grenades:** Range: Thrown about 90ft (27m); Damage: 1D4×10; Effective casualty radius: 12ft (3.6m). Has 2D4 grenades.

**Additional Ammunition**

Energy clips and magazines: 1D6 clips
Grenades: 2D6

## SPECIAL VEHICLES

**1-13 One-Man Hover Car:** Maximum Speed: 160mph (257kmph). S.D.C.: 180. Hovers 3 to 12 feet above the ground.

**14-25 Two-Man Hover Car:** Maximum Speed: 160mph (257kmph). S.D.C.: 240. Hovers 3 to 12 feet above the ground.

**26-37 Hover Cycle** (2 or 4 person type): Maximum Speed: 120mph (192kmph). Hovers 3 to 20 feet above the ground. S.D.C.: 130.

**38-50 Hover Platform:** (round or square covers about a 4×4 foot area); comfortably supports 2 people, but can hold up to four. Maximum Speed: 90mph (145kmph). Hovers 3 to 300 feet (.9 to 91.5m) above the ground. S.D.C.: 120.

**51-62 Detachable, Flying Jet Pack:** Straps onto the person's back. Maximum Speed: 90mph (145kmph). Hovers 3 to 600 feet (.9 to 183m) above the ground. S.D.C.: 50.

**63-74 Antigravity Disc:** Can attach to feet, back or chest and are about the size of a standard dinner plate. Controlled by a simple hand control or by voice actuated computer. Maximum Speed: 90mph (145kmph). Hovers 1 to 1200 feet (366m) above the ground. S.D.C.: 40. Maximum Weight Allowance: 1000 pounds.

**75-86 Anitgravity Flight Ring or Medallion:** Creates an anti-gravity field around the person(s). Maximum Speed: 40mph (64kmph). Hovers 1 to 600 feet (183m) above the ground. S.D.C.: 8. Maximum Weight Allowance: 500lbs (226kg).

**87-00 A.T.V. Hover Vehicle:** Large, sedan sized hover vehicle holds up to five people, plus pilot, comfortably. Maximum Speed: 140mph (208kmph). Hovers 3 to 12 feet above the ground. S.D.C.: 440. Space and underwater flight also possible.

## MONEY (IN PRECIOUS METALS OR STONES)

1-14 1D4×$1000
15-29 1D6×$1000
30-44 2D4×$1000
45-59 3D4×$1000
60-74 4D4×$1000
75-88 4D6×$1000
89-00 6D6×$1000

## OTHER STUFF

**Level of Education and Skill Selection**

See Alien's Step Five in this section.

**Hand to Hand Combat**

Combat skills are not automatic, but must be selected as a learned skill.

**Attacks Per Melee (Hand to Hand)**

As with ALL heroes, the alien characters automatically get two attacks per melee. Additional attacks must be gained from hand to hand combat and other physical skills.

**Weapons and Armor**

Except for the one already determined by the Special Weapons Table, only conventional weaponry, body-armor and equipment of Earth manufacture would be available. G.M. Note: If a special protective suit is required for the alien to survive in an Earth environment assume the creature has one plus 1D4 spares. A typical enviromental suit ceases to operate after it has sustained 30 S.D.C. points of damage.

**Alignment**

Any alignment can be chosen, but alien heroes should generally be of good or anarchist alignment.

**Structural Damage Capacity (S.D.C.)**

All aliens have a base S.D.C. of 20. This is in addition to S.D.C. bonuses for physiology, appearance and physical training.

**G.M. NOTE:**

It is probably best to assume the alien hero does not have a spacecraft at his disposal.

# BIONICS:

# BIONICS

Bionics must not be confused with Robotics. Robotics is the creation of a machine, usually with an artificial intelligence, that functions as an independent unit to replace a human being. Bionics is the integration of machine with the human body. Man and machine literally made one. Bionics can be special implants placed in the body or mechanical replacement limbs. These mechanized limbs are far more than a cosmetic prosthesis. They are super sophisticated, mechanical limbs that look and respond like a real, flesh and blood appendage. The process in which missing or diseased limbs are surgically replaced with the bionic one, is long and difficult. A delicate system of sensors are implanted to react and interact with the body's nervous system. The result is an artificial limb that functions exactly like a real, flesh and blood arm or leg. A true medical miracle.

High technology makes it possible to create replacement limbs that far exceed the capabilities of the ordinary body part. Super strength, energy blasters, secret compartments, optics and sensors, can be combined to create a super-man — part flesh, part machine. Unfortunately, the art of cybernetic surgery is still new and experimental. The surgical process is long, and difficult for both the patient and the doctors. The bionic replacements are highly specialized, often designed for a specific individual, and extremely expensive. This means only the largest, high-tech corporations (which are few), and the military, can actually afford cybernetic research.

Another factor for consideration is the individual who would volunteer for such an experiment. Any surgery is painful, and bionic surgery is extremely complex, painful and disorienting. Few completely, physically healthy volunteers are accepted, and *all* applicants undergo intensive psychological analysis and preparation. Even the physically impaired individual, who might view this as a new lease on life, will suffer the physical and psychological trauma of the experience. The pain is very real and very great. The practice with the new artificial mechanisms is demanding and exhaustive. Worst of all, no matter how real they may look, or how much more powerful they may be, they are not flesh and blood. The senses we so take for granted are compensated for, not restored. Sensors will indicate how warm, cold or soft something might be, but the bionic hand will never "feel" it. That aspect of humanity is forever lost. Remember, a bionic person is *both* man and machine.

## CREATING THE BIONIC CHARACTER

The creation of a bionic character is a little more complex than some of the other power categories, because the player actually **builds** his or her character. A budget will be determined and you then go and purchase the various abilities, sensors, weapons and gimmicks that compose your cyborg. It may be wise to have some note paper and a calculator handy to keep track of purchases and expenses.

### STEP ONE: THE USUAL

Determine the eight physical attributes, hit points, alignment and optional rounding out your character as you would any character. Don't worry at all about low physical attributes, since those are likely to change with the addition of bionics.

### STEP TWO: EDUCATION AND SKILLS

Roll to determine the character's educational level and select skills as usual. The character can have any level of education, from high school to doctorate, without significantly affecting his role as a bionic super human.

### STEP THREE: THE BUDGET

Roll percentile dice on the following table to ascertain what your construction budget. ALL money mnust be spent. Any money not spent gets you a hardy handshake from the financial allotment committee for coming in under budget, but that money is then permanently lost. Since it is possible that the character will have disassociated himself with his creators, it may be wise to purchase reasonable spare parts. Mechanisms that require surgery are not reasonable as spare parts. The money can not be spent on automobiles, handguns and so on; only bionic components and weapons. **Note:** Much of the horrendous cost of an item is due to the micronization, rarity, and expense of the operation to merge machine with man.

**BIONIC BUDGET**

| | |
|---|---|
| 1-17 | 6.6 million |
| 18-33 | 7.2 million |
| 34-49 | 8 million |
| 50-66 | 8.5 million |
| 67-84 | 9 million |
| 85-00 | 9.5 million |

### STEP FOUR: BUILDING A CYBORG

Now that you have a budget, it's time to build your character. To do this, flip to the bionic components section, a page or two down, and buy the desired items. However, first decide on which body parts are being replaced with synthetic ones, and second, buy the most *important and basic items first*, then buy up the gimmicks.

Players may make their characters as human or mechanical in appearance as personal taste dictates.

### STEP FIVE: BACKGROUND DATA

The following tables will provide important background information about the character and the organization that rebuilt him/her.

**CONDITIONS FOR BIONIC RECONSTRUCTION**

**1-20** Healthy specimen; destitute or fantastically motivated toward bionic research. Deemed psychologically suitable.
**21-40** Lost legs or arms (both) to disease or accident.
**41-60** Paraplegic; no hope of recovery.
**61-80** Deteriorating bone or muscle disease; no hope for recovery or normal life.
**81-00** Completely paralyzed, no brain damage; no hope for recovery.

**THE SPONSORING ORGANIZATION**

**1-25** Medical research facility.
**26-50** Private Industry
**51-75** Secret organization (roll again for motive):
- 1-20 Medical
- 21-50 Criminal
- 51-80 Crime Fighting
- 81-00 Military

**76-00** Military

### STATUS WITH THE SPONSORING ORGANIZATION

**1-19** Allowed to leave; very good, friendly relationship.

**20-41** Allowed to leave after a great antagonism/conflict. Not friendly, but *may* aid the character.

**42-64** Thrown out of the program! ALL ties are permanently dissolved; very angry/hostile toward the character.

**65-89** Ran away; secretly hunted by the organization. Hostile, but not necessarily deadly.

**90-00** Ran away; considered to be a criminal and/or extremely dangerous. Hunted by law enforcement agencies and the organization.

## OTHER STUFF

**Hand to Hand Combat**

Combat skills are not automatic, but must be selected as a learned skill.

**Attacks Per Melee (Hand to Hand)**

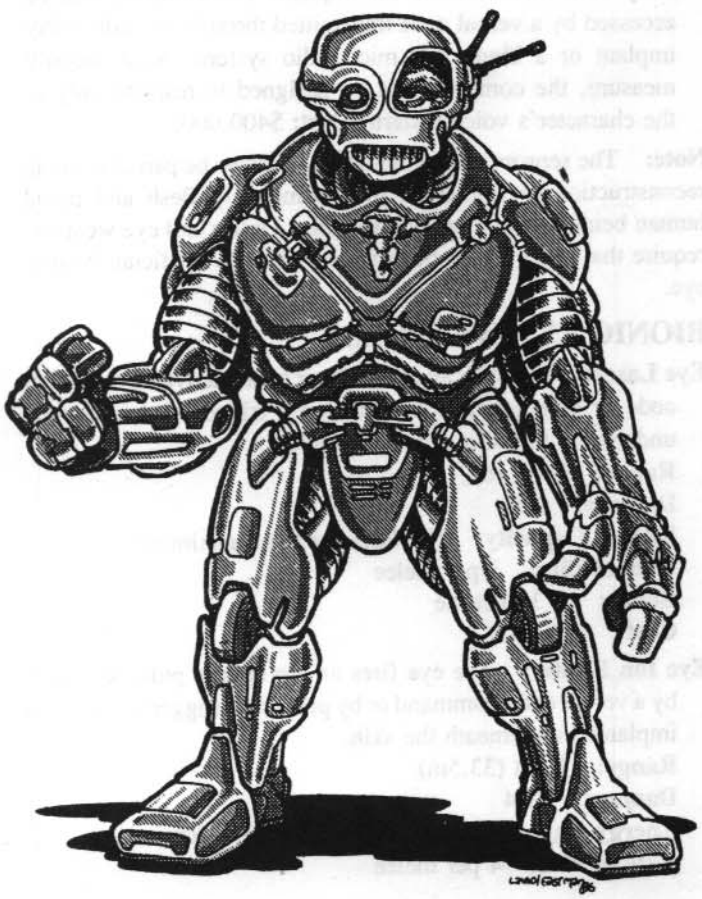
As with ALL heroes, bionic characters automatically get two attacks per melee. Additional attacks must be developed through hand to hand and/or boxing skills.

**Weapons and Armor**

Other than those built into the cyborg, only conventional weaponry and equipment will be available. However, if the character is under the employ of the organization that built him or on good terms with them, he *may* have access to all types of facilities and equipment.

**Personal Money**

The character has 4D4 × 100 dollars of personal available cash (this is in addition to a possible life savings). There is also an 80% likelihood that the character owns a car that's 1D6 years old. Presumably, the person has an apartment and reasonable personal items.



**Alignment**

Any alignment can be chosen, but heroes should generally be of good alignment.

**Structural Damage Capacity (S.D.C.)**

Remember, even a cyborg is still human. Base S.D.C. is 30 and can be increased through physical training. Exoskeletons and bionic body armor are artificial means of adding more S.D.C. protection. The typical bionic limb has an individual S.D.C. of 30.

# BIONIC COMPONENTS

## MAJOR BODY PARTS

One hand: P.S. 10, P.P. 10, Cost: $300,000.
One arm: P.S. 10, P.P. 10, Cost: $700,000.
One leg: P.S. 10, Spd. 10, Cost: $1 million.
Chest and/or Partial Ribs: Cost: $500,000.
Skull and/or Face: Cost: $500,000.
Eye (basic): simulates normal eye in appearance. Cost: $50,000.
Ear (basic): simulates normal ear/hearing. Cost: $100,000.
Mouth/Throat with voice synthesizer to simulate a normal human voice. Cost: $250,000.
Lungs simulate normal respiratory system. Cost: $75,000.
Heart functions like the real thing. Cost: $1 million.
Kidney functions like the real organ. Cost: $1.5 million.

## SPECIAL FEATURES

**Increased P.S.:** Cost: $2,000 for each P.S. point above 10, with a maximum of 24 possible. Extra P.S. must be purchased for each limb separately; i.e., hand, arm, leg.

**Increased P.P.:** Cost: $10,000 for each P.P. point above 10, with a maximum of 23 possible. Remember, P.P. must be bought for each of the bionic arms and hands separately. To get the strike and parry bonuses afforded by a high physical prowess, both the hand and arm must match.

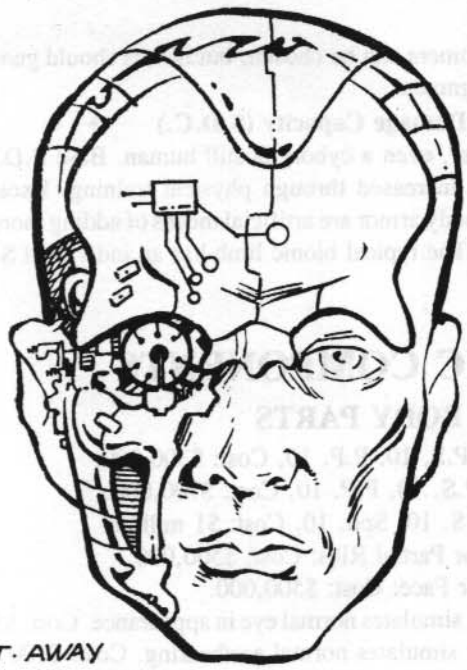
**Increased Speed:** Cost: $10,000 for each speed point above 10 for a pair of legs. A speed of 88 (60mph/96kmph) is the maximum possible without a reinforcing exoskeleton. With an exoskeleton of legs and hips, and spine and shoulders, the maximum speed is 220 (150mph/240kmph). **Note:** Both legs must be bionic to acquire exceptional speed. Every 20 speed points also enables the cyborg to leap 4ft straight up and 6 ft across (1.2 and 1.8m).

## BIONIC EAR SPECIAL FEATURES

**Amplified Hearing:** Equal to the minor super ability — heightened sense of hearing, bonuses included. **Cost:** $350,000.

**Ear Mic. Radio Receiver and Transmitter** built into the ear. Enables the character to pick up and relay radio transmissions just like a hand-held radio. It is so effective that the character can transmit a whisper, or the voices of other people within 6ft (1.8m) of him. **Range:** 3 miles, **Cost:** $50,000.

**Receive Wide-Band Radio Transmissions** including commercial radio (AM & FM), citizen bands (C.B.), police bands and common communications frequencies. Channels are changed by wiggling the jawbone which calibrates an implanted control/channel switch. A pocket size, hand-held remote control can also be used. **Range:** 6 miles, **Cost:** $70,000.



A CUT-AWAY VIEW OF WHAT A PARTIALLY REBUILT SKULL AND EYE MIGHT LOOK LIKE.

**Bug Detector:** An implant that picks up radio signals from listening devices (bugs). **Range:** 20ft (6.1m), **Cost:** $10,000.

**Radar Signal Detector:** A tiny radio receiver which softly pings in the character's ear when he's being scanned by radar. **Cost:** $10,000.

## BIONIC EYE SPECIAL OPTICS AND SENSORS

**Infrared Vision:** The eye emits a pencil-thin beam of infrared light (invisible to the human eye, but a beacon to another infrared optic system) to illuminate its target in darkness. The narrowness of the beam limits the scope of vision to about 7ft (2m). **Range:** 600ft (180m). **Cost:** $60,000.

**Night Sight:** A passive image intensifier that electronically amplifies existing ambient light to provide a visible picture without emitting any light of its own. **Range:** 600ft (180m). **Cost:** $80,000.

**Thermo-Imager:** An optical heat sensor that converts the infrared radiation of warm objects into a visible image. This device allows its operator to see in darkness, shadows and through smoke. **Range:** 600ft (180m). **Cost:** $120,000.

**Telescopic Vision:** Magnifies an image area like a gun scope. Automatic, self-focusing. **Range:** 1200ft (360m), 10ft (3m) image area. **Cost:** $35,000.

**Targeting Sight:** A special system that superimposes target cross hairs. Add a bonus of +1 to strike. **Range:** 1200ft (360m). **Cost:** $50,000.

**Ultraviolet Sight:** Enables the character to see ultraviolet light (often used in security systems). **Range:** 600ft (180m). **Cost:** $30,000.

**Micro-Video Camera:** Can only be implanted if the person has a false eye. Video (moving picture) — 32 minute capacity, or short runs for a still photo-like effect. The cyborg can control the length of film time, from a few seconds to 32 minutes maximum. The camera is activated by voice command. A zoom lens allows the photographing/taping of documents or images up to 300ft away. The film footage can be transmitted to video recording systems for the making of a permanent copy. The video-eye cartridge can be erased and taped over repeatedly (an estimated 10,000 times).

## SENSORS

Sensors all tie into the *bionic eye's* optic system in that the data readout is superimposed over the optics like a tiny, personal view screen. The sensors themselves can be implanted almost anywhere; usually in the hand, or chest. The sensors can also be linked to the *ear/audio,* with a soft voice reporting data only the character can hear. Or the data readout can be connected to both. *Add $10,000* to each if a dual link to optic and audio.

**Bio-Scan:** Indicates the character's vital statistics, such as respiration, blood pressure, blood loss, body temperature, pulse rate, etc. **Cost:** $200,000.

**Motion Detector:** Registers vibrations in the air indicating movement. A collision warning system will sound an alarm to warn the cyborg of an impending collision/impact. **Range:** 60ft. **Cost:** $50,000. **Bonuses:** Adds +1 to initiative, +1 to parry, and +2 to dodge.

**Radar:** A super sophisticated, micro radar system that can identify up to 15 targets and simultaneously track six. Rate of travel, direction and location are all indicated on the data readout. **Range:** One mile (1.6km). **Cost:** $250,000.

**Radiation Detector:** Registers and pinpoints radioactivity. **Range:** 60ft (18.3m). **Cost:** $50,000.

**Mini-Computer:** Actually a glorified calculator with a 64K memory. Data can be displayed via a bionic overlay or transmitted to a hand-held monitor, or transmitted to an audio relay built into a bionic ear implant. The computer can be accessed by a verbal code transmitted through an audio relay implant or a bionic ear mic. radio system. As a security measure, the computer can be designed to respond only to the character's voice pattern. **Cost:** $400,000.

**Note:** The sensors and ear/audio systems can be part of a bionic reconstruction or implanted in a completely flesh and blood human being without any bionic limbs. Optics and eye weapons require that one eye can be replaced with one artificial, bionic, eye.

## BIONIC EYE WEAPONS

**Eye Laser:** The eye can emit a laser beam activated by verbal code or command, or by pressing a trigger stud implanted underneath the skin near the temple.
**Range:** 220ft (67.1m)
**Damage:** 2D6
**Energy Capacity:** 10 blasts per hour maximum.
**Rate of Fire:** 3 per melee
**Bonus:** +3 to strike
**Cost:** $400,000

**Eye Ion Blaster:** The eye fires an ion energy pulse activated by a verbal code/command or by pressing a trigger mechanism implanted underneath the skin.
**Range:** 110ft (33.5m)
**Damage:** 2D4
**Energy Capacity:** 12 shots per hour maximum.
**Rate of Fire:** 4 per melee

**Bonus:** +3 to strike
**Cost:** $250,000

**Eye Light Beam:** A harmless beam of light that can be used as a flashlight or beacon.
**Range:** 220ft (67.1m)
**Cost:** $20,000

## BIONIC HAND WEAPONS

**Knuckle Spikes:** Spikes can be fired from the four knuckles where the fingers join the hand. The trigger mechanism can be a stud concealed in the palm, or in the first finger where the thumb can press it.
**Range:** 120ft (36.6m)
**Damage:** 1D4 each
**Rate of Fire:** One at a time or in volleys of two, three four, or eight. Use robot volley rules when multiple spikes are fired simultaneously.
**Payload:** 12 total per hand; easy reload cartridges can be carried and concealed, but take 2 melees (30 seconds) to reload.
**Bonus:** +2 to strike
**Cost:** $50,000

**Wrist or Palm Spikes:** Needle-like spikes are fired from the wrist or palm. A variation on the knuckle spikes.
**Range:** 90ft (27.4m)
**Damage:** 1D4 each
**Rate of Fire:** Volleys of 2, 4, or 6; use volley rules.
**Payload:** 6 total; reload takes 2 melees (30 seconds).
**Bonus:** +1 to strike
**Cost:** $30,000

**Finger Gun:** One finger fires a small calibre cartridge.
**Range:** 90ft (27.4m)
**Damage:** 2D6 — normal bullet (.38) or 4D6 — exploding shell.
**Rate of Fire:** 1 per melee
**Payload:** One; reload takes 1 melee (15 seconds).
**Bonus:** +2 to strike
**Cost:** $10,000

**Finger Blaster:** Fires ion beams.
**Range:** 110ft (33.5m)
**Damage:** 2D4
**Energy Capacity:** 4 shots per hour maximum.
**Rate of Fire:** 4 per melee
**Bonus:** +2 to strike
**Cost:** $80,000

**Wrist Blaster:** A larger, heavier unit with greater range and power. Ion beams are used instead of lasers because they requires less energy per blast, giving it a greater payload.
**Range:** 660ft (195m)
**Damage:** 3D6
**Energy Capacity:** 24 blasts per hour maximum.
**Rate of Fire:** 4 per melee
**Bonus:** +1 to strike
**Cost:** $300,000

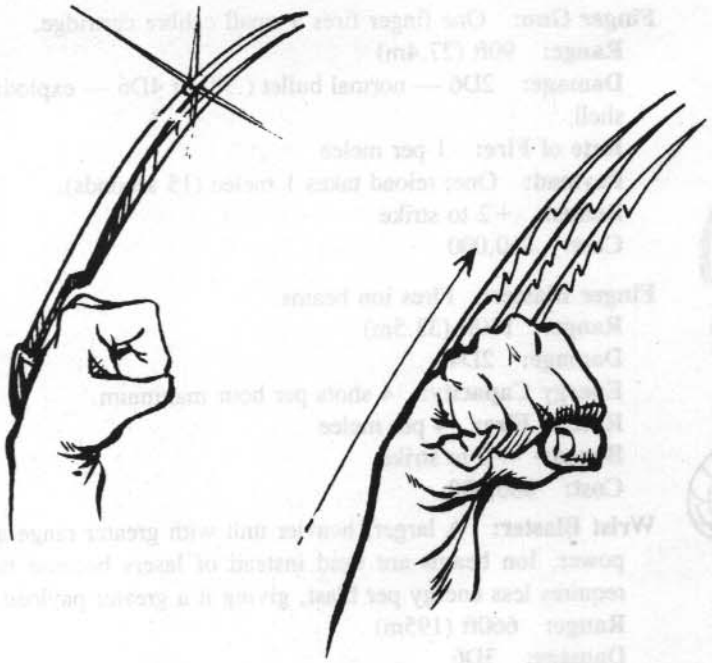
**Electrical Discharge:** An electrical discharge erupts from the hand.
**Range:** 12ft (3.6m)
**Damage:** 3D6
**Energy Capacity:** 4 blasts per hour maximum.
**Rate of Fire:** 2 per melee
**Bonus:** +2 to strike
**Cost:** $50,000

**Spike and Towline:** This unit can be built into the bionic hand/arm or installed as a retractable device hidden within a bionic limb. The line has a 1000lbs (453.6kg) test strength and a 120ft length. A rewind device can recoil the line, but only has a 500lb (226kg) weight limit. The spike is usually fired from the wrist/forearm.
**Range:** 120ft (36.6m)
**Damage as a Weapon:** 1D6
**Cost:** $40,000
**Note:** A grappling hook can be fitted in place of the spike, but can not be concealed.

**Razor Sharp Fingernails:** The four fingers have razor sharp blades for fingernails. Can be used as a slashing or clawing attack rather than punch.
**Damage:** 1D6
**Cost:** $6,000

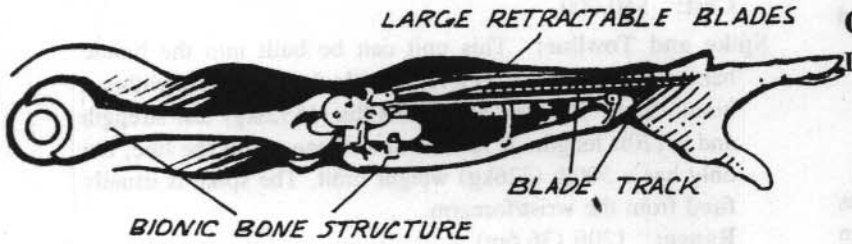
**Retractable Claws:** Razor sharp, one or two inch long claws that can be extended or retracted at will, like a cat. Slashing or clawing attacks.
**Damage:** 1D6+P.S. damage bonus.
**Cost:** $40,000 per hand; a set of five.

**Retractable Finger Blades:** Three to four inch long, double-edged blades retract from the fingers.
**Damage:** 1D8+P.S. damage bonus.
**Cost:** $50,000



**Retractable Blades (Large):** These are extremely long blades that are contained in the forearm until extended. The blades extend out of an access portal on the top of the hand. No more than two or three blades can be used per each hand.
**Damage:** 3D6+P.S. damage bonus.
**Length:** One foot (0.3m)
**Cost:** $90,000

CUT-AWAY VIEW OF RETRACTABLE BLADES HOUSED IN FORE-ARM



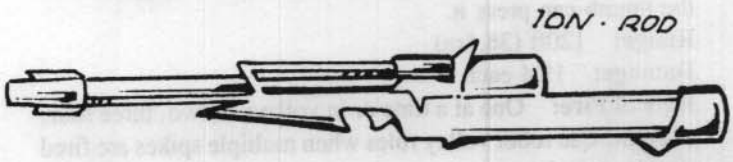

**Chemical Excretion:** This is the use of toxins, usually combined with retractable claws or blades. The chemical is excreted on the blade and enters the bloodstream of its victims when slashed. All toxins take 2-8 melees to take effect. Savings Throw: 14 or higher. If a person saves vs toxins he is not affected.
**Range:** Touch
**Damage:** Special
Paralysis: Victims are −6 to strike, parry, and dodge for the first two melees that the toxin begins to take effect and then become completely paralyzed/immobile. **Duration:** 4 to 16 minutes (roll 4D4). **Cost:** $50,000. **Chemical Replacement:** $8,000.
Convulsive: Victims are wracked with nausea and stomach cramps; −6 to strike, parry, dodge and on initiative. **Duration:** 4-16 minutes. **Cost:** $40,000. **Replacement Cost:** $6,000.
Poison: Victims take 2-12 points of damage off their S.D.C. or Hit Points every melee for 1-6 melees. **Cost:** $50,000; **Replacement Cost:** $10,000.

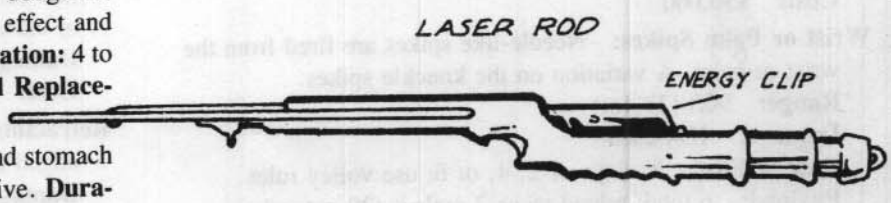
**Chemical Spray:** This is a toxic spray that covers a person, creating a chemical reaction.
**Range:** 10ft (3m)
**Bonus:** +1 to strike.
**Damage:** Special
Blind: This mace-like spray temporarily blinds its victims for 3-12 melees (roll 3D4). Characters wearing protective goggles or helmets with a visor will not be affected.
Tear Gas: This gas causes impairment of vision, difficulty in breathing, and skin irritation. Victims are −10 to strike, parry, and dodge. **Duration:** 4-24 melees.
Burning-Vapor: This is caused by a mild acid, doing 1D4 damage, extreme skin irritation, and great for shock value. Victims are −6 to strike, parry and dodge.
CO2 Foam: This concentrate can be sprayed to put out small fires.
**Note:** All of the chemical spray apparatus costs the same: $50,000 plus $20,000 per chemical. No more than two chemical sprays can be hooked through the same unit. One unit per arm or as a retractable rod in the leg.

**Explosive Finger Joints:** One finger on each bionic hand (usually the smallest) is really detachable (three segmented) grenades.
**Range:** Thrown about 60ft (18.3m); too small and light to throw farther.
**Damage:** 4D6 each
**Blast Area:** 6ft (1.8m)
**Cost:** $600 per 3 joints (one finger).

## OTHER WEAPONS

**Ion Rod:** The ion rod is a tube-like device that is a foot and a half to two feet long (0.6m) and fires an energy charge. The rod can be attached to the exterior of a leg or back, or concealed in a hidden compartment inside the limb. When needed, the rod extends out of the concealed compartment.
**Range:** 300ft (91.5m)
**Damage:** 3D6



**Rate of Fire:** 4 per melee.
**Energy Capacity:** 36 charges per energy clip.
**Bonus:** +2 to strike
**Cost:** $450,000 hidden/ $350,000 as a sidearm. An *energy clip* costs $20,000; requires 1 melee to reload.

**Laser Rod:** Identical to the ion rod in operation, but fires a laser pulse instead of an ion energy charge.
**Range:** 600ft (183m)
**Damage:** 4D6
**Rate of Fire:** 4 per melee.
**Energy Capacity:** 20 charges per energy clip.
**Bonus:** +2 to strike
**Cost:** $500,000 hidden/ $400,000 as a sidearm. An *energy clip* costs $25,000; requires 1 melee to reload.

**Mini-Laser:** A miniature laser that can be easily concealed in a secret compartment inside a bionic arm, leg, hip, chest, etc. The mini-laser is only slightly larger and bulkier than a pen flashlight, measuring about six or seven inches long and two inches wide.
**Range:** 60ft (18.3m)
**Damage:** 2D4
**Rate of Fire:** 4 per melee.
**Energy Capacity:** 10 shots.
**Bonus:** +1 to strike
**Cost:** $200,000 with concealment; *energy clips* cost $10,000 each.

**Flame Thrower:** A small unit with a retractable nozzle and hose, usually housed in the hip.
**Range:** 16ft (4.9m)
**Damage:** 3D6 plus, a 60% chance of setting combustibles ablaze.
**Rate of Fire:** 5 short bursts per melee, each counts as one melee attack.
**Energy Capacity:** 20 blasts; recharging the concealed fuel tank takes 10 minutes.
**Cost:** $30,000.

## OTHER FEATURES

**A Bionic Chest and/or Ribs:** Will protect the heart and lungs like body armor, providing an extra 50 S.D.C. to the upper body.

**A Bionic Skull** will help protect the head and brain, providing an extra 30 S.D.C. to the skull.

## LUNG SPECIAL FEATURES

**Standard Lungs** can capture and regulate air much more precisely, enabling the character to hold his breath for FIVE minutes. **Cost:** The list cost of $75,000.

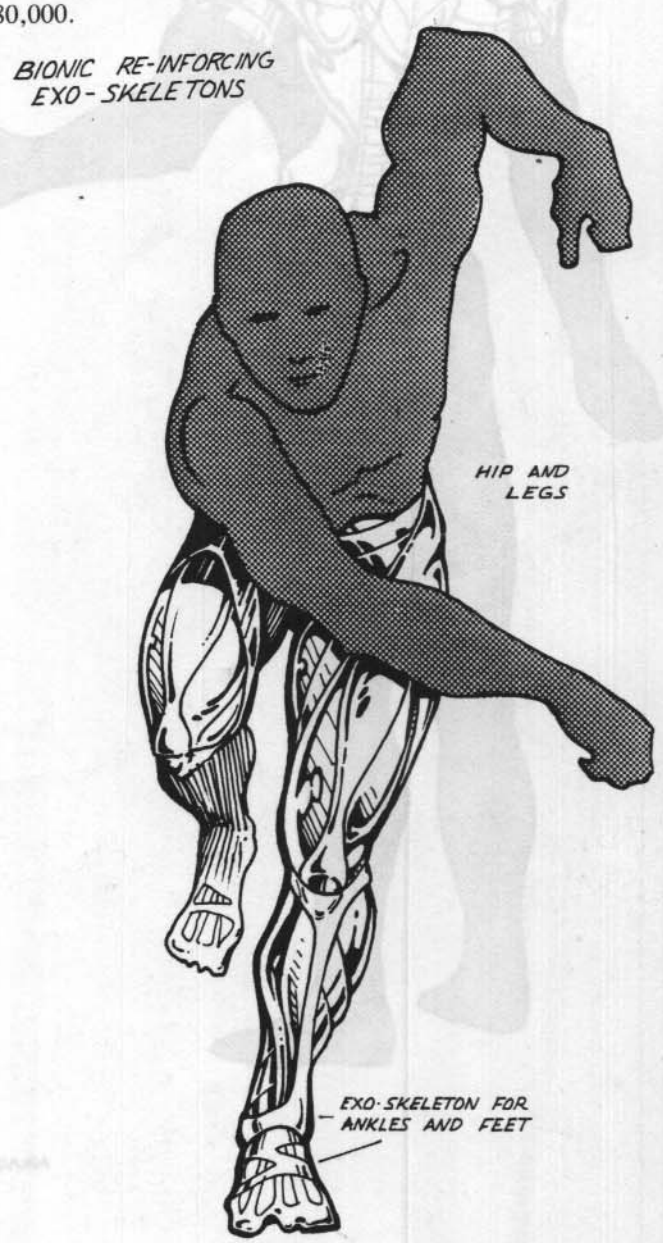
**Independent Oxygen** supply can be built into the chest and lung cavity, increasing the time the cyborg can hold his breath to 15 minutes. **Cost:** Add $40,000 to lung cost.

**Gas Filtration System:** A miniature air filtration system that purifies impurities from the air. When exposed to gaseous toxins the system attempts to filter them out. Adds a bonus of +6 to save vs gases of all kinds. **Cost:** Add $100,000 to lung cost.

## MOUTH AND THROAT FEATURES

**Modulating Voice Synthesizer** allows the character to change/ disguise his voice by altering tone, base, pitch, etc. Adds +10% to imitate voice skill, which is especially effective over the telephone. **Cost:** Add $150,000 to the mouth/throat cost.

**Inaudible Frequency Range:** The ability to emit sound frequencies inaudible to the human ear, like a dog whistle. This is excellent for communicating with a bionic mini-computer or voice actuated system. It will also allow secret conversations with other bionic characters (if they have a bionic ear) and individuals with a heightened sense of hearing. **Cost:** $80,000.



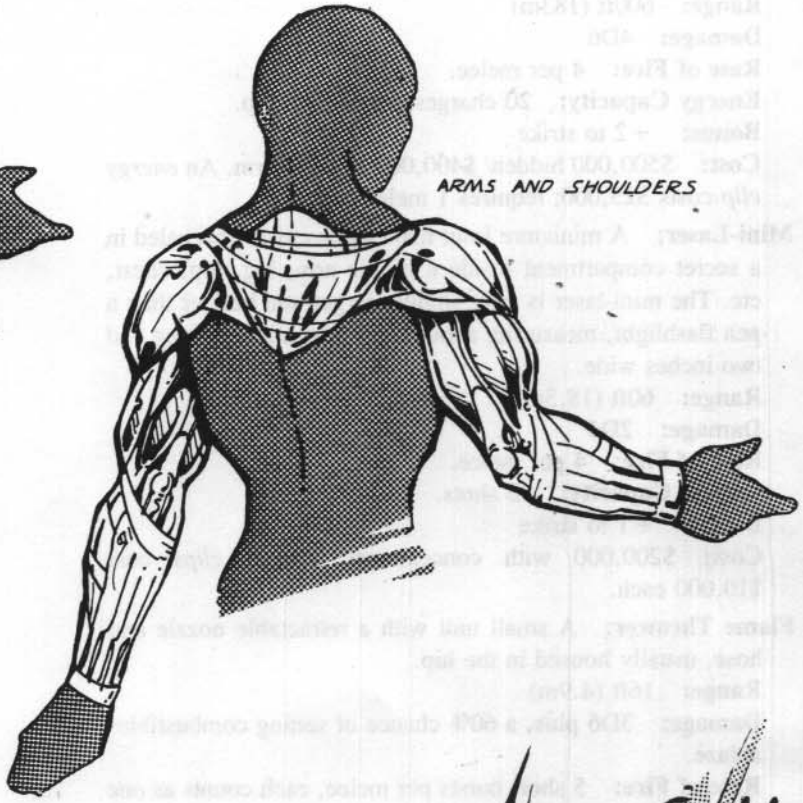

**Built-In Loudspeaker:** Enables the cyborg to amplify the loudness of his voice like a bull horn. **Cost:** $40,000.

**Built-In Radio Scrambler:** This allows the character to have security coded and decoded conversations over the radio and telephone. Note that the person on the other end must have a scrambling system to decode received messages and to transmit coded ones. **Cost:** $150,000.

BIONIC
RE INFORCING EXO·SKELETONS

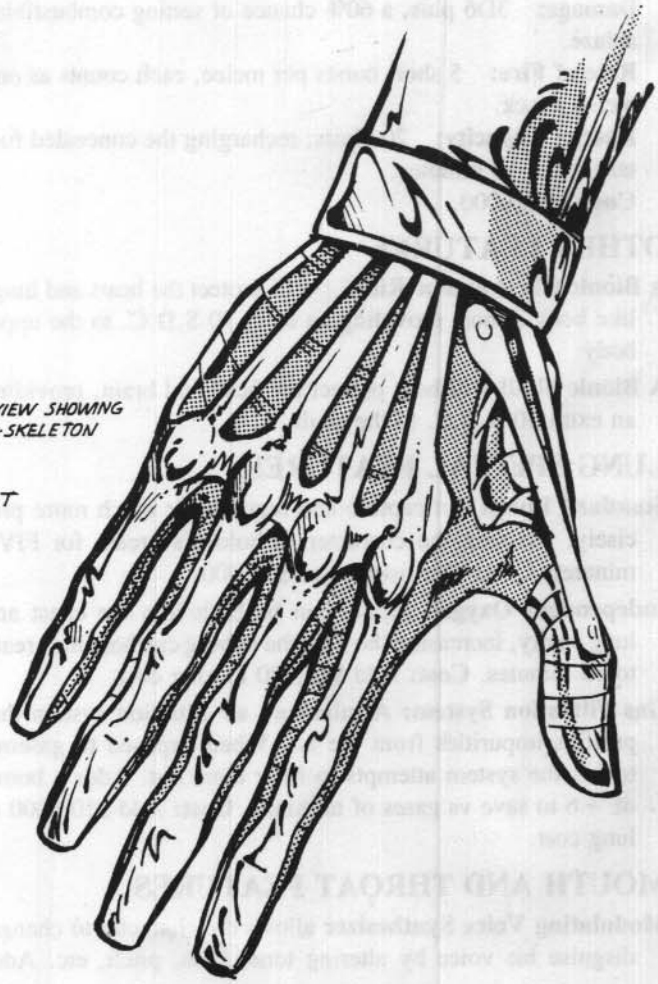
SPINE AND SHOULDERS

ARMS AND SHOULDERS

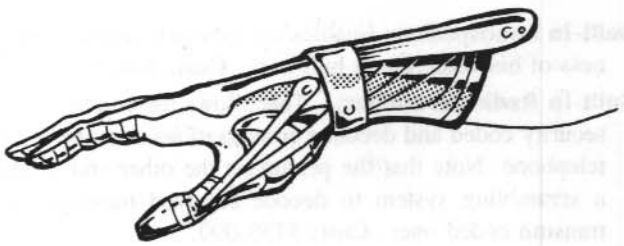


TOP VIEW SHOWING
EXO·SKELETON

HANDS AND WRIST



SIDE VIEW OF HAND AND WRIST



## BODY ARMOR

**Reinforcing Exoskeletons** are necessary to support joints, body connections, and bones. Without the reinforcing exoskeleton a bionic limb could be damaged, snapped and torn off, as well as being pulled apart, strained, or could tear muscles and bone. A person can not lift a half a ton over his head just because his arm has exceptional strength. The spine and shoulders must also be reinforced. The amount of exoskeleton your character may have depends solely on your needs and desires. **Bonuses:** +1 to roll with punch, fall or impact.

## EXOSKELETONS

Spine and Shoulders, adds 50 S.D.C., **Cost:** $1,000,000.
Arms and Shoulders, adds 30 S.D.C., **Cost:** $500,000.
Hands and Wrists, adds 10 S.D.C., **Cost:** $200,000 each.
Legs and Hips, adds 30 S.D.C. **Cost:** $1,000,000.
Feet and Ankles, adds 5 S.D.C., **Cost:** $100,000 each.

## BIONIC BODY ARMOR

**Bionic Body Armor** is flexible and surprisingly mobile, interlocking sections of armored plates. They are NOT permanent body parts and can be taken off and replaced at any time. However, the donning of bionic body armor is a time-consuming process requiring about one hour. Taking it off is considerably quicker, consuming only about 20 minutes.

**Full Body Armor:** A.R.: 18, S.D.C.: 900. Weight: 120lbs (54.46kg). **Cost:** $350,000.

¾ **Body Armor** (covers chest, abdomen, arms, hips, legs): A.R.: 16, S.D.C.: 600, Weight: 90lbs (40kg). **Cost:** $250,000.

⅖ **Body Armor** (covers, chest, abdomen and hips): A.R.: 14, S.D.C.: 500, Weight: 80lbs (36kg). **Cost:** $150,000.

**Half Suit** (covers chest and abdomen): A.R.: 11, S.D.C. 250, Weight: 50lbs (22kg). **Cost:** $75,000.

**Hips and Legs:** A.R.: 9, S.D.C.: 200, Weight: 45lbs (21kg). **Cost:** $60,000.

**Neck, Head and Shoulders:** A.R.: 7, S.D.C. 150, Weight: 30lbs (13kg). **Cost:** $60,000.

**Note:** More than one suit of body armor can be bought and kept in reserve.

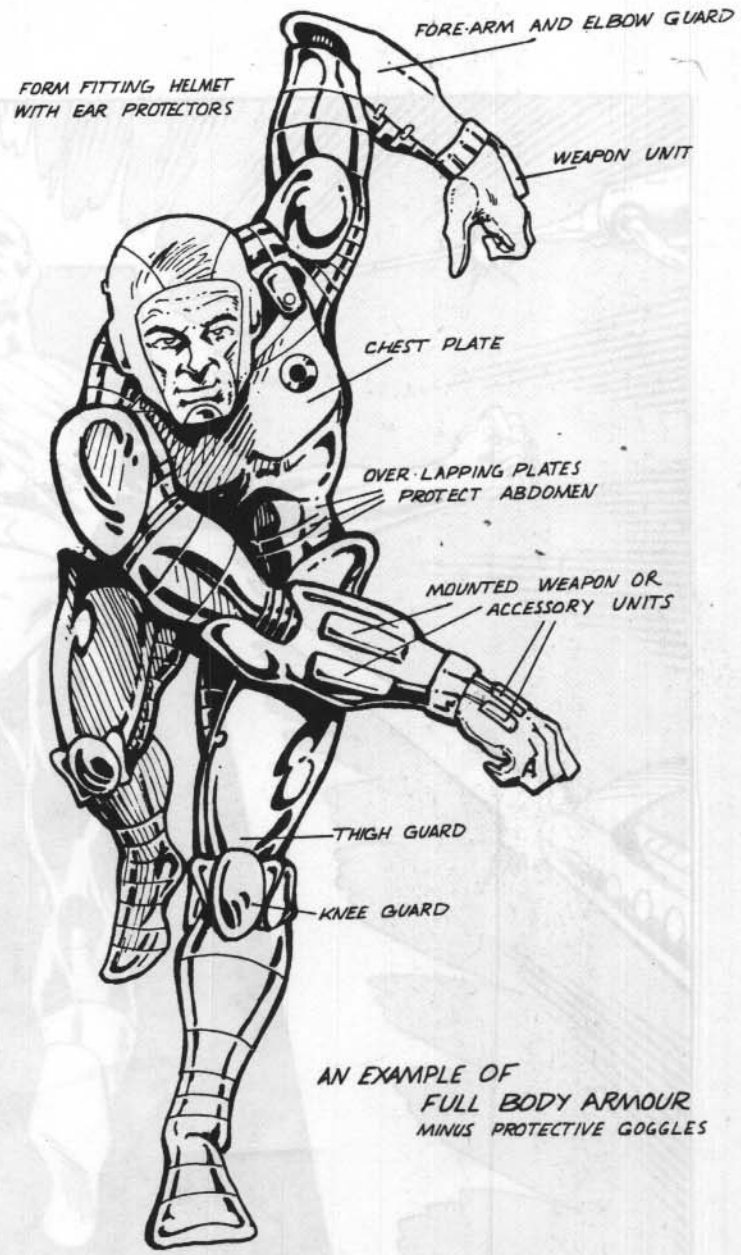
**Small Secret Compartments** can be built into bionic body parts to hold small tools or weapons. **Cost:** $8,000 per compartment. Number of compartments possible: arm — one in lower and one in upper arm; very small. Leg — three small or two largish. Chest — two small flat, compartments.

**Synthetic Plastic Skin** that looks and feels like real human flesh can be used to cover the artificial limbs. Although slightly tougher than human skin, it does *NOT* provide an additional protection/body armor (S.D.C. or A.R.). **Cost:** $1,000 per square foot.

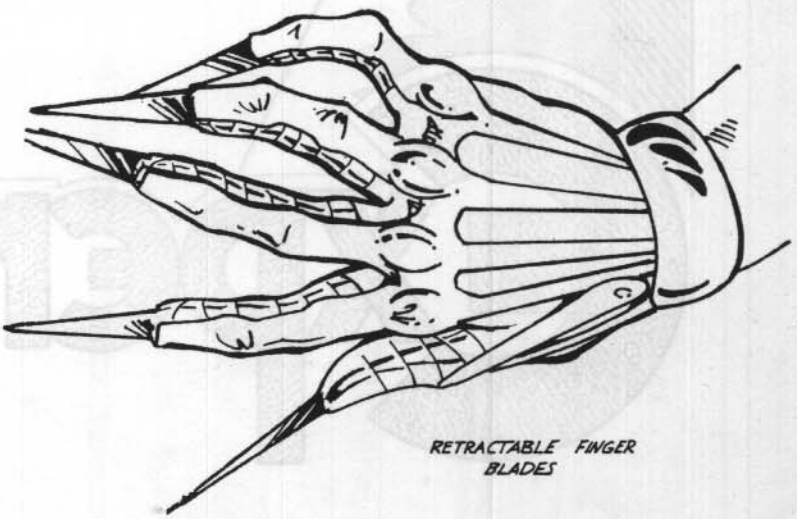
**A Hard Plastic Skin** that resembles human flesh can also be used. It does not feel anything like real skin. Normal weapons such as knives, clubs and low calibre bullets (.22, .25) do half damage. No special A.R.; S.D.C. bonus of artificial limbs is 15 each. **Cost:** $500 per square foot.

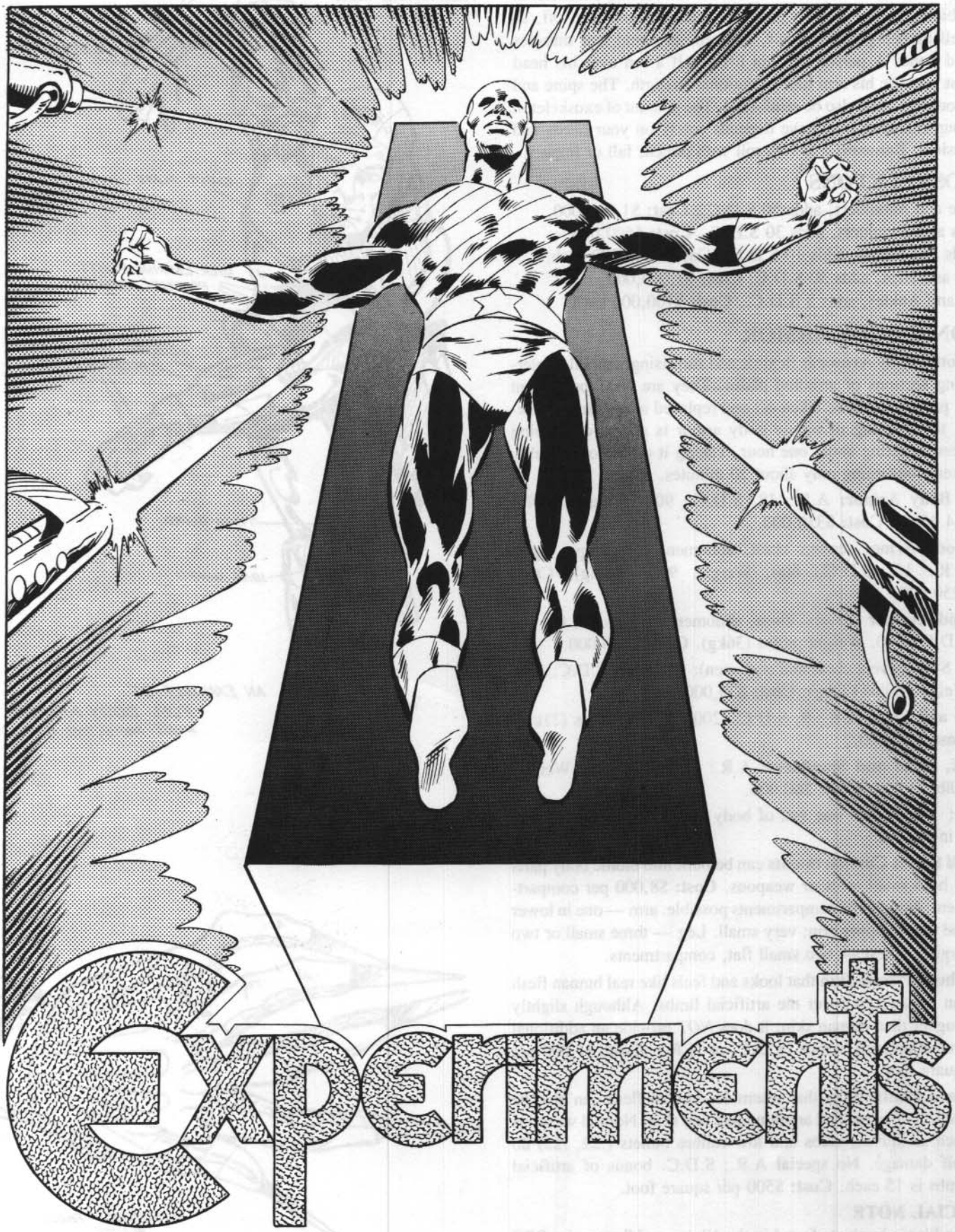
### SPECIAL NOTE

The bionic implants found in the *Ninjas and Superspies RPG* can be included as additional items to purchase.




AN EXAMPLE OF FULL BODY ARMOUR MINUS PROTECTIVE GOGGLES




Experiments

# EXPERIMENTS

The super villain or hero created by scientific experimentation is a bit different than most of the other power categories in that his or her extraordinary powers are man-made. Presumably, prior to the experiment, the character was an ordinary human being or perhaps even a physically impaired or underdeveloped human specimen. It is the experiment that has instilled the character with his/her super human abilities. This complicates matters in several ways. It means a dozen or more people know about the experiment, his powers and true identity. In most likelihood, the creating organization has some legal right over the person forcing him to work with, if not for, the organization. A military project may automatically enlist the character into the service of his nation (a mandatory conscription). This *may* mean the character must flee his creators to operate on his own, making him a fugitive or even a criminal.

Of course, if the character is on favorable terms with the sponsoring organization, they will offer support, access to superior scientific facilities and data resources, as well as pay a substantial salary. The character's activities may be open and publicly acknowledged and promoted by the organization, or kept secret and officially disassociated with the super being.

There are also other considerations. These experiments often produce unintentional side-effects that can help and/or hinder the individual.

## THE CREATION OF A SUPER HUMAN

### STEP ONE: THE USUAL

Determine the eight attributes, hit points, alignments, and optional rounding out data as usual. Physically or mentally inferior characters are okay, perhaps even preferred.

### STEP TWO: EDUCATION AND SKILLS

The determination of education level and skills is also unchanged. It may be prudent to first determine the nature of ones super abilities and side-effects before selecting skills. In this way you can select skills that will help your character or offset negative side-effects. The character can have any level of education, from high school to doctorate, without affecting the outcome of the experiment.

### STEP THREE: THE EXPERIMENT AND POWERS

In most cases, the super ability is a one in a million fluke that can not be duplicated. The powers themselves often defy scientific explanation. Because of the random elements involved, roll on the following tables to determine the type of powers and side-effects. *Roll percentile dice for all.*

**TABLE A: THE NATURE OF THE EXPERIMENT**

1-33 Chemical
34-67 Radiation
68-00 Chemical and Radiation Combined.

**TABLE B: THE RESULTS OF EXPERIMENT**

1-20 Experiment to create a super being is a total success, but can not be duplicated.
21-50 Accident; super ability completely *unintentional*.

51-70 Unexpected side-effect of an experiment.
71-00 Experiment to alter or improve the human body; an unknown x-factor has produced staggering results. Can not be duplicated at this time; requires further analysis.

**TABLE C: THE NUMBER OF SUPER ABILITIES**

1-15 One major super ability and three minor abilities.
16-32 Four minor super abilities only (no major powers).
33-50 One major super ability and one minor ability.
51-69 One major super ability and two minor abilities.
70-86 Five minor super abilities only (no major powers).
87-00 Two major super abilities (no minor powers).

**The specific super abilities** are listed and described in the Super Power Description Section. I suggest using the *random* tables to determine the specific abilities, but if a player prefers, he or she may select the abilities.

**THE SUPER-SOLDIER OPTION:** Rather than roll on table B for super abilities the player can opt to build a so-called "super soldier." Check it out before you make your decision.

**TABLE D: SIDE-EFFECTS (Permanent)**

1-8 **Hair Growth Stimulated;** all body hair tripled.
9-16 **Odd Skin Pigmentation:**
  1-20 Light Green
  21-40 Pale Bluish White

41-60 Light Grey
61-80 Pale White
81-00 Dark Brown

17-24 **Odd Skin Texture** detracts from physical beauty; −2 on P.B. attribute.

25-33 **Whole Body Glows** faintly in the dark; makes a great target at night.

34-40 **Vulnerable to Radioactivity** (even the tiniest levels): Reduce all physical attributes by half while exposed to radioactivity.

41-47 **Must Physically Transform** every time power is used. Add 1D4 feet to height, add 3D4 × 10 to weight, skin color changes (roll on the previous odd skin pigmentation table). *On the good side*, it adds 2D4 × 10 S.D.C. and +2 to damage.

48-54 **Requires Energy for Nourishment:** Can not eat or drink normal food; must absorb energy such as electrical or heat energy (not organic life energies). Must have 200,000 volts per day. *On the good side*, the character never gets hungry nor does he tire in sunlight/heat and is resistant to energy weapons. Electrical blasts do half damage.

55-63 **Increased Mass:** Physical proportions unchanged, but mass/weight increased; add 2D4 × 10lbs to weight, decrease speed attribute by 20%, add 1D6 × 10 to S.D.C.

64-70 **Chemical Resistance:** An automatic savings throw against ALL chemicals/drugs/toxins. Unfortunately, this applies to good, lifesaving chemicals/drugs, as well as deadly toxins. **Bonus:** +5 to save vs all chemicals/toxins.

71-77 **Breathe Without Air:** Character does not seem to breathe, but still functions normally, even in an airless environments. Impervious to gases. On the down side the character has no sense of smell or taste. None!

78-84 **Chronic Pain:** Reduce P.E. by 1, initiative by 1.

85-93 **Hair Permanently Falls Out:** All hair on the head and face falls out.

94-00 **No Facial Features:** (including facial hair) Except for a slit for a mouth, two tiny holes for nostrils, a slight ridge just above what was once eye sockets, and button sized ears, the face is featureless. Despite this physical deformity, the character can breathe, hear, speak, and see as good, or better than ever. **Vision:** Perfect 20/20 vision, even if the person needed eyeglasses before. Can naturally see in the infrared and ultraviolet range (600ft/183m). **Sense of Hearing and Smell** is much sharper; add +2 on initiative. The character can also discern between sounds much more clearly. Add *+20% to the imitate voices skill.*

*On the negative side*, reduce physical beauty by *half*. Also, roll on the random insanity table resulting from *trauma*.

## TABLE E: THE SPONSORING ORGANIZATION

1-24 Private Industry
25-50 Medical Research Facility
51-75 Military
76-00 Secret Organization (roll again for motive)
  1-20 Medical
  21-50 Criminal
  51-80 Crime Fighting
  81-00 Military

## TABLE F: STATUS WITH SPONSORING ORGANIZATION

1-21 Allowed to leave, very good, friendly relationship.

22-45 The power is unknown to the organization; manifested itself long after the experiment/incident.

46-58 Allowed to leave after a great antagonism/conflict. Not friendly, but may deal with the super being occasionally.

59-64 Ran away; secretly hunted by the organization. Hostile, but not deadly; wants the super being for further experimentation/research.

65-77 Thrown out of the program. ALL ties are permanently dissolved; very angry/hostile toward the character.

78-89 Ran away; considered to be a criminal and/or extremely dangerous. Hunted by law enforcement agencies and the organization.

90-00 Currently employed by the organization. Double the usual income for that position (no less than $50,000 a year).

## THE SUPER-SOLDIER OPTION

Players may opt to build a super-soldier character rather than roll for random super abilities. The super-soldier is a catch phrase that refers to the experiment's intent to create a superior, human fighting machine. The focus is usually on tapping into the vast human potential; to bring the human body and mind to their ultimate capabilities. Although the limited use of cybernetic implants may be part of the experiment, their inclusion is minimal when compared to the bionic character.

**The player can select or randomly roll for one minor super ability and three of the following.**

1. **Attempted to make the character invulnerable:** Adds 80lbs to weight (muscle, not fat), skin has a natural armor rating — A.R.: 13, adds 4D6 × 10 S.D.C. An opponent's roll to strike must be 14 or higher to inflict damage. Rolls under 14 can hit, but do no damage.
2. **Attempted to Increase Physical Agility and Dexterity:** Increase P.P. attribute to 20 (do not change if the P.P. is already higher); add +5% to skills requiring agility or dexterity such as acrobatics and pick locks or computer operation.
3. **Attempted to Increase Physical Speed:** Triples speed attribute and enables the character to leap 15ft (4.6m) straight up and 20ft (6.1m) across. However, the character is hyperactive, has trouble relaxing and has trouble sleeping.
4. **Mind and Body are more attuned** to each other, increasing reaction time and alertness. Adds one hand to hand attack per melee and +2 on initiative.
5. **Bionic Implants** in the head stimulates certain brain chemicals and glandular activity to increase Physical Endurance and Strength. Raise P.E. attribute to 18, increase P.S. by 1D6 points and Speed by 1D6 points. The character is not affected by physical exhaustion/fatigue for the first two hours of strenuous activity. However, the character suffers from chronic headaches and eats four times as much as normal without gaining weight, because the higher metabolism burns up the calories.
6. **Brain Boost:** Raises I.Q. attribute to 14. **Note:** Will not increase an I.Q. that is already 14 or higher.
7. **Physical Transformation:** The character is physically altered, with fat becoming lean muscles, bones strengthening, hair filling out, physical impairments such as poor vision and poor hearing improved. Add 1D4 to P.S. attribute, 2D4 to P.B. attribute, 1D6 to speed attribute and 4D6 to S.D.C.
8. **Bionic Weapon System** is built into one of the character's hand and arm. This is not an artificial limb, but a bionic implant. The weapon responds to bioelectrical impluses from the brain and is under the complete control of the character. Unfortunately, the power system is limited to a maximum of 10 blasts per hour. Select one:
   Electrical Discharge: Does 1D6, 2D6 or 4D6 damage (character can adjust the degree of damage). Range: 50ft (15.3m).
   Energy Blast: A concentrated bolt of energy, doing 1D6 or 2D6 damage. Range: 150ft (45.7m).
9. **Bionic Sensor System:** Built into one of the character's hand and arm. This is not an artificial limb, but a bionic implant. The sensors alert the character to certain dangers or conditions.
   Electronic Bug Detector: Range: 20ft (6.1m).
   Explosives Detector: Range: 8ft (2.4m).
   Heat Sensor: Picks up and measures heat, Range: 30ft (9.1m).
   Radiation Detector: Picks up, pinpoints and measures the degree of radioactivity.
   Radio Scrambler: Will distort or "scramble" outgoing radio signals, preventing interception and interpretation by the enemy. The character must be using the radio.
   Radio Meter: Picks up radio signals and registers them. Range: 40ft.
   Infrared Warning System: Alerts the character whenever infrared light is placed on him.

## OTHER STUFF

**Level of Education and Skill Selection**

Standard; see creating a character and educational level.

**Hand to Hand Combat**

Combat skills are not automatic, but must be selected as a learned skill. See Hand to Hand Combat skill.

**Attacks Per Melee (Hand to Hand)**

As with ALL heroes, the experiment characters automatically get two attacks per melee. Additional attacks must be developed through combat or physical skills, or the super-soldier (#4) bonus.

**Weapons and Armor**

Unless the character is extremely wealthy, only conventional weaponry and body armor would be available. If the character is on amicable terms with the organization that created him, or under its employ, he may have access to specialized equipment. The degree of available items is left solely to the discretion of the game master.

**Alignment**

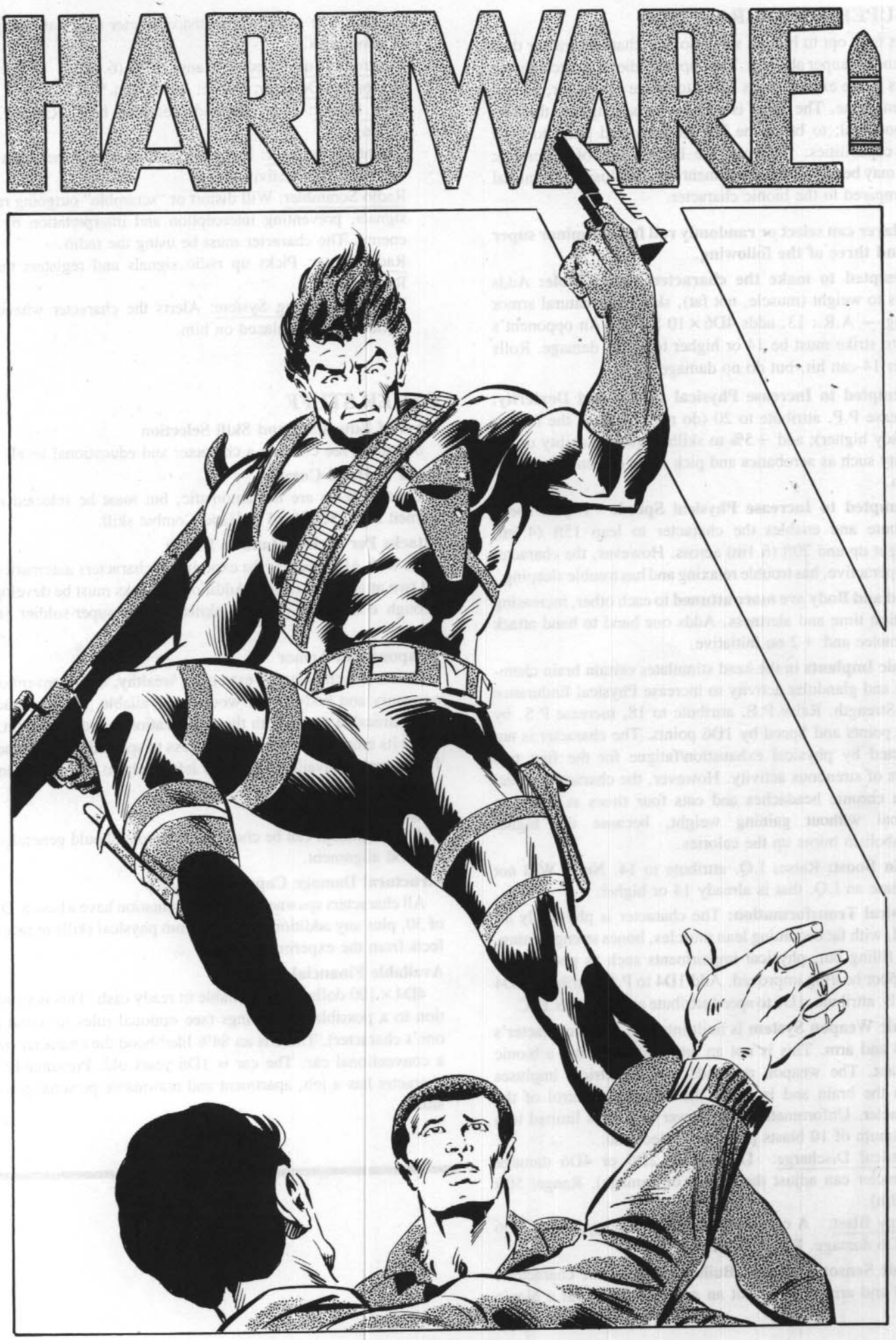
Any alignment can be chosen, but heroes should generally be of good alignment.

**Structural Damage Capacity (S.D.C.)**

All characters spawned by experimentation have a base S.D.C. of 30, plus any additional S.D.C. from physical skills or side-effects from the experiment.

**Available Financial Resources**

4D4 × 100 dollars are available in ready cash. This is in addition to a possible life savings (see optional rules to round out one's character). There is an 84% likelihood the character owns a conventional car. The car is 1D6 years old. Presumably the character has a job, apartment and reasonable personal possessions.


HARDWARE!

# HARDWARE

The character who falls into this category possesses no unusual super ability, magic power or bionics. He or she is a normal person with an exceptional knack for building and using machines and gimmicks. This is the guy who has a super suped-up car and a jet pack in the trunk. As a crime fighter, the character is likely to be physically capable with combat and physical skills, but the real emphasis is the machines. **Note:** The hardware character is an expert with his devices, but many are experimental and potentially dangerous or require special training. Not to mention, costly. Consequently, he is *not* likely to outfit his super buddies with his gizmos; for personal and safety reasons.

## CREATING A HARDWARE CHARACTER

### STEP ONE: THE USUAL

Determine the eight physical attributes, hit points, alignments and optional rounding out data as usual. The only exception is if the I.Q. attribute is 8 or less increase it to "9." If the I.Q. is higher than "9", that's great, just leave it alone. The minimum I.Q. for this character is 9.

### STEP TWO: EDUCATION AND SKILLS MODIFICATION

Roll to determine the character's educational level as usual. Then subtract one skill program selection. That's one whole skill program, representing a number of skills. Why? Because each of the three hardware categories get a handful of skills to take its place.

The character can have any level of education from high school to doctorate without significantly affecting him in his hardware role. Of course, it is wise to select skills that will help support his tinkering **or** to round him out for his role as a super nemesis of crime.

### STEP THREE: HARDWARE AREA OF EXPERTISE

There are three hardware categories of expertise and ability:

Electrical (1-33)
Mechanical (34-66)
Weapons (67-00)

Players can either select one of the categories or randomly roll. Once a category has been determined go to that section and build your character. It is in each of the three sections that one's abilities, budgets and equipment will be explained.

## HARDWARE: ELECTRICAL

The electrical character is an expert with electronics. This means he or she is a whiz kid with wiring, circuitry, micro chips, computers, listening devices (bugs) and electronic gizmos of all kinds. Thus, he or she can use, construct, design and modify electronic devices.

**Electrical and Related Skills and Bonuses:** (These are in addition to scholastic and secondary skills)

Electrical Engineer — +30%
Read Sensory Instruments — +20%
Mathematics: Advanced — +20%
Computer Operation — +30%
Computer Programming — +30%
Basic Mechanics — +10%
Surveillance — +30%

## SPECIAL SKILLS

### 1. Hot Wiring — 92%

Generally the term "hot wire" refers to car thieves who *by-pass* an automobile's ignition by tearing out the ignition wires and connecting them to their own ignition or crossing wires to get an electrical charge to start the ignition without a key. The Hardware Electrical character can do this and more!! In addition to hot wiring cars, the character can electrically by-pass alarms, telephone lines, and electrical circuits.

**Hot Wiring/Electrical By-Pass Penalties:**

The following penalties apply whenever the character tries to hot wire something. They generally reflect the complexity and difficulty of the job. In some cases more than one penalty may apply. For Example: A new model car may have an electrical alarm, electrical lock/entry key pad, and must be hot wired for a *cumulative penalty of −20%*. ALL penalties are cumulative.

**Hot Wire/By-Pass Penalties**

**Automobiles**

−0 Cars built before 1980; a snap; time required: 1D4 melees.
−5% Cars built after 1980, a little more sophisticated, time required — 2D4 melees (that's still only 30 seconds to 2 minutes).
−5% Auto-alarm, should be disconnected first; time required — 1D6 melees.
−10% foreign car, can be tricky; time required — 2D6 melees.
−10% Auto Electric Lock or entry key pad, this can be a tuffy; time required — *1D4 minutes* (not melees).
−10% Hidden cut-off switch (automobile); time required — 1D6 minutes.

**Security Alarms**

−5% A common, standard alarm system, a breeze; time required — 1D6 melees.
−10% A more sophisticated alarm system; time required — 2D6 melees.
−15% A sophisticated alarm system; time required — 2D4 minutes.
−20% A superior alarm system; time required — 3D4 minutes.
−30% A super, superior, complex alarm system (this is the bank, museum and wealthy type of security alarm); time required — 4D6 minutes.
−10% Not familiar with the type of security system (25% chance); *add* 2D4 minutes.
−10% Tamperproof, well supposedly, a failed roll means the alarm is accidentally triggered, *add* 2D4 minutes.

**Electrical Locks**

−10% A basic lock system; time required — 1D4 minutes.
−15% A more sophisticated lock system; time required — 2D4 minutes.
−25% A sophisticated lock system; time required — 3D4 minutes.

– 35% A super, sophisticated, complex lock system; time required 6D4 minutes.

– 15% A timer lock system (set to open only at a specific preprogrammed time; often combined with the sophisticated systems); add 2D4 minutes.

– Special. An alarm system is linked with the lock system. See security alarms for penalties and additional time required.

**Miscellaneous**

– 15% Tap into telephone wires.

– 10% By-Pass key pad entry system, commercial type; time required — 2D4 melees.

– 20% By-Pass key pad entry system, superior industrial type; time required — 1D4 minutes.

– 10% Tamperproof key pad system (often combined with the superior industrial types); add 1D4 minutes.

– 15% Hot wire electrical doors or elevators (access panel must be available). 2D4 melees.

– 55% Repair/Work on super-sophisticated circuitry like robots/aliens.

## 2. COMPUTER HACKING OR HACKER — 82%

This is a slang term for a computer operator who gains access to other computers, usually by telephone modem, and breaks their security code to plunder their data. This skill includes an indepth knowledge of computer programs, useful in pirating computer information. Only the Special Training Computer genius is better than the Hardware Electrical character.

**Hacking Penalties**

The following penalties apply whenever the character tries to gain access to computers and computer programs that are not his own. The penalties generally reflect the complexity and difficulty of the job.

**Hacking Penalties**

– 10% Break simple security program; time required — 2D4 minutes.

– 20% Break a moderately sophisticated security program; time required — 6D6 minutes.

– 40% Break a sophisticated security program; 4D6 hours.

– 50% Break a super sophisticated security program; 8D6 hours.

– 60% Break a superior military security program; time required 3D4 days.

– 10% Decipher an unknown data code.

– 5% Replace security code with your own. Time required depends on the complexity of the program:
Simple — 4D6 minutes
Moderately sophisticated — 2D4 × 10 minutes.
Sophisticated — 1D4 hours.
**Note:** Presumably these are *predesigned* codes that the character has designed sometime ago and can be just keyed in. A good security program takes weeks or even months to design.

## 3. RECOGNIZE QUALITY AND COMPLEXITY OF ELECTRICAL SYSTEMS

The character can accurately estimate the level of complexity, specific aspects of difficulty, and time required to do the job (repair, by-pass, etc.). Recognize quality: 50% + 5% per each additional level of experience. A failed roll means he has greatly underestimated the amount of time/work required.

## DETERMINING EQUIPMENT

The type and amount of equipment is limited by the character's budget. Roll on the following budget table to determine the amount of money available to him and then flip to the equipment section to make purchases. At least 30% of the money must be spent on electrical equipment, such as listening devices, computers and so on. The rest can be spent on other items. As much as 30% of the money can be saved for later purchases.

**Budget**

*Roll Percentile Dice*

| | |
|---|---|
| 1-15 | $8000 |
| 16-29 | $10,000 |
| 30-45 | $12,000 |
| 46-60 | $15,000 |
| 61-75 | $18,000 |
| 76-89 | $21,000 |
| 90-00 | $24,000 |

**Note:** Presumably, the character has already spent 2D4 × 10,000 dollars on outfitting his or her workshop, equiping it with all the tools and necessary equipment of the trade. This includes an I.B.M. compatible computer (not an actual I.B.M.), amber monitor and a basic printer. The workshop can be in the basement, garage or a hidden location.

## OTHER STUFF

**Hand to Hand Combat**

Physical combat skills are not automatic, but must be selected as a learned skill.

**Attacks Per Melee (Hand to Hand)**

As with ALL heroes, the Hardware: Electrical characters automatically get two attacks per melee. Additional attacks must be developed through hand to hand combat and boxing skills.

The Hardware character may trade three of his hand to hand attacks for a second hardware area of expertise. In this case, Mechanical and Weapons. Once these three attacks per melee are traded away they can *NEVER* be gotten back!

**Weapons and Armor**

Unless the character is extremely wealthy, only conventional weaponry and body armor would be available.

**Alignment**

Any alignment can be chosen, but heroes should generally be of good alignment.

**Structural Damage Capacity (S.D.C.)**

All Hardware Electrical characters have a base of 35 S.D.C., plus any S.D.C. gained through physical training. Multiple hardware classifications do *not* provide additional S.D.C.

# HARDWARE: MECHANICAL

The mechanical character is an expert in mechanics. This means he is a whiz kid in building, modifying and designing vehicles and mechanical devices.

**Mechanical Related Skills and Bonuses** (these are in addition to scholastic or secondary skills):

**Select three:**

Mechanical Skills (plus Mechanical engineering) — +30%

Read Sensory Instruments — +25%

Weapon Systems — +20%

Mathematics: Advanced — +24%

**Conditional Skills:** If the character has *not* selected electrical engineering as one of his/her scholastic skills, he/she automatically gets Basic Electronics (+30%).

# SPECIAL SKILLS

## 1. BUILDING SUPER VEHICLES SKILL — 94%

This special skill means the character can build, repair, custom modify, and design all types of vehicles. This is the wild-eyed, super inventor/designer of suped up vehicles. **For specifics in designing a vehicle** *see the rules for "Building the Super Vehicle" at the end of this section.*

*The character *must* have additional mechanical skill knowledge in a particular type of vehicle. Without the *automotive mechanic* skill his base building super vehicles skill drops from 92% to 64%! Likewise, *without* the *aircraft mechanic* skill the construction of air vehicles is reduced to 64% (plus . . . er . . . minus penalties).

**Vehicle Construction Penalties**

The following penalties apply when ever the character tries to build or modify a vehicle. The penalty generally reflects the complexity and difficulty of the job. In some cases more than one penalty may apply. For Example: Working to add V.T.O.L. capabilities to his suped-up automobile gets a −15% penalty, since it is of his own design (and an aircraft/flight ability) there is an additional −20%. Total penalty is −35%. Depending on the design it might also be considered a high-tech or "gimmick" item for another −10%. ALL penalties are cumulative.

**Vehicle Construction Penalties**

−10% Adding armor and/or turrets; a failed roll means the weight and design is to ackward. Reduce maximum speed by 20%, −10% on all piloting rolls. You can tear it down and try again.

−5% Electrical wiring. A failed roll means not connected.

−5% Installing weapons. A failed roll means it does not function.

−5% Increasing speed and performance capabilities. A failed roll means it does not work.

−10% Installing high-tech item or gimmick.

−5% Aircraft construction; any type of aircraft work other than maintance. A complicated device on an aircraft.

−15% V.T.O.L. capabilities; tricky work.

−25% Hovercraft capability; anything including propulsion/hover.

−20% Underwater capability; very complicated.

−50% Space capabilities; very complex and expensive.

−40% Robotics.

−10% Own, original design for a ground vehicle.

−20% Own, original design for an aircraft/spacecraft.

−20% Rush Job; takes half the usual time, but may be flawed.

−10% For every 20 hours of continuous work without at least six hours of sleep.

**TIME RESTRICTIONS**

The amount of time needed to work on a vehicle varies with the complexity of the task. The player and game master will have to work together on deciding how much time will be needed to do the work properly. Also the hours of work required may be interrupted with breaks for food, rest and sleep. Precision work requires an alert mind and hand not dulled by exhaustion. Some estimates for work are:

1. Maintanence such as oil change, lube job, changing or rotating tires, and similar will take 10 to 20 minutes even for aircraft.
2. Major body work, repairing dents and such, will take 8 to 36 hours depending on the severity of damage.
3. Adding or replacing additional vehicle body armor is a long, heavy job. 24 to 48 hours for a complete vehicle and thats working quickly.
4. Major engine work; 8 to 48 hours.
5. Adding weapon mounts or turrets 2 to 6 hours each.

## 2. RECOGNIZE VEHICLE QUALITY

An expert eye in accurately guessing the vehicle's capabilities, such as S.D.C., speed, maneuverability, weapons, etc.

**Recognize quality by observation from a distance:** 25% + 5% per each additional level of experience.

**Recognize quality from personal examination:** 50% + 5% per each additional level of experience.

## 3. SPECIAL SKILL BONUSES

As an expert on vehicles and mechanics the character gets some special bonuses.

+5% on all piloting skills (including secondary).

+5% on Locksmith skill.

+5% on Navigation skills.

## DETERMINING EQUIPMENT

The player gets to build a super vehicle (or two) depending on budget. Roll on the following budget table to determine the amount of money available. Then flip to the *Building Super Vehicles* section at the end of Hardware. The super vehicle section will provide step by step instructions for building your ideal vehicle. At least 90% of the money must be spent on the vehicle(s) construction (more than one can be made if you wish). 5% can be spent on other equipment and weapons and/or up to 10% can be saved for future work, and/or repairs.

The construction of vehicles will require a work facility at least the size of a two car garage (3000 sq ft) for automobiles and at least four times that for aircraft. Assume 3D4 × 10,000 dollars has been invested in outfitting the shop with all the necessary tools, equipment and machines needed. Rent and utilities for 3000 sq ft. will be at least $1600 per month; 12,000 sq ft. will be at least $6500 per month. The workshop can be secret or public.

**Budget**

| | |
|---|---|
| 1-15 | $70,000 |
| 16-26 | $120,000 |
| 27-38 | $250,000 |
| 39-50 | $500,000 |
| 51-60 | $1,100,000* |
| 61-70 | $2,000,000* |
| 71-81 | $4,000,000* |
| 82-90 | $8,000,000* |
| 91-00 | $12,000,000* |

*The big budget vehicles require a financial backer or sponsor (presumably a private individual could raise as much as $500,000 on his own). This may mean somebody else has a vested interest in the vehicle(s). Roll on the following table to determine your status with the sponsoring organization.

**Status With the Sponsoring Organization**

| | |
|---|---|
| 1-19 | Allowed to leave; very good, friendly relationship. |
| 20-41 | Allowed to leave after a great antagonism/conflict. Not friendly, but *may* aid the character. |
| 42-64 | Thrown out of the program! ALL ties are permanently dissolved; very angry/hostile toward the character. |
| 65-89 | Ran away; secretly hunted by the organization. Hostile, but not necessarily deadly. |
| 90-00 | Ran away; considered to be a criminal and/or extremely dangerous. Hunted by law enforcement agencies and the organization. |

## OTHER STUFF

**Hand to Hand Combat**

Physical combat skills are not automatic, but must be selected as a learned skill.

**Attacks Per Melee (Hand to Hand)**

As with ALL heroes, hardware characters automatically get two attacks per melee. Additional attacks must be developed through hand to hand combat and boxing skills.

The Hardware character may trade three of his hand to hand attacks for a second Hardware area of expertise. In this case, Electrical or Weapons. Once these three attacks per melee are traded away they can *NEVER* be gotten back!

**Weapons and Armor**

Unless the character is extremely wealthy, only conventional weaponry and body armor would be available.

**Alignment**

Any alignment can be chosen, but heroes should generally be of good alignment.

**Structural Damage Capacity (S.D.C.)**

All Hardware characters have a base of 35 S.D.C. plus any S.D.C. gained through physical training. Multiple Hardware classifications do *not* provide additional S.D.C.

# HARDWARE: WEAPONS

The weapons character is an expert with several types of weapons. This character is not simply an authority in their use, but also in their construction, design, and modification.

**Weapon Related Skills and Bonuses** (These are in addition to scholastic and secondary skills).

Select 2 Ancient W.P.
4 Modern W.P.
Demolitions — +24%
Demolitions Disposal — +24%
Sniper

**Conditional Skills:** If the character has *not* selected some form of electronics or mechanics skills, he automatically gets *Basic Electronics +10% and Basic Mechanics +20%.*

# SPECIAL SKILLS

## 1. MAKE AND MODIFY WEAPONS (non-energy) SKILL — 92%

This special skill means the character can make, repair and custom modify weapons in which he/she *has* a Weapon Proficiency (W.P.). For Example: A *W.P. Knife or Sword* means the character knows how to properly sharpen, clean and treat the blades, as well as how to repair, balance for throwing and parrying and even the process and skill to forge the weapon from scratch (a time consuming and physically exhausting job). **A Modern W.P.,** *such as Revolver or Automatic Rifle*, means the character knows how to best clean, unjam, condition, and maintain the weapon, as well as how to lengthen and shorten the barrel, modify the trigger to create a hair trigger, adapt it to handle a larger or smaller slug (limited to two grades up or down, with the largest and smallest calibers being the limit for that type of weapon. That is to say, a magnum can not be made

to fire a rifle shell) and adapt the principles of the weapon(s) into micronized or special gimmick weapons. The hardware *weapons expert* can also make any and all of the *special cartridges*, from hollow points and Dum Dums to armor piercing and exploding shells (*See Weapons in the Equipment Section*).

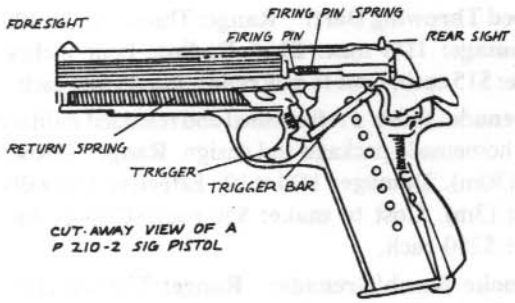
**Penalties in Creating or Modifying a Weapon**

The following penalties apply *whenever* any weapon is built or modified. After the weapon is constructed, the player must roll to see if it works. The base skill is 92%, but then you must subtract all the appropriate penalties. **Penalties are cumulative**, so there are likely to be several combined penalties, especially when working with modern weapons. For Example: A revolver has three moving parts: the trigger, barrel and hammer, so a penalty of −15% would apply when modifying a revolver. Thus, the chance for success drops to 77%; still very good.

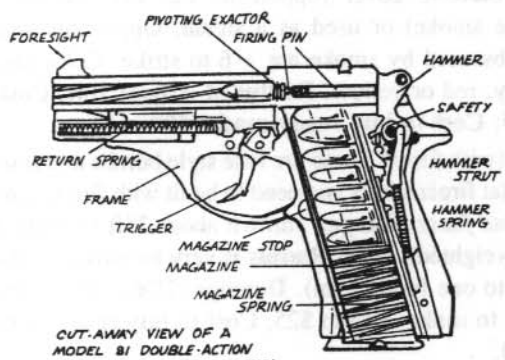
A failed roll means the weapon does NOT work. PERIOD. Of course, the character can try again and again.

**Penalties for Modern Weapons**

−5% For each moving part.
−5% If explosives are involved (very touchy stuff).
−5% If electronics are involved (another touchy item).
−10% If miniaturization is involved.
−10% If the character is using his own design (experimental).
−15% If the character is not familiar with the weapon.
−25% Rush job, takes *half the time*, but may be flawed because of it.
−60% If an energy weapon (i.e. laser, particle beam, plasma, electricity, etc.).



CUT-AWAY VIEW OF A P 210-2 SIG PISTOL



CUT-AWAY VIEW OF A MODEL 81 DOUBLE-ACTION BERETTA PISTOL

**Penalties for Ancient Weapons**

−10% Improve balance for throwing or parrying on an existing weapon (somebody else made it). +1 to parry.
−10% Improve sharpness of a blade (superior). +1 to damage.
−25% Improve damage capability (usually involves additional mass and better balance). +2 to damage.
−25% Forge one's own weapon from scratch (good quality). +1 to parry.
−35% Forge one's own weapon from scratch with superior balance, damage and/or sharpness (add +1 to strike, +2 to parry, and +4 to damage).
−10% Own design.
−20% Rush job, takes half the time, but may be flawed.

**TIME RESTRICTIONS**

The amount of time needed to work on a weapon varies with the complexity of the task. The player and game master will have to work out, together, how much time will be needed to do the work properly. Also, the hours of work may have to be spread out over a period of a few days or even weeks. Don't forget — even heroes need to sleep and rest. This is precision work and requires a person's full attention.

**A fair formula for determining time** is ONE HOUR for every one penalty point. Two hours per each penalty point if it's the character's own design and add 10 hours for miniaturization. This is the time for the specific work. Additional time spent on research, travel, and getting money for parts and materials, may add a great deal more time than expected.

## 2. RECOGNIZE WEAPON QUALITY

The character is so skilled and familiar with weapons that he can recognize the quality of a weapon by sight, observing it in use and/or by personally examining it. Thus, a character can ascertain the approximate value, condition and quality, as well as its authenticity and approximate age.

**Recognize quality by sight** (not personally examined): 25% + 5% per each additional level of experience.

**Recognize quality by personal examination:** 50% + 5% per each additional level of experience.

## 3. WEAPON SKILL BONUSES

The hardware weapon expert is such an authority in weapons that additional bonuses apply. +1 to strike and parry with Ancient Weapons, +1 to strike with Modern Weapons, but *ONLY* weapons that fall into Weapon Proficiencies (W.P.) that the character knows! No bonuses apply if the character does not have that particular W.P. He has no bonuses in that type of weapon.

In addition, select one specific weapon; not just the general type, but a specific weapon, such as a bastard sword, rather than swords in general, or a Model 61 Skorpion (7.65mm) rather than automatic pistols in general. This one very specific weapon is the character's *personal favorite* weapon in the world. No special reasons need to be given nor does the weapon need to be especially lethal or unique. It is simply the character's favorite. James Bond's favorite is a low caliber, automatic pistol. Why? Why not. This one favorite weapon gives the character an additional bonus of +2 to strike and parry (if applicable) whenever it is used.

## DETERMINING EQUIPMENT

The type and amount of equipment is limited by the character's budget. Roll on the following budget table to determine the amount of money available and then flip to the gimmick section and equipment section to make purchases. At least 40% of the money must be spent on weapons and weapon related items (like ammunition, gun sights, special optics, explosives, etc.), and the rest on anything else. As much as 30% of the money can be saved for later purchases.

**Budget**

| | |
|---|---|
| 1-15 | $8000 |
| 16-29 | $10,000 |
| 30-45 | $12,000 |
| 46-60 | $15,000 |
| 61-75 | $18,000 |
| 76-88 | $20,000 |
| 89-00 | $23,000 |

**Note:** Presumably, the character has already spent *2D4 × 10,000 dollars* on outfitting his or her workshop with all the necessary tools and equipment. The workshop can be located in a garage, basement, apartment, room or a hidden location.

## OTHER STUFF

**Hand to Hand Combat**

Combat skills are not automatic, but must be selected as a learned skill.

**Attacks Per Melee (Hand to Hand)**

All heroes automatically get two attacks per melee *in addition to* the attacks per melee from hand to hand combat skills and other physical training.

The Hardware character may trade three of his hand to hand attacks for a second Hardware area of expertise. In this case, Electrical or Mechanical. Once these three attacks per melee are traded away they can *NEVER* be gotten back!

**Weapons and Armor**

Only items bought, modified or made. Items found in the *Ninjas and Superspies RPG* may also be used.

**Alignment**

Any alignment can be chosen, but heroes should generally be of good alignment.

**Structural Damage Capacity (S.D.C.)**

All Hardware Weapons characters have a base of 30 S.D.C., plus any S.D.C. gained through physical training. Multiple hardware classifications do *not* provide additional S.D.C.

## SOME GIMMICK WEAPONS

The following is a smattering of gimmick type weapons which the character can build or modify himself, or that can be purchased illegally (special connections). These items are not easily available to other characters outside of Hardware: Weapons.

### EXPLOSIVES

**Explosive Arrowheads** for bow and arrow or crossbow: Reduce the normal range by 10%. **Damage:** 1D6, 2D6, 3D6, 4D6, 5D6 or 6D6. **Blast Radius** is very confined; four inches for every 1D6 of damage. **Cost to make:** $30 each; **Cost to Buy already made:** $150 each. **Note:** Smoke can also be made, but affects only a 10ft area.

**Explosive Tipped Throwing Dart:** **Range:** Thrown about 40ft (12.2m). **Damage:** 1D8 max. **Blast Radius:** Four inches. **Cost to make:** $15 each; **Cost to buy ready-made:** $80 each.

**Homemade Grenade:** Either a refurbished and reloaded military grenade or a homemade package and design. **Range:** Thrown about 100ft (30m). **Damage:** 1D4 × 10. **Effective Casualty Radius:** 10ft (3m). **Cost to make:** $50 each; **Cost to buy ready-made:** $250 each.

**Homemade Smoke Bomb/Grenade:** **Range:** Thrown about 100ft (30m). **Damage:** None; creates a smoke-filled area to provide protective cover (opponents can not see into or through the smoke) or used as a signal. Opponents whose vision is obscured by smoke are −6 to strike. Color range: Black, grey, red or yellow. **Radius of Affect:** 20ft. **Cost to make:** $25; **Cost to buy ready-made:** $80 each.

**Mini-Bombs** (with fuses) These are fuse style bombs that resemble *small*, fat firecrackers and need to be lit with fire to ignite. *Eight second fuses*. **Range:** Thrown about 35ft (if weighted or 15ft unweighted). **Blast Radius** is very localized — about six inches to one foot (0.3m). **Damage:** 2D6, 3D6, 4D6, or 6D6. **Cost to make:** $15 to $25; **Cost to buy ready- made:** $25 to $50.

**Explosive Pellets:** Small explosive pellets, about the size of a ping-pong ball, that explode on impact. **Range:** Thrown about 40ft (12.2m). **Damage:** 2D6, 3D6, or 4D6. **Blast Radius:** About 3ft (0.9m). **Cost to make:** $30; **Cost to buy ready-made:** $80.

**Tiny Exploding Pellets:** Little Pellets, about the size of a quarter and 5 times as thick, that explode on impact. **Range:** Thrown about 20ft (6.1m). **Damage:** 1D6 or 2D6. **Blast Radius:** A mere four inches. **Cost to make:** $30; **Cost to buy ready- made:** $80.

**Secret Compartment** to hide 2 ounces of *plastic explosive and two blasting caps*. A fake belt buckle or the heel of a shoe are the most likely places for concealment. **Range:** Set by hand and placed on target. **Blast Radius**: Very localized. **Damage:** 2 ounces do 1D4 × 10. **Cost to make:** About $140; **Cost to buy ready-made:** $200.

**Note:** Most explosives are sensitive to heat and will explode if exposed to fire or heat above 400 degrees Fahrenheit for more than 3 melees (about 45 seconds). Plastic and gelatin explosives have a 55% chance of exploding each time it is hit by an electrical charge. As you can see, there are certain inherent dangers involved when using explosives.

## PROJECTILE WEAPONS

**The Derringer Pistol** is a small, heavy calibre, single shot pistol, which can be easily concealed. **Length:** 5 inches (fits in the palm of the hand). **Weight:** 8 ounces (226.8gms). **Effective Range:** 40ft (12.2m). **Damage:** .38 calibre special — 2D6 or .38 calibre power — 3D6 or .357 magnum doing 4D6. **Cost:** $145.

**The Double Barrel Derringer Pistol** with a slightly longer double barrel. **Length:** 5.8 inches. **Weight:** 14 ounces (396.9gms). **Approx. Effective Range:** 40ft (12.2m). **Damage:** .38 calibre doing 2D6 or 3D6 or .357 Magnum doing 4D6 each. **Cost:** $350. **Note:** Both Derringers take two actions/attacks to reload.

**Tube Guns** are *homemade, single shot weapons* built into a tube/pipe or old revolver barrel. They may or may not have some type of handle and function on the same principle as the derringer. Like the derringer, they can easily be concealed under sleeves, pant legs, and so on. **Length:** 6 to 12 inches. **Weight:** 8 to 15 ounces. **Approx. Effective Range:** 30ft. **Damage:** Can be designed to fit any calibre pistol cartridge, from .22 to .44 calibre magnum; 1D6 to 5D6. **Cost to make:** $15.00; **Cost to buy already made:** $200. **Note:** Reloading counts as two melee actions (about 30 seconds).

**Spike Tube:** A tube gun designed to fire a sharp spike or blade. **Length:** 5 to 12 inches. **Weight:** 6 to 13 ounces. **Approx. Effective Range:** 40ft (12.2m). **Damage:** 1D8. **Cost to make:** $15; **Cost to buy ready-made:** $160. **Note:** Reloading counts as two melee actions/attacks (about 30 seconds).

**Spike Tube Variation:** The spike can have a strong cord attached with a tiny reel to create a mini-grappling hook-type spike and line for climbing. All specifications and cost are unchanged. Although the effective range is 40ft (12.2m) the spike can be fired up to 80ft (24.4m), but is −6 to strike.

**Micro One Shot Mechanism:** Basically, a tube gun mechanism that is built into a briefcase, fake book, etc., or disguised as a pen, cigarette lighter, cigarette case, small flashlight, and so on. Can fire bullets or spike/blade. The only limitation is the smaller the item it is concealed in the smaller the bullet calibre (.22 or .32 cal.). **Approx. Effective Range:** 30ft (9.1m). **Cost to make:** $30 to $150; **Cost to buy ready-made:** $250 to $600, depending largely on the item it is concealed in.

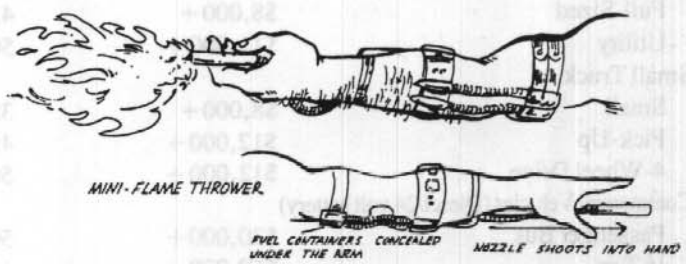
**Spring Wrist Release Mechanism:** A simple device which can hold a small object, such as a knife, derringer, tube gun, etc. Securely hidden on the forearm until triggered by a sharp jester, which releases and springs the item into the hand. **Cost to make:** $30; **Cost to buy ready-made:** $130. **Maximum Weight Allowance:** One pound (0.5kg).

**Back-Firing Pistol:** An automatic pistol that has been rigged, as a booby-trap, to fire out the rear. **Approx. Effective Range:** 100ft (30m). **Damage:** Per caliber of pistol. **Cost to make/modify an existing weapon:** $40 (plus the cost of the weapon); **Cost to have it professionally rigged:** $200 (plus the cost of the weapon). **Note:** Must be an automatic pistol only, and is very inaccurate if used as a distance weapon (20ft or more); −3 to strike.

**Projectile Wrist Blaster:** A special wrist-band that fires bullets with the flick of a wrist. **Maximum Payload:** Four bullets; any calibre under 44 magnum. **Approx. Effective Range:** 100ft (30m). **Damage:** Varies with calibre size. **Cost to make:** $75; **Cost to buy ready-made:** $600.

**Explosive Wrist Blaster:** An apparatus similar to the previous, except that it fires two explosive shells rather than four bullets. **Approx. Effective Range:** 80ft (24.4m). **Damage:** 6D6 each. **Blast Radius:** Localizes, one foot (0.3m). **Cost to make:** $80; **Cost to buy ready-made:** $650. **Cost to make explosive shells:** $80 each; **Cost to buy ready-made:** $100 each.

**Mini-Flamethrower:** Small enough to conceal under one's shirt, sleeve or pant leg. Spring release mechanism optional. Four foot hose. **Range:** 6ft stream of flame (1.8m). **Damage:** 3D6, plus 60% chance of setting combustible items ablaze. **Payload:** Six blasts. **Cost to make:** $125; **Cost to buy ready-made:** $750.




**Note:** Players may also utilize weapon gimmicks from *Ninjas and Superspies* as well.

# BUILDING THE SUPER VEHICLE

**Excerpted with modifications from *Road Hogs* and *TMNT Universe* by *Erick Wujcik*.**

Attitude: In Heroes Unlimited, Ninjas and Superspies and TMNT, the use of vehicles like cars, trucks, motorcycles and helicopters makes combat a bit different. Yet the rules are not overtly complicated . . . the basic idea is that vehicles are treated exactly like powered armor . . . just as robots are.

When you get *into a car* you essentially don a suit of super powered armor . . . this armor augments *three basic things:*

1. S.D.C.
2. A.R.
3. Speed

Putting a vehicle together is a five-step process, an *expensive* five-step process. Just take 'em one at a time.

## Step 1 — The Basic Vehicle

The purchase or construction of the basic body frame, style, housing, tires and body construction materials and production expense.

### GROUND VEHICLE TABLE NOTES

**Vehicle Type:** The brand and model of the vehicle can be chosen by the player. For example, a sports car can be (player's option) a Corvette, Delorean, Jaguar, or Porsche. A luxury car can be a Cadillac, Mercedes Benz, Rolls Royce or Bently.

**Price:** Represents the amount of money needed to replace missing parts, repair the frame, replace the tires, and generally get the vehicle moving again.

**S.D.C.:** The amount of damage the vehicle can take before it ceases to operate/ride.

**Max. Seats:** The number of comfortable seats available. This can be modified in many ways. For example, a street bike can seat two, a passenger holding onto the driver, or three if a sidecar is added.

**Max. Load:** This is the absolute maximum weight, in pounds, that a vehicle can carry, including passengers. Bad roads or vehicle damage will reduce the maximum load possible. NOTE: *A vehicle cannot exceed cruising speed while carrying the maximum load.*

**Turrets:** The maximum number of rotating weapon turrets that can be added to the vehicle. For cars and truck cabs the turrets are built into the roof. Vans and commercial vehicles can have turrets on the sides, front or rear walls. Truck beds can have freestanding turrets.

## BASIC GROUND VEHICLES

| Type | Price | Main Body S.D.C. | Max. Seats | Max. Load | Turrets |
|---|---|---|---|---|---|
| Motorcycles (Gasoline/6 volt) | | | | | |
| Light Motorcycle | $1000 | 75 | 1 | 250lbs | 0 |
| Heavy Motorcycle | $2000 + | 100 | 2 | 450lbs | 1 |
| Small Automobiles | | | | | |
| Compact | $6000 + | 250 | 4 | 1,250lbs | 1 |
| Sports Car | $25,000 + | 300 | 2 | 1,300lbs | 1 |
| Jeep | $8,000 + | 450 | 4 | 2,400lbs | 1 |
| Large Automobiles | | | | | |
| 2-Door Sedan | $6,500 + | 350 | 5 | 1,400lbs | 1 |
| 4-Door Sedan | $10,000 + | 400 | 5 | 1,500lbs | 1 |
| Luxury Car | $15,000 + | 450 | 6 | 1,700lbs | 1 |
| Station Wagon | $8,000 + | 450 | 8 | 2,000lbs | 2 |
| Vans | | | | | |
| Mini-Vans | $10,000 + | 400 | 8 | 1,800lbs | 1 |
| Full-Sized | $8,000 + | 450 | 10 | 2,500lbs | 2 |
| Utility | $11,000 + | 500 | 6 | 3,000lbs | 2 |
| Small Truck | | | | | |
| Small | $8,000 + | 350 | 2 | 1,500lbs | 1 |
| Pick-Up | $12,000 + | 450 | 2 | 3,000lbs | 2 |
| 4-Wheel Drive | $12,000 + | 500 | 2 | 2,500lbs | 2 |
| Commercial Vehicles (Diesel/24 volt battery) | | | | | |
| Passenger Bus | $30,000 + | 500 | 45 | 9,000lbs | 8 |
| ½ Ton | $50,000 + | 600 | 3* | 15,000lbs | 6 |
| 10-Wheeler | $90,000 + | 800 | 3* | 60,000lbs | 10 |
| 16-Wheeler | $150,000 + | 1,000 | 4* | 160,000lbs | 16 |

*Seats indicated are in the cab of the truck; an additional 30, 60 or 90 can be seated or placed in the trailer of the truck, depending on the size.

## Step 2 — Adding Speed to Vehicles

At this stage the vehicle isn't much more than basic transportation. Before it was fixed it had a negative Class Engine, it couldn't move at all. Now it has a Class 0 Engine and Alignment, which means the vehicle can go about 5mph. Which is fine for plowing fields, but hardly suitable for highway travel.

**Important Note:** When you're buying speed you're buying more than a hot engine. Without good alignment the vehicle will shake itself to pieces before it ever reaches cruising speed. Transmission, drive train, carburetor and exhaust also have to be modified in order to achieve higher speeds.

To buy Speed use the following table.

## Adding Speed to Ground Vehicles

| Speed Class | Spd. | Maximum | Cruise | Engine and Alignment Cost | | | |
|---|---|---|---|---|---|---|---|
| | | | | Bike | Sport | Car/Truck | Semi |
| 1 | 22 | 15 mph | 10 mph | $100 | $100 | $50 | $500 |
| 2 | 44 | 30 mph | 20 mph | $150 | $200 | $100 | $1,000 |
| 3 | 66 | 45 mph | 30 mph | $200 | $300 | $150 | $1,200 |
| 4 | 88 | 60 mph | 45 mph | $250 | $400 | $200 | $1,400 |
| 5 | 110 | 75 mph | 55 mph | $300 | $500 | $250 | $1,600 |
| 6 | 132 | 90 mph | 60 mph | $350 | $600 | $300 | $1,800 |
| 7 | 154 | 105 mph | 65 mph | $400 | $700 | $400 | $2,000 |
| 8 | 176 | 120 mph | 70 mph | $425 | $800 | $500 | $2,250 |
| 9 | 198 | 135 mph | 75 mph | $450 | $900 | $600 | $2,500 |
| 10 | 220 | 150 mph | 80 mph | $475 | $1,000 | $700 | $3,000 |
| 11 | 242 | 165 mph | 85 mph | $500 | $1,200 | $800 | $4,000 |
| 12 | 264 | 180 mph | 90 mph | $550 | $1,400 | $1,000 | $5,000 |
| 13 | 286 | 195 mph | 95 mph | $600 | $1,600 | $1,500 | $6,000 |
| 14 | 308 | 210 mph | 100 mph | $700 | $1,800 | $2,000 | $7,000 |
| 15 | 330 | 225 mph | 105 mph | $1,000 | $2,000 | $2,500 | $8,000 |
| 16 | 352 | 240 mph | 110 mph | $1,500 | $2,250 | $3,000 | $10,000 |
| 17 | 396 | 270 mph | 115 mph | $2,000 | $2,500 | $4,000 | $15,000 |
| 18 | 440 | 300 mph | 120 mph | $3,000 | $2,750 | $5,000 | $20,000 |
| 19 | 484 | 330 mph | 125 mph | $4,000 | $3,000 | $6,000 | N/A |
| 20 | 528 | 360 mph | 130 mph | $5,000 | $3,500 | $7,000 | N/A |
| 21 | 572 | 390 mph | 135 mph | $6,000 | $4,000 | $8,000 | N/A |
| 22 | 616 | 420 mph | 140 mph | $7,000 | $5,000 | $10,000 | N/A |
| 23 | 660 | 450 mph | 145 mph | $8,000 | $6,000 | $15,000 | N/A |
| 24 | 704 | 480 mph | 150 mph | $9,000 | $8,000 | $20,000 | N/A |
| 25 | 792 | 540 mph | 155 mph | N/A | $10,000 | $25,000 | N/A |
| 26 | 880 | 600 mph | 160 mph | N/A | $20,000 | $50,000 | N/A |

**TABLE NOTES**

**Spd:** If the car were a person this would be its equivalent to *Speed Attribute*. A character with a Speed of 22 can run 15mph. It's the same for vehicles except they can go much faster. The land vehicle maximum is 880, which is 600mph or near the speed of sound (660mph).

**Maximum:** The vehicle's absolute maximum speed. Because this is pushing the machine to it's limits there must be a roll on the breakdown table for every 12 miles driven. Note that these speeds are impossible without excellent roads.

**Cruise:** Safe speed for extended travel (given good roads). The vehicle should be able to drive indefinitely at Cruising Speed.

**Bike:** Cost of equipping any Motorcycle with matching speed.

**Sport:** The price of engines for sports cars and specialized racing cars. Only specially equipped sport and racing cars can be modified for the very top speeds.

**Car/Truck:** Engine costs are the same for luxury cars, station wagons, full-sized and mini vans, small trucks, pick-up trucks and all other medium sized vehicles.

**Semi:** Includes all commercial vehicles, as well as tanks, construction machinery and moving equipment.

**Heli:** Cost of equipping a Helicopter with the matching speed. Helicopters are incapable of reaching the speed of sound.

**Plane:** Cost for souping up a propeller-driven airplane. These vehicles can neither hover nor reach the speed of sound.

**Jet:** Engine costs for all conventional jet aircraft, ranging from commercial jet aircraft to jet fighters.

**Scramjet:** This high speed, hydrogen powered jet engine is only available as an add-on to other aircraft. The Scramjet can not operate at speeds less than Mach 2. Therefore, any aircraft with the Scramjet add-on must already be Speed Class 30 or better.

**Special Option:** The designer can fit an automobile or truck with hover capabilities. Set-up cost automobile (regardless of size) $1 Million dollars. Set-up cost small truck (no semi) $1.2 Million. Buy speed as usual; *see sub-sonic air vehicle table*.

# BASIC AIR VEHICLES

| Type | Base Price | S.D.C. | Max. Seats | Max. Load |
|---|---|---|---|---|
| **HELICOPTERS** | | | | |
| Small Observation | $200,000 | 150 | 1or 2 | 400lbs |
| Civilian Transport | $600,000 | 300 | 2 to 6 | 2,000lbs |
| Cargo Transport | $2,000,000 | 500 | 2 to 14 | 10,000lbs |
| Combat Transport | $2,800,000 | 400 | 2 crew (10 people) | 4,000lbs |
| Combat Fighter | $1,800,000 | 450 | 4 | 1,000lbs |
| **CONVENTIONAL AIRPLANES** | | | | |
| Single Engine Civilian | $65,000 | 200 | 2 to 4 | 800lbs |
| Single Engine Fighter | $200,000 | 250 | 1 | 1,400lbs |
| Twin Engine Civilian | $60,000 | 300 | 2 to 4 | 2,000lbs |
| Twin Engine Transport | $80,000 | 500 | 2 crew (48 people) | 16,000lbs |
| Twin Engine Fighter-Bomber | $110,000 | 350 | 3 | 14,000lbs |
| Three Engine Transport | $105,000 | 800 | 4 crew (60 people) | 19,000lbs |
| Four Engine Bomber | $250,000 | 600 | 4 crew (20 people) | 12,000lbs |
| **JET AIRCRAFT** | | | | |
| Personal Jet Pack | $250,000 | 25 | 1 | 250lbs |
| Stunt Plane | $350,000 | 250 | 1 or 2 | 300lbs |
| Single Engine Fighter | $4,000,000 | 400 | 1 | 2,000lbs |
| Twin Engine Fighter-Bomber | $6,000,000 | 500 | 1 | 8,000lbs |
| 3 Engine Passenger | $5,000,000 | 750 | 3 crew (80 people) | 25,000lbs |
| 4 Engine Wide-Body | $8,000,000 | 850 | 3 crew (120 people) | 50,000lbs |
| 4 Engine Strategic Bomber | $15,000,000 | 950 | 3 crew (48 people) | 45,000lbs |
| **HIGH-TECH VEHICLES** | | | | |
| Flying Harness/Jet Pack | $30,000 | 50 | 1 | 1,000lbs |
| Flying Platform/Hover Craft | $600,000 | 90 | 1 to 4 | 2,000lbs |
| Hover Vehicle — Small | $1,000,000 | 350 | 2 to 4 | 4,000lbs |
| Hover Vehicle — Large | $2,000,000 | 500 | 6 to 10 | 8,000lbs |
| Orbital Shuttle | 500 Million | 2,000 | 3 to 12 | 100,000lbs |
| Combat Fighter (Space) | 800 Million | 2,500 | 2 to 8 | 30,000lbs |
| **CHARACTER FLIGHT TECHNIQUES (For comparison only)** | | | | |
| Mutant Animal Flight Power-160mph | — | — | P.P. | equal to P.S. |
| Mutant Animal Glide Power | — | — | P.P. | equal to P.S. |
| Robot Hover Jets | $500,000 | — | 5 | equal to P.S. |
| Robot Booster Jets | $750,000 | — | 5 | equal to P.S. |
| Flame Flight (Super Power) | — | — | 1 | equal to P.S. |
| Sonic Flight (Super Power) | — | — | P.P. | equal to P.S. |

## AIR VEHICLE TABLE NOTES

**Type:** This is just the general category. There are hundreds of possible variations.

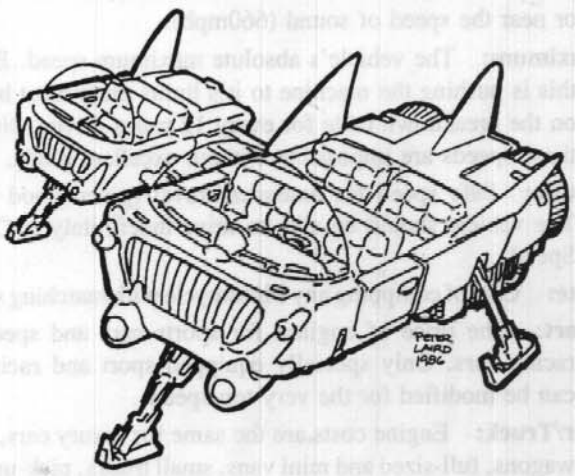
**Base Price:**

**1.** Price as listed buys only the basic framework and engine. Speed Class, improvements in T.M.F., armor, weapons, and options, are all extra.

**2.** For scavenging aircraft for an After the Bomb scenario, the Base Price is divided by 10. In other words, getting the hulk of a cargo helicopter back into usable shape would cost $2,000,000

**S.D.C.:** Destroying all the S.D.C. of a vehicle turns it into scrap metal. It may take considerably less damage to eliminate the vehicle's ability to fly.

**Payload:** This is the total amount of weight that the vehicle can carry. Pilot, crew and passengers, along with their seats and harnesses, missiles, bombs and cargo; all are part of the vehicle's payload. An aircraft simply won't get off the ground if it's overloaded. Built-in vehicle weapons and armor are not counted in payload.



## SUB-SONIC SPEED CLASS AIR VEHICLE TABLE

| Class | Spd. | Maximum | Heli | Plane | Jet | Hover Craft |
|---|---|---|---|---|---|---|
| 0 | Hover | 0 mph | $0 | N/A | N/A | $6,000 |
| 1 | 22 | 15 mph | $100 | N/A | N/A | $8,000 |
| 2 | 44 | 30 mph | $200 | $0 | N/A | $10,000 |
| 3 | 66 | 45 mph | $300 | $50 | N/A | $12,000 |
| 4 | 88 | 60 mph | $400 | $75 | $0 | $14,000 |
| 5 | 110 | 75 mph | $500 | $100 | $100 | $16,000 |
| 6 | 132 | 90 mph | $600 | $150 | $200 | $18,000 |
| 7 | 154 | 105 mph | $700 | $200 | $300 | $20,000 |
| 8 | 176 | 120 mph | $800 | $250 | $400 | $22,000 |
| 9 | 198 | 135 mph | $900 | $300 | $500 | $24,000 |
| 10 | 220 | 150 mph | $1,000 | $400 | $600 | $25,000 |
| 11 | 242 | 165 mph | $2,000 | $500 | $700 | $26,000 |
| 12 | 264 | 180 mph | $3,000 | $600 | $800 | $27,000 |
| 13 | 286 | 195 mph | $4,000 | $700 | $900 | $28,000 |
| 14 | 308 | 210 mph | $5,000 | $800 | $1,000 | $29,000 |
| 15 | 330 | 225 mph | $10,000 | $900 | $1,100 | $30,000 |
| 16 | 352 | 240 mph | $15,000 | $1,000 | $1,200 | $31,000 |
| 17 | 396 | 270 mph | $20,000 | $1,100 | $1,300 | $33,000 |
| 18 | 440 | 300 mph | $25,000 | $1,500 | $1,400 | $36,000 |
| 19 | 484 | 330 mph | $27,500 | $2,000 | $1,500 | $38,000 |
| 20 | 528 | 360 mph | $30,000 | $3,000 | $1,750 | $40,000 |
| 21 | 572 | 390 mph | $40,000 | $5,000 | $2,000 | $50,000 |
| 22 | 616 | 420 mph | $50,000 | $10,000 | $3,000 | $60,000 |
| 23 | 660 | 450 mph | $100,000 | $50,000 | $4,000 | $70,000 |
| 24 | 704 | 480 mph | $400,000 | $100,000 | $5,000 | $100,000 |
| 25 | 792 | 540 mph | $750,000 | $200,000 | $10,000 | $250,000 |
| 26 | 880 | 600 mph | $1,000,000 | $500,000 | $20,000 | $750,000 |
| 27 | 968 | 640 mph | N/A | $1,000,000 | $50,000 | $1,000,000 |
| 28 | MACH 1 | 660 mph | N/A | N/A | $150,000 | $2,000,000 |

## SUPERSONIC SPEED CLASS AIR/SPACE VEHICLE TABLE

| Class | Speed | Maximum | Jet | Scramjet | Spacecraft** |
|---|---|---|---|---|---|
| 28 | MACH 1 | 660 mph | $150,000 | N/A | N/A |
| 29 | MACH 1.5 | 990 mph | $500,000 | N/A | N/A |
| 30 | MACH 2 | 1,320 mph | $1,000,000 | N/A | N/A |
| 31 | MACH 2.5 | 1,650 mph | $2,500,000 | N/A | $6,000,000 |
| 32 | MACH 3 | 1,980 mph | $5,000,000 | N/A | $8,000,000 |
| 33 | MACH 4 | 2,640 mph | $8,000,000 | $2,000,000 | $10,000,000 |
| *34 | MACH 5 | 3,300 mph | $15,000,000 | $4,000,000 | $14,000,000 |
| 35 | MACH 10 | 6,600 mph | $50,000,000 | $6,000,000 | $25,000,000 |
| 36 | MACH 15 | 9,900 mph | N/A | $7,000,000 | $50,000,000 |
| 37 | MACH 20 | 13,200 mph | N/A | $8,000,000 | $70,000,000 |
| 38 | MACH 30 | 19,800 mph | N/A | $10,000,000 | $100,000,000 |
| 39 | 1% Lightspeed | 6,700,000 mph | N/A | N/A | $600,000,000 |
| 40 | 5% Lightspeed | 33,500,000 mph | N/A | N/A | $800,000,000 |
| 41 | 10% Lightspeed | 67,000,000 mph | N/A | N/A | $960,000,000 |
| 42 | 50% Lightspeed | 335,000,000 mph | N/A | N/A | $20 Billion |

**Roughly Equivalent to Escape Velocity, the speed required to leave Earth's gravitational field and go into orbit in outer space.
**Beyond man's real life capabilities. Any such vehicles would be government/military or private industry top secrets and experimental. Industrial facilities are definitely needed.

### AIRCRAFT FUEL

Helicopters, airplanes, jets and scramjets all burn vast amounts of fuel. To avoid getting overly complicated the rules for fuel consumption have been simplified as follows:

**1.** At Maximum Speed the aircraft burns all its fuel in 15 minutes. Believe it or not, this is rather generous; many jet planes can burn their entire fuel load in under 3 minutes.

**2.** From 3/4 Speed to 1/4 Speed the aircraft will burn all its fuel in 3 hours.

**3.** At Idling Speed, about 1/10 Maximum speed, the aircraft will burn all its fuel in 5 hours.

## Step 3 — Adding Vehicle Armor

Having weapons is nice. Unfortunately there are plenty of other people on the road with similar ideas. To keep them from putting holes in characters and vehicles, you'll need armor.

**Vehicle Armor**

This armor protects the vehicle only, passengers are not covered. *Only one set of vehicle armor allowed.*

| | | | | |
|---|---|---|---|---|
| Light Armor | A.R.: 14 | S.D.C.: 350 | $2,500 | 600lbs |
| Medium Armor | A.R.: 16 | S.D.C.: 700 | $10,000 | 1800lbs |
| Heavy Armor | A.R.: 18 | S.D.C.: 1,400 | $50,000 | 5000lbs |

**Passenger Armor**

Armor for the passenger compartment for most vehicles. Note: Passenger Armor is not available for motorcycles. *Only one set of armor per compartment.*

| | | | |
|---|---|---|---|
| Light Armor with Glass Windows | A.R.: 10 | S.D.C.: 200 | $800 |
| Light Armor with Plexiglass Windows | A.R.: 12 | S.D.C.: 250 | $1,000 |
| Light Armor with Window Slits | A.R.: 14 | S.D.C.: 300 | $1,200 |
| Medium Armor with Glass Windows | A.R.: 11 | S.D.C.: 300 | $2,000 |
| Medium Armor with Plexiglass Windows | A.R.: 13 | S.D.C.: 350 | $2,500 |
| Medium Armor with Window Slits | A.R.: 15 | S.D.C.: 400 | $3,000 |
| Heavy Armor with Glass Windows | A.R.: 12 | S.D.C.: 400 | $4,000 |
| Heavy Armor with Plexiglass Windows | A.R.: 14 | S.D.C.: 450 | $4,500 |
| Heavy Armor with Window Slits | A.R.: 16 | S.D.C.: 500 | $5,000 |

Turret Armor protects both the weapon and the operator. Separate armor must be bought for *each* turret. *Only one set of armor per turret.*

| | | | |
|---|---|---|---|
| Light Armor | A.R.: 10 | S.D.C.: 350 | $800 |
| Medium Armor | A.R.: 12 | S.D.C.: 300 | $1,800 |
| Heavy Armor | A.R.: 14 | S.D.C.: 400 | $3,500 |
| Empty Turret | A.R.: 8 | S.D.C.: 100 | $1,000 |

Can be used with any weapon.

**Flying Vehicle Armor**

**Armoring** a flying vehicle helps protect it from enemy fire. However, all that armor is heavy and the aircraft's payload is reduced for every section of armor installed.

**Aircraft Crew Compartment Armor**. Armor can be installed for each crew station on a vehicle.

Each crew station armor must be bought separately.

**Light Armor with Plexiglas Windows; A.R.:** 12, **S.D.C.**: 250 $1,000 50 pounds

**Medium Armor with Plexiglas Windows; A.R.:** 14, **S.D.C.:**350 $2,500 100 pounds

**Heavy Armor with Plexiglas Windows; A.R.:** 15, **S.D.C.:** 550 $4,500 200 pounds

**Aircraft Drive Engine Armor**

Protects the drive mechanism from enemy fire. One set of engine armor is allowed for each engine.

Light Armor; **A.R.:** 12 **S.D.C.:** 200 $800 100 pounds
Medium Armor; **A.R.:** 13 **S.D.C.:** 300 $2,000 300 pounds
Heavy Armor; **A.R.:** 14 **S.D.C.:** 400 $5,000 600 pounds

**Aricraft Vehicle Armor**

This armor protects the entire vehicle, This armor must be penetrated before cargo, crew, engines or fuel are hit. Only one set of vehicle armor per vehicle allowed.

Light Armor; **A.R.:** 8 **S.D.C.:** 300 $2,500 500 pounds
Medium Armor; **A.R.:** 10 **S.D.C.:** 500 $10,000 1,200 pounds
Heavy Armor; **A.R.:** 12 **S.D.C.:** 900 $50,000 4,000 pounds

**Fuel Compartment Armor (Auto or Aircraft)**

This armor serves two functions. To protect the fuel area from enemy fire, and to protect the vehicle crew from the explosion when and if the fuel gets hit. Only one set of fuel armor per vehicle allowed.

Light Armor; **A.R.:** 10 **S.D.C.:** 200 $500 150 pounds
Medium Armor; **A.R.:** 12 **S.D.C.:** 300 $2,000 500 pounds
Heavy Armor; **A.R.:** 14 **S.D.C.:** 400 $7,000 900 pounds

**Note:** Of course, you do not have to add any armor to any portion of the vehicle. It is your choice.

## Step 4: ADDING WEAPONS

**FIXED MOUNT**

This kind of weapon fires in only one direction, and aiming requires turning the entire vehicle. Usually set up to shoot straight ahead, but can be mounted in any direction. Usually used by the vehicle's pilot.

| Weapons | Damage | Range | Price |
|---|---|---|---|
| 5.56mm Light Machinegun | 5D6 | 1,500ft | $1,500 |
| 7.62mm Medium Machinegun | 6D6 | 3,000ft | $2,500 |
| 20mm Automatic Cannon | 1D4 × 10 | 4,000ft | $10,000 |
| 30mm Automatic Gun | 2D4 × 10 | 5,000ft | $15,000 |

**SWIVEL MOUNT**

Weapon is mounted on a swivel that can be rotated 360 degrees. A gunner must operate the weapon from an open platform or turret.

| Weapons | Damage | Range | Price |
|---|---|---|---|
| 5.56mm Light Machinegun | 5D6 | 1,500ft | $3,000 |
| 7.62mm Medium Machinegun | 6D6 | 2,000ft | $4,000 |
| .50 Calibre Heavy Machinegun | 7D6 | 3,000ft | $8,000 |
| Empty Turret (Install with any weapon) | | | $1,000 |

**ORDNANCE**

These weapons are mounted on the exterior of the craft. All ordnance weights must be subtracted from the vehicle payload.

| Weapons | Damage | Range | Price |
|---|---|---|---|
| 2.75" Rocket Launching Tube | 1D6 × 10 | 6,000ft | $500 ea. |

**Rockets** are disposable weapons; once used, the entire thing must be replaced. *Speed Class is 19*. Explosion does 1D6 × 10 on everything within a 20 square foot area. Each loaded tube weighs 35 pounds.

**Anti-Aircraft Missiles, Damage:** 2D4 × 10. **Range:** 12,000ft. **Cost:** $4,000 each. Anti-aircraft missiles have built-in infrared sensors for tracking the enemy target. Speed Class is 29, Explosion does 2D4 × 10 on everything within a 40 square foot area. Each missile weighs 250 pounds.

**Flame Thrower: Damage:** 4D6, **Range:** 30ft, **Cost:** $2,800. Does damage to everything in a 8 square foot area. All combustible items will ignite. If used on unarmored vehicles the gas tank may detonate (30% chance).

# Step 5: Optional Modifications, Equipment and Accessories

**Note:** Generally, all items can be built into ground and air vehicles.

**Air-Recycling System:** Allows for unlimited time in space or underwater or in impure air (gas, pollution, etc.). The unit will recycle the vehicle atmosphere so long as power remains. **Cost:** Includes making vehicle air tight. $200,000 for a small vehicle, $450,000 for a large one.

**Anti-Missile Chaff:** When triggered it sends out a canister designed to decoy enemy anti-aircraft missiles. The canister heats up, attracting the missile's heat sensors, gives off a fake radio signal, and sends out streamers of aluminum designed to fool radar-guided units. **Cost:** $3,500 each.

**Ejection Seat:** This specially built chair has built-in explosives designed to throw the chair and its occupant up and away from an injured vehicle. The parachute is designed to open automatically at the right altitude. **Cost:** $6,000.

**Ejection Seat Hover Vehicle:** An ejection seat that is also a limited hover vehicle that functions like a jet pack. **Maximum speed:** 100mph (160kmph) **Range:** 15 miles (24km). **Fuel Capacity:** 15 minutes. **Cost:** $125,000.

**External Fuel Tank:** Doubles the amount of available driving or flight time. The tank *cannot* be armored, but can be easily dropped if damaged. **Cost:** $1,000 each.

**Fusion Generator:** A high-tech, experimental, power source. With a fusion generator installed, the vehicle can operate continuously for 3 years. **Cost:** $3 Million.

**Loudspeaker:** Simply a large speaker/amplifier mounted outside a vehicle. Can be heard clearly over vehicle noise up to 500' away. Cost: $400.

**Luxury Accommodation:** For *large* trucks, vans and aircraft. A decorated living area with beds (from 1 to 6), small kitchen with sink and stove, bathroom with shower, conference/dining table, panelling and carpeting. The kind of thing usually found in private jets. **Cost:** $15,000.

**Maneuver Rockets: This is the only way to move or change position in the vacuum of outer space or underwater. A necessity for Scramjets that are going to operate in orbit. Cost:** $15,000 each.

**Night Sight Camera/Monitor:** A forward mounted camera that sees into the darkness and relays an amplified image to a monitor in front of the operator. Range is 2,000ft, and the camera clearly shows ground-based buildings, vehicles and creatures. Imaging is too slow to see aircraft. Any bright lights, including the vehicle's own headlights, blind the night sight camera. **Cost:** $30,000.

**Pontoons:** Large floats/skids that can be used for landing on water. **Cost:** $800.

**Pressurized Cabin:** A crew compartment that is air-tight and comes with an on board air supply. Good against poison gas, smoke, high altitude, and the vacuum of outer space. Effective underwater up to a depth of 1100ft (335m). **Cost:** $200,000

**Searchlight:** High-powered spotlight. Controlled by the pilot. **Cost:** $400.

**Second Engine:** This is a back-up engine for the vehicle. The full price for second engine depends on Speed — see Speed Table. **Cost:** Car — $1500, truck — $3000, airplane — $30,000, jet — $60,000, *plus* speed costs.

**Smoke Screen:** The pilot can release smoke by changing the fuel mix in the engine. Available only for conventional automobiles and aircraft. **Cost:** $1,200.

**Theft Alarm System:** A tamper-proof burglar alarm. When someone attempts to open the vehicle without the alarm key, a piercing siren will sound out. **Cost:** $700 each.

**Thief-Proof Locks:** The vehicle locks have been modified so that standard pry bars and skeleton keys will not work. Thief is −35% to pick locks. **Cost:** $200 each.

**V.T.O.L. Capacity:** V.T.O.L., or Vertical Take-Off and Landing, allows planes and jets to hover in a stationary position, fly at very low speeds, and use small pads for landings. **Cost:** $200,000.

**Winch and Cable:** Woven steel cable about 1,000' long and has a hook on one end. The winch can pull up to 300lbs, larger loads can be handled by locking the winch and moving the vehicle. Usually used on helicopters and space vehicles. **Cost:** $1,000.

**Radar (basic) System:** 25 mile range (40km). **Cost:** $40,000.

**Radar Targeting Computer:** 30 mile range (48km), able to identify 20 targets and simultaneously track 10 targets flying at 600ft (182m) while the aircraft is flying at 18,000ft (5486.4m). **Cost:** $400,000 (has military capabilities).

**Advanced Radar Targeting Computer:** 62 mile range (100m), able to identify 60 targets and simultaneously track 30 targets flying below 200ft (60m) while the aircraft is flying at 20,000ft (6096m). **Cost:** $990,000.

## Optional Equipment Exclusive to Automobiles

Some equipment is standard with any basic vehicle, including headlights and brake lights, speedometer, odometer, and trouble indicator lights for brakes, oil and temperature. Also seats, seat belts, standard pedals, steering wheel and gear-shift. AM Radio is free. Everything else must be bought.

**Fold-Down Bucket Seats:** These seats are more comfortable than the standard bench seats. They can also be folded down and turned into temporary sleeping space. **Cost:** $200 Each.

**Camper Option:** Can be used with any van or larger vehicle. Includes beds (from 1 to 4), small kitchen with sink and stove, bathroom with shower, conference/dining table, and interior decorating with paneling and carpeting. **Cost:** $5,000. Of course this severely limits cargo space.

**Stereo System:** Picks up AM/FM/Shortwave signals and delivers the signal in stereo. Also plays tape cassettes. **Cost:** $400

**Refreshment Dispenser:** A built-in unit that delivers coffee, tea, hot chocolate or hot soup (pick one) from one spout, and soft drink, milk, ice water or fruit juice (pick one) from another. Must be recharged every few days. **Cost:** $450.

**Sensory Equipment**

Engine Readout Package: The instrument panel is modified to include a tachometer, temperature and oil pressure gauges, fuel mix indicator, and readout on the battery charge. Adds +5% to Auto Mechanics diagnosis. **Cost:** $250.

**Radar Display:** A monitor is mounted on the dash that displays the radar picture for an area 500ft around the vehicle. This shows solid obstacles (trees, rocks, buildings, airplanes), other moving vehicles, and moving bodies. It does *not* show pits, potholes, broken pavement or bodies smaller than Size Level 6. **Cost:** $20,000.

**Radio Locator:** Directional locator that lets the vehicle operators find the exact position of a radio transmission. Useful for finding planted "bugs". **Cost:** $1,000. **Range:** 5 mile (8km).

**Trailer Hitch:** Allows a trailer to be attached to the vehicle. **Cost:** $150.

**Winch and Cable:** Mounted on the front bumper is an electric winch; basically, a motor connected to a cable. The woven steel cable is 100ft long and has a hook on one end. The winch can pull up to 300lbs, larger loads can be handled by locking the winch and backing up the vehicle. **Cost:** $500.

**Fuel Efficiency Modification:** Modifying the car's engine so that fuel consumption is cut by half. **Cost:** $2,000.

**Super Fuel Efficiency:** By careful tinkering, the vehicle consumes only 10% of the normal miles per gallon rate. **Cost:** $15,000.

**Oil Slick:** The pilot can release oil from a tank mounted on the underside of the vehicle. Contains enough oil for three oil slicks. **Cost:** $1,200

**Vehicle Caltrops:** A container of broken glass, nails and metal shards can be released by the pilot. **Cost:** $300 for each container and release mechanism. $100 per each, non-reusable, container; although homemade containers can be made for about $30.

**Ram-Prow:** The ram-prow is a special metal reinforced ram at the front of the vehicle. The ram may be a simple foundation of metal bars, train-like cow-catcher or any variety of metal protrusion with the purpose of ramming.

The ram-prow protects the attacking vehicle from any damage that it would normally receive in a ram attack. (*See "Ramming" under Combat Tactics*). Also adds 75 S.D.C. to the vehicle. **Cost:** $800.

**Searchlight:** High-powered spotlight. Mounted on a swivel next to the pilot's seat. **Cost:** $200

**Siren:** High pitched emergency siren. Can be heard up to 2,500ft away. *Cost:* **$50**

## MISCELLANEOUS EQUIPMENT

## DRIVING SUITS OR ARMOR

Motorcycle drivers wear helmets and leathers for a reason; it helps to protect them in an accident. Characters with full leathers, including heavy boots, helmet, leather jacket, leather pants and leather gloves, will reduce the amount of damage taken in a crash. *The suit absorbs half the damage taken, up to a maximum of 24 points.*

For example, if Fran's character crashed and took 80 points of damage, she'd only have to take 56 points off her S.D.C. and Hit Points. On the other hand, if Mike crashed with 8 points of damage, he'd take 4 points off his S.D.C. (½ damage) and 4 off his Hit Points (the other ½).

**Driving suits are** *no protection against bullets, explosions, weapons, or hand-to-hand attacks.* They are useful for crash damage only. On the other hand, regular armor, either modern or ancient, gives *no protection against crash damage.*

Driving armor is just a safety measure. Or, according to some bikers. "You may break every bone in your body, but, at least, the leather will keep your body from coming apart. At the very least, leathers insure that your corpse will look good at your funeral."

**Cost:** $200 for characters of Size Level 7 or lower, $250 for up to Size Level 11, $300 for Size Level 12 and 13, add $100 for each additional Size Level.

## TOOL KITS

**Portable Tool Kit:** A portable tool kit in a leather case, about the size of a briefcase. Weighs 20 pounds and has everything needed for most Auto Mechanic diagnostics. **Cost:** $150.

**Trunk Tool Kit:** A metal toolbox weighing 60 pounds and with everything needed for road repairs. **Cost:** $500

**Shop Kit:** Actually several metal boxes and drawers worth of tools, usually installed in a garage or in a utility van (although most large vehicles could be modified to suit). This 1400 pound set has everything needed for major vehicle repairs (rebuilding engines, adjusting the frame) and modifications. Includes welding torch, hoist, and machine for mounting tires on wheels. **Cost:** $2,800

## FLIGHT SUITS

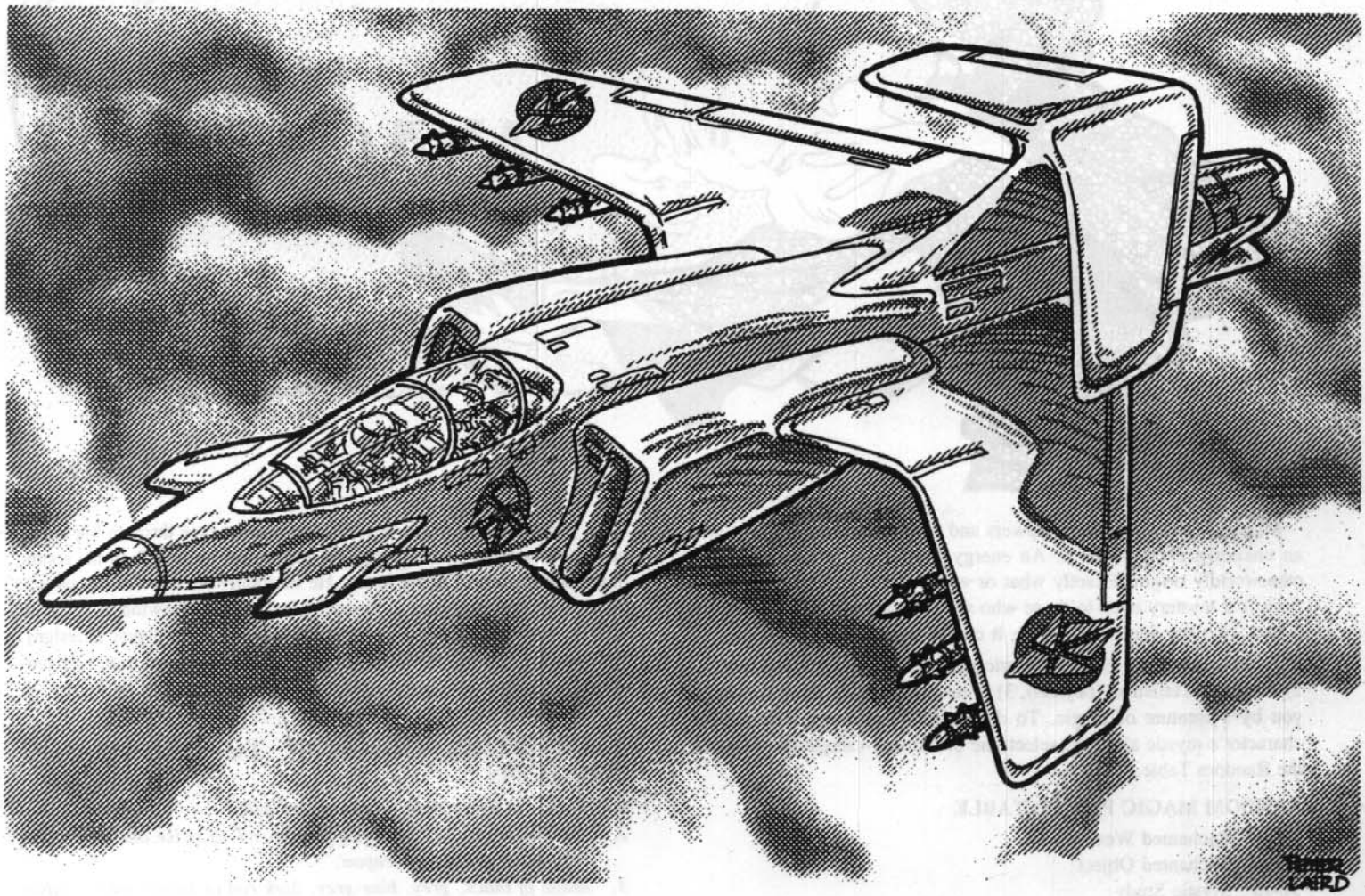
There are two good reasons for wearing flight suits. First, because they are protection against the thin air encountered at high altitudes. The second reason has to do with crash protection; *the suit absorbs half the damage taken in a crash, up to a maximum of 48 points.*

Flight suits provide *NO protection against bullets, explosions, or bladed weapons.* They *do* protect against punches, kicks, body blocks and other blunt attacks. Other than that, they are useful for falling and crash damage only. Regular armor, either modern or ancient, gives *no protection against falling or crash damage.*

**COST:** $500 for characters of Size Level 7 or lower, $550 for up to Size Level 11, $600 for Size Level 12 and 13, +$100 for each additional Size Level.

## SPACE SUIT (A full environmental suit with oxygen supply)

Space suits are designed to give full body protection from the rigors of outer space. Unprotected, a body exposed, to vacuum will experience a bunch of very unpleasant things. For starters the vacuum will freeze the skin's outer layers and evacuate all the air in the lungs. Then, if not rescued quickly (3 melees/45 seconds), there will be an explosive and messy decompression, where the inner pressures win the battle against the skin that's



trying to keep everything inside. Finally, unless the body is hidden in a shadow somewhere, there will be a certain amount of boiling and frying.

To avoid all this unpleasantness, it is highly recommended that characters wear protective space suits. The suit also gives some protection against crashes, *absorbing half the damage* taken in a crash, up to a maximum of 36 points.

Space suits provide *no protection against bullets, explosions, weapons or hand-to-hand combat. They are useful for crash damage only.*

*The atmosphere charge of a space suit will protect the wearer for up to 4 hours before needing a recharge.*

**COST:** $25,000 for characters of Size Level 7 or lower, $26,000 for up to Size Level 11, $28,00 for Size Level 12 and 13, and +$2,000 for each additional Size Level.

## AIRCRAFT TOOL KITS

**Portable Tool Kit:** A portable tool kit in a leather case, about the size of a briefcase. Weighs 20 pounds and has everything needed for most mechanical diagnostics. Cost: $350.

**Portable Tool Kit:** A metal toolbox weighing 60 pounds, and with everything needed for minor repairs. Cost: $800.

**Shop Kit:** Actually several metal boxes and drawers worth of tools. This 1400 pound set has everything needed for major vehicle repairs (rebuilding engines, adjusting the frame) and modifications. Includes welding torch, hoist, and power tools. Cost: $12,000.

**Note:** Additional equipment can be used from the *Ninjas and Superspies RPG*.

Magic provides incredible powers and abilities that seem to tap into an unknown energy source. An energy source that is likely to have otherworldly origin. Exactly what or where the mystic energy comes from is a mystery even to those who wield its power. What is known is that, like any source of power, it can be used for good or evil.

*There are four ways to get mystic powers.* 1) Enchanted Weapons. 2) Enchanted talisman (objects), 3) Years of study, 4) Bestowed upon you by a creature of magic. To determine which one provides your character's mystic abilities, select one of the four categories or roll on the Random Table.

**RANDOM MAGIC POWER TABLE**

| | |
|---|---|
| 1-25 | Enchanted Weapon |
| 26-50 | Enchanted Object |
| 51-75 | Mystic Study |
| 76-00 | Bestowed |

# ENCHANTED WEAPON

The magic weapon, not the character, is the true source of the magic. The hero is simply the new champion that wields the weapon. Without the mystic weapon the character is an ordinary person armed only with his skills and wits.

The weapon is usually a common ancient weapon, such as a sword or mace, covered in mystic symbols and rune writing. The weapon itself is indestructible. Most of these "rune" weapons are aligned to chaos (evil) or order (good) and its *magic* can only be used by people with a similar alignment. However, a few can be used by anybody. When the weapon is held by a kindred spirit (similar alignment), he or she will have a brief instructional vision. The item will identify itself or an eerie being will identify the weapon as a particular name and a force of good (or evil). For Example: Marvin Tecumson finds a sword in a curio shop. The shopkeeper tells him that it is an ancient blade, maybe 1000 years old. Marvin frowns. It appears far too sharp and new to be more than a hundred years old. Heck, the shopkeeper might even make 'em in the basement. Still there is something about the sword. It seems to feel good in his hands; almost inviting. Marvin buys the blade for much more than he can afford. "What a chump," he thinks, "I really blew it now." At home, he holds the blade and gives it a whirl. Suddenly, Marvin is in a mist filled forest. A beautiful woman (this could be a wizard, knight, angel, child, glowing blob of energy, the sword itself, anything) smiles and says: "Marvin, you are the new champion of light. Take the enchanted sword Moonwind (or any name) and use its powers to crush the evil that would devour the light." Marvin is stunned. A million questions race through his mind, but before a syllable can trickle off his tongue he's back in his room. Marv is certain he's going crazy. He hesitantly reaches for the sword. Picks it up and mumbles to himself it's name "Moonwind . . ." With a flash, Marvin is garbed in an outlandish costume (player's design). His muscles rippling with power. He and the sword are one, and suddenly, he knows its powers. No words are spoken, but he knows. A hero is born.

## PROPERTIES COMMON TO ALL MAGIC WEAPONS

1. Totally indestructible, blades never dull.
2. Well balanced and lightweight; *add +1 to strike and parry, but only when using the weapon.*
3. *Made of black, grey, blue-grey, dark red or bright gold or silver colored metal and lined with rune symbols from tip to handle.*
4. *The damage the weapon inflicts (roll percentile):*
   *1-25 3D6 damage*
   *26-50 4D6 damage*
   *51-75 5D6 damage*
   *76-00 6D6 damage*
5. *Affects/damages all creatures of magic, including animated dead, zombies, vampires, werewolves, demons, etc.*
6. *Provides a bonus of* +3 to save against all magic spells and enchantments.
7. Adds 1D6×10 S.D.C. to the hero.
8. Provides resistance against fire and cold (does half damage).
9. Sees the invisible (same as the spell).
10. Creates a costume or battle dress out of thin air for combat.
11. Activated when the wielder speaks its name. Something like "By the power of Moonwind . . ., etc."

## POWERS OF THE WEAPONS OF ORDER (good)

**Note:** A good aligned weapon can be used by Principled, Scrupulous or Unprincipled characters only. To anybody else it is an ordinary, powerless, weapon.

*Select FIVE from the following. Unless otherwise stated, there is no limit to how often a power can be used.*

1. **Healing Touch**: Restores 3D6 hit points or S.D.C. and heals burns. The magical healing leaves no scars. The healing touch can be used 10 times per day (24 hours). The weapon must touch the person to be healed.
2. **Damage Bonus:** +6 is added to all modes of attack.
3. **Spits Lightning Bolt:** Can be used as often as *once* every melee.

Damage: 4D6, Range: 300ft (91.5m).

4. **Spits Fire Ball** Can be used as often as *once* every melee. Damage: 5D6, Range: 200ft (61m).
5. **Returns to Wielder When Thrown:** Returns to the thrower immediately after striking the target. Range: 120ft (36m), counts as TWO attacks/actions.
6. **Turns itself and the wielder invisible:** Same abilities and restrictions as the usual hero power of invisibility.
7. **Impervious to Fire:** As long as the hero holds the weapon he/she is impervious to fire (including magic fire).
8. **Levitation at will:** Can levitate the weapon, wielder and up to 100lbs additional, up and down. Levitation does not allow movement from the side to side. Range: 300ft high — maximum (91.5m).
9. **Sense Magic:** The ability to sense the presence of magic other than your own. Unfortunately, the sense can not pinpoint the source of magic or identify how many. The best it can do in identifying the number of other magic sources is: a couple, a few and many. Range: within a 300ft (91.5m) area.
10. **Fly:** The ability to fly like a bird at will. Maximum speed is 50mph. The normal bonuses to dodge and parry apply.
11. **Nightvision:** A power that enables the hero to see clearly in the dark much like passive nightvision, light amplification goggles do. Range: 300ft (91.5m). **Note:** The nightvision is automatic in darkness and has no time limitation.
12. **Mystic Shield:** Creates a mystic shield or enclosure to protect the weapon wielder and up to six normal size people within five feet of the weapon. The shield has a total of 200 S.D.C. and is effective against all types of attacks, from laser blasts to explosives. The mystic shield can be created instantly with but a thought. If the weapon wielder is trying to block/protect himself from an incoming attack, he must roll as if to parry (with a magic bonus of +3; the normal parry bonuses do not apply). A failed roll means the hero is struck before the shield is created. No shield; try again. A successful parry with the mystic shield means the shield popped in and takes all damage. The remainder of any damage above the shield's 200 S.D.C. shatters the shield and affects those behind it. While the shield is up, the weapon wielder can take no action.

    **Range:** Covers up to a 5ft area (1.5m). Can be created around the weapon wielder or around others up to 60ft away (18.3m). Remember, the weapon wielder can not take any action/move/attack while the shield is up. Even if it is around somebody else 60ft away. **Other Limitations:** Can be created as often as once every two melee rounds. **Duration:** The shield will remain up until destroyed (all S.D.C. depleted) or the weapon wielder wills it to vanish (instant).
13. **Super Strength:** Increases the weapon wielder's P.S. to 24, +9 to damage, can carry up to 1200lbs (544kg) and lift up/hold 2400lbs (1088kg), and adds 1D4×10 S.D.C. Note: There is no time limit as to how long the strength lasts; however, the hero must invoke the weapon's name and carry it/use it.
14. **Tongues:** The ability to *understand and speak* any language at will.
15. **Words of Truth:** Same as the spell.

## POWERS OF THE WEAPONS OF CHAOS (evil)

**Note:** An evil aligned weapon's magic power can only be unleashed by Miscreant, Diabolic, and Aberrant characters. To anyone else it is a normal weapon.

*Select FIVE powers from the following list. Unless otherwise stated there is no limit to how often a power can be used.*

1. **Fever Touch:** A debilitating touch that harms rather than cures. If an *injured* person is touched by the weapon his/her condition worsens, receiving 1D6 damage and fever. The fever impairs sleep, eating, strength and thought. The victim is −3 to strike, parry, dodge and roll. Skills are −10%. Duration of the fever is 2D4 hours. A magical healing touch will cure a fever touch, but restores no hit points. The fever touch can be used 10 times per day (24 hours).
2. **Damage Bonus**: +6 is added to all modes of attack.
3. **Power Bolt:** A pitch-black bolt of icy cold can be fired as often as once per melee. Damage: 4D6, Range: 200ft (61m).
4. **Animate and Control the Dead:** This macabre power enables the weapon wielder to animate and control skeletons and corpses. These zombie-like automatons have no will of their own, nor any intelligence. They will obey any simple command, such as "protect me," "slay him," and so on. They obey only the weapon wielder.

    Animated dead can be destroyed by normal weapons, fire or exceptional means (magic or other powers). These horrible puppets have the following abilities: 20 S.D.C. each (no hit points since they aren't alive), one attack per melee, inflict 1D6 damage (average P.S. is 10), speed is 6 (slow moving). Duration: Until destroyed or the weapon wielder relinquishes his/her control. Limitations: 20 is the most that can be controlled at a time. The control of the dead counts as two of the weapon wielder's attacks per melee.
5. **Unnatural Darkness:** An inky blackness so dark that a person can not see beyond two feet ahead. Only the creator of the darkness and those with a *magical nightvision* can see clearly in the blackness. Very intense light (solar), dispel magic, dispel magic barrier, and the weapon wielder can dispel the darkness. Most people within the blackness are −6 to strike, parry and dodge, making them very vulnerable to attack. Heroes with heightened senses, magic nightvision, darkness control power, or radar and/or motion detectors (robots and bionics), suffer no penalties and can fight as normal. Duration: Until dispelled or weapon wielder lets it dissipate. The darkness can cover a 100ft area (30m).
6. **Turns Itself and Wielder Invisible:** Same abilities and limitations as the hero power of invisibility.
7. **Impervious to Fire:** As long as the villain holds the weapon, he/she is impervious to normal and magical fire.
8. **Fly:** The ability to fly like a bird at will. Maximum speed is 50mph. The normal bonuses to dodge and parry apply.
9. **Nightvision:** A power that enables the hero to see clearly in the dark much like passive nightvision, light amplification goggles do. Range: 300ft (91.5m). **Note:** The nightvision is automatic in darkness and has no time limitation.
10. **Circle of Flame:** Creates a circle of towering flame (10 to 20ft tall and 3 to 5ft thick). Anyone passing through the flame takes 4D6+4 damage. Range: Around oneself or around others up to 90ft away. The maximum circumference of the circle is 30ft.
11. **Portal of Fear:** First a large, elliptical patch of blackness appears. Seconds later, huge, black tentacles with grey blotches seem to grow out of the expanding black patch. The black patch grows to ten feet long and the 4-24 (4D6) tentacles stretch an astounding 30ft. Tactically, the most effective use of the Portal of Fear is to place it where it blocks a passageway. Each tentacle is easily large enough to snare one man. Once snared, the character must roll to save vs magic (12 or higher). A failed roll means fear and panic, reducing attacks per melee to one. A successful save means the hero is unaffected and can continue to struggle free. Within two melees the snared person is pulled screaming into the portal. Another roll to save vs magic must be made (this time a 16 or higher must be rolled). Whether the save is successful or not, the individual is immediately spit out about 20ft (6m). If the save vs magic *failed*, the character is wracked with fear and can do nothing but cringe in terror for 4D4 melees. No attacks or actions are possible. *If successful* the character is not affected and is free to continue his/her fight.

    The tentacles are not alive, but ectoplasmic apparitions. *Each* has one attack per melee, +2 to strike and 50 S.D.C. Magic and normal weapons will hurt it. If one tentacle is destroyed it will release its victim from its iron grip, but another will try to scoop him up in its place. The thing disappears when all the tentacles are destroyed

or a dispel magic barrier spell is cast or when the weapon wielder dispels it himself. **Limitations:** Only one Portal of Fear can be created at a time and restricted to three times per day (24 hours).

12. **Mystic Shield:** This is identical to the ability described under *Weapons of Order (good)*. See that #12 for details.
13. **Power of Darkness:** Impervious to poisons and toxic gases, add +2 to P.E., +6 to speed, +10% to prowl ability (if any) and 1D4×10 S.D.C.
14. **Tongues:** The ability to understand and speak any language at will.
15. **Cloud of Smoke:** Same as the spell; creates a 30×30×30 foot cloud of dense smoke.

## DETERMINING THE TYPE OF WEAPON

The player can either select a type of weapon or roll on the proceeding table. The only limitation is that the weapon must be an ancient hand-held type, not modern. Roll percentile dice.

**Type of Weapon**

| | |
|---|---|
| 1-10 | Battle Axe |
| 11-20 | Spear |
| 21-32 | Short Sword |
| 33-45 | Large Sword |
| 46-58 | Staff |
| 59-70 | Mace |
| 71-80 | War Hammer |
| 81-90 | Ball and Chain |
| 91-00 | Morning Star |

## MAGIC WEAPON WIELDER

**Level of Education and Skill Selection**

Standard; see creating a character.

**Hand to Hand Combat**

Physical combat skills are not automatic, but must be selected as a learned skill.

**Attacks Per Melee (Hand to Hand)**

As with ALL heroes, mystic characters automatically get two attacks per melee. Additional attacks must be developed through combat skills. See hand to hand combat.

**Weapons and Armor**

Other than the magic weapon, unless the character is extremely wealthy, only conventional weaponry and body armor would be available.

**Alignment**

Any alignment can be chosen, but heroes should generally be of good alignment.

**Structural Damage Capacity (S.D.C.)**

Twenthy S.D.C. plus any gained through magic and physical training.

# ENCHANTED OBJECT

Enchanted objects are much like the enchanted weapon in that *the source of magic is within the item,* not the person. Without the mystic item the character is an ordinary individual armed only with his skills and wits.

The object is either a small item such as a medallion, pendant, talisman or ring. Or it can be an article of clothing, such as a cape, cloak, mask, helmet, belt, gloves or gauntlet. When worn, the enchanted object endows the person with limited mastery over the mystic arts. Unlike the magic weapon, the enchanted object is rarely affiliated with a particular alignment. Thus, good or evil can use the same item indiscriminately.

**The magic knowledge** provided by the object never changes and can never be increased. The person simply uses and directs the magic and knows *nothing* about magic. This means he can not learn spells or circles.

To determine the type of magic possessed by the enchanted object, roll on the following tables. **NOTE:** Some objects magically provide super abilities.

**Category of Spells and Number Known**

| | |
|---|---|
| **1-14** | Select Ten illusionary spells. |
| **15-30** | Select Eight spell magic (wizard only). |
| **31-50** | Select Three spell magic and Five illusionary. |
| **51-70** | Select Two spell magic and Six illusionary. |
| **71-85** | Select Five spell magic and Three illusionary. |
| **86-00** | Select One major *super ability* and One minor (no spells). |

**Remember,** once selected, the spells or abilities can not be changed.

**Power Level of the Spell or Abilities**

**1-25** Equal to third level in power.
**26-50** Equal to fourth level in power.
**51-75** Equal to fifth level in power.
**76-00** Equal to sixth level in power.

**Note:** The spell equivalent in power is fixed and does NOT increase as the character grows in experience. The spell's, strength, range, duration, damage and effects are forever locked in the equivalent level stated in the table. However, the character's normal skills and physical training will increase as he or she grows in experience.

**Number of Spells Per Day**

The number of spells which can be cast per day (24 hours) is limited as follows:

1-11 Seven spells per day
12-21 Eight spells per day
22-33 Nine spells per day
34-55 Ten spells per day
56-67 Eleven spells per day
68-89 Twelve spells per day
90-00 Thirteen spells per day

Of course, heroes endowed with super abilities are so endowed as long as desired. They are stripped of their abilities only if the enchanted object is taken away from them.

## OTHER ABILITIES FROM AN ENCHANTED OBJECT

- +2 to save vs all magic (psionics is not included).
- +10 S.D.C.
- One of the following special abilities; select one or roll percentile dice:

1-20 Impervious to Fire.
21-40 Invisibility at will (no limit to how often used, but restricted to 30 minute intervals).
41-50 Fly (same as Fly as an Eagle spell, duration maximum is 30 minutes).
51-60 Impervious to poison (includes deadly gases).
61-70 Shoot fire bolt from hand; range: 40ft (12.2m), damage: 3D6, attacks per melee are limited to two. Each counts as one action.
71-79 +1 vs psionics
80-89 Add 1D4 to any ONE attribute.
90-00 Impervious to magic, but reduce hit points and physical S.D.C. by half. Furthermore, the character can not gain additional hit points as he/she grows in experience nor S.D.C. from additional physical training.

## THE ENCHANTED OBJECT WIELDER

**Level of Education and Skill Selection**

Standard; see creating a character.

**Hand to Hand Combat**

Physical combat skills are not automatic, but must be selected as a learned skill.

**Attacks Per Melee (Hand to Hand)**

As with ALL heroes, mystic characters automatically get two attacks per melee. Additional attacks must be developed through combat skills. See hand to hand combat.

**Weapons and Armor**

Other than the magic weapon (unless the character is extremely wealthy), only conventional weaponry and body armor would be available.

**Alignment**

Any alignment can be chosen, but heroes should generally be of good alignment.

**Structural Damage Capacity (S.D.C.)**

Thirty Five S.D.C. plus any gained through magic and physical training.

# MYSTIC STUDY

There are two areas of mystic study; the quick and easy mastery of the *illusionary arts* and the arduous, meticulous *spell magic*. Each has its merits and its appeal.

## WIZARDRY, THE ART OF SPELL MAGIC

Spell magic taps into the fabric of mystic energies and weaves it into a useful, focused force. The spoken incantations invoke and ignite the mystic energies, while the wizard's force of will and concentration molds and directs it. Because the ancient secrets of magic are a potentially dangerous force, not to be trifled with, the masters of the arts take great pains to hide them from the world. It is the repetition of specific mystic or power words that spark the mystic energies. Thus, those words are spoken softly; often whispered so quietly it is barely audible and disguised amidst a string of meaningless phrases. Only the meaningless parts of the incantation are ever spoken clearly or shouted aloud, and then only to distract from the true power words or for dramatic effect. The incantation may also be disguised with several words spoken in different, even alien, languages.

### SPELL CASTING

The master of the mystic arts must spend years of study with another, greater, master. During those years he learns to concentrate, focus thought, relax and meditate. He learns of other dimensions and evil forces. He learns the responsibility one must accept when he becomes part of the enigmatic world of magic. Then, only after this has been fully mastered and understood, is the first simple spell taught. With that one spell the novice learns to focus, direct and control the unwieldly energy that courses through and out of his body. Once the novice has learned to completely control that one spell he is ready to explore the deeper mystic arts. **G.M. Note:** Typically a young mage has spent 3 to 12 years studying magic (roll 3D4). Studies are rarely started any younger than 14 years old.

**The number of spells** learned varies with the complexity of the spell and the experience, in years and study of the mage. For Example: A globe of daylight is much simpler than the mystic portal. Consequently, the study of the mystic portal spell is the equivalent of *three* simpler spells (and counts as 3 spells if selected). Obviously, older, more experienced, mages are more powerful and know more spells. As one's experience level increases the potency and control of the spell also increases. This is usually reflected in increased range, duration, damage or savings throw.

The number of spells a wizard can cast per day (24 hours) is limited by the frail condition of the mortal, human body. The channeling of magic energies is physically, as well as mentally, taxing. This means the spell caster is limited physically as to how many spells he/she can cast before the body yields and can deliver no more. One might think a high physical endurance (P.E.) would make a difference, but it does not. However, as the spell caster uses magic more and more often, his body, and inner body, builds a tolerance toward the mystic energies, enabling him to cast more spells per day. In direct game context, this is reflected as one increases in experience levels.

Regardless of the physical limitations, the spell weaver can have memorized more or fewer spells than he can physically cast. All this means is he or she has a range of spells to select from. Since the spells are committed to memory, the mage can select and use them as needed. There are no restrictions as to how often the same spell is cast or what combination of spells might be thrown. The wizard has full command over his arsenal of spells, drawing upon them as the circumstances demand. Thus, while the spell caster may know 20 different spells, he may only, physically, be able to cast 10 per 24 hour period.

## LEARNING MORE SPELLS

There are several ways to learn new spells, but none of them are easy.

1. **Return to the Master:** The spell caster's original teacher is *usually* willing to teach his pupil a new spell or two every once in a *while*. A simple spell will take one month of study and practice. A more difficult one (those with a (2)) will require 1D4 months of study, while the most difficult (those with a (3)) will require 2D4 months. However, the teacher may decide that a particular spell(s) may not be appropriate for his student at that time (GM's discretion). The student should be smart enough to take "no" as the answer the first time and bow to the master's wisdom, taking which ever spell that might be offered (if any). If the student pushes his request, the master is likely to teach him nothing until the young mage relearns the virtue of patience (2D4 months of meditative studies under the teacher's instruction. Globe hopping and crimebusting is straight out). **Note:** The magic combat table will indicate *when* the magic hero is ready to learn and cast more spells.
2. **Granted** 1D4 spells as a boon from a grateful supernatural being or high level wizard. However, the mage must allow 1D4 month's time for study of EACH spell. The period of study can not be broken except between specific spells. If broken in mid-study, the spell is lost and no further spells will be taught. This is the most rare and unlikely occurrence in a wizard's life.
3. **Self-Taught**: The studier of magic can attempt to teach himself a new spell by scrutinizing ancient text, and books of magic. A decipher magic spell is helpful, but it will NOT provide the complete knowledge needed to cast a spell. Fairly regular study of one particular spell (for no less than eight months) will give the wizard enough data to attempt the new spell. Constant study to the exclusion of all else is not necessary. Only ONE spell can be studied at a time! When the mage feels confident he can try to weave the spell. If successful, he will add a new spell to his repetoire. If not successful, he could be in for a lot of trouble.

*Roll on the following tables to determine the success or failure in self-teaching a new spell. All rolls must be made in the presence of the Game Master.*

### SUCCESS OR FAILURE

**1-11** The desired spell, but at *half* strength, duration, range, and damage. Another eight months of study might rectify that problem.

**12-24** *Nothing!* A complete failure.

**25-32** Failure — causing a small explosion, knocking the spell caster on his bottom and inflicting 3D6 damage.

**33-42** Failure — leaving the spell caster dazed and weak. All skills −10%, −1 to strike, parry and dodge. Effects last for 1D4 days.

**43-49** Failure — energy bolt strikes the spell caster inflicting 6D6 damage.

**50-78** *A complete success;* the spell works perfectly.

**79-88** Failure — instantly summons one otherworldly, mystic creature. Roll on random table for exact abilities and alignment. The creature should be hostile.

**89-95** Failure — *opens a mystic portal* to another dimension. To close the portal will require the spell caster to cast 1D6 mystic portal spells himself before he can close it. If left open, there is a 70% chance of something crawling out of it the first hour and a 48% chance of another creature crawling out of it for every day that it is left open. Bad news if the mage doesn't know the mystic portal spell.

**96-00** *A complete success!* The spell works perfectly.

## THE WIZARD

**Level of Education and Skill Selection**

Standard; see creating a character.

**Hand to Hand Combat**

Physical combat skills are not automatic, but must be selected as a learned skill.

**Attacks Per Melee (Hand to Hand)**

As with ALL heroes, mystic characters automatically get two attacks per melee. Additional attacks must be developed through combat skills. See hand to hand combat.

**Weapons and Armor**

Other than the magic weapon (unless the character is extremely wealthy), only conventional weaponry and body armor would be available.

**Alignment**

Any alignment can be chosen, but heroes should generally be of good alignment.

**Structural Damage Capacity (S.D.C.)**

Thirty S.D.C. plus any gained through magic and physical training.

## THE WIZARD'S OTHER MAGIC ABILITIES

Mastery of the mystic arts provides the spell caster with a handful of additional or automatic abilities. These powers do NOT require spell casting, thus they can be used as often as desired.

### ASTRAL PROJECTION

This ability, mastered through years of study and willpower, functions very much like the psionic ability. When a person astral projects, his physical body falls into a death-like trance. The astral body enters the vast plane of the astral world. It is a pleasant world of rolling clouds and endless yellow sky. In this dimension the astral body is free to fly great distances in mere moments, and gaze from the astral plane into the world containing its physical body. This provides a great spying vehicle, since only psionic presence sense can detect an astral body and only psionic attacks (from both the physical and astral planes) can harm the astral body. The astral body can be killed psionically by being prevented from returning to its physical body. Psionic hypnotic suggestion, stun, sleep, mind wipe, dispel spirits, and possession are all powerful weapons against the astral traveler.

The person has a 50% chance of successful travel through the astral plane and peering into the physical world. In astral form he can not be seen or heard nor can he touch anything. He may make psionic contact through telepathy, empathy or telekinesis.

Although hostile astral travelers can cause trouble (psionic attacks only), the real danger lies in returning to the physical body before the time limit elapses (4 melees per level of the spell caster). If the person becomes lost and can not return to his body, the astral body is forever trapped in the astral plane. The physical body will die in 1-6 days. It is not wise to wait until the very last melee to return to the physical body.

Roll percentile dice to determine the state of mind and sense of direction. Roll percentile dice up to three times per melee to find the physical body. The player may keep trying until he succeeds or time elapses. The player must roll "definitely certain" to return.

1-30 Hopelessly lost
31-50 Uncertain/confused
51-80 Fairly certain of location
81-00 Definitely certain of location

### FAMILIAR LINK

At third level the wizard is experienced enough to mentally link with a small animal (mammal, bird or lizard). This link is permanent, producing a rather impressive symbiotic relationship. No matter how wild or mean the animal may have been, it will be instantly linked to the spell caster, becoming docile and submissive to him and him alone. The two are now one. The spell caster is now its friend, master, and part of the animal. The animal familiar will understand and obey any command verbal or mental. The familiar is now a sensory extension enabling its master to see, hear, smell, taste and feel everything it experiences. Thus, familiars make great spies; listening to conversations and prowling into areas not easily accessible to its master. Although

the familiar understands and obeys its master, it can not actually speak to him.

Just as the spell caster knows what the familiar is feeling, so does the familiar know what its master is experiencing. If one is in danger the other will know it. Because of the magical nature of the union, the spell caster and the familiar both get an additional six hit points. However, if the familiar is hurt or attacked, its master also takes the same damage even if miles apart. **If the familiar is killed,** the spell caster *permanently loses 10 hit points*. There is a 50% chance he will also suffer shock from the ordeal; if he does, he will lapse into a coma for 1-6 hours. Another familiar link can not be tried again for at least 1½ years.

**Other Limitations:**

1. Telepathic/empathic communications: maximum range: 600ft.
2. Familiar possesses its normal animal abilities.
3. Size: maximum 25 pounds.
4. Usual animal types used: cats, dogs, coyotes, foxes, weasels, rodents, birds, lizards, and snakes.

### RECOGNIZE ENCHANTMENT

The spell weaver's knowledge is so complete that he can recognize magic in almost any form. This includes magic items, magic weapons, circles, other magic users, and people controlled or possessed by mystic forces. The exact purpose or power of the enchantment is usually not known, but that it is rooted in magic is easily identifiable. **Base Skill:** 60% + 4% per level of experience.

### SENSE EVIL

Wizards develop a sensitivity to magic and other metaphysical energies and auras. Because evil so often has its foul hands into magic, the mage has developed a sensitivity to evil emanations. This means that a wizard can sense the presence of truly strong evil. Applicable *only* to other-*dimensional mystic creatures* and individuals of *diabolic* alignments. **Range:** 100ft (30.5m)

### SENSE MAGIC

The wizard can sense the presence of magic whenever it is nearby. There is even a chance that he can pinpoint the source. Applicable to all forms of magic, from spell casters to circles and medallions. **Range:** 200ft (61m) maximum; ability to pinpoint the location of magic is 24% + 4% per level of experience.

### MAGIC COMBAT

Magic combat is like hand to hand combat on a mystic level. It takes into account the number of magic spell attacks that are possible, bonuses, and special magic combat abilities. All bonuses are accumulative.

# MAGIC COMBAT

- **The total number of spells one can cast per day is *EIGHT* at first level. *Add* two at levels three, six, nine, and twelve.**
- **Number of Spells Known: *Select Fourteen.***

**Level** 1 Can cast TWO spells per melee.*
2 +1 to save vs spell magic (includes illusionary spells).
3 Can cast ONE additional spell per melee.
4 +2 is added to the spell caster's spell strength.**
5 +1 to save vs spell magic.
6 Can cast ONE additional spell per melee.
7 +1 is added to the spell strength.**
8 +2 to save vs circle magic.
9 Can cast ONE additional spell per melee.
10 +1 to save vs psionics.
11 +1 is added to the spell strength.**
12 Can cast ONE additional spell per melee.
13 +1 to save vs spell magic.
14 +1 is added to spell strength.**
15 +1 to save vs circle magic.

*The casting of a spell counts as one action/attack and will take the place of a hand to hand attack. The spell caster can have more magic attacks than hand to hand; it simply means physical combat that melee is out of the question. The mage can mix magic and physical combat with no difficulty.

**Raises the requirement needed to save vs magic. *See spell casting terms for description.*

## SPELL CASTING: TERMS/DESCRIPTION/COMBAT

**Level of experience/spell caster** refers to the experience level of the person who is casting the spell. This is a very important distinction, particularly in a combat situation, because the higher the experience level of the spell caster, the more powerful the spell. Many spells will indicate something like *"Duration: 5 melees per level of the spell caster."* or *"One die damage per level of the spell caster."* and so on. **This means** that a *third level spell caster* with a spell duration of 5 melees per level of the spell caster, upon casting a spell, can maintain the spell's effects for a maximum duration of *15 melees* (5 melees for each level of experience × third level = 15 melees). **Likewise**, a third level spell caster casting a fire ball spell, which does one die of damage per level of spell caster, creates a fire ball doing 3 dice of damage (3 six-sided dice doing 3-18 points of damage).

**Range:** Indicates maximum distance the spell can be cast with: X number of feet, touch or radius (area of spell effect).

**Area affect spells** are incantations that affect everyone and/or everything in a given area or radius. A spell with a 15ft radius affects *all* within the circle of its power/radius. Those just outside the area are not affected.

**Line of vision** means that the spell caster's target/victim must be within his sight (line of vision) to be affected. If the target is not seen, totally obscured by obstacles, darkness, invisibility or just not seen by the spell caster (hiding, behind him, beyond normal vision), the spell can not be used. However, some line of vision spells can be directed in a specific area that the spell caster can see to affect someone invisible or hidden.

**Touch** means that the spell's effects can only be transmitted through physical contact.

**Duration:** This indicates how long the spell's effects last, whether it be *instant* like a Fire Ball or *long lasting* like a Fly as an Eagle spell. Long lasting spells will indicate exactly how many melees a spell lasts *per level of the spell caster. See level of spell caster: Duration.*

**Spell Strength Bonuses:** As a spell caster grows in experience and expertise, the strength or power of his spells also increase. This increase is indicated as a spell strength bonus listed in the wizard magic combat table. This bonus is *added to the base magic attack/strike (savings throw) of 12*. Thus, a +2 spell strength makes a magic attack/strike of 14.

**Base magic strength/attack for spell magic is 12.**

**Savings Throws vs Magic:** The spell strength attack/strike potential is constant and automatic (12). In hand to hand combat a 20-sided die is rolled to determine the strike of each opponent; a dodge or parry is then applicable. *In magic*, that strength of the attack/strike is *automatically 12* (more powerful wizards/spell casters have spell strength bonuses that *increase* that base of 12). A physcial dodge or parry is usually impossible against a magic attack, but strength of will, mind and body (P.E.) creates the factors for *savings throws*.

**A savings throw is automatic;** all characters get a saving throw vs magic *each time* they are attacked by magic. Savings throws should be thought of as a *dodge or parry against magic*.

**To save against a magic attack** (spell, circle, or ward) the player rolls a 20-sided die and **must match or better the magic attack**. A successful savings throw means the character is *not* affected by the spell at all. **Note:** Some powerful spells even affect those who successfully save vs magic; however, this is very uncommon and effects are minimal.

Spell strength bonuses for high level spell casters *increase the strength of the spell and the savings throw* needed to successfully save against the magic attack. Consequently, a spell cast by a fifth level wizard has a spell strength bonus of +2, increasing the magic attack/strike from 12 to 14. This means the spell is more powerful and that the player must now roll a 14 to match (or higher) to save against the spell's magic effects.

**Saves vs spell magic** apply only to *spell magic* and include spells cast by wizards, magicians, and other-dimensional beings.

**Save vs Psionics** applies to psionic mental assaults and not true magic. See psionics.

**Saves vs circles/wards** apply only to *all circles*, but are useless against spell magic.

**Cancelling Spells:** Any spell caster can cancel a spell he has cast at any time, at will. A spell caster does not have to create a spell for its full duration. Note: A spell caster can discontinue a spell in mid-incantation without side effects, nor sapping his spell strength.

**Negate Magic** is a spell which gives the spell caster the potential abilities to cancel/dispel/negate *another spell caster's magic spell*. Dispel magic barriers works on a similar principle. *See the negate magic spell description for details.*

# THE MAGICIAN AND ILLUSIONARY MAGIC

The magician casts spells like the wizard, but the scope and power of his magic is generally limited to optical and illusionary affects. Like the wizard, the magician studies his brand of magic from a master. However, the master can be a stage magician (who uses real magic), a secret scholar and dabbler in magic, or a sagely master of illusionary magic. The period of study is much less than the wizard (about 2 to 6 years), but then this is *not* a *master* of magic either. Most wizards consider the magician to be a novice at magic or a lazy mage who did not have the patience or skill to conquer the more difficult aspects of magic. Still, the magician is powerful in his own right.

**The use of spells** and disguising incantations is basically the same as the wizard. Only the types of magic spells and range of magic related abilities are different.

**The methods of learning more spells** are limited to being taught by one's original illusionary master or another friendly master of illusionary magic. The latter is usually hard to find, as most are reluctant to share their arcane knowledge. Wizards and true masters of the mystic arts will *NOT* teach a magician any magic spells. Of course, there is also that rare opportunity when a creature of magic *grants* a boon and teaches 1D4 illusionary spells. **NOTE:** Magicians lack the knowledge to teach themselves spells from ancient books. Nor can they use magic circles.

## OTHER MAGIC ABILITIES

The magician's lack of full magic knowledge limits his abilities to **Sense Magic** and **Sense Evil**. Each is identical to the wizard abilities.

**Special Savings Throw** vs illusions and mind altering influences, including psionics and drugs: *+2 bonus*.

# MAGIC COMBAT

**Level** 1 Can cast TWO spells per melee.*
2 +1 to save vs spell magic (includes all spell magic).
3 Can cast ONE additional spell per melee.
4 +1 is added to the spell caster's spell strength.**
5 +1 to save vs spell magic.
6 Can cast ONE additional spell per melee.
7 +1 to save vs circle magic.
8 +1 is added to the spell strength.**
9 +1 to save vs spell magic.
10 Can cast ONE additional spell per melee.
11 +1 to save vs circle magic.
12 +1 is added to the spell caster's spell strength.**
13 +1 to save vs spell magic.
14 Can cast ONE additional spell per melee.
15 +1 is added to the spell strength.**

*The casting of a spell counts as one action/attack and will take the place of a hand to hand attack. The spell caster can have more magic attacks than hand to hand, it simply means physical combat that melee is out of the question. The mage can mix magic and physical combat with no difficulty.

**Raises the requirement needed to save vs magic. *See spell casting terms for description.*

- **The total number of spells one can cast per day is seven at first level. Add two at levels three, six, nine and twelve.**
- **The number of spells known: *Select Ten.***

## THE MAGICIAN (Illusionary Magic)

**Level of Education and Skill Selection**

Standard; see creating a character.

**Hand to Hand Combat**

Physical combat skills are not automatic, but must be selected as a learned skill.

**Attacks Per Melee (Hand to Hand)**

As with ALL heroes, mystic characters automatically get two attacks

per melee. Additional attacks must be developed through combat skills. See hand to hand combat.

**Weapons and Armor**

Other than the magic weapon (unless the character is extremely wealthy), only conventional weaponry and body armor would be available.

**Alignment**

Any alignment can be chosen, but heroes should generally be of good alignment.

**Structural Damage Capacity (S.D.C.)**

Thirty S.D.C. plus any gained through magic and physical training.

# MYSTICALLY BESTOWED ABILITIES

Mystically bestowed super characters are usually individuals selected by the supernatural forces of order (good) and chaos (evil) to champion their cause. The hero selected is often a very ordinary person whose moral integrity and emotional state are deemed to be exactly right. Once selected, the mystic force will appear to the individual, explain that he or she has been chosen to receive a great gift, give a speech about the eternal battle between good and evil, followed by a pep talk ("You can do it . . . have confidence in yourself.") and, finally, poof, the super or magic abilities are bestowed.

The person is normal in every way until he/she calls upon the power within him. This can be done by force of will (mentally) or by calling on the name of the bestowing power or special trigger word, like . . . *Shazoomy!!!* Calling upon this force will instantly transform the person into a mighty, costumed visage of power. If the person is a child, old, invalid, or normally physically out of shape, he or she will be transformed into a youthful, powerfully built figure of heroic image. As a hero, **adjust all attributes as follows:** I.Q., M.E. and P.E. are unchanged, increase M.A. by 2D6 with a minimum of 18, increase P.S. 2D6 with a minimum of 20, increase P.P. 1D6 with a minimum of 18, multiply normal speed by 2D4 times with a minimum speed of 24, and increase S.D.C. by 2D4 × 10. These apply only when the character is transformed.

**PLAYER'S NOTE:** Because of the unusual nature of the magical transformation into a powerhouse hero, it can be fun and ironic to play a regular, totally ordinary person or even a weak, scrawny or impaired individual, with little or no *physical skills and low attributes*. The following optional table can be used to determine the type of physical limitations that apply to your character. If desired, physical attributes can be reduced to fit the maximum requirements. Remember, this is entirely at the player's option.

**Physical Limitations (Optional)**

**1-20 Incapacitated** by a debilitating disease or accident leaving the person crippled, paralyzed or otherwise physically impaired. May select one physical skill (excluding boxing, wrestling and gymnastics). All physical skills must be 11 or lower.

**21-40 Old Age** has robbed the strength of youth. Roll 4D6 in years and add it to 50 to determine years of age. May select two physical skills. P.S., P.P. and P.E. must be 12 or lower.

**41-60 Kid**; still young and physically immature, even if a teenager. 10 + 1D6 years old. May select two physical skills, excluding boxing and wrestling. No physical attribute can be over 14.

**61-80 Wimp,** of any age; usually late teens through thirties. No physical skills. Physical attributes must all be 10 or less.

**81-00 Invalid**: Young or old, this person can not walk; confined to a wheelchair. Physical skills are limited to upper body only. Body building and swimming are okay; boxing, prowl, gymnastics, hand to hand combat and wrestling are right out. Physical attributes of P.E., P.S. and P.P. are limited to a maximum of 18. *Speed is zero.*

**The transformation** from an ordinary Joe into a superhuman is instant. The actual change can be flamboyant, like being hit by a lightning bolt or blinding energy flash, or subtle, almost imperceptible to anyone except those right near the person. The change also includes clothes and *costume*. Suddenly, one's casual attire is gone, replaced by a dashing costume typical of a comic book hero. The costume design is left entirely up to the player and can be as elaborate, sublime, or simple as he/she may desire. The transformation is under the hero's complete control. Only he/she or the bestower of the power can initiate the change. Furthermore, only the bestowing entity can permanently strip the character of his power. **Special NOTE:** A *Negate Magic Spell CAN temporarily* strip the character of his/her abilities, momentarily transforming the person back into his ordinary, fragile form. The character gets to save vs magic with a *+4 to save* against the negation of magic. If a successful save is made, nothing happens. A failed save vs magic means he or she is instantly transformed from superhuman to ordinary person. The imposed transformation lasts a mere 1D6 melees, but that can be too long in a fierce battle.

## TYPE OF SUPER ABILITY

The player whose character's powers are magically bestowed can either *select* one major super ability and two minor abilities, *or* select eight magic spells from the spell magic category. In the latter case, all spells start out at second level strength and increase as the character grows in experience. This means at second level all spells are third level, at third level of experience the spells are at fourth level, and so on. The character can cast a total of eight spells per day (24 hours) at first level, and can cast one additional spell at levels two, four, six, eight, ten, twelve and fourteen. Do NOT select a new spell. This simply means that the individual can cast more spells per day, but those spells must be selected from the *eight* that he knows.

*If the player prefers, he or she can roll on the random ability table to determine the type of powers that have been bestowed.*

**Random Bestowed Ability Table**

| | |
|---|---|
| 1-18 | Six Illusionary spells and Two spell magic. |
| 19-31 | Eight magic spells (none are illusionary). |
| 32-47 | One major super ability & One minor super ability (No magic). |
| 48-62 | Four minor super abilities (no major ones, no magic). |
| 63-77 | Four magic spells & Two minor super abilities. |
| 78-89 | Ten magic spells and +1 to save vs magic. |
| 90-00 | One major super ability & Two minor super abilities (no magic spells). |

## MYSTICALLY BESTOWED

**Level of Education and Skill Selection**

Standard; see creating a character.

**Hand to Hand Combat**

Physical combat skills are not automatic, but must be selected as a learned skill.

**Attacks Per Melee (Hand to Hand)**

As with ALL heroes, mystic characters automatically get two attacks per melee. Additional attacks must be developed through combat skills. See hand to hand combat.

**Weapons and Armor**

Other than the magic weapon (unless the character is extremely wealthy), only conventional weaponry and body armor would be available.

**Alignment**

Any alignment can be chosen, but heroes should generally be of good alignment.

**Structural Damage Capacity (S.D.C.)**

Twenty S.D.C. plus any gained through magic physical training and the magical transformation (3D4 × 10 S.D.C.). Remember, S.D.C. and abilities gained from the transformation do NOT apply when in normal human form.

## AN ALPHABETICAL LIST OF SPELLS

Anti-Magic Cloud (3)
Armor of Ithan (2)
Blind
Breath Without Air
*Call Lightning
Chameleon
*Carpet of Adhesion
Decipher Magic
Dimensional Teleport (2)
Diminish Others
Dispel Magic Barrier (2)
Exorcism
*Expel Devils/Demons
Extinguish Fire
Eyes of the Wolf
*Fire Ball
Fly as the Eagle
Globe of Daylight
Globe of Silence
Impenetrable Wall (3)
Invisibility (self)
Levitate (self or others)
Magic Net
Mesmerism
Mute
Mystic Alarm
Mystic Portal (3)
Mystic Shield (2)
Negate Magic
Paralysis Bolt
Reduce Self (6 inches)
Resist Fire
Restoration (2)
Sanctuary (3)
See the Invisible
Shadow Beast (2)
Sphere of Invisibility (2)
Speed of the Snail
Sorcerer's Seal (3)
Stone to Flesh
Swim as the Fish
Teleport (self)
Teleport (superior) (3)
Tongues
*Turn Dead
Wall of Flame
*Wind Rush
Words of Truth

**The asterisk* denotes spells that are strictly offensive in nature.

**Note:** Some of the more powerful spells require more time and study. Thus, if selected, it will count as 2 or 3 spells, limiting the total number of spells known.

**Anti-Magic Cloud**
**Range:** 100ft (30.5m) radius per level of the spell caster
**Duration:** 20 melees per level of the spell caster
**Saving Throw:** Special

Those who are ignorant of the great old magics insist that this spell never existed, that it is impossible, merely another myth. They are wrong. This incredible spell creates an ominous, dark grey-brown cloud large enough to hang over an entire town. It can not be dispelled magically or by manipulating elemental/atmospheric conditions. The cloud's effect is as singular as it is spectacular; it simply **negates all magic!** Spell casters can not weave spells, circles and wards are ineffectual, potions and charms are impotent. Any object of magic (except runes and rune swords/weapons) is rendered harmless as long as it is under the anti-magic cloud. The magic returns when the cloud is cancelled. Only the creator of the cloud is not affected. **Savings Throw:** Only an 18 to 20 saves against the cloud, and even these lucky few will find their magic reduced to half strength. If outside the cloud's range the magic abilities return.

**Armor of Ithan**
**Range:** Self or Other
**Duration:** 4 melees per level of the spell caster
**Savings Throw:** None

This powerful spell creates an invisible, weightless, noiseless, full suit of mystic armor instantly upon the spell caster. Named after the magic armor of the dwarf king Ithan, this mystic armor has an armor rating (A.R.) of 18 and a S.D.C. of 200; fire, lightning, and cold do one-half damage, making the wearer nearly impervious to normal weapons.

The armor can be instantly created upon anyone, as long as the spell caster invokes the spell while touching the intended recipient.

**Blind**
**Range:** 90ft
**Duration:** 5 melees per level of spell caster.
**Savings Throw:** Standard

This vicious spell will temporarily blind anyone it is cast upon, but can be directed against only one person at a time. The blinded person attacks at −5 to strike and at −10 to dodge and parry. The chance of stumbling and falling is 50% every 10ft.

If the blind spell is cast upon another spell caster he can not use any spells which require his vision. If the blind spell caster uses any defensive/assault spells, such as magic net, call lightning, fire ball, carpet of adhesion, etc., there is a 65% chance that spell will be misdirected upon his own comrades.

**Breath Without Air**
**Range:** Self or Others by touch
**Duration:** 10 melees per level of the spell caster
**Savings Throw:** None

This spell enables the person affected to function totally without air, whether it be underwater or in a vacuum or in an area with little or no oxygen. This spell does not protect the person from magic toxins or any other type of magic, but does protect against natural toxins such as gas.

**Call Lightning**
**Range:** 300ft
**Duration:** Instant
**Saving Throw:** None

This spell creates a lightning bolt which can be directed at any specific target up to 300ft away. The lightning bolt shoots down from the sky, hitting the desired target. The target or area must be within the spell casters line of vision. The lightning bolt does one 6 sided die of damage per level of spell caster.

**Chameleon**
**Range:** Self or Others by touch
**Duration:** 18 melees per level of spell caster
**Savings Throw:** None

This spell enables the affected person to seemingly alter the color and pattern of his clothes and physical body, enabling him to blend into the surrounding environment. Movement destroys the effectiveness of this magic.
90% undetectable if unmoving.
70% undetectable if moving 2 feet per melee or slower.
20% undetectable if moving 6 feet per melee.

Totally ineffective if moving any faster.

**Carpet of Adhesion**
**Range:** 30ft per level of the spell caster
**Duration:** 10 melees per level of spell caster
**Savings Throw:** Special

The spell caster creates a sticky carpet, up to 10ft wide by 20ft long, that will adhere firmly to anyone who touches it. The victim will stay stuck until the carpet spell time elapses or until the spell caster cancels the spell. The carpet can be cast on a floor, table, wall, etc., or actually cast upon a person. The spell caster can create this super flypaper up to 90ft away and can alter the size and shape (without exceeding the stated limit of 200 square feet).

**Savings Throw:** If a successful saving throw vs magic is made, that player rolls 2 six sided dice to see how many melee rounds it will take him to pull free. Those failing to make the saving throw are stuck for the entire duration of the spell.

**Decipher Magic**
**Range:** Self
**Duration:** 10 melees per level of spell caster.
**Savings Throw:** None

This spell enables the spell caster to read (decipher) *any* magic book, scroll, inscription, text, rune or symbol. The ability lasts only for the duration of the spell and the spell caster will not be able to read those same inscriptions once the spell has elapsed. This spell does not interpret other languages and their alphabet, nor does it identify/decipher mystic circles or other mystic writings.

**Dimensional Teleport**
**Range:** Another dimension
**Duration:** Instant
**Saving Throw:** None

Invoking this spell transports the spell caster and a maximum of 4000 pounds (1814kg) into another dimension. The spell caster and fellow travelers will appear in any location known to the person casting the spell. If no locations are known the location will be completely random. To dimensional teleport, the mage must have a firm picture in his mind as to where he is going. Knowing the name of the dimension is also helpful (add 10%).

The success ratio of dimensional teleportation is 10% per level of the spell caster. If the spell is cast, but unsuccessful (over the percentage for success), nothing happens and the spell is wasted.

**Diminish Others**
**Range:** 100ft (30.5m)
**Duration:** 10 melees per level of spell caster
**Saving Throw:** Standard

This spell will affect any *living* creature; it will not affect devils, demons, elementals, golems, or skeletons (vampires and were-creatures are affected). This spell will reduce any *one* target/person to six inches in height, so long as that person is within the spell caster's line of vision and within range.

**Dispel Magic Barriers**
**Range:** 100ft (30.5m)
**Duration:** Instant
**Savings Throw:** Standard

The dispel magic barriers spell negates/dispels all magic barriers of any kind including the sorcerer's seal, carpet of adhesion, wall spells, etc.

**Savings Throw:** The magic spell being attacked automatically gets a standard savings throw (12) as if it were a person. If a successful savings throw is made the negate magic barriers spell has no effect; the barrier remains.

**Exorcism**
**Range:** 60ft radius
**Duration:** Instant
**Savings Throw:** None

This gives the spell caster a 60% chance of successfully exorcising/repelling such supernatural creatures as vampires, zombies, animated dead, and lesser devils and demons. The spell is instant. The exorcised being(s) will not return to the place it was exorcised from for 1-6 days. This spell affects 2-12 beings per level of the spell caster.

**Expel Demons and Devils**
**Range:** 15ft radius (4.6m)
**Duration:** 15 melees per level of the spell caster
**Savings Throw:** Special

The spell caster is able to repel all lesser demons and devils, forcing them to leave the area and not return for 1D4 days. The spell may also expel greater demons with a little less efficiency.

**Savings Throw:** Lesser demons must roll an 18 or higher to save vs spell magic; greater demons/devils only have to roll the standard 12 or higher to save.

**Extinguish Fire**
**Range:** 20ft per each level of the spell caster
**Duration:** 4 melees per level of the spell caster/permanent
**Savings Throw:** None

This spell will permanently extinguish any fires within the area of effect. The spell caster has the ability to snuff out one or more fires for a period of 4 melees per level of spell caster. The spell does not work on magic fires.

**Eyes of the Wolf**
**Range:** Self or Other
**Duration:** 20 melees per level of spell caster
**Savings Throw:** None

Bestows the following abilities:
Nightvision — 60ft
See the invisible — 75%
Identify plants/fruits — 70%
Identify tracks — 85%
Track — 50%
Recognize poison — 65%

**Fire Ball**
**Range:** 90ft
**Duration:** Instant
**Savings Throw:** Dodge

The spell caster creates a large fire ball which hurls at its target at an awesome speed, inflicting 1D6 points of damage per each level of the spell caster. The fire ball is magically directed and seldom misses.

**Savings Throw:** None except dodge, but the victim must know the attack is coming and must roll an 18 or higher.

**Fly as the Eagle**
**Range:** Self or others up to 100ft (30.5m) away.
**Duration:** 20 minutes per level of the spell caster
**Savings Throw:** None

The power of flight is bestowed upon the spell caster or person it is cast upon. It is especially effective out of doors, and in large, open areas. Maximum Speed — 50mph. Bonuses: +1 to parry, +2 to dodge and +2 to damage on a diving attack. Bonuses apply only when in flight.

**Globe of Daylight**
**Range:** Radius of one foot per level of the spell caster
**Duration:** 10 melees per level of the spell caster.
**Savings Throw:** None

This spell creates a small sphere or globe of true daylight. This light is bright enough to light up a twelve foot radius (per level of the spell caster). Because it *is* daylight, it can ward off most vampires keeping them at bay just beyond the light's radius. The spell caster can mentally move the globe along with him or send it up to thirty feet away.

**Globe of Silence**
**Range:** 90ft
**Duration:** 6 melees per level of caster
**Savings Throw:** None

This spell immediately creates an invisible, 10ft radius globe which stops *all* sound. Voices, screams, footsteps, everything within that 10ft radius is absorbed by the globe. This means that absolutely no sound can leave the globe or penetrate it. So while it can prevent those within the globe from making noise, it also prevents sound from outside to enter. Those within the globe can not hear anything. A spell caster, reliant on spoken incantations, is completely powerless inside a globe of silence because his words can not be heard.

The spell affects those within its radius; stepping beyond the radius frees that person from its effect. The globe itself can be fixed in a stationary area or mentally moved and manipulated by the spell caster. However, the spell caster can not cast another spell while manipulating the globe, and once fixed to one spot, that is where it remains until the spell duration time elapses or it is cancelled. *The globe can be cast up to 90ft away.*

**Savings Throw:** There is no savings throw because it is actually the physical space around the person that is being altered. A negate magic spell could dispel/cancel the globe and its influence.

**Impenetrable Wall of Force**
**Range:** 100ft (30.5m)
**Duration:** 5 melees per level of the spell caster
**Savings Throw:** None

This spell creates a shimmering wall of light that no creature, weapon, or object may penetrate. Only a Dispel Magic Barrier spell or a powerful Negate Magic will destroy the wall. The spell caster is able to create a wall of force that measures 20 × 20 feet per level of experience. The wall can be cast up to 100ft away.

**Invisibility (self)**
**Range:** Self
**Duration:** 15 melees per level of the spell caster
**Savings Throw:** None

The spell caster and anything he was wearing or carrying at the time of the spells invocation are turned completely invisible. However, any object picked up after becoming invisible remains visible. Neither normal nor nightvision can detect invisibility; only a being who can naturally or magically "see the invisible" is able to see an invisible person. Infrared and heat detectors can also pin point an invisible man.

Although the invisible person is imperceptible to the eye he still retains his physical mass. This means he can not go through walls nor do weapons pass through him. He still makes noise and physical and/or magic attacks still effect him.

While invisible the spell caster can speak, walk, climb, run, open doors, carry objects, or any other physical activity, including combat, and remain invisible. The invisibility is terminated when the spell duration time elapses or the spell caster cancels the spell.

**Note:** If cut, only the blood is visible.

**Levitate**
**Range:** 60ft (18.3m)
**Duration:** 8 melees per level of spell caster
**Savings Throw:** None

This spell enables the spell caster to raise himself or others into the air. The spell weaver can raise an object or person 30ft per level of his experience. Weight limitation is 350lbs per level of the spell caster. This is a *vertical* movement **only**. Horizontal movement is impossible.

**Magic Net**
**Range:** 60ft (18.3m)
**Duration:** 2 melees per level of the spell caster
**Saving Throw:** Special

This spell creates a net composed of magic fibers which will snare 1-6 human sized victims within a 10ft area. Normal weapons can not cut through the net; only weapons of superior quality, magic weapons, energy bolts or magic can effect this net. Even then it requires a full two melee rounds to cut or blast out (a dispel magic barriers will dispel it instantly). Anyone caught in the magic net is helpless and unable to attack or defend. The spell caster can cancel the net at any time.

**Savings Throw:** Although there is no save vs magic, intended victims can try to dodge being snared by rolling a 16 or higher.

**Mesmerism**
**Range:** 6ft (1.8m)
**Duration:** 5 melees per level of spell caster
**Savings Throw:** Standard

Mesmerism enables the spell caster to induce *simple* hypnotic suggestions upon any intelligent being such as "you like me", "you trust me," or "let us pass." The verbal suggestion should be weaved into a sentence or brief conversation. Remember, the enchanted person responds only to simple suggestions and can not be forced to do bodily harm to himself or friends. The tactics used are similar to getting information by getting that person drunk. Subtlety is the key.

**Mute**
**Range:** 30ft
**Duration:** 20 melees per level of spell caster
**Savings Throw:** Standard

This spell *temporarily* affects the voice box and vocal cords, preventing any voice or sounds to be uttered.

**Mystic Alarm**
**Range:** 12ft (one object)
**Duration:** One year per level of the spell caster
**Savings Throw:** None

The spell caster can protect his possessions and domicile by placing mystic alarms on them. By invoking the mystic alarm spell, invisible, ward-like symbols appear on any *one object*. If this object is touched/disturbed in any way, an instant, silent alarm will buzz in the spell caster's head, alerting him to the intrusion. The alarm will alert him instantly, even if he is thousands of miles away or in another dimension. Once disturbed, the alarms disappear. The mystic alarm has a limited spell life of one year per level of spell caster.

**Mystic Portal**
**Range:** 20ft (6.1m)
**Size:** 10ft wide by 20ft tall portal/opening
**Duration:** 4 melees per level of the spell caster
**Savings Throw:** None

This spell creates a dimensional rift in the fabric of space allowing the spell caster to use it in the following ways:

**Pass through solid walls.** The caster has but to weave the spell targeting a particular, blocked area. The area will shimmer bright and suddenly, a portal or passage will appear as if cut out of the very stone. The portal can create a 12ft (3.6m) deep passage per each level of the spell caster in any substance.

**Teleportation:** The portal can also teleport someone to another location instantly, as well as flawlessly. Range: 300 miles. *Limitations:* as per Teleport. The portal can be placed on a vertical wall. Looking into it reveals what will appear to be just the other side of the wall, even though the view may be completely incongruous to ones present location. Stepping through it will instantly place the person in that location.

**Dimensional gateway.** The portal can be used to get to another dimension or plane of existence. The greatest limitation is that the spell caster must be familiar with the other dimension by having actually been there at least once.

**One-way passage.** The major limitation of this spell, in all its modes

of transport, is that the portal provides only *one-way* passage to or through all the aforementioned places. Once a person steps through a mystic portal the portal behind him is gone (although people on the portal side can see both the portal and the person). To return, a new portal must be made on the other side by invoking another mystic portal spell.

**Mystic Shield**
**Range:** Self or to protect others up to 100ft (30.5m) away.
**Duration:** Until destroyed, dispelled or willed away by the spell caster.
**Shield S.D.C.:** 120 per level of the spell caster
**Savings Throw:** None

A magic shield or enclosure can be created instantly out of thin air to protect the spell caster and up to six normal size people. The shield is effective against all manner of *physical* attack, from energy bolts to an explosion. If the mystic shield is being created to block/protect oneself from an incoming attack, the spell caster must roll to see if the shield is erected in time. The roll is exactly like a parry (1D20); highest roll wins, defender wins ties. If erected in time, the shield will take the brunt of the attack. If the roll fails, the spell caster or the target of the attack is struck and takes full damage. If the spell caster is hit, the spell is never completed and the shield never materializes.

Once the mystic shield is created the spell caster must continue to concentrate to maintain the shield. This means he can not physically attack, move, nor cast any spells *through* the shield. However, he can still talk and cast one spell per melee on himself or anybody with him behind the shield. The shield can be molded to appear as a semi-transparent, floating disc, wall, dome or bubble. It will remain until destroyed, dispelled via a dispel magic barrier spell, or the spell weaver wills it to go (breaks concentration). If the spell caster is rendered unconscious, the shield will instantly disappear.

**Negate Magic**
**Range:** 100ft (30.5m)
**Duration:** Instant
**Savings Throw:** Special

The negation of another spell caster's magic is difficult and dangerous. **Note:** This spell negates only *spell* magic and is useless against circles, illusions (other than spells), psionics, magic weapons, powders, and potions.

Negating magic is very similar to dodge and parry in hand to hand combat. The spell caster attempting to negate another spell caster's magic spell rolls to negate/dispel the magic by rolling a 20-sided die. This is a *mystic attack* against the spell and spell caster; thus, the defending spell caster rolls a *mystic parry* (savings roll). This is done by rolling a 20-sided die. If the defending character's roll matches or betters the attacker's roll, then he has won and the spell is not negated. If the attacker's roll is higher, then he successfully negates/dispels the magic. **Note:** Even if the defending spell caster is thousands of miles away, in another dimension, or even dead his spell still gets a mystic parry. Spell strength bonuses apply.

**Spell strength bonuses** apply as a mystic bonus to parry against the negating attack. Thus, if the spell caster has a +2 spell strength he has a +2 to parry against the negation attempt. **Note:** Special bonuses: Devils, demons, and elementals have a bonus to save against spell magic negation of +5. *These are not spell strength bonuses,* but special bonuses against negation due to the mystic properties of these creatures.

**Paralysis Bolt**
**Range:** 30ft (9m) per level of experience
**Duration:** Instant
**Savings Throw:** Standard

This mystic energy bolt short circuits the victim's motor parts of the brain, rendering him totally paralyzed. The victim can not move or speak, but can breathe, hear, and think. Paralysis lasts for 6 melees per level of spell caster. The bolt hits automatically, leaping from the spell caster's hand or eye in a flash. Only a dodge of 19 or 20 can evade the mystic bolt (parry does not apply) and a mystic shield or force field can block. Does not affect robots or bionics.

**Reduce Self (6 inches)**
**Range:** Self
**Duration:** 10 melees per level of spell caster
**Savings Throw:** None

This spell instantly shrinks the spell caster, his clothes and possessions to six inches tall. Note that reduced weapons do virtually no damage. Weapons that normally inflict 6D6, or more, damage do a mere ONE point of damage. All others just sting for a moment.

**Resist Fire**
**Range:** Self or Others
**Duration:** 20 melees per level of spell caster
**Savings Throw:** None

With this spell the spell caster can make himself, or one or two others, fire resistant. This means heat has no ill effect and fire, normal and mystic, does half damage. The spell can be cast up to 60ft.

**Restoration**
**Range:** 6ft (1.8m)
**Duration:** One melee/permanent
**Savings Throw:** None

This awesome spell enables the spell caster to restore or regenerate a missing limb, such as an arm or leg or restore someone back to complete health when they were dying from disease or injury. This is an extremely costly spell as it *permanently drains the spell caster of one P.E. point* each time it is cast. The spell can be cast on oneself or another.

**Sanctuary**
**Range:** 50ft radius per level of spell caster
**Duration:** 1D4 years per level of spell caster
**Savings Throw:** None

This legendary spell prevents all acts of aggression or hostility within its radius. It is so powerful that it can immobilize an entire army. Any creature that attempts to attack or harm any other creature within its radius is instantly struck down, becoming temporarily paralyzed or rendered unconscious. The aggressor is not harmed in any way, but merely immediately and completely incapacitated. The perpetrator of any action that will harm another, no matter how subtle, will be immobilized. Only the spell caster of the sanctuary is *not* subject to its effects.

**Limitations:** The spell can only be cast in the mages home or secret domicile. His "Sanctum Sanctorum".

**See the Invisible**
**Range:** Self or Others
**Duration:** 10 melees per level of spell caster
**Savings Throw:** None

This spell enables a person to see any invisible object or being (including elementals, jinn, etc.) clearly and distinctly within his line of vision for up to 60ft. This spell can be cast upon oneself or another person.

**Shadow Beast**
**Range:** Immediate
**Duration:** Special
**Saving Throw:** None

This inter-dimensional spell summons a creature not of this world to do the bidding of the spell caster. Shadow beasts are large, vicious predators of some other, strange world. They stand 9 to 12ft tall, with sharp claws and wicked fangs. Deadliest of all is their ability to completely merge into the smallest shadow, becoming completely invisible. While hidden in shadows they are undetectable, even by a See the

Invisible spell, since they are not truly invisible, but *one with the shadow*.

**Abilities in darkness or shadows**
I.Q. 7, M.E. 7, M.A. 7
P.S. 26, P.P. 24, P.E. 30
Spd. 24, Hit Points: 90
Attacks Per Melee: 3
Damage bonus +11
Dodge/Parry bonus +5
Strike bonus +5
Invisible
Prowl 90%

**Abilities in Light**
I.Q. 7, M.E. 7, M.A. 7
P.S. 18, P.P. 16, P.E. 15
Spd. 8, Hit Points: 45
Attacks Per Melee: 2
Damage bonus +2
Dodge/Parry bonus +1
Strike bonus +1
Visible
Prowl 45%

The spell caster can command the shadow beast in a combat situation for six melees per level of experience, or in a non-combat situation, send the beast on a simple mission ("Bring me so and so", or "Slay so and so"). The shadow beast will remain in this dimension until the mission is completed or it is slain.

There is a 15% chance that the shadow beast will not return to its own dimension and will no longer obey the spell caster who summoned it. If this happens, it will remain in our world wreaking havoc and killing innocent people for food and pleasure. Likewise, it will kill any who try to send it back. Does 1-8 damage (plus bonus).

**Sphere of Invisibility**
**Range:** 15ft radius
**Duration:** 15 melees per level of spell caster
**Savings Throw:** None

The spell caster is able to create a sphere or bubble of invisibility in which everyone within the radius is invisible. The spell caster can alter the radius to his desire up to the maximum of fifteen feet. He can also mentally move the sphere (but can not cast spells while doing so), or place it in a stationary area, or cast it around something up to *30 feet away*. For additional information about invisibility see: *invisibility (self)*.

**Speed of the Snail**
**Range:** 60ft
**Duration:** 2 melees per level of the spell caster
**Savings Throw:** Standard

This spell reduces the physical prowess, speed, and mobility of its victims to one-third their normal ability. Speed, attacks per melee, dodge, and parry are all reduced to one-third. Spell casting is not reduced.

This spell can be cast upon 1-6 persons (roll 1D6) up to 60ft away (18.3m), but within the spell caster's line of vision.

**The Sorcerer's Seal**
**Range:** 10ft
**Duration:** Conditional
**Savings Throw:** Special

The sorcerer's seal can permanently seal/lock a door, chamber, box, compartment, etc. Once the seal is cast, no amount of brute strength, beating, or assault by weapons will break the seal nor will fire, lightning, cold, energy weapons, or magic affect it. Not even a superhuman being can open such a mystic seal. Only a Dispel Magic Barrier spell has any chance of penetrating/dispelling it.

Before the seal can be cast, the object (door, portal, etc.), **must** be completely sealed in wax. Only after all openings, cracks and crevices are sealed/filled with melted wax can the spell be placed upon it. Once sealed in wax and the spell invoked, nothing can open it, including the mage who cast the spell. Only a Dispel Magic Barrier may open it. **Savings Throw:** None to place the spell, but the seal is +2 to save against the spell magic: Dispel Magic Barriers.

**Stone to Flesh**
**Range:** 12ft
**Duration:** Instant/permanent
**Savings Throw:** None

This spell transforms stone to flesh and can restore people who have been turned to stone back to normal. The spell caster can change 50 pounds of stone per level of experience.

**Swim as a Fish**
**Range:** Self or Others
**Duration:** 40 Melees per level of spell caster
**Savings Throw:** None

This spell can be cast on oneself or on one or two people at a time by speaking the incantation and touching the intended targets. The enchanted persons are then able to breath underwater and swim expertly (at a speed of 20).

**Teleport (self)**
**Range:** Self
**Duration:** Instant
**Savings Throw:** None

Invoking this spell transports the spell caster from one location to another in the blink of an eye (maximum distance — 5 miles). The spell caster can also teleport an additional 100 pounds per level of experience, so long as he is maintaining some kind of physical contact with it. This spell could teleport another person if they fall under the weight limitation, but there is a 26% chance of shock rendering both the spell caster and the passenger unconscious for 1D6 hours.

While teleportation can be very handy, it can also be extremely dangerous, especially if the area teleported to is unknown.

**Chances for a successful teleport:**
1) Teleporting to a familiar location (or one seen from your starting point): 99%
2) A place seen only a few times (2-6 times before): 76%
3) A place never seen, but described in detail: 32%
4) A totally unknown place: 11%

**Results of an unsuccessful teleport:**
01-60 Totally wrong place. No idea of present location.
61-79 Teleport 300ft above ground level, fall does 6-36+6 points of damage.
80-00 Teleport into object; instant death.

**Teleport (Superior)**
**Range:** 300 miles
**Duration:** Instant
**Savings Throw:** None

This spell can transport the spell caster and up to 1000 pounds *per level* of experience, a maximum of 300 miles away. All the other conditions, dangers, and limitations, as outlined under Teleport (self) apply.

**Tongues**
**Range:** Self or Others
**Duration:** 10 melees per level of spell caster
**Savings Throw:** None

This spell enables the spell caster to understand and speak all languages. However, it is limited to the spoken word and does not include the written language. **Note:** The spell caster can bestow a tongue spell on someone else by casting the spell and touching the person.

**Turn Dead**
**Range:** 60ft
**Duration:** Instant
**Savings Throw:** Standard

The utterance of this arcane spell will turn/repel 1-6 dead per level of the spell caster. This means that those affected will turn and immediately leave the area without harming the spell caster or anyone near him. The dead turned will not come back for 24 hours. *This spell affects* animated dead, skeletons, and mummies, but does not affect the undead, like vampires and zombies.

**Savings Throw:** Each dead thing is allowed a savings throw vs magic; those that successfully save are not affected.

**Wall of Flame**
**Range:** 90ft
**Duration:** 10 melees per level of spell caster
**Savings Throw:** None

This spell creates a raging wall of flame that is 10ft high by 15ft long by 5ft wide per each level of the spell caster. Anyone touching or running through the wall takes 4-32 points of damage for each five feet of width. Can be cast up to ninety feet away.

**Wind Rush**
**Range:** 120ft
**Duration:** One melee
**Savings Throw:** To keep balance

This spell creates a short, powerful wind gusting at 60mph, which is capable of knocking people down, knocking riders off mounts, blowing small objects 20 to 120ft away, or creating dust storms.

The wind can be directed by the spell caster at a specific target or a general sweep (maximum wind width — 20ft) can be made. Anyone caught in the wind is helpless and unable to attack or move forward. It takes an additional melee to recover, and 1-8 melees to gather up all the items blown away.

**Savings Throw:** A roll of 18 to 20 saves one from losing one's balance and/or losing some item.

**Words of Truth**
**Range:** 5ft
**Duration:** 5 melees per level of the spell caster
**Savings Throw:** Special

The being affected by this enchantment is compelled to answer all questions truthfully. The spell caster must be within 5 feet and can ask two questions per melee. It is wise to keep questions simple and clear to avoid confusion.

**Savings Throw:** The person under this spell makes a savings throw for each question asked. Savings throw requirements: Standard; he does not have to answer the question if he rolls successfully.

## An Alphabetical List of Illusionary Spells
*(Available only to the Magician)*

Age
Blinding Flash
Chameleon
Charismatic Aura
Cloud of Smoke
Darkness
Death Trance
Fingers of the Wind
Float in Air
Fool's Gold
Heavy Breathing
Magic Pigeon
Mask of Deceit
Multiple Image
Mystic Illusion
See the Invisible
Sense Evil
Shadow Meld
Spontaneous Combustion
Swirling Lights
Swords to Snakes
Tongues
Turn Self into Mist
Water to Wine
Wisps of Confusion

## ILLUSIONARY SPELL DESCRIPTIONS

**Age**
**Range:** 90ft
**Duration:** 3 melees per level of the spell caster.
**Savings Throw:** Standard

This spell accelerates a person's or animal's aging process instantly, transforming them to the *limit* of their natural age. Consequently, aliens and other races which may age much slower than humans are also affected. Only supernatural creatures, such as demons, are not affected by this spell. The aged person will suffer the following:
−5 to strike
−4 to damage
−8 to dodge/parry
Attacks per melee are reduced by half.
Speed is reduced to half.

The age spell affects only one person per each spell cast up to 90 feet away.

**Blinding Flash**
**Range:** 10ft radius
**Duration:** Instant
**Savings Throw:** Standard

This spell creates a sudden burst of intense white light, temporarily blinding everyone in its ten foot radius. Victims are blinded for one to four melees. The spell can be cast up to sixty feet away. Savings Throw: Standard; those who successfully save vs magic are not blinded.

**Charismatic Aura**
**Range:** 60ft radius
**Duration:** 6 melees per level of spell caster.
**Savings Throw:** Standard

A particularly handsome tool of deception, this spell can be cast upon the spell caster or another person. The spell instantly enhances that person's physical beauty by eight (8) increasing his charisma, charming all who behold him. Although the focal point of the spell is the person on whom it was cast, it affects everybody in a 60 foot radius (emanating from the person with the charismatic aura). Thus, *everybody* in that radius is allowed a savings throw vs magic. Those who successfully save will not be affected at all; those who fail to save are affected and will respond accordingly.

The person with a charismatic aura can invoke one of three responses: *friendship/trust, power/fear, and successful deception.*

**Friendship/Trust:** The first few words spoken will set up the response. Thus, a statement of friendship, peace, or trust will inspire those sentiments in everyone affected.

**Power/Fear:** A statement of power, anger, strength, or vile intent will strike awe and fear into everyone affected. (Example: "Lay down your weapons and let up pass, lest you suffer my wrath!").

**Successful Deception:** This enables the charismatic aura person to *convincingly lie* like a master con-man. There is an 80% chance that those affected will believe anything he tells them. This response is triggered by a phrase like: "Trust me completely . . ." or "I would

never lie to you."

**Chameleon**
**Range:** self or others by touch
**Duration:** 18 melees per level of spell caster.
**Savings Throw:** None

This spell enables the affected person to seemingly alter the color and patterns of his clothes and physical body, enabling him to blend into the surrounding environment. Movement destroys the effectiveness of this magic.
90% undetectable if unmoving.
70% undetectable if moving 2 feet per melee or slower.
20% undetectable if moving 6 feet per melee.
Totally ineffective if moving any faster.

**Cloud Of Smoke**
**Range:** 90ft
**Duration:** 4 melees per level of spell caster.
**Savings Throw:** None

This spell enables the magician to create a cloud of dense, black smoke (30ft × 30ft × 30ft maximum size) up to ninety feet away. Victims caught in the cloud will be unable to see anything beyond the cloud and the impaired vision allows them to see no more than three feet in the cloud (and that is only a blurry shape). While in the cloud, victims will be −5 to strike, parry, and dodge.

**Darkness**
**Range:** 5ft radius per level of the spell caster.
**Duration:** 10 melees per level of spell caster.
**Savings Throw:** None

This is an *unnatural darkness* which can not be dispelled by normal flames. Nightvision is cut to half in such enchanted darkness. Those with a prowling ability add 16% to their prowl skill while in the darkness only.

**Death Trance**
**Range:** self
**Duration:** 10 melees per level of spell caster.
**Savings Throw:** None

This mystic trance slows the spell caster's metabolism so low that it creates the appearance of death. While in the trance the spell caster is quite helpless, unable to speak, move, or invoke spells. He is only vaguely aware of what is happening around him. He would only recognize minor sensations like being touched, carried, or hearing voices, but he would not know who did these things or remember specifics. This spell can be canceled at will.

**Fingers of the Wind**
**Range:** 90ft
**Duration:** 3 melees per level of spell caster.
**Savings Throw:** None

The magician can conjure a wind and manipulate it to touch, tap, bump, or press against a person or object. It can also put out candles, slam doors shut, or move or knock over small items weighing less than 10 pounds.

**Float in Air**
**Range:** Self or others within 30ft
**Duration:** 10 melees per level of spell caster.
**Savings Throw:** None

This spell creates air currents which hold a person or object aloft, hovering about one foot above the ground. It can be used to slow someone's descent from a fall or used to float on top of water. Movement is awkward and slow while in the air. All attacks, strikes, parries and dodges are at −1; normal speed/movement is reduced to half.

**Fool's Gold**
**Range:** 5ft
**Duration:** 20 melees per level of spell caster.
**Savings Throw:** Standard

This elemental magic enables the magician to cause any object to appear to be made of gold. After the magician leaves, the object will still retain its gold appearance until the spell elapses. The effect is temporary, and upon close examination by those who can recognize precious metals it is seen that it is not gold.

Savings Throw: Standard; with those who save recognizing it to be fool's gold.

**Heavy Breathing**
**Range:** 60ft
**Duration:** 5 melees per level of the spell caster.
**Savings Throw:** Standard

The spell caster is able to conjure a mysterious, frightful sound of heavy, labored breathing as if something invisible was lurking about. The spell caster can mentally manipulate the sound, increasing or decreasing the breathing rhythm, and move the sound around up to 60ft away. The breathing can be heard in a six foot radius. Those hearing the breathing will become fearful and panicky. There is a 60% chance that the frightened fellow will flee in terror. Those who hear the breathing, but do not run, will be −2 to strike and −1 to parry and dodge as they shake in their boots.

*Savings Throw:* Standard; those who save are not affected/fearful.

**Mask of Deceit**
**Range:** Self or other
**Duration:** 20 melees per level of the spell caster.
**Savings Throw:** Special

A useful tool in deception, it magically creates an illusionary mask over the enchanted person's features. The mask is mentally molded by the spell caster into any facial features changing color, race, sex, etc. However, the spell only affects facial features and not any other part of the body. Remember, this spell is an illusion; the original, true physical features are hidden, but unchanged.

The mask can also be placed on someone else, but the spell caster must do the mental molding of the illusion and the intended recipient of the mask must be within a six foot radius.

*Savings Throw:* It is possible for anyone to see through the illusion of the mask. Everyone encountering the enchanted person gets to save vs magic, seeing the true features however, such rolls are minus five.

**Magic Pigeon**
**Range:** Immediate area
**Duration:** 2 months per level of spell caster.
**Savings Throw:** None

Through the means of a special incantation the spell caster is able to create a mystic facsimile of a pigeon. The magic pigeon is able to deliver a spoken (30 words or less) or written message to anyone, anyplace in this world (in the same dimension). However, the spell caster must know at least the general location of the recipient of the message and a specific person (or two) to receive the message. Upon reaching its destination it will seek out that person and immediately deliver the message. If the recipient of the message is not at the prescribed destination it will wait until he returns or until the spell duration elapses and it fades away.

The magic pigeon looks exactly like a real pigeon, but needs no food or rest; thus it can fly 720 miles every 24 hours at a speed of 30mph. Normal weapons can not harm or capture the pigeon, but magic spells of entrapment can capture it. Only a dispel magic spell can destroy it.

**Multiple Image**
**Range:** Self or 30ft
**Duration:** 5 melees per level of spell caster.
**Savings Throw:** Special

Another illusionary spell, it creates 1-6 identical images which mimic the spell caster's every movement exactly. If the false image is touched, pierced, or struck, that particular one will disappear.

This spell can also be cast upon another person within a 30ft radius and in the spell caster's line of vision.

*Savings Throw:* Viewers may be able to see through the illusions and identify the true person, but such rolls vs magic are at minus six.

**Mystic Illusion**
**Range:** 90ft
**Duration:** 2 melees (conditional) per level of spell caster.
**Savings Throw:** Standard vs illusion

This incantation conjures forth an image or illusion of anything the spell caster would like. Anyone not making his savings throw will believe the image to be true and respond accordingly. Although the image can be of anything, and as large as 20 by 20 by 20ft, it has no audio, only visual effects. The illusion is immediately dispelled when touched by metal.

*Savings Throw:* To save against the effects of this spell, players roll to save vs illusion, not magic, needing a roll of 14 or better.

**See the Invisible**
**Range:** Self or Others
**Duration:** 10 melees per level of spell caster.
**Saving Throw:** None

This spell enables a person to see any invisible object or being (including elementals, jinn, etc.) clearly and distinctly within his line of vision for up to 60ft. This spell can be cast upon oneself or another person.

**Sense Evil**
**Range:** Self
**Duration:** 1 melee per level of spell caster.
**Savings Throw:** None

This spell will indicate to the spell caster whether any person, creature, object, or place within a 30ft radius is evil. The impression is immediate, but somewhat vague, since it simply indicates the presence of evil and *not* actual alignments or location. Note: Most objects *will not* register as evil because they are merely objects or tools which can be used for any purpose — good or evil.

**Shadow Walk**
**Range:** Self or others
**Duration:** 2 melees per level of spell caster.
**Savings Throw:** None

This unique spell allows the spell caster to step in shadows, becoming totally invisible even to a See the Invisible spell (a psionic presence sense will detect the presence of someone in the shadow). While in the shadow the spell caster can not be seen or harmed by weapons or most magic (only charms and sleep are effective, but all psionic attacks are still applicable). The person in the shadow can talk and cast spells, but can not use a physical attack unless he steps out from the protective shadows.

Sudden or intense light will dispel the shadow, revealing the spell caster who must flee into a new shadow for sanctuary. Feeble light (less than 10 torches or 5 lanterns) will only create more shadows.

While in shadows or darkness, the spell caster prowls at 60%. Note: The mage can step into any size shadow, large or small, with the same results. This spell can be cast on others by reciting the spell and touching the intended recipient.

**Spontaneous Combustion**
**Range:** 40ft
**Duration:** Instant
**Savings Throw:** None

This spell causes combustible items (paper, wood, cloth, dry grass, etc.) to smolder and burn. The spell's initial effect is to instantly create the spark to start combustibles burning. However, it takes 1-6 melees for a fire to really begin to burn. The success ratio for each attempt at spontaneous combustion is 75%.

**Swirling Lights**
**Range:** 10ft radius
**Duration:** 4 melees per level of spell caster.
**Savings Throw:** Standard

This spell conjures forth a dazzling display of swirling, flickering lights which stun/bedazzle all who see them. *Victims* will gaze helplessly into the dancing light display, oblivious to everything happening around them. If attacked/struck, the victim will be roused from the enchantment, but will move at one-half speed and have half as many attacks as normal as long as the swirling lights spell is in effect.

**Sword to Snakes**
**Range:** 60ft
**Duration:** 6 melees per level of spell caster.
**Savings Throw:** None

Not only does this spell transform swords (large or small, including guns, daggers, and other small, hand held, non-energy weapons) to snakes, but the snakes are extremely hostile and biting whoever holds them, doing 1-4 damage each bite (one attack per melee). The snakes will not change back into swords until the spell elapses. Note: Magic weapons (including holy and rune swords) are not affected. The spell caster can transform one sword per each level of experience.

**Tongues**
**Range:** Self or Others
**Duration:** 10 melees per level of spell caster.
**Saving Throw:** None

This spell enables the spell caster to understand and speak all languages. However, it is limited to the spoken word and does not include the written language. **Note:** The spell caster can bestow a tongue spell on someone else by casting the spell and touching the person.

**Turn Self to Mist**
**Range:** Self
**Duration:** 5 melees per level of the spell caster.
**Saving Throw:** None

Turning into mist is particularly useful for escaping prisons, traps, and all sorts of unpleasant situations. While in this form the spell caster can not speak, cast spells, or carry anything, but he can hear and think. Only the physical body is affected, not any possessions, weapons, or clothes; these simply drop to the floor after the transformation.

No weapons can hit or cut a mist and pass harmlessly through. Fire does do half damage, however, and lightning and cold based spells slow the mist's movement by one-half. Normal movement of the mist as it floats through the air is a maximum speed of 12.

**Water to Wine**
**Range:** 12ft
**Duration:** Instant/permanent
**Saving Throw:** None

Another transformation spell, the spell caster is able to change ordinary *fresh* water into wine, affecting ten gallons per level of the spell caster's experience. The wine is of fair to average quality, with the quality increasing by 5% per each level of his experience.

**Wisps of Confusion**
**Range:** 90ft
**Duration:** 5 melees per level of the spell caster
**Saving Throw:** Standard

Wisps cause 1-8 people/creatures to become confused and disoriented. Those affected strike, dodge, and parry at minus five; attacks per melee are reduced by one-half.

## WIZARDS AND CIRCLE MAGIC

Wizards (*not* the illusionist or any other magic character class) possess such a great knowledge and mastery of the mystic arts that they alone

can create and use magic circles. Circle Magic is the oldest and most difficult type of magic to perform. It usually requires odd, exotic or horrific components, along with long preparation and ceremony. Circle magic is definitely not suitable for combat, but an excellent means of study, experimentation and defense. There are three major classifications of circles: summoning, protection and power.

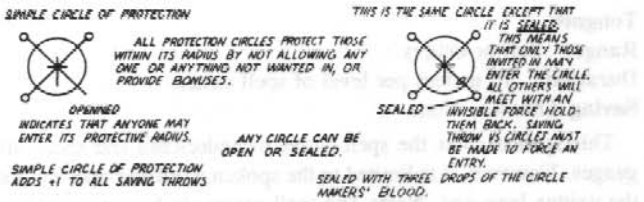
## PROTECTION CIRCLES

All circles of protection prevent harm from befalling the occupants within the circle only. A protective circle will either prevent some thing or some force from entering its protective confines and/or provide bonuses to save vs attacks from a particular force.

**Savings throws** to save vs a protection circle (enable the creature to enter unharmed) *are much higher than any other circle*, requiring a roll of **16** (or higher) to save. Other circles require only a 13 or higher.

**Attacking from within a protective circle** using missile weapons or magic is allowed. Likewise, people within a circle of protection may also be vulnerable to attacks from missile weapons or magic.

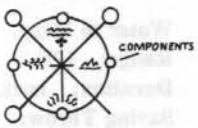
**Range:** All protection circles only protect those within its radius.
**Duration:** Permanent until destroyed.




## PROTECTION CIRCLE DESCRIPTIONS

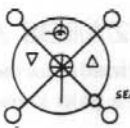
**Protection from Demonic Creatures (other- dimensional)**
Demonic beings can not enter the circle. Those within the circle are +3 to save against any attack by demonic forces.
**Components:** Drawn with holy water.
**Power Words:** Acba yin Pein

**Protection from Elemental Forces**
All elemental forces, natural and magic, do half damage to those within the circle.
**Components:** Emeralds, onyx, topaz, sapphire; circle can be drawn in any substance.
**Power Words:** Acba Lo-kum yin Tao-bo




**Protection from Magic (simple)**
Those within the circle are +2 to save against all magic attacks (spells, circles, wards and psionics)
**Components:** Can be drawn in any substance.
**Power Words:** Kym-nark-mar yin acba

**Protection from Magic (superior)**
Those within the circle are +6 to save against all magic attacks.
**Components:** Must be sealed with the blood of the circle maker.
**Power Words:** Acba yin kym-nark-mar yin acba




**Protection from the Undead**
Undead can not enter the circle.
**Components:** Silver cross, garlic clove; circle can be drawn in any substance.
**Power Words:** Pein yin Erva

## CIRCLES OF POWER

There are two types of power circles: those that affect persons within the circle and those that affect people outside the circle. The visual distinctions between the two are simple: *those that affect persons within a circle* must bear the *symbol of directed power* (drawing force inward) and is an *open seal circle, circles that affect persons outside the circle* must bear the *symbol or force* (outward) and is a *sealed circle*.

**Duration:** This is conditional and differs from circle to circle. Some have a fixed duration, some depend on the level of the circle maker, others remain active while occupied by the circle maker, and a few are permanent.

**Cancelling a circle's** effect can be done at will by the circle maker or if the circle maker leaves the circle. If the circle maker is rendered unconscious there is a 76% chance the circle's effects will be cancelled, otherwise it will continue to be active for its maximum duration.

**The length of time required to create a circle** of power is about 60 minutes (protection takes 3 to 20 minutes and summoning 30 to 90 minutes). Reactivating a circle takes 4 to 12 minutes.

**Reactivation of circles** is not possible in most cases. Generally, a power circle can be reactivated by incorporating new/fresh components. However, some can be activated only once. In order to recreate the powers of the circle it must be completely redrawn with all new components.

**Sealed circles of power** do 4-24 damage (per melee) to anyone not authorized to enter them. Only the circle maker and those whose names are inscribed in the circle may enter it.

**Components and symbols:** Only the correct components and symbols activate a circle.

**Power Words** are the final components in the activation of a circle.

*Circles of power can be acquired* by stealing, gift, purchase or decipherment.

**Force: Power Circle**
**Range:** Circle area only
**Duration:** 15 melees per level of the circle maker.
**Savings Throw:** None

This circle creates an impenetrable enclosure of force that encompasses the circle's entire radius (or all circles in a power matrix). The force can sustain an infinite amount of damage and prevents stenches, clouds, etc., from penetrating it. However, psionic attacks, charms, and mesmerism are quite effective means of countering the force field. A dispel magic barriers will *temporarily* negate the circle of force, but the circle is +3 to save against that spell and will regenerate within six melees.

The circle can be reactivated at any time by the invocation of the power words. If the circle of force has been previously activated for its entire duration, it can not be reactivated for a two hour interval.
**Components:** Mystic symbol of directed power; the circle can be drawn in any substance, likewise the symbols. However, a white dove must be sacrificed while the power words are recited.
**Power Words:** Ya-ahk-met yin Ya-ahk-met

**Invisibility: Power Circle**
**Range:** The objects within the circle.
**Duration:** Permanent; 10 minutes per level of circle maker.
**Savings Throw:** Standard

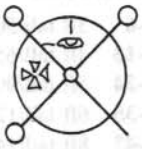
This circle will turn the circle maker and anyone entering the circle invisible for 10 minutes per level of the circle maker. This is an enchantment placed upon any who enter the circle and, as such, the invisibility can not be cancelled at will. The invisible person will remain so until the enchantment wears off.

The circle of invisibility remains constantly active until the toad skeleton is removed.

**Components:** Mystic symbol of directed power. The circle is drawn with powdered bones of toads, the symbols in clear wax. The complete and unbroken skeleton of a toad must also be placed within the circle's radius, but turns invisible once the circle is activated. Only the circle and symbols remain visible.

**Power Words:** Acba yin Cherubot-kyn

**Knowledge: Power Circle**
**Range:** Circle Radius
**Duration:** 15 melees per level of the circle maker
**Savings Throw:** None



The circle of knowledge instills a temporary aura around the circle maker and/or anyone in the circle. Burning the tongue of an owl will provide the following enchanted abilities: +10% on all skills and understand and speak all languages.

**Components:** The mystic symbol of directed power. The circle is painted in yellow, the symbols in blue. A small brazier sits in the middle with hot coals to burn the tongue. It is the burning of the tongues and the invocation of the power words that activate the circle.

**Power Words:** Lictalon yin Kym-nark-mar-Agu

**Pain: Power Circle**
**Range:** Special
**Duration:** 6 melees per level of the circle maker
**Savings Throw:** Standard

Only those whose true names are inscribed in the circle are affected by a circle of pain. The circle maker first draws the circle then fashions a straw or cloth doll (human shape) symbolizing the victim. The hair, or nail clippings, or a personal article of the intended victim must be tied to the doll. Pins, needles, or nails are then driven through the effigy while the power words are chanted. The victim will receive sharp, stabbing pains corresponding to where the pins are driven in the doll. This circle is devised to inflict pain and suffering, *not death*. Consequently, only 1D4 hit points of damage are inflicted per melee. The victim automatically rolls to save vs circle magic each melee. If a successful save is made there is only a slight twinge of pain and no damage is done. The loss of hit points can not go below 10.

**Components:** Mystic symbol of force. The circle is drawn with the bodies of mangled spiders, the symbols are painted in black and the intended victim bound in the circle's center.

**Power Words:** Netosa yin Tarm-kin-toe

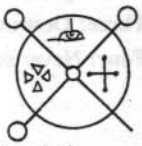
**Power: Power Circle**
**Range:** The people within the circle, and projected power.
**Duration:** Active until circle maker leaves or cancels it.
**Savings Throw:** Standard

This circle confers great primal magic power to the people within it. It taps into and focuses magic energy upon the circle area, endowing those within it with unlimited power. The circle area seems to glow and undulate with light and color as if it were a cosmic prism. The rush of energy envelops the circle's occupants. **The Power:** Occupants are then +5 on all savings throws, +2 spell strength (in addition to any other bonuses; spell magics only), bio-regeneration (1-6 points per melee), and enables them to create/cast the following (doing 1-6 points per level of circle maker): ball of flame, call lightning, wall of fire. It also creates the following effects: (duration: as long as the circle remains active), charm, charismatic aura, weightlessness (area affect 20ft beyond the circle), mesmerism (area affect 20ft beyond the circle), animate/control dead (1-6 dead per level of the circle maker), control the beasts (1-6 animals per level of the circle maker), and metamorphosis (affects only those within the circle). Note: All abilities/powers are equivalents to the spell magic of the same title.

The circle is activated and reactivated by invoking the proper power words and by wearing a helm fashioned from the skull of a tiger.

**Components:** Mystic symbol of directed power; a tiger helm must be inscribed with the symbol of force. The circle and symbols must be drawn using a bone from a tiger. Silver must be used to draw the circle.

**Power Words:** Xy yin Lo-kum-yin Kym-nark-mark



**Power Leech: Power Circle**
**Range:** 30ft radius per level of the circle maker
**Duration:** Active only while circle maker remains in the circle.
**Savings Throw:** −2 to save vs circle magic.

The power leech drains all mystic energies within its radius of influence. Magic spells, including illusionary magic, other circles and non-physical *super abilities* (excluding psionics), are all reduced to half their normal strength, power, and duration. Thus, a mage of sixth level experience will cast spells as if he were only third level. The power leech also absorbs all energy that is directed at it. If, for example, a lightning bolt, fire ball or laser were shot at the circle it will be completely absorbed, doing no damage to the circle or its occupants.

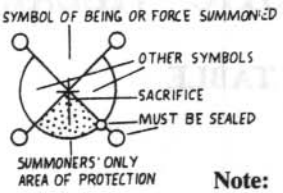
**Components:** The mystic symbol of directed power must be inscribed in the circle while a helm fashioned from the skull of a tiger is inscribed with the symbol of force. The symbols are painted in brown. The circle is created from the soft, mangled bodies of leeches; a light (candle, lantern, fire, etc.), is placed in the center, and two live leeches are applied to each arm of the circle maker. Should a leech drop off, the circle is canceled. The power leech circle can be reactivated, even if the leech bodies composing the circle have dried, as long as the helm is worn and the power words invoked.

**Power Words:** Ya-ank-met yin Lictalon

## SUMMONING CIRCLES

Summoning circles are the most dangerous because they can mystically teleport other-dimensional creatures into our world. Most of the other-dimensional monstrosities possess magic powers and have no regard for human life. The lack of concern, and often hatred, for humanity makes them the willing pawns of evil schemes or the demonic master.

The summoning process is a meticulous one. The circle and symbols must be perfectly inscribed, components exact (no substitutes) and is topped off with a blood sacrifice. The sacrifice always completes the summoning circle. Within moments (1D6 minutes) a creature of magic will appear inside the open-V area of the circle. These creatures are almost always evil, hostile beings with a hatred for humankind. It's only the circle's area of protection that keeps the mage safe from the creature's ire. The circle maker is able to talk, question and negotiate with the entity, although there is no telling how cooperative the thing may be. This foul-hearted fiend is apt to agree to assist in any plan that is of extremely evil or destructive. Good causes will only gain its disgust (it will not help).




**Note:** Whenever a summoning circle is used a miscellaneous creature of magic will be summoned. Roll on the Monsterous Mystic Villains Tables.

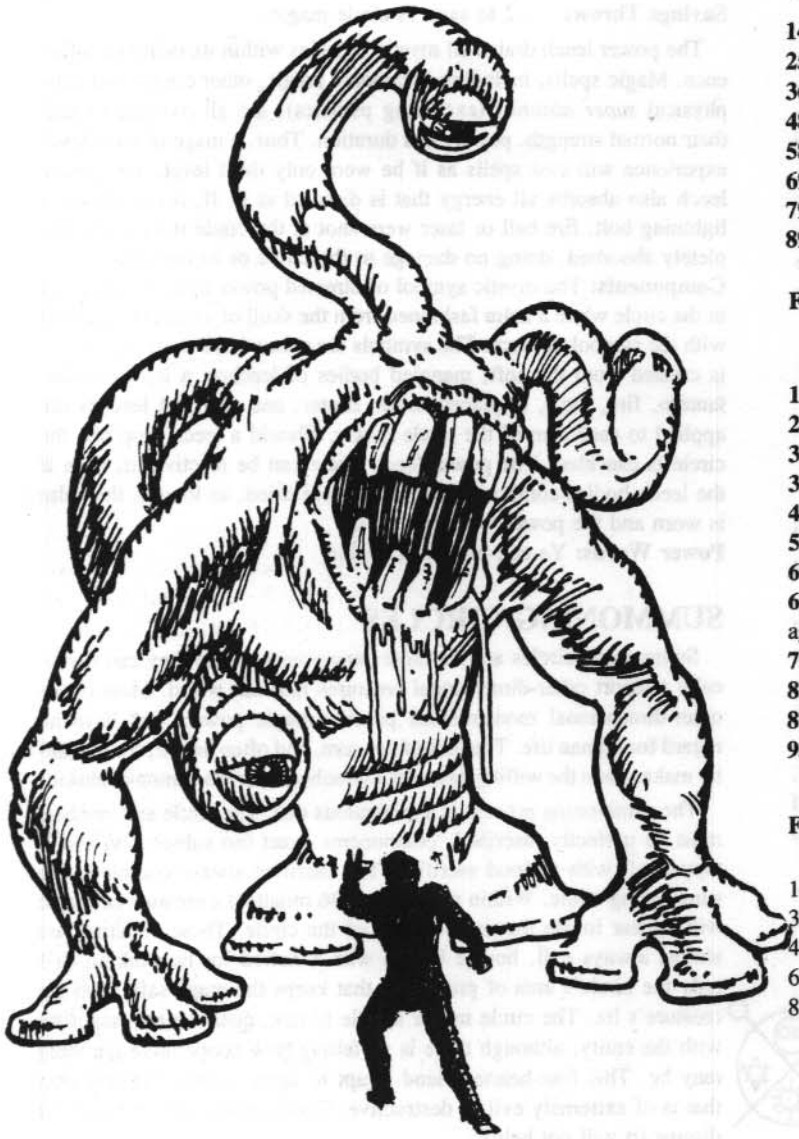
Getting rid of an other-dimensional creature can be tricky. Most will not leave on their own and will strike out at the mage if he tries to force the issue. There are only four sure ways to get rid of them:

**One:** Do not keep it on Earth for more than ten or twenty minutes. Never let it step out of the circle and send it back immediately. The beast can be sent back via the same circle that summoned it ONLY if it is not allowed to step away from it and is returned within 30 minutes.

**Two:** Exorcism spell or other means, will instantly send it back to its natural plane of existence.

**Three:** Destroy it!

**Four:** Never summon one in the first place.



# MONSTROUS MYSTIC VILLAINS

## RANDOM MYSTIC CREATURE CREATION TABLE

**FIRST: Roll for Alignment**

| | |
|---|---|
| **1-21** | Anarchist |
| **22-45** | Miscreant |
| **46-70** | Diabolic |
| **71-89** | Aberrant |
| **90-00** | Unprincipled |

**SECOND: Hit Points and S.D.C.**

| | |
|---|---|
| **1-10** | 20 Hit Points/10 S.D.C. |
| **11-20** | 20 Hit Points/20 S.D.C. |
| **21-30** | 25 Hit Points/40 S.D.C. |
| **31-40** | 30 Hit Points/50 S.D.C. |
| **41-50** | 35 Hit Points/70 S.D.C. |
| **51-60** | 40 Hit Points/80 S.D.C. |
| **61-70** | 60 Hit Points/100 S.D.C. |
| **71-80** | 80 Hit Points/120 S.D.C. |
| **81-90** | 100 Hit Points/150 S.D.C. |
| **91-00** | 120 Hit Points/200 S.D.C. |

**THIRD: Size**

| | |
|---|---|
| **1-6** | 3ft tall/50lbs |
| **7-13** | 4ft tall/65lbs |
| **14-24** | 5ft tall/90lbs + 1D4 × 10lbs |
| **25-35** | 6ft tall/120lbs + 2D4 × 10lbs |
| **36-47** | 8ft tall/140lbs + 3D4 × 10lbs |
| **48-57** | 10ft tall/180lbs + 3D4 × 10lbs |
| **58-68** | 12ft tall/220lbs + 4D4 × 10lbs |
| **69-78** | 15ft tall/300lbs + 4D4 × 10lbs |
| **79-88** | 20ft tall/400lbs + 4D4 × 10lbs |
| **89-00** | 25ft tall/500lbs + 4D4 × 10lbs |

**FOURTH: Natural Abilities**

| | |
|---|---|
| **1-8** | Climb — 90% |
| **9-15** | Prowl — 90% |
| **16-22** | Turn Invisible |
| **23-29** | Fly — 50mph |
| **30-36** | Exceptional Strength; P.S. 20, +5 |
| **37-45** | Exceptional Physical Prowess; P.P. 20, +5 |
| **46-53** | Impervious to Fire |
| **54-60** | Metamorphosis into a spider, scorpion or beetle. |
| **61-67** | Track by Smell — 85% |
| **68-74** | Fire Energy Bolts; 2 attacks per melee, range: 90ft, 2D6 damage. |
| **75-81** | Nightvision — 200ft (61m) |
| **82-86** | See the Invisible (same as spell) |
| **87-94** | Breath Fire; one attack per melee, range: 20ft, damage: 3D6. |
| **95-00** | +2 to save vs magic |

**FIFTH: Hand to Hand Combat**

| | |
|---|---|
| **1-15** | One attack per melee, +1 to strike, +2 to parry & dodge. |
| 16-30 | Two attacks per melee, +1 to strike, +3 to parry & dodge. |
| 31-47 | Two attacks per melee, +3 to strike, +4 to parry & dodge. |
| 48-62 | Three attacks per melee, +3 to strike, +3 to parry & dodge. |
| 63-87 | Four attacks per melee, +2 to strike, +2 to parry & dodge. |
| 88-00 | Five attacks per melee, +3 to strike, +5 to parry & dodge. |

**Note:** Damage from a punch or claw is 1D6 unless otherwise stated.

**SIXTH: Special Powers**

| | |
|---|---|
| **1-14** | **None** |
| **15-27** | Super Ability; Pick one major. |
| **28-40** | Super Ability; Pick three minor. |
| **41-52** | Magic spells; Pick 1D6 (none with the #2 or 3); can cast 8 spells per day. |
| **53-60** | Magic, Illusionary; Pick 6; can cast 10 spells per day. |
| **61-70** | Super Ability; Pick one major; one minor. |
| **71-85** | Magic Spells; Pick 2D4 (any); can cast 10 spells per day. |
| **86-00** | Magic Spells; Pick 4D4 (any); can cast 20 spells per day. |

**Note:** Spell strength is 1D6 levels. Roll once for each creature.

**SEVEN: Appearance**

**1-10** **Humanoid: Bird-like** with a hawk-like head, beak, feathers, and talons on hands and feet. No wings.

**11-20** **Humanoid: Lizard-like** with reptilian features, head, hands, feet, tail and skin.

**21-30** **Humanoid: Feline** with cat like head. fangs, retractable claws (which do 2D4 damage each hand), and tail. May or may not have fur. Bite does 2D6 damage.

**31-40** **Spider-thing**. Hideous, spider-like body with eight legs; two spindly, humanoid arms and monstrous, humanoid head/face. Additional natural abilities include: Climbing — 90%, Prowl — 60%, Speed — 40 and +40 S.D.C.

**41-50** **Humanoid: Canine** with large canine head (werewolf), fangs, dog haunches, tail and fur. Bite does 2D4 damage.

**51-60** **Humanoid: Skeletal;** appears as a living skeleton or corpse with distorted human features.

**61-70** **Tentacle-thing**: A blob with 4D4 tentacles and no other apparent features or appendages. Add two attacks per melee. Each tentacle does 1D6+2 damage.

**71-77** **Humanoid: Gargoyle**; a typical gargoyle creature/monstrous humanoid with wings and reptilian tail. Punch/claw does 1D8 damage.

**78-85** **Energy Being:** No form; appears as a floating sphere of energy. Communications via telepathic transmission and can fire energy bolts. Bolts have a 90ft range and inflict 3D6 damage.

**86-95** **Humanoid: Human**;a being that appears completely human; male or female.

**96-00** **Humanoid: Demonic**, resembles classic depiction of demons and devils. Usually red or brown-skinned, human features, powerful build, bat-wings and tail.

**Note:** These are some basic, perhaps, most common forms of other dimensional creatures of magic. Feel free to modify and create your own; single eyed, elemental, winged, dragon-like, shapeless, invisible, and so on.

## OTHER CREATURES OF MAGIC

There are *two power circles* not previously listed that can be used to create mystic creatures like **the golem and zombies**. Only anarchist and *evil* aligned masters of the mystic arts will bring to life such monstrosities.

Other demonic beings and creatures of magic, such as faerie folk, can be easily adapted from the Palladium Role-Playing Game (fantasy) or from Beyond the Supernatural. Some modification will be needed to adapt such characters for use in Heroes Unlimited. Just be careful to keep game balance.

## THE GOLEM AND ZOMBIE

**Create Golem — Power Circle**
**Duration:** Permanent
**Savings Throw:** None

The sorcerer first draws a circle of elemental force. Second, he sculpts a golem (humanoid shape) from clay, with two onyx gems (worth no less than 1100 each) for eyes and a heart of iron. The golem can be of any size up to 18ft tall. The clay is then turned to stone (or iron). Then the mage places a single drop of his blood on the golem's forehead. Six S.D.C. points are permanently drained from the sorcerer into the golem, bringing it to life.

**The Golem (stone)**
**A.R.:** 14, **S.D.C.:** 130
I.Q. 8, P.S. 25, P.P. 20, Spd. 12
+10 to damage, +3 to parry/dodge, +2 vs magic
Psionic mental attacks have no effect. Normal and magic toxins, sleeps, charms, mesmerism, and negate magic assaults have no effect. Fire and cold have no effect. Each hour exposed to moonlight restores 20 S.D.C.

**The Golem (Iron)**
**A.R.:** 17, **S.D.C.:** 200
I.Q. 8, P.S. 25, P.P. 20, Spd. 10
+10 to damage, +3 to parry/dodge, +2 vs magic
Everything stated under stone golem applies here.

A golem will obey *only* its creator and will only follow his commands. Golems have no emotions, desires, ambitions, etc.; they are basically giant stone or iron robots. **Note:** The entire process requires 18 consecutive hours, without interruption.

**Create Zombies — Power Circle**
**Duration:** Permanent
**Savings Throw:** None

This necromantic circle turns a corpse into an undead. Zombies are more than simple animated corpses; they are the damned sentenced to unrest and slavery.

To create a zombie the spell caster must find a recently deceased person (6 hours maximum), lay it on a white or silver linen, draw a circle around it, and light three scented candles, placing one on the forehead, one on the mouth, and one on the chest above the heart. This must all be done in secret, in a graveyard, during a night of the full moon. Then the symbol of directed power is drawn on the corpse's throat with the still warm blood of the spell caster while the incantation is invoked. Soon after, the zombie will rise to serve its master.

Zombies obey only the person who created it and are generally used as slave labor or dread armies. Zombies are powerful undead and fear nothing. They retain only a rudimentary intelligence (I.Q. 4) and can comprehend only very simple and explicit commands.

**Zombies**
I.Q. 4, P.S. 20
2 attacks per melee, 1D6 damage or by weapon
+5 to damage
+3 on all savings throws vs magic and psionics

Charms, mesmerism, hypnotic suggestion type spells/influences have no effect at all. Fire and cold do half damage. Normal weapons do no damage (only silver, holy, magic, and magic weapons can harm it).
**Hit Points:** 1D6 per level of spell caster
**S.D.C.**: 20+10 per each level of the mage.
A.R. 15, Spd. 8
**Zombies will rise again** after being killed within 48 hours, unless their heads are severed from their bodies and buried separately or an exorcism is performed. Regenerate *all* hit points and S.D.C. within 48 hours. A mage can only create and control a total of 3 zombies per level of experience.
**Note:** The entire creation process requires about six hours.

MUTANTS

# MUTANTS

**Mutants** are men and women whose normal, human, physiology has been changed/altered through some sort of mutation. The source of the mutation can be genetic or induced via chemicals, radiation or a combination of the three. In real life, mutations are usually physically impaired and die. However, we are concerning ourselves with super-heroic, fantasy heroes and villains. Characters who possess natural (to them) powers and abilities that far surpass normal humans.

All mutants are the product of some sort of physical change that has provided them with super human power(s). Whatever the cause, their physical and genetic structure is *permanently* altered. This means mutants are no longer "human" in the conventional sense. This holds true even if the character was once an ordinary, normal human being before the mutation occurred. In many cases the powers, physiology and cause of mutation defy known science. Sadly, it is this x-factor, this inhuman, alien aspect of mutants, that often terrifies normal human beings. Fear of the unknown and a few evil mutants who have used their extraordinary power in crime, has created an air of suspicion and prejudice toward all mutants, hero and villain.

## CREATING A MUTANT SUPER CHARACTER

### STEP ONE: THE USUAL

Determine the character's attributes, hit points, alignment, skills and education as explained in the beginning of this book. Nothing is changed. Yes, you can still use the optional rules to determine such things as height, weight, place of birth, etc. However, there are some additional conditions and tables to consider.

### STEP TWO: THE CAUSE OF THE MUTATION

**1-20 An unknown, random element.** A complete mystery.

**21-40 Accidental encounter with "strange stuff".** This can be almost anything; industrial waste, chemicals, radiation, alien substance, energy or other strangeness.

**41-60 Genetic aberration.** Mutant gene structure (a million in one chance of fate) is responsible for the mutation and powers.

**61-80 Deliberate Experimentation.** Some kind of laboratory experiment that purposely mutates the individual. **Note:** The chance of *recreating* the experiment and successfully creating a new, nearly *identical* mutant is 2%. Chance of recreating a random mutating agent that will create another super being is 4%. Likelihood of *killing* the subject of the experiment is 53%.

**81-00 Radiation**. An unexplainable mutant transformation caused by exposure to some type of radiation (usually accidental). It is likely that the radiation itself is not the direct cause of the mutation, but triggers a mutating agent (probably genetic) which has laid dormant within the individual.

### STEP THREE: UNUSUAL PHYSICAL CHARACTERISTICS

The majority of mutants are *humanoid* and quite often appear to be ordinary human beings. Only their unique powers set them apart from humans. However, many also have unusual or distinctive characteristics unique to a small portion of society, . . . the mutant portion. Many characteristics, such as odd hair or eye color, can be easily hidden, others like unusual skin color, texture or extra appendages, are much more difficult to conceal.

The following table lists a variety of physical aberrations *typical* to mutants. Players and game masters alike should feel free to adjust or add characteristics as they see fit. Just keep in mind that, generally, mutants tend to be relatively human looking. They are of human origin after all.

### UNUSUAL CHARACTERISTICS TABLE

**Roll Percentile Dice once to determine odd characteristic.**

**1-30** No unusual physical traits.

**31-34** Pointy or larger than normal ears.

**35-39** Odd skin color:

- 1-10 Yellow
- 11-20 Green
- 21-30 Red
- 31-40 Grey
- 41-50 Light Blue
- 51-60 Stark White
- 61-70 Dark Blue
- 71-80 Black (as in coal black)
- 81-90 Purple
- 91-00 Orange

**40-43 Ambidextrous**: These characters can use the right and left hand with equal skill and dexterity. Bonuses: Adds one additional attack per melee, +1 to parry, +10% to climbing skill, +5% to escape artist, pick locks, mechanical and electrical repair skills.

**44-48 Odd Hair Color:**

- 1-10 Green
- 11-20 Light Blue
- 21-30 White Streaked
- 31-40 Bright, Flame Red
- 41-50 Stark White
- 51-60 Bright Yellow
- 61-70 Metalic Silver
- 71-80 Dark Blue
- 81-90 Purple
- 91-00 Orange

**49-53 Double-Jointed**. A double-jointed person has extremely limber bones and can twist and bend their bones into normally impossible positions. These contortions enable the character to collapse the bones in his hands to easily slip out of handcuffs or manacles, temporarily and painlessly dislocate joints to wiggle out of ropes, slip through small openings and fit into small areas.

The double-jointed mutant can attempt to escape any bonds *once* per melee with the following chance for success: Hands and/or feet tied with rope, handcuffed or chained — *79% likelihodd of escape*. Hands, arms, legs and body bound with rope, chains, straps or straightjacket — *46% likelihood of escape*. Being locked inside a room, trunk or compartment will trap/hold the double-jointed mutant. However, a jail cell or compartment with an opening may allow the character to escape. The double-jointed mutant can contort his body to be half its normal width from shoulder to shoulder, and flatten himself from chest to shoulder blades (back) also by half. Furthermore, the nimble fellow can curl up into a ball so small and tight that he is a mere 20% his normal height and half his normal width. **Note:** The average shoulder width of a *muscular, 6ft man* is about 42 inches, half would be 21. **Bonus:** +2 to roll with fall or impact.

**54-58 Unusual Eyes:**

- 1-17 Very small (at least twice as small as usual).
- 18-34 Round
- 35-55 Very Large (at least twice as big as usual).
- 56-75 Odd Color (red, yellow, white, etc.)
- 76-89 Very Elliptical
- 90-00 Glowing Eyes

**59-64 Extreme Amount of Body Hair:**

- 1-20 Very bushy, full head of hair.
- 21-40 Very hairy all over the body; head, arms, legs, chest and back. Clearly human hair. About three times the normal amount.
- 41-60 Human hair all over the body, so thick that it resembles fur. About six times the normal amount.
- 61-80 Fur; short, half inch length, covers most of body

except face, feet and hands.

81-00 Fur; 1D4 inch(es) long, covers most of the body except face, bottom of feet and palms of hands.

**65-68 Prehensile Feet/Toes:** The feet greatly resemble a monkey's feet, with long, finger-like toes, and thumb-like appendage for grabbing and holding. The prehensile foot is not developed enough to throw an object or fire a gun with any accuracy (−6 to strike), but can easily pickup and hold/carry items (30lbs or less), press buttons, untie rope, turn doorknobs, pull levers and even play the piano (although not too well). When barefoot, the character is +30 to climb rope or wall (if he has no climbing skill use the 30 as a base skill proficiency), +1 to dodge and can use his feet like hands. Please note that the use of feet to perform skills like computer operation or pick pockets suffers a skill penalty of −25%. High skills, such as mechanics, electronics, robotics, medical, demolitions, piloting aircraft and similar, are impossible to perform with any accuracy (10% is the best possible base proficiency with feet).

**69-72 Scaly Skin:** A tough, smooth, reptilian skin with small scales. Adds 30 S.D.C.

**73-76 No body hair at all!**

**77-79 Small Horns**: 1D4 inches long, protruding from forehead.

**80-84 Tough, Lumpy Skin:** Adds 30 S.D.C.

**85-89 Prehensile Tail:** These characters have grown an additional appendage; a tail. While it may be difficult to conceal it, it does have some advantages. Like the prehensile tail of a monkey it can seize and grasp. Somewhat more limited than the prehensile feet, it can only be used to grasp and carry things or help climb. The tail *can not* be used to untie rope or string, nor fire a weapon. However, it can be used to turn knobs, press buttons, and even provides an extra attack/action per melee. Such attacks should take the form of snaring an opponent's feet or hands, snatching objects or weapons, and even binding hands or strangling. It is also possible to hold blunt objects and use them as a club. **Note:** No hand to hand skill, or attribute bonuses apply when striking or parrying with the tail. **Bonus:** +1 to strike and parry with the tail. The tail itself is +5 to dodge. Adds +20% to climb when the tail is used. The tail is quite strong, able to support the character's full body weight when suspended above the ground (dangling by his tail like a monkey). However, it can only carry the equivalent of one third of the character's body weight (typically about 60lbs). It can drag weights of up to one half of the character's body weight, but speed is reduced by ⅓.

**Tail Length:** 3 to 12 feet (roll 3D4)

**Tail Appearance:** Any; monkey-like, devil-like, furry, flat, or anything the player or game master feels appropriate.

**90-94 Retractable Claws**, like a cat, in the fingers. The small claws do minimal damage; about equal to a knife 2D4 per each swipe plus P.S. damage bonus if any. Adds a +10% bonus to climb.

**95-00 Stocky**, exceptionally broad or husky person about twice as broad as a normal human. **Bonuses:** Add 50lbs to weight, +1D4 to P.S. and 4D4 to S.D.C.

## STEP FOUR: SUPER ABILITIES

Players may *select* one major super ability and one minor super ability *or roll* on the **Random Super Ability Selection Table.** Or you may opt for psionics (*see pg. 127*). Magic is not a mutant power.

## OTHER STUFF

**Level of Education and Skill Selection**

Standard; see creating a character and educational level.

**Hand to Hand Combat**

Combat skills are not automatic. They must be selected as a learned skill.

**Attacks Per Melee (Hand to Hand)**

As with ALL heroes, mutant characters automatically get two attacks per melee. Additional attacks are developed through hand to hand combat and other combat skills or special abilities.

**Weapons and Armor**

Unless the character is extremely wealthy, only conventional weaponry and armor will be available.

**Alignment**

Any alignment can be selected, but heroes should generally be of good alignment (including unprincipled).

**Structural Damage Capacity (S.D.C.)**

All mutants get a base S.D.C. of 30. The S.D.C. can be increased through physical skills, some unusual characteristics and some super abilities.

**Available Financial Resources**

4D4 × 100 dollars are available in ready cash. This is in addition to a possible life savings (*See optional rules to rounding out one's character*). There is an 88% likelihood the character owns a conventional car. The car is 1D6 years old. Presumably, the character has a job, apartment and reasonable personal possessions.

**SPECIAL NOTE:** The following pages are a somewhat condensed version of the mutant animal creation system and animal types by **Erick Wujcik**. An expanded animal section data and adventures can be found in the pages of *Teenage Mutant Ninja Turtles and Other Strangeness*.

# CREATING MUTANT ANIMALS

Animal Hero Characters are the result of a mutation or some other change that results in a normal animal becoming either more intelligent, more human-like, or super-powered.

The game allows the characters to change from animals to a number of different possible forms. For example, an animal could look exactly like a normal member of the species, but have super intelligence and psionics. On the other end of the spectrum, there might be an animal that has become so completely human that only a few, small, physical and mental quirks identify it as different from an average person. The Teenage Mutant Ninja Turtles fall somewhere between these two extremes; while they are definitely human-like (they walk, talk, and manipulate objects like humans), they remain very turtle-like in appearance. Even more exotic is the possibility of a creature that exaggerates its animal characteristics away from a human direction. For example, T'Cleass, the bat-thing, might look nothing like a human, but has mutated far beyond the abilities of a normal bat.

## Step 1: The Eight Attributes Attribute Bonuses

This process is unchanged. Roll 3D6 as usual.

## Step 2: Hit Points & S.D.C.

**Hit points** are determined in the same way as the human characters; P.E. + 1D6 per each level of experience.

**S.D.C.** is different. The physical structural damage capacity is directly related to one's size. *See Step 4: Growth Levels and the Physical Size Chart*. Additional S.D.C. may be available from natural body armor or an inherent toughness of the original animal. If humanoid/bipedal with at least partially formed hands, the mutant animal can select physical skills and increase its attributes and S.D.C. further.

## Step 3: Animal Type

What kind of animal was the character originally? Roll percentile dice to find the specific table, then roll percentile for specific animal type. **Note:** Check with the game master before rolling. Some GMs may want to restrict the kind of animals in the campaign. For example, a game master could decide that all characters will be Rural Animals

**ANIMAL HERO CHARACTERS**

**First**, roll to determine animal category:

1-35 Urban (rats, mice, pigeons and domestic pets)
36-50 Rural (cattle, pigs, sheep, chickens, horses and domestic pets)
51-75 Wild (non-domesticated)
76-85 Wild Birds (falcons, hawks, owls, pheasants, etc.)
86-00 Zoo (exotic wild animals; i.e., tigers, apes, elephants, etc.)

A dozen specific animals with complete statistics are provided. For a much more comprehensive list (approximately 100), see the *Teenage Mutant Ninja Turtles & Other Strangeness RPG*. *Both* **TMNT and Heroes Unlimited** are complementary and *interchangeable* game systems.

## Step 4: Cause of Mutation and Education

The next step is to determine the reason for the animal's change or mutation. Roll percentile and consult the following table:

1-14 Random Mutation: This means that the animal just happened to come out like that. For example, in TMNT, Splinter was an unusually intelligent and skilled rat long before the accident that created the TMNT. *Roll on the Wild Animal Education Table.*

**15-60 Accidental Encounter:** Some "strange stuff", radiation, energy, chemicals, biological, or other strangeness, causes the animals to mutate. *Roll on the Wild Animal Education Table.*

**61-00 Deliberate Experimentation:** Some kind of laboratory experiment is performed on the animal that causes the changes. The animal's structure or genetics were purposely altered for some purpose. Roll percentile dice again on the following table to find out the character's current *relationship with the creator organization*. This also determines the character's **educational level.**

**1-10** Adopted and raised as one of a researcher's family. Still living in the home; mutually loves and is loved by family members. This character has been treated as a human and while some discrimination may have been experienced, the character will feel that humans are basically good. **Educated** as a normal human student in College. Select 2 skill programs, and 8 Secondary skills. Character can buy any standard weapons, armor or equipment with 3D6 times $1,000.00 in savings.

**11-20** Raised in the home of a researcher as a pet. Still living in the home and fairly loyal to the family members. The character will resent humans somewhat, but will still attempt to find acceptance among mankind. **Trained** instead of educated. (No skill bonuses), 3 High School-type skills and 12 Secondary skills. Can spend 1D6 times $1,000.00 on equipment.

**21-30** Raised in the home of a researcher as a pet. Escaped and hostile, but not hunted with deadly force. The character will be resentful of humans. **Roll Education** as a wild animal character.

**31-40** Brought up as an experiment. Trained and educated with cruel punishments. The character will distrust humans. **Education** consists of 6 Physical skills and 12 Secondary skills. Escaped; now hunted by the organization. Has 2D6 times $500.00 to spend on equipment purchased before the escape.

**41-50** Raised as a caged, experimental animal. Character escaped and wants to destroy the organization, and has a strong distrust (and possibly hatred) of all humans. **Roll Education** as a wild animal character.

**51-60** Educated and trained as if the character were a normal human. Character has good relationships and a balanced outlook on humans. **Education**: Select 2 skill programs and 8 Secondary skills. +10% skill bonus. Separate from the organization, but with a good relationship. Can buy weapons, armor and equipment with 2D6 times $2,000.00 in savings.

**61-70** Rescued from the organization and adopted by a friendly researcher at a young age. Raised while continuously being hunted by the organization. Character distrusts humans, but knows that there are some good people who deserve help and friendship. **Education:** Select one Military program and 10 Secondary skills. +5% skill bonus. Savings are 2D6 times $200.00.

**71-80** Highly trained and educated as a specialist using the character's natural abilities. The character feels equal or superior to most humans; no ill feelings. **Learning** consists of 3 Skill programs and 10 Secondary skills. +30% skill bonus. Character is a valuable employee of the organization and is paid at least triple the going rate (minimum $75,000 per year). Character has saved 1D6 times $10,000.00.

**81-90** Highly trained as a specialist using the character's natural abilities. **Taught** 2 skill programs and 14 Secondary skills; +15% skill bonus. The character was treated as a slave and eventually escaped. Character has stolen $30,000 to $180,000 (3D6 times $10,000) worth of cash and equipment before leaving. Character distrusts most humans. Hunted by law enforcement agencies and the organization.

**91-00** These characters have been deliberately raised as assassins or warriors. **Knows:** Espionage program, Military program, 5 W.P. and 8 Secondary skills; +20% skill bonus.

**Note:** All skill bonuses apply only to skill programs, *not* Secondary skills.

**Organizations**

(Roll percentile dice to determine what was the type of organization).

1-25 Biological Research Facility
26-45 Private Industry
46-50 Secret Medical Experiment Organization
51-55 Secret Criminal Organization
56-60 Secret Crime Fighting Organization
61-65 Secret Military Organization
66-70 Secret Espionage Organization
71-75 Secret Medical Research Organization
76-00 Military Organization

**Wild Animal Education Table**

(Roll percentile dice. Roll ONLY if educated as a wild animal)

**1-20** Everything is *self-taught*, as the animal lives in the wild, with no help or assistance. Character mistrusts humans and other animals. Basic reading, writing and arithmetic are at a low level. Wilderness skills include: Prowl — +24%, Survival Skills — +24%, Escape Artist — +10%, Climbing — +15%, and Swimming — +10%. There is an S.D.C. bonus of +10%, a P.E. bonus of +6, a P.S. bonus of +3, a P.P. bonus of +2 and two additional attacks per melee. Characters can pick only one (1) Secondary skill. Character has scavenged 3D6 times $100 in various equipment, most in poor condition.

**21-40** By skulking around the fringes of society the character picks up a *rudimentary education*. The character probably has a small number of human friends, but distrusts people in general. Knows 2 High School skills and 12 Secondary skills. Character also has Prowl — +12%, a P.P. bonus of +1 and Hand to Hand: Basic. Character has scavenged 3D6 times $200.00 in equipment.

**41-90** Adopted by a "mentor" who teaches and guides the character in some form of special training. This is often Ninjitsu, but any area of special training can be selected. These characters will learn to be philosophic about all creatures. Their attitude could be summed up as, some people are good, some are bad, everyone deserves a chance to earn your trust. Ninja characters learn 5 High School skills, 3 Military skills, 2 College skills, 6 Secondary skills and Hand to Hand: Ninjitsu. In addition, the character has a choice of 3 ancient or ninja weapon proficiencies. Character has scavenged and built 3D6 times $100.00 worth of equipment.

**91-00** Character goes public and is educated at a **major university**. The character likes and trusts humanity in general. Learns 5 High School skills, 10 College skills and 18 Secondary skills. +27% bonus in all High School and College skills. Although struggling for financing, at least 2D6 times $500.00 worth of equipment has been collected.

# Step 5: BIO-E Points
# Special Abilities
# Growth Levels (Steps)
# Human Features
# Animal Powers

## Biological Energy Points

**Measuring Biological Energy: BIO-E Points**

Characters created from animals go through some kind of biological transformation. In the fantasy world of comic books that usually means a change into something intelligent and more human in shape. Of course, that kind of thing just doesn't happen in the real world. Real mutation almost always results in death or disfigurement. But, in fantasy, the effects are usually good . . . or at least interesting and dramatic.

In order to balance out the biological changes to animal characters, we've invented BIO-E points. Each kind of animal has a particular amount of bio-energy that reflects exactly how much it can change. BIO-E does NOT directly reflect the size or power of the animal. In fact, it's just the opposite. The more powerful the original animal, the fewer points of bio-energy it would have.

The reasons for this are simple. Someone rolling up, for example, a tiger, would be at a great advantage compared to someone rolling up a mouse. However, to equalize things, the tiger has many fewer points of bio-energy than the mouse. After all, a tiger doesn't need much BIO-E because it's already an incredibly powerful creature.

The exact number of BIO-E points is included in the animal's description in the Animal Section. Players can "build" their character by using their BIO-E on any of the following items:

Special Abilities
Growth Steps
Human Attributes
Psionics

**Note:** Players may *NOT* need to spend all their potential BIO-E points. However, any BIO-E points not used up in the creation of the character are permanently lost and **CAN NOT** be used at a later date to buy any additional powers, abilities or mutations.

# Growth Levels (Steps)

Animals undergoing their transmutation into intelligence will probably change in size as well. The very smallest animals, like a mouse or turtle, will either have to grow or suffer severe mental penalties due to their small size. By the same token, very large creatures will have to sacrifice some of their natural size and strength in order to gain human features.

The size of the animal character is measured in growth steps. Each animal's original size level is listed in the special section on that animal. Each additional step of growth costs 5 BIO-E. Characters can also gain BIO-E points by giving up growth steps. For each growth step given up, the character gains 5 BIO-E points. The BIO-E points gained can be applied to other changes, powers and abilities found in the animal descriptions. BIO-E points CAN NOT be sold, given or traded to another character.

**Growth Steps Example #1: Increasing Size**

Assume that you've rolled up a Size Level 1 creature, a mouse. Playing a creature that small has many disadvantages, especially the penalties of −8 in I.Q., −12 in P.S. and −4 in P.E. Fortunately, you can change the character's Growth Level.

By spending 25 points of BIO-E, the character can be raised to a Size Level 6. At level 6 the character now has no penalties whatsoever. Of course, you can continue to spend BIO-E points and make the mutant mouse even larger and even gain attribute bonuses. All it takes is 5 points of BIO-E per level of increase.

**Growth Step Example #2: Decreasing Size**

Suppose that you've rolled up an Elephant character. If you check the Animal Section, you'll see that Elephants have Size Level 20. You'll also notice that Elephants start out with no BIO-E points. Since it wouldn't be much fun to have an unchangeable character, the thing to do is trade in some of the elephant's Growth Levels for BIO-E points.

Let's reduce the Elephant's Size by 6 levels. Every Growth Level sacrificed means it "gains" 5 points of BIO-E. So now the Elephant character is Size Level 14 AND you have 30 points of BIO-E to play with. If that's not enough BIO-E, then you can simply trade in *more* Growth Levels for BIO-E points.

## PHYSICAL SIZE CHART

| Growth Steps | Weight | BIO-E | I.Q. | P.S. | P.E. | Spd. | SDC |
|---|---|---|---|---|---|---|---|
| 1 | 0-1lbs | 0 | −8 | −12 | −4 | +7 | 5 |
| 2 | To 5lbs | 5 | −6 | −6 | −2 | +5 | 10 |
| 3 | To 10lbs | 10 | −4 | −3 | −1 | +3 | 15 |
| 4 | To 20lbs | 15 | −2 | −2 | 0 | 0 | 20 |
| 5 | To 40lbs | 20 | — | −1 | 0 | 0 | 25 |
| 6 | To 75lbs | 25 | — | 0 | 0 | 0 | 30 |
| 7 | To 100lbs | 30 | — | +1 | 0 | 0 | 30 |
| 8 | To 150lbs | 35 | — | +2 | 0 | 0 | 35 |
| 9 | To 175lbs | 40 | — | +3 | +1 | 0 | 35 |
| 10 | To 200lbs | 45 | — | +4 | +2 | 0 | 35 |
| 11 | To 250lbs | 50 | — | +5 | +3 | −1 | 40 |
| 12 | To 300lbs | 55 | — | +6 | +4 | −2 | 40 |
| 13 | To 350lbs | 60 | — | +7 | +5 | −3 | 45 |
| 14 | To 400lbs | 65 | — | +8 | +6 | −4 | 50 |
| 15 | To 500lbs | 70 | — | +9 | +7 | −5 | 55 |
| 16 | To 600lbs | 75 | — | +10 | +8 | −6 | 60 |
| 17 | To 800lbs | 80 | — | +11 | +9 | −7 | 65 |
| 18 | To 1,000lbs | 85 | — | +12 | +10 | −8 | 70 |
| 19 | To 1,500lbs | 90 | — | +13 | +11 | −9 | 75 |
| 20 | To 2,500lbs | 95 | — | +14 | +12 | −10 | 80 |

## HEIGHT & WEIGHT TABLE

| Size | Weight | Height — Short | Height — Medium | Long |
|---|---|---|---|---|
| 1 | 3D6 ounces | 1D6 inches | 2D6 inches | 3D6inches |
| 2 | 1D6 pounds | 3D6 inches | 12 + 1D6 inches | 12 + 2D6 inches |
| 3 | 4 + 1D6 pounds | 12 + 1D6 inches | 12 + 2D6 inches | 12 + 3D6 inches |
| 4 | 10 + 2D6 pounds | 12 + 3D6 inches | 24 + 2D6 inches | 24 + 3D6 inches |
| 5 | 20 + 4D6 pounds | 24 + 1D6 inches | 36 + 2D6 inches | 36 + 3D6 inches |
| 6 | 40 + 6D6 pounds | 24 + 2D6 inches | 48 + 1D6 inches | 48 + 3D6 inches |
| 7 | 75 + 3D10 pounds | 24 + 3D6 inches | 60 + 1D6 inches | 60 + 2D6 inches |
| 8 | 100 + 6D10 pounds | 36 + 1D6 inches | 60 + 1D6 inches | 60 + 3D6 inches |
| 9 | 150 + 3D10 pounds | 36 + 2D6 inches | 60 + 2D6 inches | 72 + 2D6 inches |
| 10 | 175 + 3D10 pounds | 36 + 3D6 inches | 60 + 3D6 inches | 72 + 3D6 inches |
| 11 | 200 + 6D10 pounds | 48 + 1D6 inches | 72 + 1D6 inches | 84 + 2D6 inches |
| 12 | 250 + 6D10 pounds | 48 + 2D6 inches | 72 + 2D6 inches | 84 + 3D6 inches |
| 13 | 300 + 6D10 pounds | 48 + 3D6 inches | 72 + 3D6 inches | 96 + 2D6 inches |
| 14 | 350 + 6D10 pounds | 60 + 1D6 inches | 84 + 1D6 inches | 96 + 3D6 inches |
| 15 | 400 + 1D% pounds | 60 + 2D6 inches | 84 + 2D6 inches | 108 + 2D6 inches |
| 16 | 500 + 1D% pounds | 60 + 3D6 inches | 84 + 3D6 inches | 108 + 3D6 inches |
| 17 | 600 + 2D% pounds | 72 + 1D6 inches | 96 + 1D6 inches | 120 + 2D6 inches |
| 18 | 800 + 2D% pounds | 72 + 2D6 inches | 96 + 2D6 inches | 120 + 3D6 inches |
| 19 | 1,000 + 5D% pounds | 72 + 3D6 inches | 96 + 3D6 inches | 132 + 2D6 inches |
| 20 | 1,500 + (% × 100) | 72 + 4D6 inches | 132 + 3D6 inches | |

**EXAMPLES**

**Figure the height and weight for a character of** *Size Level 3* and Long. For **weight** roll 1D6 and add the number to 4. **Height** (long) is doen by rolling 3D6 and adding that to 12. If we roll a 3 on 1D6, for weight that means the character will weigh 7 pounds (3 + 4). Rolling an 11 for height, long, on 3D6 means that the character will be 23 inches or 1 foot, 11 inches tall.

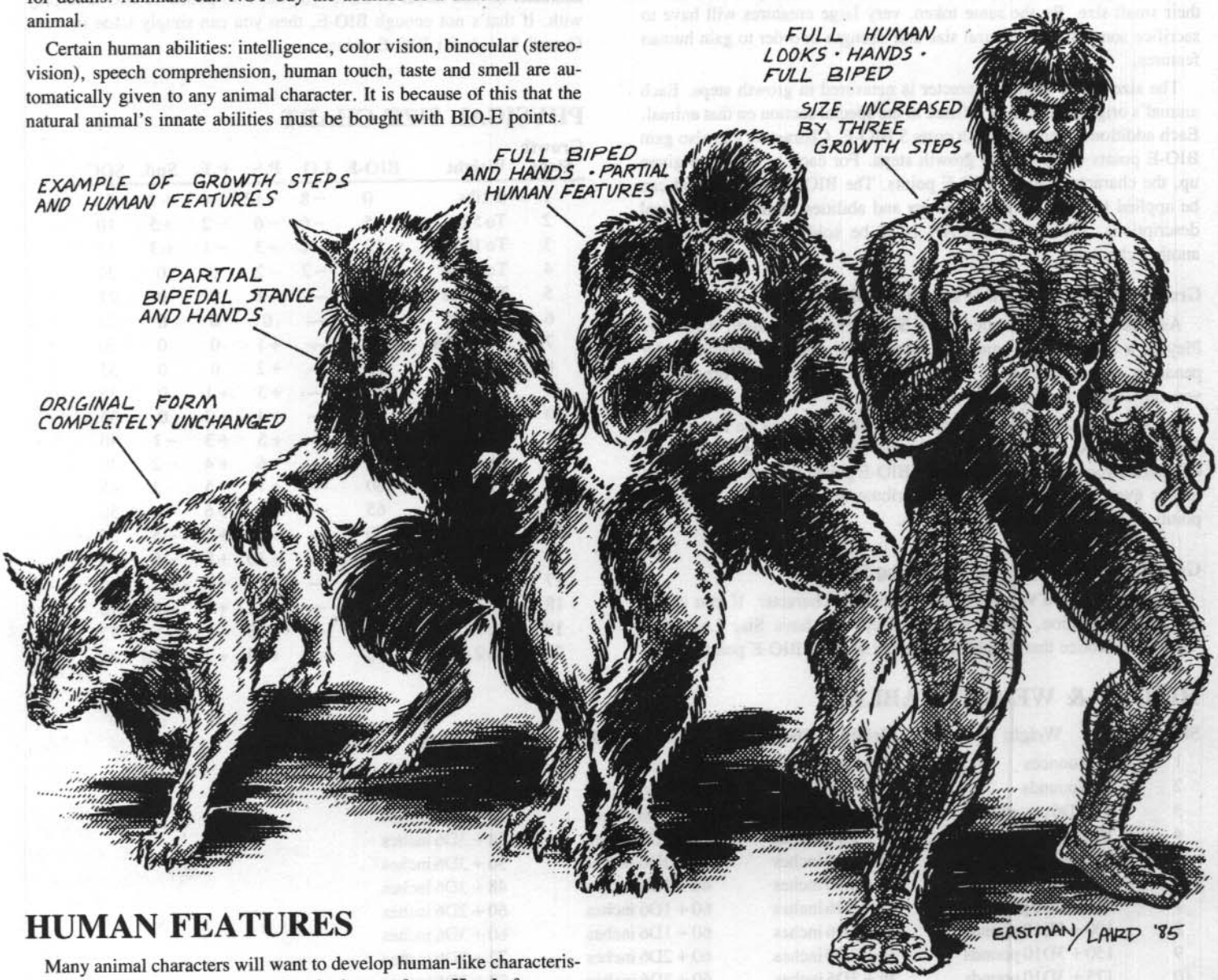
Let's look at a character that's *Size Level 18* and **medium build**. **Roll percentile dice TWICE**. i.e., 43 the first time and 92 the second. Add those numbers to 800 (800 + 43 + 92) and that gives us a weight of 935 pounds. For height we roll 2D6 and add that to 96. Let's say a 7 is rolled, it is then added to 96 which means the character is 103 inches tall, that's 8ft 7in.

*Size Level 20* is just a little trickier. If we have a character that's Size Level 20 then for weight we roll percentile dice, multiply that by 100 and add it to 1,500.

## Special Abilities

Every animal character has some kind of special natural defense or ability that can be useful. Consult the section on the particular animal for details. Animals can NOT buy the abilities of a different kind of animal.

Certain human abilities: intelligence, color vision, binocular (stereo-vision), speech comprehension, human touch, taste and smell are automatically given to any animal character. It is because of this that the natural animal's innate abilities must be bought with BIO-E points.




## HUMAN FEATURES

Many animal characters will want to develop human-like characteristics. There are many advantages to the human form. **Hands** for manipulating tools and weapons. **Speech** for communicating with others. An **Upright, Bipedal Stance** that allows for simultaneous movement and use of objects. And, finally, **Human Looks** are necessary if the character is to pass unnoticed in society.

For each human attribute there are three levels: **None, Partial and Full.** See the section below for complete descriptions. Average BIO-E costs are for reference purposes; actual BIO-E costs are listed with the specific animal characteristics.

### HANDS

**None:** This is a natural paw. The character can not pick up or grab objects. Many skills are impossible without hands. Average Cost: 0 BIO-E.

**Partial:** The paw develops fingers and a (non-opposable) thumb. Manual dexterity is now rough, but capable of grasping objects. All physical skills are at −20% proficiency. Hand to Hand (HTH) weapons are used at a −4 to strike, −6 to parry. Average Cost: 5 BIO-E.

**Full:** A hand with a fully opposable thumb. No penalties for use of tools, weapons or skills. Equal to human. Average Cost: 10 BIO-E.

### SPEECH

**Important Note:** All mutated animals understand human speech.

**None:** No vocal cords capable of speech. (Character MUST purchase Telepathic Transmission ability listed in Psionics section.) Average Cost: 0 BIO-E.

**Partial:** Vocal cords are roughly equivalent to a parrot or a poor speech synthesizer. While everything said can be understood by friends, strangers may have difficulty. The voice will be growly, grating and animal-like. Average Cost: 5 BIO-E.

**Full:** Sophisticated vocal cords equal to that of most humans. Character can learn singing, imitating voices and ventriloquism. Average Cost: 10 BIO-E.

### UPRIGHT BIPEDAL STANCE

**None:** Character can not stand upright without support. Average Cost: 0 BIO-E.

**Partial:** Much like a bear, the character can stand and fight. While in upright position, speed is only a third of normal. Running, leaping, jumping, kicking and quick turns are NOT possible while standing on two legs. The character will still drop to all fours for running. Average Cost: 5 BIO-E.

**Full:** This is a fully human bipedal stance. The character has the same unlimited movement as a normal, athletic human. Average Cost: 10 BIO-E.

### HUMAN LOOKS

**Note:** Animal characters who are very small (under Growth Step 5) or very large (over Growth Step 12) will still be noticeably tiny or large, regardless of how human-like they might look. But, at least a very large or small animal with human looks will only be considered unusual, not a monster.

**None:** Character still looks pretty much like an animal. In other words, a wolf character with hands and bipedal stance would still have a wolf-shaped head, black nose, snout, fur, and pointed ears at the top of the head. Nobody will mistake this creature for human; it will look like a beast or a monster, NOT a human. Normal people will also assume that the character is unintelligent and possibly vicious or evil. Average Cost: 0 BIO-E.

**Partial:** These characters look vaguely human and can pass for humans in a bad light. Extreme features like heavy fur, long snouts and pointed ears are all reduced. At night, the character can pass for human if disguised in clothes that cover up the animal features. Anyone getting a good look will take the character for an intelligent half-man, half-animal. Average Cost: 5 BIO-E.

**Full:** This fully transforms the character into something that can easily pass for human, not NORMAL human, but human. Hair will appear in normal human amounts. The body will take on a completely human structure, and features like eyes and teeth will look more-or-less normal. Animal characters will never look completely human but, with this option, they won't be immediately suspect. For example, a badger character would still have a badger-like face, badger-like streaks in the hair and a stocky build. People will tend to say: "That ugly guy looks like a badger," not "That badger looks like a human." Average Cost: 10 BIO-E.

# ANIMAL POWERS

The specific power or powers available directly relates to the type of animal the creature was. Whatever natural abilities the animal may have originally had as an animal, such as claws, advanced smell, wings, etc. are the only powers it may purchase. The player and GM should work together on figuring out what powers a specific animal would have and assign a BIO-E cost to each. The following power descriptions include most possibilities, just make sure you select the ones appropriate for that animal. For Example: A turtle would not get to select wings or antlers, but would certainly be eligible for natural body armor and hold breath. It may also be wise to investigate your animal through a good animal encyclopedia. Did you know that a chicken can see in the ultraviolet range of light radiation, or that a tiger can leap 15 to 20 feet *up* from the crouched position. The **Zoo Book Series** has an incredible wealth of information that can be assimilated super quickly.

**The Teenage Mutant Ninja Turtles & Other Strangeness** game has over 90 specific animal types completely defined, as well as the Teenage Mutant Ninja Turtles and several other characters. Check it out.

### ANTLERS & HORNS

These are natural weapons used in ramming or ripping with the head. Damage depends on the animal, but is no less than 1D6.

### CLAWS

Claws are a common natural weapon. Characters can have only ONE type of claws. Claws can be on both the hands and feet. Unless the claws are retractable, they will be readily noticeable, whether or not the character has full human looks. Damage: 1D6 or 1D8 usually, big cats do 2D6 (tiger & lion).

Retractable Claws are pulled back and concealed in the fingers of the character. Fingers will be thicker than normal and the fingertips will end in an unusual, pointed nail.

Climbing Claws can help a character in climbing. These are marked: (climbing). Add +35% to skill. **Note:** Climbing skill is still required.

### DIGGING, TUNNELING & EXCAVATION

Certain animals spend a large part of their time digging underground. The extent of this power is determined by the speed of digging and even that is moderated by the note that rocks, cement, tree roots and other obstructions will slow down digging characters. These things can be moved or their SDC can be attacked in order to clear the path.

**Digging** is the ability to dig through dirt, mud or sand. The character's Physical Strength determines the speed of the digging. Only the character's body moves through the earth, no tunnel is left behind. Characters with a P.S. of less than 13 move 3 feet per melee, a P.S. of 13 through 18 means 4 feet per melee, P.S. of 19 through 24 dig 5 feet per melee, and a P.S. of 25 or better digs at 6 feet per melee. **Note:** This process does NOT leave a passable tunnel.

**Tunneling** is a digging process that leaves a passable tunnel. Tunnels near the surface can be used as pit traps. Tunneling can be done at half the speed of Digging.

**Excavation** means being able to hollow out large, underground chambers. Characters with Excavation can also dig under buildings, roads, and other structures to weaken their foundations. Characters can Excavate about 5 cubic feet per minute.

**Note:** Tunnels and Excavations are not permanent. Gunfire, earthquakes, and traffic vibrations will easily collapse them. Characters can use building materials to make their underground structures more secure.

### EXTRA LIMBS

Winged animals, like bats and birds, can use their BIO-E points to grow hands at the ends of the wings. However, these characters are likely to want entirely new/extra human arms and hands. The extra limbs appear where normal human arms are placed. Displaced wings are moved to the position of the shoulder blades.

### FLIGHT

Animal characters with Flight have fully formed wings (feathered for birds, leathery for bats). The maximum in-flight speed is 160mph. Characters with flight also get a +3 to Dodge while flying, +6 to Dodge while at maximum flight speed. For every 40mph of flying speed, the character can do an additional +2 to damage.

### GLIDE

Winged characters can use this power to "ride" the air currents. Take-off requires a strong wind or jumping off from a height. Maximum speed (dependent on wind speed) is 120mph. Gliding characters get a +2 to Dodge, +4 to Dodge at maximum speed. For every 40mph of gliding speed, the character does an additional +1 to damage.

### HEIGHTENED SENSES

All animal characters have the full range of normal human senses (color vision, stereo vision, keen hearing, smell, touch and taste). A few mutant animals can be outfitted with some of the following Heightened Senses:

**Advanced Vision** means that the character can see double the usual distance and detail of normal human vision.

**Nightvision** is the ability to see at night. There must be starlight or some other light source available to the character. If the character is in a completely blacked out area, a cave, for example, then nothing will be visible.

**Ultraviolet Vision** is an extension of normal vision beyond purple and violet into the (normally invisible) ultraviolet.

**Advanced Hearing** gives the character the ability to hear very faint sounds (light footsteps, small animals breathing). The character can also overhear conversations at a much greater distance than is normally possible. +1 on initiative.

**Sonar** is used by bouncing high-pitched sound waves which enable the character to "see" the locations, shapes, and sizes of objects. This power can be used in complete darkness.

**Advanced Smell** allows the character to detect very faint scent traces. Tracking by smell (as a bloodhound) is possible at 30%+5% per

level. Characters can also recognize the distinct smells of individuals and can detect when people experience extremes of emotions (64%). This is occasionally used as a lie-detector, but is rather unreliable.

**Advanced Touch** gives the character an increased chance (10%) to perform delicate actions like picking locks and sleight of hand. Characters can also recognize very slight differences in texture.

### HOLD BREATH

Many of the animals listed can stay underwater for extended periods of time. If it says the animal can Hold Breath then the character has that ability. The amount of time an animal can Hold Breath is 2D6 plus 6 minutes. The character rolls this just once when first rolling up the character. That is the amount of time that a character can Hold Breath comfortably. **Note:** Just because a character can Hold Breath does not mean they can swim. Swimming skill is still needed.

### NATURAL BODY ARMOR

Animals with natural armor, like alligators, armadillos, rhinoceros and turtles, can transfer that power to their human form. This gives an increased A.R. and additional S.D.C. Light — A.R. 8, S.D.C. +20 (Cost: 15 BIO-E); Medium — A.R. 10, S.D.C. +40 (Cost: 30 BIO-E); Heavy — A.R. 12, S.D.C. +60 (Cost: 45 BIO-E) and Extra-Heavy — A.R. 14, S.D.C. +80 (Cost: 60 BIO-E). Body Armor are each separate powers; a character can have only ONE Natural Body Armor.

### TEETH & TUSKS

Sharp teeth and strong jaws are common natural weapons. Characters with Teeth weapons will have prominent fangs and powerful jaws. This will be noticeable even if the character has Full Human Looks. The amount of damage depends on the particular animal. **Damage:** *Herbivores* are usually equivalent to humans and do no damage. *Carnivores:* Rodents — 1D6, Scavengers — 1D6, Predators — 1D8.

Tusks are teeth that stick out from the mouth. The damage is inflicted by ripping rather than biting.

# Animal Psionics and Descriptions

### INNER STRENGTH POINTS

Animals differ from other psionic players in that they don't spend Inner Strength Points to use their powers. Each power can be used as often as the character likes (although no more than the number of attacks per melee). No animal psionic can use more than one power at a time. For example, a character who is using Animal Control for the full five minutes can not use Telepathic Transmission at the same time.

### SAVINGS THROWS AGAINST PSIONIC ATTACKS

Psionic attacks can sometimes be resisted through the force of will. Roll a 20-sided die to save against psionics. NON-PSIONICS must roll 15 or higher to save. PSIONICS must roll 10 or higher to save. Any character with any psionic ability can save as a psionic. Unintelligent Natural Animals must roll 18 or higher to save against psionics. Characters with a Mental Endurance (M.E.) of 16 or greater receive a bonus on all saves vs. psionics. *See the Attribute Bonus Chart for exact numbers.*

**Animal Control**
**Range:** 50ft
**Duration:** 5 minutes
**Savings Throw:** Standard

This allows a character to command creatures of his own kind. That means a lion animal character could control other lions, NOT tigers or other felines. Two-way communication with the controlled animal is NOT possible without Animal Speech. The controlled animal will attempt to follow any orders. If the controlled animal is wounded it is allowed an additional savings throw. The animal psionic can renew Animal Control every 5 minutes, but the animal can roll to save every time. Cost: 10 BIO-E.

**Animal Speech**
**Range:** 150ft
**Duration:** 10 minutes
**Savings Throw:** None

This allows for complete two-way communication with animals of the same kind as the character. For example, a rat animal character could do Animal Speech only with other rats, NOT with mice or other rodents. The animal(s) will recognize the character as one of their own and assume that any human looks are just ugly deformities. Cost: 5 BIO-E.

**Bio-Manipulation**
**Range:** 160ft
**Duration:** 4-16 (4D4) minutes
**Savings Throw:** Standard

Each of the seven kinds of bio-manipulation must be purchased separately. Each affects only one person per attack and the victim must be within line of vision or their EXACT location must be known to the psionic. A creature using bio-manipulation can do no other psionics while the effect lasts because of the concentration required. If the psionic is knocked unconscious or uses psionics in any other way, the bio-manipulation immediately stops affecting the victim.

**Blind:** Knocks out the victim's optic nerves. Victim's are −9 to strike, parry and dodge. Cost: 20 BIO-E.

**Deafness:** Victims can not hear anything and are −6 to parry or dodge attacks from behind. In addition, the shock on their inner ear makes them −3 to strike, parry or dodge and they automatically lose initiative on all attacks. Cost: 20 BIO-E.

**Mute:** Impairs the victim's vocal cords making speech impossible. Victims experience shock and panic and are −2 to strike, parry and dodge for the first round of the attack. Cost: 20 BIO-E.

**Pain:** The nerve centers are hit directly. Victims are −6 to strike, parry and dodge. One point of hit point (not S.D.C.) damage per minute of the attack. Cost: 20 BIO-E.

**Paralysis:** Immobilizes the motor part of the brain causing arms and legs to stop working. Victims can still see, hear, speak and think. Victims can not parry or dodge. Cost: 20 BIO-E.

**Stun:** Victims lose one attack per melee, speed is halved, and they have a −4 to strike, parry and dodge. Cost: 20 BIO-E.

**Tissue Manipulation:** Victim feels itchy, cold and hot. More frightening than physically damaging. −1 to strike, parry and dodge. Cost: 20 BIO-E.

**Detect Psionics**
**Range:** 240ft
**Duration:** 2 minutes
**Savings Throw:** None

This mental probe will detect psionics in others. There is a 75% chance that the psionic can be detected by any other psionics in the area. This will not penetrate or detect a Mind Block and the Mind Blocked character will not appear to be psionic. Cost: 10 BIO-E.

**Hypnotic Suggestion**
**Range:** 12ft
**Duration:** Varies
**Savings Throw:** The psionic may induce his will upon another through the power of suggestion. This is a mental attack that requires eye contact and either verbal or telepathic reinforcement. The suggestion must be a reasonable one; victims will not do things that are completely out of character. For example: The hypnotic suggestion "kill yourself" would work only if the victim were already suicidal. On the other hand, a suggestion that "you don't see anything unusual" would be very useful for a strange-looking animal character. This works only on intelligent creatures, NOT on ordinary animals. A victim who saves against Hypnotic Suggestion will be totally unaware of the attack. Cost: 15 BIO-E.

**Mind Trap**
**Range:** 6ft
**Duration:** 2-12 (2D6) minutes (special)
**Savings Throw:** Standard

A psionic who successfully traps another mind can inflict whatever experience he likes onto that mind. For example, the psionic can make the victim believe that he is trapped in a small cell. On the other hand, the victim could experience an episode out of the psionic's own life or imagination. One strange effect of mind trap is that the victim will experience one hour of subjective time for every minute in the trap.

Characters can be driven temporarily insane by vicious psionic mind traps. This happens if the psionic creating the attack is insane, if the experience is particularly horrible, or if the fantasy involves the death of the victim. This does not result in permanent damage, but is serious enough for the effect to last 2-12 hours. Roll percentile on the following table for resulting insanity. Specific Phobias, Affective Disorders and Neurosis can be rolled on the Insanity Table in the Game Master Section.

1-40 No Insanity.
41-60 Character remains paralyzed and stays in the fantasy.
61-75 Phobia
76-90 Affective Disorder
91-00 Neurosis

Victims of Mind Traps can make another psionic savings throw after they've been Mind Trapped. If successful, they will realize that the experience is an imaginary one. It won't help them get out of it, but at least they will know it's not real. The psionic could also run the victim through a memory of the past. If a victim realizes the experience is imaginary then no insanity is possible.

Keeping the victim in the mind trap is simple if he is put into a simple environment (cage, desert, ocean). The attacker loses one attack per melee when maintaining a simple environment. But, if the psionic wants to inflict a complex fantasy then the attacking psionic loses *all* other attacks or movements.

Example: Let's assume that Nightmare Bear of the Terror Bears is trying to Mind Trap Brownwing of the Sparrow Eagles. Brownwing attempts to save; as a non-psionic with an M.E. of only 13, he must roll 15 or higher. He rolls 13 on a twenty-sided die, a miss. The game master rolls an 8 for Nightmare Bear on 2D6 to see how long the fantasy will last. The fantasy will last for 8 minutes and Brownwing is put into a complex fantasy where he is trapped in a cage with two huge lions. Brownwing will try not to believe in the fantasy; he rolls and fails again.

Meanwhile, Nightmare Bear is attacked by another Sparrow Eagle. He can not defend himself while keeping Brownwing in a complex fantasy. So Nightmare Bear makes the fantasy simple by getting rid of the lions. Brownwing will still be trapped in the fantasy. Nightmare Bear will be able to fight, but with one less attack per melee.

This situation will continue until the fantasy runs out or until Nightmare Bear is knocked out, or if the bear cancels his hold. To Brownwing, the fantasy will seem to last 8 full hours. Because Nightmare Bear is insane, Brownwing must roll to see whether he suffers temporary insanity.

Cost: 25 BIO-E.

**Mind Block**
**Range:** Self
**Duration:** 10 minutes
**Savings Throw:** None

This mental wall prevents the penetration of Telepathy, Empathy, Empathic Transfer, Detect Psionics and all other psionic attacks. The psionic will not even be aware that a psionic attack is taking place. Note that this also prevents the character from "hearing" Telepathic Transmission. Cost: 15 BIO-E.

**See Aura**
**Range:** 120ft
**Duration:** 4 melees/1 minute
**Savings Throw:** None

Allows the psionic to see the alignment, estimated level of power, type of creature (human, mutant, alien, meat-eating animal, grazing animal, etc.), and the physical condition of the creature in their aura. There is a 15% chance per level that the psionic can recognize an aura that has been seen before. Mind Blocked characters are NOT protected from See Aura. Cost: 15 BIO-E.

**Sixth Sense**
**Range:** 90ft/self
**Duration:** 4 melees/1 minute
**Savings Throw:** None

This is a psionic intuition that can be protection for the character. There will be a premonition of danger when something is immediately threatening to the character. This includes hidden ambush, traps or dangerous situations. Sixth Sense does not indicate WHAT or WHERE the danger is coming from. Likewise, it does not work to protect anyone traveling with the character (Hey Bob, I'd feel better about walking on the right — Gee! you walked right into that trap). **Note:** The character must specify that the power is being used. It does not work automatically. Cost: 10 BIO-E.

**Telepathic Transmission (Mental Speak)**
**Range:** 150ft
**Duration:** Unlimited
**Savings Throw:** None

This acts as a simple, mind-to-mind, speech substitute. Animals without vocal cords will find this highly useful. Range is roughly that of human speech, except that it is not affected by background noise. One problem with Telepathic Transmission is that it doesn't work with telephones or other communication devices. There is no savings throw because it is not an attack. At worst, all the psionic can do is "shout" unpleasantly and the receiver can choose to ignore the message. The psionic can focus the Telepathic Transmission so that only a specific person will receive it or the Transmission can "speak" to several people at the same time, so long as *everyone* is within the range limit of 150 feet. Non-psionics will assume that the Telepathic Transmission is normal speech. **Note:** You can't use this to READ anything. It's only good for speaking. Cost: 5 BIO-E.

# Step 6: Equipment and Money

Getting the character dressed and equipped requires money. Characters with savings or with organization equipment can simply buy common items. Use the prices listed in the Equipment Section.

Characters who have to scavenge can "buy" clothing, household electronics, ancient weapons and other consumer goods, but not modern weapons, armor or surveillance equipment. Because these characters must spend a fair amount of time in junkyards, they will also be able to "build" equipment if they have the appropriate skills. The reliability of character-built equipment is equal to the character's skill level.

The availability of lock picking tools, surveillance equipment, foreign weapons, explosives and anything illegal is up to the individual game master. It is likely that characters who belong to a secret organization will be able to get this kind of equipment. However, the game master may want to inflate prices, make equipment available only through criminal contacts or even prohibit them from the campaign.

# Animal Descriptions

**NOTES ON ANIMAL DESCRIPTIONS**

**Original Animal Characteristics** is a section devoted to describing the unmutated form of the animal. The Description gives a small piece of background. Length and Weight are average figures for normal animals. Build can be used to determine the character's

height. Size Level is the starting Growth Level of the character.

**Mutant Changes & Costs** starts by listing the Total BIO-E; the number of points the player can spend developing the character. Note that these points can NOT be saved or banked; they must all be used when the character is first rolled up.

Attribute Bonuses should be added to the character's attributes immediately. These are one time bonuses.

The player can spend BIO-E points on Hands, Biped, Psionics, Growth Steps, Speech, Looks, Natural Weapons, or Powers. BIO-E costs are as listed.

Players can NOT save, trade or give away BIO-E points. Any BIO-E points the character has left when the character starts playing will be lost. In other words, spend all your BIO-E when you first design the character. **Powers** are generally abilities or attributes the character had as an animal, but are LOST when mutated. However, they can be reacquired by spending BIO-E points.

## NOTES ON HEIGHT AND WEIGHT

Overweight Characters: If a character rolls a weight greater than their Size Level then the character does NOT move to the next Growth Level. It simply means that the character is overweight, in other words, FAT.

Non-Bipedal Characters: If a character can not stand upright (Non-Bipedal) then the Height becomes the Length of the character. Length does not include the tail; long tails are 50% of total length, short tails are 10% of the total length.

## ALLIGATOR and CROCODILE

*ORIGINAL ANIMAL CHARACTERISTICS*

*Descriptions:* Alligators are the largest reptiles in North America. They are dangerous, swamp-dwelling carnivores. Their horny scales provide extra protection. Long jaws filled with conical teeth are designed for grasping and tearing apart prey. Crocodiles are basically the same.

**Size Level:** 9

**Length:** to 20 feet, but 6ft is common.

**Weight:** to 175 pounds

**Build:** Long

*MUTANT CHANGES & COSTS*

**Total BIO-E:** 40

**Attribute Bonuses:**

P.S. +3
P.E. +1
Spd. +1

*HUMAN FEATURES*

**Hands:** 5 BIO-E for Partial
10 BIO-E for Full

**Biped:** 5 BIO-E for Partial
10 BIO-E for Full

**Speech:** 5 BIO-E for Partial
10 BIO-E for Full

**Looks:** None; large snout, no external ears, large scales and an elongated body.

**5 BIO-E for Partial**; definite snout, no external ears, noticeable scales, and a long body.

**10 BIO-E for Full;** lumpy features, hairless, small ears and pointed teeth.

**Natural Weapons:** 5 BIO-E for Teeth that can do 1D8 damage.

**Powers:** **15 BIO-E** for Light Natural Body Armor; A.R. 6 and S.D.C. +20

**30 BIO-E** for Medium Natural Body Armor; A.R. 8 and S.D.C. +40

**45 BIO-E** for Heavy Natural Body Armor; A.R. 10 and S.D.C. +60

**5 BIO-E** Hold Breath

**10 BIO-E** for Swim equal to competitive swim skill; 80%

**20 BIO-E** for Quick Run. It can make a lightning dash/run at 35mph for a maximum distance of 200ft. +2 to dodge while running. Can only Quick Run once every 3rd melee.

## BEAR

*ORIGINAL ANIMAL CHARACTERISTICS*

*Descriptions:* There are several different kinds of bears. Smallest are the black bears found all over North America. Grizzly bears are next. Even bigger are the brown bears of Alaska (sometimes called Kodiak bears). Finally, the largest are the polar bears.

**Size Level:** Black — 14
Grizzly — 16
Brown — 17
Polar — 18

**Height:** Black — 4-6 feet tall
Grizzly — 6-7 feet tall
Brown — 7½-8½ feet tall
Polar — 8-9 feet tall

**Weight:** Black — 300-400lbs
Grizzly — 400-600lbs
Brown — 700-900lbs
Polar — 800-1000lbs

**Build:** Short

*MUTANT CHANGES & COSTS*

**Total BIO-E:** Black — 5
Grizzly — 0
Brown — 0
Polar — 0

**Attribute Bonuses:**

P.S. +6
P.E. +1
Spd. +4

*HUMAN FEATURES*

**Hands:** 5 BIO-E for Partial
10 BIO-E for Full

**Biped:** Partial Automatic
5 BIO-E for Full

**Speech:** 5 BIO-E for Partial
10 BIO-E for Full

**Looks:** None; large, round, snouted head, small eyes, furry ears on top of head, thick fur, short legs and large arms, a small furry tail.
**5 BIO-E for Partial**; definite snout, large head, heavy fur, massive build.
**10 BIO-E for Full**; dark circles around eyes, thick beard, head and body hair, powerful build.

**Natural Weapons:** 5 BIO-E for 1D6 Bite
10 BIO-E for 1D10 Bite
5 BIO-E for 1D8 Claw
10 BIO-E for 2D6 Claw

**Powers:** **5 BIO-E** for Advanced Hearing
15 BIO-E for Advanced Smell

## BIRDS

### WILD PREDATORY BIRDS

*ORIGINAL ANIMAL CHARACTERISTICS*

**Description:** All these predatory birds share curved beaks (for ripping prey), sharp talons, keen eyesight and the ability to dive directly onto their prey. Included are eagles, falcons and hawks.

**Size Level:** 3

**Length:** 15-30 inches

**Weight:** Hawks, Falcons — 8-15lbs
Eagles — up to 25lbs

**Build:** Medium

*MUTANT CHANGES & COSTS*

**Total BIO-E:** 70

**Attribute Bonuses:**
P.P. +3
Spd. +2

*HUMAN FEATURES*

**Hands:** 5 BIO-E for Partial
10 BIO-E for Full
20 BIO-E for Extra Limbs with Human Hands

**Biped:** Full Automatic

**Speech:** 5 BIO-E for Partial
10 BIO-E for Full

**Looks:** None; sharp, curved beak, eyes on the side of the head, feathers (with color and pattern of the original bird), long body with tail feathers, skinny legs with taloned feet.
**5 BIO-E for Partial**; small beak, large eyes, feathered body, bird-like legs and feet.
**10 BIO-E for Full**; sharp features, very thin hair, powerful upper body, thin legs.

**Natural Weapons:** 5 BIO-E for 1D8 Talons on feet
10 BIO-E for 1D10 Beak

**Powers:** **10 BIO-E** for Glide
20 BIO-E for Flight
5 BIO-E for Enhanced Vision

### WILD BIRDS

*ORIGINAL ANIMAL CHARACTERISTICS*

**Description:** Wild birds are the common seed and insect eaters in North American forests. Included are Blue Jays, Cardinals, Robins and a host of other small birds.

**Size Level:** 2

**Length:** 6-12 inches

**Weight:** to 1 pound

**Build:** Medium

*MUTANT CHANGES & COSTS*

**Total BIO-E:** 85

**Attribute Bonuses:**
None

*HUMAN FEATURES*

**Hands:** 5 BIO-E for Partial
10 BIO-E for Full
20 BIO-E for Extra Limbs with Human Hands

**Biped:** Full Automatic

**Speech:** 5 BIO-E for Partial
10 BIO-E for Full

**Looks:** None; full beaked head, full feathered plumage (color and pattern to match the original bird), skinny, scaly legs and clawed, bird-like feet.
**5 BIO-E for Partial**; prominent beak, feathers instead of hair, round body with thin legs.
**10 BIO-E for Full**; large eyes and lips, small ears, very sparse hair, long thin legs, large feet.

**Natural Weapons:** None

**Powers:** **10 BIO-E** for Glide
20 BIO-E for Flight

### BUFFALO

*ORIGINAL ANIMAL CHARACTERISTICS*

**Description:** These huge grazing animals were virtually exterminated by hunters in the west.

**Size Level:** 19

**Length:** 9-11 feet long

**Weight:** 1,500 to 2,000 pounds

**Build:** Medium

*MUTANT CHANGES & COSTS*

**Total BIO-E:** 0

**Attribute Bonuses:**
None

*HUMAN FEATURES*

**Hands:** 5 BIO-E for Partial; two bony fingers and a thumb.
10 BIO-E for Full; two fingers and a thumb.

**Biped:** 5 BIO-E for Partial
10 BIO-E for Full

**Speech:** 5 BIO-E for Partial
10 BIO-E for Full

**Looks:** None; huge head with small eyes on the sides, heavy black hair on neck and shoulders, small arms and legs, and a huge body.
**5 BIO-E for Partial**; very large head with small eyes and thick neck, large body with heavy upper body hair.
**10 BIO-E for Full**; big head, well-developed shoulders, neck and arms, heavy body hair.

**Natural Weapons:** 5 BIO-E for Horns that do 1D8 damage.

**Powers:** **5 BIO-E** for Advanced Hearing
**10 BIO-E** for 10 S.D.C.

### DOG (Mammal – Carnivorous – Canine)

**Dog Breeds**

*(Roll Percentile for Breed. SL indicates Size Level)*

| | | | |
|---|---|---|---|
| 1-4 | Afghan Hound (SL — 6) | 47-51 | Poodle (SL — 4) |
| 5-9 | Beagle (SL — 5) | 52-55 | Collie (SL — 5) |
| 10-13 | Bloodhound (SL — 5) | 56-60 | Doberman (SL — 6) |
| 14-15 | Dachshund (SL — 3) | 61-65 | Great Dane (SL — 7) |
| 16-17 | Elkhound (SL — 6) | 66-69 | Mastiff (SL — 6) |
| 18-25 | German Shepherd (SL — 6) | 70-74 | Husky (SL — 5) |
| 26-29 | Greyhound (SL — 5) | 75-80 | St. Bernard (SL — 8) |
| 30-35 | Spaniel (SL — 4) | 81-83 | Chihuahua (SL — 2) |
| 36-40 | Cocker Spaniel (SL — 4) | 84-86 | Pekingese (SL — 2) |
| 41-43 | Terrier (SL — 4) | 87-00 | Mongrel (SL — 5) |
| 44-46 | Bulldog (SL — 5) | | |

**CANINE, WILD**

*ORIGINAL ANIMAL CHARACTERISTICS*

**Description:** Coyotes and Wolves are carnivores who hunt in highly organized packs. They are intelligent and very social.

**Size Level:** Coyote —5
Wolf — 6

**Length:** Coyote — 4-5ft long
Wolf — 5-6ft long

**Weight:** Coyote — 25-30 pounds
Wolf — 60-75 pounds

**Build:** Medium

*MUTANT CHANGES & COSTS*

**Total BIO-E:** Coyote — 55
Wolf — 50

**Attribute Bonuses:**
I.Q. +4
M.E. +2
P.P. +2
M.A. +2

*HUMAN FEATURES*

**Hands:** 5 BIO-E for Partial
10 BIO-E for Full

**Biped:** 5 BIO-E for Partial
10 BIO-E for Full

**Speech:** 5 BIO-E for Partial
10 BIO-E for Full

**Looks:** None; full snout, pointed ears on top of head, clawed feet and hands, long tail and heavy fur.
**5 BIO-E for Partial**; prominent snout, pointed ears, fur; powerful, squat build.
**10 BIO-E for Full**; slightly pointed ears, large features, thick hair and beard, powerful build.

**Natural Weapons:** 5 BIO-E for 1D6 Claws
5 BIO-E for 1D8 Teeth
10 BIO-E for 2D6 Teeth

**Powers:** **5 BIO-E** for Advanced Smell

**CANINE, DOMESTIC DOGS**

*ORIGINAL ANIMAL CHARACTERISTICS*

**Description:** Because there are so many different breeds the figures given below are for the average mongrel dog. Players should roll their exact breed.

**Size Level:** 5

**Length:** Varies

**Weight:** Varies

**Build:** Medium

*MUTANT CHANGES & COSTS*

**Total BIO-E:** 60 (reduce by 10 for each size step above 5).

**Attribute Bonuses:**

SL 3-5 I.Q. +2
M.E. +1
P.P. +1
P.E. +1

SL 6-8 I.Q. +2
P.S. +2
P.P. +2
P.E. +2

*HUMAN FEATURES*

**Hands:** 5 BIO-E for Partial
10 BIO-E for Full

**Biped:** 5 BIO-E for Partial
10 BIO-E for Full

**Speech:** 5 BIO-E for Partial
10 BIO-E for Full

**Looks:** None; varies according to breed (see illustration).
**5 BIO-E for Partial**; varies according to breed.
**10 BIO-E for Full**; varies according to breed.

**Natural Weapons:** 5 BIO-E for 1D6 Teeth
5 BIO-E for 1D4 Claws

**Powers:** **5 BIO-E** for Advanced Smell

**DEER**

*ORIGINAL ANIMAL CHARACTERISTICS*

**Description:** Woodland grazing animal whose primary defense against predators is speed. There are a large variety of deer, all with roughly the same characteristics.

**Size Level:** 13

**Length:** to 6 feet long

**Weight:** to 400 pounds

**Build:** Medium

*MUTANT CHANGES & COSTS*

**Total BIO-E:** 20

**Attribute Bonuses:**
P.S. +1
P.E. +1
Spd. +3

*HUMAN FEATURES*

**Hands:** 5 BIO-E for Partial
10 BIO-E for Full

**Biped:** 5 BIO-E for Partial
10 BIO-E for Full

**Speech:** 5 BIO-E for Partial
10 BIO-E for Full

**Looks:** None; triangular head with large ears at the upper corners, widely spaced eyes, thick neck, powerful body with long, thin arms.
**5 BIO-E for Partial**; muzzled head, large ears, thick body with thin arms and legs.
**10 BIO-E for Full**; large, fluid eyes; large ears, thick neck, powerful build.

**Natural Weapons:** 5 BIO-E for Small Antlers — 1D6
10 BIO-E for Large Antlers — 2D6

**Powers:** **5 BIO-E** for Advanced Hearing

**ELEPHANT**

*ORIGINAL ANIMAL CHARACTERISTICS*

**Description:** This is the world's largest land animal. The elephant is used as a circus performer throughout the world. It is a useful worker with tremendous strength and a trunk that serves as a flexible (partial) human hand.

**Size Level:** 20

**Length:** to 10 feet tall

**Weight:** to 10,000 pounds

**Build:** Short

*MUTANT CHANGES & COSTS*

**Total BIO-E:** 0

**Attribute Bonuses:**
P.S. +2
Spd. +3

*HUMAN FEATURES*

**Hands:** 10 BIO-E for Partial
15 BIO-E for Full

**Biped:** 10 BIO-E for Partial
15 BIO-E for Full

**Speech:** 10 BIO-E for Partial
15 BIO-E for Full

**Looks:** None; huge head with prominent lumps on top, small eyes, huge floppy ears; loose, leathery skin with sparse hair; massive body, trunk-like arms and legs, skinny tail.
**5 BIO-E for Partial**; huge head with a nose that will hang below the chin; wrinkled, leathery skin that sags over most of the body; bald, powerful body and limbs.
**10 BIO-E for Full**; large head with bone ridge over the eyes, very large nose, large ears, bald, prominent facial wrinkles, thick neck and body, powerful arms and legs.

**Natural Weapons:** 10 BIO-E for 2D6 Tusks.

**Powers:** **10 BIO-E** for Prehensile Trunk that can serve as an additional

(partial) hand. This trunk will be long enough for the character to touch the ground without bending.
5 BIO-E for Advanced Hearing.
5 BIO-E for Thick Skin; +20 S.D.C.

**FELINES**

*ORIGINAL ANIMAL CHARACTERISTICS*

**Description:** The great felines are basically similar. Tigers are the largest and are solitary hunters. The second largest felines are Lions who are social hunters. American Jaguars and African Leopards are roughly the same size and have the same characteristics.

**Size Level:** Jaguar — 12
Lion — 14
Tiger — 15

**Length:** Jaguar — 4½-6½ feet
Lion — 4½-6½ feet
Tiger — 6½-9¼ feet

**Weight:** Jaguar — to 300 pounds
Lion — to 400 pounds
Tiger — to 500 pounds

**Build:** Medium

*MUTANT CHANGES & COSTS*

**Total BIO-E:** Jaguar — 20
Lion — 10
Tiger — 5

**Attribute Bonuses:**
P.S. +2 (+4 for Tiger)
P.P. +6

*HUMAN FEATURES*

**Hands:** 5 BIO-E for Partial
10 BIO-E for Full

**Biped:** 5 BIO-E for Partial
10 BIO-E for Full

**Speech:** 5 BIO-E for Partial
10 BIO-E for Full

**Looks:** None; large, wide head with massive jaw, broad nose, wide-set eyes, and ears on top; thick fur (with original animal markings); long, lean body; long, furred tail; powerful arms and legs.
**5 BIO-E for Partial**; muzzled face, whiskers, thick fur; long, flexible body; short, furry tail; powerful arms and legs.
**10 BIO-E for Full**; wide, flat nose; widely spaced eyes, powerful jaw; short, thick hair; lean, muscular build with large Hands and feet.

**Natural Weapons:** 10 BIO-E for 1D8 Retractable Claws
15 BIO-E for 2D6 Retractable Claws
5 BIO-E for 1D8 Teeth
10 BIO-E for 2D6 Teeth

**Powers:** **5 BIO-E** for Advanced Hearing
5 BIO-E for Nightvision (60ft)
10 BIO-E for Swimming; equal to basic swim skill of 60%.

**MOUNTAIN LION**

*ORIGINAL ANIMAL CHARACTERISTICS*

**Description:** Found throughout North America, Mountain Lions have been called Cougars, Panthers, Pumas and other names. While smaller than lions and tigers, they are very agile and bring down deer and other prey much larger than themselves. A typical Mountain Lion will kill a deer every week.

**Size Level:** 9

**Length:** 7-8 feet long

**Weight:** 100-175 pounds

**Build:** Long

*MUTANT CHANGES & COSTS*

**Total BIO-E:** 40

**Attribute Bonuses:**
P.P. +3
Spd. +2

*HUMAN FEATURES*

**Hands:** 5 BIO-E for Partial
10 BIO-E for Full

**Biped:** 5 BIO-E for Partial
10 BIO-E for Full

**Speech:** 5 BIO-E for Partial
10 BIO-E for Full

**Looks:** None; small head with large ears on top, chubby muzzle and large eyes, long fur, heavy thighs; long, furry tail; long, lean body.
**5 BIO-E for Partial**; large ears on top of head, large eyes, prominent whiskers, fur, small tail, large legs, clawed hands and feet.
**10 BIO-E for Full**; large eyes and ears, broad nose, thick hair, slim, powerful build.

**Natural Weapons:** 10 BIO-E for 2D6 Retractable Claws

**Powers:** **5 BIO-E** for Nightvision (50ft)
5 BIO-E for Advanced Hearing
5 BIO-E for Advanced Smell
P.E. +2

**CAT — DOMESTIC**

*ORIGINAL ANIMAL CHARACTERISTICS*

**Description:** There are a wide variety of cat breeds, but all have roughly the same characteristics. Cat characters can have spotted, striped, persian or calico body markings.

**Size Level:** 3

**Length:** 12-24 inches

**Weight:** to 10 pounds

**Build:** Medium

*MUTANT CHANGES & COSTS*

**Total BIO-E:** 70

**Attribute Bonuses:**
M.E. +2
P.P. +3

*HUMAN FEATURES*

**Hands:** 5 BIO-E for Partial
10 BIO-E for Full

**Biped:** 5 BIO-E for Partial
10 BIO-E for Full

**Speech:** 5 BIO-E for Partial
10 BIO-E for Full

**Looks:** None; cat-like head with ears on top and large slit eyes; long fur, heavy thighs, long furry tail.
**5 BIO-E for Partial**; large ears on top of head; large, slit eyes, prominent whiskers, fur, small tail, large thighs, narrow shoulders, slim build.
**10 BIO-E for Full**; large eyes and ears, thick hair, large thighs, narrow shoulders, slim build.

**Natural Weapons:** 5 BIO-E for 1D8 Teeth
5 BIO-E for 1D8 Retractable Claws (climbing)
10 BIO-E for 2D6 Retractable Claws (climbing)

**Power** **5 BIO-E** for Nightvision (50ft); eyes will be cat-like.

**FROG**

*ORIGINAL ANIMAL CHARACTERISTICS*

**Description:** There are hundreds of different kinds of frogs in North America alone. Some are purely aquatic, but others have adapted to living on the ground or in trees. Most are insect eaters who rely on their sticky tongue.

**Size Level:** 2

**Length:** to 12 inches

**Weight:** to 3 pounds
**Build:** Medium

*MUTANT CHANGES & COSTS*
**Total BIO-E:** 80
**Attribute Bonuses:**
P.P. +1
Spd. +2

*HUMAN FEATURES*
**Hands:** 5 BIO-E for Partial
10 BIO-E for Full
**Biped:** 5 BIO-E for Partial
10 BIO-E for Full
**Speech:** 5 BIO-E for Partial
10 BIO-E for Full
**Looks:** None; huge, bulbous eyes at the top of the head; short, thick neck; naked, greenish, smooth skin; round body, long, thin arms and legs; three long fingers on each limb.
**5 BIO-E for Partial**; bulging eyes at the top of the head, wide mouth, smooth skin, round body with long, thin arms and legs.
**10 BIO-E for Full**; bulging eyes, bald, smooth skin, flat nose and ears, short neck, powerful body with skinny arms and legs, three fingered hands and three toed feet.
**Natural Weapons:** None
**Powers:** **5 BIO-E** for Nightvision (25ft)
5 BIO-E for leaping ability that doubles the normal distance for Jumps and Leaps.
15 BIO-E for swimming equal to competitive swim skill.
10 BIO-E for Hold Breath.

**RODENT**

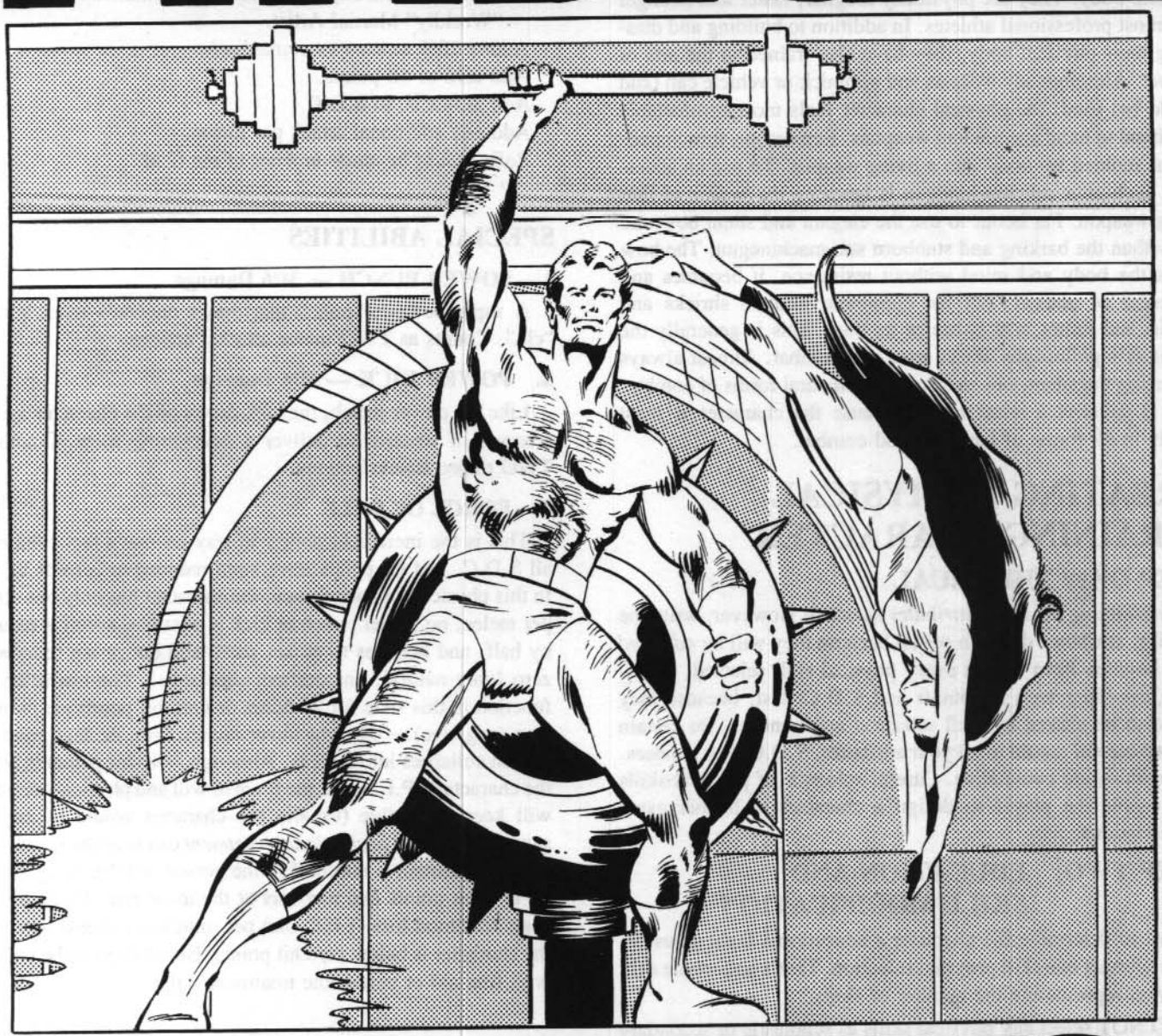
*ORIGINAL ANIMAL CHARACTERISTICS*
**Description:** Includes Mice, Rats, Guinea Pigs, Hamsters and a wide variety of other small animals. All these animals are good scavengers and spend a lot of time underground.
**Size Level:** Mice, Hamsters — 1
Rats, Guinea Pigs — 2
**Length:** Mice, Hamsters — 6-8 inches long
Rats — to 14 inches long
**Weight:** Mice, Hamsters — to 1 pound Rats — to 5 pounds

**Build:** Medium

*MUTANT CHANGES & COSTS*
**Total BIO-E:** Mice, Hamsters — 80
Rats, Guinea Pigs — 75
**Attribute Bonuses:**
I.Q. +2
M.E. +1
P.P. +1

*HUMAN FEATURES*
**Hands:** 5 BIO-E for Partial
10 BIO-E for Full
**Biped:** 5 BIO-E for Partial
10 BIO-E for Full
**Speech:** 5 BIO-E for Partial
10 BIO-E for Full
**Looks:** None; muzzled head with pointed nose, widely spaced eyes, round ears on top of head, thick fur; long, naked tail; thick body with short arms and legs.
**5 BIO-E for Partial**; slightly muzzled head, ears on top of head, thick neck and body with short tail.
**10 BIO-E for Full**; sharp nose and protruding ears, thick hair, rounded body.
**Natural Weapons:** 5 BIO-E for 1D6 Claws (climbing).
10 BIO-E for 1D4 Teeth
**Powers:** **10 BIO-E** for Digging
5 BIO-E for Advanced Hearing .

# PHYSICAL TRAINING



# PHYSICAL TRAINING

Not all heroes are instilled with an extraordinary super ability or possess a super science gizmo. There are some who rely entirely on their own, natural abilities. They are the super athletes who have honed their natural, physical, bodies into finely tuned fighting machines. Machines of flesh and blood which have reached the pinnacle of physical perfection. Heroes who rely on their strength, agility, skills, cunning and courage.

The physical training character's power is his or her superior physical body. They are physically tougher, faster and stronger than most professional athletes. In addition to building and mastering their physical body, they have also trained in the arts of combat. Although any weapon and gimmick or vehicle can (and should be) used, the physical character feels most comfortable with hand to hand and ancient weapons. Remember, this character has molded his body into a living weapon. To use an accessory, such as a sub machinegun is ignoring the *power* of that living weapon. Far better to use the elegant and silent bow and arrow than the barking and stubborn sub machinegun. The bow obeys the body and mind without resistance, it becomes and extension of oneself, but the automatic weapon shrieks and coughs and jumps with a life of its own. This is generally the character's philosophy about arms and combat. Almost always preferring the silent, obscure and more natural forms of combat. This is usuallyt a wise move, because the character is most deadly in all forms of hand to hand combat.

## CREATING A PHYSICAL TRAINING CHARACTER

### STEP ONE: THE USUAL

*Determining the eight attributes* as usual. However, write the physical attributes down in pencil because they will be *adjusted* with bonuses from almost every physical skill selected. Determine the character's hit points and S.D.C. last, because they will also be altered by skill selection and bonuses. Be certain to keep careful record of all your attributes, S.D.C. and bonuses. All bonuses are cumulative. Careful selection of physical skills will enable the player to design a character to his/her exact specifications.

### STEP TWO: EDUCATION AND SKILL MODIFICATION

Roll to determine the character's educational level as usual. Then subtract one skill program selection. That's one whole skill program representing the number of skills.

DO NOT select any physical skills as scholastic or secondary skill choices. Why? Because the character gets to select number of physical skills to take its place.

The character can have any level of education from high school to Doctorate without significantly affecting him in his role as a hero. Of course, it is wise to select skills that will help round out the character as a crime fighter.

### STEP THREE: PHYSICAL AREA OF EXPERTISE

The character's years of training has made him a top athlete and master of the fighting arts. Thus, the following skills are known:

**Physical Skills and Bonuses:**

**Select 8 Physical Skills** — +20% when applicable.

Select 3 Espionage Skills — +20%.

Select Hand to Hand: Expert or Martial Arts; only evil alignments can select Assassin. **Note:** If approved by the game master, players may select any one of the 38 martial arts hand to hand skills and abilities from the *Ninjas and Superspies Role-Playing Game*. However, if this is done, the character forfeits *FIVE physical, THREE espionage skills, and HALF of his secondary skills*. In the context to the *Ninjas and Superspies RPG*, the character would be a "Worldly" Martial Artist.

Add +10% to save vs coma/death.

Add 2D6 to hit points.

Add 3D4×10 to S.D.C.

Add one additional attack per melee.

*Rolls should be made in front of the G.M.*

## SPECIAL ABILITIES

### 1. POWER PUNCH — 3D6 Damage

A super powerful punch that draws on one's inner will or "chi". Counts as TWO melee attacks/ actions.

### 2. POWER KICK — 4D6 Damage

Like the power punch, the kick draws on the character's inner reserves of strength to deliver a devestating blow. Counts as TWO melee attacks/actions.

### 3. FORCE OF WILL

This is the incredible ability to stay on one's feet even after all S.D.C. and hit points have been reduced to zero or below. In this physically ravaged state, the character has only one attack per melee, no power punch or kick is possible, speed is reduced by half, and bonuses to strike, parry and dodge are reduced to zero (only natural, unmodified, dice rolls). The character can function in this state for 24 hours or until hit points are reduced to a (negative) −40, whichever comes first. At that point the person collapses into a coma. Although −40 hit points is below the character's P.E. limit, the force of will and physical condition will keep him alive (usually the character would be beyond saving). But only *professional treatment* can save the character's life. If treatment is successful, the person will be brought back up to 2 hit points and recovers at the usual rate. Remember to consider blood loss (1 hit point per minute/4 melees) whenever the character is below zero hit points. Blood loss can be stopped with first aid or paramedic treatment/skills.

## OTHER STUFF

**Hand to Hand Combat**

A hand to hand combat skill must be selected as one of the areas of physical expertise. *See step three.*

**Attacks Per Melee (Hand to Hand)**

As with ALL super characters, the physical training hero automatically gets two attacks per melee, plus one additional attack as a bonus. Any additional attacks must be developed through boxing and combat experience.

**Available Financial Resources**

4D6 × 100 dollars are available in ready cash. This is in addition to any possible life savings (*See optional rules for rounding out one's character*). There is an 89% likelihood the character owns his own car. The car is 1D6 years old. Presumably, the character has a job, apartment, and reasonable personal possessions.

**Weapons and Armor**

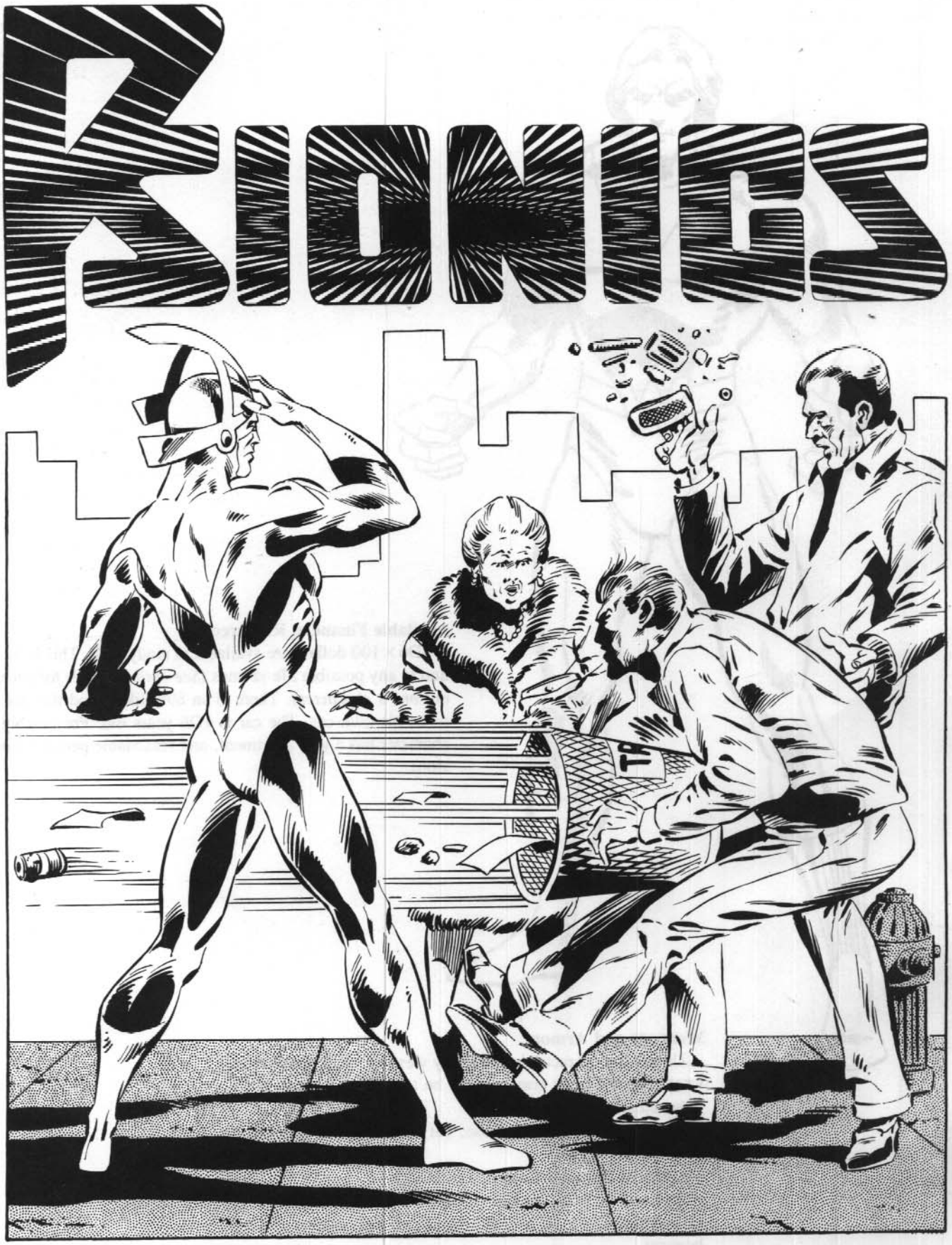
Unless the character is extremely wealthy, only conventional weaponry and body armor would be available.

**Alignment**

Any alignment can be chose, but heroes should generally be of good alignment.

**Structural Damage Capacity (S.D.C.)**

Physical Training provides a base S.D.C. of 30. Don't forget to add the 3D4 × 10 S.D.C. bonus, as well as physical skill bonuses.


BIONICS

# PSIONICS

Psionics or Extra Sensory Perception, (E.S.P.) are paranormal powers of the mind, such as telepathy, empathy, telekinesis and so on. While it is believed that all or most **humans** have some degree of psionic ability, most ordinary people exhibit no or little mind powers. An average person may occasionally get a feeling about something or even sense a loved one in need, but this is hardly a world-stomping power. When I speak about psionics as a super ability, I'm talking about exceptional, super-developed mind powers. Powers that can stop a car or read minds; something truly exceptional.

## DETERMINING PSIONIC ABILITIES

There are three Random Super-Ability Categories that may possess mind powers. They are: *Mutants, Aliens and Psionics*. In the case of the two former categories, the player rolls on a chart to see if his character has a psionic power or a specific power. **Note:** Even though psionic abilities are considered to be superpowers, they are given a classification apart from the other superhuman abilities, such as invulnerability or super strength.

Those who fall into the psionic category on the Random Power Table are *natural* psionics.

## THE NATURAL PSIONIC

These characters *are* humans, not mutants, who exhibit incredibly developed mind powers. The natural psionic is the most powerful of all psionic individuals, possessing the greatest variety and number of mental powers.

**Inner Strength Points (I.S.P.)** are the person's inner mental strength. A person's base I.S.P. is his **Mental Endurance (M.E.) × 2, plus the roll of a 20- sided die**. As the psionic grows in experience so too does his I.S.P., adding 10 I.S.P. per *each* level of experience. This 10 I.S.P. starts at level one, so even a new character gets the extra 10 I.S.P.

**Attribute Bonuses:** Roll 2 four-sided dice and add it to the *M.E. attribute*. Roll 1 four-sided die and add it to the *M.A. attribute*.

**The powers** of a natural psionic are selected by the player. *Three major psi-powers and six secondary psi-powers are chosen*. Once a selection is made no changes or additions are possible. This is the full range of the natural psionic's powers. Only the I.S.P. increases.

## MUTANTS AND ALIENS

While a mutant or alien may have great psionic powers they are *not* quite as formidable as the natural psionic. This is not to say that psionic mutants and aliens are whimps compared to natural psionics. They are not, but the extent of their psi-powers are somewhat more limited. Players, remember that it is how well you use your powers, not how many you may have.

Inner Strength Points (I.S.P.) are the character's inner mental strength. A mutant's or alien's base I.S.P. is his **Mental Endurance (M.E.) × 2, plus the roll of one eight-sided die**. As the psionic grows in experience his I.S.P. increases at a rate of 10 I.S.P. per each experience level.

**Attribute Bonuses:** Roll 2 four-sided dice and add it to the *M.E. attribute*. Roll 1 four-sided die and add it to the *M.A. attribute*.

**The powers** of a mutant or alien are selected by the player. *Two major psi-powers and four secondary psi-powers are chosen*. Once selected, no changes or additions are possible.

## INNER STRENGTH POINTS

The use of a particular psionic ability draws upon the astral body or inner strength of the individual. Each specific psionic power will indicate exactly how many I.S.P. are required to perform that ability. When a psionic has exhausted all of his I.S.P. he is unable to perform any more psionic feats until he has had sufficient rest.

**The recovery of I.S.P.** can be done in one of two ways: *Total Relaxation* and/or sleep at a rate of 2 I.S.P. for every hour, or through meditation. *Meditation* is an automatic skill ability in which the psionic places himself in a simple hypnotic trance. This meditative trance provides maximum relaxation, recovering 4 I.S.P. per hour.

## SAVINGS THROWS AGAINST PSIONIC ATTACKS

Psionic attacks which assail the mind, emotions or physiology of a person can always be fought off through the force of one's own will and mental endurance. Psionic attacks that fall into this category include: empathy, empathic transfer, mind wipe, telepathy, mind control, hypnosis, and bio-manipulation. Some psionic powers for which there is no savings throw are telekinesis, levitation, pyrokinesis, presence sense, and mind bolt.

Even ordinary people have a chance of fighting or saving against a psionic attack. However, those who have psionic abilities have a much better defense against such attack than ordinary people.

To save against a psionic attack a 20-sided die is rolled to mentally parry the attack. A high roll will successfully save against the mental assault, indicating that the person is NOT affected by the psi-power (no damage or reaction).

## LEVEL OF EDUCATION AND SKILL SELECTION

Standard; see *Creating a Character and Educational Level*.

## HAND TO HAND COMBAT

Combat skills are not automatic. They must be selected as a learned skill.

## ATTACKS PER MELEE (Hand to Hand)

As with ALL superheroes, psionic characters automatically get two attacks per melee. Any additional attack skills must be developed through combat skills. *See Hand to Hand Combat.*

## PSIONIC ATTACKS PER MELEE

*Two at level one,* one more at level three, one additional at level five, one additional at level seven, another at level nine and yet another at level twelve.

## ALIGNMENT

Any alignment can be chosen, but heroes should generally be of a good alignment.

## WEAPONS AND ARMOR

Unless the character is extremely wealthy, only conventional weaponry and body armor would be available.

## STRUCTURAL DAMAGE CAPACITY (S.D.C.)

All psionic characters have a base S.D.C. of 30. S.D.C. can be increased through physical training.

### Available Financial Resources

4D4 × 100 dollars are available in ready cash. This is in addition to a possible life savings (*See optional rules*). There is an 89% likelihood the character owns his own car.

# PSIONIC POWER DESCRIPTIONS

Natural Psionics choose three major and six secondary psi-powers.

Mutants and Aliens with psi-powers choose two major and four secondary abilities.

**Major Psionic Powers**

Astral Projection
Bio-Manipulation
Bio-Regeneration
Ectoplasmic Arm
Empathy
Empathic Transfer
Hydrokinesis
Hypnosis/Mesmerism
Levitation
Mind Bolt
Mind Bond
Mind Control
Mind Wipe
Object Read
Presence Sense
Pyrokinesis
Telekinesis
Telemechanics
Telepathy

**Secondary Psi-Powers**

Alter Aura
Detect Psionics
Death Trance
Hypnotic Suggestion
Mind Block
Resist Cold
Resist Fatigue
Resist Hunger
Resist Thirst
See Aura
Sixth Sense
Speed Reading
Summon Inner Strength
Total Recall

## MAJOR PSIONICS

**Astral Projection**
**Range:** Self
**Duration:** 4 minutes per level of psionic
**I.S.P.:** 8

When a person astral projects the physical body falls into a death-like trance while the astral body enters the vast plane of the astral world. The astral world seems to be an infinite world of rolling clouds and yellow sky. No up, no down, just endless sky.

While in the astral world the person can fly great distances in the blink of an eye. The astral traveler has a 50% chance of being able to sense locations of the physical world, parallel them in the astral plane, stop, and peer into the physical. In doing so the astral traveler, can see and hear everything that's going on in a room. The usual visual and audio limitations apply while in the astral plane, so a character can not hear or see any farther than he could in the physical dimension. However, he can hover above or at any angle to literally get a bird's eye view.

While in the astral plane the person can not be heard, or seen, or detected by any conventional means. Only a psionic presence sense can detect an astral traveler, and only psionic attacks can harm or affect him. This makes astral projection the perfect spying method, with little chance of even being detected, let alone harmed or captured.

Of course, there are both limitations and hazards in astral projection. Although the traveler can not be seen or heard, this also means he can not communicate to the physical plane unless he also possesses telepathy or empathy. No other psionic ability will function or affect the physical world. Likewise, the astral body is completely intangible, unable to pick up or move the lightest of objects. Remember, the astral body does not exist in this world. Even so, it is susceptible to psionic assaults and can be killed.

The hazards are twofold. First, if the physical body is killed the astral body is forever lost and will die, fade away, within six hours. The real danger is the second and most common hazard, becoming lost in the astral plane. There is a time limit as to how long a person can exist in the astral plane: four minutes per level of psionic. If the full time elapses before he has returned to the physical body, he will be forever lost in the astral plane. Yet, even if conscious of the time, there is always the danger of becoming lost. If the person does become lost and can not return to his body, the astral body is eternally trapped in the astral plane. The physical body will die within 1-6 days. It is not wise to wait until the very last minute to return to the physical body.

Roll percentile dice to determine the state of mind and sense of direction. The percentile dice can be rolled up to three times per minute to find the physical body. The player may keep trying until he succeeds or time elapses. The player must roll "definitely certain" to return.

| | |
|---|---|
| 1-30 | Hopelessly Lost |
| 31-50 | Uncertain, Confused. |
| 51-79 | Fairly Certain of Location. |
| 80-00 | Definitely Certain of Location. |

**Bio-Manipulation**
**Range:** 160ft (48.8m)
**Duration:** 4-16 minutes (roll 4D4)
**I.S.P.:** 12
**Savings Throw:** Standard

There are seven types of bio-manipulation effects. Each affects only one person per attack and can be used in any combination. Intended victims must be within line of vision or their exact location known to the psionic. Each costs 12 I.S.P. to inflict.

This psionic power enables the psionic to temporarily manipulate specific biological functions or conditions in humans and animal life-forms. *The duration can be extended* 4-16 (4D4) minutes per additional 6 I.S.P.

**Blind:** Temporarily knocks out the victim's optic nerves, rendering that person quite helpless. Victims are −9 to strike, parry and dodge.

**Deafness:** Can be caused by manipulating the eardrum. Victims can not hear anything, and are −6 to parry or dodge

attacks from behind. In addition, the shock of suddenly becoming deaf makes them −3 to strike, parry or dodge any other attacks, and they automatically lose the initiative on all attacks.

**Mute:** Impairs the victim's vocal cords, making speech impossible. Victims are likely to be shocked and panic, making them −2 to strike, parry and dodge for the first melee ONLY.

**Pain:** By manipulating the nerve centers the psionic can induce terrible pain shooting throughout the body. Victims are −6 to strike, parry, and dodge, and take one point of damage off their hit points (not S.D.C.) per each minute affected.

**Paralysis:** Immobilizes the motor part of the brain causing legs and arms to stop functioning. Victims are completely incapacitated for the duration.

**Stun:** This attack disorients and confuses its victims. Victims forfeit one attack per melee, speed is cut by half, and are −4 to strike, parry and dodge.

**Tissue Manipulation:** Affects the tissue connecting nerve fibers which can cause a variety of effects. By irritating the nerve fibers a victim will suddenly feel itchy, as if suddenly breaking out in a severe rash. Through endothermic manipulation the victim can be made to suddenly feel cold or hot while everyone around him feels fine. This is done by manipulating the body chemical which absorbs heat. ALL three conditions are more annoying or frightening than physically impairing. In each case the victims are −1 to strike, parry and dodge.

**Savings Throw:** Standard; if a character successfully saves against the attack he is not affected at all. This applies to all seven bio-manipulative attacks.

**Bio-Regeneration**
**Range:** Self
**Duration:** Permanent
**I.S.P.:** 6
**Savings Throw:** None

This is the ability to mentally heal oneself of disease, poison, or physical damage. Unfortunately, this ability is limited to the healing of oneself and can not help others. The process requires one full minute of concentration, meaning the character can not use any other psionic power during that time. Bio-Regeneration does not restore missing limbs, but does restore 2-12 (2D6) hit points, or 3-18 (3D6) physical S.D.C. points per melee. In addition, when cuts and scrapes are healed through bio-regeneration there is NO scarring. The psionic can regenerate as often as once every other minute.

**Ectoplasmic Arm**
**Range:** 30ft (9.1m)
**Duration:** 4 minutes per level of psionic
**I.S.P.:** 8
**Savings Throw:** As a dodge or parry

This mystifying ability enables the psionic to actually create a vaporous, luminous substance in the shape of a hand and arm. The arm has the option of *one attack per melee, or two actions* in addition to its creator's attacks, and is +1 to strike and +2 to parry and dodge. It has a S.D.C. of 40 and one hit point.The psionic can restore 30 S.D.C. by pumping in another 6 I.S.P. If the arm is destroyed the psionic takes damage, losing the one hit point. The ectoplasmic arm is quite agile (P.P. 12), but MUST be controlled and directed by its psionic creator. If the psionic is rendered unconscious or slain it will immediately disappear.

Weight limitation of the arm is 40lbs per each of the psionic's experience levels. Thus, a first level psionic's arm can lift 40lbs, at second level 80lbs, at third level 120lbs, and so on.

**Note:** The psionic needs one minute/four melees of concentration to create the arm and can instantly dispel it at any time. The maximum distance the arm can be from its creator is 30ft.

**Savings Throw:** There is no savings throw per se, but characters
can dodge or parry the arm in a combat situation.

**Empathy**
**Range:** 160ft (48.8m) or line of vision
**Duration:** 8 melees
**Savings Throw:** Standard **I.S.P.:** 8

The psionic is able to receive emotion within a 160ft area. In some ways empathy is a primitive telepathy, allowing the psionic to read emotions rather than words or images. It is incredibly difficult (but not impossible) to emit a false emotion, enabling the psionic to sense a person's true feelings: hate, fear, sorrow, anger, nervousness, etc. Of course, reading emotions is no easy task. Just because a person is nervous doesn't mean that he is guilty or lying; likewise, a hitman may be quite without feeling about his job, revealing nothing unusual if empathically scanned.

Despite the potential inaccuracy in reading emotion, it can be incredibly useful to identify strong emotions. Consequently, empathy can be used as a **lie detector** in many instances. While questioning a person the empath can sense nervousness and much more. Example: "Were you present when it happened? . . ." NO is the response, but sudden *nervousness* makes you wonder. "Did you know the murdered man?" Again, NO is the verbal response, but emotionally, *hatred* springs up. Bingo! Why would the emotion of hate come up if the person didn't know and dislike the man? Further questioning is likely to confirm that this person is lying and most likely the killer. Of course, proving he or she is the murderer can be a whole other problem. Empathy does not hold up in the court of law, no matter who the empath may be.

A widespread **emotion scan** can also help identify someone in a crowd or someone hiding, by picking up fear, hate, or nervousness. Unfortunately, empathy will not enable the psionic to pinpoint the exact person or location, but it can narrow things down or alert him to potential trouble.

**The duration** of an empathic scan, whether on an individual or the maximum 160ft area, is eight melees. To extend the duration will require another four I.S.P. for an additional eight melees.

**Savings Throw:** Victims of an empathic scan are allowed a savings throw each time or question. If a successful save is made the psionic gets no reading or an uninterpretable one. The savings throw is standard.

**Empathic Transfer**
**Range:** 120ft
**Duration:** 2-12 minutes (roll 2D6)
**I.S.P.:** 6
**Savings Throw:** Standard

This ability allows the psionic to project false emotions into one individual. By increasing the I.S.P. to 12 he can influence as many as six characters (each one gets a savings throw). *The duration* can also be extended 2-12 minutes by expending another 6 I.S.P. **Attacks Per Melee:**1.

**Despair or Sorrow:** Invokes great emotional upheaval, deep sorrow and a sense of loss. There is a 50% chance of the victim surrendering or leaving without a battle; furthermore victims are −2 to parry and dodge.

**Confusion:** Disorients the person so badly that he has no sense of direction, time, or of what is exactly going on. Victims are −3 to strike, parry and dodge, and lose initiative in any combat.

**Fear:** Invokes unreasoning terror in all those affected. Victims are −3 to strike, parry and dodge, plus there is a 66% chance that those affected will turn and run.

**Hate or Anger:** Will prompt those affected to act rashly, charge, attack, argue violently, etc. Victims are likely (60% chance) to attack, kill, harm, or betray those they dislike; +1 (yes, that's plus) to strike, −1 to parry and dodge.

**Love or Peacefulness:** Will induce a deep feeling of serenity, dispelling anger, hatred, sorrow, and so on. Hostile opponents are likely (60% chance) to reconsider their actions, deciding not to attack, show mercy, leave without being overtly cruel or destructive, halt a rampage, and so on. It does NOT make its victims docile sheep, but curbs hostility.

**Trust:** Will make its victims believe everything the psionic tells them, but only while under the empathic influence. Life threatening suggestions that go against deep-seated fears or ideals provide an additional savings throw against the suggested action; with a bonus of +3 to save.

**Hydrokinesis**
**Range:** Special
**Duration:** Special
**I.S.P.:** Special
**Savings Throw:** Special

Hydrokinesis is the ability to create and manipulate water. There are a number of specific powers and effects possible.

**Create a Fog:** By manipulating the moisture in the air the psionic can create a fog. Everyone in the fog will find both normal vision and mechanically enhanced vision reduced to one third. They are −1 to strike, parry, and dodge while in the fog and can not see beyond it at all. **Area affected:** 80ft radius; **Range:** Can be cast up to 300ft away per each level of the psionic; **Duration:** 5 minutes per level of the psionic; **I.S.P.:** 6; **Savings Throw:** None.

**Create Water:** This is the ability to super-condense moisture from the air to create water as a sudden concentrated downpour. It can be made to cover a wide area — 60ft radius, or a tiny area — 2ft radius. A maximum of 300 gallons (that's a ton of water) can be created at a single time. **Range:** The water can be created up to 120ft away; **Duration:** of the downpour, one melee/15 seconds for under 100 gallons, three melees for all 300 gallons. The water remains until it dries up. **I.S.P.:** 6; **Savings Throw:** Dodge out of the way; **Damage:** None; **Attacks Per Melee:** One.

**Water Slam or Giant Wave:** The psionic is able to create and/or control water, making it rise-up like a towering hand or wall and slam down on a specific target. The water slam is a powerful force, knocking victims down and doing formidable damage. The psionic can create and control 300 gallons (remember, that's a ton of water) which does 6D6 damage. **Range:** Can strike a target up to 60ft away; **Area Affected:** Individual or 12ft radius; **I.S.P.:** 6; **Savings Throw:** As dodge; **Bonus to Strike:** +2; **Attacks Per Melee:** One; OR the psionic can control an existing body of water, fountain, fire hydrant, pool, lake, river, etc. 300 gallons, plus an additional 100 gallons per each level of experience can be controlled. Add an additional six-sided die of damage for each additional 100 gallons of water used. **Note:** Victims of water slam are also temporarily blinded by the water attack, lose one attack that melee and are −2 to strike, parry and dodge.

**Waterspout:** This is the tricky technique of creating or controlling water to suddenly spout up from underneath someone or something like a geyser. This will push its victim skyward, bouncing atop the water spout. **Area Affected:** Is a maximum of 6ft; **Duration:** 6 melees per level of the psionic or until cancelled by the psionic; **I.S.P.:** 4; **Height of Spout:** 10ft per level of the psionic; **Weight Limitation:** 250lbs per level of the psionic; **Savings Throw:** Dodge; but all dodges are −10 because of the sneakiness of this attack. Victims are (minus) −5 to strike, parry and dodge. Dropping from the spout, whether they fall or the spout is cancelled by the psionic, will do minor damage; 1-4 per each 10ft of height. **Attacks Per Melee:** One.

**Water Wall:** This is the use of water as a wall suspended in air. The wall will slow and deflect bullets and laser attacks, making all such attacks (minus) −6 to strike. Fire-type blasts that pass through the water wall are diffused and reduced to one third strength (⅓ damage). The wall also obscures vision, making it extremely difficult to see figures or discern movement clearly. Muddy water is completely opaque, preventing anyone from seeing through the wall. People passing through the wall are temporarily blinded for *one attack* that melee, and are −6 to strike, parry and dodge. **Range:** The wall can be created up to 140ft away; **Duration:** 8 melees/two minutes per level of the psionic; **I.S.P.:** 4; **Savings Throw:** None; **Damage:** None. **Note:** The wall can cover a 12ft long by 12ft high by 1ft thick area per level of the psionic's level of experience. The wall can also be molded into a circle.

**Water Walk:** This enables the psionic to stand and even walk across water or any liquid substance, excluding corrosives, i.e. acids. The only other limitation is that the character's speed is reduced by ½. **Range:** Self; **Duration:** 10 minutes per level of the psionic, or as long as I.S.P. are continually renewed; **I.S.P.:** 4.

**Hypnosis**
**Range:** 60ft (18.3m)
**Duration:** 8 melees/2 minutes per level of psionic
**I.S.P.:** 2 per suggestion/command
**Savings Throw:** Standard

Hypnosis or mesmerism enables the psionic to implant commands and suggestions in another person's mind. To avoid confusion and mistakes, it is best to keep the commands simple and clear. Example: "You are very tired . . . go to sleep . . . when you awaken you will not remember any of this." The example actually has three suggestions and the intended victim has a chance to save against *each* one. Other commands might take the form of a simple phrase or a single word like "don't shoot," or "lay down your weapons," or "you will fear me," or "he is your enemy," or "sleep" or "stop" and so on. The psionic can make two commands or suggestions each melee, and can repeat a command if the opponent saves against it the first or second time.

As the psionic develops his hypnotic powers he can influence more than one mind at a time; one per each level of experience. This means a first level psionic can affect only one person, at second level two people, at third level, three people and so on.

**Savings Throw:** Standard, but the opponent gets to roll to save against each suggestion or command. An unsuccessful save means the opponent is under the complete control of the psionic.

**Levitation**
**Range:** Self or other person/object up to 90ft (27.4m) away
**Duration:** 6 minutes per level of psionic
**I.S.P.:** 4
**Savings Throw:** None

Levitation can be used by the psionic to lift himself, an object or another person into the air. Levitation is limited to moving straight up and down, and should not be construed as a limited flying ability. **Height Limitation:** 15ft per each level of the psionic. **Weight Limitation:** 250lbs per each level of the psionic.

Levitation can be used in many ways: to reach a great height (rooftop, ledge, etc.) to avoid an attack, for a better view, to immobilize an opponent by suspending him in the air, and so on. **Dropping** someone or thing from a great height will do 1-6 damage for each 15ft of height. The psionic can cancel, or raise or lower his victim at will. If he is knocked out or killed the levitation effect is immediately canceled.

**Savings Throw**: None. Victims of levitation are caught in an invisible force for which there is no defense. **Attacks Per Melee:** Two.

**Mind Bolt**
**Range:** 140ft (32.7m)
**Duration:** Instant
**I.S.P.:** 4
**Savings Throw:** Dodge

The psionic is able to tap into his own electromagnetic force and fire an energy bolt capable of inflicting 2-12 points of damage. The target must be within the psionic's line of vision. The bolt is +4 to strike.
**Attacks Per Melee:** Three.

**Mind Bond**
**Range:** Touch
**Duration:** Special
**I.S.P.:** 10
**Savings Throw:** Standard

This creates an instant mind link between the psionic and the victim. When this happens, *each* will learn EVERYTHING there is to know about the other. This includes scholastic and secondary skills, secret identities, phobias, etc. In both cases the memory is complete for only 3-12 hours (roll 3D4), after that, the characters must roll under 15% to recall any particular item. After one month *all* memories completely disappear. Players should bear in mind that only the psionic knows the memories are not permanent, thus the other person would have no reason to make notes or act quickly before the memories fade.

**Note:** Skills and skill bonuses are also temporarily absorbed, meaning that the psionic possesses all of his victim's skills and skill bonuses. Physical attributes, such as S.D.C. and attribute bonuses gained through physical training are NOT gained.

Alien or extremely mentally and/or emotionally disturbed minds can permanently impair the psionic's own mind as a result of the bond. If bonded with an alien or extremely disturbed person, roll on the following tables for a permanent insanity.

**Roll on Insanity Tables**
**Aliens**
**1-40 No Insanity**
**41-80 Phobia**
**81-90 Affective Disorder**
**91-00 Neurosis**

**Mind Control**
**Range:** 40ft (12.2m)
**Duration:** 5 minutes per level of the psionic
**I.S.P.:** 6
**Savings Throw:** Standard

This psi-power affects any intelligent creature, but canfonly be used on one person at a time. It is not an area affect power. The affected person will fall under the complete control of the psionic. Victims of mind control will obey the psionic without question and answer all questions truthfully. They can even be made to combat friends and allies, although the controlled person's reactions and reflexes are somewhat impaired. −2 to strike, parry and dodge.

**Note:** If an evil character should try to make another person under his control commit suicide, or do something which is obviously certain death, that person will hesitate and is given a chance to break free of his control. This provides an extra savings throw to break the mind control The person is +4 to save. If the savings throw is unsuccessful the person will do exactly as told.

As the psionic grows in experience he can control more than one person simultaneously. He can control two people at third level, another at fifth level, and one at every other level thereafter. A psionic can attempt to control one person, or several simultaneously, once per melee.

**Mind Wipe**
**Range:** Touch
**Duration:** Special
**I.S.P.:** Special
**Savings Throw:** Standard

To mind wipe an intelligent creature the psionic must make physical contact, touching his victim's temples to erase whatever he desires. This is done by verbal suggestion and can erase any past event, knowledge, skill, and so on. The process takes about three minutes to complete.

The loss of memory is temporary, lasting 1D4 days for every 10 I.S.P. expended. The memory can be permanently erased if the psionic exerts 50 I.S.P. at once. A psionic can also permanently wipe a mind completely blank by expending 50 I.S.P. and four Mental Endurance (M.E.) points. This is an extremely grueling process for the psionic and the loss of the four M.E. points is permanent, even if the opponent successfully saves against the wipe and is not affected.

**Savings Throw:** Standard; a successful save means the person is unaffected and still retains his memory.

**Object Read**
**Range:** Touch
**Duration:** Instant (about 2 melees)
**I.S.P.:** 4
**Savings Throw:** Standard

This uncanny ability enables the psionic to tap into the psychic emanations of the object's owner. This is done by holding the object and concentrating on the owner or history of the object. If successful, the psionic will instantly receive impressions and images revealing bits of information, such as whether the previous owner is dead or alive, or in danger, etc. In addition to impressions, the psionic will actually see images of isolated events which have happened in the past. However, very specific blocks of information or events must be concentrated on with each new block of info, requiring a new object read. It is important to point out that the entire life of the owner CAN NOT be explored through object read, only small, isolated bits. Traumatic experiences are the easiest impressions to get.

**Note:** The object must be a personal item which has been in the person's possession for some time or a very important item to the person, like a spent shell from a hitman. Human beings and animals are NOT objects and can not be read. Dead bodies can be construed to be an object, but will only provide images of the last few moments before he/she died. This may indicate the cause of death and an impression of if the assailant was friend, foe, or a complete surprise/stranger.

Object reading machines will produce an image of someone operating the machine, thus providing a *rudimentary idea* of its purpose and basic function. It will NOT reveal a complete, detailed schematic or instruction book-like information.

The following is a list of the types of information and base success ratio.

35% Operation and history.
20% Present location of previous owner.
30% Present condition of previous owner.

The more I.S.P. spent, the better the percentage of success. Add 10% for every 3 additional I.S.P. applied to the reading. Note: Only one object can be read per minute.

**Savings Throw:** None. However, another psionic may use a mind block to prevent the discovery of his present location or condition.

**Presence Sense**
**Range:** 120ft (36m) radius
**Duration:** 8 melees/2 minutes
**I.S.P.:** 4
**Savings Throw:** None

Presence sense enables the psionic to detect the presence of any corporeal or non-corporeal entity. This will allow him to sense the presence of any invisible or intangible foe. However, it will only indicate the general location of the invisible person. While it is excellent for determining if anyone is behind closed doors, it will not indicate how many are there. Only a vague impression is possible, meaning one person might be sensed as under three or four, while a dozen or more will be perceived as *many*, not an exact number. **Note:** Closed doors tend to reduce the range.

**Pyrokinesis**
**Range:** Varies — 30 to 90ft
**Duration:** Varies
**I.S.P.:** Special
**Savings Throw:** As Dodge Only

Pyrokinesis is the impressive and terrifying ability to create fire through force of will and molecular agitation. Psionics with pyrokinesis abilities have a variety of fire creating powers.

**Fire Eruption:** This is the ability to cause something to erupt and be engulfed by fire. Even noncombustible materials or objects can be affected. **Range:** 90ft; **Duration:** Combustible objects burn until it burns itself out or is put out. Noncombustibles like brick, metal, etc. — 6 melees; **I.S.P.:** Combustible items 6. Non-combustible items require 10 I.S.P.; **Savings Throw:** As dodge, but intended victims are −6 to dodge because the fire erupts out of nowhere, engulfing its target and setting it ablaze; **Damage:** 5-30 per melee until the fire is extinguished; **Attacks Per Melee:** Two.

**Fire Ball:** This enables the psionic to create and blast out a fire ball. **Range:** 120ft; **Duration:** Instant; **I.S.P.:** 4; **Damage:** 2-12; **Bonus to Strike:** +2; **Savings Throw:** Dodge or Parry; **Attacks Per Melee:** Two.

**Spontaneous Combustion:** This is the ability to cause combustible material ONLY to ignite. Spontaneous combustion creates only the *spark* to start a fire and is not a roaring flame. Combustible material MUST be present to burn, whether it be old rags or dry grass. Human body hair should not be considered a combustible material. **Range:** 30ft; **Duration:** Instant; **I.S.P.:** 2; **Savings Throw:** None; **Attacks Per Melee:** One.

**Wall of Flame:** This is the creation of a roaring wall or circle of flame. Anyone who passes through the wall will take damage unless protected or impervious to flame. **Range:** The wall can be created up to 120ft away; **Duration:** 2 minutes per level of psionic; **I.S.P.:** 4; **Damage:** 3-18 to anyone who passes through it; **Savings Throw:** None; **Attacks Per Melee:** One.

**Note:** Psi-characters with this power are impervious to their own and normal fire and heat. Thermo-nuclear attacks and other fire-powered superheroes' flame does half damage.

**Telekinesis**
**Range:** 120ft plus 60ft per level of the psionic
**Duration:** 10 minutes
**I.S.P.:** Special
**Savings Throw:** None

Telekinesis is the ability to move oneself or physical objects through the power of thought. This means the psionic is able to cause objects to float, hover, fly, slide, etc., by mental manipulation. The object or person to be moved must be clearly visible and within range. The person or object can be moved the full length of the psionic's range including up. **Weight Limitation:** The psionic can move a maximum of 500lbs plus 100lbs per level of the psionic's experience. **I.S.P.:** Objects weighing one pound or less — 1 I.S.P., over a pound to fifty pounds — 2 I.S.P. Each one hundred pounds costs four I.S.P., thus to move 500 pounds it will require 20 I.S.P. However, that amount of weight can be affected for ten melees. This means the psionic can move or toss objects all over the place for ten melees.

Objects under five pounds (but not less than 2 pounds) can be telekinetically hurled as missile weapons doing 1D4 damage each if blunt, or 1D6 damage each if sharp. These objects are +3 to strike. **Note:** The psionic can not hurl more than 60lbs at full effectiveness. If more than 60lbs is hurled, the speed and accuracy are drastically reduced to doing only one point or no damage, and have no bonuses to strike.

Heavy objects or people can be held back, pushed away, lifted into the air and dropped, etc. People and objects dropped from

a great height take 1D6 damage per every 15ft of height. A successful roll with a fall will reduce the damage by half.

Heavy objects dropped on top of someone do 1D6 damage per hundred pounds and 1D8 additional damage per every 40ft of height. A telekinetic force field can be erected as an invisible wall or around the psionic or a particular person or object. In this way the psionic can actually telekinetically stop all types of missile weapons, bullets, arrows, vehicles traveling under 90mph, and similar physical objects. It DOES NOT stop energy weapons like blasters, lasers, heat, fire, cold, etc. **Range:** Around self or up to 30ft away; **Duration:** 5 minutes; **I.S.P.:** 15; **Maximum Area Affected:** 15 × 15 wall or 8ft radius.

**Telemechanics**
**Range:** Touch or 5ft away (1.5m)
**Duration:** 10 minutes plus 2 minutes per level of psionic.
**I.S.P.:** 10
**Savings Throw:** None

This ability allows the psionic to mentally communicate and understand machines. This psi-power is a bizarre combination of object read and telepathy, except that it applies to mechanical devices only.

By touching any non-artificially intelligent machine, whether it be a bicycle, gun, car or airplane, the psionic will instantly have a complete (although temporary) knowledge of exactly how the machine operates. I must stress that the psionic knows *everything* about the machine; the complete schematic diagram and operation knowledge are clearly seen in his mind's eye. The level of skill expertise is equal to 80% scholastic skill.

When touching an artificially intelligent machine, i.e., computers, the psionic not only understands everything about its operation, repair, access codes, etc., but can actually communicate with it telepathically. This means he can tap into a computer's memory bank without using a terminal because the information would be sent directly into the psionic's mind. Remember, the telepathic link and memory are temporary abilities (although a total recall would be able to call up small bits of info). The psionic's skill knowledge is equal to 88% skill proficiency and applies to *all* aspects of the machine, its operation, repair, special codes, etc.

**Telepathy**
**Range:** 340ft (103.7m)
**Duration:** 10 minutes plus 2 minutes per level of the psionic
**I.S.P.:** 4
**Savings Throw:** Standard

This allows the psionic to pick up the surface thoughts of others, as well as communicate mentally. When mentally communicating, the psionic is able to have a two-way mental communication with one person per each level of the psionic. This means a third level psionic can communicate with three people simultaneously, at fourth level with four people, and so on.

**A telepathic probe** is an extended type of telepathy in which the psionic can delve deeply into a person's mind to pull out secrets and deep thoughts. However, it requires an extra 6 I.S.P.

**Savings Throw:** Standard against all telepathic probes.

# SECONDARY PSIONICS

**Alter Aura**
**Range:** Self
**Duration:** 20 minutes per level of the psionic
**I.S.P.:** 4
**Savings Throw:** None

This ability enables the psionic to change or alter his aura. This means that he can disguise his aura so that another psionic could not see his true aura. In this way the psionic can appear another much weaker, or less experienced than he really is.

**Detect Psionics**
**Range:** 620 yards (610m)
**Duration:** 2 minutes
**I.S.P.:** 2
**Savings Throw:** None

This mental probe will detect psionics in others. Unfortunately, there is a 75% chance that the probe will be detected by a fellow psionic alerting him to the presence of another psionic nearby.

**Savings Throw:** None; however, if a mind block was up before the use of the detection probe, it will reveal no psionics in the area.

**Death Trance**
**Range:** Self
**Duration:** 10 minutes
**I.S.P.:** 2
**Savings Throw:** None

This slows the metabolism to such a degree that it creates a temporary state of suspended animation, simulating death. While in the death-like state the psionic will not respond to any type of stimulation, including psionic probes, making the illusion of death complete. Even a see aura will not reveal that the character may be alive.

**Hypnotic Suggestion**
**Range:** 12ft (3.6m)
**Duration:** Unknown
**I.S.P.:** 2 per *each* suggestion
**Savings Throw:** Standard

With this ability the psionic may induce his will upon another through the power of suggestion. This is a subversive mental attack that requires eye contact and verbal suggestion. The verbal suggestion should be weaved into a conversation and take the form of a simple request or demand. Hypnotic suggestion can *not* be used during combat!!! **Attacks Per Melee:** As many as two suggestions per melee.

**Mind Block**
**Range:** Self
**Duration:** 10 minutes
**I.S.P.:** 4
**Savings Throw:** None

The mind block is a mental wall that prevents the penetration of telepathy, empathy, empathic transfer, and detect psionics. It can be a valuable protective mask when dealing with other psionics.

**Resist Cold**
**Range:** Self
**Duration:** 4 hours
**I.S.P.:** 2 or more
**Savings Throw:** None

This mental discipline is one of many mind over matter abilities. It enables the psionic to suffer no ill effects or discomfort from prolonged exposure to cold conditions. Two I.S.P. are

required for every 12 degrees below freezing. The psionic will suffer half damage from extreme or unnatural cold. Four full minutes of concentration are required to prepare for the resistance.

**Resist Fatigue**
**Range:** Self
**Duration:** 4 hours
**I.S.P.:** 2
**Savings Throw:** None

This allows the psionic to operate normally, even under taxing conditions. It takes four minutes to prepare.

**Resist Hunger**
**Range:** Self
**Duration:** 8 hours
**I.S.P.:** 2
**Savings Throw:** None

The psionic employing hunger will function normally even if dying of malnutrition. It does not negate the physical damage of starvation, but enables the psi-person to function despite the physical ailment.

**Resist Thirst**
**Range:** Self
**Duration:** 8 hours
**I.S.P.:** 2
**Savings Throw:** None

This ability allows the psionic to suspend any desire for water. Although handy, it does not negate the physical dehydration of the body. It takes four minutes of concentration to prepare.

**See Aura**
**Range:** 120ft (36m)
**Duration:** 4 melees/1 minute
**I.S.P.:** 4
**Savings Throw:** None

All things, organic and inorganic, possess an aura. The aura indicates many things, such as health or power of a creature or object. Seeing an aura will indicate the following:

- The general alignment (good or evil).
- Estimated level (never exact).
- Human, mutant, or alien.
- The presence of a superpower (but will not identify the type of power).
- Physical condition (sick or healthy).

There is a 15% chance per level of the psionic to recognize an aura he has seen before. Even if the person is in disguise he can be recognized by his aura.

**Sixth Sense**
**Range:** 90ft/Self
**Duration:** 2 melees
**I.S.P.:** 2
**Savings Throw:** None

This unique ability will alert the psionic to any potential danger, traps, ambush, hitman, etc., within a 90ft radius. Unfortunately, while it indicates any threat to the psionic, it DOES NOT indicate *what* the danger is nor *where* it is.

**Speed Reading**
**Range:** Self
**Duration:** 10 minutes
**I.S.P.:** 4
**Savings Throw:** None

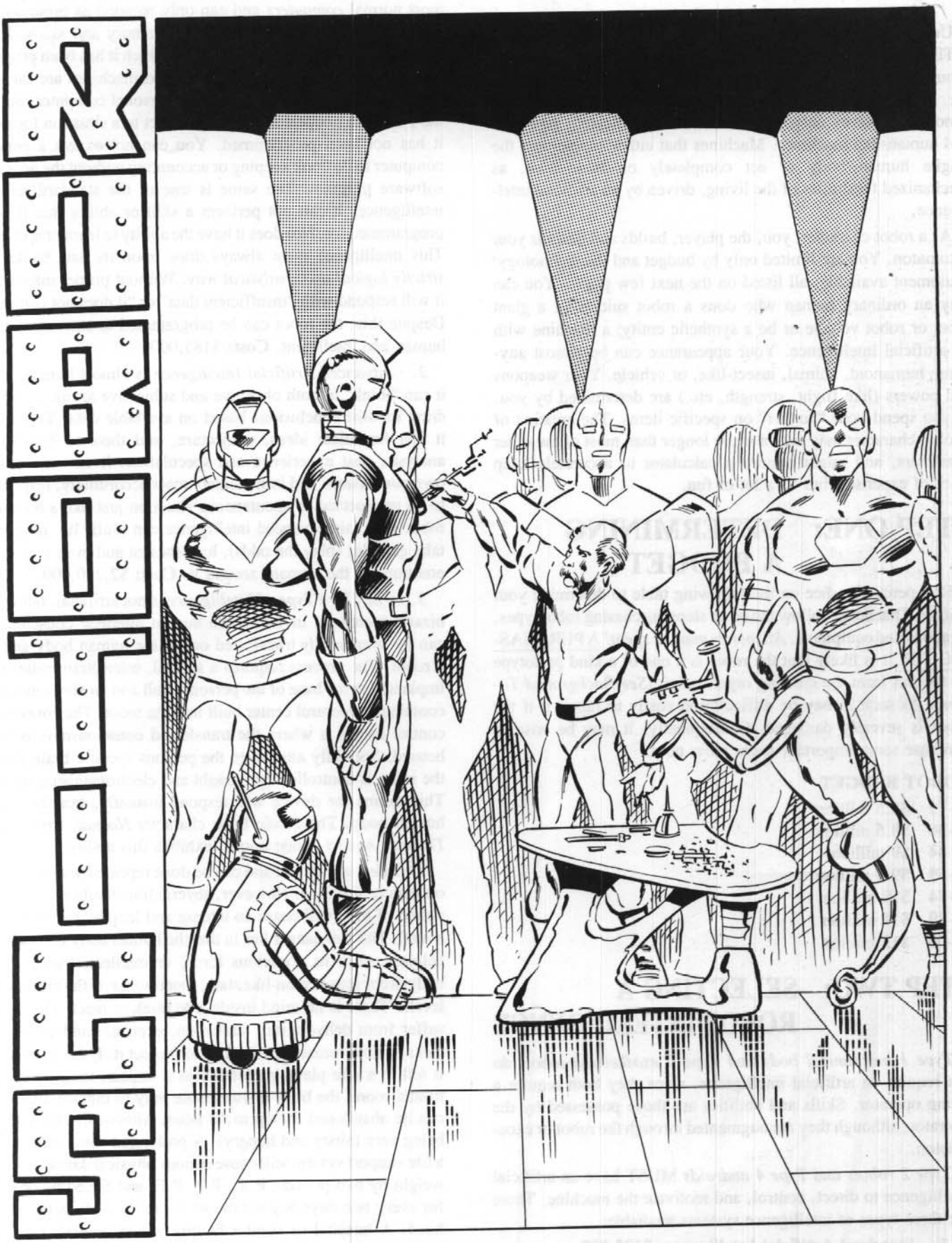
This is the ability to read and comprehend the written word extremely quickly. Speed of reading is 30 pages per minute/4 melees. The psionic will retain the information as he would normally. Highly technical texts will reduce the speed reading by half (15 pages per minute) and may require two readings.

**Summon Inner Strength**
**Range:** Self
**Duration:** 20 minutes
**I.S.P.:** 6
**Savings Throw:** None

This psi-ability temporarily alters the psionic's physical body by making it tougher, adding 10 S.D.C. per every 6 I.S.P. There is no limit to the amount of S.D.C. added as long as it does not exceed the psionic's I.S.P. limit. The psionic can summon strength as often as once every other melee.

**Total Recall**
**Range:** Self
**Duration:** 20 minutes
**I.S.P.:** 5
**Savings Throw:** None

The psionic is able to remember small blocks of information in absolute detail. The memory of the information recalled is retained for 20 minutes and then fades away unless recalled again.


ROBOTICS

# ROBOTICS

Unless you've spent the last several decades locked away at a Tibetan retreat, studying mystic or martial arts, everybody should have at least a rudimentary understanding of what robots are. In the context of this game, and super characters we will concern ourselves only with the most sophisticated, powerful and human-like machines. Machines that either supplement the fragile human body or act completely on their own, as mechanized facsimiles of the living, driven by an artificial intelligence.

As a robot character, you, the player, builds and designs your automaton. You are limited only by budget and the technology/ equipment available, all listed on the next few pages. You can play an ordinary human who dons a robot suit, pilot a giant robot or robot vehicle or be a synthetic entity; a machine with an artificial intelligence. Your appearance can be almost anything; humanoid, animal, insect-like, or vehicle. Your weapons and powers (like flight, strength, etc.) are determined by you, as you spend your "budget" on specific items. The creation of a robot character may take a while longer than most of the other characters, and might require a calculator to accurately keep track of expenses, but its a lot of fun.

## STEP ONE: DETERMINING A BUDGET

Roll percentile dice on the following table to determine your *budget*. That done, follow the other steps purchasing robot types, weapons and equipment. *All money must be spent!* A PURCHASING TIP: It is likely that the robot is a one of a kind prototype on the run from the creating organization (*See Background Tables*). As such it may be difficult and costly to repair it if the robot is severely damaged. Consequently, it may be wise to purchase some important *spare parts* now.

**ROBOT BUDGET**

| | |
|---|---|
| 1-15 | $7.5 million |
| 16-30 | $8.5 million |
| 31-44 | $9 million |
| 45-59 | $9.5 million |
| 60-74 | $10 million |
| 75-89 | $11 million |
| 90-00 | $12 million |

## STEP TWO: SELECTING A ROBOT INTELLIGENCE

*Type 1 mechanical body* and *Type 3 exoskeleton* robots do not require an artificial intelligence, since they both require a living operator. Skills and abilities are those possessed by the operator, although they are augmented through the robot or exoskeleton.

*Type 2 robots and Type 4 androids* MUST have an artificial intelligence to direct, control, and motivate the machine. There are three types of intelligence systems available:

1. **Standard Artificial Intelligence: $185,000.**
2. **Advanced Artificial Intelligence: $2,250,000.**
3. **Transferred Intelligence/Consciousness: $1,200,000.**

*1. The Standard Artificial Intelligence* is a computer brain with a limited scope of intelligence. Limited, in that it operates like most normal *computers* and can only respond as programmed. Furthermore, the robot has limited memory and skills. It can only act and respond to situations for which it has been programmed. Granted these super sophisticated machines are far more complex and superior to a desk top personal computer, but like the PC it can not perform a skill or react to a situation for which it has not been programmed. You can not expect a personal computer to do book keeping or accounting without the necessary software program. The same is true of the standard artificial intelligence. It can not perform a skill or ability that it is not programmed for. Nor does it have the ability to learn or speculate. This intelligence must always draw upon its data banks in a *strictly logical and analytical way*. Without proper information it will respond with "insufficient data" or "it does not compute." Despite this, the robot can be programmed to act very natural, human and intelligent. **Cost:** $185,000.

*2. Advanced Artificial Intelligence* is almost human in that it can "think" in both objective and subjective terms, as well as draw its *own* conclusions based on available data. This means it can formulate ideas, conjecture, and theories based upon analysis, past experience and speculation. It can arrive at its own conclusions and immediately react accordingly, responding to an unexpected or spontaneous situation just like a human. A robot with this advanced intelligence can bluff, lie, improvise, take gambles (play the odds), hypothesize and even react to the emotions of the humans around it. **Cost:** $2,250,000.

*3. The Third Type of Intelligence* is not artificial, but a new, bizarre technique in which the human intellect/ consciousness can be *temporarily* transferred out of the human body and into a robot. The process requires a special, micro)transmitter to be implanted at the base of the persons skull and an electromagnetic containment/control center built into the robot. The containment control center is where the transferred consciousness is safely housed. Specially attuned to the persons specific brain pattern, the robot is controlled by thought and electromagnetic impulse. This means the device will respond instantly, exactly like the human body. The comic book character *Nomad*, from the old *Thunder Agents* comic books, exhibits this ability.

*Transfers* are instant and can be done repeatedly without strain on man or machine. However, several transferals within a short period of time will cause an intense and lengthy headache (2D6 hours). The real danger lies in that the human body is completely helpless when its conscious force, or intellect, leaves it. The body drops into a coma-like state, functioning on the most meager levels. There is no mind inside it to think or react. Thus, it will suffer from dehydration, starvation, exposure and physical attacks, unless measures are taken to protect it. If the human body is left in a safe place, preferably in a sunless, temperature controlled room, the body is vulnerable only to outside attacks and can be abandoned for up to 48 hours without ill effect (except being very thirsty and hungry). A prolonged coma state without a life support system will cause serious physical damage. Reduce weight by two pounds; P.S., P.P. P.E. and Speed by one point for every two days beyond the 48 hours the body is left uninhabited. A hospital or similar facility which *nourishes* the body with intravenous food and water, waste disposal, cleaning and temperature control will extend the safe duration of the coma state to six weeks. After that time the body slowly weakens at

a rate of two pounds and one P.S., P.P., P.E. and Spd. point per each additional week. The loss of P.S., P.P., P.E. and Spd. points is temporary and can be quickly restored with proper nourishment and exercise at a rate of three per week. If the character's P.E. falls below zero the heart stops and the body dies.

**NOTES:**

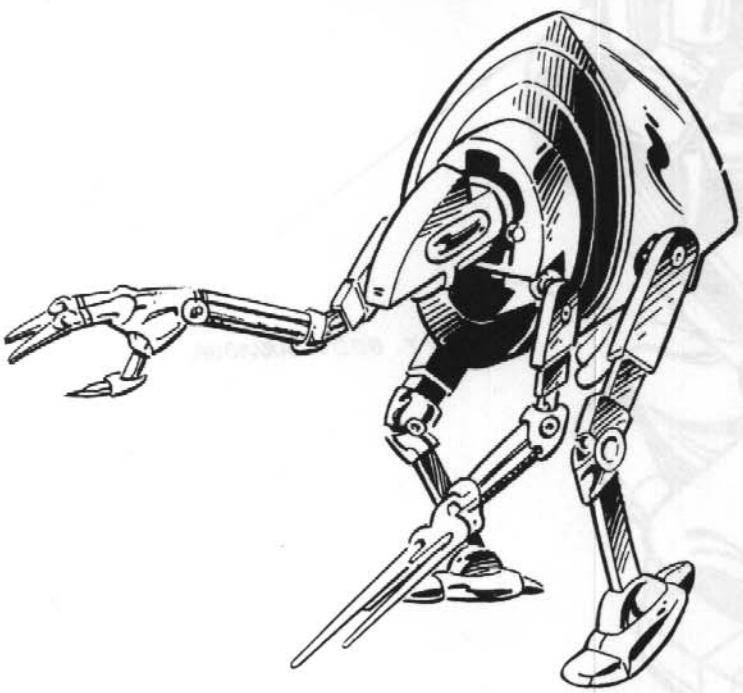
- Only one robot body can be controlled/possessed at a time. Even if a dozen robot bodies are prepared and available, there is only one controlling mind.
- Only robots attuned to the characters brain waves and fitted with an electromagnetic containment control unit can be used. Armor of the control unit is A.R.: 15, S.D.C.: 200.
- If the human body dies the character's mind is forever trapped inside the robot.
- Range for transfer from body to robot, robot to another prepared robot body or vice versa is ONE MILE (1.6km).
- Skills and abilities are limited to the controlling mind/person's skills and abilities.
- **Cost:** $1,200,000

# STEP THREE: SELECTING A ROBOT BODY

One might think that programming the artificial intelligence would be the next step, but it is helpful to know exactly what type of body and features the robot possesses, so that the skills accurately reflect its needs.

As you read the following descriptions you will see a world of possibilities unfold. Cars with artificial intelligences, retractable arms, voice, weapons, hover flight capabilities and more. Humanoid robots that talk and look like humans, but possess the strength of a rhinoceros and the speed of a race car. Even robot animals, an improvement on man's best friends.

First the four main types or categories of robots is described, followed by the various types of robot body styles.



# THE FOUR ROBOT TYPES

**Type 1: Mechanical Body:** Can be humanoid or vehicular; requires a pilot/operator.

**Type 2: Robot:** Machine with or without a human pilot; requires an artificial intelligence.

**Type 3: Exoskeleton:** Robot suit which enhances the human wearer.

**Type 4: Android:** Looks and acts human; requires an artificial intelligence.

## TYPE 1: MECHANICAL BODY

This type of robot tends to be less expensive because it requires a human operator or pilot and not a costly artificial intelligence. The machine can be ANY of the body styles, vehicular, humanoid or animal, *but must be large enough to accommodate a pilot*. This means the robot must always be large and bulky, at least the size of a mid-size automobile.

Basically a super sophisticated vehicle, the pilot must operate the robot body through a series of manual controls, such as levers, joy sticks, pedals, buttons and even steering wheel. While this might sound both difficult and primitive, it is actually no more difficult than piloting a jet or helicopter. With practice the robot body can be made to move as quickly and as fluidly as any of the other robot types. Voice actuation and/or telemental helmet (activation/control by brain waves) will enhance maneuverability even more.

Remember, the type one robot requires a living, flesh and blood pilot and can NOT function without a pilot. For game purposes we presume that the pilot is trained in all aspects of the robot's operations. This does not include construction, but does include minor repairs and maintenance. A character trained in piloting a type one robot has a 60% likelihood of being able to pilot any type one robot. However, a robot, *other than his own,* will have different controls, equipment and response; thus the attacks per melee is a maximum of two and never has the initiative.

**The pilot** is created like any other character rolling for attributes, hit points, selecting alignments and so on. DO NOT roll for psionics or super powers. The robot is this character's super ability. Determine skills, hit points, S.D.C. and alignment for the *pilot* as usual.

## TYPE 2: ROBOT

The traditional robot is a completely automated machine that can take over hazardous or tedious jobs or replace skilled human technicians with increased speed, duration and a consistent level of efficiency. Basically, the type two robot is a very sophisticated or *super* version of this kind of robot. The machine can be ANY of the body styles, vehicular, humanoid, animal, etc. Because the machine operates independent of a pilot, it *can be* much smaller than the type one robot, human size or a little smaller.

## TYPE 3: EXOSKELETON

An exoskeleton is a full body suit designed to enhance and supplement the human body. It is not a robot per se. Instead, it is a mechanical aid, used to make a body of flesh and blood more powerful. In the film ALIENS, Ripley dons an exoskeleton to combat the big mother alien.

The exoskeleton can not act or think on its own, because it is a mindless apparatus; a mechanical suit. Since it is worn like an article of clothing, it is usually comparatively lightweight, less heavily armored and limited in regards to weapons, power source and special abilities.

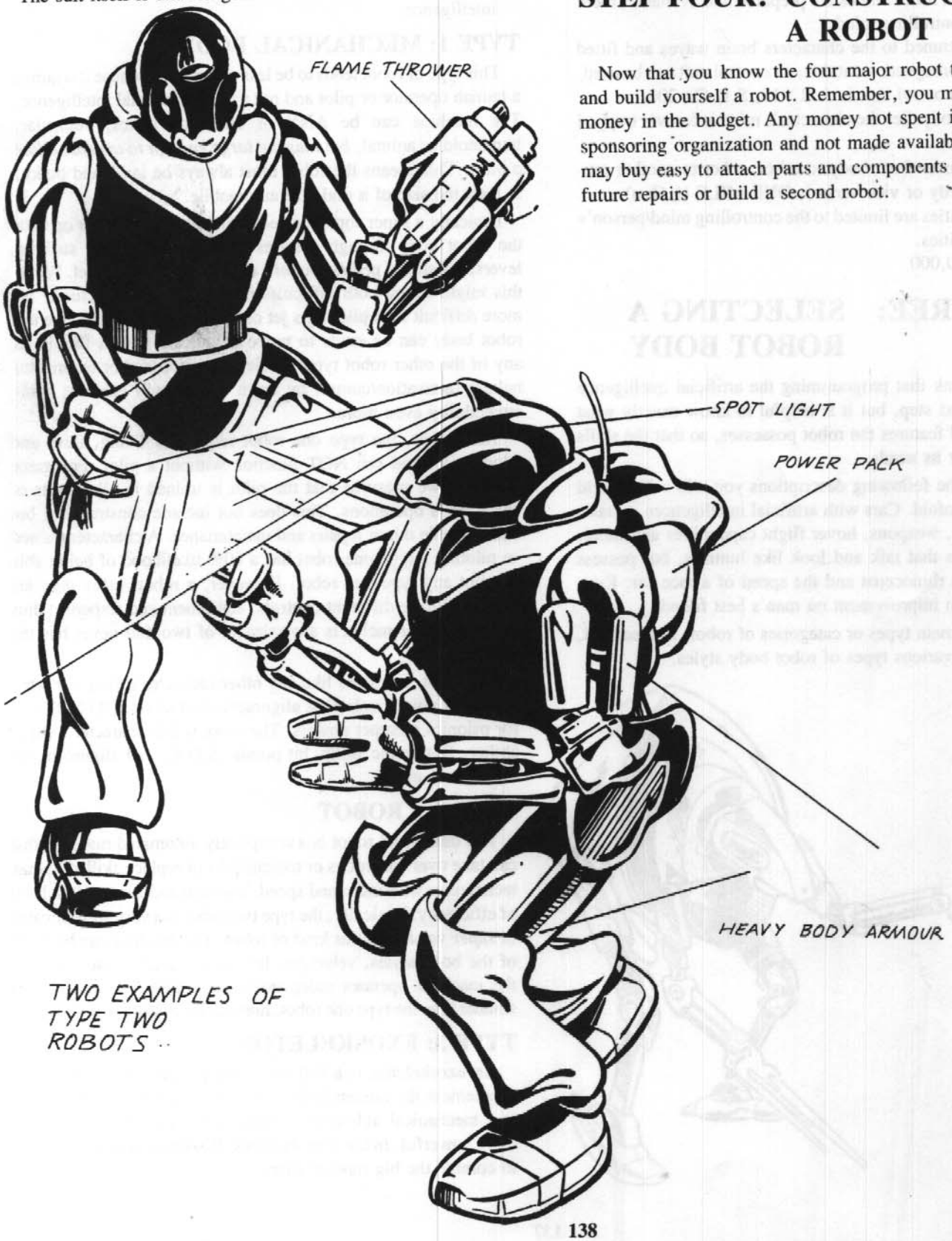
The humanoid character who wears and operates an exoskeleton is created like any other character. Roll for attributes, hit points, select alignments and so on. DO NOT ROLL for psionics or super powers. The exoskeleton is this character's super ability. The suit itself is unintelligent.

### TYPE 4: ANDROID

Androids are super sophisticated robots designed to resemble and function as a humanoid. Most will have very human features with synthetic skin, hair, voice, body temperature, heart beat, pulse and even artificial blood. An android will always have either a standard or advanced artificial intelligence or a transferred consciousness. They are almost always human size and always humanoid or animal in shape.

## STEP FOUR: CONSTRUCTING A ROBOT

Now that you know the four major robot types, select one and build yourself a robot. Remember, you must spend all the money in the budget. Any money not spent is returned to the sponsoring organization and not made available again. Players may buy easy to attach parts and components as spare parts for future repairs or build a second robot.




TWO EXAMPLES OF TYPE TWO ROBOTS ..

# STEP FIVE: PROGRAMMING AN ARTIFICIAL INTELLIGENCE

## ALIGNMENTS

Select an alignment program that instills a rigid code of ethics and morals. Any alignment can be programmed, although heroes should be of a good alignment. Good alignments are also the most loyal and trustworthy.

## SKILLS

*Robot skill programs* are complete areas of knowledge which have been instilled into its memory. As such, the robot character has a very complete expertise in those specific areas and a total ignorance in other areas.

*General skill areas* programmed into *all* artificial intelligences are basic and advanced mathematics (98%), a rudimentary understanding of biology and common sense laws of physics (high school level, not really a skill/science per se), and societal behavior.

**Select One Skill Program.** *The skill level* or level of skill proficiency applies to all skills within the program, including secondary skills. Skills are permanently fixed and do not increase with experience. No other skills can be learned by type one, standard artificial intelligences. However, the *advanced artificial intelligence* **can** learn three, new secondary skills every third level of experience.

## COMBAT PROGRAM

***Bonuses***

1. Add one attack per melee (yes, in addition to those purchased).
2. +1 to strike with any and all internal/built-in weapon systems, such as knuckle spikes, laser blaster, laser rod, etc.
3. A general understanding of hand to hand combat, providing the following *bonuses* (if applicable): +1 to parry, +2 to dodge, +3 to roll with punch, fall or impact.
4. Robot combat rules; volleys, bursts, missiles, etc.
5. Select (if applicable) 4 modern weapon proficiencies (W.P.).
6. Military background data; includes all branches of the military, their uniforms, ranks, procedures, major installations, standard infantry weapons and equipment, and complete stats on 48 common assault vehicles (this may include other countries). The military data is usually based on the nation that built the robot.

### COMMUNICATIONS PROGRAM — 12 Skills

*Skill Level:* 94%
Radio: Basic
Computer Operations
Basic Electronics
Select 5 Communications Skills
Select 4 Secondary Skills.

### DOMESTIC PROGRAM — 12 Skills

*Skill Level:* 82%
Computer Operation
Cook
Dance
First Aid
Pilot Automobile
Sewing
Swimming: Basic
Select 5 Secondary Skills.

### ELECTRICAL PROGRAM — 10 Skills

*Skill Level:* 90%
Computer Operation
Electrical Engineer
Select 2 Communications Skills.
Select 2 Mechanical Skills (excluding mechanical engineering)
Select 4 Secondary Skills.

### ESPIONAGE PROGRAM — 13 Skills

*Skill Level:* 90%
Computer Operations
Select 5 Espionage and/or Military Skills.
Select 2 W.P. from ancient and/or modern.
Select 3 Pilot Skills and/or Pilot Related.
Select 2 Secondary Skills.

### INVESTIGATIVE PROGRAM — 12 Skills

*Skill Level:* 88%
Criminal Science/Forensics
Computer Operation
Intelligence
Interrogation
Select 2 Communications Skills.
Select 3 Pilot Skills and/or Pilot Related.
Select 3 Secondary Skills.

### PILOT PROGRAM — 14 Skills

*Skill Level:* 92%
Automotive Mechanics
Aircraft Mechanics
Basic Mechanics
Select 6 Pilot Skills (including advanced piloting).
Select 2 Pilot Related Skills.
Select 3 Secondary Skills.

### SCIENCE PROGRAM — 13 Skills

*Skill Level:* 90%
Computer Operation
Computer Programming
Select 6 Science and/or Medical Skills*
Select 5 Secondary Skills
*Medical Doctor skill counts as 2 skills.

### SOCIAL SCIENCE PROGRAM — 13 Skills

*Skill Level:* 92%
Select 5 Languages
Select 1 Technical Skill.
Select 1 Communications Skill.
Select 2 Domestic Skills.
Select 4 Secondary Skills.

### PHYSICAL SCIENCE PROGRAM — 12 Skills

*Skill Level:* 80%
Biology
Select 4 from the following Physical Skills: Archery, Boxing, Climbing, Fencing, Gymnastics, Prowl, Swimming: Basic, Swimming: Advanced, Wrestling.
Select 3 Ancient W.P. (equal to 7th level)
Select 4 Secondary Skills.

## OPTIONAL PROGRAM

**Personality Program:** Simply a program that some programmers use to instill a human-like personality. Strictly optional. *Roll* for a random personality or *select one:*

**Personality Program (optional)**

**1-10** Strong quiet type; loyal, confident, friendly, but a robot of few words.
**11-18** Snide, arrogant, feels superior; snob.
**19-27** Paternal, friendly, but overly protective of humans.
**28-36** Gung-ho, friendly, dynamic, cheerful; quick to act.
**37-45** Complainer and worry-wart; has an annoying whining tone in its voice most of the time.
**46-54** Street urchin, gruff, street-wise type; uses much slang in its vocabulary.
**55-63** Mr. Protocol; letter perfect in appearance, manner, language and demeanor. English accent optional.
**64-72** Smart-mouth, cocky, wisecracker, sarcastic.
**73-81** Easy-going, laid back; trusts almost anyone until they are proven unworthy of trust.
**82-90** Braggart, cocky, exaggerates, usually cheerful, but annoying.
**91-00** Friendly, courteous, hospitable.

Or, the robot can be patterned after any person, real or fictitious.

# STEP SIX: BACKGROUND DATA

The cost and necessary facilities required for robotic experimentation and research is astronomical. Only a multimillion dollar corporation or government sponsored agency will have the money and facilities needed. Consequently, the character, be he human pilot or robot intelligence, will have certain ties to the sponsoring organization. Roll on each of the following tables.

**1. The Sponsoring Organization:**

**1-39** Private Industry.
**40-74** Secret Organization (roll for motive)
  1-25 Private experimentation to further the study of robotics.
  26-62 Criminal
  63-80 Crime-fighting
  81-00 Military
**75-00 Military**

**2. Superiority of the Robot System**

**1-20 Experimental Model:** Laboratory tests unfinished, but field test has been pushed ahead as the result of budget cuts. 30% chance of malfunctioning. Roll percentile each time a weapon, device, or special function (extra speed, extra limbs, sensors, etc.) is used. May work one time and not another.
**21-40 Prototype:** The only one in existence. Lab tests completed; field testing required. 18% chance of malfunctioning; same conditions apply as stated previously.
**41-65 Project abandoned due to lack of finances.** The only existing, working model has been salvaged and is being used for personal motives (crime-fighting, crime, etc.). Officially, it does not exist. 15% chance of malfunctioning; same conditions apply as stated previously.
**66-86 Unauthorized field use of advanced model.** A top quality working system.
**87-00 Unauthorized use of final, advanced field model.** A perfect, finished robot with flawless operations.

**3. Status With the Sponsoring Organization**

**1-19** Allowed to leave; very good, friendly relationship.
**20-41** Allowed to leave after a great antagonism/conflict. Not friendly, but *may* aid the character.
**42-64** Thrown out of the program! ALL ties are permanently dissolved; very angry/hostile toward the character.
**65-89** Ran away; secretly hunted by the organization. Hostile, but not necessarily deadly.
**90-00** Ran away; considered to be a criminal and/or extremely dangerous. Hunted by law enforcement agencies and the organization.

# STEP SEVEN: OTHER STUFF FOR ROBOT PILOTS

**Characters who have type one robots or type three exoskeletons will have a *human pilot*** who operates the robot. The following rounds out the pilot.

**Level of Education and Skills**

Standard fare; *See Creating a Character* in the beginning of this book. Roll up education and select skills as usual. Be certain your character can hold his own outside of a robot, as well as inside of one.

**Hand to Hand Combat**

Combat skills are not automatic, but must be selected as a learned skill. Physical skills and bonuses do not apply when piloting a type one robot. However, the right sensors and other purchases will provide the robot with ample bonuses.

An exoskeleton is an extension of the pilot; consequently, his/her physical abilities and combat abilities are the exoskeleton's abilities. Remember, exoskeletons do not have an artificial intelligence.

**Attacks Per Melee**

As with ALL heroes, the human operator automatically get two attacks per melee. Additional attacks must be developed through hand to hand combat skills.

**Weapons and Armor**

Other than the robot(s), the character will only have conventional weapons, armor and equipment available to him. Only if the individual is still affiliated with the sponsoring organization *may* some high-tech items be accessible.

**Available Financial Resources**

4D4 × 100 dollars are available in ready cash. This is in addition to a possible life savings (*See Optional Rules to Round Out One's Character*). There is an 84% likelihood the character owns a conventional car. The car is 1D6 years old. Presumably, the character has a job, apartment and reasonable personal possessions.

**Alignment**

Any alignment can be chosen, but heroes should generally be of good alignment. Type one and Type three robots do not have personalities or alignments.

**Structural Damage Capacity (S.D.C.)**

All Robot/Exoskeleton operators have a base S.D.C. of 20. Additional S.D.C. can be developed through physical skills.

# ROBOT CONSTRUCTION SELECTIONS (for Step Four)

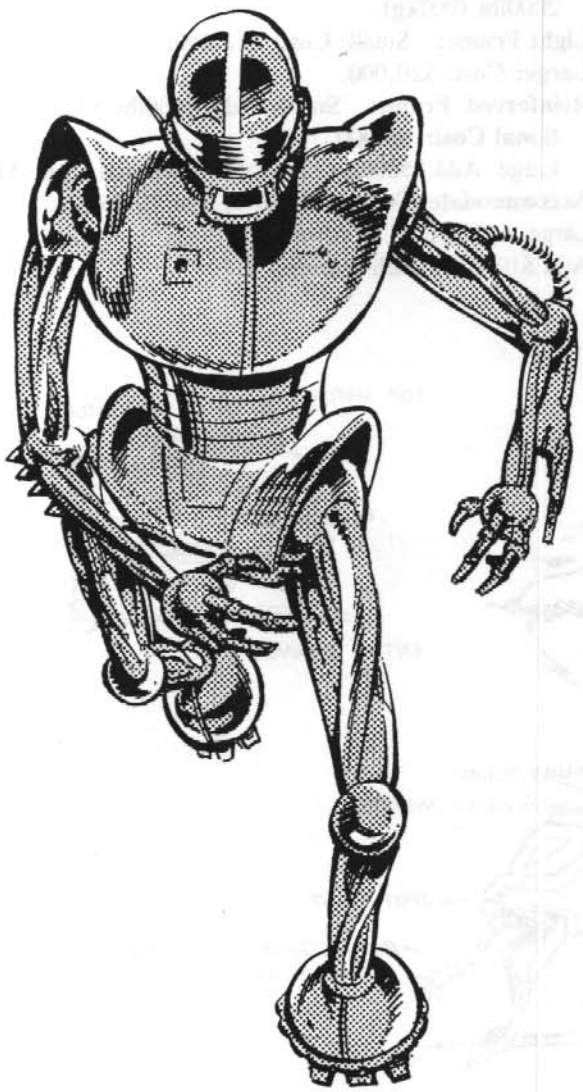
## SELECTION A: BODY FRAMES, SIZE AND STYLE

### BASIC HUMANOID

Lifesize and proportion; suitable for type 2, 3 or 4 robots.
**Size:** 6 to 8 feet tall (1.8 to 2.4m)
**Light Frame:** Weight: 110lbs (49.8kg). **Cost:** $250,000.
**Reinforced Frame:** Add 60lbs (27kg). **Cost:** $400,000.

### LARGE HUMANOID

Huge, suitable for type 1 and 2 robots.
**Size:** 12 to 22 feet tall (3.6 to 6.7m) width, 6 to 8ft (1.8 to 2.4m).
**Light Frame:** Weight: 2000lbs (907kg). **Cost:** $500,000.
**Reinforced Frame:** Add 1000lbs (453.6kg). **Cost:** $1,000,000.
**Accommodates/Seats:**
1 person (standard, no cost)
2 persons: **Additional Cost:** $10,000.
3 persons: Add 2ft (.6m) to width and length, add 150lbs (68kg). **Additional Cost:** $30,000.



4 persons: Add 4ft (1.2m) to width and length, add 310lbs (140.5kg). **Additional Cost:** $60,000.
5 or 6 persons: Add 5ft (1.5m) to width and length, add 280lbs (127kg). **Additional Cost:** $90,000.

### VEHICULAR

*All are suitable for type 1 and 2 robots.*
**Compact Automobile:** resembles an ordinary compact car.
**Size:** 8ft long (2.4m)
**Light Frame:** Weight: 1000lbs (453.6kg). **Cost:** $6,000.
**Reinforced Frame:** Add 400lbs (181kg). **Additional Cost:** $4,000.
**Accommodates/Seats:** 2 to 4 people.

### SPORTS CAR

Resembles any number of existing sports car.
**Size:** 8ft long (2.4m)
**Light Frame:** Weight: 1200lbs (544.3kg). **Cost:** $30,000 to $50,000 (you're paying for style).
**Reinforced Frame:** Add 400lbs (181kg). **Additional Cost:** $5,000.
**Accommodates/Seats:** 2 people.
**New Sports Car Body Design:** Additional Cost: $80,000.

### MID-SIZE SEDAN

Resembles any ordinary mid-size car. Any brand name can be used.
**Size:** 11 to 12ft long (3.3 to 3.6m)
**Light Frame:** Weight: 1400lbs (635kg). **Cost:** $8,000.
**Reinforced Frame:** Add 400lbs (181kg). **Additional Cost:** $5,000.
**Accommodates/Seats:** 4 people comfortably (squeeze 5 or 6).
**New Body Design:** Additional Cost: $50,000.

### FULL SIZE SEDAN (OR JEEP)

Resembles any ordinary car. Any brand name can be used.
**Size:** 14 to 16ft long (4.6 to 4.8m)
**Light Frame:** Weight: 1800lbs (816kg). **Cost:** $12,000.
**Reinforced Frame:** Add 500lbs (226.8kg). **Additional Cost:** $6,000.
**Accommodates/Seats:** 5 people comfortably (squeeze 6 or 6).
**New Body Design:** Additional Cost: $50,000.

### MINI VAN

Resembles any ordinary mini van, with several distinct body styles offered by brand name auto companies.
**Range:** 12 to 15ft long (3.6 to 4.6m)
**Light Frame:** Weight: 1400lbs (635kg). **Cost:** $10,000.
**Reinforced Frame:** Add 500lbs (226.8kg). **Additional Cost:** $6,000.
**Accommodates/Seats:** 2 ,5 or 8 people.
**New Body Design:** Additional Cost: $60,000.

### FULL SIZE VAN

Resembles any typical commercial van.
**Size:** 16 to 18ft long (4.8 to 5.5m)
**Light Frame:** Weight: 2000lbs (907kg). **Cost:** $12,000.
**Reinforced Frame:** Add 1000lbs (453.6kg). **Additional Cost:** $10,000.
**Accommodates/Seats:** 2, 6 or 12 people.
**New Body Design:** Additional Cost: $50,000.

### TANK STYLE

Big, bulky, sharply angular, resembles a tank or an armored personal carrier.

**Size:** 21ft long (6.2m)

**Light Frame:** Not available.

**Reinforced Frame:** 12 tons; **Cost:** $500,000.

**Accommodates/Seats:** Crew of 4, but up to 24 can be accommodated.

**New Body Design:** Additional Cost: $70,000.

### LIGHT MOTORCYCLE FRAME STYLE

Basically an open air bike frame vehicle and windshield.

**Size:** 6ft long (1.8m)

**Light Frame:** Weight: 100lbs (45.36kg). **Cost:** $1,000.

**Reinforced Frame:** Add 200lbs (90.72kg). **Additional Cost:** $2,000.

**Accommodates/Seats:** 1 or 2 people.

**New Body Design:** Additional Cost: $30,000.

### SPHERICAL STYLE

A round, ball shape or half ball shape or elliptical.

**Size:** 6 to 10ft across (1.8 to 3m), Weight: 500lbs (226.8kg). 12 to 20ft across (3.6 to 6.1m), Weight: 1500lbs (680kg).

**Light Frame:** Small 6 to 10ft. **Cost: $8,000.**
Large: 12 to 20ft. **Cost:** $16,000.

**Reinforced Frame:** Small: Add 500lbs (226.8kg). **Additional Cost:** $6,000.
Large: Add 1100lbs (498.9kg). **Additional Cost:** $12,000

**Accommodates/Seats:** Small 4, 6 or 8 people.
Large: 4, 8 or 12 people.

### CYLINDRICAL STYLE

A long and tubular like submarine or aircraft.

**Size:** Small: 12 to 14ft across (3.6 to 4.6m) long, Weight: 900lbs (408kg).
Large: 18 to 24ft long (5.5 to 7.3m), 10ft wide, Weight: 2000lbs (907kg).

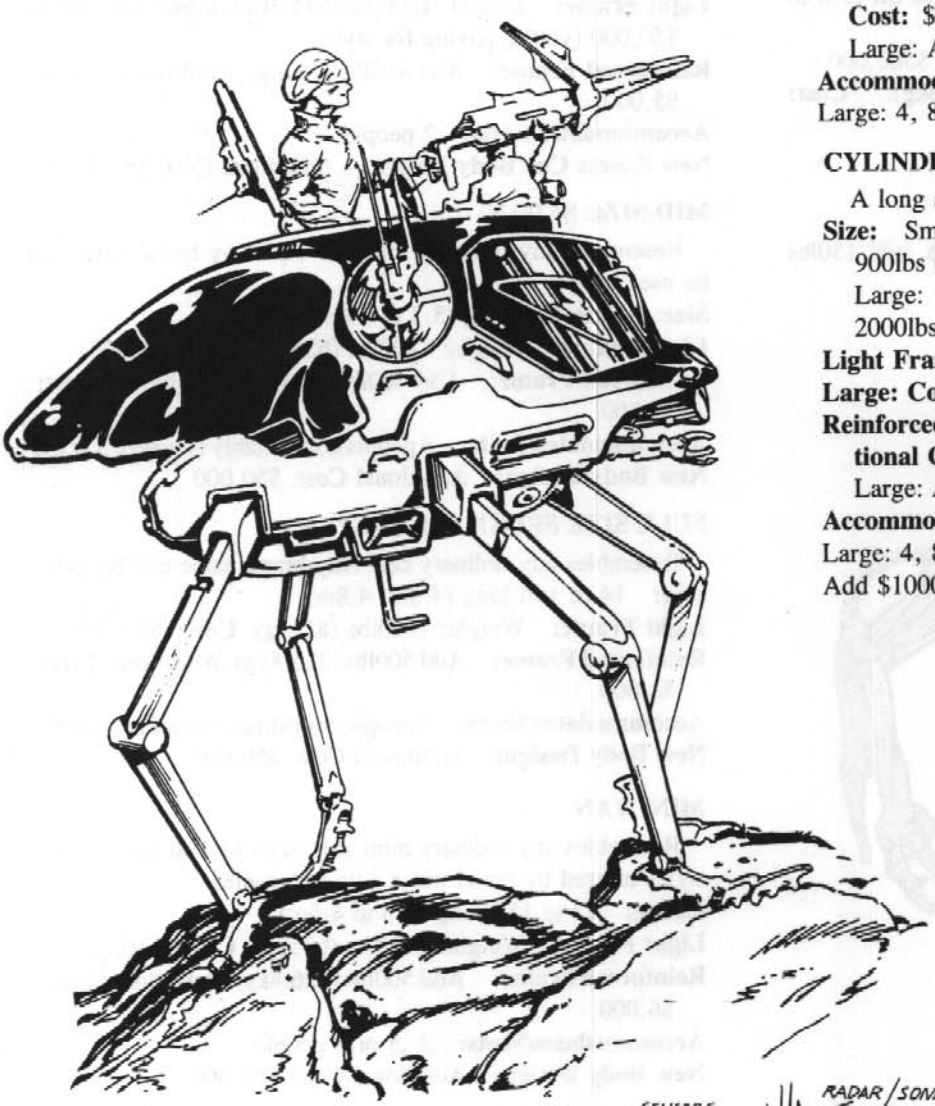
**Light Frame:** Small: **Cost: $12,000.**

**Large: Cost:** $20,000.

**Reinforced Frame:** Small: Add 1000lbs (453.6kg). **Additional Cost:** $8,000.
Large: Add 2500lbs (1134kg). **Additional Cost:** $15,000

**Accommodates/Seats:** Small 4, 8 or 10 people.
Large: 4, 8, 12 or 16 people.
Add $1000 for each seat over 8.

A.T.V.-WALKER
ALL TERRAIN VEHICLE



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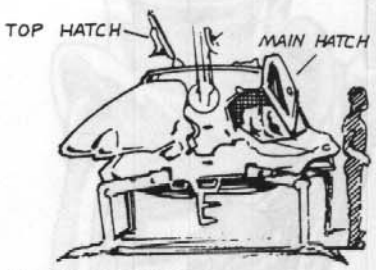


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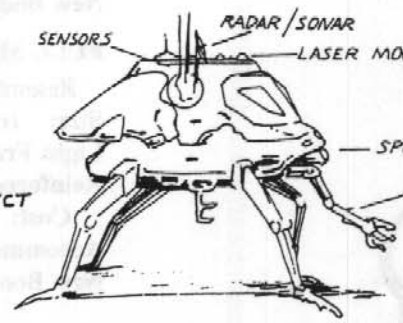


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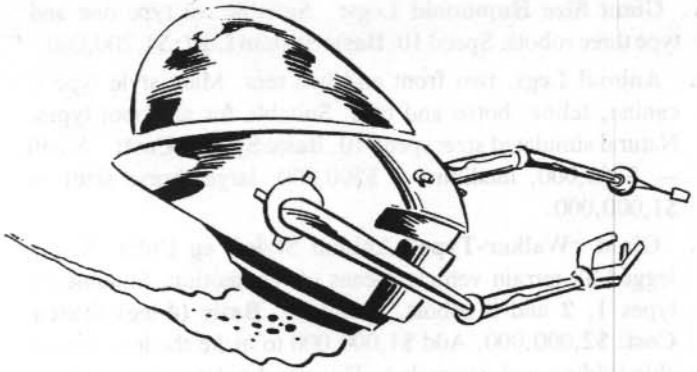


**TAPERED CYLINDER STYLE**

A sleek long narrow body, often narrowing to a point.

**Size:** Small: 14 to 16ft (4.6 to 4.8m) long, 5ft (1.5m) wide and 4 to 5ft tall. Weight: 2000lbs (907kg).

Large: 18 to 25ft long (5.5 to 7.6m), 7 or 8ft wide, and 6 or 7ft tall (1.8 or 2.1m). Weight: 2500lbs (1134kg).

**Light Frame:** Small: **Cost: $15,000.**

**Large: Cost:** $24,000.

**Reinforced Frame:** Small: Add 1500lbs (680.6kg). **Additional Cost:** $9,000.

Large: Add 2500lbs (1134kg). **Additional Cost:** $16,000

**Accommodates/Seats:** Small 4 or 8 people.

Large: 4, 8, or 12 people.

Add $1000 for each seat over 6.

**JET STYLE**

Resembles a modern fighter jet, although it may not fly or function like a jet at all.

**Size:** 30 to 35ft (9.1 to 10.7m) long.

**Light Frame:** Weight: 6000lbs (2721.6kg). **Cost:** $90,000.

**Reinforced Frame:** Add 2000lbs (907kg). **Additional Cost:** $25,000.

**Accommodates/Seats:** 1 or 2, up to 2 additional seats can be added at a cost of $2000 each.

**New Body Design:** Additional Cost: $80,000.

**GIANT ANIMAL: CANINE**

Resembles a mechanized dog/wolf, or bear.

**Size:** 12 to 18ft (3.6 to 5.5m) long, 12ft (3.6m) tall, and 6ft (1.8m) wide.

**Light Frame:** Weight: 1500lbs (680kg). **Cost:** $100,000.

**Reinforced Frame:** Add 1000lbs (453.6kg). **Additional Cost:** $30,000.

**Accommodates/Seats:** 2, 4 or 6 people.

**GIANT ANIMAL: FELINE**

Resembles a powerful mechanized cat/lion.

**Size:** 16 to 20ft (4.8 to 6.1m) long, 12ft (3.6m) tall, and 6ft (1.8m) wide.

**Light Frame:** Weight: 2000lbs (907kg). **Cost:**f$100,000.

**Reinforced Frame:** Add 1100lbs (498kg). **Additional Cost:** $32,000.

**Accommodates/Seats:** 2, 4 or 6 people.

**ANIMAL- BOTS LIFE LIKE STYLE**

A life-size and proportion simulation of a real-life animal. These can be obviously mechanical *type one robots* or *type four androids*, complete with fur, feathers or scales.

Very tiny creatures are almost impossible to build with an artificial intelligence and other useful abilities. Consequently robot animals are restricted to a minimum size of 20 inches long (mutant animal size level 3 & 4) or bigger about the size of a cat or longer. The most comfortable size seems to be 30 to 48 inches (about 0.5m to 1.2m) long, about the size of a typical dog.

These so called *animal-bots* can have an artificial intelligence, skills, voice and even modified to have hands or attach artificial hand accessories when needed.

**Size:** Small: 20 to 48 inches, Weight: 40 to 90lbs (18 to 40kg).

Large: 50 to 96 inches (1.3 to 2.4m), Weight 90 to 120lbs (40 to 54kg).

**Light Frame:** Small: No lbs added: **Cost:** $125,000

Large: Add 10lbs: **Cost:** $200,000

**Reinforced Frame:** Small: Add 40lbs. **Additional Cost:** $100,000.

Large: Add 90lbs. **Additional Costs:** $150,000.

**A NOTE ABOUT STYLE:** A military or sleek futuristic look is simply a matter of style. If the vehicle already exists there is no charge. If it is a new, criminal design or major design modification there is a *new body design cost*. A reinforced body frame is necessary for high stress conditions like speed over 300mph, great strength, etc.

# SELECTION B: POWER SUPPLY

1. **Liquid Fuel:** Despite incredible technological advancements, liquid fuel engines are still likable, reliable and the most economical system available. The major disadvantages of this system are the use of a limited consumable fuel that must be continually replaced, and containers to hold the fuel (gas tanks). On the other hand, the fuel is cheap and easily attainable. Liquid fuel requires an exhaust system that is not suitable for androids/type 4 robots.

   **Basic System Cost with Fuel Tank(s):** $250,000. **Note:** The player determines the size of the gas tank or tanks. Weight and size may be a problem for small or human size robots. One gallon weight 7lbs (3.2kg). A 70 gallon rectangular tank would measure approximately $48 \times 20 \times 18$ inches and weighs 490lbs (221kg). Disposable auxiliary gas tanks is one possible solution (Cost is about $200 per 20 gallon (75.7 liters) capacity).

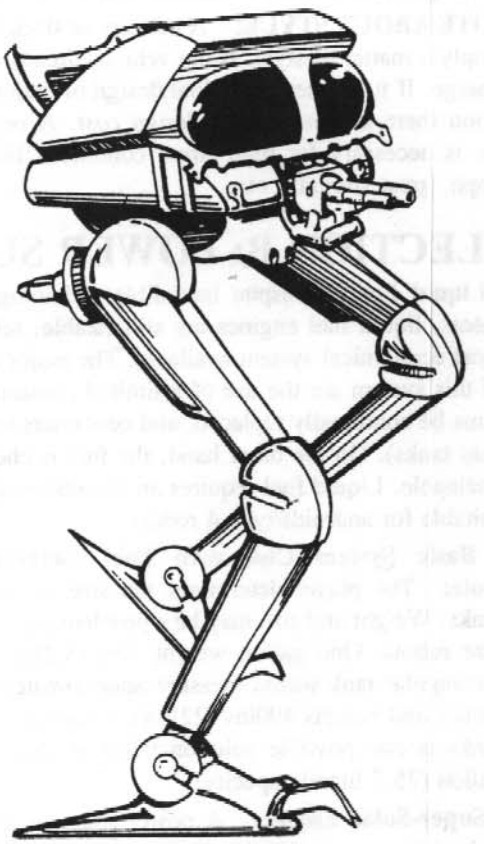
2. **Super-Solar Engine:** A power source that collects sunlight into a super high efficiency conversion engine and generator. This is an excellent, clean, power source with an indefinite life span. Of course, it is limited in that it must rely on a source of solar energy.

   The system functions superbly while exposed to sunlight. A superior energy storage unit stores up to 8 hours worth of power during which time the robot operates at full capacity. After the eight hour reserve is used up, the robot must recharge via solar light energy or manually recharge from another source of electrical energy. Without a recharge an emergency reserve will engage itself. *The emergency energy reserve* has a mere four hour capacity. While the emergency reserve is engaged all unnecessary functions will be shut down. Speed is reduced to 30mph (speed factor 44), attacks per melee reduced by half and *no* energy weapons can fire. At the end

of the emergency reserve (4 hours) the robot shuts down completely. Still a good reliable system if proper caution is used.

**The Basic System Cost:** $1,000,000. *A special generator and recharge unit* can be purchased for those cloudy days. **Cost:** $800,000; Weight: 6 tons and is five times the size of a refrigerator.

3. **Fusion Power System:** The most advanced power source available. Never needs recharging or refueling for an estimated *6 years*, even with constant use. This system is suitable for any large robot or vehicle type robot, 16ft (4.8m) or bigger. **Basic System Cost:** $2,500,000.
4. **Micro-Fusion Power System:** A tiny micronized fusion reactor designed for small human size and animal robots and androids. This miniature power system can also be used in larger robots (any size) is so desired. **Basic System Cost:** $3,200,000.



# SELECTION C: LEGS AND LOCOMOTION

The next thing to determine is the type of legs or other means of transportation utilized by the robot or exoskeleton. Legs, wheels, treads and flight capabilities can be combined in all robot types.

## LEGS

1. **A pair of human size legs and feet,** suitable for type two, type three or type four humanoid constructs, will provide a speed attribute of 10. **Basic System Cost:** $500,000 per pair.
2. **Giant Size Humanoid Legs:** Suitable for type one and type three robots. Speed 10. **Basic System Cost:** $1,200,000.
3. **Animal Legs**, two front and two rear. Main style type is canine, feline, horse and bird. Suitable for all robot types. Natural simulated size; speed 10. **Basic System Cost:** Small — $350,000, medium — $500,000, large (horse size) — $1,000,000.
4. **Giant "Walker-Type" Animal Style Leg Units.** A four legged all-terrain vehicle means of locomotion. Suitable for types 1, 2 and 3 robots. *Speed 20*. **Basic (4-leg) System Cost:** $2,000,000. Add $1,000,000 to make the legs retractable/folding and concealed. This can be done when there is another means of locomotion such as wheels, hover jets, etc. When needed the robot *transforms* to reveal the legs and the new means of movement.
5. **Insect Style Legs:** Usually long narrow, telescoping legs that resemble a tripod or insect. An excellent all terrain method of movement. Suitable for type 1, 2, or 3 robots. Speed 20. **Note:** Maximum speed running is a speed factor of 330/225mph (362kmph). **Basic System Cost:** 4 legs — $500,000, 6 legs — $750,000, 8 legs — $1,250,000. Add $750,000 for retractable concealed leg units.

## ADDITIONAL RUNNING SPEED

The basic system for *legs* usually come with a speed of 10 humanoid and animal, speed 20 for walker and insect style. Except for the insect style, running speed can be pushed to Mach One, or about 660mph (speed 1028). Unlike the vehicle/propulsion type systems Mach One is the maximum possible. Of course, flight capabilities can be built into a humanoid or animal body robot and a faster propulsion system included.

**Additional Running Speed** for legs systems (including exoskeletons). **Cost:** *$200 per each speed point* beyond the basic system capabilities (speed 10 or 20). **Note:** *See Building a Super Vehicle* for a speed point equals mph chart; found in the *Hardware Section*.

## VEHICULAR LOCOMOTION

These are engines and propulsion systems designed for ground and/or air vehicles/robots. Generally any of these systems can be utilized in any of the robot types and power systems (fuel). Note, however, that the android and life size robots will require a micronized system.

**Wheels:** Automotive size and type: $1000 per pair.
**Wheels:** Oversized (truck or tractor size): $2000 per pair.
**Wheels:** Micronized (roller skate size): $1200 per pair.
**Treads:** Micronized (car size): $15,000 per pair.
**Treads:** Full Size (tank size, 20-30ft): $20,000 per pair.
**Pontoons:** Small (car size): $1000 per pair.
**Pontoons:** Large (airplane size, 20-30ft): $4000 per pair.

**Note:** All wheels and treads are of superior strength and quality. Wheels S.D.C. — 30 each, Treads S.D.C. — 100 per each unit, Pontoons S.D.C. — 50.

## ENGINES AND PROPULSION SYSTEMS

1. **Fuel Injected Engine:** Requires liquid fuel; conventional leaded or unleaded gasoline is the logical fuel of choice, because it is the most accessible. Fuel tank(s) is required. Estimated milage: 40 miles (64km) to one gallon of fuel. **Basic System Cost:** $25,000. **Maximum Base Speed:** 120mph (192kmph).

2. **Turbo Engine:** Requires liquid fuel; conventional leaded or unleaded gasoline is suitable; high octane preferable. A fuel tank(s) is required. Estimated milage: 40 miles (64km) to one gallon of fuel. **Basic System Cost:** $50,000. **Maximum Base Speed:** 200mph (321kmph).
3. **Turbo-Jet Engine:** Requires high octane fuel or a special mixture, such as those used for jet aircraft. This engine can *not* be used for speeds under 100mph (160kmph), thus ground vehicles/robots will have to use a two engine system, with one for low speeds and the turbo jet for high speed and/or flight. Estimated Milage: 20 miles (32km) to one gallon of fuel. **Basic System Cost:** $250,000. **Maximum Base Speed:** 500mph (804kmph).
4. **Hover Jet System (Experimental):** A super sophisticated twin engine system, with bottom and rear jet thrusters for V/STOL capabilities. This unique propulsion system offers *ground and air capabilities* automatically. The V/STOL means the robot or robot vehicle can hover stationary above the ground, make vertical take-offs and landings (fly straight up and down), as well as short take-off and landing in horizontal flight (straight-ahead). **The Base Cost** varies with the major types/uses of the hover system and the robot. **Maximum Base Speed:** is 100mph (160kmph). **Maximum Base Altitude:** 300ft (91.5m). Estimated milage on a liquid fuel is 50 miles (80km) per one gallon. **Note:** One gallon weighs 7lbs (3.2kg). Suitable for outerspace and underwater travel.

**Base Cost By Hover System**

**Hover Jet Back-Pack/Flying Harness:** This can be a detachable back-pack unit or built directly into a robot's back. Appropriate for small, human size, humanoid or animal robots, exoskeletons and androids. **Basic System Cost:** $250,000.

**Concealed Micro Hover System:** A hover jet system built into humanoid or animal robot or android. The hover jets are located in the feet, rear, back and chest. When not engaged, the jets are completely unnoticeable. **Basic System Cost:** $1,000,000.

**Standard Hover Jet System:** Suitable for large robots or robot vehicles 12 to 24ft (3.6 to 7.4m). **Basic System Cost:** $500,000. Add $200,000 for a *concealed system*. Add $350,000 for hover jet systems designed to fit large robots 25ft and bigger.

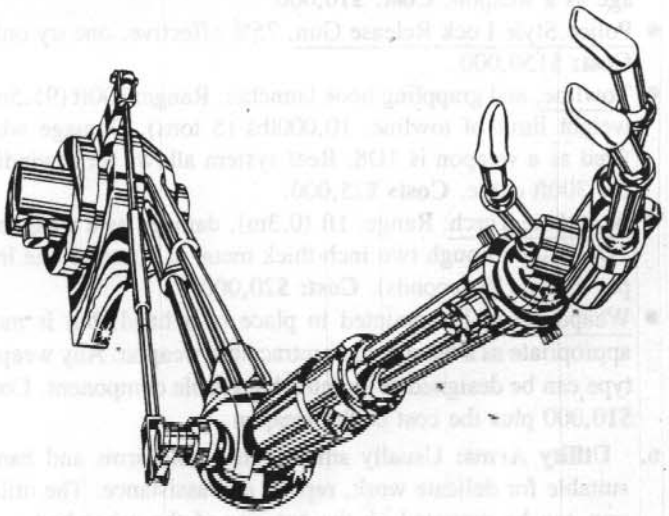
5. **Concealed Helicopter V.T.O.L. System:** This is a flight propulsion system based on the helicopter. Bit rotor blades are folded in a hidden compartment that rise out and unfold when flight is required. Suitable for any robot type, except android. **Basic System Cost:** $340,000. **Maximum Base Speed:** 220 or 150mph (240kmph). **Note:** This system is inappropriate for small obstructed areas or indoors. Estimated milage is 50 miles (80km) on a fuel system.

### ADDITIONAL SPEED FOR PROPULSION

**Additional Speed can be purchased at a rate of $500 per each additional point of speed.** That means a fuel injected engine, with a base speed of 176 (120mph/192kmph) would cost $426,000 for 857 added speed points to achieve Mach One (660mph). **Note:** *See Building a Super Vehicle* for a "speed point equals mph" chart, found in the *Hardware Section*.

**Additional Altitude Costs:** $50 for each 100ft (30m). 10,000ft would cost $500,000. Unless stated otherwise, the propulsion system starts at zero (0) altitude.

**Running Speed:** *See Legs*.



## SELECTION D: ARMS AND HANDS

**Human-like**, human size arms and hand with a thumb and four fingers. Up to four arms can be built into a standard humanoid body frame (although awfully conspicuous). **Basic System Cost:** $150,000 per one hand and arm unit. P.S. 10.

### SPECIAL FEATURES (ARMS AND HANDS)

1. **Increased P.S.: Cost:** $2000 for each P.S. point beyond 10. The body frame must be reinforced for a P.S. of 24 or greater.
2. **Increased Size: Cost:** $50,000 for each proportional doubling. For Example: An arm and hand twice as large as normal costs $50,000, three times as big costs $100,000, four times bigger $150,000, etc.
3. **Detachable Remote Controlled Limb:** The arm can detach at the forearm, or hand at the wrist, and can fly via rocket jets or hover system. The limb is controlled and directed with radio waves by the robot, just as a person would direct a remote control airplane. To do this the limb must always remain in the robots line of vision. The hand can grab, pick-up, hold, carry objects (under 18lbs/8.2kg), open doors, press buttons, operate a computer (if the controlling robot or person can clearly see the controls), punch (1D6 damage) and so on. *The flight ability of the tiny maneuver jets are limited*: Maximum speed 22 (15mph), maximum flight duration (fuel): 5 minutes, attacks/actions per melee: 2, but must be under the direct control of the main robot which means the arms attacks count as 2 of the robot's attacks that melee. Also a detachable joint connector will be required. **Hover Jet System Cost:** $100,000. **Rocket Jet System Cost:** $25,000. **Interchangeable, Interlocking Unit for Detachable Limbs Cost:** $10,000.
4. **Detachable Hand:** Most often designed as an accessory for animal robots and as a quick replacement part. Full articulated fingers and thumb with a relative P.S. of 8 (can be increased to a P.S. of 16 maximum). **Basic System Cost:** $50,000.

5. **Interchangeable Hand Units:** Grip is equal to a P.S. 40.
- Electromagnetic Clamp, a two finger claw. **Cost:** $90,000.
- Buzz-Saw, does 2D6 damage as weapon. **Cost:** $10,000.
- High-Powered Drill, has forty different bits. Does 1D8 damage as a weapon. **Cost:** $10,000.
- Police Style Lock Release Gun, 75% effective, one try only. **Cost:** $150,000.
- Towline, and grappling hook launcher. Range: 300ft (91.5m), weight limit of towline: 10,000lbs (5 tons). Damage when fired as a weapon is 1D8. Reel system allows for rewinding the 300ft cable. **Cost:** $25,000.
- Acetylene Torch: Range: 1ft (0.3m), damage as a weapon is 1D6. Cuts through two inch thick metal at a rate of one inch per melee (15 seconds). **Cost:** $20,000.
- Weapons can be mounted in place of a hand, but is more appropriate as a hand held or retractable weapon. Any weapon type can be designed as an interchangeable component. **Cost:** $10,000 plus the cost of the weapon.

6. **Utility Arms:** Usually small, retractable arms and hands suitable for delicate work, repairs and assistance. The utility arm can be mounted on the exterior of the robot body and folded up to be inconspicuous and out of the way, or concealed in a secret housing within the robot itself. Such utility arms can be built into the main body of a humanoid at the shoulder, forearm, or chest. *Human size* robots are limited to a total of six arms. *Giant Size* and large vehicular robots can have as many as 18 mounted almost anywhere. **Basic System Cost:** P.S. 10, $100,000 each arm unit. *Add* $25,000 for concealment. P.S. can be increased to a maximum of P.S. 16 at the usual cost.

7. **Tentacles With Retractable Housing:** Tentacles can be used to replace regular arms or utility arms. A full size tentacle arm replacement can extend up to 10ft (3m) long and has a three finger claw at the end. The claw, two fingers and a thumb, is suitable for grasping, holding, carry, but not very adept at more articulated skills such as operating a keyboard or delicate work (−20% on such skills as computer operation, pick locks, etc.). As many as six tentacles can be used in the place of arms on a human sized, humanoid robot. Or four tentacles in addition to the two regular arms can be used. The tentacle's base P.S. is 8 with a maximum P.S. of 20 possible (for an additional expense). **Basic System Cost:** P.S. 8, $100,000 each tentacle. Add $25,000 for concealment, and add the usual cost for increased P.S. or size (for giant robots, 16ft or bigger, maximum length is 20ft/6.1m).

# SELECTION E: SENSORS AND OPTICS

## AUDIO

1. **Advanced Audio System:** 1) Stereo hearing capacity, 2) Amplified hearing (5× better than a human; hears in the full decibel range. Same as the Heightened Sense of Hearing, minor super ability). 3) Wide-Band Radio Receiver (not transmitter) enables the robot to listen to the commercial radio stations, citizen band (C.B.), police bands and other radio transmission frequencies. Range: 50 miles (80km) with a retractable antenna (half range without). 4) Hears inaudible frequency ranges such as a dog whistle. **Total System Cost:** $390,000.

2. **Basic Listening System:** Stereo hearing capacity equal to the best human capabilities, and a narrow band radio receiver enables the robot to hear/receive commercial radio (AM & FM) and some other common communication frequencies suitable for short range radio communication. Range: 5 miles (8km). **Cost:** $120,000.

3. **Bug Detector:** A small device that picks up radio signals from listening devices (bugs). Range: 20ft (6.1m). **Cost:** $5,000.

4. **Radar Signal Detector:** A tiny radar receiver which will alert the character with an alarm buzz or pinging when he is being scanned by radar. **Cost:** $10,000.

5. **Wide Band Radio Receiver and Transmitter** with directional capabilities. Range: 300 miles (482km) with a retractable antenna (150 miles without the antenna). **Cost:** $50,000.

6. **Radio Signal Scrambler System** is linked to the radio system to send and receive coded messages. **Cost:** $10,000.

7. **External Audio Pick-Up:** A sound amplification listening system. Range: 300ft (91.5m). **Cost:** $10,000.

8. **Audio Recorder:** A tape recording system with external access. Contains eight hours of tape. Of course tapes can be used repeatedly. **Cost:** $5,000.

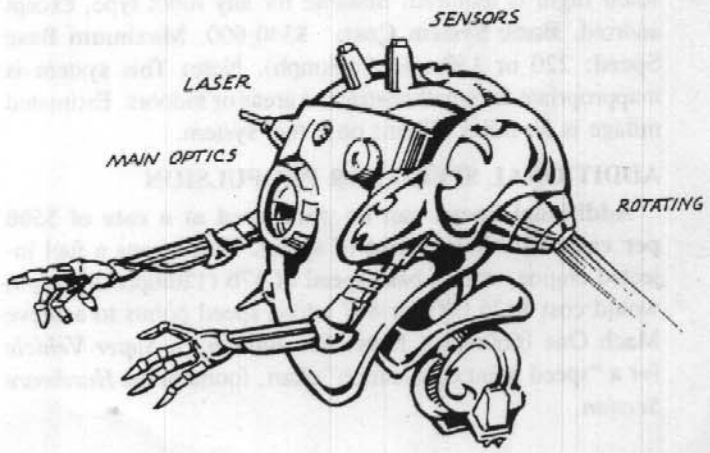
9. **Loud Speaker:** Amplifies the robot's voice up to 90 decibels. **Cost:** $5,000.

10. **Single Voice Synthesizer:** Provides the robot with a human sounding voice. **Cost:** $30,000.

11. **Modulating Voice Synthesizer** allows the robot to change the tone, base, pitch and frequency of his voice. Can imitate a voice when combined with the sound analysis computer. **Cost:** $100,000.

12. **Sound Analysis Computer:** A computer designed exclusively to listen, recognize, and analyze sounds. 100,000 different sounds are programmed into its memory, including gun shots by calibre, automotive engines and other sounds. It also has the capability to analyze, compare, match and remember 10,000 new sounds. When combined with a modulating voice synthesizer the robot can *imitate a voice* with 83% accuracy. **Cost:** $475,000.

13. **Inaudible Frequency Transmission:** The robot can speak/transmit sound frequencies inaudible to the human ear, but *may* be audible to other robots, cyborgs and super beings with Superior Hearing abilities. **Cost:** $80,000.



## OPTICS

1. **Basic Robot Optic System:** A color sight system with an analysis computer of 3-D images. **Cost:** $300,000.
2. **Advanced Robot Optic System:** Includes color vision, 3-D analysis, nightsight, infrared and ultraviolet sight. Range: 2000ft (609.6m). **Cost:** $425,000.
3. **Infrared Vision:** The eye emits a pencil-thin beam of infrared light (invisible to the human eye, but visible to another infrared system) to illuminate its target in darkness. The narrowness of the beam limits the scope of vision to about 7ft width (2m). Range: 1600ft (487m). **Cost:** $70,000.
4. **Night Sight:** A passive image intensifier that electronically amplifies existing ambient light to provide a visible picture without emitting any trace light of its own. Range: 1600ft (487m). **Cost:** $90,000.
5. **Laser Targeting System:** A thin beam of light is emitted from the eyes or forehead or the weapon itself. When the light beam hits its target a computer locks in and registers the fire command. Adds a +3 to strike when using a distance weapon (not applicable to hand to hand combat; P.P. bonuses do not apply, but the targeting sight bonus *is* applicable). Range: 1600ft (487m). **Cost:** $300,000.
6. **Targeting Sight:** A special system that superimposes target cross hairs. Add a bonus of +1 to strike. Range: 1600ft (487m). **Cost:** $50,000.
7. **Telescopic Vision:** Magnifies an image area like a gun scope. Automatic, self focusing. Range: 1600ft (487m), 10ft (3m) image area. **Cost:** $35,000.
8. **Thermo-Imager:** An optical heat sensor that converts the infrared radiation of warm objects into a visible image. This device allows the robot or pilot to see in the darkness, shadows and through smoke. Range: 1600ft (487m). **Cost:** $180,000.
9. **Ultraviolet Sight:** The robot can see ultraviolet light (often used in security systems). Range: 1600ft (487m). **Cost:** $30,000.
10. **External Video and Audio Surveillance System:** A high resolution video camera relays images directly to the robot's pilot or video scanners. The small camera can rotate 360 degrees for viewing all around and has a telescopic lens with a 10× magnification. Secured in a concealed housing when not in use. Range: 1200ft (365m). **Cost:** $40,000.
11. **Video Receiver and Transmitter:** Enables the robot or a robot's pilot to receive and send video and television transmissions. Range: 40 miles. **Cost:** $80,000.
12. **Camera Eye:** The robot's eye is really a camera capable of taking 48 color or black and white exposures. If telescopic vision is purchased the camera eye will be able to take telephoto pictures. **Cost:** $3500 (does not include telescopics).
13. **Searchlight:** Built into the vehicle, or shoulder(s) or head or chest with a 90 degree arc up and down and 180 degree rotation (not possible for chest units). High powered light beam. Range: 300ft (91.5m). **Cost:** $30,000.
14. **Spotlight Eye Beam(s):** A narrower beam of light emitted from an eye(s). Range: 120ft (36.6m). **Cost:** $40,000.

## SENSORS

1. **Bio-Scan:** A computer monitoring of a robot pilot's vital statistics, such as respiration, blood pressure, blood loss, etc. **Cost:** $50,000.
2. **Medical Survey Unit:** A computerized medical system tied into the Bio-Scan computer. This complex system will compensate for certain preprogrammed conditions which might afflict the pilot. This includes, pain killer, antibiotics, vitamin boosters, adrenaline, a variety of anti-toxin/poison serums, anti-nerve gas agents, sedatives, oxygen (20 minutes), and so on. **Note:** The Bio-Scan and Med-Survey unit can also be set up as an antipersonnel security system. The bio-scan can identify its preprogrammed pilot by his medical profile. Any non-authorized personnel attempting to pilot the robot is immediately injected with a strong sedative (no parry or dodge is possible) and an alarm sounds. **Cost:** $500,000.
3. **Combat Computer:** Calculates, stores and transmits data to the robot or the robot's pilot (head up display in cockpit). Usually linked to targeting and radar systems. Adds +2 to initiative roll, +1 to strike on all weapon systems, +1 to parry and dodge. Adds 10 targets to simultaneous radar tracking. **Cost:** $900,000.
4. **Chemical Analysis System:** A fully automated computer analysis system that can do a complete chemical analysis of blood, drugs, liquids, and gases within 3D4 melees (45 to 120 seconds). Over 60,000 chemicals are preserved in its memory with room for 1000 additions. Likelihood of a full, exact analysis is 86%. A failed roll means it can not identify the substance. **Cost:** $550,000.
5. **Motion Detector and Warning System:** Registers vibrations in the air indicating movement. A collision warning system will sound an alarm to warn of an impending collision/impact. Range: 60ft (18.3m). **Bonuses:** adds +1 to initiative, +1 to parry and dodge. **Cost:** $50,000.
6. **Micro-Radar:** A small, but sophisticated radar system usually used in human and animal size robots, and exoskeletons. Can identify up to 15 targets and simultaneously track 6. Rate of travel, direction, and location are indicated. Range: One mile. **Cost:** $250,000.
7. **Maxi-Radar:** A much larger and sophisticated radar system, suitable for ground and air surveillance. Can identify up to 72 targets and simultaneously track 48. Range: 50 miles (80km) and is able to detect a cruise missile-type target flying below 200ft (61m) while the robot itself is flying at 25,000ft (7620m). **Cost:** $600,000. Ideal for giant and vehicular robot types.
8. **Radar Detector:** Registers radar waves to indicate radar surveillance. Can track the source of radar emissions with 70% accuracy. Range: 4 miles (6.4km). **Cost:** $250,000.
9. **Radiation Detector:** Registers and pinpoints radioactivity. Range: 60ft. **Cost:** $50,000.

# SELECTION F: WEAPONS

## EYE WEAPONS

1. **Eye Laser:** The eye can emit a laser beam activated by verbal code or internal command.
   **Range:** 220ft (67.1m)
   **Damage:** 2D6 human or animal size, 3D6 giant.
   **Energy Capacity:** 10 blasts per hour maximum.
   **Rate of Fire:** Equal to the hand to hand attacked per melee.
   **Bonus:** +2 to strike
   **Cost:** $400,000 for human size, $500,000 for giant.

2. **Eye Ion Blaster:** The eye fires an ion energy pulse activated by a verbal code or an internal command.
**Range:** 110ft (33.5m)
**Damage:** 2D4 human or animal size, 4D4 giant size.
**Energy Capacity:** 12 shots per hour maximum.
**Rate of Fire:** Equal to the hand to hand attacks per melee.
**Bonus:** +2 to strike
**Cost:** $250,000 human size, $325,000 for giant size.

3. **Eye Light Beam:** A harmless beam of light that can be used as a flashlight or beacon.
**Range:** 220ft (67.1m)
**Cost:** $20,000

## HUMANOID ROBOT WEAPONS

1. **Knuckle Spikes:** Spikes can be fired from the four knuckles where the fingers join the hand. The trigger mechanism can be a stud concealed in the palm, or in the first finger where the thumb can press it.
**Range:** 120ft (36.6m)
**Damage:** 1D4 each human size, 1D8 giant size.
**Rate of Fire:** One at a time or in volleys of two, three four, or eight. Use robot volley rules when multiple spikes are fired simultaneously.
**Payload:** 12 total per hand; easy reload cartridges can be carried and concealed, but take 2 melees (30 seconds) to reload.
**Bonus:** +1 to strike
**Cost:** $50,000

2. **Wrist or Palm Spikes:** Needle-like spikes are fired from the wrist or palm. A variation on the knuckle spikes.
**Range:** 90ft (27.4m)
**Damage:** 1D4 each human size, 1D8 giant size.
**Rate of Fire:** Volleys of 2, 4, or 6; use volley rules.
**Payload:** 6 total; reload takes 2 melees (30 seconds).
**Bonus:** +1 to strike
**Cost:** $30,000

3. **Finger Gun:** One finger fires a small calibre cartridge.
**Range:** 90ft (27.4m)
**Damage:** 2D6 — normal bullet (.38) or 4D6 — exploding shell, human size.
**Rate of Fire:** 1 per melee
**Payload:** One; reload takes 1 melee (15 seconds).
**Bonus:** +1 to strike
**Cost:** $10,000

4. **Finger Blaster:** Fires ion beams.
**Range:** 110ft (33.5m)
**Damage:** 2D4 human size, 3D5 giant size.
**Energy Capacity:** Effectively unlimited.
**Rate of Fire:** Equal to hand to hand attacks per melee.
**Bonus:** +2 to strike
**Cost:** $100,000 human size, $150,000 giant size.

5. **Wrist Blaster:** A larger, heavier unit with greater range and power. Ion beams are used instead of lasers because they require less energy per blast, giving it a greater payload.
**Range:** 660ft (195m)
**Damage:** 3D6 human size, 6D6 giant size.
**Energy Capacity:** Effectively unlimited.
**Rate of Fire:** Equal to hand to hand attacks per melee.
**Bonus:** +1 to strike
**Cost:** $300,000 human size, $400,000 giant size.

6. **Electrical Discharge:** An electrical discharge erupts from the hand.
**Range:** 12ft (3.6m)
**Damage:** 4D6
**Energy Capacity:** Effectively unlimited.
**Rate of Fire:** 1 per melee
**Bonus:** +1 to strike
**Cost:** $50,000

7. **Spike and Towline:** This unit can be built into the bionic hand/arm or installed as a retractable device hidden within a limb. The line has a 1000lbs (453.6kg) test strength and a 120ft length. A rewind device can recoil the line, but only has a 500lb (226kg) weight limit. The spike is usually fired from the wrist/forearm.
**Range:** 120ft (36.6m)
**Damage as a Weapon:** 1D6
**Cost:** $40,000
**Note:** A grappling hook can be fitted in place of the spike, but can not be concealed.

8. **Retractable Blades (Large):** These are extremely long blades that are contained in the forearm until extended. The blades extend out of an access portal on the top of the hand. No more than two or three blades can be used per each hand.
**Damage:** 3D6+P.S. damage bonus.
**Length:** One foot (0.3m)
**Cost:** $90,000

9. **Chemical Spray:** This is a toxic spray that covers a person, creating a chemical reaction.
**Range:** 10ft (3m)
**Bonus:** +1 to strike.
**Damage:** Special

Blind: This mace-like spray temporarily blinds its victims for 3-12 melees (roll 3D4). Characters wearing protective goggles or helmets with a visor will not be affected.

Tear Gas: This gas causes impairment of vision, difficulty in breathing, and skin irritation. Victims are −10 to strike, parry, and dodge. **Duration:** 4-24 melees.

Burning Vapor: This is caused by a mild acid, doing 1D4 damage, extreme skin irritation, and great for shock value. Victims are −6 to strike, parry and dodge.

CO2 Foam: This concentrate can be sprayed to put out small fires.

**Note:** All of the chemical spray apparatus costs the same: $50,000 plus $20,000 per chemical. No more than two chemical sprays can be hooked through the same unit. One unit per arm or as a retractable rod in the leg.

10. **Ion Rod:** The ion rod is a tube-like device that is a foot and a half to two feet long (0.6m) and fires an energy charge. The rod can be attached to the exterior of a leg or back, or concealed in a hidden compartment inside the limb. When needed, the rod extends out of the concealed compartment.
**Range:** 300ft (91.5m)
**Damage:** 3D6
**Rate of Fire:** 4 per melee.
**Energy Capacity:** 36 charges per energy clip.
**Bonus:** +1 to strike
**Cost:** $450,000 hidden/ $350,000 as a sidearm. An *energy clip* costs $20,000; requires 1 melee to reload.

**11. Laser Rod:** Identical to the ion rod in operation, but fires a laser pulse instead of an ion energy charge.
**Range:** 600ft (183m)
**Damage:** 4D6
**Rate of Fire:** 4 per melee.
**Energy Capacity:** 20 charges per energy clip.
**Bonus:** +1 to strike
**Cost:** $500,000 hidden/ $400,000 as a sidearm. An *energy clip* costs $25,000; requires 1 melee to reload.

**12. Mini-Laser:** A miniature laser that can be easily concealed in a secret compartment inside a bionic arm, leg, hip, chest, etc. The mini-laser is only slightly larger and bulkier than a pen flashlight, measuring about six or seven inches long and two inches wide.
**Range:** 60ft (18.3m)
**Damage:** 2D4
**Rate of Fire:** 4 per melee.
**Energy Capacity:** 10 shots.
**Cost:** $200,000 with concealment; *energy clips* cost $10,000 each.

**13. Flame Thrower:** A small unit with a retractable nozzle and hose, usually housed in the hip or back. The flame thrower can also be built to fire from the hand or mouth.
**Range:** 16ft (4.9m)
**Damage:** 3D6 plus, a 60% chance of setting combustibles ablaze.
**Rate of Fire:** 5 short bursts per melee, *each* counts as one melee attack.
**Energy Capacity:** 40 blasts; recharging the concealed fuel tank takes 10 minutes.
**Cost:** $50,000.

## GIANT OR VEHICULAR STYLE ROBOT WEAPONS

**Note:** All of the following weapons can be made concealed and/or retractable although some of the weapons systems, such as the missile launchers, require special housing and exterior mountings. **Cost:** Add $10,000 per weapon for concealment/retractability. **Weapon Limit:** Generally only *two* heavy weapons systems (which follow) can be incorporated per 12ft height/length of robot. The energy weapons draw on the robot's power source.

**1. 7.62mm Machinegun**
**Cartridge:** 7.62mm in 600 round belts.
**Weight:** 20lbs (9.1kg).
**Effective Range:** 3000ft (914.4m)
**Rate of Fire:** Can empty the weapon in six melee rounds.
**Damage:** 5D6 per round.
**Cost:** $3000.

**2. .50 Calibre Machinegun**
**Cartridge:** .50 calibre in 800 round belts.
**Weight:** 70lbs (31.7kg).
**Effective Range:** 3000ft (914.4m)
**Rate of Fire:** Can empty the weapon in ten melee rounds.
**Damage:** 7D6 per round.
**Cost:** $10,000.

**3. 40mm Grenade Launcher**
**Cartridge:** 40mm grenades.
**Payload:** 20
**Weight:** 180lbs (81.6kg).
**Effective Range:** 3000ft (914.4m)
**Rate of Fire:** Once per melee.
**Damage:** 3D4 × 10.
**Cost:** $40,000.

**4. Missile Launcher Pods**
The missile launcher pods must be mounted on one or two of the shoulders or back of a giant humanoid robot and a housing on the top or sides of the vehicle's exterior.

**Missile Types:**

High Explosive: Damage: 2D6 × 10, Range: 2 miles (3.2km), Blast Radius: 20ft (6m).

Fragmentation: Damage: 2D6 × 10, Range: 1 mile (1.6km), Blast Radius: 30ft (9m).

Armor Piercing: Damage: 1D6 × 10, Range: 2 miles (3.2km), Blast Radius: 10ft (3m).

Napalm: Damage: 1D6 × 10, Range: 2 miles (3.2km), Blast Radius: 20ft (6m).

Tear Gas: Damage: None — see gases, Range: ½ mile (.8km), Blast Radius: 20ft (6m).

Knock-Out Gas: Damage: None — see gases, Range: ½ mile (.8km), Blast Radius: 20ft (9m).

Smoke: Damage: None — see gases, Range: 1 mile (1.6km), Blast Radius: 30ft (9m).

Fire Retardant: Damage: None, Range: 1 mile (1.6km), Blast Radius: 30ft (9m).

**A. A Typical Small Missile Pod: Payload:** 4 missiles. **Cost for Launch System:** $300,000, S.D.C. of pod is 100. **Cost of Missiles:** $1000 each.

**B. Typical Full System Missile Pod (large): Payload:** 8 missiles. **Cost for Launch System:** $600,000, S.D.C. 250. **Cost of Missiles:** $1000 each. **Rate of Fire:** Volleys of 2, 4 or 8. **Note:** Once the payload is fired that's it. Missiles can not be reloaded on the spot, nor can spares be carried around.

**5. Mini-Laser**
**Range:** 600ft (183m)
**Rate of Fire:** Equal to hand to hand attacks per melee of the robot or its pilot.
**Damage:** 3D6
**Energy Capacity:** Effectively unlimited.
**Bonus:** +1 to strike.
**Cost:** $400,000. **Note:** Two mini-lasers count as one heavy weapon system.

**6. Laser Blaster (heavy-duty)**
**Range:** 1600ft (487m)
**Rate of Fire:** Equal to hand to hand attacks per melee of the robot or its pilot.
**Damage:** 6D6
**Energy Capacity:** Effectively unlimited.
**Bonus:** +1 to strike.
**Cost:** $850,000. **Note:** Counts as one heavy weapon system.

**7. Ion Blaster (heavy-duty)**
**Range:** 1200ft (365m)
**Rate of Fire:** Equal to hand to hand attacks per melee of the robot or its pilot.
**Damage:** 5D6

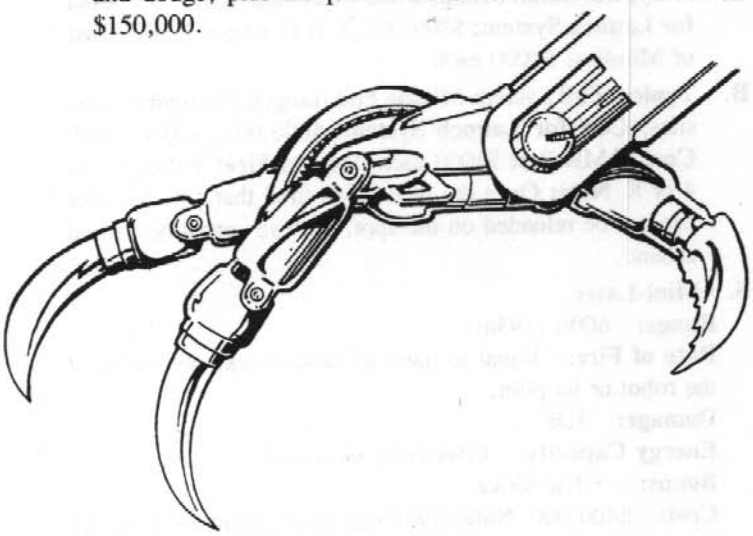
**Energy Capacity:** Effectively unlimited.
**Cost:** $700,000 each. **Note:** Counts as one heavy weapon system.

8. **Particle Beam Blaster**
**Range:** 1200ft (365m)
**Rate of Fire:** Two
**Damage:** 1D6 × 10 or 2D4 × 10
**Energy Capacity:** Effectively unlimited.
**Cost:** $1,500,000.
**Note:** See the P-Beam Rifle in the equipment section for details.

**Game Master's Note:** Game masters *may* allow the inclusion of these heavy and energy weapons in the construction of *Hardware: Super Vehicles* if they wish to.

9. **Attacks Per Melee**
**All robots have two attacks per melee** (*excluding the exoskeleton*). To increase the number of attacks per melee **costs** $300,000 per each one attack per melee, with a maximum of four possible additions (6 total). The only exception is the *exoskeleton*, which has as many attacks per melee as its pilot's hand to hand melee attacks. **Note:** Physical attributes and bonuses of the pilot do not apply to the robot unless it is an exoskeleton.

10. **Robot Combat Training**
**Hand to hand combat training for** *pilot operated robots only!* Adds one attack per melee; +1 to strike, +2 to parry and dodge, plus the pilot's combined combat skills. **Cost:** $150,000.



## ANIMAL FEATURES

**Claws:**
Small Claws: 1D4 damage. **Cost:** $8,000 per paw.
Medium Claws: 1D6 damage. **Cost:** $10,000 per paw.
Large Claws (tiger): 1D8 damage. **Cost:** $15,000 per paw.
*Add $10,000 for Retractable Claws.* **Note: Add P.S. attribute damage bonus to the claw damage. May also be used in humanoid robots.**

**Biting Jaws and Fangs:** A powerfully built jaw designed for biting and tearing.
Small Fangs: 1D4 + 2 damage.
Medium Fangs: 1D6 + 4 damage.
Large Fangs (tiger/wolf): 2D6 + 6 damage.

**Prehensile Tail:** Use a modified tentacle.

# OTHER AVAILABLE FEATURES

## BODY ARMOR

The basic human size robot or animal has a S.D.C. of 150, giant size — 300 S.D.C., vehicular — 400 S.D.C., tank type — 500 S.D.C.

Players can increase their robot's overall S.D.C. by adding body armor. **Body Armor Costs:** $10,000 per every 10 S.D.C. points, with the following restrictions.

Type One Giant Humanoid: 2000 S.D.C. maximum.
Type One Vehicular: 1600 S.D.C. maximum.
Type Two Humanoid, human size: 900 S.D.C. maximum.
Type Two Animal: 800 S.D.C. maximum.
Type Two Vehicular: 1600 S.D.C. maximum.
Type Three Exoskeleton, human-like: 700 S.D.C. maximum.
Type Three Exoskeleton, giant size: 1000 S.D.C. maximum.
Type Four Android Human: 600 S.D.C. maximum.
Type Four Android Animal: 400 S.D.C. maximum.
**Note:** Add 10lbs (4.5kg) for every 10 S.D.C.

### ARMOR RATING (A.R.)

The Armor Rating for all robots starts at 6. **A.R. can be increased at a cost of $100,000** per one A.R. point. *Androids* are limited to a maximum A.R. of 15, *robots* of all styles are limited to a maximum A.R. of 17, and *exoskeletons* are limited to an A.R.: 13.

## PILOT OPERATED SYSTEMS

1. **Reinforced Pilot's Compartment:** $100,000 per every 50 S.D.C. (A.R.: 19). Maximum limit is 500 S.D.C.
2. **Escape Capsule:** The pilot's compartment (or some other section) is actually a smaller robot or vehicle within a larger one. If necessary the small robot can detach and operate independently. Player's Note: Unless you have a huge budget, it is wise to build the larger unit as a major means of movement and weapons, while the smaller escape capsule contains the artificial intelligence (if any) and sensors. Remember, the escape capsule will need its own power source and means of locomotion.

   The escape capsule cost includes a modular construction/connection system between the capsule and main robot body and basic frame (any style). **Cost:** $500,000.
3. **Pressurized Cabin:** A crew compartment that is airtight and comes with an onboard air supply, and air circulator system. Suitable in space, underwater and against gas attacks. **Cost:** $200,000.
4. **Life Support Unit:** Independent oxygen supply and back-up air circulatory system and air purification. Oxygen supply is for four hours. **Cost:** $100,000.

5. **Radiation Shielding:** **Cost:** $50,000.
6. **Underwater Capabilities:** This requires the sealing and waterproofing of internal mechanisms, joints and access panels. The entire physical structure is conditioned for water pressure and stress, as well as small ballast devices and maneuver jets installed. (The pressurized cabin is an additional requirement and expense). Maximum Depth: 2600ft (792.5m). Speed Underwater: 8 knots. **Cost:** $300,000.
7. **Floatation Device:** This is a special mechanism that prevents the robot from sinking. Set to activate automatically whenever the robot is submerged. **Cost:** $150,000.
8. **Refrigerator:** A small refrigerator unit. **Cost:** $1000.
9. **Electric Grill:** **Cost:** $1000.
10. **Microwave Oven:** **Cost:** $1000.
11. **Provisions Storage:** 10 gallons of water (37.9 liters) and airtight compartment with four weeks of freeze-dried and powdered food rations. **Cost:** $2000.
12. **C.D. Stereo System:** **Cost:** $1200.

## MISCELLANEOUS

**Locking Joints:** This means that the joints lock into place and can not be moved or bent until unlocked (equal to a P.S. 40). **Cost:** $20,000 each.

**360 Degree Rotating Body Segment:** Head, shoulders, hands at wrist, and upper torso at waist, can rotate in a 360 degree circle. **Cost:** $40,000.

**Self-Destruct System:** Will blow up the robot, inflicting 3D6 × 100 damage to a 40ft area. **Cost:** $80,000.

**Remote Probe:** An optics video probe that is concealed inside the robot and launched when needed. It operates by remote control following radio directions from the robot. The basic unit includes a video camera with telescopic lens (200ft/61m range) that transmits everything it sees and hears. Range of transmissions is 1600ft (487m). Moves via wheels or treads on a "quiet" motor. S.D.C. 10, Size: About 16 inches long and 12 inches tall. **Basic System Cost:** $10,000.

**Note:** Players can convert this unit into a mini-remote or even intelligent robot; add small utility arms, legs, hover jets, etc. Increases size by 8 inches. Costs as per usual robot construction.

**Secret Compartments:** Small secret compartments can be built into the robot to hold tools, supplies, weapons and secrets. The number of compartments depends on the size and type of robot and size of the compartment. The most likely locations on a humanoid form is in the thigh, chest and back (or inside, if a pilot is required). **Cost:** $8000 each.

**Touch Sensing System:** Closely simulates the human sense of touch. **Cost:** $1,000,000.

**Artificial Blood System:** A quarter inch thick circulatory system continuously flows with an artificial blood fluid. The pumping is done with a device that sounds like a real heart, designed to speed up and slow down according to other body movements. If the unit is cut, the artificial blood will flow realistically, clot quickly and give the appearance of a real flesh-and-blood injury. **Cost:** $500,000.

**Cosmetic Enhancements:** A variety of techniques and materials used to create an accurate simulation of a living creature. Usually reserved for androids (type four robot).

Realistic Skin Overlay: Looks and feels like the real thing. Complete with fake musculature. **Cost:** $250,000 for a six foot humanoid.

Real Head Hair Implanted: **Cost:** $5000; looks completely natural.

Real Body Hair: **Cost:** $40,000; full humanoid hair.

Real Fur: **Cost:** $10,000 to $40,000 depending on the size of the animal.

Realistic Eyes: Looks and acts like real eyes, complete with contraction of pupils and blinking of eyelid. **Cost:** $50,000.

**Sculpted Facial Features:** A unique, individual face and teeth designed by skilled artists, complete with simulated muscle movement to complement full facial expressions. Frowns, smiles, angry looks, etc. Physical beauty rating of 3 to 20 available. **Cost:** $150,000.

**Minor Body Characteristics:** Nails, fangs, beard stubble, moles, pimples, scars, etc. **Cost:** Approximately $2000 each.

# SPECIAL TRAINING

# SPECIAL TRAINING

Not all comic book characters are endowed with cosmic power or mutant abilities. Some are normal men and women whose skills and expertise place them above the norm. So it is with the special training characters. These are characters who are truly exceptional in their field. More than that, they have taken that expertise and have decided to use it outside its usual area. They have molded their skills to fit a new expertise — Crimefighting.

As heroes, these characters must use their skills and ingenuity to triumph over evil. In addition to skill and cunning, most of the characters will have an arsenal of special equipment, but their real strength, their *power* is their skills!

Each of the five areas of special training are presented in their entirety. They are . . .

Ancient Master
Hunter
Secret Operative
Stage Magician
Super Sleuth

## THE ANCIENT MASTER

The Ancient Master is a truly different character that might be a little awkward for the inexperienced player. This is an old man who has devoted his entire youth to training in the martial arts and physical perfection. The last several decades have been spent in a Tibetan Monastery or similarly remote retreat, mastering the combat arts to the exclusion of *all* else. During this time he or she has taught many others and has lead a happy and fulfilled life. However, it is time to see the world. Thus, the character has ventured beyond the austere walls that have been his home these many years to explore the modern world. A world that seems to be as deadly and chaotic as the stories he has heard. As a disciple of discipline and order, the ancient master has decided that his place is here "in the eye of the storm," to bring peace and harmony to the chaos ravaged, modern world. As a champion of order and light you could expect nothing else. So it is that the character has decided to remain and combat the denizens of evil. The modern world is his home now and despite its strange customs, rituals and technology, the ancient master feels strangely at peace. Yes, he muses, "My place is here. This is my destiny." And so it is.

### STEP ONE: THE ATTRIBUTES

Determine the character's eight attributes as usual. If, even after physical skill selections, the characters physical attributes are low, *raise* them to the following levels: P.S. 18, P.P. 18, P.E. 20. Speed can remain where it is. Add 1D6 to the M.A. attribute. A low I.Q. is okay; wisdom and intelligence are often strangers.

### STEP TWO: SKILLS AND EDUCATION

Education is almost exclusively combat oriented. The only non-combat skills that have been mastered are: *Basic Mathematics (98%), to Read and Write in the character's native language (98%), and to Read, Write and Speak one additional language (98%).* **Note:** Be easy on yourself and make one of the languages English.

The character is otherwise ignorant in most skill areas. Since entering the modern world, the ancient master has picked up several new (secondary) skills. These skills *all* start at level one and have absolutely no skill bonuses. **Select 10 Secondary Skills, excluding Physical Skills.**

### MASTER OF THE COMBAT ARTS

Decades of constant practice in the martial arts provides the following skills and level of proficiency.

**HAND TO HAND: MARTIAL ARTS**

**15th Level**

**Attacks Per Melee:** 8 (includes the two melee attacks automatic to all heroes and one additional attack from boxing).

***Bonuses:** +3 to pull punch (does half damage).
+3 to roll with punch, fall or impact.
+2 to strike.
+5 to parry.
+5 to dodge.
+4 to damage.

**Combat Techniques:**

- Death blow on a natural 20 (unmodified) die roll.
- Knock-Out/Stun on a natural (unmodified) die roll of 18, 19 or 20.
- Judo-style body throw; does 1D6 damage plus victim loses initiative and one melee attack.
- Karate-style kick; does 1D8 damage (+P.S. bonus).
- Jump Kick (critical strike does double damage — 2D8).
- Leap attack (critical strike does double damage).
- Paired Weapons
- Entangle

*Does not include bonuses from P.S. or P.P. attributes.

**ANCIENT WEAPON PROFICIENCIES**

**15th Level**

**W.P. Blunt Weapons:** +2 to strike, +3 to parry.
**W.P. Chain Weapons:** +2 to strike, +3 to parry.
**W.P. Knife Weapons:** +3 to strike, +3 to parry, +1 to strike when thrown.
**W.P. Sword Weapons:** +3 to strike, +3 to parry.
**W.P. Staff Weapons:** +3 to strike, +4 to parry.

**Note:** These bonuses are combined with hand to hand bonuses whenever that particular category of weapon is used.

**Archery: (10th Level)** +6 to strike, 7 shots per melee.

**Boxing**

**Select 4 Physical Skills:** Each is equal to 10th level proficiency.

# SPECIAL ABILITIES

## 1. FEIGN DEATH — 96%

A form of bio-feedback and meditation that enables the character to fall into a death-like trance. The metabolic rate is so slowed that the ancient master's body temperature drops, the pulse is undistinguishable and breathing seems to have stopped completely. Without hospital facilities, even a medical doctor is likely to believe the character is dead. Requires 6 melees (90 seconds) of meditative preparation and can be maintained for days without harming the ancient master. In this state of suspended animation, drugs, toxins, and chemical damage and effects are immediately stopped, but will take effect the instant the death trance is stopped. However, the ancient master can purge himself of such impurities, and even heal himself by slipping into a deep, meditative trance (see number 2).

## 2. THE CLEANSING SPIRIT — 89%

The character can mentally will his body to destroy disease, drugs or chemicals, and heal. This is another spectacular example of bio-feedback/mind over matter. The ancient master is so attuned to his body that he can actually boost his recuperative power a hundredfold.

To purge his body of poisons or to heal, the character must slip into a deep uninterrupted trance. While in the trance the character can not engage in conversation, combat or anything else. Although this will leave him vulnerable to attack (it takes one full melee round to snap out of the trance), from all outward appearances the character will already appear to be dead.

**24 hours of cleansing meditation** will negate any poison, drug or chemical in his system and restore 20 S.D.C. or hit points of damage. This includes cuts, bullet wounds, infection, etc. A failed roll (90-00) means the meditation is ineffective and will require another 24 hours of meditation.

## 3. POSITIVE ENERGY

Yet another bio-feedback ability that instills the character with a super human, physical toughness. To maintain this semi-meditative state, the character must continually exert his will. **Reduce attacks per melee by half** (*4 instead of 8*).

**Bonuses:**

- Energy attacks, including fire, electricity, lasers and even particle beams, do half damage!
- Gases, poisons, drugs and chemicals do half damage and are half as effective (half duration).
- +5 to save vs magic (magic weapons do half damage).
- +3 to save vs psionics.

## STEP THREE: AGE

Roll on each of the following tables to determine one's age and appearance.

**Age in Real Years**

| | |
|---|---|
| 1-16 | 40 years old. |
| 17-33 | 50 years old. |
| 34-50 | 60 years old. |
| 51-67 | 70 years old. |
| 68-83 | 80 years old. |
| 84-00 | 90 years old. |

**Age by Appearance**

| | |
|---|---|
| 1-20 | Looks 50ish. |
| 21-42 | Looks mid-40's |
| 43-62 | Looks 40 |
| 63-78 | Looks mid-30's |
| 79-92 | Looks 30 |
| 93-00 | Looks mid-20's |

## STEP FOUR: EQUIPMENT

The character should have a good arsenal of ancient weapons (not necessarily oriental).

Select: 10 Blade Weapons (knives, swords)
6 Blunt Weapons
6 Throwing Weapons
6 Other Weapons

Of course, the character will not be carrying over two dozen weapons on his person, but he will have them available to him if he wants or needs them. Every mission or investigation may require a different set of weapons, or perhaps no weapons at all.

**Other Personal** items are at a minimum. No car, a modestly furnished (small) apartment, simple clothes, etc.

**Personal Financial Resources Available:** 2D6 × 100 dollars.

## OTHER STUFF

**Alignment**

Any alignment can be chosen, but heroes should generally be of a good alignment.

**Structural Damage Capacity (S.D.C.)**

The Ancient Master has a base S.D.C. of 50 plus 2D4 × 10 S.D.C. Additional S.D.C. can be attained through other physical skills.

# THE HUNTER/VIGILANTE

This character is the professional game hunter. He or she has traveled the world in search of game and challenges in the wilderness. However, the world is shrinking, with far less wilderness and too few challenges. Recently, the character has turned his attentions to pursuing the deadliest of game, *Man*. Like a true hunter, the character has donned the clothes that will best hide him in his prey's environment and goes forth to stalk. His prey is a deadly predator who kills for pleasure and slays his own kind. It is a beast with many names: pusher, pimp, murderer, crime boss, hit man, burglar, terrorist, and dozens of others, but they are all basically the same animal. Some would call them scavengers. That is their mistake. These are rogue predators who feed on the weak, helpless and innocent. *Man-killers* who stalk the streets with the same ferocity as the tiger in his jungle. However, there is a newcomer to the territory. A new predator who hunts the hunters. A manhunter.

## STEP ONE: THE USUAL

Determine the eight attributes, hit points, alignments, and optional rounding out data as usual. *Attribute Modifications:* Add 1D4 to P.E., Add 1D6 to Speed.

## STEP TWO: EDUCATION AND SKILL MODIFICATION

Education is fairly diverse, but the main emphasis of expertise revolves around hunting, tracking and weapon skills.

The character knows basic mathematics (98%), reads and writes his native language, and the following:

**Select any two skill programs,** *excluding*: Espionage and Military Skills. Skill Bonus — 15%.
Select 2 Ancient Weapon W.P.
Select 3 Modern W.P.

The character's education is fairly diverse, but the main area of expertise will be physical, wilderness and hunting related skills.

In addition to knowing basic mathematics (98%), and read and write his/her native language (98%), the hunter knows a variety of other skills picked up from high school and perhaps a year of college or tutoring from scholarly buddies in the bush. DO NOT roll to determine educational level and skill programs. Only the following skill areas are available to the hunter.

*Automatically Gets:*

**Wilderness Survival** (+30% skill bonus).
**Land Navigation** (+30% skill bonus).
**Tracking** (+35% skill bonus).
**W.P. Rifle** (+1 to strike bonus).

**Select One:** Hand to Hand: Expert or Martial Arts (Assassin is available for evil alignments).
**Select 2 Ancient W.P.s**
**Select 3 Modern W.P.s**
**Select any** *one skill program*, excluding Espionage and Military. (+10% skill bonus).
**Select 8 Secondary Skills.**
**Select 7 from the following hunter related skills:**
Archery
Biology (+10% skill bonus)
Climbing (+30% includes rappelling)
Detect Ambush (+10%)
Detect Concealment (+10%)
First Aid (+20%)
Fishing (+20%)
Intelligence (+20%)
Prowl (+30%)
Radio: Basic (+20%)
Sniper
Swimming: Basic (+30%)
Swimming: Advanced (+20%)
Pilot: Sailboat
Pilot: Motorboat
Pilot: Truck

## SPECIAL SKILLS

### 1. DISGUISE SCENT — 82%

This is the ability to disguise one's own scent by making it smell like something else. For example: A deer hunter might try to make himself smell like another deer. The hunter can also try to reduce his scent to be indistinguishable, but this is extremely difficult and has a penalty of −40% (one technique is to be high up, that the wind will sweep the scent up and away, out of the animal's scent range). A failed roll means the scent is not concealed nor disguised.

### 2. RECOGNIZE AND IDENTIFY PLANTS — 86%

Years of exploring and living in the wilderness has taught the hunter much about the environment. There is an 88% chance of recognizing specific types of plants, including processed herbs and poison. However, there is a slight penalty of −6% to identify processed poisons and −10% to recognize processed herbs.

### 3. TRAP/SNARE ANIMALS — 80%

The character has an extensive knowledge of animal traps and snares. This includes pit traps, snares, trip wires, net traps, steel traps, drop-fall traps, and other techniques that will both capture its prey unharmed or kill it.
Penalty of −10% for large prey.
Penalty of −20% for birds.

### 4. MODIFY WEAPON CARTRIDGES — 90%

This is simply the ability to modify weapon ammunition, such as creating dum dums, hollow points, full metal jacketed, and other special cartridges. A failed roll is a dud.

### STEP THREE: YEARS OF EXPERIENCE (Hunting May Have Begun As A Child). Roll Percentile Dice.

| | |
|---|---|
| 1-17 | 6 years |
| 18-35 | 8 years |
| 36-52 | 10 years |
| 53-69 | 12 years |
| 70-86 | 14 years |
| 87-00 | 16 years |

### STEP FOUR: EQUIPMENT

The type and amount of equipment is limited by the character's budget. Roll on the following table to determine the amount of money available. Then flip to the equipment section to make purchases. At least 30% must be spent on weapons, ammunition and weapon accessories; 20% must be spent on camping, hunting and wilderness type equipment. The rest can be spent on other items. As much as 30% of the money can be saved for later purchases.

**Budget**

| *Roll Percentile Dice* | |
|---|---|
| *1-15* | *$8000* |
| *16-29* | *$10,000* |
| *30-45* | *$12,000* |
| *46-60* | *$14,000* |
| *61-75* | *$16,000* |
| *76-89* | *$18,000* |
| *90-00* | *$20,000* |

**Note:** Presumably, the character already has a nice furnished apartment and reasonable personal possessions. He's also likely to own a jeep, small truck or other 4-wheel drive vehicle (88% chance). The vehicle is 1D6 years old.

### OTHER STUFF

**Attacks Per Melee (Hand to Hand)**

As with ALL heroes, the hunter automatically gets two attacks per melee plus those gained from hand to hand combat skills.

**Weapons and Armor**

Unless the character is extremely wealthy, only conventional weaponry and body armor would be available.

**Alignment**

Any alignment can be chosen, but heroes should generally be of good alignment.

**Structural Damage Capacity (S.D.C.)**

The hunter character has a base of 50 S.D.C., plus any gained through physical training.

## THE SECRET OPERATIVE

The character who falls into this category is a superspy or special operative, usually working with a secret organization. The organization can be part of the government, a foreign government, secret society or low profile arm of a multimillion dollar corporation. The character may be actively involved with the organization or no longer affiliated with it.

The character is trained in combat, conventional modern and energy weapons, espionage and covert operations. He or she may be dedicated to peace, freedom and justice or motivated by financial gain.

## STEP ONE: THE ATTRIBUTES

Determine the eight attributes and hit points as usual, with the following modifications:

Add 1D6 to P.S. attribute.
Add 1D4 to the P.P. attribute.
Add 1D6 to the P.E. attribute.
Add 1D6 to the M.A. attribute.

Don't worry if your superspy does not have incredibly high attributes (that's great), there is more to the character than natural abilities. Training and gadgets can turn a wimp into a dynamo.

## STEP TWO: EDUCATION AND SKILLS

The secret operative falls into the special training category with an emphasis on spy stuff. The following skill selections reflect that rather narrow training. The number in the parenthesis is the skill bonus.

*Automatically get . . .*

Mathematics: Basic — 98%
Pilot: Automobile — 98%
Select One: Hand to Hand: Expert or Martial Arts; anarchist or evil alignments can choose assassin.
Select 9 skills from Espionage and Military skill categories combined. (each gets a +25% skill bonus).
Select 4 Physical skills (+20% when applicable).
Select 2 Advanced Piloting skills (+20%).
Select 2 Communication skills (+25%).
Select 2 Ancient W.P.
Select 3 Modern Weapon W.P., plus gets W.P. Energy Pistol and W.P. Energy Rifle.
Select 8 Secondary Skills.

## STEP THREE: DETERMINING SPECIAL EQUIPMENT

The character is automatically equipped with a certain number of weapons, gimmicks and equipment.

**1. Souped-Up Car:** The player selects the type/model/style of the vehicle. Then select eight of the following special features:

- Lightly armored, A.R. 12, add 200 S.D.C.
- Bullet-proof windshields, A.R. 16, S.D.C. 200 each (front and back, 2 sides).
- Souped-up turbo engine: 280mph maximum speed.
- Mini-Radar: 5 mile (8km) range.
- Oxygen mask and air supply; 1 hour.
- Retractable, rear seat dividing wall. A bullet-proof, transparent wall slides in place to separate passengers from the driver. A.R. 16, S.D.C. 150.
- Pilot controlled locks.
- Knock-out gas (fills the car).
- Concealed, front mounted 5.56mm machinegun with 400 rounds of ammunition.
- Concealed, rear mounted 5.56mm machinegun with 400 rounds of ammunition.
- Concealed, front mounter laser. Damage: 6D6, Range: 3000ft (915m), 20 shots per hour; regenerates.
- Concealed, rear mounted laser.
- Mini-Missile Launcher (front or rear mounted). Fires four missiles, one at a time or in volleys of 2, 3 or 4. Damage: 1D4 × 10 each, Range: 4000ft (1200m), Payload: 4.
- Flotation devices builtin the under carriage so it will float in water.
- Ejection seat.

**2. Weapons**

- Select 2 Energy Weapons and six energy clips for each.
- Select 12 hand grenades of your choice.
- Select 4 modern weapons of your choice.

**3. Special Gizmos**

- Jet Pack/Flying Harness: Speed: 150mph, Altitude: 2000ft. Gasoline powered (4 gallon tank). *See Robotics for Hover Vehicle details.*
- Select any 2 bionic implants (player's option). Limited to hand (counts as one), optics, sensors and audio implants (may substitute implants from the *Ninjas and Superspies RPG*).

**4. Budget**: The character also has 2D4 × 1000 dollars to buy additional equipment. This money must be spent on weapons, and spy-type items, like sensors, listening devices, optical enhancements, etc.

## STEP FOUR: BACKGROUND DATA

**The Sponsoring Organization**

**1-16** Criminal (intended for criminal activity).
**17-36** Government (intended for any kind of needs).
**37-60** Secret Organization or society (roll for motive).
- 1-40 Altruistic; to help mankind reach its pinnacle of greatness.
- 41-70 Crimefighting.
- 71-00 Revenge

**61-75** Private Industry (roll for motive).
- 1-30 Alturistic, help people, make the world a better place.
- 31-60 Crimefighting
- 61-79 Military prototypes (being field tested).
- 80-00 Public Relations: A goodwill campaign using high-tech gadgets. A corporate crimefighter (must work with the law or get fired). Salary is 3D4 × 10,000 per year.

**76-86** Foreign Government (roll for motive).
- 1-30 Spy to study and observe the country, its underworld, government, society and technology. Attain a position of respect, trust and power for future covert operations.
- 31-55 Altruistic; to help make all the world a better place.
- 56-80 Military prototypes being field tested in a foreign country.
- 81-00 Alien Culture secretly studying and trying to help mankind.

**87-00** Independently wealthy tycoon worth nearly a billion dollars or more. (Roll for motive).
- 1-35 For kicks, fun.
- 36-69 Altruistic, make the world a better place.
- 70-00 Revenge.

**Status with the Sponsoring Organization**

**1-17 Test Pilot** lent high-tech weapons, vehicles, and equipment for field testing in the urban environment. The character's motives are his own. The use of the equipment is left up to the character. No vigilantism or criminal actions are not sanctioned, nor suggested by the organization. How the character tests the items is his responsibility. If captured and the organization's name is involved, it will try to cover up its involvement as best as possible (and may even claim the items were stolen). From that point on the character will be

black-listed from any further tests, but will be left all the current equipment (if he can get it from the authorities). This is done to help establish their alleged innocence. The organization will honestly not pester the character in any way. However, in the eyes of the law the character is a dangerous criminal.

**18-34 Special Federal Operative:** The character is a member of an elite, crimefighting, federal lone-wolf, program. This program sends one special agent into a trouble spot to deal with crime in his own special way. Works outside the local law enforcement agencies, and even other federal agencies, as a completely independent agent. 1-88% likelihood he is disliked by the local law-men and gets little, if any, support. 89-00% means the local authorities tolerate and assist the character, but feelings are not friendly.

**35-51 Freelance Spy Turned Vigilante:** This character has accumulated high-tech weapons and equipment as conditions of payment for past services rendered. Financially secure — add 1D4 × 10,000 dollars to personal savings. As a vigilante, the police consider the character to be a reckless grandstander (and most likely a criminal). However, there is a 50% chance the character has 1D4 friends on the police force or local news team. May be asked to do freelance work for the government or other organizations.

**52-68 Rogue Agent:** Quit the organization for undisclosed, allegedly personal, reasons. Known to be operating as a vigilante-style hero with suspiciously high-tech equipment. The sponsoring organization dislikes the character and suspects him/her as a double agent or defector. Will help local authorities capture the character if he interferes in their affairs (could even lead to his termination). As a vigilante, the police look at the character as potentially dangerous, (although well intentioned), criminal. Add 2D6 × 1000 dollars to the spy's personal savings.

**69-84 Sanctioned Agent** operating with the full public support of the sponsoring organization. Must try to observe the law (at least publicly) and cooperate with local and federal authorities in every way. Drawing a salary of 2D4 × 10,000 dollars annually.

**85-00 Rejected.** Thrown out of the program! All ties are permanently dissolved; very angry/hostile toward the character. Suspect character of absconding with equipment, but nothing seems to be missing. The police view him as a criminal.

## OTHER STUFF

**Attacks Per Melee (Hand to Hand)**

All heroes automatically gets two attacks per melee plus those gained from hand to hand combat skills and other physical skills.

**Weapons and Armor**

In addition to those provided by the organization, the character may purchase conventional weapons and armor of his own.

If the character is on good terms with the sponsoring organization, they will replace lost, damaged or used up weapons, ammunition and equipment. However, excessive consumption of goods, especially big ticket items, such as jet packs and cars, will lead to a complete cut-off of supplies. **Game masters** should be stingy with heavy weapons, energy weapons and rare or expensive items. The organization will NOT supply the whole group of characters!!!

**Alignment**

Although heroes are usually of a good alignment, anarchist, aberrant and other evil alignments may be appropriate (anit-hero).

**Structural Damage Capacity (S.D.C.)**

The secret operative character has a base of 30 S.D.C. plus 1D6 × 10. Additional S.D.C. can be gained through physical skills.

# THE STAGE MAGICIAN

The stage magician character is a professional performer, highly skilled in sleight of hand and illusion. This is a normal person with no, real, mystic powers or knowledge. Instead, all feats of magic are skillful "tricks" of deception that fool the eye. In addition to mastery of sleight of hand, the character is often an escape artist and contortionist. As a crimefighter, the magician or escape artist uses his/her incredible dexterity and unconventional talents to thwart evil.

The player will have to use his imagination to make this a 3-D character. Work out special gimmicks and techniques to pull off stunts. Smoke bombs for a dramatic entrance, clothing with secret pockets and so on. Utilize his skills of palming and concealment to make an item seem to disappear, only to be plucked from behind another persond ear.

## STEP ONE: THE ATTRIBUTES

Determine the eight attributes and hit points as usual, with the following modifications:

Add 1D6 to the M.A. attribute.
Add 1D6 to the P.P. attribute.
Add 1D4 to the P.B. attribute

## STEP TWO: SKILLS AND EDUCATION

The magician character has had some formal schooling, if only high school. In addition to being able to *read and write (98%)*, the person knows *basic mathematics (98%) and pilot automobile (96%).*

**Select any one skill program**, excluding Espionage, and Military skills. Skill Bonus: +10%.

**Select 10 Secondary Skills.**

**Select 8 from the following** skills useful in the art of illusion and escape. The number in parenthesis is the one time skill bonus.

Climbing (includes rappelling) (+25%)
Concealment (+30%)
Detect Concealment (+30%)
Disguise (+30%)
Escape Artist (+30%)
Forgery (+15%)
Impersonation (+25%)
Palming (+30%)
Pick Locks (+30%)
Pick Pockets (+30%)
Prowl (+25%)
Optic Systems (+20%)
Surveillance Systems (+5%)
T.V./Video (+20%)

# SPECIAL SKILLS

## 1. SLEIGHT OF HAND

Another skill that involves the manual dexterity of hand and finger manipulation to perform certain feats. One of the tricks or gimmicks of sleight of hand is to distract the observer(s) with one hand and palm or otherwise manipulate an item with the other hand. Sleight of hand also includes a basic level of escape artistry. Techniques include hand positioning, tensing and relaxing muscles, keeping hand and wrist joints flexible, popping joints in and out, the study of knots, and usually a hidden lock picking tool(s).

Skill Bonuses: +5% to palming, +5% to pick pockets, +10% to escape artist, +6% to concealment. All are one time skill bonuses applicable immediately.

To escape from locked chains and manacles the character must have the pick lock skill as well. Note that an escape artist does NOT need to see the knots, locks or manacles that hold him. Escapes and lock picking can be done by touch and/or sound as well as sight.

**Time Restrictions and Penalties**

Although the sleight of hand skill provides added skill and nimbleness of hands, the character is still restricted by time and the odds against him. The following penalties apply whenever the character tries to pick a lock or escape his bonds. They generally reflect the complexity and difficulty of the job. In some cases, more than one penalty may apply. For Example: The character may be handcuffed, arms and legs/feet tied and then locked in a chest (total darkness), for a *cumulative penalty of* −25%. ALL penalties are cumulative. **Note:** ALL the locks and vaults may be of the highest quality and supposedly unpickable; however, they are not super sophisticated. Bank vaults, professional security systems, electric locks and electric alarm systems are beyond the capabilities of the magician/escape artist. *See the Hardware: Electrical* character for the man to beat the sophisticated electronic systems

**Time Restrictions and Penalties.**

*A failed skill roll means that time has been spent in a futile attempt. Try again! The same attempt by any character other than the stage magician will take three times as long.*

**Escape and Lock Pick Penalties**

−0% Rope and typical knots: One melee (15 seconds).
−5% Rope and superior knots: 1D4 melees (15 to 60 seconds).
−0% Key padlock: 1D4 melees.
−5% Combination padlock: 1D6 melees.
−15% Security combination lock: 2D6 melees.
−5% Typical door key lock: 1D4 melees.
−10% Security door key lock: 2D4 melees.
−5% Any standard key lock (doors, chests, etc.): 1D6 melees.
−5% Handcuffs: 1D4 melees.
−20% Straightjacket: 2D4 melees.
−15% Jail cell door: 2D6 melees.
−5% Car trunk: 1D4 melees.
−25% Vault door with a superior combination lock: 2D6 minutes from the outside, 2D6 melee rounds (30 seconds to 3 minutes) from inside the vault.
−80% Electric lock/bank vault: 6D6 minutes.
−20% Lack of proper tools; must use inferior improvised tool(s) like a hairpin or belt buckle.
−50% No tools at all
−10% Total darkness.

## 2. CONTORTIONIST

The ability to temporarily dislocate bones from joints, fold and bend the body to fit into extremely small areas or through spaces normally too tiny for a normal person. Can fold into a two foot ball and flatten self to four inches.
Adds +5% to escape artist skill.
Adds +2 to roll with punch, fall or impact.

## 3. JUGGLING

The ability to toss "up" a number of objects such as balls, clubs, knives, lit torches and almost any, usually small, objects and keep them continuously in the air. As a skilled expert, the practicioner develops a superior sense of coordination, manual dexterity and reflexes which provides the following *abilities and bonuses.*

1. Five attacks per melee with a thrown weapon. This can include darts, knives, throwing axe, javelin, small spear, club and other small items appropriate for throwing. It does not include swords, maces, ball and chain, pole arms, staves, chairs or other objects. *Add one additional throwing attack* at third level and another at sixth and ninth. *The throw attack* takes the place of normal hand to hand combat that melee. This means the character can either attack by throwing missile weapons OR by engaging in hand to hand combat; he CAN NOT do both in the same melee round.
2. Bonuses: +1 to strike with any thrown/missile weapon. +1 to parry. These are both in addition to hand to hand or W.P. skill.

3. Number of Items Juggled: Up to six objects/items at level one plus ONE for each additional level of experience.
**Base Skill:** 50% + 5% per level of experience.

## STEP FOUR: GIMMICKS AND EQUIPMENT

The type and amount of equipment is limited to the character's budget. Roll on the following table to determine the amount of money available. Then flip to the equipment section to make purchases. At least 50% must be spent on tools and items that can be used for "tricks" and feats of magic. A couple sets of lock picking tools and night optics are a must. Another 20% must be spent on other items suitable for crimefighting. As much as 30% of the money can be saved for later purchases.

**Budget**
*Roll Percentile Dice*

| | |
|---|---|
| 1-12 | $6500 |
| 13-24 | $7000 |
| 25-38 | $8200 |
| 39-52 | $10,000 |
| 53-65 | $12,000 |
| 66-78 | $14,000 |
| 79-90 | $16,000 |
| 91-00 | $18,000 |

**Note:** Presumably, the character already has a nice, furnished apartment, and reasonable possessions. He's also likely to own a sports car (86% chance). The car is 1D6 years old.

## SPECIAL GIMMICKS

1. **Tailor-Made Clothing** with *secret pockets* and seams for concealment. For example, a seam or cuff can be designed to hold wire or a small tool. The same is true with tiny pouches and pockets carefully designed to be invisible upon quick examination. **Note:** These are small, flat pockets designed for small/tiny implements that might not be felt in a body search. Guns or wallets will be far too bulky. **Cost:** Add $50 for *each* hiding place/pocket and $100 to the overall cost of the clothing.
2. **Belt Buckle Compartment. Cost:** $35.
3. **Belt with a Secret Lining** to hold wire, keys and small, flat tools. **Cost:** $50.
4. **Flash Powder:** A simple chemical reaction causes the powder to ignite in a blinding flash and a small puff of smoke. Does no damage, but everyone exposed to the flash (within 12ft) loses initiative. **Cost:** $20 per ounce.
5. **Itching Powder:** Makes its victim itchy and uncomfortable. Lasts 1D4 hours or until washed off. Affects only bare skin. Victims are annoyed and distracted; −4 on initiative. **Cost:** $10 per ounce.
6. **Goblin Dust:** Often a homemade powder composed of fine soot, ash and dirt. The dust is usually packaged in small packets that can be torn and thrown or blown in an opponent's face. Large paper bags can be filled and used to hit an opponent like a club, breaking open and dumping in the persons face. There's a 45% chance of getting the dust in the person's eyes and blinding him for 1D4 melees (−6 to strike, parry and dodge). **Cost:** About two bucks for a five pound batch.
7. **Mini-Smoke Bomb:** A small, golf ball size and shaped item, easy to conceal or palm, that emits a cloud of smoke that fills a 10 foot (3m) area. Colors include: grey, black, yellow, red, white and green. **Cost:** $5 each.
8. **Mini-Stink Bombs:** These look just like the smoke-bomb, but emits a cloud of horrible stench. Fills a 10ft area and lasts 1D6 minutes. This stench is 20 times worse than the commercial prank types. Victims will involuntarily gag, eyes will water and some may even vomit. Unless a savings throw is made, the people exposed to the stench will forfeit half their attacks that melee and run out of the area. Characters who endure the stench, but fail to save, lose two melee attacks and are −1 to strike, parry and dodge. A successful save means the stench has no significant effect. Savings throw: 16 or higher. **Cost:** $30 each.

## OTHER STUFF

**Hand to Hand Combat**
Combat skills are not automatic. They must be selected as a learned skill.

**Attacks Per Melee (Hand to Hand)**
As with ALL heroes, the stage magician/escape artist automatically gets two attacks per melee plus those gained from hand to hand combat skills and boxing.

**Weapons and Armor**
Unless the character is extremely wealthy, only conventional weaponry and body armor would be available.

**Alignment**
Any alignment can be chosen, but heroes should generally be of good alignment.

**Structural Damage Capacity (S.D.C.)**
The stage magician/escape artist character has a base of 40 S.D.C., plus any gained through physical training.

# THE SUPER SLEUTH

The detective character is steeped in the criminal sciences and investigative techniques. Yet the sleuth is more than a simple detective. The character has an uncanny eye for detail and a mind as sharp and quick as a computer. His daring sense of adventure will plunge him into a den of thieves or a corporate headquarters, cloaked in one of his many disguises. He will stop at little to prove a theory, play out a hunch or to secure a clue.

The character has no special powers or gimmicks. His special abilities are skills and cunning, sometimes supported by a handful of cold steel and bullets. The sleuth craves a good challenge as much as he craves adventure. The character loves nothing more than to match wits with the criminal elite.

## STEP ONE: THE ATTRIBUTES

Determine the eight attributes, hit points, and usual data as always, with the following exceptions. Add 1D6 to the M.E., add 1D4 to the M.A. and increase the I.Q. to 14 (higher is better if you rolled it).

## STEP TWO: EDUCATION AND SKILL MODIFICATION

The sleuth character is a brain, but he is far too curious about too many things to have ever attained a degree (although he's probably had years of college). Only the skills that help him in investigative work have received his full attention. The jack-of-all-trades and master of . . . well, a few.

**Select any two skill programs,** with the exceptions of Espionage, and Military Skills. All enjoy a skill bonus of +15%.

However, years of investigative studies have honed the following skills to the peak of perfection.

**Computer Operation** — 98%
**Computer Programming** — 96%
**Mathematics: Basic** — 98%
**Mathematics: Advanced** — 98%
**Select two additional languages** (read, write, speak) — 96%
**Select one:** Pilot automobile or motorcycle — 96%
**Select 8 Secondary Skills** (sorry, no bonuses).
**Select 7** from the following skills which apply to detective work:
Chemistry (+30%)
Chemistry: Analytical (+25%)
Criminal Sciences/Forensics (+30%)
Cryptography (+30%)
Disguise (+25%)
Forgery (+10%)
Intelligence (+20%)
Interrogation (+25%)
Impersonation (+30%)
Paramedic (+25%)
Pathology (+25%)
Pick Locks (+20%)
Surveillance Systems (+30%)
Basic Electronics (+25%)

## 1. COMPUTER HACKING OR HACKER — 96%

This is a slang term for a computer operator who gains access to other computers, usually by telephone modem, and breaks their security code to plunder their data. This skill includes an in depth knowledge of computer programs, useful in pirating computer information.

**Hacking Penalties**

The following penalties apply whenever the character tries to gain access to computers and computer programs that are not his own. The penalties generally reflect the complexity and difficulty of the job.

**Hacking Penalties**

- −10% Break simple security program; time required — 1D6 minutes.
- −20% Break a moderately sophisticated security program; time required — 4D6 minutes.
- −40% Break a sophisticated security program; 3D6 hours.
- −50% Break a super sophisticated security program; 6D6 hours.
- −60% Break a superior military security program; time required — 3D4 days.
- −10% Decipher an unknown data code.
- −5% Replace security code with your own. Time required depends on the complexity of the program:
  Simple — 4D6 minutes.
  Moderately sophisticated — 2D4 × 10 minutes.
  Sophisticated — 1D4 hours.
  **Note:** Presumably, these are *predesigned* codes that the character has designed some time ago and can just be keyed in. A good security program takes weeks or even months to design.

## 2. SEE THROUGH DISGUISE AND FORGERY

The character's keen eye and memory for details (as well as his own possible expertise in those areas) enables him to see through disguises and recognize forgeries.

**See through Disguise:** 42% + 4% per each additional level of experience.

**Recognize Forgery:** 52% + 4% per each additional level of experience. This includes recognizing imitation gold, diamonds, jewelry, currency, paintings, passports, falsified signatures, and so on. **Note:** An original or true item may be needed for comparative study.

## STEP THREE: EQUIPMENT

The type and amount of equipment is limited by the character's budget. Roll on the following budget table to determine the amount of money available to him. Then flip to the equipment section to make purchases. At least 40% of the money must be spent on investigative type equipment like listening devices, cameras, optics, sensors, etc. 20% spent on weapons and related equipment, and at least 20% spent on other relevant items for detective work. As much as 20% of the money can be saved for later purchases.

**Budget**

*Roll Percentile Dice*

| | |
|---|---|
| 1-15 | $8000 |
| 16-29 | $10,000 |
| 30-45 | $12,000 |
| 46-60 | $14,000 |
| 61-75 | $16,000 |
| 76-89 | $18,000 |
| 90-00 | $20,000 |

**Note:** Presumably, the character has already spent 2D4 × 10,000 dollars equipping his crime lab. The laboratory facility includes several microscopes, light-boards, magnifying glasses and jeweler's tools/lenes, chemical analysis lab, darkroom, refridgerator unit, electrical facilities, tape-recorder and I.B.M. computer, laser printer, color monitor and xerox machine.

The character also has an American made, mid-size sutomobile that is 2D4 years old. Great for surveillance — common and inconspicuous.

## OTHER STUFF

**Hand to Hand Combat**

Physical combat skills are not automatic. They must be selected as a learned skill.

**Attacks Per Melee (Hand to Hand)**

ALL heroes automatically gets two attacks per melee. Additional attacks can be acquired through hand to hand combat skills and boxing.

**Weapons and Armor**

Unless the character is extremely wealthy, only conventional weaponry and body armor would be available.

**Alignment**

Any alignment can be chosen, but heroes should generally be of good alignment.

**Structural Damage Capacity (S.D.C.)**

All sleuth characters have a base S.D.C. of 40. S.D.C. can be increased through physical training.

# DETERMINING SUPER ABILITIES

## DETERMINING POWER CATEGORIES

There are ten major types or categories of super humans. They are . . .

Aliens
Bionics
Experiments
Hardware
Magic
Mutants
Physical Training
Psionics
Robotics
Special Training

The player must first select one of these categories before specific powers and abilities can be determined. *See CREATING A CHARACTER: Step Three, Determining Super Abilities*, in the beginning of this book. Random Power Category determination is also possible. The random table can be found under *Step Three: Determining Super Abilities.*

## DETERMINING SUPER ABILITIES

The power categories of **Aliens, Experiments,** and **Mutants** are all heroes who possess what can only be called "super abilities." The *Magic* category offers a limited availability of super abilities, while *Psionics* is a completely different selection of powers (*See Psionics Section*). The remaining power categories derive their abilities from training or machines.

**Super abilities are divided into two groups: Major Super Abilities and Minor Super Abilities.** A player may have major and minor super abilities or a handful of minor abilities (no major) which, when combined, make for an equally formidable individual. The number of major and/or minor powers are indicated in the descriptive section on each power category, *or* can be rolled on the random table which is presented here. It is the player's choice.

After the number of super abilities have been ascertained, the player must decide which specific powers his character has. This can be done in two ways:

**One:** the player can skim through the super abilities and *choose* the ones that he would like. **Or, Two**: *Roll* on the Random Super Ability Tables (major and minor) to determine his powers.

## RANDOM SUPER ABILITY SELECTION TABLES

*Roll percentile dice for all.*

### THE NUMBER OF SUPER ABILITIES

**1-15** One major super ability and three minor abilities.
**16-32** Four minor super abilities only (no major powers).
**33-50** One major super ability and one minor abilities.
**51-69** One major super ability and two minor ability.
**70-86** Five minor super abilities only (no major powers).
**87-00** Two major super abilities (no minor powers).

Now that you know how many super abilities your character has and which type, major and/or minor, you can *choose* the specific powers **or** *randomly roll* on the major and/or minor super ability tables which follow. If the same power is rolled a second time, ignore it, and roll again. DO NOT roll for more super abilities than those indicated. Random rolls should be made under game master *supervision*. No pun intended.

## RANDOM *MINOR* SUPER ABILITIES TABLE
***Roll Percentile Dice***

| | |
|---|---|
| 1-3 | Super Vision: Advanced Sight |
| 4-6 | Extraordinary Mental Affinity |
| 7-9 | Bend Light |
| 10-12 | Flight: Glide |
| 13-15 | Heightened Sense of Taste |
| 16-18 | Energy Expulsion: Fire |
| 19-21 | Super Vision: Nightvision |
| 22-24 | Extraordinary Physical Strength |
| 25-27 | Radar |
| 28-31 | Flight: Wingless |
| 32-34 | Heightened Sense of Hearing |
| 35-37 | Mental Stun |
| 38-40 | Extraordinary Speed |
| 41-43 | Energy Expulsion: Electricity |
| 44-47 | Adhesion |
| 48-50 | Flight: Winged |
| 51-54 | Healing Factor |
| 55-57 | Super Vision: X-Ray |
| 58-60 | Extraordinary Physical Endurance |
| 61-64 | Energy Expulsion: Energy |
| 65-67 | Heightened Sense of Smell |
| 68-70 | Extraordinary Mental Endurance |
| 71-73 | Impervious to Fire & Heat |
| 74-76 | Energy Expulsion: Electrical Field |
| 77-80 | Underwater |
| 81-84 | Energy Resistance |
| 85-87 | Heightened Sense of Touch |
| 88-90 | Super Vision: Ultraviolet & Infrared |
| 91-94 | Energy Expulsion: Light |
| 95-97 | Extraordinary Physical Beauty |
| 98-00 | Extraordinary Physical Prowess |

## RANDOM *MAJOR* SUPER ABILITIES TABLE
*Roll Percentile Dice*

| | |
|---|---|
| 1-2 | Animal Metamorphosis |
| 3-4 | Chameleon |
| 5-7 | Alter Physical Structure: Stone |
| 8-9 | Control Elemental Force: Water |
| 10-11 | Invisibility |
| 12-13 | Energy Absorption |
| 14-16 | Control Others |
| 17-19 | Shape Change |
| 20-22 | Darkness Control |
| 23-24 | Gravity Manipulation |
| 25-27 | Alter Physical Structure: Ice |
| 28-30 | Intangibility |
| 31-32 | Growth |
| 33-35 | Create Force Field |
| 36-38 | Control Elemental Force: Air |
| 39-41 | Animal Abilities |
| 42-43 | Sonic Speed |
| 44-46 | Alter Physical Structure: Fire |
| 47-48 | Magnetism |
| 49-50 | Stretching |
| 51-53 | Invulnerability |
| 54-56 | Alter Physical Structure: Electricity |
| 57-59 | Control Elemental Force: Earth |
| 60-62 | Sonic Flight |
| 63-64 | Teleport |
| 65-67 | Alter Physical Structure: Liquid |
| 68-70 | Disruptive Touch |
| 71-73 | Alter Physical Structure: Metal |
| 74-75 | Mechano-Link |
| 76-78 | Control Elemental Force: Fire |
| 79-81 | Mimic |
| 82-83 | Karmic Power |
| 84-86 | Sonic Power |
| 87-89 | Vibration |
| 90-92 | Shrink |
| 93-95 | Plant Control |
| 96-98 | Transferal/Possession |
| 99-00 | Weight Manipulation |

# *MINOR* SUPER ABILITY DESCRIPTIONS

## LIST OF *MINOR* SUPER ABILITIES

Adhesion
Bend Light
Energy Expulsion: Electricity
Energy Expulsion: Electrical Field
Energy Expulsion: Energy
Energy Expulsion: Fire
Energy Expulsion: Light
Energy Resistance
Extraordinary Mental Affinity
Extraordinary Mental Endurance
Extraordinary Physical Strength
Extraordinary Physical Prowess
Extraordinary Physical Endurance
Extraordinary Physical Beauty
Extraordinary Speed
Flight: Glide
Flight: Winged
Flight: Wingless
Healing Factor
Heightened Sense of Hearing
Heightened Sense of Smell
Heightened Sense of Taste
Heightened Sense of Touch
Impervious to Fire & Heat
Mental Stun
Radar
Super Vision: Advanced Sight
Super Vision: Nightvision
Super Vision: Ultraviolet & Infrared
Super Vision: X-Ray
Underwater

## Adhesion

Characters with this power are able to attach themselves to any solid surface by their fingers and hands, toes and feet. This means that the person can walk on walls or ceilings, can climb

any surface effortlessly, and is terrific at catching fly balls.

The only limits to this power are the character's own strength and speed. Attempting to carry a heavy load greater than his/her P.S. × 10 in pounds, will cause the character to immediately fall off. Speed climbing is equal to HALF the running speed. This also applies to movement on walls and ceilings.

**Restrictions:** Loose rocks, crumbling plaster, ice, oil or other slippery substances will prevent the character from adhering to a surface.

**Other Abilities and Bonuses:** Automatic climbing skill equal to 90% proficiency (does not include rappelling). Add +10% to Prowl when climbing on ceiling. Add +30% to pick pocket, palming and concealment.

## Bend Light

**Range:** Self or Light Beam — 100ft
**Damage:** None
**Duration:** One melee

The ability to bend light allows the character to manipulate light radiation like a prism. This can produce a number of effects.

1. **Separate the color bands of light** to produce a colored light beam or radiate about 70 watts of colored light (enough to light up a 10 × 10ft room). The colors possible are red, yellow, blue, green, purple, orange, as well as infrared and ultraviolet. **Range:** Of the beam is 100ft (30.5m); does no damage.
2. **Parries lasers** and other light beams by bending the light around him, or a 10ft area, to deflect the beam. Roll just like a normal parry.
3. **Can see** into the infrared and ultraviolet light range. 100ft (30.5m) is the maximum distance.

## Energy Expulsion: Energy

**Range:** 600ft maximum (183m)
**Damage:** 2D6 + 1D6 for each level of experience.
**Duration:** Instant
**Attacks Per Melee:** Same as hand to hand. Each blast counts as one hand to hand attack or action for that melee.
**Bonuses:** +3 to strike if an aimed shot, +1 to strike if shooting wild.

The character can generate energy which can be released in directed pulses. The energy pulse or blast is fired from the fingertips, hand or eyes.

More powerful, experienced characters (3rd level and higher) can regulate the strength of each blast in increments of 1D6. For Example: A 6th level hero can fire blasts doing as much as 8D6; that's 8 to 48 points of damage at maximum strength. However, his mastery over his power enables him to fire a warning shot doing a mere 1D6, a firmer 2D6, a don't push your luck 3D6, a forceful 4D6, a rock-em 5D6, a heavy 6D6, a powerful 7D6 or a full force 8D6 blast. The power behind the energy blast does not affect the character in any way. **Note:** The ability to regulate the force of a blast applies to ALL energy expulsion powers.

## Energy Expulsion: Fire

**Range:** 60ft maximum (18.3m)
**Damage:** 2D6 + 1D6 for each level of experience.
**Duration:** Instant

**Attacks Per Melee:** Same as hand to hand.
**Bonuses:** +3 to strike if an aimed shot, +1 to strike if shooting wild.

The character can emit a flamethrower-like blast from his hands. Like the previous energy expulsion, the severity of damage can be controlled in increments of 1D6. Remember, maximum damage is limited by the level of experience. Range is limited to 60ft.

## Energy Expulsion: Electricity

**Range:** 400ft maximum (122m)
**Damage:** 3D6 + 1D6 for each level of experience.
**Duration:** Instant
**Attacks Per Melee:** Same as hand to hand.
**Bonuses:** +3 to strike if an aimed shot, +1 to strike if shooting wild.

Electrical energy bolts leap from the fingers of this living electrical generator. As the character grows in experience (3rd level and higher), he/she can regulate the degree of damage by increments of 1D6.

## Energy Expulsion: Electrical Field

**Range:** 10ft area plus an additional 2ft per each level of experience.
**Damage:** 4D6 for every 5 seconds within the energy field.
**Duration:** One full melee (can be instantly renewed).
**Attacks Per Melee:** One long continuous attack. No other attacks or actions can be made while the electrical field is up.
**Bonuses:** +2 to strike. No aimed shot is possible; area affect.

This character can turn himself into a living dynamo, crackling with electrical energy. Standing stationary, the hero can generate a field of electricity around himself affecting everyone within a 12ft area (*first level*). Victims caught in the field will suffer a maximum of 4D6 damage for every FIVE seconds trapped in the field (equal to 3 attacks per melee). Experienced characters (3rd level and higher) can diminish the field's damage to as little as 1D6 per five seconds of exposure.

While the field is up the character is impervious to electrical and energy attacks. Projectiles, bullets and thrown objects are minus −8 to strike, but do full damage if they hit. Fire is not hampered by the electrical field. Note: The damage of the field does NOT increase with experience or age.

## Energy Expulsion: Light

**Range:** 600ft (183m)
**Damage:** 2D6 + 1D6 per each level of experience.
**Duration:** Instant
**Attacks Per Melee:** Same as hand to hand.
**Bonuses:** +3 to strike for aimed shot. +1 if shooting wild.

The ability to draw on light energy/radiation and emit a highly concentrated bolt of light, not unlike a laser beam. The light bolt can only be fired in pulses from the fingers, hands or eyes. With experience (3rd level or higher), the character can regulate the amount of damage inflicted by the light bolt in increments of 1D6.

The character can also radiate light like a human light bulb. Equal to about 100 watts, plus 25 watts per level of experience. Even at first level he can radiate enough to light up a 20 × 20ft room.

## Energy Resistance

**Range:** Self
**Duration:** Constant
**Attacks Per Melee:** None
**Bonuses:** None

This power makes the character extremely resistant to *all energy based attacks*. No physical damage is sustained by the first 20 points of energy attacks in a melee round. Energy attacks beyond the 20 points do only half damage.

The character's resistance to energy includes fire, electricity, lasers and pure energy. The person is completely invulnerable to stun-type energy weapons. Energy resistance is not effective against radiation damage.

## Extraordinary Mental Affinity

An aura of likability, confidence and trust radiates from this character. He or she is so dynamic that they are often the center of attention and make the opposite sex swoon.

**Bonuses:** Increase M.A. to 24 + 1D6.
Skill bonus of +10% is added to pick pockets and all skills of deception and sleight of hand.

## Extraordinary Mental Endurance

A very mentally stable and strong personality that is difficult to suppress or break. This guy has a will of iron.

**Bonuses:** Increase M.E. to 20 + 2D4.
Note the resistance to psionic attacks (*see Attribute Bonus Table*). The same bonus applies to all mind altering magic and drugs.

## Extraordinary Physical Strength

This character possesses astounding physical strength.

**Bonuses:** Increase P.S. to 20 + 1D6.
Can carry 100 times (not 50) P.S. in pounds and can lift 200 times (not 100) P.S. in pounds.

## Extraordinary Physical Prowess

A greatly heightened physical prowess providing increased speed and agility.

**Bonuses:** Add 2D4 to the P.P. attribute.
Add 3D4 to the Speed attribute.
Add one extra attack per melee.
Plus 10% to physical skills requiring dexterity and prowess, such as prowl, gymnastics, etc.

## Extraordinary Physical Endurance

An extremely tough individual who can withstand a great amount of physical strain or punishment.

**Bonuses:** Add 2D6 to the P.E. attribute; take note of bonuses to save vs toxins and coma. *See attribute bonuses.*
Add 4D4 × 10 S.D.C.

## Extraordinary Physical Beauty

An extremely attractive individual whose beauty is truly exceptional. Members of the opposite sex are particularly vulnerable to this character's charm.

**Bonuses:** Increase P.B. to 20 + 2D4.
*See attribute bonuses* for the ability to impress and charm.
+10% to interrogation and pick pocket skills.

## Extraordinary Speed

The ability to move and run faster than most vehicles without tiring.

**Bonuses:** Speed 220mph (353kmph), plus 20 miles (32km) per level of experience.
Add one extra attack per melee.
Add 50 to S.D.C.
Add +2 on initiative.
Add +2 to strike.
Add +6 to parry.
Add +6 to dodge.
Add +4 to roll with punch or fall.
Add +4 to inflict damage for every 20mph of speed.

**Note:** The best a punch or kick can do from a standing still position is 40mph (64kmph) adding +8 to damage.

## Flight: Glide

This power allows the super being to ride air currents and hover. Maximum gliding speed outdoors, with a strong wind or from a great height (jumping out of an airplane or skyscraper's rooftop), is 120mph (192kmph).

However, a typical speed is more likely to be 40 to 50mph (64 to 80kmph). Gliding indoors is more difficult, with a maximum speed of 40mph (64kmph) and an average speed of 15mph (24km).

**Bonuses When Gliding:** Add +2 to strike.
Add +2 to parry.
Add +2 to dodge.

## Flight: Winged

This super being has physical wings that give him the power of flight. Unfortunately, wings are difficult to conceal. This can make a secret identity a bit of a problem. However, wings can be *carefully* folded, tucked and restrained with minimal discomfort. Wings that are pulled back and strapped in place impairs the characters mobility.

**Penalties:** When Wings are Restrained:
Subtract −1 on initiative.
Subtract −1 to parry.
Subtract −1 to dodge.
Subtract one attack per melee.

**Bonuses In Flight:** Speed — 160mph (256kmph) plus 10mph (16kmph) per level of experience.
Add one attack per melee.
Add +2 to strike.
Add +2 to parry.
Add +4 to dodge when hovering or flying less than 80mph; +6 to dodge when flying around 90mph or faster.
Add +4 to damage for every 20mph of flight speed.

**Other Bonuses:** Add +40 to S.D.C.

**Type of Wings:**
1-35 Leather
36-70 Feather
71-00 Insect

## Flight: Wingless

The impressive ability to fly without any apparent means of propulsion.

**Bonuses In Flight:** Speed 200mph (321kmph), plus 20mph per level of experience.
Add one attack per melee.
Add +2 to strike.
Add +2 to parry.
Add +4 to dodge when hovering or flying less than 80mph; +6 to dodge when flying around 90mph or faster.
Add +4 to damage for every 20mph of flight speed.

**Other Bonuses:** Add +40 to S.D.C.

## Healing Factor

This power provides incredible recuperative abilities and immunity to disease and toxins.

**Bonuses:** Add 2D4 to the P.E. attribute.
Add 25 to S.D.C.
Add +20% to save vs coma/death.
Add +3 to save vs magic, psionics and toxins (this is in addition to the P.E. bonuses).

**The Healing Factor:**

- Recovers 3 S.D.C. every 10 minutes (18 per hour).
- Recovers one hit point every 15 minutes (4 per hour).
- Special super healing: Can instantly regenerate 2D6 hit points TWO times per day (24 hour period).
- Doe NOT fatigue.
- Resistant to fire and cold; does half damage.
- Resistant to drugs, toxins, poison; ⅓ as effective; ⅓ damage.
- No scarring when healed.
- Broken bones heal completely, without any sign of having ever been broken. Heals 10 times faster than normal.

## Heightened Sense of Hearing

**Range:** 360ft radius (109.8m)

Heightened hearing enables the character to hear tiny, almost inaudible, sounds several hundred feet away.

At 75ft (22.9m) he can hear sounds as quiet as one decibel. At 150ft (45.8m) he can hear sounds as quiet as 10 decibels. At 360ft the audible perception is greatly taxed, allowing him to barely hear a normal conversation in the 30 decibel range. *See Sonic Power for the decibel scale.*

Loud or constant noise will reduce the quality of hearing perception. If surrounding noise is in the 70 decibel area the hearing range will be reduced by 10 feet. Continue to reduce by 5ft for every additional 10 decibels.

**Other Abilities Include:** Estimating the distance of the sound at a 60% + 5% per level proficiency; estimating the speed of the sound's approach or departure at 50% + 5% per level of

experience; recognize a voice or sound through intense concentration at 40% + 5% per level of experience; and imitate a voice at a 35% + 5% per level of experience.

**Bonuses:** +1 to parry.
+2 to dodge.
+6 on initiative.

## Heightened Sense of Sight

*See Super Vision.*

## Heightened Sense of Smell

**Range:** 90ft

An exceptional sense of smell that can identify any smell within 90ft (27.4m) of the character.

**Abilities:**

- Recognize/identify specific odors: 70% + 4% per level of experience.
- Recognize a person by scent alone: 50% + 5% per level of experience.
- Recognize poisons and toxins: 50% + 5% per level of experience. Note: Some poison gases are odorless/tasteless/colorless.
- Track by smell: 40% + 5% per level of experience. Reduce by 10% in the city. Roll for every 200 yards.

## Heightened Sense of Taste

**Range:** Touch/Taste

Having a heightened sense of taste means being able to exactly identify the components in anything tasted. The presence of drugs or chemicals in food will be immediately apparent, although identifying the particular drug or chemical depends on the character's skill in pharmaceutical or chemistry.

Characters with heightened sense of taste will tend to be very particular about what they eat or drink. With practice, they can exactly identify the components and source of any food or drink. For example, if a character studies wine then he/she will eventually be able to identify the type, year, bottling company, and vineyard of any wine from a single taste.

- Recognize common items, such as sugar, salt, pepper, spices, gasoline, and similar, at a proficiency of 70% + 4% per level of experience.
- Recognize exotic tastes such as chemicals, toxins and poisons at a proficiency of 30% + 5% per level of experience. Practicing to recognize an unusual taste for two months will put that taste into the *common item* category.

## Heightened Sense of Touch

The character has a superior tactile sense. He can easily recognize very slight differences in textures by touch.

**Bonuses:** Adds +10% to skills that require a delicate, light touch. For example: Demolitions, pick pocket, pick locks, palming, etc.

## Mental Stun (non-psionic)

**Range:** 60ft (18.3m)
**Damage:** Special
**Duration:** 2 melees
**Attacks Per Melee:** Equal to half the number of hand to hand attacks. Each mental attack counts as one attack.
**Bonuses:** None
**Savings Throw:** 14 or higher is needed to save. M.E. bonuses vs psionics can be applied.

A power that attacks the balance mechanism of the brain. Victims feel light-headed, dizzy and out of sync.

**Effects:** Lose one attack per melee.
−3 to strike.
−3 to parry and dodge.
−6 to roll with punch, fall or impact.

**Note:** Each attack can only be directed at one person at a time, not an entire crowd at once.

## Impervious to Fire and Heat

This power makes the character totally impervious to fire, including magical fire, and heat. No damage.

## Radar

**Range:** 400ft + 100ft per level of experience.

The radar super ability sends out high-frequency radio waves which bounce off objects, returning and indicating the direction and distance of the reflecting objects. This power provides the super being with a crude type of see in the dark ability, enabling him to know/sense the location of objects and movements.

**Abilities Include:**

- Interpreting Shapes: 50% + 8% per level of experience.
- Estimating Distance: 60% + 8% per level of experience.
- Estimating Direction: 60% + 8% per level of experience.
- Estimating Speed: 40% + 8% per level of experience
- Estimating exact location: 40% + 8% per level of experience.

**Bonuses:** +4 on initiative.
+2 to parry/dodge.
+3 to strike.
One additional attack per melee.
No minuses apply when blinded or in darkness.

**Note:** Radar does not go through cloth, wood or people. Consequently, the character can not see or sense through walls or doors. Likewise, while he may sense a car, estimate its speed, direction and distance, he can not tell how many people are in the vehicle.

This ability is especially useful in the dark, long distances, and combat (providing relatively full view of the combat area).

**Disadvantages:** Radar is totally fouled in the rain, snow, dust or sandstorms, and by similar multiple, obscuring, images. NO BONUSES apply under these conditions, including no additional attacks per melee. If these conditions exist at night/dark or while blinded the radar is ineffective and the character *is* blind and suffers with all the minuses that usually apply.

Smoke also fouls radar, but not as severely as the aforementioned conditions. All the abilities to estimate speed, direction, distance, shape and location are −30%. All bonuses are reduced by half.

## Super Vision: Ultraviolet/infrared

This power enables the character to see in the infrared and ultraviolet spectrum of light radiation. Both types of light are clearly visible to this person. Infrared also provides a limited type of nightvision allowing the character to see clearly in the dark.

**Range:** Equal to normal vision; nightvision is limited to about 300ft (183m).

## Super Vision: Nightvision

The ability to see clearly in darkness. This includes total darkness.

**Range:** Equal to normal vision.

## Super Vision: Advanced Sight

This is a power that gives the character super sharp, crystal clear vision. Distancing vision is not unlike an eagle's. Although not telescopic, the vision is so sharp that the person can read a small sign or recognize a face/costume up to two miles away.

**Range:** Two miles, plus one for every level of experience beyond level two.

## Super Vision: X-Ray

A power that enables the character to see through most substances. Lead and lead alloys will block x-ray vision. It requires a few moments of concentration to see through various substances.

**Abilities:**

- See through fabric or paper up to four inches thick instantly.
- See through up to one foot (.3m) of wood, plaster, fabric, paper, vegetation; requires one melee (15 seconds) per each foot of material.
- See through six inches of brick, stone, concrete or metal; requires two melees (30 seconds) per each six inches.

## Underwater Abilities

This power enables the super being to function with incredible prowess underwater. Like a fish he can breathe underwater, swim, and so on.

**Abilities Include:**

- Breathe Underwater
- Swim with Amazing Skill
- Extraordinary Strength
- Extraordinary Speed

**Breathe Underwater** enables the character to breathe underwater as easily as he does on the surface. Only the super being possesses this power.

**Swimming** abilities are automatic, enabling the character to swim with the skill proficiency of a competitive swimmer. ALL basic swimming techniques and styles are known; skill level — 89%.

**Extraordinary Strength:** The character possesses incredible strength while underwater. The physical strength is increased to P.S. 24; if the character already has a natural P.S. of 20, or higher, add 4 to the P.S. The extra strength applies ONLY when submerged in water. On dry land the super being's strength is his normal, natural physical strength. **S.D.C. also increases** underwater; add 100 S.D.C. points. On dry land the S.D.C. reverts to normal.

**Extraordinary Speed:** The character's speed attribute is tripled while underwater and applies to swimming.

**Bonuses Underwater:** +2 to strike.
+4 to parry.
+6 to dodge.
Add one extra attack per melee.

**Bonuses on Dry Land:**
+1 to strike.
Add 40 points to S.D.C. (Remember, the 100 S.D.C. bonus underwater no longer applies.

**Note:** This character can breathe and function on dry land like a normal person and for an indefinite period of time; i.e., days, months, years. However, this character feels most at ease, as well as most powerful, in water, i.e. rivers, lakes, seas, and oceans.

# *MAJOR* SUPER ABILITY DESCRIPTIONS

## LIST OF *MAJOR* SUPER ABILITIES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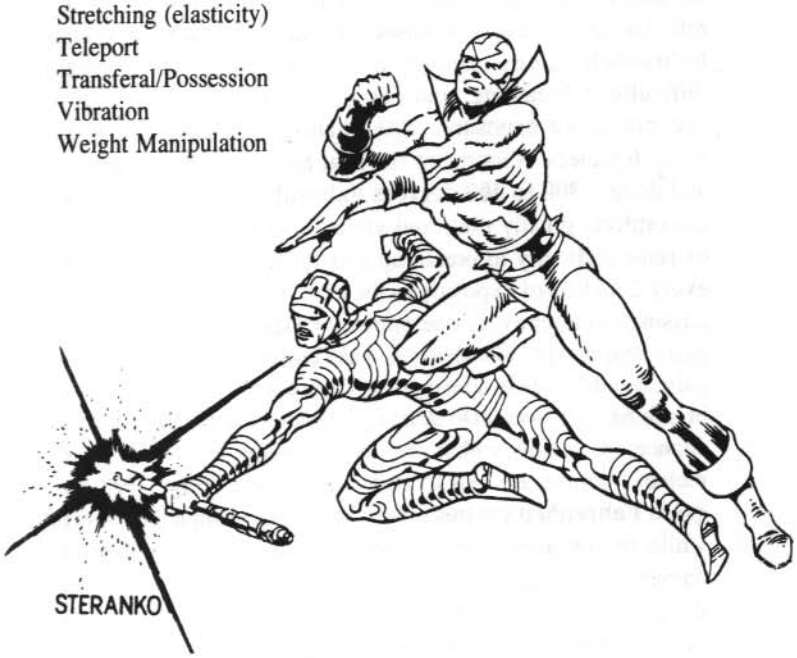
Plant Control
Shape Change
Shrink
Sonic Power
Sonic Flight
Sonic Speed (running)
Stretching (elasticity)
Teleport
Transferal/Possession
Vibration
Weight Manipulation


## Alter Physical Structure: Electricity

An incredible transformation into a living electrical conduit, as well as the ability to manipulate and control aspects of electricity.

**1. Fire Electrical Ray**

**Range:** 100ft (30.5m) + 10ft (3m) per level of experience.
**Damage:** 1D6 × 10
**Duration:** Instant
**Attacks Per Melee:** Equal to the hero's total hand to hand.
**Bonus:** +2 to strike.

A line of electricity emitted from the fingers or eyes. This is the character's most powerful blast.

**2. Mini-Lightning Bolt**

**Range:** 100ft (30.5m) + 10ft (3m) per level of experience.
**Damage:** 2D6
**Duration:** Instant
**Attacks Per Melee:** Equal to the hero's total hand to hand.
**Bonus:** +3 to strike.

The discharge of a small electrical energy bolt.

**3. Lightning Bolt**

**Range:** 300ft (91.5m) + 10ft (3m) per level of experience.
**Damage:** 4D6
**Duration:** Instant
**Attacks Per Melee:** Equal to the hero's total hand to hand.
**Bonus:** +3 to strike.

This is the character's *second* most powerful blast and has the longest possible range.
A line of electricity emitted from the fingers or eyes.

**4. Electric Flight**

**Range:** One mile.
**Damage:** None
**Duration:** One melee (15 seconds)
**Attacks Per Melee:** Counts as two actions/attacks.
**Bonus:** +1 to strike.

The individual can transform into a bolt of living energy and rocket himself short distances. Maximum distance: One mile (1.6km); speed: 300mph (482kmph). A full speed body block, or ram, at this speed does 1D4 × 10 damage. The electrical field prevents the person from taking damage himself. **Note:** The rate of travel can NOT be easily regulated; thus the slowest speed possible is 200mph (321kmph).

**5. Generate Electricity**

**Range:** Self and 4ft (1.2m) radius per level of experience.
**Damage:** 1D6 to everyone in the electrical field.
**Duration:** 2 melees (30 seconds)
**Attacks Per Melee:** Counts as four actions/attacks.

The character can generate a field of electrical energy around himself (anyone who touches him takes 1D6 damage) or an area of four feet (per level of experience) around him. In the latter case, anybody caught in the electrical field suffers 1D6 damage four times per melee. The attack can last two full melees and counts as four attacks per melee.

**6. Other Abilities and Bonuses:**

Impervious to electrical attacks (do no damage).
Fire and Energy attacks do half damage.
Add 40 to S.D.C.

# Alter Physical Structure: Fire

The ability to transform into a being of living fire, as well as manipulate and control aspects of fire.

**1. Continuous Bolt of Flame**

**Range:** 10ft (3m) + 6ft (1.8m) per each level of experience.

**Damage:** 1D6 or 2D6, plus 1D6 per each level of experience.

**Duration:** 2 melees per level of experience.

**Attacks Per Melee:** Counts as four attacks per melee.

**Bonus:** +4 to strike.

The character can shoot forth a bolt or tongue of flame from his hands or finger tips much like a flame thrower. The flame can be continually maintained through concentration until mentally extinguished by the super being. The degree of control is so exact that the character can ignite one finger and use the flame like an acetylene torch, regulating the flames length and intensity.

The amount of damage can be regulated to do as little as 1D6 or full power 2D6 + 1D6 per each level of experience. That means a third level character could inflict up to 5D6 damage. The widest the bolt of fire can get is if both hands are used with fingers spread apart, cutting a flaming swath about two feet wide. Damage is the same whether one or two hands are used.

**2. Fire Ball**

**Range:** 300ft (91.5m) + 10ft (3m) per each level of experience.

**Damage:** 3D6 + 1D6 per each level of experience.

**Duration:** Instant

**Attacks Per Melee:** Equal to the character's total hand to hand melee attacks.

**Bonus:** +3 to strike.

The super being can create and hurl a ball of flame that dissipates upon impact. The size of the fire ball and amount of damage it inflicts can be regulated by the characters. Minimum damage is 3D6; maximum is the 3D6 plus 1D6 for every level of experience.

**3. Create a Wall or Circle of Flame**

**Range:** 100ft (30.5m) + 10ft (3m) per each level of experience.

**Damage:** 4D6 points to anybody who passes through the flame.

**Duration:** 6 melees per level of experience.

**Attacks Per Melee:** Equal to the character's total hand to hand melee attacks.

**Bonus:** +4 to hit a specific area.

In this situation the super powered being is able to create a wall or circle of flame to trap others or to block passages. The walls of flame are 6ft deep, up to 24ft tall, and can circle as much as a 20ft radius.

**4. Radiate Heat**

**Range:** 15ft (4.6m) + 5ft (1.5m) per each level of experience.

**Damage:** Special

**Duration:** As long as the character concentrates. No other attacks are possible when the super being is radiating heat.

**Attacks Per Melee:** Counts as two attacks per melee.

The character *must* concentrate to maintain and increase the heat; *counts as two attacks per melee*. The super being can radiate heat, increasing the temperature by *50 degrees Fahrenheit (11C) every melee*. Thus, within a few minutes the character can generate heat so stifling that even entering the area causes pain and discomfort to normal people. **Example:** 140 degrees fahrenheit causes discomfort, shortness of breath and intense perspiration. People within the heat radius are likely to pass out. Roll percentile dice: 50% likelihood; roll for every eight minutes of exposure. **200 degrees Fahrenheit** causes extreme discomfort, blurs vision, great difficulty in breathing, and *1D4 points of damage* for every one minute of exposure. 70% chance of passing out after every 6 melees. Victims of the heat are −2 to strike, parry, and dodge. **300 to 400 degrees Fahrenheit** causes increased discomfort, greatly obscured vision (can barely open eyes), extreme difficulty in breathing and *1-6 points of damage* for every 2 melees of exposure to the heat. 80% chance of people passing out after every one minute of exposure; −5 to strike, parry and dodge. **500 degrees Fahrenheit** causes immediate pain, blinds while in area (can not open eyes), severely labored breathing, and does *2D6 points of damage* every minute. 80% chance of people within the area passing out every other melee. Victims are −8 to strike, parry and dodge. **700 degrees Fahrenheit** creates unbearable pain, completely blinds while in the area, can not breathe, causes 3D6 points of damage every melee. Victims are −10 to strike, parry, and dodge. 86% chance of passing out every melee. Combustible material will be set ablaze within two melees.

**5. Super Nova**

**Range:** Self and surrounding area.
**Damage:** Special
**Duration:** One melee.
**Attacks Per Melee:** One
**Bonus:** Automatically hits everything in the blast radius.

The Super Nova is a last ditch ability, born in desperation, in which the hero can overheat and literally explode. The experience is usually fatal to the exploding super being.

**The Explosion Does:**

- 10,000 points of damage to a 100ft radius from the center of the explosion.
- 5000 points of damage for the following 100ft radius.
- 1000 points of damage for the next 100ft.
- 500 points of damage for the next 200ft.
- 100 points of damage for the remaining 200ft.
- Total Blast Radius — 700ft.

**Note:** The super nova requires eight melees of concentration and is irreversible after five melees.

*Roll on the following survival table:*

1-10 Character lives, no permanent damage; unable to use power for 1D4 weeks.
11-25 Character survives, but permanently loses super abilities.
26-86 Character is atomized.
87-00 Character survives, but the character's power mutates into a completely new power; roll on the random ability table. Also roll on the insanity table: Neurosis and Phobia.

**6. Other Abilities & Bonuses:**

- **Natural Armor Rating** when in flame form; A.R.: 14. The flame creates a natural protective barrier that melts many objects before they can strike the blazing hero. Attackers rolling to strike must roll above 14 to hit and do damage (S.D.C. or hit point). Any rolls of 14 or under never reach the target being burned or melted away. This applies only to solid objects such as bullets, knives, rocks, etc. Energy, psionics, explosions and cold attacks are *not* affected by the flames A.R., but pass right through, doing full damage.
- The natural protection extends to attacks by normal human beings. Unless protected in some way, attackers will take 4D6 damage each time the person strikes the blazing hero.
- Impervious to fire and heat (does no damage). Note that electricity, lasers and energy all do full damage.
- Flight is a possibility while in flame form. The player can roll to determine whether or not his/her character can fly: **1-50:** Can fly; **51-00:** Can not fly. The player can roll again to see if flight abilities have developed at third, sixth, ninth, and twelfth levels. If flight is possible, the character can hover and propel himself at a speed of 50mph; +2 to dodge in flight.

**Dangerous Limitations:** Turning to flame makes walking and touching normal surroundings, let alone lobbing fire balls, extremely dangerous. There is always the threat of setting objects, buildings, and the area ablaze when touched by the flame. The following table can be used. It indicates the chance of a particular type of material catching fire.

20% — Vehicles
45% — Wood Structures
65% — Warehouses or Abandoned Dwellings (old)
60% — Old, Dry Wood Structures
65% — *Dry* Grass or Woodlands
70% — Typical Home, Apartment or Office
80% — Flammable Materials or Chemicals
80% — Ignite Explosives

**Note:** The character reverts to normal when rendered unconscious.

**Intense cold, ice, chemicals, or water** may douse the flame, forcing the character to revert to normal. Such attacks have a 40% chance of successfully dousing the flame. System shock prevents the character from using his power for 1D8 melees. Cold type attacks also do FULL damage to the fiery character.

# Alter Physical Structure: Ice

The startling ability to transform into a being of living ice, as well as manipulate and control aspects of cold.

**Snow and ice** can be created by an extraordinary means of water condensation and freezing of moisture out of thin air. In this way the super being can create snow and ice.

**1. Create Snow and/or Ice**

**Range:** 100ft (30.5m) + 10ft per level of experience.
**Damage:** Special
**Duration:** Until it melts.
**Attacks Per Melee:** Equal to the character's total hand to hand melee attacks.
**Bonus:** +4 to strike. Note: This attack can be dodged.

The character can create a blob of snow or chunk of ice out of thin air, dropping it on top of somebody, or something, or covering an object. The super being can create up to 50lbs (22kg) of snow or ice instantly. Add 5lbs for each level of experience.

*Dropping a snow mound on top of somebody has the following effects:*

**Damage:** 1D4, plus it staggers and momentarily blinds the person; victim loses his/her next attack (one).

*A 50+* pound ice ball does: 2D6 **Damage**

The creation of this snow and ice can be repeated in the same area to block a passage or door, cover an object, impair movement, cause confusion and so on.

**2. Create and Hurl Snowballs**

**Range:** 80ft (24.4m)
**Damage:** One point; more of an annoyance.
**Duration:** Instant
**Attacks Per Melee:** Equal to the character's total hand to hand melee attacks.
**Bonus:** +2 to strike.

**3. Create and Hurl Ice Balls**

**Range:** 100ft (30.5m)
**Damage:** 1D6 each
**Duration:** Instant
**Attacks Per Melee:** Equal to the character's total hand to hand melee attacks.
**Bonus:** +2 to strike.

**4. Create and Hurl Ice Shards**

**Range:** 100ft (30.5m)
**Damage:** 2D6 per attack
**Duration:** Instant
**Attacks Per Melee:** Equal to the character's total hand to

hand melee attacks.
**Bonus:** +2 to strike.

Can create and hurl three small sharp daggers of ice in a single thrust. (Counts as one attack).

**5. Ice Wall or Shield**
**Range:** Up to 100ft (30.5m) away.
**S.D.C. of Ice Wall/Shield:** Small, but thick, 5×6ft (1.5×1.8m): 100 S.D.C; medium size up to 10×8ft (3×2.4m): 60 S.D.C.; large size up to 20×10ft (6.1×3m): 40 S.D.C.
**Duration:** Until S.D.C. is depleted or it melts.
**Bonus:** +2 as a parrying maneuver; instant creation.

**6. Encase in Ice**
**Range:** 100ft (30.5m)
**Damage:** Special
**Duration:** Until it is shattered or it melts.
**Attacks Per Melee:** Counts as two attacks/actions.
**Bonus:** +1 to strike.

**Ice manacles** have an A.R. of 6 and an S.D.C. of 30 for each 6 inches of thickness.

**Encasing hand held weapons** in an ice block will always incapacitate both energy and conventional weapons. S.D.C. 20, A.R. 6 and causes 1D6 points of damage.

**Encasing victims** in ice is a debilitating and potentially lethal tactic. Encasing a portion of the human body, such as hands, wrists, ankles, feet, will impair movement until the ice is broken off. Damage to protected/covered skin: One point of damage for every four melees that they are encased. Unprotected, bare skin takes 1D4 points damage every four minutes, accompanied by numbness and discomfort. Subtract damage from victim's S.D.C. first.

**Encasing the entire body**, excluding the head, in *a block of ice* will completely immobilize the average human being. The super being can encase his victim in a block of ice that is consistently six inches thick all the way around. That's about 200lbs of ice. It requires the ice character one full melee to create the block, and an additional 2 melees for every extra six inches of ice. Causes 4D6 points of damage.

**The ice block** has an A.R. of 8 and an S.D.C. of 100 for each six inches of thickness.

Victims can escape an ice block only if it is shattered or melted. Extraordinarily strong characters *may* be able to use their strength against the ice prison.

*Encasing the head* of a person will immediately cut-off the oxygen supply, causing suffocation. Dizziness will occur within two minutes. If only the head is covered, the victim is −2 to strike, parry and dodge. Within four minutes the victim will be rendered unconscious. Within five minutes the person will lapse into a coma and die within six minutes. Of course, a **HERO**, that is a good person, would never use this tactic. The super being can dispel the ice at any time, but takes at least two melees to do so.

**Freezing water** is also an ability of this super powered being. He/she is able to freeze 30 gallons of water per each melee.

**7. Generate Ice**
**Range:** 20ft (6.1m), up to 60ft (18.3m) away.
**Attacks Per Melee:** Counts as one attack/action.

Generating ice creates a thin coating of ice which can be made to cover objects, the ground, floors, ceilings, walls, and even animals and people.

The coating is one third of an inch thick and can affect an area of 20ft. If the ice is used to coat a person, it does 1D6 points of damage and discomfort, but does not impair movement. The super being can control his power with such proficiency that he can cover everything in his radius or one specific object or person.

Coating the ground will impair movement, reducing speed by half. At half speed there is a 50% chance of slipping and falling each time a person moves. At full speed there is an

80% chance of slipping and falling (crashing, if a vehicle). Each time a person falls he loses one attack/action.

**8. Other Abilities and Bonuses:**

**1 Natural Armor Rating** when in ice form; A.R.: 14.

The ice transformation makes the character semi-invulnerable. Attackers using fisticuffs or conventional weapons must roll a 15 or higher to strike and do damage. Any roll under the armor rating (A.R.) bounces harmlessly off the icy body, doing NO damage to the S.D.C. or hit points.

Conventional weapons, like knives and guns, do one-half their normal damage, even when they beat the A.R. of 14. That is how effective a protection the ice can be.

Teflon coated bullets automatically penetrate the A.R., doing full damage. This means that unless the character dodges, he will be hit and damaged by the shell, regardless of his natural armor rating. Teflon coated bullets are specially designed to penetrate armor. As always, subtract the damage from the S.D.C.

- Lasers do NO damage, reflecting and bouncing off the reflective surface of the ice.
- Explosives, including grenades, dynamite, nitro, and plastic explosives, all do ½ damage.
- Normal punches (1D4) do No damage. Super powerful punches do ½ damage.
- Fire, electricity, psionics and other attacks do full damage.
- Impervious to cold (no damage).
- Add 50 S.D.C. when transformed into ice.
- The character's normal weight is doubled when transformed into ice.

# Alter Physical Structure: Liquid

The weird power to transform into a being of living water-like liquid.

**1. Water Bolt**

**Range:** 30ft
**Damage:** 2D4
**Duration:** Instant
**Attacks Per Melee:** Equal to the character's total hand to hand melee attacks.
**Bonus:** +2 to strike.

The character can instantly draw on moisture in the air, or another source of water, and fire a jet/stream of water at an opponent. The impact is about twice as hard as a normal punch.

**2. Water Behemoth**

**Range:** Self
**Duration:** 8 melees per level of experience.
**Attacks Per Melee:** Equal to the character's normal hand to hand abilities.
**Bonus:** +1 to strike
**Penalties:** −1 to dodge, speed is reduced by 30%.

The character can draw on an existing body of water (not just air moisture, unless it's running) to increase his size and mass to 2, 3, 4, or 5 times his normal size. This means a normal, six foot tall (1.8m), 200lb (90kg) man weighs 400lbs when transformed into water (this is normal).

*Two times* his normal size, the character would be 12ft (3.2m), 800lbs (360kg). A punch does 2D6 damage. Add 40 S.D.C.

*Three times* bigger, the water being is 18ft (5m), 1200lbs (540kg). A punch does 4D6 damage. Add 80 S.D.C.

*Four times* creates a 24ft (6.8m) giant weighing 1600lbs (720kg). A punch does 6D6 damage. Add 120 S.D.C.

*Five times* bigger is a 30ft (9m) giant weighing one ton (900kg). A punch does 6D6+12 damage. Add 160 S.D.C.

The increased size is difficult to maintain and can only last two minutes (8 melees) per level of the character's experience. For Example: First level is 2 minutes/8 melees; second level: 4 minutes/16 melees; third level: 6 minutes/24 melees and so on. When the time has elapsed the character will shrink to normal size, shedding all the extra water and flooding the immediate area with as much as 1600 pounds of water. That's about 228 gallons (907 liters) of water.

**3. Water Merge**

The character can completely merge into water and can not be seen. In water form the character does not breathe in the conventional sense (the water is oxygenated); thus he can stay in or under the water for an indefinite period of time. Traveling speed in water is one third normal running speed.

**4. Manipulate Shape**

The water being can squish, mold and puddle his physical form. This means he can pour himself through the crack under a door, through a keyhole, down a drainpipe, or squeeze through bars, chains, ropes, etc. If there is a crack water can get through, so can the liquid character.

**5. Limited Invulnerability**

Projectile weapons such as bullets, arrows, or thrown objects do *no damage*, passing right through the water being. Likewise, physical hand to hand punches, kicks, cuts, stabs, clubbing, etc., do *no damage*. Gases do no damage. Electricity, energy, fire and heat do full damage, as does psionics and most magic. Laser/light energy does half damage. Intense cold that begins to freeze water causes a chemical change that hurts.

Explosions will blow the character apart, but he can reform within 2D6 minutes and suffers no damage.

**6. Other Abilities and Bonuses**

- Add 20 to S.D.C.
- Weight is doubled.
- The character radiates no heat when in water form; thus he can not be detected or tracked by infrared or heat sensors.

# Alter Physical Structure: Metal

A power that transforms the character into a living juggernaut of metal. Unlike the previous physically transforming powers, the Metal being has no energy to control or manipulte. Its power lies in brute strength and physical endurance.

**1. Natural Armor Rating and Immense Structural Damage Capacity (S.D.C.).**

When transformed into a creature of metal, the super character is nearly invulnerable. **A.R. 17, S.D.C. 800** (S.D.C. applies only when in metal form).

This means that an attacker must roll an 18 or higher to strike and inflict damage. Any roll to strike under the armor

rating (A.R.) bounces harmlessly off the metal body.

Explosions and *other area effect,* destructive forces and such as fire, heat, energy, do full damage and do not require a roll to strike above the A.R. Why? Because the damage affects everything within its area of destruction. If the metal character is caught within a blast radius, he takes damage.

**Note:** Fire blasts, electricity, laser and energy do full damage only if the A.R.: 17 is penetrated. If the attack to strike is 17 or less, no damage is done.

Normal punches, kicks, knives, clubs and similar attacks do no damage unless exceptional strength is used (P.S. of 17 or higher) and then only on rolls of 18 or higher. Gas and psionics have full effect.

2. **Increased Mass and Strength.**

**The character's normal weight** is quadrupled when transformed into metal. Thus, a 200lb person would weigh 800lbs.

**The physical strength is also increased by** *3D4* (roll one time to determine how strong the character is whenever he transforms).

3. **Other Abilities and Bonuses:**
   - S.D.C. of metal (800) recovers at three times the normal rate.
   - Speed is reduced by half.
   - Impervious to cold.
   - Unless physically heated (metal holds heat well) the metal form is cool enough to avoid detection by infrared or heat sensors.

# Alter Physical Structure: Stone

Another transformation power that turns the person into living stone. Like the metal transformation, the real power rests in the incredible toughness and strength of the transformed person.

1. **Natural Armor Rating and Immense S.D.C.**

When transformed into a creature of stone, the super being is nearly invulnerable. A.R.: 16, S.D.C. 600 (S.D.C. applies only when in the stone form).

This means that an attacker must roll an 17 or higher to strike and inflict damage. Any roll to strike under the armor rating (A.R.) bounces harmlessly off the stone body.

Explosions and *other area effect,* destructive forces ,such as fire, heat, and energy, do full damage and do not require a roll to strike above the A.R. Why? Because the damage affects everything within its area of destruction. If the stone character is caught within a blast radius, he takes damage.

**Note:** Fire blasts, electricity, laser and energy do full damage only if the A.R.: 16 is penetrated. If the attack to strike is 16 or less, no damage is done.

Normal punches, kicks, knives, clubs and similar attacks do no damage unless exceptional strength is used (P.S. of 17 or higher), and then only on rolls of 18 or higher. Gas and psionics have full effect.

2. **Increased Mass and Strength**

The character's normal weight is tripled when transformed into stone. This means a person who weighs 160lbs will weigh 480lbs when stone.

Physical strength (P.S.) is also increased when transformed into stone. Roll 2D6 once to determine what that increase is.

3. **Other Abilities and Bonuses:**
   - The S.D.C. of the stone recovers at three times the normal rate.
   - Impervious to cold.
   - The character radiates no heat in stone form, thus is undetectable by infrared and heat sensors.
   - Speed is reduced by half.

# Animal Abilities

This power gives humanoid characters the traits, abilities and instincts of a particular *type* of animal. It does *not* actually transform the person into an animal.

Which specific type of animal abilities your character may possess can be selected or determined by rolling on the table that follows:

| Animal Type | |
|---|---|
| 1-10 | Fish |
| 11-20 | Cat; small, domestic |
| 21-30 | Bear |
| 31-40 | Mustelid |
| 41-50 | Canine |
| 51-60 | Cat; big, wild |
| 61-70 | Bird |
| 71-80 | Nocturnal |
| 81-90 | Hooved |
| 91-00 | Reptile |

The character can also control (to a limited degree) any animals that fall into his general type. Actual communication/dialog is impossible, but the character understands the general meanings of grunts, growls, whines, and facial and tail expressions. The animals will look toward the super being as the leader of a pack and will follow his actions. Commands will be limited to stop, go, attack, wait, run, etc.

**Animal Types and Descriptions:**

**BEAR**

**Physical Traits:** Add 50 pounds to the weight; hands are thick, with heavy, short fingers; ears are small. The character is tough, husky and bulky, yet nimble.

**Abilities and Bonuses:**

1. Cold does half damage.
2. Add 2D4 × 10 S.D.C.
3. Add 3D6 to P.S. attribute.
4. Add 3D6 to P.E. attribute.
5. Extraordinary sense of smell allows the character to detect very faint scent traces. *Tracking by smell* is possible (like a bloodhound) at a 40% + 5% per level of experience.
6. Recognizing a persons scent is also possible, with a 48% effectiveness.
7. Can control 2D4 bears or dogs.

**BIRD**

**Physical Traits:** Large, round eyes; tends to be thin, but muscular.

**Abilities and Bonuses:**

1. Glide: Same power as the minor super ability.
2. 180 degree arc of vision. It is extremely difficult to sneak up on this character.
3. Extraordinary vision is approximately *six* times better than

normal human's. That means an 18 inch (.4m) object can be seen clearly, in perfect detail, up to one mile (1.6km) away.
4. +2 on initiative.
5. +1 to parry and dodge.
6. Also possesses an excellent sense of smell, although not super human.
7. Can control 4D4 birds.

**CANINE**

**Physical Traits:** Pointed ears; large, flat nose and small, pointed, canine-like teeth.

**Abilities and Bonuses:**
1. Double speed attribute and add 10 to it.
2. Add 1D4×10 S.D.C.
3. Add 1D6 to P.S. attribute.
4. Add 1D6 to P.E. attribute.
5. Extraordinary sense of smell allows the character to detect very faint scent traces. Tracking by smell, like a bloodhound, is possible at a skill proficiency of 50% + 4% per level of experience.
6. Recognizing a person by scent is also possible at a 56% effectiveness.
7. Can control 3D4 dogs.

**CAT; Small, Domestic Type**

**Physical Traits:** Large slanted eyes, and pointed ears.

**Abilities and Bonuses:**
1. Natural climbing skill — 50% + 5% per level of experience.
2. Natural Prowl ability — 70% + 5% per level of experience.
3. Exceptional balance and agility — 60% to maintain balance and walk a tightrope (does not increase with experience).
4. +4 to roll with punch, fall or impact.
5. Superior vision allows the character to see about twice as good as a normal human. *Nightvision — 60ft.*
6. Add 1D6 to P.P. attribute.
7. Leap up to 6ft straight up or across (1.8m).
8. Can control 2D6 domestic cats.

**CAT; Big, Wild Predators**

**Physical Traits:** Large slanted eyes; large, pointed ears and add 30 pounds to the weight (all muscle).

**Abilities and Bonuses:**
1. Natural climbing skill — 60% + 5% per level of experience.
2. Natural prowl skill — 50% + 5% per level of experience.
3. Superior vision allows the character to see about two times better than a normal human. *Nightvision — 60ft.*
4. Add 1D6×10 S.D.C.
5. Add 1D6 to the P.S. attribute.
6. Add 2D4 to the P.P. attribute.
7. Extraordinary leaper: 20ft (6.1m) straight up and 40ft (12.2m) across/horizontally.
8. Roar that can be heard up to a mile and a half (2km) away.
9. Can control 2D4 cats of any kind.

**FISH**

**Physical Traits:** Small ears, roundish eyes, pale complexion, and slightly webbed fingers and toes.

**Abilities and Bonuses:**
1. Natural swimmer with a 98% skill proficiency. *Swim speed* is five times normal speed.
2. Breathe underwater indefinitely.
3. Physical Strength (P.S.) becomes doubled when underwater only.
4. Nightvision — 60ft out of the water; 120ft in the water (18 or 48m).
5. Add 1D4×10 S.D.C. (applies in and out of the water).
6. Add 1D4 to P.P. attribute.
7. Can control 4D6 fish of any kind.

**HOOFED (horse; and cloven, like deer, antelope, etc.)**

**Physical Traits:** Long face; powerful, muscular legs, and pointed ears.

**Abilities and Bonuses:**
1. Speed running is 10mph plus 1D4×10mph. Maximum speed can be maintained for one hour before rest is needed.
2. Add 1D6×10 S.D.C.
3. Add 2D6 to P.E. attribute.
4. Add 2D4 to P.S. attribute.
5. Keen sense of hearing, about double a normal human's.
6. Leap up to 6ft (1.8m) high and 15ft (4.6m) lengthwise.
7. Kick attack does 2D6 damage (plus P.S. damage bonus).
8. Can control 2D6 of any hoofed animal.

**MUSTELID**

**Physical Traits:** Reduce height by 3D4 inches (do not adjust weight); small eyes; small, furry ears; husky build and clawed fingers.

**Abilities and Bonuses:**
1. Natural climbing skill — 35% + 4% per level of experience.
2. Natural digging ability: This is the ability to dig through dirt, mud or sand. The character's Physical Strength determines the speed of the digging. Only the character's body moves through the earth; no tunnel is left behind. Characters with a P.S. of less than 13 move at a rate of 3ft per melee, a P.S. of 13-18 move at a rate of 4ft per melee, P.S. of 19-24 move at a rate of 5ft per melee and a P.S. of 25 or better dig at a rate of 6ft per melee. **Note:** This process does NOT leave a tunnel.

   **Tunneling** is a digging process that leaves a passable tunnel. Tunnels near the surface can be used as pit traps. Tunneling can be done at half the speed of Digging.

   **Excavation** means being able to hollow out large, underground chambers. Characters with Excavation can also dig under buildings, roads, and other structures to weaken their foundations. Characters can Excavate about 5 cubic feet per minute.

   **Note:** Tunnels and Excavations are not permanent. Gunfire, earthquakes, and traffic vibrations will easily collapse them. Characters can use building materials to make their underground structures more secure.
3. Clawed fingers do 1D8 damage as weapons/punch.
4. Super flexible backbone (this is true about mustelids); +6 to roll with fall, punch or impact.
5. Nightvision — 60ft (18m).
6. Add 1D4×10 S.D.C.
7. Add 1D6 to P.S. attribute.
8. Can control 1D8 of any type of mustelids.

**NOCTURNAL ANIMAL**

**Physical Traits:** Large, round eyes.

Abilities and Bonuses:

1. Extraordinary vision approximately 10 times better than a normal human. This means the character can clearly see an 18 inch item up to two miles away (3.2km).
2. Nightvision — 600ft (183m).
3. Extraordinary sense of smell allows the character to detect very faint scent traces. Tracking by smell is at a skill level of 35% + 5% per level of experience. Identify person by scent is a 48% chance.
4. Natural Prowl skill is 65% + 5% per level of experience.
5. Add 20 S.D.C.
6. Add 1D4 to P.P. attribute.
7. Can control 1D8 of any type of nocturnal animal.

**REPTILE**

**Physical Traits:** Round eyes, small ears and minimal body hair.

**Abilities and Bonuses:**

1. Double speed attribute.
2. Leap up to 8ft (2.4m) straight up and 15ft lengthwise (4.6m).
3. Natural climbing skill is 80% + 2% per level of experience. Rappelling is included.
4. Exceptional balance: Maintain grip, hold or footing is 70% + 2% per level of experience. Walk tightrope is 60% + 2% per level of experience.
5. Add 1D4 × 10 S.D.C.
6. Add 1D6 to P.P. attribute.
7. Can control up to 6D6 reptiles of any kind.

# Animal Metamorphosis

The character can completely transform into a particular type of animal, such as canine, feline, etc. As an animal, the person gets all the inherent abilities and defenses that animal form may offer, while retaining his own memory, I.Q., S.D.C., hit points and ability to speak. *All* physical attributes change, up or down, as best fits the animal. The animal metamorphoser can change from humanoid to animal, and back again, at will. Each change counts as an action/attack per melee.

To determine the general abilities of a general animal type, *use* the descriptions provided under the **Animal Abilities** (under major super ability) that precedes this one. Or use the mutant animal descriptions (no psionics please) found in the *Mutant Section*. Some basic notes about animals are provided that should enable players to develop a good variety of animals

**Claws:**

Retractable Claws: Small cat (lynx, bobcat), damage — 1D6.
Big Cats (lion, tiger), damage — 2D6.

Claws: Digging (badger, wolverine), damage — 1D8.
Miscellaneous (rodent, lizard), damage — 1D4.
Birds of Prey, damage — 1D6.
Bear, damage — 1D8.

**Teeth:** Bear, damage — 2D4; Polar Bear — 2D6.
Canine, damage — 1D6; Wolf — 2D6.
Feline, damage — 1D6; Tiger/Lion — 2D6.
Mustelid, damage — 1D4; Badger/Wolverine — 1D6.
Herbivores, damage — 1D4 (horse, goat, ape, human).
Birds of Prey, Beak, damage — 1D4.

**Antlers:** Small Antlers — 1D4.
Large Antlers — 2D4.

**Horns:** Small Horns — 1D6.
Large Horns — 2D6.

**Hooves:** Small — 1D6 (kick).
Large — 2D6 (kick).

**Speeds:**

Wild Canine — about 35mph maximum for up to an hour.
Small Wildcats — 15mph in spurts of 10 to 20 minutes.
Large Wildcats — 30mph in spurts of 10 to 20 minutes.
Cheetah — 90mph in 3 to 5 minute spurts.
Deer/Antelope — 30mph maximum for up to an hour.
Horse — 40mph maximum for up to an hour.
Elephant — 25mph for up to an hour long.
Rhinoceros — 35mph in 3 to 8 minute spurts.
Alligator — 35mph in 2 minute spurts.
Lizards — 10 to 20mph in 2 to 5 minute spurts.
Typical Birds — 30mph.
Birds of Prey — 40mph.

To determine which general type of animal the character can transform into, select one or roll on the following table.

**Animal Metamorphosis Table**

| | |
|---|---|
| 1-10 | Rodent |
| 11-20 | Mustelid |
| 21-34 | Cat |
| 35-50 | Canine |
| 51-60 | Bird |
| 61-70 | Hoofed |
| 71-80 | Bear |
| 81-90 | Reptile |
| 91-00 | Any and ALL animals. |

# Chameleon

A truly unique power that allows the person to blend into and adapt to his environment.

1. **Chameleon** is an ability that enables the person to change color and texture to blend into his environment. A sort of bio-aura surrounds the character so that even his clothes seem to change to adapt to the surrounding area. Movement destroys the effectiveness of the chameleon ability.
   Chances of being unseen:
   90% Undetectable if completely still.
   70% Undetectable if moving 2ft per melee or less.
   20% Undetectable if moving 6ft per melee
   Totally ineffective if moving any faster.
   **Duration:** Indefinite.
2. **Adhesion;** the ability to stick to surfaces. The power is *identical* to the minor super ability of adhesion described elsewhere.
3. **Hold Breath** for up to 10 minutes.
4. **Feign Death** by lowering one's body temperature and respiration. This requires five minutes of preparation and meditation.
5. **Natural Prowl Skill** is 60% + 5% per each additional level of experience.

# Control Elemental Force: Air

The power to manipulate and control aspects of air and atmos-

pheric conditions.

**1. Wind Rush**
**Range:** 300ft (91.5m)
**Damage:** Special
**Duration:** One melee (15 seconds)
**Attacks Per Melee:** Each wind rush counts as two attacks that melee.
**Bonus:** +3 to strike

The air manipulator can create a short powerful wind gusting to 60mph (96kmph), and can direct it at a specific target or area. The wind is so powerful that it will stagger or knock people down, blow away all objects in its path weighing less than 30 pounds (13.6kg), and break ordinary window glass.

Directed at one specific target, the wind is a hard hitting, focused blast that has a 70% likelihood of knocking down a person/items weighing up to 300lbs (135kg). If a wide (20ft maximum) gust of wind, the likelihood of being knocked down is marginally less; 60%. *Everyone caught in the wind* is staggered (if not sent sprawling), speed is reduced to one quarter normal speed, one attack per melee is lost, and all attempts to attack are −6 to strike. Items weighing 30lbs (13.6kg) or less will be sent flying 3D6 × 10 feet away. Vehicles or characters weighing over 300lbs have no fear of being knocked over, but speed is still reduced and the penalty of −6 to strike still applies because of the wind's force and flying debris.

**2. Whirlwind**
**Range:** 20ft radius; 300ft distance
**Duration:** 8 melees (15 seconds)

The super being can summon winds to create a rotating windstorm of limited intensity. Moving in an inward and upward spiral motion, the 75mph winds will suck, hurl, and dash to the ground anyone or anything within a 20ft (6.1m) area. Anyone *caught* in the wind can not attack or speak for one melee. They will be snatched up and hurled approximately 20ft, taking 4D6 points of damage. The wind will affect anything weighing less than 700lbs (315kg).

**3. Ride the Wind**
**Range:** Self
**Duration:** 10 minutes
**Maximum Speed:** 15mph

This ability enables the super being to manipulate air currents and wind speed to carry himself and an additional 200lbs aloft. Riding the winds is not the ability to fly, but is, more accurately, the ability to hover, rise above the ground (up to 30ft per melee), and glide. The gliding is very limited and requires the concentration of the air controller. He *can* still use his other powers while aloft. If he is knocked unconscious or severely hurt (S.D.C. or hit points suddenly reduced by 80%) he loses all control and plummets down to earth.

**4. Change Wind Direction**
**Range:** 320ft radius
**Duration:** 4 minutes per level of experience.

The super being can change the direction of the wind in a small area by manipulating air currents.

**5. Stop Wind/Control (wind) Speed**
**Range:** 160ft radius
**Duration:** 4 minutes per level of experience.

Again, by manipulating wind currents, the super being can completely stop the wind.

**6. Create Air Bubble**
**Range:** Self or 60ft away (18m)
**Duration:** 12 minutes
**Savings Throw:** None

This character can create a bubble or pocket of air. This can be done underwater or in a place where there is at least a minute quantity of oxygen. The bubble offers protection from gases, foul odors, etc. **Bubble Radius:** 6ft; **Speed:** The bubble can be moved, but at a limited speed factor of 10.

**7. Call Lightning**
**Range:** 120ft
**Duration:** Instant
**Damage:** 6D6
**Savings Throw:** As a dodge.
**Attacks Per Melee:** Equal to the character's total hand to hand attacks.
**Bonus:** +2 to strike.

The character can call down a lightning bolt to strike a specific target.

**8. Atmospheric Manipulation**
**Range:** 500ft radius (152.5m)
**Duration:** 15 minutes
**Attacks Per Melee:** Each act of manipulation counts as two attacks per melee.

This incredible power enables the air controller to actually alter atmospheric conditions, including the following:

1. Darken sky; heavy overcast; creating a dark, ominous sky.
2. Cause a loud, eerie thunderclap.
3. Increase or decrease the wind speed 5mph per melee, up to a maximum of 60mph.
4. Increase or decrease precipitation 10% per each melee, up to 90%.
5. Dispel a fog at a rate of eight square feet per melee.
6. Create a fog at a rate of eight square feet per melee.

The controller can create any *one* effect per melee, maintain it or combine effects, adding one to another. For Example: He might first darken the sky, increase the wind speed, then create a fog, and throw in a thunderclap or two. Effects such as fog or darken sky will last for 15 minutes, enabling the super being to go about other activities or use other powers.

**9. Other Abilities and Bonuses**

Resistant to cold and electricity (does half damage).

# Control Elemental Forces: Earth

The power to manipulate and control aspects of the earth.

To use any of these powers there MUST be a vast source of earth (stone, dirt, clay, sand) within a 600ft radius. The earth is molded and manipulated, not created.

**1. Wall of Earth**
**Range:** 120 feet
**Duration:** Permanent, until knocked down or dispelled by the creator.
**Attacks Per Melee:** Counts as one attack/action.
**Bonus:** +1 to parry.

The super being can create a wall that's 18ft long by 12ft high by 3ft thick. **A dirt wall** has a S.D.C. of 200 and an A.R. of 10; **a stone wall** has a S.D.C. of 400 and an A.R. of 15. *All* attacks strike the wall and do full damage to *its*

S.D.C. A roll of 16 or higher (11 or higher for a dirt wall) will go right *through* the wall. Fortunately, any attacks that penetrate are −5 to strike anybody behind the wall. The wall can be molded into a circle, dome or straight wall. **Note:** The wall rises from the ground and DOES NOT magically appear out of thin air, nor above the ground.

**2. Tower of Earth**
**Range:** 100ft (30.5m)
**Duration:** 4 minutes
**Attacks Per Melee:** Equal to the character's total hand to hand melee attacks.

This power enables the super being to call forth a great mound of earth or stone that will shoot up, out of the ground, carrying anything under it skyward. **Height of the Tower:** 12ft per level of the super being. **Width** at the top of the tower is six square feet per each level of experience. Victims pushed skyward are temporarily knocked off balance, *losing two attacks,* and are −5 to strike, parry or dodge for the FIRST MELEE. After that the victim can attack as normal. If the victim falls he will take 1D4 damage per each 12ft. **Savings Throw:** Intended targets can attempt a dodge, but are −10 because of the surprise of the attack.

The S.D.C. of the tower is 120 per each six foot area. The tower will disappear back into the earth after four minutes have elapsed. Of course, the super being can maintain or recreate the tower, by force of will, at the end of the four minutes.

**3. Hurl Earth**
**Range:** 90ft
**Damage:** Special
**Duration:** Instant

The character can actually cause chunks of earth to raise up and hurl them at a target. Up to 50lbs can be affected per melee, and can be hurled as one large chunk or several small chunks. **Damage:** Per 10lbs of dirt or clay — 1D6 damage; 10lbs of rock or stone — 2D6 damage. Chunks smaller than 10lbs do a mere 1D4 damage. 40 or 50lbs does 1D4×10 damage.

**4. Quicksand**
**Range:** 6ft radius
**Damage:** Special
**Duration:** 10 minutes

This power enables the person to transform normal earth and stone into a pool of quicksand, up to 20ft deep. Anyone stepping into it will find himself sinking at a rate of two feet per melee. Struggling (movement) doubles the sinking rate. If submerged, the victim will suffocate within 3 minutes (12 melees).

Victims can be pulled, flown or levitated out. *Attacks from* the pool of quicksand are reduced by half and are −5 to strike, parry and dodge.

**5. Rend Earth**
**Range:** 140ft (42m) + 40ft per level of experience.
**Duration:** Special
**Attacks Per Melee:** Once, but other attacks can be made within that same melee.

The super being can split the earth like a mini-earthquake, creating a 15ft wide, 20ft deep, 40ft long crevice. These are the maximum measurements and can be adjusted to the super being's desires. The opening can be made up to 140ft away and can be repeated once every melee and can be linked together to create much longer openings. Falling into the chasm does 2D6 damage. Climbing down takes about 2 melees; climbing up, 4 melees. **Duration:** The openings in the earth will remain until closed by the super being.

This ability also enables the super powered character to create openings in walls (concrete, brick, or plaster; not wood) and buildings. Even after the super being closes the wall there will still be a large crack, and at least minor structural damage, varying with the size of the opening.

**6. Sand/Dust Storm**
**Range:** 30ft radius; 180ft away
**Duration:** 4 minutes
**Attacks Per Melee:** Once per melee, but other attacks can be made during that same melee.

The dust or sand particles can be manipulated to fill the air in order to create a sand or dust storm. The storm can be created up to 180ft away and affects a 30ft radius. A storm can be whipped up once per melee. Victims are blinded while in the storm, all sense of direction is lost; *all attacks,* strike, parry and dodge, are −6. *Speed is reduced by half.*

**7. Encase in Earth**
**Range:** 120ft
**Duration:** Special
**Attacks Per Melee:** Equal to the total hand to hand melee attacks.

A very powerful, but controlled, ability in which the super being can cause earth (dirt, clay, sand) or stone (including concrete) to rise from the ground to engulf an object or person. The character has absolute control over the earth and can encase just a foot or leg, or the entire body. Encasing a whole body in a dirt or stone cocoon will not harm the imprisoned person (although hot and uncomfortable) unless the head is encased. Encasing the head will cause suffocation within four minutes; a tactic a good alignment hero would never do.

**To encase something, the item must be touching the ground!** The super being can manipulate 400lbs of dirt or 200lbs of stone per melee. The following is a list of the various stages of encasement, their weight and S.D.C. **Metrics Note:** 10 pounds equal 4.5 kilograms.

| Encasement | Earth | Stone |
|---|---|---|
| Foot/Ankle | 30lbs, S.D.C. 10 | 20lbs, S.D.C. 25 |
| Foot/Leg | 60lbs, S.D.C. 20 | 40lbs, S.D.C. 40 |
| Lower Body | 120lbs, S.D.C. 35 | 90lbs, S.D.C. 60 |
| Whole Body | 300lbs, S.D.C. 80 | 200lbs, S.D.C. 160 |
| Hand/Wrist | 30lbs, S.D.C. 10 | 15lbs, S.D.C. 25 |
| Hand/Arm | 50lbs, S.D.C. 15 | 30lbs, S.D.C. 30 |
| Car Tire (each) | 50lbs, S.D.C. 15 | 30lbs, S.D.C. 30 |
| ½ mid-sized car | 400lbs, S.D.C. 120 | 200lbs, S.D.C. 160 |
| Whole mid-sized car | 800lbs, S.D.C. 240 | 400lbs, S.D.C. 320 |

Use this list as a basic guide for encasing other objects and vehicles. Remember, concrete can be used as if it were stone. However, once a sidewalk or wall is ripped up to encase someone it is *permanently* damaged. The cement (as with earth) can be put back, but will still be cracked, loose, and crumbly.

**Snaring one's target:** The character must roll to strike his intended target. Encasement works best on *stationary targets;* +8 to strike. *Moving Targets* are much more difficult to snare: Walking or *slow-moving* targets, +1 to strike; *fast-moving* or running targets, are −5 to strike. *Flying*, hovering, or water bound targets *can not* be affected.

**Duration:** Until the victim or object has broken free, or until the super being releases it. The super being can negate the encasement at any time, which will cause the cocoon to crumble away.

**Savings Throw:** Intended victims get to dodge out of the way, but are −2 to dodge.

# Control Elemental Force: Fire

The power to manipulate and control aspects of fire.

1. **Fire Blast**
   **Range:** 100ft (30.5m) + 10ft (3m) per level of experience.
   **Damage:** 4D6
   **Duration:** Instant
   **Attacks Per Melee:** Equal to the character's total hand to hand melee attacks.
   **Bonus:** +2 to strike

   The character can create a fiery bolt or blast out of thin air and hurl it at a target.

2. **Spontaneous Combustion**
   **Range:** 30ft (9.1m)
   **Duration:** Instant
   **Attacks Per Melee:** Equal to the character's total hand to hand melee attacks.

   This ability causes any COMBUSTIBLE material to ignite. Spontaneous combustion does NOT create a blazing fire, but only the *spark* to start a fire (although a Fuel Flame can quickly change that). Combustible material must be available to burn, whether it be old rags or dry wood. Human body hair should not be considered a combustible material.

3. **Fuel Flame**
   **Range:** 120ft (36.5m) radius, 300ft away (91.5m)
   **Duration:** 4 minutes
   **Attacks Per Melee:** Equal to the character's total hand to hand melee attacks.

   Much like the pyrokinetic power of the same name, fuel flame quadruples the size of an existing flame or ignites a smoldering ember. The fire can be fueled every melee, increasing the flame to *four times* its previous size. A radius of 120ft can be affected up to 300ft away.

4. **Create Flame Wall**
   **Range:** 60ft (18.3m)
   **Damage:** 4D6
   **Duration:** 10 minutes
   **Attacks Per Melee:** One per melee, but other types of attacks can also be used during the same melee.

   The fire controller can not create a fire wall out of thin air, but can control an existing fire (even a small one) to form a wall or circle. He can even make a fire, right at hand, suddenly race 60ft away to form a wall or circle. Anyone passing through a fire wall will receive 4-24 points of damage. This effect can be done once every melee. **Note:** The wall can only be as large as the fire present; thus, it could be a tiny wall or a mammoth wall depending on the size and strength of the fire.

5. **Extinguish Fire**
   **Range:** 120ft
   **Duration:** Permanent (until a new fire is made)

   This ability permanently extinguishes any fires within a 90ft radius, up to 120ft away. This can be done once every other melee. The fire controller can also bend this power to part or cut a swath through fire (10ft wide and 320ft long).

6. **Create Smoke**
   **Range:** 90ft
   **Duration:** 4 minutes

   The character is able to generate a dense, grey-black cloud of smoke. The cloud can be created from fiery material that's up to 90ft away. The cloud is 30×30×30ft, temporarily impairing the vision of everyone caught in it. Victims can not see beyond the smoky cloud and are −6 to strike, parry and dodge.

7. **Invulnerability to Fire**
   **Range:** Self only

   The character is impervious to ALL types of fire and heat. No damage.

# Control Elemental Force: Water

The power to manipulate and control aspects of water.

To use any of these powers there MUST be a source of water within a 600ft radius. Without an ample source of water the super being *can not* use any of the powers. Water source can be a sewer, water pipe line, pond, lake, ocean, or even rain.

1. **Calm Water**
   **Range:** 120ft radius, up to 600ft away (183m)
   **Duration:** 12 minutes
   **Attacks Per Melee:** One; takes the place of all other attacks.

   The ability to impose one's will over the forces of nature, reducing the intensity of water turbulence. The size of waves, their speed and potential damage are reduced by *half*. The calming effect can be repeated in the same radius only after the initial effect lapses or is cancelled.

2. **Create Waves**
   **Range:** 240ft (73m)
   **Duration:** Instant
   **Attacks Per Melee:** Counts as two attacks.
   **Bonus:** +4 to strike

   The character is able to manipulate large sources of water to create a variety of waves in water or on land. The size and speed of the waves can be controlled by the character with the following effects:

   **Small Wave:** 2-8 feet tall, 12ft long, does 1D6 damage to all objects and people struck.

   **Large Wave:** 10 to 20 feet tall, 24ft long plus 10ft per level of experience. **Damage:** 4D6. Affects everything hit by the wave.

   **Huge Wave:** 24 to 36ft tall and up to 60ft long. **Damage:** 1D4×10.

   **Note:** Huge waves have a 84% chance of capsizing small vessels, 60% chance to capsize medium vessels, and a 40%

chance of capsizing large (liners, ships) vessels, but only when the character is fifth level or higher.

Opponents who are hit by the wave, on land or deck top, are likely to be knocked down and carried 2D4 × 10 feet away. The likelihood of this is:
Small wave — 60%, for items 500lbs and under.
Large wave — 70%, for items 1000lbs and under.
Huge wave — 80%, for items 4000lbs and under.

If a person is washed away by the wave he loses three attacks that melee. If hit by a wave, but not washed away, the person loses one attack (momentarily blinded).

**3. Water Slam**
**Range:** 140ft (42.7m)
**Damage:** 2D6
**Duration:** ½ a melee
**Attacks Per Melee:** Counts as two attacks.
**Bonus:** +3 to strike.

Water Slam is a comparatively smaller, but powerful, wave that rises up like a hand and slams down on one specific target. The water slam towers to about 16ft tall and 6ft wide. It can also be used on land if sufficient water is available; 200 gallons or more. (Designer's note: Yes, I realize that the range, damage, and size are different than the psionic water slam. That's because, while similar, the two water slams *are* different).

Victims of a slam lose an attack, as well as take damage.

**4. Water Spout**
**Range:** 90ft (27.4m)
**Duration:** 1 melee
**Attacks Per Melee:** Counts as one attack.

This is the tricky technique of summoning up a spout-like wave. This will push its victim skyward, bouncing atop the water spout. A large body of water *must* be available. **Height of Spout:** 12ft per level of experience. **Weight Limit:** 600lbs per level of experience. **Being dropped** from a spout into *water* does 1D4 damage per every 20ft of height; dropped on the *ground* does 1D6 per each 12ft of height. Victims are −6 to strike, parry and dodge while atop the spout.

**Note:** A spout or tower of snow can be made if the conditions are right; sufficient snow MUST be present. Victims are −2 to strike, parry, and dodge atop the snow tower (which is much more stable than flowing water). All other conditions are the same as the water spout.

**5. Wall of Water**
**Range:** 160ft (48.7m)
**Duration:** 6 minutes
**Attacks Per Melee:** Counts as one attack.

This will call up a wave which will suspend itself to create a wall. The wall can be up to 6ft thick, 30ft tall and 30ft long. It will slow and deflect bullets and lasers, making them −8 to strike. Fire type attacks that pass through do ⅓ damage. It requires 2 melees to push through the wall or one melee on a vehicle at equivalent speed. The water can be molded to the shape of a wall, circle or dome. Because of the vast amount of water it is impossible to see beyond the wall. This ability requires a vast amount of water, like a very large swimming pool, lake, river, etc.

**Note:** A snow wall can also be erected if there is a sufficient amount handy. The wall is not packed snow and is a somewhat less effective shield. It can be up to 3ft thick, 18ft tall, 20ft long. Bullets and lasers are −6 to strike (mainly because targets can not be seen through the wall). Fire bolts passing through do half damage. It takes one melee to plow through by hand; half a melee with a vehicle or plow.

**6. Whirlpool**
**Range:** 340ft away
**Duration:** 8 minutes
**Attacks Per Melee:** One; no other attacks are possible.

This ability creates a huge, spinning whirlpool in any large body of water (lake, river, sea, etc.). This watery funnel pulls and sucks all objects in or on the water into its whirling center, crushing and dragging them down into the depths. Objects caught in the outer edge will be snagged in the pull and drawn toward its center in a spiraling circle, at a rate of ten feet per every two melees. Victims in the water will become dizzy and disoriented, with a 28% chance of drowning. Victims can be pulled, flown or levitated to safety. Boats and ships may be able to pull themselves away; 66% chance of boats pulling free — roll once each melee.

The whirlpool affects a 30ft radius and does 4D6 points of damage to everything in its grip every melee. The creator of the whirlpool can cancel it at any time and can create one every minute/4 melees.

**7. Create an Air Bubble (underwater only)**
**Range:** Self or 140ft (42.7m) away.
**Duration:** 6 minutes per level of experience.
**Savings Throw:** None

The hero can create an air bubble underwater, affecting a maximum radius of eight feet. The bubble can be created around oneself or up to 140ft away. The bubble can not be moved easily; normally floating along with the tide with a slight, upward drift. Through intense concentration the person who created the bubble can direct it, moving at a speed factor of 6. Controlling the bubble consumes most of the person's concentration, preventing him from using any other power unless he stops the bubble. The bubble can be punctured and destroyed by any type of attack.

**Bubble S.D.C.:** 50. The super being can create ONE bubble per melee, but can not move more than one per every three levels of experience.

**8. Walk on Water**
**Range:** Self or others within a 4ft radius.
**Duration:** 10 minutes
**Attacks Per Melee:** Counts as one attack/action; other attacks during that same melee are possible.

This is exactly what it sounds like; the person is able to stand, walk, run or float atop water (including a water spout or wave), but speed is reduced by half.

## Control (Others)

**Range:** 12ft + 5ft per level of experience.
**Duration:** 4 minutes (may be repeated)
**Savings Throw:** Same as psionics.

This power affects any intelligent creature, or animals. It can *temporarily* bend the will of its victim so that they are under the complete control of the super being. The affected person will do absolutely anything the controller requests. All questions will be answered truthfully and in as much detail as requested. However, the controlled person will answer and obey ONLY the person controlling him/her. ALL victims of control are minus one to strike, parry and dodge because of the disorienting influence of being controlled. Victims *will* remember their actions after being controlled.

**Limitations and Restrictions:**

The control (others) power has a few limitations:

1. The character possessing the control power must see or be aware of the person(s) in order to control him/her.
2. Eye contact is an important factor; without eye contact the success ratio drops considerably. This means intended victims, hiding behind him, behind a locked door, or in another room, are all +6 to save vs control because there is no eye contact.

   When eye contact is made, the intended victims have no automatic bonus other than a possible psionic, magic or M.E. bonus.
3. Savings throws are the same as the psionic's (even though this IS NOT a psionic power).
   Non-Psionics must roll a 15 or higher to save;
   Psionics must roll a 10 or higher to save;
   Animals have little chance of saving against this attack, and must have a roll of 17 or higher to save.
4. Attacks per melee: *One* control can be attempted per each melee round (15 seconds). However, this counts as an EXTRA attack in addition to any physical attacks/combat training the character may have. This means that if a character has three hand to hand attacks per melee, he can strike three times plus one mind control attack.
5. Controlling several people at a time **is** possible, but takes its toll on the controller. There is no exact limit as to how many individuals can be controlled, but the greater the number, the more difficult it is to maintain control on each. Thus, for every four people controlled, the group of them is +2 to break free (or save) from their mental bonds. Each victim of control gets to roll a save vs control every two minutes/8 melees when in a group (2 or more). Note: This bonus to save vs control applies only to groups of people controlled simultaneously, and not individuals.
6. Individual control (that is, the controlling of one person) is considerably stronger than a group control. Consequently, an individual who has missed his first savings throw is completely controlled for the full duration of four minutes. If the controller tries to maintain control for another 4 minutes, the victim gets to roll vs mind control. If the controlled person is commanded to take his own life or the life of a loved one, the character gets an automatic savings throw to break free of the controlling influence at +8 to save. Likewise, if a person is commanded to do something that is extremely contrary to his or her beliefs or ideals, that person gets an automatic savings throw to break free; +3 to save.
7. **Controlling animals** is fairly simple; it requires eye contract and they must be within range. The character with the control power can control up to four animals without any problem. Five or more and the group resistance factor arises (same as people; see point #5).

**Power Bonus:** Characters with the control power are +6 to save against control (others) or any psionic mind control, such as mind bond, mind wipe, hypnosis, telepathy and mind control (psionic). *Bio-manipulation, empathy and empathic transfer* are **not** mind control attacks and, as such, the bonus of +6 does not apply. This bonus is in addition to any possible M.E. attribute bonuses. Characters with this power also get a M.A. attribute bonus of +2-8 (roll 2D4 and add the roll to the M.A.).

**Note:** Heroes of a good alignment, principled, scrupulous, and even unprincipled, will never intentionally cause an innocent person to commit a crime or jeopardize their life. Nor will they usually use their power to blackmail people or for their own personal gain.

## Create Force Field

**Range:** Self or 40ft (12.2m) per level of experience.
**Duration:** 1 hour, or until destroyed or cancelled by the field's creator.
**Attacks Per Melee:** Equal to the character's hand to hand melee attacks; as long as the force fields created do not exceed the S.D.C. maximum.
**Bonus:** +2 to use as a parry.

1. **Create a Force Field**

This formidable power enables the character to generate an invisible or semitransparent field of energy/force. The force field can be mentally shaped as a wall, circle, dome, box or bubble.

**Maximum size** is approximately a 40 square foot area, plus 10ft per level of experience.

**Maximum S.D.C.** possible is the character's P.E. attribute number times 100. This means a character with a P.E. of 9 can create a force field of up to 900 S.D.C. strong.

**Multiple Force Fields** can be created as long as their combined total S.D.C. does not exceed the maximum possible S.D.C. For Example: A character with a P.E. of 9 has up to 900 S.D.C. (P.E. 9×100) that he can use to build force fields. The total S.D.C. can be put into one powerful force field or *divided* up to create several smaller or less powerful force fields. If the character created one force field with 300 S.D.C. and three others with 200 S.D.C. each, he has reached the total maximum S.D.C. of 900. No other force fields could be created, unless he dispels one of the preexisting force fields and uses those S.D.C. to create another.

**The force field's loss of S.D.C.** affects the creation of other force fields because it *temporarily* drains the super character. However, he regains force field S.D.C. at a rate of 200 an hour or 3 per minute.

2. **Body Armor**

The character can create a *light* force field that follows the contours of his body to create a sort of invisible body armor.

**Limitations:** Maximum S.D.C. is 200. Constant concentration to maintain the flexible body shield means the character loses one attack per melee and is −2 on initiative. Speed and movement are not impaired. Gases are still effective (only the bubble closes out gases).

**Bolts of Force**

**Range:** 40ft (12.2m) + 10ft (3m) per level of experience.
**Damage:** 2D6
**Duration:** Instant
**Attacks Per Melee:** Equal to the character's total hand to hand melee attacks.
**Bonus:** +2 to strike
**S.D.C. Cost:** 5 each bolt

The character can create small, nearly invisible, bolts of force which can be fired at an opponent. Because they are barely visible, opponents are minus −4 to parry and dodge force bolts.

# Darkness Control

A power that allows the character to create and manipulate darkness.

1. **Create Darkness**

**Range:** 140ft (42.7m)
**Area of Affect:** Up to a 40ft area (12.2m) + 10ft (3m) per each additional level of experience.
**Duration:** 5 minutes or until the character dispels it.

The character can create an area of total darkness up to 140ft away. The darkness is so black that normal vision, nightvision and light amplification optic systems are ineffective. Those trapped in the darkness are blind and −8 to strike, parry and dodge. The firing of weapons and energy blasts is equal to shooting wild and likely to hit an innocent bystander or comrade. Note: Infrared optics, heat sensors and exceptional hearing can be effective in this darkness.

The creator of the darkness can expand, contract and move the darkness (speed 6) at will. *Creating darkness counts as one attack/action per melee.* Other actions during the same melee are possible.

2. **Shadow Meld**

The ability to become invisible in shadows or darkness. The only requirement is that the shadow or area of darkness must be man-sized. Exposure to light will dispel the darkness/shadow and reveal the character.

3. **Nightvision**

**Range:** 600ft (183m) in normal darkness; 30ft (9.1m) in his own, unnatural, darkness.

# Disruptive Touch

**Range:** Touch
**Damage:** Special
**Duration:** Special
**Attacks Per Melee:** Equal to the character's total hand to hand melee attacks.

This lethal power actually disrupts the nervous system of the person who falls victim to it. The touch can cause the following effects: **Disrupt Optic Nerves** temporarily blinds the person; victims are −9 to strike, parry and dodge. **Disrupt Nervous System** immobilizes the motor part of the brain causing temporary paralysis. Victims are completely incapacitated. *The duration* of the blindness and paralysis is 3D4 minutes; *Savings Throw:* 15 or higher.

The disrupt nervous system ability can also inflict **Pain** *doing 3D6 damage* (first to S.D.C. and then hit points). **The Death Touch** is by far the most dangerous of the disrupter touches. The touch causes 6D6 damage and shocks the nervous system, plunging the victim into a coma unless a successful **savings throw** *of 15 or higher* is made. If the savings throw is successful, the person only suffers physical damage and is NOT placed in a coma. Those who fall into a coma are subject to the normal surviving coma/death rules. Side effects from physical damage are not applicable. Those who fail to save vs coma/death die.

**Coma Savings Bonus:** Because this is an *unnatural* effect, the victim's body is slightly more resilient, providing a bonus of +10% to save vs coma/death.

The use of the Death Touch also takes its toll on the person inflicting the coma. The super being himself is drained each time he uses the Death Touch (the other disruption touches do no damage). **Side effects from using the Death Touch:** Reduce speed by half, −2 to strike, parry, dodge, and −2 for ALL savings throws for 2D6 melees. Side effects from multiple or continuous use of the Death Touch are *cumulative*.

**Note:** The super being possessing the disrupter touch must *physically touch* his opponent to have any effect. The touch will induce its effects on bare skin and through *all* normal fabrics; but will not effect those in robots, exo-skeletons, environmental body armor, or transformed into an inorganic substance.

**Other Abilities and Bonuses:**

- Impervious to his own touch.

- Add 1D6 to P.E. attribute.
- Add 1D6×10 to S.D.C.
- +10 to save vs coma/death.
- Poisons, toxins and drugs have only half their usual effects, damage and duration.

## Energy Absorption

This character is a sort of living energy sponge that can soak up, store, and harmlessly convert and release energy. This means the character is *impervious* to heat, fire, laser blasts, electricity and other forms of energy. The only exception is kinetic energy, meaning punches, kicks, thrown weapons, bullets, explosions and so on, which will do full damage.

**1. Draining Touch**

The character can drain the energy out of an item, like a car battery or energy pack, by touching it. Maximum absorbtion capacity is one gigawatt per level of experience. That's the rough equivalent of 10,000 car batteries.

**2. Energy Discharge**

The character can touch an electrical/energy conductor and send a power surge into the system, at least temporarily short-circuiting the system, if not frying it completely. Maximum discharge is 10,000 watts per level of experience.

**3. Energy Flash**

**Range:** 10ft per level of experience.
**Damage:** 2D6
**Duration:** Instant
**Attacks Per Melee:** Once per melee, but other attacks can be made during the same melee.

The character can discharge a sudden energy flash that will strike *everyone* within the area of the discharge. Unfortunately, the character can not control or direct the energy to strike a specific target.

**4. Glow**

**Range:** Self

The storage of energy can be released as light. This character can glow with up to 500 watts of light. The light can be restricted to a specific part of the body, like a hand or arm, or the entire body.

**5. Shoot Light Beam**

**Range:** 2000ft (600m)
**Damage:** None
**Duration:** Instant or indefinitely
**Attacks Per Melee:** Equal to the character's hand to hand melee attacks.

The light beam is completely harmless in that it does no damage. However, it is so bright that it can be used to temporarily blind an opponent (for 1D4 melees) if shot into the eyes. Blinded opponents are −6 to strike, parry and dodge.

The beams can also be used as a beacon or searchlight. Maximum width of the beam is two feet if both hands are put together with fingers spread wide.

**6. Other Abilities and Bonuses:**

- Add 1D6×10 to S.D.C.
- Add 1D4 to P.E. attribute.

## Gravity Manipulation

The control and manipulation of gravity.

**1. Reduce Gravity**

**Range:** Self or item/person up to 140ft (42.7m) away.
**Area Affected:** Self, others, or 20ft radius.
**Duration:** Indefinite

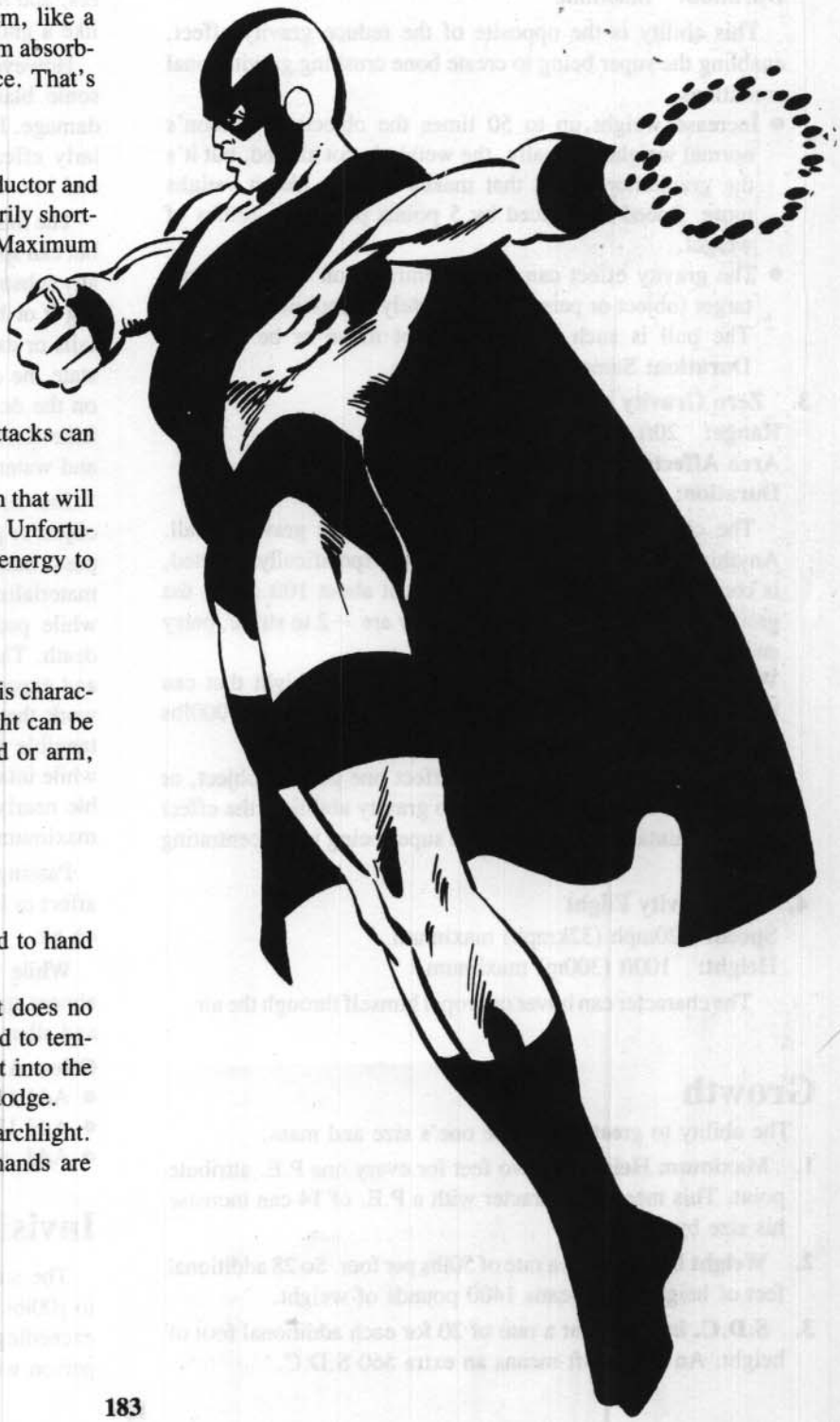
The super being can reduce gravity to a fraction, with the following results:

The affected person, whether it is oneself or others, can:

Carry up to 100 times his normal weight capacity.

Leap two feet for each P.S. attribute point. Example: P.S. of 10×2=20ft. That's up or lengthwise. Speed is tripled.

+3 to dodge.



Throw objects (even huge, heavy objects) great distances. If the object can be lifted overhead it can be thrown a distance of 400ft. Reduce the distance by 50ft (16.2m) for every 1000lbs.

Remember, this effect can be placed on oneself, or others within the 120ft range, or on an area (20ft radius) up to 120ft away. **Duration:** The effects will last as long as the gravity controller maintains his concentration. Fortunately, only minimal concentration is required, enabling him to engage in combat or other actions. However, he can not use any other gravity power.

2. **Increase Gravity**
**Range:** 140ft (42.7m) away.
**Area Affected:** Self, or other object or 20ft radius.
**Duration:** Indefinite

This ability is the opposite of the reduce gravity effect, enabling the super being to create bone crushing gravitational conditions.

- Increase weight up to 50 times the objects or person's normal weight. Actually, the weight is not altered, but it's the gravitational pull that makes it seem like it weighs more. Speed is reduced by 5 points per every 200lbs of weight.
- The gravity effect can be concentrated on one individual target (object or person), completely immobilizing him/it. The pull is such that he can not move or be budged. **Duration:** Same as reduce gravity.

3. **Zero Gravity**
**Range:** 20ft per level of experience.
**Area Affected:** 6ft radius (1.8m)
**Duration:** 4 minutes

The character can create an area with no gravity at all. Anything within the radius, or anything specifically affected, is completely weightless and will float about 10ft above the ground. People caught in zero gravity are −2 to strike, parry and dodge.
**Weight Limit:** The maximum amount of weight that can be made weightless is 10,000lbs (that's 5 tons), plus 1000lbs additional per each level of experience.

Zero gravity can be made to affect one person, object, or an area. As with the previous two gravity abilities, the effect can be maintained as long as the super being is concentrating to do so.

4. **Antigravity Flight**
**Speed:** 20mph (32kmph) maximum.
**Height:** 100ft (300m) maximum

The character can hover or propel himself through the air.

# Growth

The ability to greatly increase one's size and mass.

1. **Maximum Height:** Two feet for every one P.E. attribute point. This means a character with a P.E. of 14 can increase his size by 28 feet.
2. **Weight Increases** at a rate of 50lbs per foot. So 28 additional feet of height also means 1400 pounds of weight.
3. **S.D.C. increases** at a rate of 20 for each additional foot of height. An extra 28ft means an extra 560 S.D.C.
4. **Strength increases** at a rate of one for each additional foot of height. 28 extra feet means +28 to the P.S. attribute. Remember to adjust strength damage bonuses at each new size.
5. **Other Abilities and Bonuses:**
   - Increase the P.E. attribute to a minimum of 14.
   - The bonuses that follow apply when the character is 20ft or bigger; +2 to strike and parry; Speed is doubled.
   - Penalties: −4 to dodge.

# Intangibility

This power affects the bonding element of molecules, making the person and 20lbs (9kg) of additional material intangible. Intangibility means that sticks and stones, punches, bullets, lasers, and most conventional attacks pass right through; harmless, like a ghost.

However, he is not invulnerable to all attacks. Electricity and sonic blasts, which stimulate and agitate molecules, do half damage. Psionic attacks have full effect. Gas attacks are particularly effective, as the gaseous substance passes right through and into the blood stream, doing full damage/effect.

The intangible person can not touch, pick up or carry anything, but can speak and hear as normal. The character *can* walk through any substance, stone, steel, earth, machines, etc., without affecting it or himself. Although the character can not glide or float, falls or explosions can not harm him. Because of the intangible state, he can sink into the earth/ground up to his nose and walk on the dense molecules, effectively walking through the earth. Likewise, he can actually walk on the dense molecules of smoke and water.

Just as the intangible character can not pick up or touch any object or person, he *can not* engage in combat. Any blows would pass harmlessly through the person. Nor can he partially materialize or materialize a portion of his body. To materialize while partially in an object will result in instant and painful death. The intangible person can not throw an intangible object and expect it to become tangible and strike its target (it doesn't work that way). To attack, the super being **must** first become tangible and then attack. Likewise, machines do not function while intangible. The characters can become tangible or intangible nearly at the speed of thought; four times per melee is the maximum.

Passing through computers or electrical equipment does not affect or harm the machines. No, intangible people can not walk on air.

While intangible, the person seems to be semitransparent, almost spectre-like. He is the perfect spy, being nearly invisible and silent. His appearance alone can be quite harrowing.

**Other Abilities and Bonuses:**
- Add 1D6 to M.A. attribute.
- Add 1D4×10 S.D.C.
- Add +20% to Prowl ability.

# Invisibility

The super being and anything he is wearing or carrying, up to 100lbs in weight, can be turned invisible at will. Any object(s) exceeding the 100lb weight limit will remain visible, but the person will still turn invisible. Neither normal vision nor night-

vision can detect invisibility; however, infrared, heat sensors and motion detectors can easily locate an invisible interloper.

Although the invisible character is imperceptible to the eye, he retains his physical mass, meaning that he can **not** go through walls nor do weapons pass through him. This also means he still makes noise (footsteps, breathing, bumps, knocks, etc.) and may be located by his noise if not careful.

**Note:** The invisibility can be maintained indefinitely and created and cancelled at will.

**Other Abilities and Bonuses:**

Opponents who can not see the invisible person are −6 to strike, parry or dodge him. Opponents with extraordinary senses of smell or hearing are −3 to strike, parry and dodge him. Opponents with heat or infrared sensors or vision suffer no penalties.

- The character can automatically *see* the invisible.
- Add 1D4×10 S.D.C.

# Invulnerability

An impressive power that makes the character an almost indestructible juggernaut. Most physical attacks do no damage whatsoever! This means cold, fire, heat, electricity, lasers, other types of energy, bullets, punches, falls and so on, do NO damage!

Gases, drugs, chemicals, poisons, toxins and radiation will affect the invulnerable person, but are reduced to half the usual potency (half damage, duration, effect).

The character is only, truly, vulnerable to psionics, illusionary and spell magic, and magic weapons, all of which have full effect. Of course, energy type magic, like fire balls, does NO damage.

**Other Abilities and Bonuses:**

- Add 4D6×10 S.D.C.
- Add 1D6 to the P.E. attribute.
- Add 1D4 to the P.S. attribute.
- Add +20% to save vs coma/death (this is in addition to any P.E. bonus).

# Karmic Power

An unique power that can adjust the odds in the character's favor. The character is able to influence his luck and those around him via a sort of Karmic aura. Karma is an energy of positive or negative affect. Theoretically, it is an aspect of the constant struggle between good and evil; order and chaos. This means that only characters with a good alignment, principled, scrupulous or unprincipled, can have this power. If your alignment is *evil or anarchist*, you must select a different super ability.

When the cause is just, the motives good and/or selfless, the following bonuses apply to the character:

+6 to roll with punch, fall or impact.
+2 to strike.
+4 to parry.
+6 to dodge.
+6 to save vs poison/toxins/gases.
+6 to save vs psionics.
+4 to save vs magic.
+20% to save vs coma/death.
Death blow does not kill; only stuns the character.
Critical damage attacks do normal damage.
Knocks opponent unconscious on a roll of natural 20 to strike, 3D4 melees.
+10% on a skill if it is to save a life or help an important cause.
Add 1D4×10 S.D.C.

**Note:** *Opponents* get no bonuses to strike, parry or dodge the Karmic character. Straight, unmodified dice rolls only.

The Karmic power can also affect others if the Karmic character is concentrating on them. Through intense concentration the character can add bonuses or penalties to another character. However, he can not take any action, even to defend himself, that melee. Up to four people can be effected simultaneously as long as they are within 150ft (45.7m) of the character. Influencing thoughts and cheers can be like: "Come on, you can do it . . ." or "You can take that guy, I know it."

**Bonuses Possible for Others . . .**

+1 to strike.
+2 to parry.
+2 to dodge.
+4 to roll with punch, fall or impact.
+2 to save vs poison/toxins.
+10% to save vs coma and death.
+10% on a *crucial* skill action.

**Penalties Placed on Evil Opponents:**

−1 to strike.
−2 to parry.
−2 to dodge.
−10% on a crucial skill action.

Remember, these penalties apply only if the Karmic character is immobile and concentrating.

**Bad Karma** occurs when the character does something cruel, unnecessarily mean, evil or anything strictly against his alignment. When this happens his personal karma bonuses become zero. A second act contrary to his alignment or horribly evil, like intentionally betraying a friend, will give the character all the penalties listed under evil opponents and no other bonuses via karmic powers.

# Magnetism

The power to direct, control, and manipulate aspects of magnetic forces.

**1. Attract Metal**

**Range:** 160ft (48.8m)
**Damage:** None
**Duration:** Regulated by the character.
**Attacks Per Melee:** Equal to the character's total hand to hand melee attacks.

The character can attract or pull to him up to 3000lbs (1350kg). To magnetically affect the object, it must have at least a 20% iron/steel composition. The strength of the pull is equal to an attribute of P.S. 30 and can pull a metal item from up to 160ft away.

**Maximum Weight** which can be attracted is 3000lbs (1350kg), plus 20lbs (9kg) per level of experience. The magnetic force can be focused on one specific target or a 160ft area, attracting everything that has metal. Thus, the character can pull a gun out of somebody's hand, pull somebody to him by the belt buckle, pull a car door off it's hinges, and so on.

Each use of the magnetic force counts as one attack that melee.

2. **Hurl or Repel Metal Objects**

**Range:** 160ft (48.8m) + 10ft (3m) per level of experience.

**Damage:** Varies

**Duration:** Regulated by the character.

**Attacks Per Melee:** Equal to the character's total hand to hand melee attacks.

In many ways, this ability is the reverse of the attract metal power. The character can repel objects which are at least 20% iron. This can be focused against one specific item or to repel any metallic objects within the 160ft (48.8m) area. The hurled objects can make excellent weapons. Damage from hurled objects.

**Tiny Items** such as paper clips, keys, pens, bottle caps, and similar items, sting when they hit, but do no damage.

**Small Items** weighing *a half pound to one pound* inflict 1D4 damage each.

**Small Items** weighing *two to six pounds* inflict 1D6 damage.

**Medium Items** weighing *ten to twenty-five pounds* inflict 2D6 damage.

**Large Items** weighing *thirty to sixty pounds* inflict 3D6 damage each.

**Heavy Items** weighing *seventy to one hundred ten pounds* inflict 6D6 + 4 damage each.

**Huge Items** weighing *one hundred twenty to three hundred pounds* inflict 2D4 × 10 damage.

**Maximum amount of weight** which can be magnetically affected is 400 pounds (189kg) plus 20 pounds (9kg) per level of experience.

**Note:** For multiple object attacks it will be much quicker to use the *Volley Combat Rules*.

3. **Magnetic Field**

**Range:** Self or up to a 30ft area.

By placing a magnetic field around himself the character can stop or deflect metal objects, including thrown items and even automobiles. The magnetic field will also erase any magnetic tapes (computer and video tapes included), disrupt electrical frequencies, and reduce electrical attacks by half (half damage).

The character can also use the field to propel himself toward (or away from) any iron object that is at least equal to his own body weight. Maximum speed of travel is about 20mph, and has a very limited range of 160ft (48.8m) plus 10ft per level of experience. This same ability can enable the character to hover or appear to walk in mid-air.

4. **Magnetize Objects**

**Range:** Touch

**Duration:** 2D4 days

The super being can make an iron object temporarily magnetic. Magnetized items are much like the kind of magnets available in the commercial market. They are most suitable for attaching to iron or steel objects. The time required to magnetize an object is 5 minutes per every one pound of weight.

5. **Sense Iron**

**Range:** 160ft + 20ft per level of experience.

The magnetic empowered character can sense the presence (and vague location) of iron or steel within a 25ft radius. The exact size of the item or items is impossible to discern. Impressions will be felt as: much, little, none. Location will be sensed as: near or at the edge of the range. This ability can be used to detect objects/ore beneath the ground as well.

## Mimic

**Range:** Touch or within a 60ft radius.

**Duration:** Special

**Savings Throw:** None

This formidable power enables the super being to imitate or mimic another person's physical and mental attributes (not skills or experience), psionics, abilities and innate magic abilities (not spell knowledge; just magic powers such as those gained from weapons, objects and bestowed). A mimic can not copy/absorb mechanical abilities like those gained through bionics or robotics; nor can he mimic skills, hardware or special training. Only the raw physical and/or extraordinary power can be imitated. Skills, education, memories, and experience *can not* be copied. Thus, while a mimic may copy

a power, he does not get that person's knowledge, but retains all of his *own* skill knowledge, training and memory. I don't mean to be redundant, but I do not want this power misconstrued as something it is not. Example: A mimic copies the power of a sixth level mutant with the power of energy expulsion. This enables him to fire energy bolts doing damage equal to his sixth level opponent because that is the level of raw power. However, he does not have any bonuses to strike which may have been developed through *experience*. Likewise, while the mimic has copied his opponent's entire physical structure, including physical strength, prowess, S.D.C. etc., the mimic does not have any bonuses to strike, parry, dodge, knock-out, additional attacks, etc., which were gained via hand to hand and other physical skills.

**Range:** The mimic can imitate a person by touching him/her or by being within close proximity; 60ft radius. If the person being copied should go beyond the 60ft radius, the imitated power will fade away. **Duration:** The power will disappear within two to eight minutes (roll 2D4) after the person being copied steps out of range. However, as long as the person is within the 60ft radius, the mimic retains his powers as long as desired. **Switching** to mimic a different person and abilities can be attempted *once* every melee, if so desired. **Physical appearance** of the mimic generally remains unaltered unless the person being imitated possesses an unusual physical trait such as wings, odd hair or skin color, horns, natural body armor, tail, etc. Even under these conditions the mimic will retain his own basic features, voice and abilities.

# Mechano-Link

A bizarre ability that enables the character to link with any kind of machine so that man and machine becomes one. This means that vehicles respond to a mere thought, adding to their mobility, and weapons become more precise.

**Bonuses:**

+20% to all piloting skills.
+20% to all pilot related skills.
+20% to computer, electrical and mechanical skills.
+2 to strike with modern weapons including energy weapons. No bonuses on ancient. 60% base skill ability to understand and operate unknown or alien machines.

**1. Computer Merge.**

The character can merge and communicate with any computer system regardless of preventative programs. The character has the ability to communicate directly with computers and computer-directed machinery. This also includes robots, modern cars (the ones with on-board computers) and computerized factories. The link can be as direct as touching the machine itself, or can be remote if the machine has some kind of modem (telephone) link.

Once the link is established the character can examine any of the machine's data or programming and can completely reprogram the machine. Performing a mechano-link with a *sentient* machine, one that has reached the level of self-programming and self-awareness, will mean the psionic can communicate with the machine's intelligence. This does NOT include the ability to command machines.

# Plant Control

The character can direct, manipulate and grow plants at an astounding level.

**1. Animate and Control Plants**

**Range:** 40ft (12.2m) + 10ft (3m) per additional level of experience, at distances up to 100ft (30.5m) plus 10ft per level of experience away.

The character can mentally manipulate all plant life within a 40ft radius around him. Thus, he can cause any vines, weeds, shrubs, or trees to trap and ensnare an animal, entangle someone, or cover something. He can also manipulate the larger plants to grab and hold something. Although the limbs of the plants can be made to move and function like hands and arms, they are still restricted to the fact that the plant is rooted in the soil.

This control requires the full concentration of the character, preventing him from taking other actions. **Notes on plants:** Since the hero is likely to use this spell to impede movement and to attack, here are some basic statistics:

**Weeds, grass, soft plants:** S.D.C. 1D6, inflicts no damage.
**Heavy weeds, vines:** A.R. 5, S.D.C. 2D6, damage 1D6 per melee, +2 to strike.
**Bushes, shrubs, small trees:** A.R. 6, S.D.C. 4D6 + 4, damage from strangle is 2D6 per melee or 1D4 damage for hitting or whipping.
**Average trees:** A.R. 8, S.D.C. 4D6 × 10, damage is 2D4 per each hit.
**Large trees:** A.R. 10, S.D.C. 6D6 × 10, damage is 4D6 per hit.
**Maximum attacks** by a plant per melee is six.
All attacks must be within the character's line of vision. Entanglement can be utilized within the entire radius of control, even outside the line of vision.

**2. Grow Plants at an Unbelievable Rate.**

The character can grow most plants and shrubs, from seed to maturity, in 1D4 melees. Trees and large tree-size plants grow at a rate of 8ft (2.4m) per melee, up to 200ft (61m) tall.

The growth is temporary, and the plants will return to their original size within 20 minutes or at the character's command.

**3. Alter Wood**

The character can alter the strength of wood by increasing or decreasing its S.D.C. This applies to any kind of wood item; doors, ladders, chairs, tables, an area of floor, club, and so on.

- Items at one foot (.3m) can have their S.D.C. increased or reduced by 10.
- Items two to four feet (.6 to 1.2m) can be increased or reduced by 30 S.D.C.
- Items or areas of wood five feet to ten feet (1.5 to 3m) can be increased or decreased by 100 S.D.C.

**4. Wither Plants**

This is the ability to wither or kill plants. Area of affect is a 20ft radius. Plants can be withered once per melee. **Range:** 20ft away (6.1m) + 10ft per level of experience.

**5. Other Abilities and Bonuses.**

- Recognize and Identify Plants — 88%
- +10% to prowl skill when outdoors.

- +10% to climb trees or vines.
- Add 1D4×10 to S.D.C.

## Shape-Changer

These masters of disguise can actually change all aspects of their physical appearance: height, weight, features, hair, eyes, skin color, etc. Voice imitation is not included, but a 15% bonus can be applied to the imitate voices skill. Large extra appendages, such as wings and extra limbs, can not be imitated; however, tails, horns, claws, fangs, etc., can all be grown. ALL changes are REAL physical changes, not just clever make-up.

A shape-changer can transform into any humanoid creature, including apes. **Size Limit:** No smaller than 2½ feet tall and no larger than 12 feet tall. No damage or dodge bonuses apply when large or small.

## Shrink

The power to shrink blatantly defies the laws of physics, enabling the character to greatly reduce his size and mass.

**First,** players roll to determine the minimum size the character can shrink down to. Note: The super being has total control over his shrinking power and can stop at any size not exceeding his minimum limitation. NO the character *can not* reverse the process and grow giant. He can resume his normal size at any time.

| | Minimum | Natural Prowl Ability |
|---|---|---|
| 1-24 | Six inches | 50% |
| 25-50 | One inch | 70% |
| 51-75 | ⅛ of an inch | 90% |
| 76-00 | Full range 6in.-⅛in. | Varies with size |

**The prowl ability** only applies when shrunken. If a prowl skill is also chosen add a 20% bonus to the prowl ability (to all except ⅛ of an inch which remains 90%) when tiny.

**Second,** the player rolls to determine whether or not the character's mass is altered when reduced. This determination is crucial in defining the character's powers.

**Mass Table**

1-50 Mass is reduced with size.
51-00 Mass is constant/unchanged.

**Bonuses:** +6 to dodge.

**Disadvantages:**

−5 to strike large opponents.
−10 to parry large objects/opponents.
All distances and speeds are reduced from feet or yards to inches.

**Constant Mass** or unchanged mass is truly unique, for even though the person shrinks to the size of a bug, he retains ALL his original weight/mass and physical strength. Can you imagine the surprise when an opponent tries to grab the tiny super being and can not because he still weighs 180lbs? OR an opponent tries to step on the little guy and is instead knocked down or tripped by him?

**Speed** is still reduced just because of the character's tiny size. Same as listed under reduced mass.

**Physical Strength** is unchanged. The tiny character does full normal damage plus any P.S. attribute bonuses. Body blocks against legs and ankles are very effective against opponents, doing full damage (1D6). Tripping is also effective. Ignoring the conditions of leverage, the tiny person can throw knives, bricks, objects, overturn tables and chairs, and so on. Range of thrown objects is limited to a maximum of 12 feet.

**Wind** does not affect this miniature person; thus, he can not glide on wind currents.

**Other abilities** include leaps of up to 4ft high and 4ft long. Hold doors closed or objects down by leaning full weight against it. He/she CAN NOT hitch rides on animals or people; too heavy. However, they can hitch rides on vehicles such as cars, trucks, etc.

**Bonus:** +6 to dodge.

**Disadvantages:**

−1 to strike.
−2 to parry.
All distances and speeds are reduced from feet to inches.
**Note:** Objects/weapons do *not* shrink with the person.

**Reduced mass** means that the super being's mass/weight is reduced along with the size. Reduce the weight by 25% for each 12 inches reduced. At six inches the weight is four ounces; at one inch tall the weight is half an ounce; *at one eighth of an inch* the weight is a mere fraction of an ounce, virtually weightless.

**Speed** is converted from feet/yards traveled per minute to inches per minute. **Six inches tall:** Spd×20=How many inches per minute can be run. *One eighth of an inch:* Spd×10=How many inches per minute can be run.

**Physical strength** is reduced. **Six inches tall:** P.S. is on half; **One inch tall:** P.S. is reduced to one third; and at **One eighth of an inch:** P.S. is reduced to one quarter. S.D.C. in all cases are reduced by half when reduced.

Other abilities of these tiny heroes include the ability to attach or hold onto an animal, shoe, pant leg, etc., unnoticed, for a free ride. Likewise, they can hide inside a pocket or small container. These and their prowl ability makes them formidable spies (i.e., escape bonds by shrinking). At one inch or smaller the super being can glide on air currents/wind, under 8mph, at a rate of ten feet per melee (15 seconds). *Stronger winds* are dangerous, preventing controlled gliding. There is a 65% chance of being carried off in the opposite direction, as well as a 50% chance of being dashed into the ground, a wall, or other object, taking 4D6 points of damage. Roll once every minute to determine the effects of the wind current.

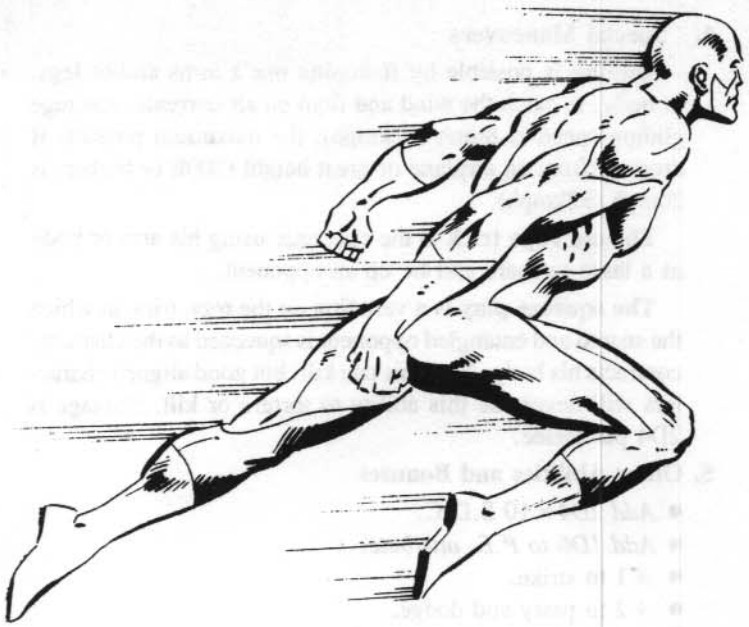
## Sonic Power

The ability to manipulate and control aspects of sound.

**1. Hear Wider Spectrum of Sound**

**Range:** 1000ft (305m)+100ft per level of experience.

Loudness or intensity of loudness is measured in decibels. This super being can hear even a one decibel sound at a great distance (1000ft). This enables him to: Estimate the distance of the sound — 50%+10% per level; Estimate speed of approach/departure — 40%+10% per level; Recognize the type of sound — 50%+10% per level; Pinpoint the exact location of sound — 22%+8% per level. Minuses to strike, parry and dodge in darkness or while blinded or attacking the invisible, are all reduced by half. **Example:** −8 to strike, parry and dodge while blind is reduced to −4.



**The Decibel Scale**

A 20 decibel sound is 10 times louder than a 10 decibel sound; 30 decibels is 100 times louder; 40 decibels is 1000 times louder, etc.

One decibel: The smallest difference between sounds detectable by the human ear.
10 decibels: A light whisper.
20 decibels: A quiet conversation.
30 decibels: A normal conversation.
40 decibels: Light traffic.
50 decibels: Loud conversation.
60 decibels: Shouting
70 decibels: Heavy traffic.
80 decibels: Loud noise, subways, rock concerts.
90 decibels: Very loud; thunder.
100 decibels: Jet plane take-off; temporarily deafening.
140 decibels: Extremely loud, painful, deafening.

Sound waves travel better and faster through solids and water because of the denser molecules. Thus, the character can hear clearly through walls by leaning his ear against the wall or floor.

**Note:** The range of all hearing abilities are reduced by half in the city during the day.

**2. Emit Highpitched Whine**

**Range:** 180ft
**Area Affected:** 30ft radius, with hero as focal point.
**Damage:** 1D6 per melee.

This ability enables the character to emit a highpitched frequency or whine which will hurt, deafen and distract all who fall prey to it. Victims are −6 on initiative, and −6 to strike, parry and dodge. Victims also take 1D6 points of damage each melee round (subtract damage from S.D.C. first). The only defense is to plug the ears. Plugging ears (both must be plugged) with fingers reduces damage and minuses by half, but also prevents any counterattacks except psionic. Plugging ears with cotton, tissue or cloth reduces the damage by half and minuses by one. Ear plugs will prevent any damage and reduce minuses by half.

**Note:** The hero must concentrate to maintain the sound frequency and can not use any other sonic power simultaneously. However, the character can engage in hand to hand combat without penalty.

**3. Sonic Boom or Blast**

**Range:** 200ft
**Duration:** Instant
**Damage:** 1D4 × 10
**Attacks Per Melee:** Equal to the character's total hand to hand melee attacks.

This is a blast or bolt of concentrated sound waves. Add +10 to the damage for any attacks underwater.

**4. Other Abilities and Bonuses**

- +1 to strike
- Add 1D4 × 10 S.D.C.
- +1 to parry and dodge.
- +2 on initiative.

**5. Sonar**

**Range:** 400ft + 100ft per level of experience.

This is the emitting of high-frequency sound waves underwater which bounce off objects, returning and indicating the direction and distance of the reflecting objects. The abilities include:

Interpreting shapes: 50% + 8% per level of experience.
Estimating Distance: 60% + 8% per level of experience.
Estimating Direction: 50% + 8% per level of experience.
Estimating Exact Location: 34% + 8% per level of experience.

## Sonic Speed

The power to run at supersonic speeds. This means the character can run at the speed of sound, Mach One, or approximately 670mph (1078kmph). That's a little less than one mile every five seconds and 11 miles per minute.

In addition to running at incredible speed the character has sharper vision, quicker reactions and greater dexterity than normal humans. Despite what one might think, super speed in hand to hand combat requires a comparatively slower, more measured, and controlled pace. The results are still devastating.

**Other Abilities and Bonuses**

- Add two attacks per melee, plus add one more attack per melee at level three.
- Add 4D4 × 10 to S.D.C.
- Add 1D6 to P.E. attribute.
- +6 on initiative.
- +1 to strike
- +4 to parry
- +6 to dodge
- +6 to roll with punch, fall or impact.
- Normal fast punch — 1D6 damage.
- Super fast power punch — 4D6 damage. Counts as two attacks.
- Normal fast kick — 2D6 damage.
- Super fast power kick — 6D6 damage. Counts as two attacks.
- Leap ability — 60ft (18.3m) straight up and 100ft (30.5m) lengthwise.
- Body block/ram at 400mph or greater does 1D6 × 10 damage, but the character also takes 5D6 damage. Counts as three attacks.

- Superior vision about five times better than normal humans, which means an 18 inch sign can be read a mile away.
- Nightvision — 500ft (152.5m).

## Sonic Flight

The power to fly at the speed of sound, Mach One. That's approximately 670mph, or about 11 miles per minute or one mile every 5 seconds. The sonic flight ability also gives the character superior vision, dexterity and reflexes. However, unlike the sonic speed power the thrust of this ability is flight and *not* overall speed. Thus, its bonuses are nowhere near as impressive as the sonic speeds.

**Other Abilities and Bonuses**

- Add one extra attack per melee.
- Add 3D4 × 10 S.D.C.
- Add 1D4 to P.E. attribute.
- +2 on initiative (applies at all times).
- +1 to strike while in flight only.
- +2 to parry while in flight only.
- +6 to dodge while in flight only.
- Sonic two-fisted punch (ram style) at 400mph or greater inflicts 1D4 × 10 damage to one's opponent and 3D6 to the sonic character. *Counts as two attacks.*
- Sonic flying body block/ram at 400mph or greater inflicts 1D6 × 10 damage, but the sonic character also takes 5D6 damage himself. *Counts as three attacks.*
- Extraordinary vision TEN times greater than a normal humans (about equal to an eagle), which means an 18 inch object can be seen, with perfect clarity, two miles away.
- Nightvision — 1000ft (305m).

## Stretching (elasticity)

This is a very interesting power because it has several, uniquely different, applications. The power makes the character's body super elastic and malleable, enabling him to distort and elongate limbs or the entire body.

**1. Stretching**

Neck: 4ft (1.2m)
Finger: 4ft (1.2m)
Arm(s): 20ft each (6.1m)
Leg(s): 35ft each (10.7m)
Body (maximum length): 150ft (45.7m)

**2. Stretching Contortions**

Flatten the entire body to as little as 2 inches thick, but like clay flattened by a rolling pin, the rest of the body mass is pushed out four feet for every 60lbs (27kg) of normal weight.

Condense the entire body into a compact ball of one and a half feet/18 inches (.5m).

**3. Bounceability**

The character can puff himself up like a balloon and bounce. In this form, punches, kicks, collisions, explosive force and falls do NO damage. The height of a bounce self- initiated from ground level is about six feet (1.8m) to twelve feet (3.4m). Propelling himself with his elongated arms and bouncing will triple his normal speed.

**4. Special Maneuvers**

**Gliding** is possible by flattening one's arms and/or legs, or body, to catch the wind and float on air currents. Average gliding speed is 8mph (12kmph); the maximum possible if dropped from an airplane or great height (300ft or higher) is 20mph (32kmph).

**The old rope trick** is the character using his arm or body as a lasso to snare and tie up an opponent.

**The squeeze play** is a variation on the rope trick in which the snared and entangled opponent is squeezed as the character contracts his body. Yes, this can kill, but good aligned characters will never use this ability to torture or kill. Damage is 2D4 per melee.

**5. Other Abilities and Bonuses**

- *Add 2D4 × 10 S.D.C.*
- *Add 1D6 to P.E. attribute.*
- +1 to strike.
- +2 to parry and dodge.
- +3 to roll with punch, fall or impact.
- *Projectiles, such as bullets, arrows, thrown objects, punches and kicks, all do half damage.*
- *Energy attacks, psionics and magic do FULL damage.*

## Teleport

**Range:** Maximum distance of 5 miles.
**Duration:** Instant

The super being can instantly transport himself from one location to another in the blink of an eye. **Weight Limitation**: Self and an additional 1000lbs. **Number of Teleports per Melee:** One.

While teleportation can be very handy, it can also be extremely dangerous, especially if the area teleported to is unknown.

**Chances for a Successful Teleport:**

- Teleporting to a familiar location, or one that is clearly visible from your starting point: 99%.
- A place seen only a few times (2-6 times before): 88%.
- A place never seen, but described in detail: 38%.
- A totally unknown place: 12%.

**Results of an Unsuccessful Teleport**

**1-60 Totally wrong place. No idea of present location; 20-80 miles beyond the normal range. (roll 2D4).**
**61-85 Teleport 300ft above ground level; fall does 1D6 damage for every 30ft of height (that's 10-60 damage).**
**86-00 Teleport into an object; instant death.**

## Transferal/Possession

**Range:** 30ft (9.1m) + 10ft per each additional level of experience.
**Damage:** None
**Duration:** The transferal is instant and the character can maintain the possession indefinitely.
**Attacks Per Melee:** One attempt per melee.
**Savings Throw:** Same as psionics. *Non-psionics* must roll 15 or higher, *psionic individuals* must roll 10 or higher to save against being possessed.

This devastating power enables the character to transfer his consciousness into another person's body. Once inside another's body he completely takes over, suppressing the consciousness

and personality of his host body. The memories and thoughts of the person being possessed are still his own and can *not* be read by the possessing character. Likewise, the possessed person can not read the thoughts of the entity who has temporarily seized control of his body. In fact, the person will have no recollection of events which occurred while his body was controlled by another. It will be as if he fell asleep the whole time. Any reports of heroics or uncharacteristic actions will come as a complete surprise.

When inside another body, the character *retains* only his *own* memories, personality and skills. Any other super ability or special physical attributes are left in his own body and are totally unusable. Only the abilities of the *host* body can be used. This means, if the body is weak, slow, or physically undeveloped, that acrobatics gymnastics and hand to hand combat may be out of the question. The typical person has one attack per melee. The hero's knowledge of hand to hand combat will increase that to two or three, as well as other hand to hand combat bonuses. However, bonuses the character is used to, from high attributes, super abilities and other physical traits, will not apply to the host body. The game master will help establish the physical condition and aptitude of the host body. Of course, if a super being is possessed, the character can use his powers, but all bonuses are half due to lack of experience.

What happens to the character's real body while he possesses another body? Good question. The body drops into a dreamless, sleep-like trance. Without a mind to control it, the body is just an empty shell. As you might think, this leaves it defenseless against attacks and the elements. Thus, it is wise to leave the body with friends who can protect it, or in as safe and hidden a place as possible. **Note:** The *abandoned body* is totally *defenseless* against psionics, magic, or being possessed itself (no savings throws apply).

**Other Abilities and Bonuses**

- +6 to save vs being possessed himself (counts only when inside his body).
- +2 to save vs all mind control powers.
- Add 1D4 to M.E.
- Add 1D4×10 to S.D.C.

# Vibration

The manipulation of vibration and air flow.

**1. Shock Waves**

**Range:** 120ft+10ft per level of experience.
**Duration:** Instant
**Attacks Per Melee:** Two
**Damage:** 1D8 per each level of experience.
**Bonus:** +2 to strike.

The super being is able to create shock waves to that ripple through the earth, cracking sidewalks, walls, buildings, etc. **Damage:** Is inflicted to everything within the path of the shock wave. **Range:** Up to a maximum of 120ft+10ft per each level of experience. The width of the shock wave is six feet. The character can control the range to a few feet or to the maximum distance.

**2. Shock Blast**

**Range:** 200ft (61m)
**Damage:** 4D6
**Duration:** Instant
**Attacks Per Melee:** Equal to the character's hand to hand melee attacks.
**Bonus:** +4 to strike.

An amplified bolt of force that can be fired like an invisible concussion blast.

**3. Vibrate Through Substances**

**Range:** Self
**Duration:** As long as necessary.

The character can make his body vibrate so quickly that he is able to pass through solid matter. The only limitations are that he can only vibrate through *inorganic* (non-living) material, such as rock, concrete, processed wood, steel, etc., and speed is reduced to one third normal.

**4. Vibrate to Become Intangible**

**Range:** Self
**Duration:** One minute for every P.E. attribute point.
**Attacks Per Melee:** Takes the place of ALL attacks that melee.

The character can vibrate so fast that any physical attacks, such as bullets, knives, punches, etc., pass harmlessly through him. Energy attacks, fire, electricity, etc., do one third normal damage. NOTE: The character is also semitransparent when intangible.

**5. Feel Vibrations**

**Range:** 30ft (9.1m)+5ft (1.5m)per level of experience.

The character is so sensitive to vibrations that he can physically feel changes in air currents caused by the movement of others. This means he can NOT be snuck-up on or caught by surprise from a nearby opponent (long-range blasts and bullets are effective because of their great speed). This also means the character is like a living motion detector; able to sense the presence of nearby movement and even *estimate* their numbers and speed of approach. 66% accuracy in estimates.

**Bonuses:** +2 to parry
+2 to dodge
+6 on initiative

**6. Other Abilities and Bonuses**

- Add 1D6×10 S.D.C.
- Double normal speed attribute.

# Weight Manipulation

**Range:** Self or 100ft (30.5m)+10ft per level of experience.
**Duration:** Special
**Attacks Per Melee:** Equal to the character's hand to hand melee attacks.

This power enables the character to reduce or increase the mass of organic and inorganic matter. This has dozens of applications. By reducing the weight of objects, he can carry what might normally have been a thousand pounds as if it were 20. On the other hand he can make a key weigh 100lbs (45kg). Making an opponent heavy will slow him down or even cause him to fall through the floor.

**Limitations:**

1. Each weight increase or decrease attack has a maximum of one hundred pounds. This means, if a character has FOUR hand to hand attacks per melee, he can opt to use his weight

power four times, decreasing or increasing the weight of an object up to 400lbs (100lbs per each attack) per melee.

2. Attacks must be directed at one person or item at a time. No simultaneous multiple attacks.
3. Duration is six minutes on an unfocused attack, or indefinitely if the character is intentionally concentrating to maintain the weight change. Subtract one attack per melee if concentrating to maintain an effect.
4. Maximum weight increase is 10,000 pounds (5 tons).

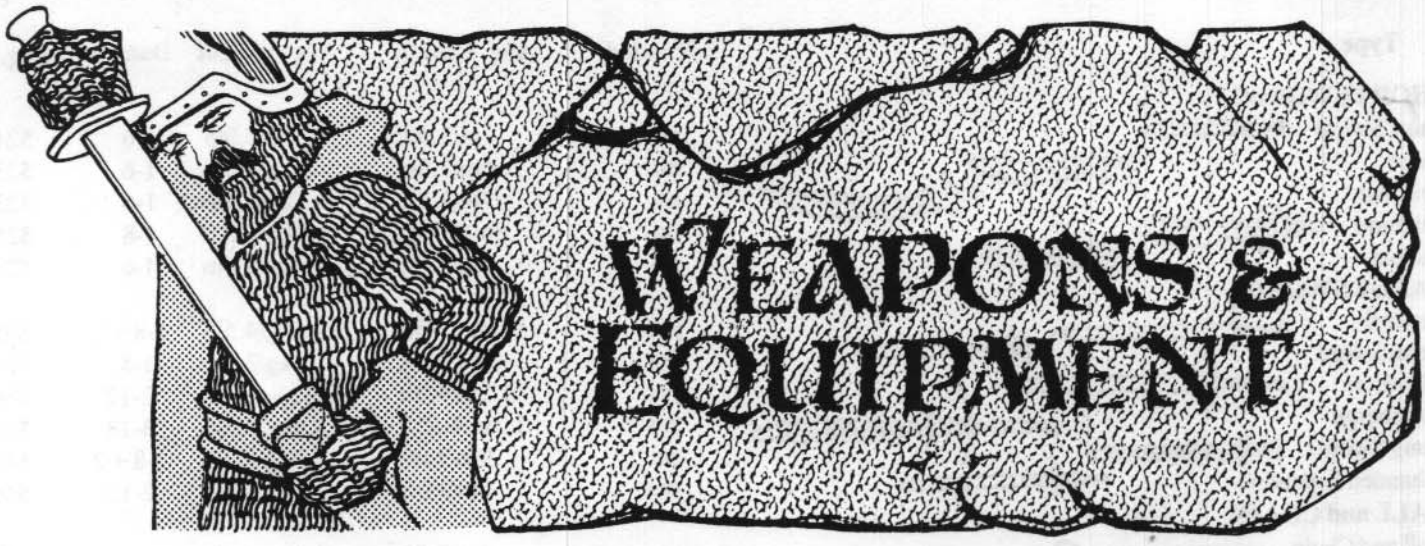
**SOME EFFECTS OF NOTE:**

**Weightlessness** is being effectively *without* weight. This means victims of weightlessness will float and bob along 1D4 feet above the ground, speed is reduced to a speed factor of 1, and wind will float them away. Unless the victim possesses some means of flight or gliding (telekinesis, gravity manipulation and magnetism included), he is minus −5 to strike, parry and dodge, and loses one attack per melee.

The character can master weightlessness to make himself glide on air currents at speeds of 8 to 18mph (12kmph to 29kmph). No special bonuses apply to gliding flight.

**Increased Weight** will also increase one's S.D.C. 20 per each 100lbs because of the increased mass. If regulated just right, this can help the character out in many situations, especially if he wishes to become an immovable object himself. *The punch* of the heavier character does more damage. Add 1D4 per each 100lbs (45kg), to a maximum of 800lbs (8D4). **After 800lbs** the character can barely lift his arms, all physical attacks/actions are reduced to two per melee, and speed is reduced to a speed factor of 3. No significant movement is possible after 1400lbs.

**Note:** The S.D.C. of one's opponent is also increased by 20 S.D.C. per each 100lbs of weight.




# ANCIENT WEAPONS

| Type | 2-Handed | Avg. Length | Avg. Weight | Damage | Avg. Cost |
|---|---|---|---|---|---|
| **AXES** | | | | | |
| Axe, Battle | no | .8m/2.75ft | 2.0kg/4.6lb | 2-12 | $240 |
| Axe, Throwing | no | .4m/1.25ft | 1.4kg/3.0lb | 1-6 | $100 |
| Axe, Stone | no | .6m/2.0ft | 1.8kg/4.0kg | 1-8 | $100 |
| Axe, Bipennis (2-head) | no | .8m/2.75ft | 2.8kg/6.0lb | 2-12 | $120 |
| Oncin Pick | yes | 1.0m/3.75ft | 1.8kg/4.0lb | 1-8 | $220 |
| **POLE ARMS** | | | | | |
| Awl Pike | yes | 3.2m/10ft | 2.7kg/6.0lb | 2-12 | $445 |
| Beaked Axe | yes | 2.3m/7.5ft | 2.3kg/5.0lb | 2-12 | $540 |
| Berdiche | yes | 2.1m/7.0ft | 3.2kg/7.0lb | 2-12 | $550 |
| Glaive | yes | 2.3m/7.5ft | 2.7kg/6.0lb | 2-12 | $540 |
| Guisarme | yes | 2.5m/7.25ft | 2.7kg/6.0lb | $550 | |
| Halberd | yes | 2.2m/7.25ft | 2.3kg/5.0lb | 3-18 | $660 |
| Sabre Halberd | yes | 2.4m/8.0ft | 3.2kg/7.0lb | 3-18 | $650 |
| Hippe | yes | 2.3m/7.5ft | 2.7kg/6.0lb | 3-18 | $750 |
| Lucerne Hammer | yes | 2.9m/9.75ft | 2.9kg/6.5lb | 2-12 | $540 |
| Military Fork | yes | 2.1m/7.0ft | 2.3kg/5.0lb | 1-8 | $330 |
| Pike | yes | 5.0m/16ft | 3.6kg/8.0lb | 1-8 | $445 |
| Runka | yes | 2.3m/7.5ft | 2.7kg/6.0lb | 2-12 | $445 |
| Scythe | yes | 2.4m/8.0ft | 2.3kg/5.0lb | 1-8 | $445 |
| Voulge | yes | 2.1m/7.0ft | 2.3kg/5.0lb | 3-18 | $550 |
| **SPEARS** | | | | | |
| Short Spear | no | 1.2-1.8m/4-6ft | 1.8kg/4.0lb | 1-6 | $130 |
| Long Spear | yes | 2.1-3.0m/7-10ft | 2.9kg/6.5lb | 1-8 | $180 |
| Javelin | no | 2.1m/7.0ft | 1.8kg/4.0lb | 1-6 | $180 |
| Beaked Axe | no | 1.4m/4.5ft | 2.3kg/5.0lb | 1-8 | $430 |
| Trident | yes | 1.5m/5.0ft | 1.8kg/4.0lb | 1-8 | $240 |
| Lance | no | 4.0m/13ft | 3.6kg/8.0lb | 1-8 | $460 |
| **KNIVES** | | | | | |
| Daggers and Knives | no | .2-.5m/10-20in. | .5kg/1.0lb | 1-6 | $30-100 |

| Type | 2-Handed | Avg. Length | Avg. Weight | Damage | Avg. Cost |
|---|---|---|---|---|---|
| **SHORT SWORDS** | | | | | |
| Short Sword | no | .7m/2.5ft | 1.4kg/3.0lb | 1-6 | $240 |
| Sabre | no | .6m/2.0ft | 1.4kg/3.0lb | 1-6 | $230 |
| Scimitar | no | .7m/2.5ft | 1.5kg/3.5lb | 1-6 | $235 |
| Falchion | no | .8m/2.75ft | 1.8kg/4.0lb | 1-8 | $350 |
| Cutlass | no | .6m/2.0ft | 1.4kg/3.0lb | 1-6 | $235 |
| **LARGE SWORDS** | | | | | |
| Bastard | yes | 1.0m/3.75ft | 2.1kg/4.5lb | 1-8+2 | $450 |
| Broadsword | no | .9m/3.0ft | 1.6kg/3.5lb | 1-8 | $340 |
| Claymore | yes | 1.2m/4.0ft | 2.9kg—6.5lb | 2-12 | $560 |
| Flamberge | yes | 1.3m/4.25ft | 3.4kg/7.5lb | 3-18 | $670 |
| Long Sword | no | .9m/3.0ft | 1.6kg/3.5lb | 1-8+2 | $455 |
| 2-handed Espandon | yes | .9m/3.0ft | 2.1kg/4.5lb | 2-12 | $460 |
| **BALL and CHAIN** | | | | | |
| Ball and Chain | no | .9m/3.0ft | 2.1kg/4.5lb | 1-8 | $250 |
| Flail | yes | 1.6m/5.25ft | 2.5kg/5.5lb | 2-12 | $355 |
| Goupillon Flail | yes | .5m/2.0ft | 2.1kg/4.5lb | 3-18 | $460 |
| Mace and Chain | no | .9m/3.0ft | 2.1kg/4.5lb | 2-12 | $280 |
| Nunchaku | yes | .8m/2.75ft | 1.1kg/2.5lb | 1-8 | $30 |
| **BLUNT WEAPONS** | | | | | |
| Arab Mace | no | .6m/2.0ft | 1.4kg/3.0lb | 1-8 | $240 |
| Mace | no | .7m/2.5ft | 2.0kg/4.5lb | 1-8 | $240 |
| Cudgel | no | .8m/2.75ft | 1.0kg/2.5lb | 1-8 | $240 |
| Club/Stick/Pipe | no | .8m/2.75ft | 1.4kg/3.0lb | 1-6 | $10 |
| Hercules Club | yes | 1.2m/4.0ft | 2.5kg/5.5lb | 2-12 | $260 |
| Horseman Hammer | no | .8m/2.75ft | 1.6kg/3.5lb | 1-8 | $145 |
| Maul | no | 1.2m/4.0ft | 2.0kg/4.0lb | 1-6 | $100 |
| Morning Star | no | .8m/2.75ft | 1.0kg/2.5lb | 1-8 | $240 |
| War Club (wood) | no | .9m/3.0ft | 1.4kg/3.0lb | 1-6 | $75 |
| War Hammer | no | .7m/2.5ft | 2.1kg/4.5lb | 1-8 | $190 |
| **STAVES** | | | | | |
| Short | no | 1.2-1.8m/4-6ft | 1.4kg/3.0lb | 1-6 | $120 |
| Long | yes | 1.9-2.7m/7-9ft | 2.3kg/5.0lb | 1-8 | $125 |
| Bo Staff | yes | 2.8m/9.5ft | 1.4kg/3.0lb | 1-8 | $140 |
| Quarterstaff | yes | 1.8m/6.0ft | 1.5kg/3.5lb | 1-8 | $130 |
| Iron Staff | yes | 1.8-2.1m/6-7ft | 3.2kg/7lb | 1-8+2 | $245 |
| **MISSILE WEAPONS** | | | | | |
| Short Bow | yes | | 1.0lb | 1-6 | $130 |
| Arrows | no | | | | $20/dozen |
| Long Bow | yes | | 2.0lb | 2-12 | $270 |
| Arrows | no | | | | $40/dozen |
| Cross Bow | yes | Range: 500-700ft | 7.0lb | 1-8 | $160 |
| Bolts | no | | | | $35/dozen |
| Sling | no | | 2.0oz. | 1-6 | $40 |
| **MISCELLANEOUS (no W.P. bonuses)** | | | | | |
| Black Jack | no | 10in | 1.4kg/3.0lb | 1-4 | $10 |
| Dart | no | 6.0in | 6oz. | 1-4 | $2 |
| Bull Whip | no | 2.4m/8.0ft | 1.4kg/3.0lb | 1-8 | $60 |
| Cat-o-Nine Tails | no | .8m/3.0ft | .5kg/1.0lb | 1-6 | $100 |
| Meat Cleaver | no | .3m/1.0ft | .5kg/1.0lb | 1-6 | $10 |
| Frying Pan | no | .3m/1.0ft | .5kg/1.0lb | 1-6 | $10 |
| Hand Pick | no | 7.0in | 8.0oz. | 1-4 | $5 |
| Large Pick/Mattock | yes | 1.2m/4.0ft | 2.3kg/5.0lb | 1-8 | $50 |
| Shovel | yes | 1.2m/4.0ft | 2.0kg/5.0lb | 1-6 | $40 |
| Hammer (tool) | no | 10in | 1.4kg/3.0lb | 1-4 | $10 |

## ANCIENT ORIENTAL WEAPONS

### ANCIENT WEAPON DESCRIPTIONS

**Aikuchi/Tanto**

These are curved Japanese daggers. The Tanto has a hilt, the Aikuchi does not. This weapon can also be thrown. **Cost**: Varies according to quality and beauty, from $20 to $1,000. **Damage:** 1D4.

**Bisento**

This spear features a broad, curved blade and is large enough to be considered a kind of pole arm. This weapon must be imported from Japan. **Cost:** $600. **Damage:** 2D6.

**Blow Gun**

The blow gun is a favorite weapon of the ninja. Effective range is no more than 50ft. **Cost:** $45.00. **Damage:** The dart itself does no damage; however, it is usually coated with poison or drugs.

**Bo Staff**

Although staff weapons have appeared in virtually every culture worldwide, the techniques of use were probably most advanced in the martial arts schools of samurai Japan. The size of the Bo Staff should be about a foot taller than the height of its owner. **Cost:** $120. **Damage:** 1D8.

**Bows**

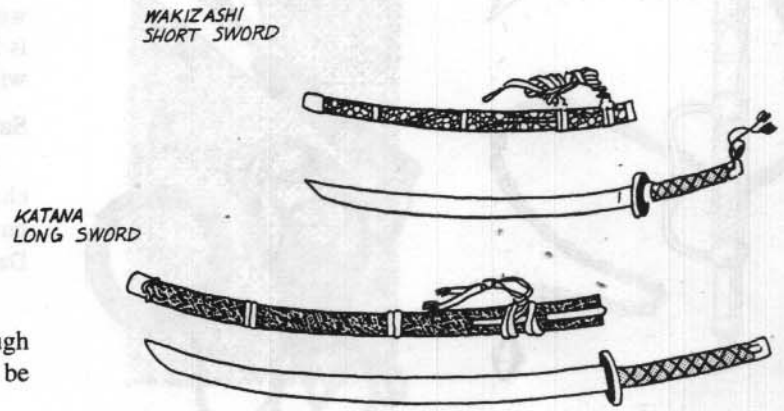
Ninjas favored a short, none too powerful, bow that could be disassembled and easily hidden. A separate skill learned by the ninja is that of the Samurai Long Bow, probably the most powerful weapon of its type in the world. Effective range for the ninja bow is 400ft, for the samurai bow it is 800ft. **Cost:** $500 for ninja bow, $1,000 (or more) for a high quality samurai bow. Modern commercial hunting bows cost: $200. **Damage:** 1D8 — Ninja Bow, 2D6 — Samurai Bow, 1D10 — Modern Bow.

**Crossbows**

Crossbows are now commonly available by mail order in the U.S. **Cost:** $300 for heavy crossbow, $150 for pistol style crossbow. **Damage:** 2D6 for heavy, two- handed crossbow; 1D10 for 40lb, *pistol style* crossbow.

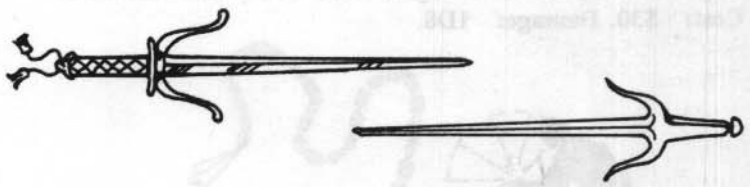
**Daisho**

Literally, "the long and the short," this is the traditional Japanese weapon made up of a Wakizashi and a Katana which can be used as paired weapons. Using both of these weapons together is a separate skill. **Cost:** As little as $150 for fair quality and $1200 for an authentic high quality. **Damage:** 1D8+2 (long), 1D6 (short).




**Jitte or Sai (Paired Weapons)**

These weapons look like oversized, three-pronged forks and are generally designed to be used as a pair, one in each hand. They are excellent for countering the massive attack force of the samurai sword blade. A skilled user can entangle an opponent with one hand and attack with the other. **Cost:** $50/pair. **Damage:** 1D6.



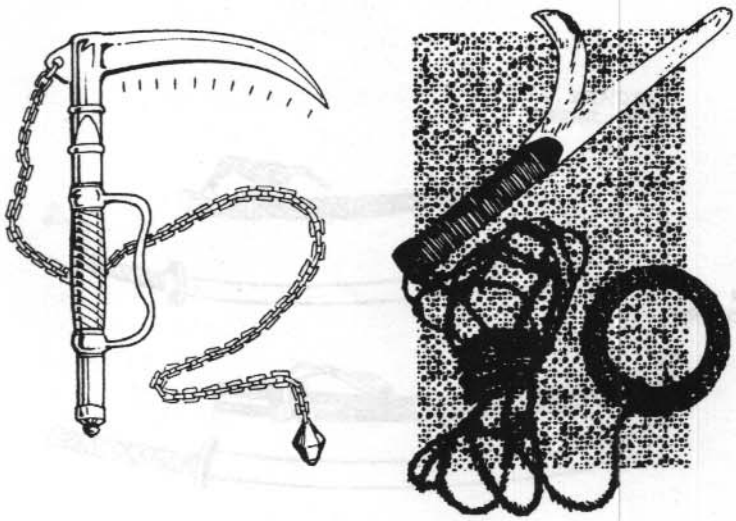
**Katana**

This is the primary weapon of the Samurai warrior; a long sword up to 3ft in length. There is an enormous difference in the quality of these weapons. **Costs:** For manufactured versions could be as little as $300. A top quality sword could cost at least $5,000. **Damage:** 2D6 for regular quality, 3D6 for top quality (authentic).

**Kusari-Gama/Kyoketsu-Shogi**

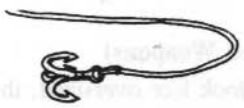
The combination of a chain with a weight on one end and a sickle weapon on the other is another ninja favorite. The Kyoketsu-Shogi is made with rope and has an iron ring on one end and a double blade on the other. With both weapons, one end can be used for an entangle while the other is still available for striking. It is usually used as a climbing device, but doubles

as a somewhat less damaging Kusari-Gama. Neither of these weapons can be used by anyone not trained in hand to hand martial arts, assassin or ninjitsu. The Kyoketsu-Shogi costs $100, the Kusari-Gama is $300. **Damage:** 1D8 for the Kyoketsu-Shogi, 1D10 for the Kusari-Gama.



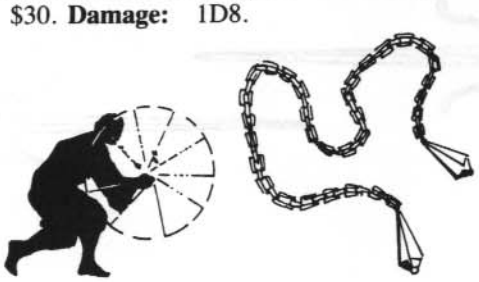
**Kawanga**

Ninja combination of a rope and grapple used for climbing and fighting. This is a separate chain weapon. **Cost:** $50. **Damage:** 1D8.



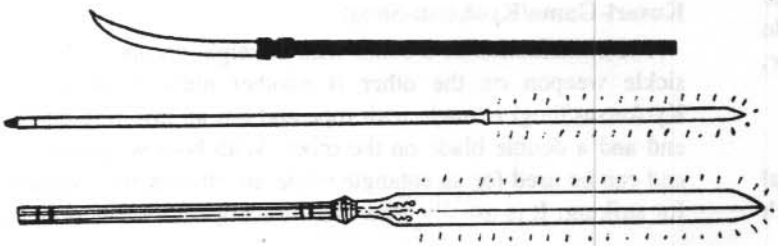
**Manriki-Gusari**

Chain weapon with solid, blunt weights on each end. It can be used like a Kusari-Gama, entangling with one end, striking with the other. This is a weapon which is easy to disassemble and conceal. It is also easy to make a Manriki-Gusari from a length of chain and lead weights found in any hardware store. **Cost:** $30. **Damage:** 1D8.



**Naginata/Yari**

Naginata have curved blades and Yari have straight blades. Otherwise, both of these weapons are alike and used as spears. They are very difficult to conceal. **Cost:** $150. **Damage:** 1D8.



**No-Dachi**

This huge two-handed sword does much more damage than most weapons in its class. 5 to 6ft long and carried on the back, the weapon is pulled from the scabbard over the shoulder. **Cost:** $750 and up. **Damage:** 3D6.

**Nunchaku**

Nunchaku (usually called "Numchuks") can be used as a paired weapon for striking. One of the main advantages of Nunchaku is for entangle and this can only be done if one weapon is used with two hands. **Cost:** $30 each. **Damage:** 1D8.

**Sa Tjat Koen**

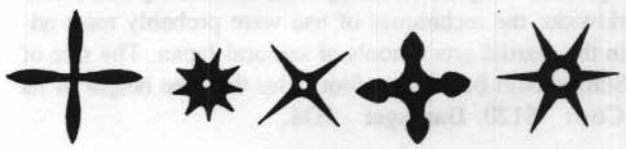
This Malaysian weapon looks like Nunchaku with a second chain and third handle attached. Can be used to entangle like nunchaku. Can *not* be used as a paired weapon. **Cost:** $150. **Damage:** 1D10.

**Shikomi-Zue**

Ninja commonly disguised themselves as blindmen and carried this hollow bamboo staff with a concealed blade. The blade is spring loaded, and the release is controlled with a trigger stud that can be pressed or turned. Weapon can be used as a somewhat fragile (S.D.C. 50) Bo Staff or as a spear. **Cost:** $150. **Damage:** 1D8.

**Shuriken**

The famous "throwing stars" of the ninja were not designed for deadly effect so much as for their ease of concealment and usefulness in discouraging an opponent's pursuit. Throwing knives requires a different technique than shuriken. **Cost:** High quality shuriken are $5.00 each, high quality throwing knives are $3.00 each. **Damage:** 1D4.

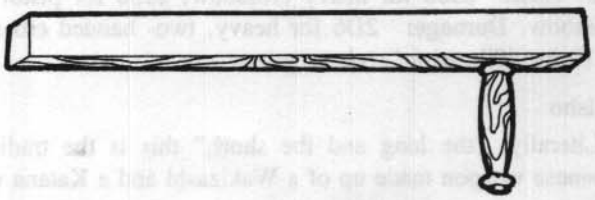


**Wakizashi**

This is the short sword favored by the samurai. The ninja short sword has a straighter blade, but it is otherwise just like a wakizashi. **Cost:** Varies according to the quality (see Katana for prices). **Damage:** 1D8 for regular quality, 2D6 for top quality.

**Tonfa**

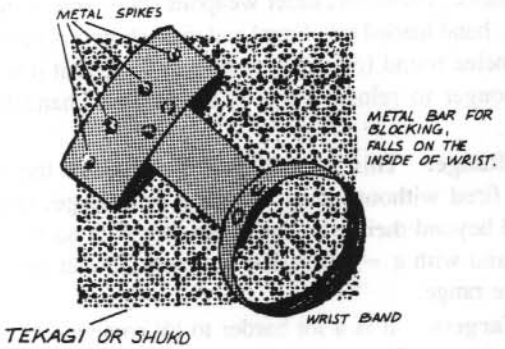
A short wood weapon ideal for parrying and close combat. **Cost:** $40. **Damage:** 1D6.

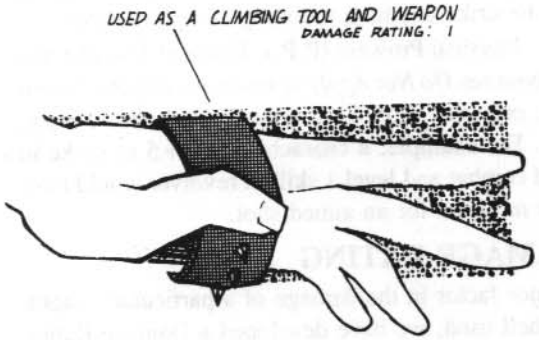


## NINJA EQUIPMENT

The Ninja have developed a number of specialized tools and weapons to aid their missions. These weapons are often provided by Ninja organizations or built by the Ninja himself. Ninja equipment is generally not commonly available to the public.

**Climbing Claws:** Also called Tekagi or Shuko. There is usually a metal or leather band that wraps around the palm between the thumb and fingers. The inside surface has from two to six spikes that are helpful in climbing wood and stone surfaces. Adds +15% to climbing skills. **Cost:** $85/pair.




**Climbing Spikes:** These are spiked claws that are attached to the soles of the feet for climbing. Note that normal walking or running is impossible while wearing these. Add +15% to climbing skill. **Cost:** $45/pair.

**Eggshell Bomb:** This is an eggshell filled with pepper, metal shavings and other secret substances. When tossed, it will shatter and a small cloud of blinding, irritating smoke will come out. Does no damage, but all victims must save against poison gas. **Cost:** $5.00 each. Blinded victims are −6 to strike, parry and dodge.

**Ippon-Sugi Nobori:** A special tool used ONLY for climbing trees and telephone poles. A short length of spike-studded wood with ropes attached to each end. This is used much like a lumberjack's or lineman's leather climbing belt. Add 25% to climbing skill. **Cost:** $25.

**Ninja Emergency Kit:** This is an assortment of items that a Ninja might need in case of trouble. Ninjas will keep several of these kits hidden in various places. Included in a small cloth bag would be a Kyoketsu-Shogi, 6 Shuriken, 12 Caltrops, a 3ft towel, a small cooking pot, paper and pencil, matches, first-aid kit (bandages, disinfectant, small scissors, painkiller), lock picks, spare clothing, and an eggshell filled with blinding powder. Enough rice, soybean curd and tea would be included for 7 days of tight rations. **Cost:** $120.

**Ninja Clothing:** Comes completely black for concealment in darkness or completely white for snow. Consists of jacket, hakama (pants), tabi (socks), and belt. Leggins, and separate sleeves fitted from elbow to back of hand, a groin protector and a body protector are made out of quilted padding and used as protection. There are numerous pockets and compartments used to conceal shuriken, garrote, caltrops, lock picks and other Ninja items. **Cost:** $600.

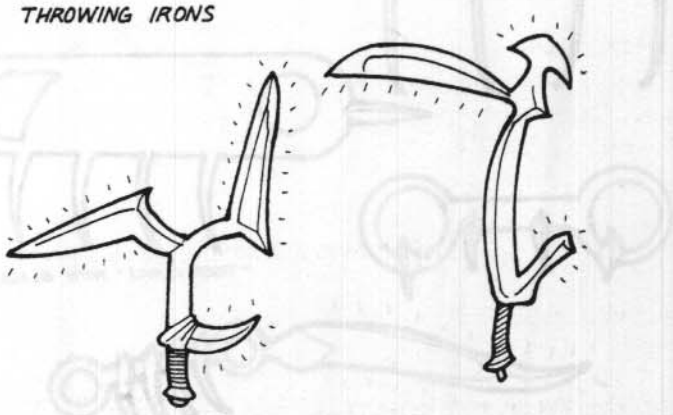
**Rope and Chain:** Available in just about any hardware store. Modern rope and chain is usually well tested and reinforced. Cost varies according to thickness and tensile strength. **An average cost** for chain would be about $1.00 per foot, about $.25 per foot for rope.

**Rope Ladder:** This Ninja rope ladder has loops knotted into it every two feet or so (depending on the height of the owner). There is a 3 pound weight attached to the bottom end. The top end is often tied to a grappling hook. This item is easy to use and easy to conceal. **Cost:** $.75/foot.

**Tetsubishi:** *Ninja caltrops* come in a variety of styles. All are designed so that metal barbs will point upwards no matter how they land on the floor. Damage is rarely more than 1 point, but someone with a caltrop in their foot isn't likely to continue walking until they pull it out. **Cost:** $2.00 each.

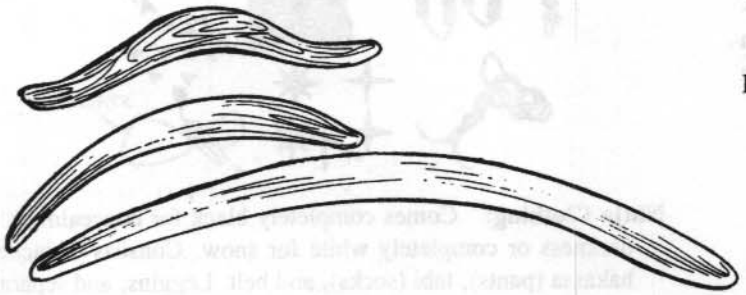
## OTHER ANCIENT EXOTIC WEAPONS

**African Throwing Knives: Cost:** $80-$150. **Damage:** 1D8.

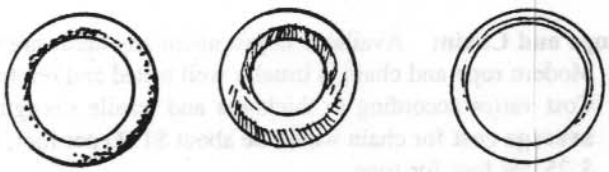


**Bola:** Two or three heavy balls attached to a long cord used primarily in South America to *entangle* cattle. **Cost:** $40. **Damage:** 1D4.

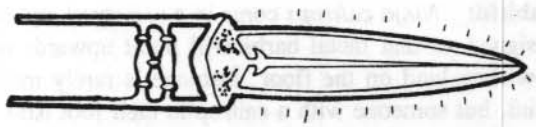
**Boomerang:** The infamous aborigine throwing stick. **Cost:** $10-$20 each. **Damage:** 1D6.



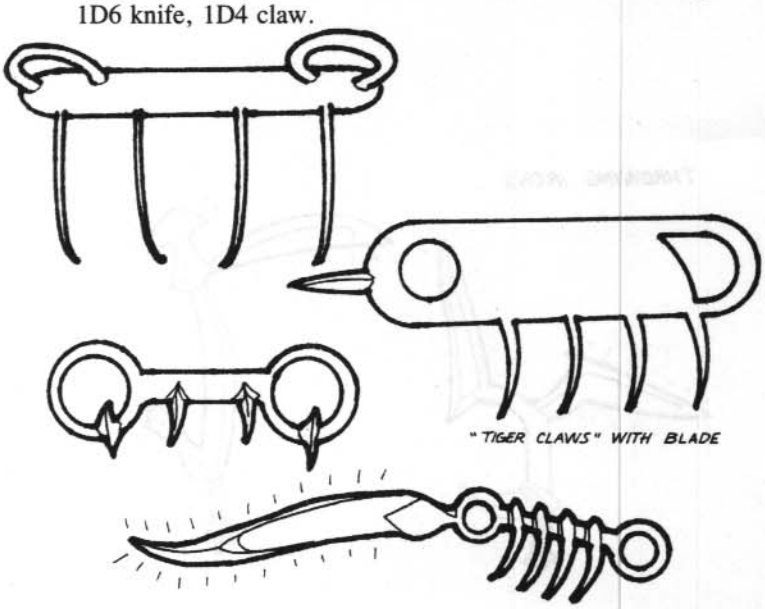
**Chakram:** A flat steel ring with a sharpened outer edge. **Cost:** $10 each. **Damage:** 1D4.



**Katar:** A *Hindu* double blade weapon that might be thought of as a small sword, usually about one and a half feet long. **Cost:** $200. **Damage:** 1D6.



**Tiger Claws or Bagh Nakh:** A small set of steel claws that fit in one's hand. A weapon favored by assassins in India and the Middle East. Tiger claws were often combined with knives (Bich'Hwa Bagh Nakh). *Claws alone* **Cost:** $40. **Damage:** 1D4. *Claws and blades* **Cost:** $70 to $150. **Damage:** 1D6 knife, 1D4 claw.




# WEAPONS

## NOTES ON MODERN CONVENTIONAL WEAPONS

**Explosives:** Most hand grenades should be treated as thrown weapons. Grenade launchers are used as Weapon Proficiency – Rifle. See equipment section for more information.

**Reloading:** Almost all modern weapons come equipped with easy-to-load clips (magazines). There are even quick-loaders for revolvers. This means that attackers can fire a full clip every melee. However, older weapons (bolt- action, muzzle-loaders, hand loaded revolvers) and most shotguns will require a full melee round (or more) to reload. Note that it will take much longer to reload while in the thick of hand to hand combat.

**Effective Range:** This is the longest distance that the weapon can be fired without losing accuracy or damage. Guns can be fired beyond their effective range, but with no W.P. Skill Bonus and with a −4 to strike for every 25 feet beyond the effective range.

**Moving Targets:** It is a lot harder to hit someone while they are moving. −3 to strike at moving, running or leaping targets. −6 to strike anything speeding 40mph or more.

**Strike Bonus:** Physical Prowess (P.P.), Physical Training and other strike bonuses *Do Not Apply* to modern weapons. When using a gun, only the W.P. Skill bonuses with that weapon can be used. For example, a character with +5 to strike in hand to hand combat and level 1 skill in revolver would have a *+3 Bonus to Strike* for an aimed shot.

## TISSUE DAMAGE RATING

Since the major factor in the damage of a particular weapon is the type of shell used, we have developed a Damage Rating based on the cartridge types. The cartridges listed are considered the most common and universally used.

The tissue damage indicates the suggested amount of damage (dice) caused by a particular weapon. This is by no means a definitive evaluation of its effectiveness in the real world. However, it is what we believe to be an acceptable translation of effectiveness to role-playing games. Those of you who have firsthand knowledge to believe otherwise, feel free to adjust these ratings as you see fit. Game masters, you should not be intimidated by a player who swears that these ratings are not accurate. If you are comfortable with these ratings then stick to them, or do some research to confirm them. We are personally confident that the rating system is a fair and reasonable adaptation.

### TISSUE DAMAGE RATINGS

| Damage Rating | Tissue Damage |
|---|---|
| 1. Barely Adequate | 1D6 |
| 2. Fair | 1D8 |
| 3. Good | 2D6 |
| 4. Very Good | 3D6 |
| 5. Excellent | 4D6 |
| 6. Very Excellent | 5D6 |
| 7. Superior | 6D6 |
| 8. Heavy Machinegun | 5D10+6 |
| 9. Heavier Calibre Machinegun | 6D10+6 |

(Both 8 and 9 will shoot through a car's engine block)

**PENETRATION VALUES** (other than tissue)

1. Poor: Deflects off bone.
2. Fair: Deflects off bone.
3. Adequate: May lodge in bone.
4. Good: May break bone.
5. Very Good: Shatters bone, wood; goes through cinder block.
6. Excellent: Shatters bone, wood; goes through ½ inch armor plate steel.
7. .50 Calibre: Goes through brick, thin metal.

**Note:** Numbers in front of cartridge names indicate the **Tissue Damage Rating** from the above table.

## PISTOL CARTRIDGES

**(1) .22 Short:** Very little penetration. Little or no nerve trauma.

**(1) .22 Long:** Slightly more powerful than the .25 (especially in long barreled guns). Better expansion properties of the bullet results in greater tissue and nerve trauma. Penetration is poor due to the soft mushrooming of the bullet which tends to disintegrate on heavy bone.

**(2-3) .22 Long:** When used as a *rifle round* the performance of this cartridge increases dramatically.

**(1) .25 A.C.P.** (Note: A.C.P. stands for Automatic Colt Pistol). Adequate for self-defense if shots are placed in face, head, neck or body areas with no bones to deflect the small projectile; decent penetration.

**(2) .32 A.C.P.:** Fair to good protection if used in a high capacity automatic. Decent penetration with little or no expansion, as with all jacketed projectiles used in automatics.

**(2) .32 Long:** (Revolver) Better velocity and penetration. More variety of loads increases its deadliness.

**(3) .38 Special:** A good self-defense cartridge with good offensive capabilities.

**(4) .38+** (Power): Much more power than the standard .38, with better expansion and penetration.

**(5) .357 Magnum:** An excellent choice for offense and defense. This cartridge produces great amounts of tissue damage, has excellent stopping power, and has great penetration, even when hollow points are used. An excellent hunting round. The weapon itself has been found to be an easier handgun to master than the 9mm, .45 auto, .41 Magnum and the .44 Magnum.

**(5) .45 A.C.P.:** Introduced in 1911, this shell has proven itself a man-stopper in many countries and conflicts. This cartridge was created to be used against human adversaries and has little or no hunting value. Wide wound channel is caused by this wide, heavy cartridge, resulting in nerve trauma (shock).

**(5) .45 Long:** Rates the same as the .45 A.C.P., but has better penetration.

**(5) .41 Magnum:** High velocity, excellent penetration, a very good man-stopper and fine hunting round. Despite this, the cartridge has never been very popular — .357s and .44 Magnums being in much greater demand.

**(5) .44 Magnum:** An excellent handgun cartridge. It's large, heavy slug does great amounts of damage to tissue. Great penetration and stopping power. Even if a person were only wounded, the damage inflicted would probably severely hamper any retaliation (this is also true with a .357 and .41 Magnum, but to a lesser degree). A very good hunting round.

**(1) 5.45mm:** Poor stopping power, with poor to good accuracy.

**(2) 7.62mm Nagant:** A service round used by the Soviet Union and in gas-sealed target revolvers.

**(2) 7.63mm Mauser:** Standard Soviet pistol and submachinegun round, under the name of 7.62 Tokarev.

**(2) 7.62mm Parabellum:** Used by Central European police and security forces. Not currently in first line service with any army.

**(3) 7.65mm Long:** Unique to French forces. Comparable in power to the contemporary 9mm Browning long cartridge. (The Browning being the world standard for pocket pistols).

**(2) 9mm Short:** Used by many armies, this cartridge may one day replace the venerable .45 Colt in the U.S. Army due to it's better penetration of body armor. Yet, since it does not expand (like in autos), it does not inflict the trauma effect that the fat, stubby .45 round does traveling at slower speeds.

**(3) 9mm Police:** In use with several European police authorities.

**(3) 9mm Makarov:** Not yet made outside the Soviet Union. For use with the Makarov pistol.

**(3) 7.65mm Long:** Unique to French forces. Comparable in power to the contemporary 9mm Browning long cartridge.

## RIFLE CARTRIDGES

**(5) 7.62mm Soviet Model 1943:** Standard infantry cartridge of the Soviet Army. It is in widespread use by third world countries.

**(5) 5.56mm:** Similar to the 5.45 Soviet. However, this cartridge is longer and narrower and can not be used in the AK-47.

**(5) .303 British:** Standard British and Imperial cartridge from 1889 to the 1960's. Best reports indicate that it has never been made in steel-cased form. Excellent range and accuracy.

**(5) 7.92 Mauser:** Probably the most widely distributed military rifle cartridge in history.

**(6) 5.45mm Soviet:** For use with the Soviet AK-47.

**(6) 7.62mm NATO:** Comparable in performance to the 30-06, but in a shorter case. A long-range, sniper-type shell.

**12 Gauge Shotgun:** Can use a solid slug (6), or can be used with buckshot/scattered shot (5).

## SPECIAL CARTRIDGE TYPES

**Tracer:** This cartridge contains a compound that ignites when the cartridge is fired. This creates a line of light that allows correction of the cartridge's flight path. Cartridge range is reduced by 10-20% compared to a normal cartridge.

**Hollow Point:** The front end of this cartridge is actually the exposed lead core of the round and does not come to a point. Instead, it has a hollow cavity in it. This causes the round to expand on impact, causing a large wound (+4

tissue damage automatic; +8 tissue damage when used in a revolver). The hollow point is *less* effective against solid/ structural objects, ie. doors, brick, etc.

**Dum-Dum:** Handmade, the tip of the shell is cut to expand and shatter on impact. Less penetration than the hollow point or any other shell. Good for short-range. Can not be used in an automatic since it tends to jam. (25% random roll every 50 rounds).

**Full Metal Jacketed:** This cartridge will give a better penetration. This is due to the streamlined design and solid construction. It can be used in pistols and revolvers.

**Armor Piercing/Teflon (KTW Rounds):** This cartridge is not available to the general public, as most people have no reason for using an armor piercing round. It is mostly used by the military and police.

**Exploding Shells:** This shell can only be used in pistols. It can not be used in rifles at any time. This shell is constructed with a small explosive charge encased in the tip, which explodes on contact with the target. However, it is also an unreliable round. There is a 35% chance per shell that it will not explode. The Damage Bonus for this shell is: For low calibre, +6 damage; Medium calibre, +10; and for large calibre, +15 damage.

### ABBREVIATIONS AND TERMS

**Cartridge:** Type of bullet; ammunition.

**Magazine:** Compartment which holds ammunition and is directly inserted into the weapon.

**Rounds:** The number of cartridges/ bullets fired; ie., 7 rounds = 7 bullets fired, 13 rounds = 13 bullets fired, etc.

**Feed:** Method by which the cartridge enters the weapon.

**Weight:** gm = grams, kg = kilograms.

**Length:** mm = millimeters, m = meters.

**Barrel Length:** This is only the barrel's length; the overall length, when known, is listed in parenthesis after the barrel length.

**Muzzle Velocity:** m/s = meters per second; this indicates the speed at which the cartridge is traveling when it leaves the muzzle of the weapon.

**Approx. Effective Range:** This is the generally accepted, *maximum* range in which this weapon operates most effectively/accurately.

**Bolt-Action:** Used mainly in older rifles. By pulling back the bolt a spent shell is ejected from the breech. A spring-loaded mechanism then snaps the bolt forward, closing the breech, and a fresh shell is moved into firing position.

**Clips:** Metal grips which hold the cartridge by the rim or base, which is then inserted into the magazine, forming part of the magazine mechanism.

**Calibre:** The internal diameter of a weapon's barrel. The American and British usage of calibre is expressed in thousandths of an inch, ie. .357, .45, etc. Others are expressed in millimeters, ie. 9mm, 7.65mm, etc.

**F.N.:** A reference to the weapons manufacturer: Fabrique National d'Armes de Guerre of Belgium.

**Metric Conversion Chart**

This chart can be used to convert the metric measurements used in the weapon stats into feet.

30m = 100ft
40m = 135ft
50m = 165ft
100m = 330ft
200m = 660ft
400m = 1320ft
500m = 1650ft
600m = 1968ft
1000m = 3380ft
1400m = 4620ft

# REVOLVERS AUTOMATIC PISTOLS

**Browning GP 35**

**Country:** Belgium, **Cartridge:** 9mm, **Feed:** 13 round mag., **Weight:** 990gms, **Barrel Length:** 118mm, **Muzzle Velocity:** 350m/s, **Approx. Effective Range:** 135ft (40m), **Damage:** 2D6, **Cost:** $590.00.

**7.65mm 140 Double-Action FN**

**Country:** Belgium, **Cartridge:** 9mm short or 7.65mm, **Feed:** (9mm short) 13 round box mag., **Weight:** 640gms, **Barrel Length:** 173mm, **Muzzle Velocity:** (9mm) 280m/s (7.65mm)295m/s, **Approx. Effective Range:** 165ft (50m), **Damage:** 2D6, **Cost:** $370.00.

**Barracuda FN Revolver**

**Country:** Belgium, **Cartridge:** .357 Magnum, .38 Special, **Feed:** 6 round cylinder, **Weight:** 1.05kg, **Barrel Length:** 76.2mm, **Muzzle Velocity:** 360m/s, **Approx. Effective Range:** 165ft (50m), **Damage:** 4D6, **Cost:** $490.00.

**Brigadier**

**Country:** Canada, **Cartridge:** .45, **Feed:** 8 round mag., **Weight:** 1925gms, **Barrel Length:** 140mm, **Muzzle Velocity:** 253m/s, **Approx. Effective Range:** 165ft (50m), **Damage:** 4D6, **Cost:** $450.00.

**7.65mm Model 61 Skorpion**

**Country:** Czechoslovakia, **Cartridge:** .32 A.C.P. (7.65mm), **Feed:** 10 or 20 round box mag., **Weight:** 1.59kg, **Barrel Length:** 112mm (513mm — butt extended; 269mm — butt retracted), **Muzzle Velocity:** 317m/s — 274m/s with silencer, **Approx. Effective Range:** 165ft (50m), **Damage:** 1D8, **Cost:** $1300.00.

**Erma Olympia**

**Country:** Germany, Federal Republic, **Cartridge:** .22, **Feed:** 10 round mag., **Weight:** 1100gms, **Barrel Length:** 200mm, **Muzzle Velocity:** 300m/s, **Approx. Effective Range:** 135ft (40m), **Damage:** 2D6, **Cost:** $500.00.

**Erma KGP 68**

**Country:** Germany, Federal Republic, **Cartridge:** 7.65mm, **Feed:** 9 round box mag., **Weight:** 638gms, **Barrel Length:** 89mm, **Muzzle Velocity:** 280m/s, **Approx. Effective Range:** 135ft (40m), **Damage:** 2D6, **Cost:** $350.00.

**7.65mm PP Walther**

**Country:** Germany, Federal Republic, **Cartridge:** 7.65mm, 9mm short, **Feed:** 8 round detachable box mag., **Weight:** 682gms, **Barrel Length:** 99mm, **Muzzle Velocity:** 290m/s, **Approx. Effective Range:** 135ft (40m), **Damage:** 2D6, **Cost:** $600.00.

**.38 Special Mauser Revolver**

**Country:** Germany, Federal Republic, **Cartridge:** .38 Special, **Feed:** 6 chamber cylinder, **Weight:** approx. 600-660gms, **Barrel Length:** 63.5mm (175mm), **Muzzle Velocity:** 360m/s, **Approx. Effective Range:** 165ft (50m), **Damage:** 2D6, **Cost:** $300.00.

**Parabellum Mauser**

**Country:** Germany, Federal Republic, **Cartridge:** 7.65mm, **Feed:** 8 round box mag., **Weight:** 910gms, **Barrel Length:** 150mm, **Muzzle Velocity:** 280m/s, **Approx. Effective Range:** 135ft (40m), **Damage:** 1D8, **Cost:** $620.00.

**9mm Model P5 Walther**

**Country:** Germany, Federal Republic **Cartridge:** 9mm, **Feed:** 8 round detachable box mag., **Weight:** 795gms, **Barrel Length:** 90mm, **Muzzle Velocity:** 350m/s, **Approx. Effective Range:** 165ft (50m), **Damage:** 2D6, **Cost:** $925.00.

**9mm Model 951R Semi P Full Auto Beretta**

**Country:** Italy, **Cartridge:** 9mm Parabellum, **Feed:** 10 round detachable box mag., **Weight:** 1350gms, **Barrel Length:** 125mm, **Muzzle Velocity:** 390m/s, **Approx. Effective Range:** 180ft (55m), **Damage:** 2D6, **Cost:** $450.00.

**.38 Trident Super 4 Renato Gamba Revolver**

**Cartridge:** .38 Special, **Feed:** 6 chamber cylinder, **Weight:** 720gms, **Barrel Length:** 101mm, **Muzzle Velocity:** 360m/s, **Approx. Effective Range:** 150ft (45m), **Damage:** 2D6 or 3D6 (power), **Cost:** $250.00.

**9mm Wz 63 (PM-63) Machine Pistol**

**Country:** Poland, **Cartridge:** 9mm, **Feed:** 25 or 40 round box mag., **Weight:** 1.8kg, **Barrel Length:** 152mm (333mm), **Muzzle Velocity:** 323m/s, **Approx. Effective Range:** 135ft (40m) — Stock extended, **Rate of Fire:** (cyclic) 600 rounds/min., (auto) 75 rounds/min., (single shot) 40 rounds/min., **Damage:** 2D6, **Cost:** $1200.00.

**.38 Special Model 960 Astra Revolver**

**Country:** Spain, **Cartridge:** .38 Special, **Feed:** 6 chamber cylinder, **Weight:** 1.15kgs, **Barrel Length:** 102mm, **Muzzle Velocity:** 265m/s, **Approx. Effective Range:** 165ft (50m), **Damage:** 2D6 or 3D6 (power), **Cost:** $250.00.

**Hammerli Model 208**

**Country:** Switzerland, **Cartridge:** .22, **Feed:** 8 round box mag., **Weight:** 750gms, **Barrel Length:** 125mm, **Muzzle Velocity:** 300m/s, **Approx. Effective Range:** 135ft (40m), **Damage:** 1D6, **Cost:** $1300.00.

**P210-5 P 9mm Model 49 SIG**

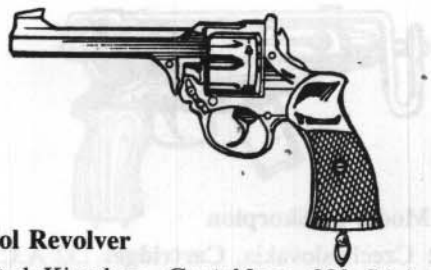
**Country:** Switzerland, **Cartridge:** 9mm Parabellum, **Feed:** 8 round box mag., **Weight:** 900gms, **Barrel Length:** 120mm, **Muzzle Velocity:** 335m/s, **Approx. Effective Range:** 165ft (50m), **Damage:** 2D6, **Cost:** $1500.00.

**P230 Sig Sauer**

**Country:** Switzerland, **Cartridge:** 9mm, **Feed:** 8 round box mag., **Weight:** 720gms, **Barrel Length:** 98mm, **Muzzle Velocity:** 320m/s, **Approx. Effective Range:** 165ft (50m), **Damage:** 2D6, **Cost:** $575.00.

**7.62mm TT-33 Tokarev**

**Country:** U.S.S.R. **Cartridge:** 7.62mm, **Feed:** 8 round box mag., **Weight:** .85kgs, **Barrel Length:** 116mm, **Muzzle Velocity:** 420m/s, **Approx. Effective Range:** 180ft (55m), **Damage:** 1D8, **Cost:** $400.00.



**.38 No. 2 Pistol Revolver**

**Country:** United Kingdom, **Cartridge:** .380 SAA Ball Revolver, .38 Smith & Wesson, .38 Webley, **Feed:** 6 chamber cylinder, **Weight:** 767gms, **Barrel Length:** 102mm, **Muzzle Velocity:** 183m/s, **Approx. Effective Range:** 135ft (40m), **Damage:** 3D6, **Cost:** $225.00.

**.38 Special**

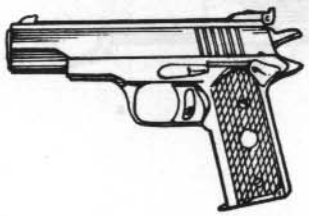
**Country:** United Kingdom, **Cartridge:** .38 Special, **Feed:** 6 chamber cylinder, **Weight:** 1077gms, **Barrel Lengths:** 70 & 102mm, **Muzzle Velocity:** 360m/s, **Approx. Effective Range:** 165ft (50m), **Damage:** 3D6, **Cost:** $490.00.

**Auto Mag**

**Country:** U.S., **Cartridge:** .44, **Feed:** 8 round mag., **Weight:** 1665gms, **Barrel Length:** 165mm, **Muzzle Velocity:** 245m/s, **Approx. Effective Range:** 165ft (50m), **Damage:** 4D6, **Cost:** $650.00.

**Harrington & Richardson Defender Revolver**

**Country:** U.S., **Feed:** 5 chamber side-loading cylinder, **Weight:** 878gms, **Barrel Length:** 101mm, **Muzzle Velocity:** 245m/s, **Approx. Effective Range:** 135ft (40m), **Damage:** 2D6 or 3D6 (power), **Cost:** $200.00.

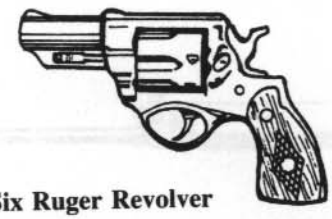


**.45 Colt**

**Country:** U.S., **Cartridge:** .45, **Feed:** 6 round detachable box mag., **Weight:** 1190gms, **Barrel Length:** 140mm, **Muzzle Velocity:** 250m/s, **Approx. Effective Range:** 165ft (50m), **Damage:** 4D6, **Cost:** $400.00.

**.45 Model 15 General Officers**

**Country:** U.S., **Cartridge:** .45 A.C.P., **Feed:** 7 round mag., **Weight:** 1088gms, **Barrel Length:** 171mm, **Muzzle Velocity:** 300m/s, **Approx. Effective Range:** 150ft (45m), **Damage:** 4D6, **Cost:** $370.00.



**.38 Service-Six Ruger Revolver**

**Country:** U.S., **Cartridge:** .38 Special, **Feed:** 6 chamber side-loading cylinder, **Weight:** 935gms, **Barrel Length:** 101mm, **Muzzle Velocity:** 350m/s, **Approx. Effective Range:** 165ft (50m), **Damage:** 2D6 or 3D6 (power), **Cost:** $250.00.

# SUB-MACHINEGUNS

**9mm MD1 and MD 1A1 IMBEL**

**Country:** Belgium, **Cartridge:** 9mm Parabellum, **Feed:** 30 round box mag., **Weight:** 3.28kg, **Barrel Length:** 211mm, **Muzzle Velocity:** 400m/s, **Approx. Effective Range:** 615ft (175m), **Damage:** 2D6, **Cost:** $1250.00.

**9mm C1**

**Country:** Canada, **Cartridge:** 9mm Parabellum, **Feed:** 30 round box mag., **Weight:** 2.95kg, **Barrel Length:** 198mm, **Muzzle Velocity:** 366m/s, **Approx. Effective Range:** 606ft (185m), **Damage:** 2D6, **Cost:** $1200.00.

**9mm MP5 Heckler & Koch**

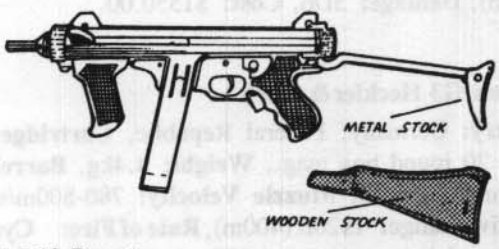
**Country:** Germany, Federal Republic, **Cartridge:** 9mm Parabellum, **Feed:** 15 or 30 round box mag., **Weight:** 2.45kg, **Barrel Length:** 225mm, **Muzzle Velocity:** 400m/s, **Approx. Effective Range:** 660ft (200m), **Damage:** 2D6, **Cost:** $1450.00.

**9mm Uzi**

**Country:** Israel, **Cartridge:** 9mm, **Feed:** 25 or 30 round box mag., **Weight:** 3.5kg, **Barrel Length:** 260mm (650mm), **Muzzle Velocity:** 400m/s, **Approx. Effective Range:** 660ft (200m), **Damage:** 2D6, **Cost:** $1050.00.

**9mm Mini Uzi**

**Country:** Israel, **Cartridge:** 9mm Parabellum, **Feed:** 20, 25 or 30 round box mag., **Weight:** 2.70kg, **Barrel Length:** 197mm (600mm), **Muzzle Velocity:** 350m/s, **Approx. Effective Range:** 490ft (150m), **Damage:** 2D6, **Cost:** $1200.00.




**9mm Model 12 Beretta**

**Country:** Italy, **Cartridge:** 9mm Parabellum, **Feed:** 20, 32 or 40 round box mag., **Weight:** 3kg, **Barrel Length:** 200mm (645mm), **Muzzle Velocity:** 381m/s, **Approx. Effective Range:** 660ft (200m), **Rate of Fire:** Cyclic — 550 rounds/min., auto — 120 rounds/min., single shot — 40 rounds/min., **Damage:** 2D6, **Cost:** $1200.00.

**.45 Thompson M1**

**Country:** U.S., **Cartridge:** .45 A.C.P., **Feed:** 20 or 30 round vertical box mag., **Weight:** 4.8kg, **Barrel Length:** 267mm (810mm), **Muzzle Velocity:** 282m/s, **Approx. Effective Range:** 660ft (200m), **Damage:** 4D6, **Cost:** $600.00.

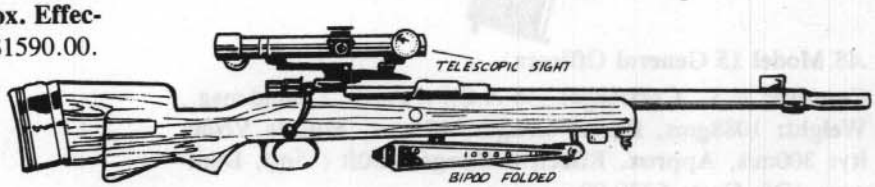
**Ingram Model 10**

**Country:** U.S., **Cartridge:** .45 A.C.P., **Feed:** 30 round box mag., **Weight:** 2.84kg, **Barrel Length:** 146mm (548mm), **Muzzle Velocity:** 280m/s, **Approx. Effective Range:** 660ft (200m), **Damage:** 4D6, **Cost:** $700.00.

# RIFLES

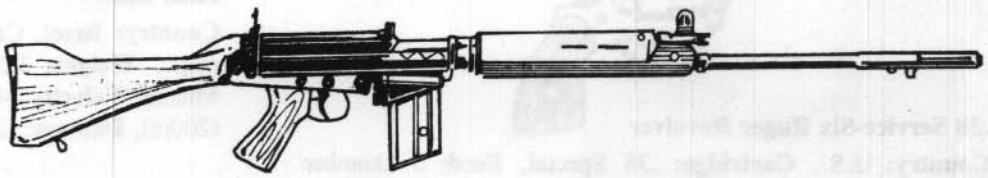
**7.62mm Model 30-11 Sniping FN Rifle**

**Country:** Belgium, **Cartridge:** 7.62mm NATO, **Feed:** 9 round removeable box mag., **Weight:** 4.85kg, **Barrel Length:** 502mm (1117mm), **Muzzle Velocity:** 850m/s, **Approx. Effective Range:** 2133ft (650m), **Damage:** 5D6, **Cost:** $1590.00.



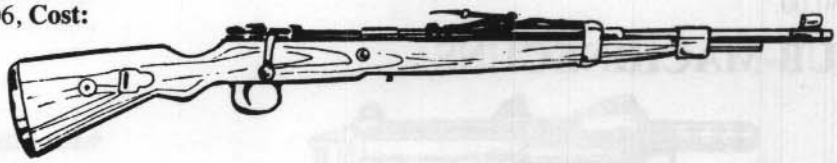

**7.62mm C1A1 Modified Rifle**

**Country:** Belgium, **Cartridge:** 7.62mm, **Feed:** 20 round box mag., **Weight:** 4.25kg, **Barrel Length:** 533mm (1136mm), **Muzzle Velocity:** 840m/s, **Approx. Effective Range:** 2133ft (650m), **Damage:** 5D6, **Cost:** $750.00.



**Model 98 Mauser**

**Country:** Germany, Federal Republic, **Cartridge:** 7.62mm, **Feed:** 5 round internal box mag., **Weight:** 3.89kg, **Barrel Length:** 597mm (1103mm), **Muzzle Velocity:** 754m/s, **Approx. Effective Range:** 1968ft (600m), **Damage:** 4D6, **Cost:** $600.00.



**WA 2000 Walther Sniping Rifle**

**Country:** Germany, **Cartridge:** .300 Winchester Magnum, 7.62mm NATO, 7.65 Swiss, **Feed:** 6 round box mag., **Weight:** 6.95kg, **Barrel Length:** 650mm (905mm), **Muzzle Velocity:** 780-800m/s, **Approx. Effective Range:** 1968ft (600m), **Damage:** 5D6, **Cost:** $1550.00.

**7.62mm G3 Heckler& Koch**

**Country:** Germany, Federal Republic, **Cartridge:** 7.62mm, **Feed:** 20 round box mag., **Weight:** 4.4kg, **Barrel Length:** 450mm (1025mm), **Muzzle Velocity:** 780-800m/s, **Approx. Effective Range:** 1320ft (400m), **Rate of Fire:** Cyclic — 500-600 rounds/min., auto — 100 rounds/min. **Damage:** 4D6, **Cost:** $1700.00.

**7.62mm SAR Galil Assault Rifle**

**Country:** Israel, **Cartridge:** 7.62mm NATO, **Feed:** 25 round box mag., **Weight:** 3.75kg, **Barrel Length:** 400mm (915mm), **Muzzle Velocity:** 800m/s, **Approx. Effective Range:** 1800ft (550m), **Damage:** 5D6, **Cost:** $1450.00.

**7.62mm Galil Sniping Rifle**

**Country:** Israel, **Cartridge:** 7.62mm NATO, **Feed:** 20 round box mag., **Weight:** 6.4kg, **Barrel Length:** 508mm (840mm), **Muzzle Velocity:** 815m/s, **Approx. Effective Range:** 1650ft (500m), **Damage:** 5D6, **Cost:** $1400.00.

**7.62mm AK-47**

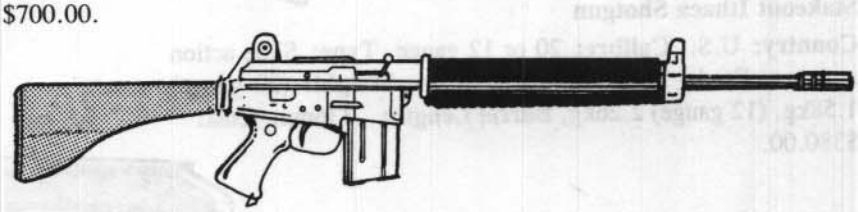
**Country:** U.S.S.R., **Cartridge:** 7.62mm, **Feed:** 30 round box mag., **Weight:** 4.3kg, **Barrel Length:** 414mm (869mm), **Muzzle Velocity:** 710m/s, **Approx. Effective Range:** 985ft (300m), **Damage:** 4D6, **Cost:** $1420.00.

**7.62mm Dragunov Sniper (SVD)**

**Country:** U.S.S.R., **Cartridge:** 7.62mm, **Feed:** 20 round box mag., **Weight:** 4.3, **Barrel Length:** 547mm (1225mm), **Muzzle Velocity:** 830m/s, **Approx. Effective Range:** 4265ft (1300m), **Damage:** 4D6, **Cost:** $1570.00.

**5.56mm AR-180 SCS Sterling-Armalite**

**Country:** United Kingdom, **Cartridge:** 5.56mm, **Feed:** 20, 30 or 40 round box mag., **Weight:** 3.17kg, **Barrel Length:** 464mm (9406mm), **Muzzle Velocity:** 1000m/s, **Approx. Effective Range:** 1509ft (460m), **Damage:** 4D6, **Cost:** $700.00.



**5.56mm M16 & M16A1**

**Country:** U.S., **Cartridge:** 5.56mm, **Feed:** 20 or 30 round box mag., **Weight:** 3.1kg, **Barrel Length:** 508mm (990mm), **Muzzle Velocity:** 1000m/s, **Approx. Effective Range:** 1320ft (400m), **Damage:** 4D6, **Cost:** $675.00.

**MG Springfield Armory Survival Gun**

**Country:** U.S., **Cartridge:** .22 long rifle rim-fire, **Feed:** single shot, **Weight:** 1.47kg, **Barrel Length:** 457mm (80cm), **Muzzle Velocity:** 300m/s, **Approx. Effective Range:** 1200ft (366m), **Damage:** 2D6, **Cost:** $700.00.

# SHOTGUNS

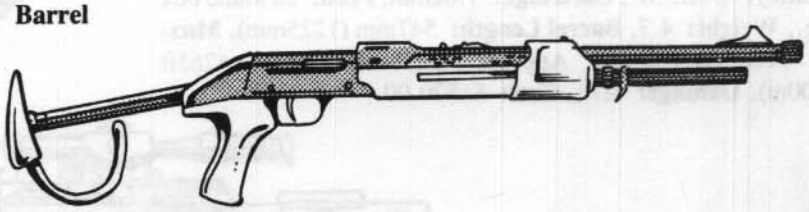
**Note:** The following stats apply to all shotguns:
**Approx. Effective Range:** 100ft (30m)
**Damage:** 4D6 for Buckshot (scatter)
5D6 for solid slug

**12 Gauge RS 200 Beretta Shotgun**

**Country:** Italy, **Calibre:** 12 gauge, **Type:** manual repeating, pump action, **Feed:** 5-6 round, pump operated, **Weight:** approx. 3kg, **Barrel Length:** 520mm (1030mm), **Cost:** $450.00.

**Model 12 SPAS Franchi Shotgun**

**Country:** Italy, **Cartridge:** 12 bore, **Type:** gas, semi-auto or hand pump, **Feed:** magazine, **Weight:** 3.2kg, **Barrel Length:** 500mm (900mm), **Cost:** $550.00.

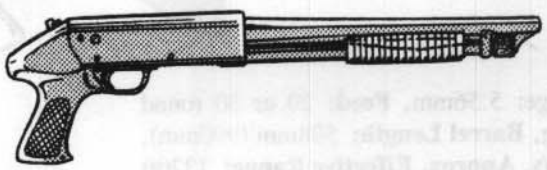


**Model 37M Ithaca Shotgun**

**Country:** U.S., **Calibre:** 12 gauge, **Type:** Slide action repeater, **Feed:** 5 or 8 round tubular mag., **Weight:** (20 gauge) 1.58kg, (12 gauge) 2.26kg, **Barrel Length:** 336mm, **Cost:** $380.00.

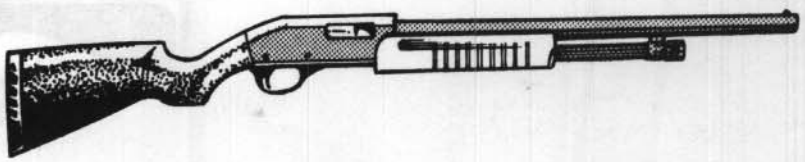
**Stakeout Ithaca Shotgun**

**Country:** U.S., **Calibre:** 20 or 12 gauge, **Type:** Slide action repeater, **Feed:** 5 round tubular mag., **Weight:** (20 gauge) 1.58kg, (12 gauge) 2.26kg, **Barrel Length:** 336mm, **Cost:** $380.00.

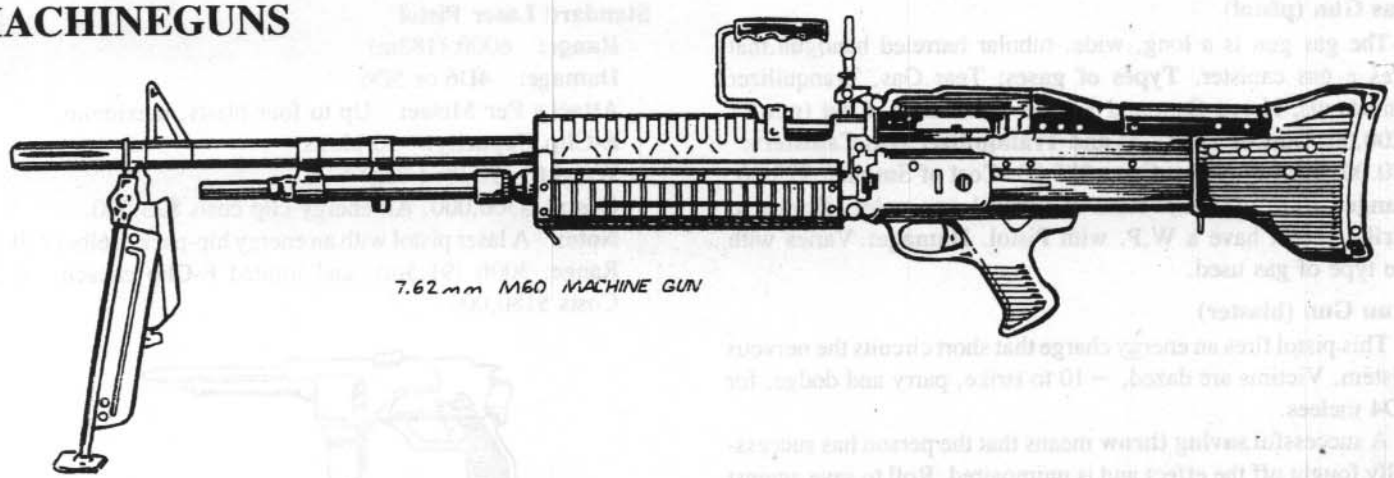


**Model 3000 Police Smith & Wesson Shotgun**

**Country:** U.S., **Calibre:** 12 gauge, **Feed:** Single shot, **Weight:** 3.06kg, **Barrel Length:** 458mm (978mm), **Cost:** $900.00.



# MACHINEGUNS




### .30, 5.62mm and 7.62mm Calibre Light Machineguns

These are the most common kinds of light machineguns found in military forces the world over. **Cartridge:** .30, 5.62mm and 7.62mm in 100, 200 and 250 round belts. **Weight:** 15 to 25lbs. **Effective Range:** 3000ft. **Rate of Fire:** Can empty the weapon in two melee rounds. **Cost:** $2000.00 and up (mostly illegal). **Damage:** 5D6 per round.

### .50 and 14.5mm Heavy Machineguns

These are commonly found mounted on armored military vehicles. As with their lighter cousins, the heavy machineguns are usually found only in military units. Accuracy is poor because they are meant for use against large vehicles or massed soldiers. On the other hand, they will punch right through armor or engine blocks. **Cartridge:** .50 and 14.5mm belts of varying sizes. **Weight:** 30 to 100lbs. **Effective Range:** 3000ft. **Cost:** $5000 and up (highly illegal). **Damage:** 7D6 per round.

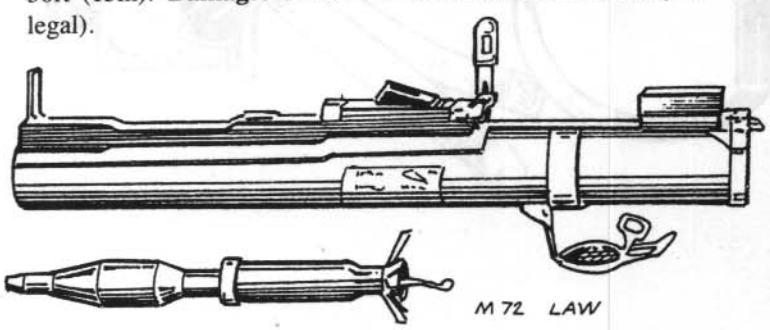
# HEAVY WEAPONS

### Rocket Launcher

Called the "Super Bazooka," it is designed as an antitank weapon, but was sometimes used against bunkers. **Weight:** 12lbs (5.4kg), front and rear tubes; 9lbs, rocket. **Length:** 61 inches (1549mm). **Effective Range:** 3600ft (1200m). **Damage:** 1D4 × 100. **Cost:** $900.00 (mostly illegal). **Blast Radius:** 50ft (15m).

### 66mm Light Antitank Weapon (LAW)

Light and disposable, this is a favorite weapon for taking out "hardened" positions where the enemy has metal or concrete protection. Against tanks it's not quite as effective, actually killing only about 10% of the time. **Weight:** 5.2lbs (2.6kg). **Size:** 35 inches (889mm), extended. **Rate of Fire:** Single shot and discard. **Effective Range:** 1000ft (325m). **Blast Radius:** 50ft (15m). **Damage:** 1D6 × 100 **Cost:** $1000.00 (mostly illegal).

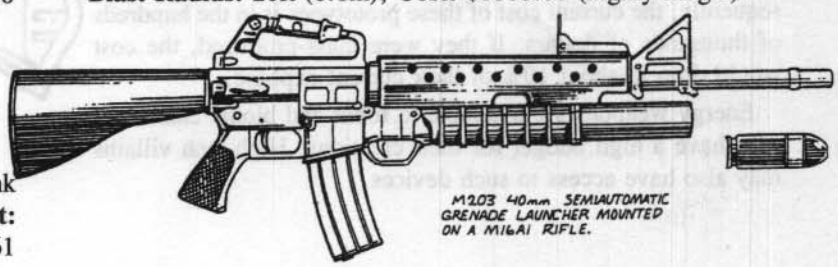



### 90mm Recoilless Rifle

This weapon looks like a bazooka or rocket launcher (see antitank weapons). Fires a single, antitank round. **Weight:** 35lbs (16kg), unloaded. **Feed:** Breech. **Rate of Fire:** (rapid) 10 rounds per minute (max. of 5 rounds) – sustained rate of 1 round per minute. When firing at the rapid rate, a 15 minute cooling period must be observed after every 5 rounds. **Effective Range:** 1200ft (400m). **Blast Radius:** 80ft (24m). **Damage:** 1D10 × 100 **Cost:** $1600.00 (highly illegal).

### 40mm Grenade Launcher Mounted on Rifle

This is basically a M-79 installed under the barrel of a M-16 Assault Rifle. **Weight:** 11lbs (5kg). **Length:** 15.6 inches (361mm). **Feed:** Single shot. **Rate of Fire:** 3-5 rounds per minute. **Effective Range:** 1150ft (350m). **Damage:** 1D4 × 100. **Blast Radius:** 20ft (6.1m), **Cost:** $1000.00 (highly illegal).




# SPECIAL GUNS

### Tranquilizer Rifle

This is a rifle designed to fire a tranquilizer dart. Its effective range is about half that of a normal rifle and must be hand loaded, with a maximum capacity of two (both can be fired per melee and require the following melee as a reload time). Saving throw vs. toxin. **Range:** 800ft (240m). **Rate of Fire:** 2 per melee. **Bonus to Strike:** Must have W.P. Rifle. **Damage:** Tranquilizer will render its victim unconscious within 1D4 melees. **Duration:** Effects last 4D4 minutes. **Cost (rifle):** $1000.00. **Cost (darts):** $10.00.

### Dart Gun

**Range:** 110ft (33.5m). **Rate of Fire:** 2 per melee. **Bonus to Strike:** Must have a W.P. with Pistol or Revolver. **Damage:** Tranquilizer renders victim unconscious. **Duration:** 4D4 minutes. **Cost (pistol):** $500.00. **Costs (darts):** $10.00 each. Savings throw vs. toxin.

**Gas Gun (pistol)**

The gas gun is a long, wide, tubular barreled handgun that fires a gas canister. **Types of gases:** Tear Gas, Tranquilizer (knockout), Nerve Gas, and Smoke Gas/Screen. **Cost (gun):** $200.00. **Cost of Tear Gas and Tranquilizer Gas Canisters:** $50.00. **Cost of Nerve Gas:** $75.00. **Cost of Smoke:** $25.00. **Range:** 160ft (48.8m). **Rate of Fire:** 1 per melee. **Bonus to Strike:** Must have a W.P. with Pistol. **Damage:** Varies with the type of gas used.

**Stun Gun (blaster)**

This pistol fires an energy charge that short circuits the nervous system. Victims are dazed, −10 to strike, parry and dodge, for 2D4 melees.

A successful **saving throw** means that the person has successfully fought off the effect and is unimpaired. Roll to save against each blast that strikes. **Range:** 100ft (30.5m). **Rate of Fire:** 5 per melee. **Bonus to Strike:** Must have a W.P. with Energy Pistol. **Damage:** Special. **Saving Throw:** Save vs toxins. **Energy Capacity:** 10 charges. **Cost (gun):** $4000.00. **Cost (energy clips):** $1000.00.

## ENERGY WEAPONS

Energy Weapons are highly experimental, rare and terribly expensive. The high cost is due to several reasons: the compact size, the micronized energy clip, the cost of materials and the lack of mass production facilities. At this point each weapon is carefully hand built. Also don't forget that dozens of highly paid scientist have put years of research into the weapons. Consequently, the current cost of these prototypes is in the hundreds of thousands of dollars. If they were mass-produced, the cost would drop to about 10% of their current expense.

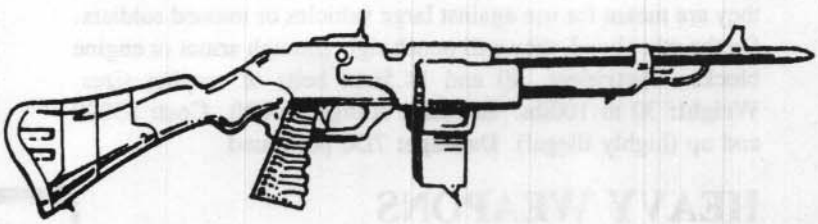
Energy weapons are available to robot and bionic characters who have a high budget for their creations. High-tech villains may also have access to such devices.

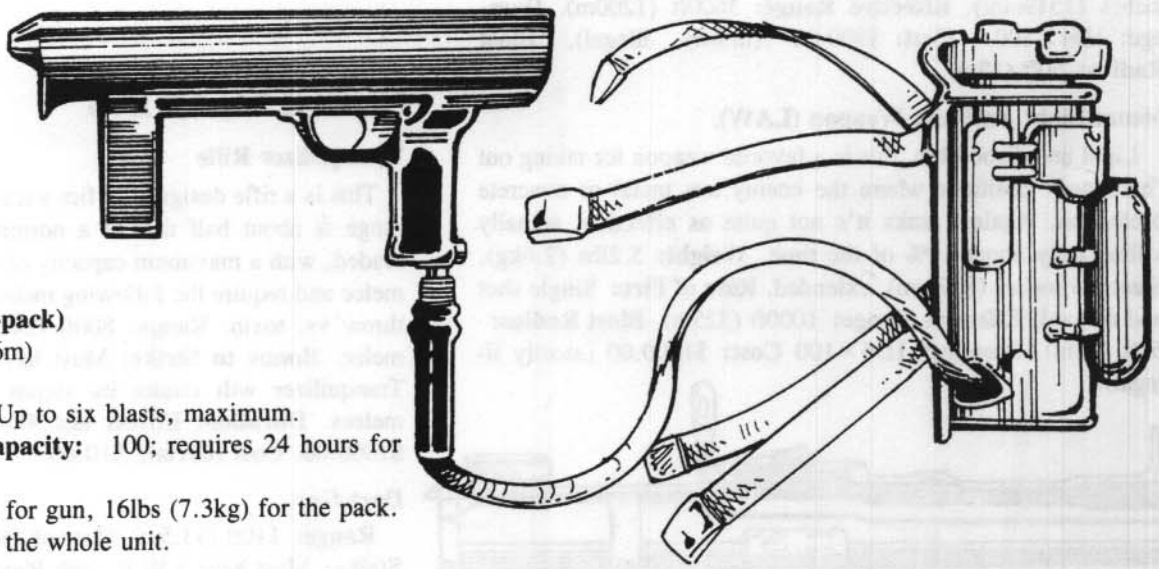
**Standard Laser Pistol**

**Range:** 600ft (183m)
**Damage:** 4D6 or 5D6
**Attacks Per Melee:** Up to four blasts, maximum.
**E-Clip Capacity:** 10 blasts
**Weight:** 1.5lbs (.7kg)
**Cost:** $300,000. An energy clip costs $25,000.
**Note:** A laser pistol with an energy hip-pack (16lbs (7.3kg)); Range: 300ft (91.5m), and limited E-Clip capacity of 20. Costs $180,000.

**Standard Laser Rifle**

**Range:** 4000ft (1200m)
**Damage:** 6D6
**Attacks Per Melee:** Four
**E-Clip Capacity:** 20 blasts
**Weight:** 7lbs (2.3kg)
**Cost:** $400,000. An energy clip costs $25,000.





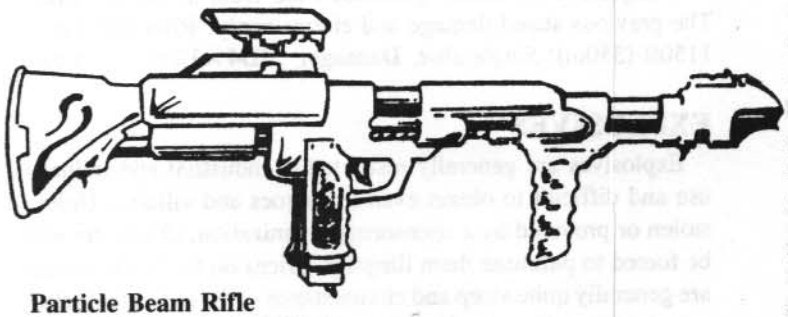
**Heavy Laser (with back-pack)**

**Range:** 2000ft (609.6m)
**Damage:** 6D6 + 10
**Attacks Per Melee:** Up to six blasts, maximum.
**Energy Back-Pack Capacity:** 100; requires 24 hours for pack to regenerate.
**Weight:** 6lbs (2.7kg) for gun, 16lbs (7.3kg) for the pack.
**Cost:** $1,000,000 for the whole unit.

**Mini-Laser (tool)**
**Range:** 300ft (90m)
**Damage:** 1D6 or 2D6
**Attacks Per Melee:** Two
**E-Clip Capacity:** 20 charges
**Weight:** 4 ounces (113.4gms)
**Cost:** $300,000. An energy clip costs $10,000.

The mini-laser is a utility tool used by mechanics and communications engineers. This handy, all-purpose tool is slightly longer than a normal writing pen (about 8 inches) and twice as wide. It can be easily carried in pockets, clipped onto utility belts, mini-tool packs or even one's boot.

The laser can fire a short laser beam burst of varying intensity or it can unleash a continual beam. **Short Burst:** Damage: 1D6 (1 energy charge), or 2D6 (2 energy charges). **Continual Beam:** Damage: 1D6 (2 energy charges), or 2D6 (3 energy charges per melee).



**Particle Beam Rifle**
**Range:** 4000ft (1200m)
**Damage:** 1D6×10 or 2D8×10
**Attacks Per Melee:** Two
**E-Clip Capacity:** 10 blasts
**Weight:** 12lbs (5.4kg)
**Cost:** $800,000. An energy clip costs $30,000.

The destructive power of this weapon is awesome. The PBR comes equipped with an infrared, telescopic targeting scope.

**Damage From A Particle Beam Weapon:**
*THE FOLLOWING RESTRICTIONS APPLY TO ALL PARTICLE BEAM WEAPONS:*

When rolling a twenty-sided die to strike an opponent/target, the normal rules are modified. ONLY a roll of 11 through 20 hits; and even then, a roll of 11-17 is only a nick. A roll of 18, 19 or 20 is a direct hit.

**Damage from a nick** (a roll to strike of 11-17) indicates that the particle beam merely grazed its target, which probably means part of it is atomized. A so-called "nick" does 10 to 60 points of damage.

**Simple Blaster (Ion)**
**Range:** 400ft (122m)
**Damage:** 2D6+2
**Attacks Per Melee:** Up to seven blasts, maximum.
**E-Clip Capacity:** 14 blasts
**Weight:** 2lbs (.9kg)
**Cost:** $200,000. An energy clip costs $20,000.

**Heavy Ion Blaster**
**Range:** 200ft (61m)
**Damage:** 4D6
**Attacks Per Melee:** Up to four blasts, maximum.
**E-Clip Capacity:** 10 blasts
**Weight:** 2lbs (.9kg)
**Cost:** $250,000. An energy clip costs $20,000.

# INCENDIARY WEAPONS

The use of fire has always been popular in U.S. wars. Clearing enemy bunkers with flamethrowers or incendiary grenades is very effective. **Only 1 shot per Combat Round with incendiaries.**

**M-2A1-7 Portable Flamethrower**

With a solid stream of fire, a soldier could clear out an entire enemy machinegun nest. In confined spaces (inside a bunker, foxhole or building), everyone in the target area is affected equally. **Damage:** 5D10, plus ignition of all combustible material. **Weight:** 42.5lbs (19kg). **Feed:** Manual. **Effective Range:** 70ft (20m), unthickened; 150ft (45m), thickened. **Cost:** $400.00 (mostly illegal).

**AN-M14 TH3 Incendiary Hand Grenade**

This is one of the most dangerous weapons and not just for the enemy. It is difficult or impossible to throw it far enough to avoid getting hit with fragments. **Damage:** up to 12ft from impact – 1D100+20 S.D.C. or 1 M.D.C.; 12-24ft away – 1D100; 24-36ft away – 3D10; 36-120ft away – 1D10. Burns for 10 melee rounds. **Weight:** 24 ounces (.9kg). **Time Delay Fuse:** 4-5 seconds. **Effective Casualty Radius:** Lethal up to 60ft (18m), dangerous to 120ft (36m). **Cost:** $30.00.

**Molotov Cocktail**
**Range Thrown:** 30ft (9m)
**Damage:** Up to a 12ft area — 3D6
Burns for 4 melee rounds.

**Flare Gun**
**Range:** 300ft (91.5m)
**Damage:** 2D6 per melee ignited (5 melees)
**Attacks Per Melee:** Two
**Weight:** 2lbs (.9kg)
**Cost:** $200 for the gun only; flares cost $10 each. Wide availability.

The flare gun has not changed much over the decades and is basically like those we use today. It is generally used as a signal or to light up an area. *Used for Luminescence:* Lights up a 300ft (90m) area for about five melees (75 seconds). It is not intended to be a weapon, thus it is not balanced for aiming; W.P. handgun skill bonuses do NOT apply.

**Hand-Held Flares**
**Range:** Hand Held
**Damage:** One point
**Attacks Per Melee:** Equal to hand to hand attacks.
**Weight:** 6 ounces (170gms)
**Cost:** $3 each; wide availability.

The hand-held flare is generally used to mark an area or

for signaling. They are similar to those used by present day truck drivers.

**Rocket Flare**

**Range:** 300ft (90m) straight up.
**Damage:** 2D6
**Attacks Per Melee:** One
**Energy Capacity:** One
**Weight:** 5 ounces (141gms)
**Cost:** $10 each; wide availability.

This hand-held flare has a disposable, one time, launch mechanism which fires the flare gun. Commonly used for expeditions in the wild. A (minus) −3 to strike penalty applies if used as a weapon.

**Rocket Parachute Flare:** A singal flare that is fired from a single hand launch tube or flare gun and deploys a parachute-support star. No visible rocket trail is left behind in its launch path to give away the firer's position. Maximum Height: 1000ft (305m), Duration of Illumination: 30 seconds. Power: 200,000 candela. **Cost:** $10 per flare, plus $300 for the launcher. Available colors: White, red, green, and yellow.

**Distress Signal Kit:** Consists of a tube launcher and six red flares. Maximum Height: 900ft (275m), Duration of Illumination: 30 seconds. Power: 10,000 candela, **Cost:** $120.

**Mini Signal Cartridges:** A lightweight signal cartridge designed for the military special forces. Fired from a single-handed, lightweight, pen-type launcher. Maximum Height: 320ft (98m), Duration of Illumination: 10 seconds, Power: 150,000 candela. Colors available: Green, red or white. **Cost:** $250.

# GASES: GRENADES & BOMBS

**Tear Gas**

This extremely potent irritant temporarily impairs vision and respiration, causing eyes to burn and water profusely, skin to burn (a sensation, not in actuality), and making breathing very difficult. **Victims** are −6 to strike, parry, dodge, and lose any chance for initiative. Effects are immediate. **Savings Throw:** None (gas masks counter the gas effectively). **Cost:** $40.00 each.

**Knockout Gas**

These are tranquilizers; anesthesia-type mists that will induce drowsiness within 1D4 melees and sleep within 1D4 minutes. **Savings Throw**: If a character makes a successful savings throw vs toxins, his body has successfully fought off the effects of the gas and is unimpaired. However, the player must roll once for every minute (four melees) that the character is exposed to the gas (gas masks counter the gas effectively). **Cost:** $60.00 each.

**Nerve Gas (paralysis)**

This is a gas that attacks the person's nervous system; in this case, causing paralysis. Takes effect within 2D4 melees (two minutes). **Savings Throw**: If a character makes a successful savings throw vs toxins, his body will have luckily fought off the effects of the gas (and should get out quick). Roll a saving throw for each minute (four melees) exposed to the gas. Gas masks are useless against most nerve agents; however, Atropine Injectors, an anti-nerve gas agent, will negate the gas's effects. **Cost of Injectors:** $400.00 per dosage. One injector is needed for every ten minutes of exposure and must be administered immediately. **Cost of Gas:** $120.00 each.

**Explosive Grenade**

**Weight:** 10 ounces (283 grams). **Effective Casualty Radius:** 20ft. **Effective Range:** 100ft (30m). **Damage:** 2D4 × 10, (illegal). **Cost:** See Explosives Chart below.

**Smoke Grenade**

**Weight:** 10 ounces (283 grams). **Effective Casualty Radius:** 20ft. **Effective Range:** 100ft. **Damage:** *None;* creates a smoke filled area to provide protective cover (opponents can not see into or through the smoke) or as a signal. Opponents whose vision is obscured by the smoke are *−6 to strike*. **Colors:** Black, grey, red, yellow. **Cost:** See Below.

**Rifle Launcher Grenades**

Explosive or smoke grenades fired from an assault rifle. The previous stated damage and effects apply. **Rifle Range:** 1150ft (350m). *Single shot,* **Damage:** 2D4 × 10 to 20ft area.

## EXPLOSIVES

Explosives are generally restricted to industrial and military use and difficult to obtain even for heroes and villains. Unless stolen or provided by a sponsoring organization, characters will be forced to purchase them illegally. Prices on the black market are generally quite steep and circumstance or the individual seller may increase the prices listed by 100%.

**Black Market Prices**

| Explosive | Cost | Availability |
|---|---|---|
| Dynamite | $30 per stick | 45% |
| Detonation Caps/Fuses | $30 each | 32% |
| Plastic Explosive | $100 per each 2oz | 19% |
| Gelatin Explosive | $140 per ounce | 18% |
| Liquid Nitroglycerin | $200 per ounce | 20% |
| Hand Grenades | $60 each | 30% |
| Smoke Grenades | $30 each | 40% |
| Rifle Launched Grenades | $80 each | 20% |
| Mortar Shells | $100 each | 10% |

**Note:** There is always a 20% chance that the item is fake or a dud.

**Dynamite** is a nitroglycerin based explosive widely used in mining and road construction. It can be detonated with blasting caps, fuses and timing devices. Wick fuses are rarely used today. **Damage:** *One stick*: 1D4 × 10. **Effective Casualty Radius:** 10ft (3m).

**Liquid Nitroglycerin** is an extremely dangerous, unstable, chemical explosive concentrate. A severe jar, jerk or bump can cause it to detonate; 30% chance. **Damage:** *One ounce is equal to four sticks of dynamite:* 4D4 × 10. **Effective Casualty Radius:** 20ft (6.1m).

**Plastic and Gelatin** explosives are very localized blast explosives that can be molded and formed like putty. Inert — you

can slam a plastic explosive into a wall and nothing will happen. It can only be activated/ignited by an electrical blasting cap that will pass an electrical charge through it, causing it to explode. Any electrical charge, blast or bolt is also likely to detonate it; 55% chance. **Damage:** 2 ounces is equal to one stick of dynamite: 1D4 × 10. Area effect of blast is exactly where the plastics or gel has been placed; about one foot. Of course, depending on what is being exploded, it could cause much more additional destruction and damage. These are the types of explosives used to open safes and for sabotage. They are not effective area effect weapons.

**Homemade Bombs** usually incorporate chemicals or dynamite.

## MISCELLANEOUS MODERN WEAPONS

**Black Jack:** A small hand held club, usually handmade, 10 inches long, weighing 2 to 4 pounds. **Cost:** $20. **Damage:** 1D6.

**Brass Knuckles:** **Cost:** $20. **Damage:** 1D6.

**Cattle Prod:** An electric rod, operated on "C" cell batteries, that emits a 4500 volt shock when it is touched to the skin. 12 or 22 inch lengths. **Cost:** $20. **Damage:** 1D4.

**Itching Powder:** Range varies with applications; can be used as a powder, launched in a grenade, housed in a pellet that ruptures on impact, and similar devices. Victims are very uncomfortable, distracted and are −3 on initiative. **Duration:** 1D4 hours or until washed off. Affects only bare skin. **Costs**: Only a couple of bucks per ounce from a novelty shop.

**Hair Spray:** Can be used to temporarily blind an opponent. Victims are −6 to strike, parry and dodge. **Effective Range:** 3ft (.9m). **Duration:** 1D4 melees. **Cost:** $3.

**Mace:** A stinging chemical spray that blinds one's opponent (much better than hair spray). Victims are −6 to strike, parry and dodge. **Effective Range:** 4 to 6ft (1.2 to 1.8m). **Duration:** 4D4 melees. **Cost:** $16.00, with about 20 sprays before empty.

**Modern Crossbow** with rifle stock, 150lb draw weight. **Range:** 500ft (150m). **Damage:** 2D6. **Cost:** $180.

**Slap Glove:** Six ounces of powdered lead is built into each glove just above the knuckles, padding the wearer and adding weight and strength to the force of one blow. *+2 to damage*. Available from most security guard suppliers. **Cost:** $30.

**Fiberglass Nightstick:** **Cost:** $10. **Damage:** 1D4.

**Steel Rod Encased Nightstick:** **Cost:** $20. **Damage:** 1D6.

**S.W.A.T. Entry Tool** a.k.a. Hooligan Tool: A long, one inch thick, stress proof bar, heat treated for durability and strength. On one end is a large chisel, spike-like, pry bar. On the opposite end is a claw/chisel point (crowbar-like). Used to pry open security doors and grilles. **Cost:** $240. **Damage:** 1D8 (either end). Pops normal door locks on a roll to strike of 8-20; pops heavy locks and security door locks on a roll to strike of 12-20.

**Modern Knives:**

**Combat Bush Knife: Heavy-duty, all-purpose survival knife. The best carbon steel 7in blade. Cost:** $200. **Damage:** 1D6.

Slimpack Throwing Knife: With a flat, lambskin sheath, this knife is perfect for concealment. Also a perfectly balanced 6in blade. **Cost:** $50. **Damage:** 1D6.

Belt Throwing Knife Set: 4 ultrathin throwing knives in a single belt sheath designed for an easy, fast draw. **Cost:** $135. **Damage:** 1D6.

Polycarbonate Knife: This 7in knife (with silk sheath) is guaranteed not to show up on metal detectors. Balanced for throwing, yet with a keen edge for slicing. **Cost:** $300. **Damage:** 1D6.

Small Boot Knife: For easy concealment. **Cost:** $20. **Damage:** 1D4.

Bayonet: Attaches to combat rifles. **Cost:** $140. **Damage:** 1D6.

**SLR-60/Spike Launch Rod**

**Range:** 200ft (60m)
**Damage:** 2D6
**Attacks Per Melee:** One
**Energy Capacity:** 30 charges
**Weight:** 2lbs (.9kg)
**Cost:** $1,200

This small, (2ft (.6m)) rod-like device is used for climbing. The SLR-60 can effectively fire a small (6 inch) metal spike up to 60 meters away carrying a high test line along with it for scaling surfaces. It comes equipped with 130 meters of heavy- duty cord, detachable spool, and feeder with digital counter. Additional spikes are available at $30 a dozen, while additional clip-in, prewound spools of 400ft (130m) line costs $200 each.

**Grappling Hook & Line**

**Range:** 100ft (30.5m)
**Damage:** 1D4
**Attacks Per Melee:** Equal to hand to hand attacks.
**Weight:** 2lbs (.9kg)
**Cost:** $150 for hook and 300ft of line.

This is your typical grappling hook and line for scaling surfaces.

## FIREARM ACCESSORIES

**Ankle Holster:** Padded for comfort, with velcro closure. Fits a snub-nosed revolver or any *small* frame automatic. Can be concealed under pant leg. $34.00

**Inside Trouser Holster:** Clips on belt or waistband of pants. $20.00.

**Side Holster (fits onto belt).** $50.00.

**Belt Slide Holster.** $50.00.

**Belt Thumbreak Holster.** $50.00.

**Patrolman, Police-Style Belt and Holster,** 24 bullet loops. $80.00.

**Police-style Shoulder Holster.** $80.00.

**Military-style Shoulder Holster.** $70.00.

**Horizontal Shoulder Holster.** $85.00.

**Scoped Shoulder Holster.** $90.00.

**Concealed Wallet Holster** for *small* automatic weapons; fits easily into back trouser pocket. $40.00.

**Web Belt** with holster, ammo pouch (2) and accessory attachment clips (4). $60.00.

**Magazine Clip Pouch:** Each of these specially designed ammo pouches is designed for 2 (slimline) or 4 (heavy-duty) ammo clips. Choice of camouflage, green, khaki or black colors.
Automatic Pistol: 2 clips, $10; 4 clips, $16.
Sub-Machinegun: 2 cell — $12; 4 cell — $18.
5.56mm Assault Rifle, 20-rnd: 2 clips, $14; 4 clips, $20.
5.56mm Assault Rifle, 30-rnd: 2 clips, $18; 4 clips, $24.
7.62mm Assault Rifle, 20-rnd: 2 clips, $18; 4 clips, $22.
7.62mm Assault Rifle, 30-rnd: 2 clips, $20; 4 clips, $26.

**Magazine Ammo Bags. $30.00.**

**Assault Rifle Case. $70.00.**

**Rifle Case. $60.00.**

**Sub-Machinegun Case. $60.00.**

**Shotgun Bandoleer:** Bandoleers are made of brown leather, with a heavy-duty, brass belt buckle. Shotgun version will hold 56 rounds. 40mm grenade version holds 18 rounds. $24.

**Wrist Cartridge Bandoleer:** Perfect for concealing 3 extra cartridges. $15 each.

**Metal Ammunition Boxes:** These waterproof ammo boxes are designed for easy storage and carrying. .50 caliber size: $10. .30 caliber size: $8.

**Field Gun Cleaning Kit:** A complete cleaning kit contained in its own pouch. $35.00.

**Gun Repair Kit:** This is a 4lb gun repair kit. Each tool is fitted into a separate loop and there's plenty of room for spare bolts, screws, springs and cleaning rods. Contained in a 12 inch by 8 inch by 2 inch case. Can be attached to a harness or worn over the shoulder with strap, which is included. $250.

**Magazine Clips:** Any weapon, any size, from 7-round pistol to 30-round rifle. $.89 each.

**Web Belt:** Classic military belt complete with buckle and pouch fasteners. Choice of camouflage, green or khaki. $20.

**Battle Harness:** Combination of suspenders and belt designed for distributing the weight of ammo pouches and accessories. In choice of camouflage, black, grey, brown, cream or khaki. $120.00.

**Battle Pack:** Lightweight frame, heavy-duty, water resistant canvas. Multiple interior and exterior compartments. Fasteners for exterior pouches/grenades. Choice of camouflage, green or khaki colors. $350.00.

**Multi-Purpose Pouch:** All around, useful utility pouch designed for attachment to web belt or battle harness. $8.00.

**Silencer:** A silencer is a barrel-like attachment which fits over the barrel of a gun to muffle the sound of the report. Reduces range by 10%.

**Cost by Type:** Revolver — $350
Automatic Pistol — $500
Bolt Action Rifle — $600
Automatic Rifle — $1500
Sub-Machinegun — $2000

**Note:** Not available on the commercial market.

**Flash Suppressor:** Another barrel shaped attachment that can fit over the barrel of a gun or silencer. This instrument masks the guns flash. Usually used for covert night operations. Reduced range by 15%. If both a silencer and flash suppressor are used, range is reduced by 25%.

**Cost by Type:** Revolver — $250
Automatic Pistol — $450
Bolt Action Rifle — $1200
Sub-Machinegun — $1600

**Note:** Not available in the commercial market.

## AMMUNITION (Prices Per Box of 100)

| | |
|---|---|
| .22 caliber | $12.00 |
| .32 caliber | $14.00 |
| .38 caliber | $18.00 |
| .45 A.C.P. | $28.00 |
| .41 Magnum | $30.00 |
| .44 Magnum | $32.00 |
| .357 Magnum | $28.00 |
| 9mm & 7.65mm | $30.00 |
| 5.56mm (rifle) | $40.00 |
| 7.62mm (rifle) | $48.00 |
| Tracer Cartridge | $45.00 |
| Hollow Point | add $12.00 |
| Full Metal Jacketed | add $25.00 |
| *Teflon (armor piercing, not available to the public) | add $100.00 |
| *Exploding Shell (not available to the public) | add $200.00 |
| *Dum Dum (handmade, black market, any caliber) | add $10.00 to $30.00. |
| *40mm Grenade Cartridge | $700.00 (per 100) |

*Ammo with an asterisk are *NOT* available at the neighborhood gun shop, but can be tracked down by the black market and illegal arms dealers. The added price provided is a minimum and can cost two or three times more.

### BODY ARMOR

| Cost | Ancient Styles | A.R. | S.D.C. | WT. |
|---|---|---|---|---|
| $175.00 | Padded or Quilt | 8 | 15 | 66lbs |
| $300.00 | Soft Leather | 9 | 20 | 8lbs |
| $600.00 | Studded leather | 12 | 38 | 20lbs |
| $900.00 | Chain Mail | 13 | 44 | 40lbs |
| $1500.00 | Scale Mail | 15 | 75 | 45lbs |
| $2000.00 | Plate and Mail | 15 | 100 | 52lbs |
| $2800.00 | Plate | 16 | 150 | 58lbs |
| $3000.00 | Plastic Plated | 13 | 80 | 28lbs |

**Note:** The costs reflect the rarity of manufacturers/builders and the time involved in the construction. Homemade armor is possible, reduce cost by half. A.R. 2 and S.D.C. by 20%.

| Cost | Modern Styles | A.R. | S.D.C. | WT. |
|---|---|---|---|---|
| | **Light** (*half suits*) | | | |
| $1200.00 | Concealed | 10 | 50 | 12lbs |
| $900.00 | Riot Jacket | 10 | 60 | 12lbs |
| $800.00 | Vest | 10 | 50 | 10lbs |
| $1100.00 | Point Blank Vest | 10 | 70 | 14lbs |
| $1400.00 | Hard Armor Vest | 12 | 120 | 15lbs |
| **Cost** | **Heavy Armor** (*full suit*) | **A.R.** | **S.D.C.** | **WT.** |
| $1400.00 | Frag. Cape/Vest | 13 | 120 | 16lbs |
| $1600.00 | Riot Armor | 14 | 180 | 17lbs |
| $2200.00 | Hard Armor | 16 | 260 | 20lbs |
| $2800.00 | Class 4 Armor | 17 | 280 | 20lbs |

**Note:** Half Suits or vest types usually protect the upper body

front, back, side, waist and groin. Concealed are tough thin styles designed to be sown into clothes or hidden under clothes (shirts, jackets, etc.). The others are all generally bulky or worn atop clothes.

**Full suits** are all bulky suits worn on top of clothes and provide the greatest protection.

**All modern armor** is designed for flexibility and mobility and does not interfere with movement, prowl or speed. Many types of armor are constructed of glass-reinforced plastic, chemically strengthened with woven glass fibers and is thicker than metal yet lighter. Other common types use steel or lightweight alloys typically ¼ inch thick. These two types of armor can stop all pistol, revolver, sub-machinegun and low calibre rifle shells. **Hard armor** is composed of ceramics, a form of opaque glass made from pure alumina or boron carbide. They are often combined with steel. Hard armor types provide the most effective protection and can even stop 7.62mm NATO and 5.56mm rifle bullets.

# OPTICS

## GOGGLES AND BINOCULARS

**Binoculars and Telescopic** sights magnify an image area through a system of lenses.

| Binocular and Telescopic Sights | Cost |
|---|---|
| Binocular (2000ft), best magnification | $1600.00 |
| Binocular (1600ft), medium magnification | $1000.00 |
| Binocular (1600ft), low magnification | $600.00 |
| Weapon Sight, best magnification | $800.00 |
| Weapon Sight, medium magnification | $400.00 |
| Weapon Sight, low magnification | $230.00 |

**Infrared Optic System:** **Range:** 1200ft (360m). This type of optical enhancement device relies on a source of infrared light, usually a pencil-thin beam of light projected from the goggle or binoculars, to illuminate its targets. The narrowness of the beam severely limits the scope of one's view to a small area of about two square meters (7ft). This can make surveying a large area a problem. Another drawback is that the infrared light beam is clearly visible to another infrared optic system, giving away the operator's position. These drawbacks are inherent to ALL infrared systems. **Cost:** about $1000; fair availability.

| Infrared (range: 1200ft) | Cost |
|---|---|
| Goggles (mercury battery type) | $550.00 |
| Goggles (new superior type) | $880.00 |
| Binoculars | $2100.00 |
| Monocular Eyepiece | $800.00 |
| Weapon Sight | $1200.00 |

**Infrared Distancing Binoculars:** A high-powered optical enhancement device with infrared adjustments, cross hair indicator lines, and digital readout of estimated distance and rate of travel. **Range:** 2 miles (3km). The I.D. binoculars enjoy extreme popularity among spies, being used for field work and exploration, and are also used by the military. **Cost:** $6700. Not commercially available.

**Ultraviolet Systems:** **Range:** 400ft (120m). Enables its wearer to see into the ultraviolet range of light radiation. It's usually integrated into a larger optics package rather than used alone. **Cost:** $500.

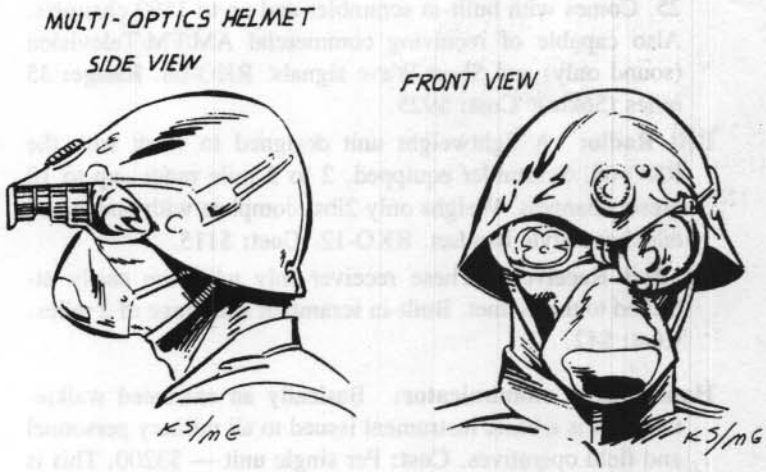
**Night Sight:** **Range:** 1600ft (480m). A night vision optics system is an image intensifier; meaning that it is a passive system that does not emit any light of its own, but electronically amplifies existing, ambient light to provide a visible picture. **Cost:** $1400; poor availability.

| Night Sights (range: 1600ft) | Cost |
|---|---|
| Goggles | $5200.00 |
| Binoculars | $6400.00 |
| Monocular Eyepiece | $1900.00 |
| Weapon Sight | $1800.00 |
| Pocket Night Viewer (800ft range) | $1500.00 |
| Large Tripod Mount | $14000.00 |

**Pocket Night Viewer:** **Range:** 800ft (240m). This is a mini-night sight, usually a monocular style, easily concealed and portable. **Cost:** $800; poor availability.

**Thermo-Imager:** **Range:** 1600ft (480m). Basically an optical heat sensor, it converts the infrared radiation of warm objects into a visible image. This device allow its operator to see in darkness, shadows and through smoke. Battery powered and electrically cooled. A typical running life is 16 hours. **Cost:** about $1400; poor availability.

| Thermo-Imager (range: 1600ft) | Cost |
|---|---|
| Goggles | $22,000 |
| Binoculars | $20,000 |
| Monocular Eyepiece | $18,000 |
| Weapon Sight | $18,000 |




**Multi-Optics Helmet (M.O.H.):** The multi-optics helmet is a special optical enhancement system built into a protective helmet. It includes the following features:

1. **Targeting Sight:** 1600ft (480m)
2. **Infrared Optics System:** 1600ft (480m)
3. **Telescopic Monocular Lens:** Range: 2 miles (3km)
4. **Thermo-Imager:** Range: 1600ft (480m)

**Special Bonus:** +1 to strike when the optics and targeting sight are engaged. Note that the thermo-imager is a special, optical, heat sensory unit that allows the infrared radiation of warm objects to be converted into a visible image. Enables the person to see in darkness, shadows and through smoke. **Cost:** $38,000. Available to high-tech organizations.

**Optics Band:** The optics band is a headband type optical system most often used in research, micro-repairs and scientific study. Its range is limited as it is designed for close work, not long-distance or combat surveillance. Features include:

1. **Infrared and Ultraviolet Optic System: Range:** 200ft (90m) maximum.
2. **Magnification Lens** (to the 400th power): **Range:** 7ft (2m)
3. **Night Sight: Range:** 200ft (90m)
4. **Adjustable Color Filters.**

**Cost:** $2800.00.

**Pocket Range Finder:** An optical range finder that is compact and easy to use. Just look through the viewfinder and adjust the focus knob until the image is clear. The range in feet AND meters will appear below the target. **Cost:** $58.

**Illuminating Peglight:** Designed for military use as markers for routes and minefields. Emits beta light which emits no heat and gives no infrared emissions. Can be seen from distances of up to 150ft. **Cost:** $50 each.

## COMMUNICATIONS

**Commmunications Equipment:** Communications equipment is fairly basic in regards to the character's use and needs. Various surveillance and video systems might be added on, depending on the circumstances and the player's ingenuity.

**Field Radio:** A back-pack style, radio transmitter and receiver with wide band, long-range capabilities; frequency equalizer, field strength detector and scrambler. **Range:** 60 miles (96km). **Weight:** 16lbs (7kg). **Cost:** $1400.00; good availability.

**Back-Pack Radio:** A Japanese updated version of the old PRC-25. Comes with built-in scrambler and up to 1500 channels. Also capable of receiving commercial AM/FM/Television (sound only) and Short-Wave signals. RKO-68. **Range:** 35 miles (56km). **Cost:** $925.

**Belt Radio:** A lightweight unit designed to work with the RKO-68. Scrambler equipped, 2 to 3 mile range, up to 10 preset channels. Weighs only 2lbs, complete with pouch and telephone-style handset. RKO-12. **Cost:** $115.

**Headset Receiver:** These receiver-only units are easily attached to the helmet. Built-in scrambler and range of 2 miles. **Cost:** $42.

**Hand-Held Communicator:** Basically an enhanced walkie-talkie, it is a basic instrument issued to all military personnel and field operatives. **Cost:** Per single unit — $3200. This is a high-tech item available only to the special branches of the military (espionage) and major scientific organizations/industries. **Weight:** 6 ounces (170grams). **Range:** 3 miles (4.8km).

**Ear Mike Radio Receiver and Transmitter:** A tough, reliable radio device that plugs into the ear. With the help of a transducer connected to a receiver/transmitter device, and manually activated for speak or listening modes, the user can both listen and speak through the earphones. This is possible because the ear canal captures ingoing and outgoing sound (your voice), as well as incoming sounds. It is so effective that the user can transmit a whisper.

Compatible with any portable, two-way radio equipped with an external speaker/microphone. **Weight:** 6 ounces (170 grams). Power source is one AA 1.5 volt battery. **Range:** 1 mile. **Cost:** $500.

## SURVEILLANCE EQUIPMENT

**Keyhole or Tube Microphones:** A microphone (mic.) with a long, hollow tube which can be flexible or stiff, allowing it to be placed in cracks, mounted in walls, or placed in similar, small, "keyhole"-type crevices. Picks up sounds up to 34ft (10m) away and transmits up to 1000ft (300m). **Cost:** $170; fair availability.

**Contact Microphone:** Translates vibrations into sound, but requires a sounding board, such as a wall, windows, large object, etc. Can be as small as a tie tack. Picks up sounds up to 10 meters away and transmits up to 1000ft (300m) away. **Cost:** $170, fair availability.

**Commercial Wireless Microphone:** (entertainment). **Cost:** $50-100.

**Compact Commercial Wireless Microphone:** (size of a pack of cigarettes). **Cost:** $70-$150.

**Wireless Microphone:** This compact mic. is about the size and thickness of a box of matches. It can pick up sounds up to 14ft away and broadcast up to 300ft away. **Cost:** $500; poor availability.

**Tracer Bug:** This is a tiny device, about the size of a checker, which has a sticky or magnetic side that can be attached to a vehicle or slipped into a person's pocket, back pack, briefcase, etc. It can transmit a signal that can be followed up to 8 miles (12km) away. Battery powered, it has a limited life of 72 hours of constant transmission. **Cost:** $140; fair availability.

**Bumper Beeper:** Attaches to automobile bumper via magnetized clip. The antenna can be permanently mounted or detachable. Transmits a signal that can be followed up to five miles away (battery powered). The receiver picks up and can locate the beeper by the intensity/strength of the signal. **Cost:** (includes receiver) $1100.00.

**Listening (bugging) Device:** Average range: 600ft.

**Tie Clasp:** Microphone; **Cost:** $15.00.

**Electret Condenser Lavalier Mic.:** Can be hung around neck or attached to cloth. Battery operated or plugged in. **Cost:** $50.

**Broadcast Quality Tie Tack: Cost:** $160.00.

**Special Bugs:** These come in a variety of sizes, from postage stamp to martini-olive type, complete with mic., transmitter and amplifier. **Average Range:** 60ft. **Cost:** $400.

**Room Bug:** This bug taps into the wall current (needs capacitor). **Range:** 1200ft. **Cost:** $100 (homemade) or police version — $500.

**Transmitters** (typical) — $200.

**Transmitters** (quality crystal) — $500.

**Low-Frequency Converter:** $500.

**Frequency Equalizer** (controls cutoff of certain frequencies and boosts others). **Cost:** $190.

**Test Transmitter: Cost:** $65.

**Additional Transducer: Cost:** $75.

**Telephone Induction Unit: Cost:** $65.

**Sound Amplifier: Cost:** $50.

**Sound Amplifier (high quality): Cost:** $250.

**Telephone Bugs**

**Drop in Cartridge:** Battery powered; fits in the telephone receiver. **Cost:** $320.

**Room Bug Mini-Transmitter:** Looks like a telephone jack; battery operated. **Cost:** $240.

**Telephone Line Transmitter:** Taps right into telephone line and power (needs no batteries, will run indefinitely). A little larger box than the mini-transmitter. **Cost:** $250.

**Bug Detectors**

**Field Strength Meter:** Picks up radio signals and registers them. **Cost:** $350.

**Broadband Receiver:** Causes a feedback and makes a howl when near a transmitter. **Cost:** $425.

**Pocket Vibration Detector: Cost:** $600.

**Pocket Scrambler:** The scrambler will distort or "scramble" outgoing radio signals, preventing interception and interpretation by the enemy. **Cost:** $1300; poor availability.

**Portable Telephone Scrambler:** Converts normal speech into unintelligible gibberish over the telephone line and converts the gibberish into clear speech. 25 different scrambling codes. Fully transistorized and can be used on any conventional phone. **Cost:** $1400. Comes with an impact resistant carrying case.

## OTHER SURVEILLANCE DEVICES

**Video Briefcase:** An ordinary looking briefcase with a video recording surveillance system built into it. The tiny pinhole lens is nearly invisible (18% chance of it being noticed). Three hour film capacity. Reinforced, impact cushioned case with a back-up, mini-cassette tape recorder. **Cost:** $3400.

**Video Wall Mount:** This small, remote video camera is only about the size of a man's palm (5 inches in diameter), thus it is easily concealed. The camera is backed with a powerful suction device that will adhere to any smooth surface, whether it be a wall, table, appliance, vehicle and so on. The video wall mount can broadcast continually for 72 hours, or by remote or preprogrammed, regulated intervals. The lens has limited mobility, able to rotate in about a 90 degree radius. Its audio capacity has twice the duration of its video transmission and is able to pick up sounds up to twenty feet (6m) away with crystal clarity. The monitor can be the mini-hand-held screen or any variety of larger or multi-unit monitors. **Cost:** $3200. Not available through the conventional market, but a hot commodity on the black market. Hand-held monitor costs $450.

**Mini-Telephoto Document Camera:** A tiny, easy to conceal camera, only a little bigger than a disposable lighter. **Cost:** $350.

**Note:** Conventional video systems, cameras, lenses, optics and audio recorders, are also effective tools for surveillance.

## SENSORY EQUIPMENT

**Dosimeter:** Picks up and measures radiation levels. **Range:** 20ft (6.1m). Hand-held; **Weight:** 1lb (.5kg). **Cost:** $200. Wide availability.

**Ground Sensor System:** Uses seismic and laser sensors to detect vehicles/men, their direction and their numbers. A good communications engineer can make such projections with 75% accuracy. The control unit, with digital display, computer mount and monitor, is the center of this sensor web or fence. Up to 22 transmitter/receiver, sensor units can be linked to the control unit. Range between transmitters is 800ft (240m) and can register activity up to 10 miles (16km) away. **Cost:** $48,500. Poor availability; generally limited to the military and scientific research.

**Heat:** Special sensors pick-up and measure heat emanations. Can monitor temperature, or made directional to pinpoint a specific heat point/target. **Range:** 250ft (76m); field of detection is 25ft (7.6m). Portable/hand held. **Weight:** 8lbs (3.6kg). **Cost:** $1200.

**Microwave Fence:** Transmitter and receiver sensor posts emit an invisible, microwave curtain or fence that will light up and send a signal to the control unit when an intruder breaches its curtain. Range between transmitter posts is 500ft (150m). Posts are 7ft (2m) high. Can effectively cover a 14 mile (22km) area. **Cost:** $60,000. Poor availability; primarily used for military purposes.

**Motion:** Detects movement and pinpoints location. Requires sensor placement and monitor screen. **Range:** 60ft (27.4m). Portable; **Total Weight:** 15lbs (6.8kg). **Cost:** $400. Fair availability.

**Motion Detector Signaler:** This device is virtually identical in purpose and use as the ultraviolet signaler, except that it does not emit any vibrations in the air. **Cost:** $1000; poor availability.

**Mini-Radar/Sonar:** Requires radar signal unit and monitor. Trained operators (sensory equipment skill) can positively identify readings/objects, pinpoint location and estimate rate of travel and direction at 65% proficiency. **Range:** 5 miles (8km). Portable; **Total Weight**: 18lbs (8.2kg). **Cost:** $22,500. Fair availability.

**Standard Radar/Sonar Unit (large): Range:** 100 miles (160km). **Weight:** 260lbs (117kg). **Cost:** $26,000.

**Ultraviolet Signaler:** The signaler is a small strip of ultraviolet sensors and another transmitter strip that can be adhered to a doorway, walls and so on, to create a beam of invisible light, blocking that area. When the beam is broken by an intruder or vehicle, etc., it will send a silent signal to a monitoring device and/or trigger a video unit. **Cost:** $900; fair availability.

## SPECIAL EQUIPMENT

**Portable Laboratory:** This is another impressive portable unit that can perform several functions.

1. **Microscope** in a specially padded housing.
2. **One dozen specimen slides** and another dozen specimen trays for storage and transportation of item(s) for further analysis. A variety of vials, jars and test tubes.
3. **An incubation chamber** that is about the size of a VCR (1½ft × 1ft × 8in. deep).
4. **Four burners.**
5. **Instrument tray** with a variety of common tools, such as scalpels, tweezers, pins, tape, needles, calculator, etc.
6. **A refrigeration chamber** which is about half the size of the incubation chamber.
7. **An isolation chamber**. A special, airtight, sealable compartment about the size of the incubation chamber.
8. **A chemical cabinet** which holds several dozen chemicals commonly needed in the analysis of chemical structures.
9. **Centrifuge Device.**
10. **Dosimeter.**

11. **Tape recorder.**
12. **Mini-computer.**
13. **Mini-still camera,** 35mm, 32 photo capacity.
14. **Toxic analyzer** identical to the one used in the "portable bio-scan".

**Cost:** $42,000; poor availability. **Weight** of the whole unit is 58lbs (26kg).

**Portable Scan Dihilator:** The portable scan dihilator is an uniquely comprehensive sensory device with FULL scanning capabilities.

1. **Radar/Sonar: Range:** Limited to a 5 mile area. A trained operator (sensory equipment skill) can positively identify readings as specific objects or vehicles, pinpoint location, and estimate rate of travel and direction at 65% proficiency.
2. **Sensors** include dosimeter, radar detector, heat, infrared, ultraviolet, microwave, and energy sensitive instruments; all of which identify, locate source, and record.
3. **Long-range, wide band radio** with scrambler. **Range:** 40 mile radius.
4. **Detachable short- range (hand-held) communicator. Range:** 3 miles.
5. **Video camera** (mini) with both wide and narrow angle lenses. Audio-visual recorder using metal discs with digital meter; lens filters, telescopic lens (480m) and tripod included. Capable of radio telemetry when boosted by long-range radio.

**Cost** is about $50,000. Poor availability; usually limited to scientific research and the military.

## DETECTION EQUIPMENT

**Amplified Sound Detector:** A unique device designed for professional hunters to hear approaching game. It is also used by the security industry. It is a two-piece unit, consisting of headphones and sound detector, which at first glance, resembles a very large flashlight. Utilizes a built-in, 3½ inch parabolic dish for sound mirror effect. Triples the normal human range of hearing. Weighs about 2lbs (.9kg). **Cost:** $160.

**Bug Detector:** A small hand-held device that picks up radio signals from listening devices (bugs). **Cost:** $350.

**Letter Bomb Detector:** An electronic instrument that examines letters in minutes, with an audio alarm that sounds when electrically conductive material is detected. **Cost:** $700.

**Portable Explosives Detector:** Responds to vapor from explosives, such as dynamite, gelignite, T.N.T. and others. An alarm lamp lights up when an explosive is detected. **Cost:** $1900. **Range:** 3½ft.

**Radar Signal Detector (military):** This is a mini-radar receiver that can fit in one hand. Small, lightweight, easy to conceal. Recently developed for the U.S. Army. **Cost:** $3000. **Range:** 80ft (effective range), 4 miles maximum.

**Commercial Radar Detector:** Also known as the "Fuzz Buster" because of its use in detecting police radar scans. **Cost:** $120.

### EMOTION AND STRESS DETECTORS

**Psychological Stress Evaluator:** This instrument is used by law enforcement agencies, private investigators, some private corporations, clinics and law firms. It functions like a polygraph machine, but measures and records stress and anxiety without attaching sensors to the subject. It does this by specifically monitoring the voice quality of its subject. A tape recorder is also a part of the device. **Cost:** $4000.

**Polygraph Stress Machine:** Sensors are attached to the skin which monitor and record glandular changes (including sweat) in the skin. **Cost:** $2400.

**Polygraph Stress Monitor:** (superior quality) Sensors are attached to the skin and body which usually record breathing, heart beat/rate, blood pressure, and skin resistance (as described previously). All three functions are fed into a chart recorder, with three pens to mark the results. **Cost:** $4500.

## PHOTOGRAPHIC EQUIPMENT/FILM/ VIDEO AND OTHER OPTICAL EQUIPMENT

| | |
|---|---|
| 35mm Camera | $250.00 |
| Extra Lenses: | |
| 28mm, F2.8 | $80.00 |
| 135mm, F3.5 | $80.00 |
| Flash (average) | $50.00 |
| 35mm Film: Black & White, 36 exposure | $2.50 |
| Color, 36 exposure | $4.50 |
| Super 8mm, sound movie camera | $525.00 |
| Super 8mm film; approx. 15 min. running time | $8.00 |
| Slide Projector | $150.00 |
| Projection Screen | $50.00 |
| VHS Video Recorder | $500.00 |
| Beta Video Recorder | $400.00 |
| Video Camera with Tripod | $2000.00 |
| **Full Video Studio** with editing, dubbing, optical enhancements, and full film capabilities. | $180,000 (basic system) |
| Color Camera with Mike | $700.00 |
| Videotape Cassette | $10.00 |
| Telescope, zoom 15-60X power; 1000-4000mm when attached to a 35mm camera | $190.00 |
| 35mm Camera Adapter | $30.00 |

## UNDERWATER EQUIPMENT

**Mask, Snorkel and Fin Package: Cost:** $110.

**S.C.U.B.A. Package:** 80K cylinder with boot, datacom double console (PSI Depth), regulator, wet suit, pack and power. Oxygen capacity: 90 minutes. **Cost:** $820.

**Compact S.C.U.B.A:** A one unit, 2 cubic foot capacity cylinder (air tank) with regulator mounted on top and belt holder. Overall length: 17 inches × 2½ inches wide. Great for short dives or emergency air supply. Oxygen capacity is 15 minutes. **Cost:** $155.

**Mini S.C.U.B.A.:** (Not commercially available; espionage). This is a tiny air tank and regulator measuring 5 × 2½ inches. Oxygen capacity is a mere FOUR minutes. **Cost:** $300.

**Diver's Watch:** Multifunctional digital and analog (hands) display, alarm, two time zones, timer, rotating bezel, sweep second hand. **Cost:** $300.

**Dive Flasher:** A waterproof beacon or rescue marker. Waterproof up to 150ft. Measures 5 × 1½ inches; operates on one "C" battery. **Cost:** $30.

**Mini Flashlight:** Overall length is 4¾ × ¾ inches; uses 2 "AA" batteries. Features pocket clip, magnetic butt, and screw down

lens to turn it on. **Cost:** $9.

**8 inch Bowie-style Survival Blade:** With chisel tooth saw, jeweled compass, sheath and belt clip. **Cost:** $150.

**Underwater Specimen Bag:** Drawstring pouch and shoulder belt. **Cost:** $16.

**Head Mounted Light: Cost:** $30.

*Also see underwater vehicles.*

## LOCK PICKING TOOLS

**The Pick** can be almost any style or size, but is always a small, thin, steel tool which ends in a slight upward curve or special tip configuration. It is used to raise the pins of the lock so that it will open. A good range of pick thickness is .025-.035. These are available through locksmiths and locksmith suppliers, and some establishments that specialize in rare, hot and illegal items. Cost is usually high. $4 per pick, with at least a dozen needed for a proper range. NOTE: Smiths and suppliers will not usually sell these tools to anyone off the street and may investigate or report the inquiry. However, they are available through mail-order and some supply houses.

**The Tension Bar** is constructed of the same, clock spring steel as the pick and is an "L" shaped tool required (along with the pick) to open locks. It too manipulates the position of the locking pins. **Cost:** $30 each and is available from the same sources as listed for picks. Prices as contraband, may be as much as 200% higher and purchase from a locksmith or supplier may require a bribe. The size of the picks and tension bars are generally around 3½ to 4½ inches long, rarely larger.

**Basic Lock Pick Set:** Includes one tension bar, key extractor and 9 lock picking tools. **Cost:** $40.

**Superior Lock Pick Set:** Contains 32 high quality lock picks, bar, tension tools and extractors. **Cost:** $90.

**Automatic Lock Pick; Release Gun:** This item is only sold to law enforcement agencies at a cost of about $60. Throws all pins into position at one time and never damages or harms the lock mechanism. Opens all types of locks (tumbler, spool, regular or mushroom). Cost on the street (only 19% chance it is even attainable) — $120 minimum; may cost as much as 200% more depending on the seller and circumstances.

**Car Openers**: These are a variety of window prying tools. They are fairly easy to find and purchase or construct. A set will cost about $25.00.

**Old Stand-Bys:** Using sheer force including the cross bar (cost $12) or drill (cost $25) or bolt cutters (good for shearing chains, cables and padlocks; **Cost:** $80).

**Making Key Impressions:** A variety of blank key types are needed. Insert key into lock (grasping tightly with pliers) and turn from side to side. The lock's tumblers will leave marks on the blank where they were rubbing against the impressioning (carbon or boot black) agent. The lock picker now files these impressions somewhat. Reinsert, file some more, and repeat the procedure until the key is completed and works.

**Note:** The player must roll under his lock pick skill proficiency for each insertion. One failure botches the entire job and six insertions are required. This is a lengthy process taking 15 to 20 minutes. **Cost** of key blanks are high because they must be obtained in the same way as the picks. **Average Cost:** $30 per blank.

**Lock File:** Costs about $10-$15.

**Note:** Only characters with a skill in picking locks can use these tools or any of the picking tools listed.

## FIELD EQUIPMENT

**Hunting, Trapping Camping**

| | |
|---|---|
| Back Pack — Small | $120.00 |
| Back Pack — Large | $210.00 |
| Canteen: Plastic | $20.00 |
| Canteen: Aluminum | $30.00 |
| Compass | $50.00 |
| Disposable Lighter | $1.00 |
| Flashlight | $15.00 |
| Insect Repellent | $4.00 |
| Knife: Small | $10.00 |
| Knife: Large | $20.00 |
| Knife: Survival | $120.00 |
| Rope — Per 20ft | $20.00 |
| Rope Ladder — Per 10ft/3m | $40.00 |
| Light Chain — Per foot | $2.00 |
| Heavy Chain — Per foot | $6.00 |
| Tent — One Man | $110.00 |
| Tent — Two Man | $180.00 |
| Tent — Four Man | $260.00 |
| Tent — Military Command Post (25lbs, 8 × 8ft floor, 5ft ceiling; camouflage, green or khaki) | $400 |
| Tent Canvas — Per sq yard/meter | $20.00 |
| Mosquito Netting — Per sq yard/meter | $12.00 |
| Hammock | $50.00 |
| Sleeping Bag | $150.00 |
| Blanket — Light | $10.00 |
| Blanket — Heavy | $20.00 |
| Pillow | $10.00 |
| Utensil Kit (knife, fork, spoon set with sheath) | $25.00 |
| Tackle Box | $20.00 |
| Bow Hunter Accessory Bag | $40.00 |
| Fishing Rod and Reel | $50.00 |
| Fishing Net | $20.00 |
| Snare Cord — Per sq yard/meter | $5.00 |
| Beaver Trap | $60.00 |
| Rabbit Trap | $40.00 |
| Bear Trap | $180.00 |
| Wolf Trap | $160.00 |
| Fishing Line — Per 50ft | $5.00 |

**Climbing Platform:** Used by deer hunters to help climb and stand in trees. Gets them above the line of sight and reduces the chance of being scented. Portable; 100% high carbon steel.

| | |
|---|---|
| **Small** — 16 × 19in platform — 200lb capacity | $40.00 |
| **Medium** — 17 × 24in platform — 250lb capacity | 60.00 |
| **Heavy** — 20 × 26in platform — 1000lb capacity | $80.00 |
| **Grappling Hook and Line** — 250ft | $80.00 |
| **Full Rappelling Equipment**: Including spikes, mallet, hooks, pulley, straps, harness, gloves, boots, black pack, etc. | $1100.00 |

## CONTAINERS

| | |
|---|---|
| Saddlebag (horse) | $100.00 |
| Small Pocket Purse | $5.00 |
| Belt Purse (attaches to belt) | $10.00 |
| Shoulder Purse — Small | $20.00 |
| Shoulder Purse — Large | $35.00 |
| Small Sack | $6.00 |
| Large Sack | $15.00 |
| Knapsack | $25.00 |
| Back Pack | $60.00 |
| Cloth Handle Bag | $10.00 |
| Tobacco Pouch | $20.00 |
| Waterskin — 2 pints | $20.00 |
| Waterskin — ½ gallon | $30.00 |
| Waterskin — 1 gallon | $50.00 |
| Cask, Wooden — 4 gallons | $30.00 |
| Cask, Wooden — 10 gallons | $40.00 |
| Cask, Wooden — 25 gallons | $60.00 |
| Vial, Glass — 2 ounce | $4.00 |
| Jar, Glass — 1 pint | $4.00 |
| Jar — 2 pints | $2.00 |
| Jar — 4 pints | $4.00 |
| Jar — 1 gallon | $10.00 |
| Jug — ½ gallon | $20.00 |
| Jug — 1 gallon | $35.00 |
| Jug — 5 gallons | $60.00 |
| Small Wood Crate | $20.00 |
| Medium Wood Crate | $30.00 |
| Large Wood Crate | $50.00 |
| Trunk, Small Wood — 25lbs — 30 S.D.C. | $80.00 |
| Trunk, Large Wood — 50lbs — 70 S.D.C. | $200.00 |
| Small Metal Security Box — 5lb — 30 S.D.C. | $40.00 |
| Large Metal Security Box — 15lbs — 90 S.D.C. | $80.00 |
| Metal Trunk, Small — 35lbs — 100 S.D.C. | $250.00 |
| Metal Trunk, Large — 80lbs — 200 S.D.C. | $500.00 |
| Small Safe — 50lbs — 350 S.D.C. | $900.00 |
| Large Safe — 300lbs — 1000 S.D.C. | $2000.00 |

## MISCELLANEOUS EQUIPMENT

**Bullet Resistant Attache Case:** A.R.: 15, S.D.C.: 140. **Cost:** $440.00.

**Courier Briefcase:** A.R.: 11, S.D.C.: 90. **Cost:** $225.00.

**Acoustic Noise Generator:** Muffles conversations, distorts bugging systems by 30%. **Cost:** $900.00.

**Camouflage Paint Kit:** 4 spray cans plus 6 stencils allow for easy camouflaging of vehicles, bunkers, and any field equipment. One kit will cover approximately 100 square feet of surface. Available in jungle, forest or arctic. **Cost:** $35.00.

**Camouflage Tape:** The ever popular duct tape. Comes in rolls 26ft long and two inches wide. Available in jungle, forest or desert camouflage, or in olive drab. **Cost:** $6.00 per roll.

**Camouflage Compact:** A one-man kit for camouflage or night operations. Includes enough face and hand paint for 6 applications. Mirror, brush and disposable cleaning pads are also included in a neat, black case, 4 inches in diameter and ½ inch high. **Cost:** $18.00 each.

**Climbing Kit:** A complete set of equipment for rappelling, rock scaling or climbing. Includes 3,600ft reels of 4500 test rope (each reel weighs 40lbs). An adjustable harness with clamps, 6 pairs of canvas climbing gloves. 48 clamps, 48 fasteners, 48 pitons, 3 hammers, 2 grappling hooks, and one pulley. Weight with shipping crate is 190lbs. **Cost:** $1100.00.

**Ear Protector Headphones:** The answer to the Demo expert's and grenadier's dreams. The same model is used by airport workers to preserve hearing in noisy environments. **Cost:** $35.00.

**Electro-Adhesive Pad:** This is a hand-held device that will adhere strongly to any metal surface by means of passing a small current through two metal electrodes. These pads are commonly used by astronaut's and can be used in astronauts shoes, but the hand-held pads are much more flexible and generally preferred. **Cost of the Electro-Adhesive Pads (2) and generator (hip or back-pack):** $40,000. **In shoe form**: $50,000. Can hold up to 1000lbs; works *only* on metal. Not commonly available.

| | | |
|---|---|---|
| Flashlight — Small | | $5.00 |
| Flashlight — Medium | | $10.00 |
| Flashlight — Large | | $15.00 |
| Flashlight — Unbreakable (Kel-lite): | Small | $24.00 |
| | Medium | $28.00 |
| | Large | $32.00 |
| | Very Large | $35.00 |

**Rechargeable, unbreakable flashlight** that's 10 times brighter than most conventional types; quartz-halogen bulb, 12 inches (0.3m), 1.8lbs, 20,000 candle power. **Cost:** $130.00, or 35,000 candle power — **cost**: $160.00.

| | |
|---|---|
| **Portable Halogen Spotlight:** 50,000 candle power | $30.00 |
| Treated Torch | $8.00 |
| Candle Stick — Per Doz. | $8.00 |
| Oil Lantern — 6 hours/1 pint | $20.00 |
| Oil Lantern — 12 hours/2 pints | $30.00 |
| Oil Lamp — 6 hours | $30.00 |
| Padlock — Light — 25 S.D.C. | $5.00 |
| Padlock — Medium — 50 S.D.C. | $8.00 |
| Padlock — Heavy — 75 S.D.C. | $15.00 |
| Padlock — Burglar proof, 60% to be picked 80 S.D.C. | $30.00 |
| Handcuffs — Regular — 60 S.D.C. | $25.00 |
| Handcuffs — Heavy — 120 S.D.C. | $50.00 |

**Medical Bag:** This 8lb bag is a complete Medic's field kit. Included are adhesive pads, bandages, gauze pads, adhesive tape, splints, sterile gloves, scissors, forceps, thermometer, needle, razor blades, pins, medicine, ointment, and salt tablets. Bag has back pack and shoulder straps, and is available in choice of camouflage, green or khaki. **Cost:** $275.00.

**Professional Medical Kit:** A comprehensive first aid kit that contains six doses of each of the following: Antibiotics, anti-inflammatories, sedatives, painkillers. Assorted mini-instrument pack with scalpels, scissors, probes, etc.; a dozen in all. Tape, bandages, sutures, and four air filters. **Cost:** $200. Available on the open market, without the drugs, at a cost of $1500.

**Machete:** Complete with canvas sheath. 1D6 damage. **Cost:** $30.00.

**Wirecutters:** 8 inch wirecutter has nonconducting handles to avoid the nasty "shock" of electrified fences. Complete with belt sheath. **Cost:** $65.00.

**Rations:** Dry field rations; each 15lb case includes 12 meals. Crate is stocked with 12 cases, and has a total shipping weight of 200lbs. **Cost:** $470.00.

**Food Ration Packs:** A food pack contains enough concentrated, vitamin enriched, freeze-dried rations to easily last two weeks. The food supply can be stretched to last four weeks if necessary. Geared for two-man consumption. **Cost:** $2000. Limited availability.

**Padded Helmet:** A.R.: 10, Cost: $25 to $75.

**Protective Goggles or Tinted Visor:** Designed for use outdoors or for welding. Unbreakable plastic lenses. **Cost:** $20.

**Face Protector and Gas Mask:** The mask can attach to most standard helmets, providing added protection to the face and eyes. Tinted visor and detachable air filter are standard. **Cost:** $200. With gas mask modification and independent oxygen supply (2 hours): $600.

**Conventional Air Filter:** Fits over nose and mouth. **Cost:** $75.

**Conventional Gas Mask:** With a superior filtering system. **Cost:** $100.

**Gas Mask** will filter out CS, smoke and a variety of military gases. Note: Not recommended as protection against nerve gas or radiation. **Cost:** $50.00.

| | |
|---|---|
| Sunglasses — Light Adjusting | $25.00 |
| Sunglasses — Aviator | $45.00 |

**Shooting Glasses:** Change color and density in response to changes in light and weather. Also reduces glare and improves visibility. **Cost:** $72.00.

| | |
|---|---|
| Protective Goggles | $10.00 |
| Basic Phone | $50.00 |
| Telephone Answering Machine | $120.00 |
| Tape Recorder — 30-60 min. recording time; pocket size | $100.00 |
| Basic Computer | $650.00 |
| IBM Compatible (MS Dos) | $1800.00 |
| IBM Computer (top of the line) | $20,000 |
| Monitor — Black and White | $100.00 |
| Monitor — Green or Amber | $250.00 |
| Monitor — Full Color | $800.00 |
| Basic Printer | $250.00 |
| Letter Quality Printer | $650.00 |
| Laser Printer (top quality) | $2800.00 |
| Telephone Modem | $150.00 |

**Jet Pack:** Speed: 80mph maximum, **Duration of Flight:** 40 minutes maximum. Jet Pack S.D.C.: 100. **Maximum Height:** 300ft. **Cost:** $80,000.00. **Fuel Cost:** $500.00 per tank (40 minute flight capacity).

**Space Suit:** (complete) Self-contained environmental suit, insulated, heat and cold shielded, oxygen and life support system; the whole works. **Cost:** $250,000.00.

### ACIDS

**Organic Acid:** (affects only organic substances) Does 2-12 damage each melee for a total of four melees.

**Organic Acid:** (concentrated) Does 4-24 damage per melee for a total of four melees.

**Cleanser:** Does 2-12 damage to organic; 1-6 damage to all other substances.

**Metal Dissolver:** (industrial) 4-24 damage per melee for a total of four melees. Does 1-8 damage per melee for a total of four melees to organics and plastics.

All acids are not common household items and must be acquired from a chemical supplier, industry or an illegal outlet. In the first two cases, large bulk orders may be required, and in the latter case, availability is extremely low (9% chance of getting the item) and multiply the cost ten times.

**Costs:** Organic I — $75.00 per ½ gallon. Organic II — $120.00 per ½ gallon. Cleanser — $180.00 per ½ gallon. Metal Dissolver — $600.00 per ½ gallon.

**Nylon Cord:** A variety of heavy-duty, all-purpose, nylon rope or cord is available. Average tension strength is 600lbs (270kg). Average length is 300ft (90m), at a cost of about $100. Good availability.

# CLOTHING

## COMBAT/HUNTING

**Police Style Jumpsuit:** One- piece, zippers down the middle; large zippered chest pockets (2), front pockets (2), rear pockets (2), pencil/pen slot (left arm), sleeves and leg cuffs zipper for adjustability, bi-swing pleated back, and padded knees. **Cost:** $80.00

**Heavy Camouflage Coveralls:** (Jumpsuit style) Insulated lining for cold weather (above freezing level cold), wrist and ankle elastic for tight fit, 6 pockets (chest, hip, rear).

| | |
|---|---|
| Tiger Stripe Camouflage | $80.00 |
| Tree Bark Camouflage | $85.00 |
| Black or White | $75.00 |
| Green | $75.00 |

**Light Camouflage Coveralls:** (Jumpsuit style) Cotton and polyester blend.

| | |
|---|---|
| Tiger Stripe Camouflage | $50.00 |
| Tree Bark Camouflage | $60.00 |
| Black or White | $45.00 |
| Green | $45.00 |

**3-D Camouflage Suit:** A multi-shade of drab green and brown, with approximately 250, individual hanging strips to blend into the foliage. Bonus: + 10% on prowl skill when in woodland environment. **Cost:** $150.00.

**Below 30 Degree Coveralls:** Insulated for prolonged exposure in the extreme cold, with thick, turtleneck collar that covers chin, nose, and mouth. The outer fabric is an acid resistant, cotton/polyester twill; has zippers at leg bottoms for easy removal; knit, windproof cuffs; sleeve pockets (one each arm) and six large pockets. Comes with zip-off hood. Suitable for up to 20 degrees below zero Fahrenheit. **Cost:** $80.00.

**Work Overalls:** (Jumpsuit Style) **Cost:** $40.00

**Expendable Lab Coat or Coveralls:** Made from a special non-woven fabric that is acid, grease and lint resistant. Can be worn once or a dozen times, then thrown away. **Cost:** $6.00.

**Battle Dress Uniform (Fatigues):**

**Pants:** 6 pockets, adjustable waist tab, button fly, drawstring cuffs.

| | |
|---|---|
| Tiger Stripe Camouflage | $30.00 |

| | |
|---|---|
| Tree Bark Camouflage | $35.00 |
| S.W.A.T. Black | $30.00 |
| Olive Green | $30.00 |
| White or Khaki | $30.00 |
| **Shirts:** (4 Pockets) | |
| Tiger Stripe Camouflage | $30.00 |
| Tree Bark Camouflage | $30.00 |
| S.W.A.T. Black | $25.00 |
| Olive Green | $20.00 |
| White or Khaki | $20.00 |

**Military Field Jacket:** Includes adjustable collar and cuffs, epaulets, 4 large outer pockets with heavy brass zippers, hidden hood, waist cord and snap closures. **Cost:** $60.00.

**Reversible Flight Jacket — Light:** Comes in navy blue, grey, green and brown. **Cost:** $50.00.

**Extreme Cold Weather Flight Jacket:** (heavy, insulated) Comes in navy blue, grey, green, brown and white. **Cost:** $100.00.

**Battle Dress Utility:** Shirt and pants in choice of arctic, desert, jungle or autumn forest camouflage. Shirt has two breast pockets, one pen pocket, and one (left-side) interior pocket. Pants equipped with hip, butt and thigh pockets. Lightweight (desert and jungle): $65.00. Medium Weight (forest and mountain): $90.00. Arctic Weight (down lined): $365.

**Battle Jacket:** Comes equipped with breast, hip and interior pockets on both sides. A hidden pocket on the inside of the back is also useful. Available in camouflage, khaki, green or black. **Cost:** $225.

**Arctic Parka:** High quality down lining provides protection in sub-zero conditions. Same pocket arrangement as Battle Jacket. Available in green and white only. **Cost:** $450.

**Wool Sweaters:** Finest British quality knit with leather reinforcements at shoulders, elbows and neck. Available in cream, green or black. **Cost:** $150.00.

**Ponchos:** Waterproof nylon. Useful for rain protection, ground cover, emergency tent, etc. 5ft by 5ft square. Available in camouflage. **Cost:** $35.00.

**Camouflage T-Shirt. Cost:** $8.00.
**Khaki Bush Shorts. Cost:** $20.00.

## HATS & HEAD COVERINGS

**Police Style Riot Helmet:** With ventilated transparent face shield. **Cost:** $60.00.

**Combat Helmet:** Complete with liner and camouflage cover. **Cost:** $40.00.

**Safari Hat:** A wide-brimmed hat perfect for shading the eyes in tropical sunlight and classy enough for an evening out on the town. Fasteners on each side for an easy 'Aussie style' flip. Available in choices of camouflage, cream, green, or khaki. **Cost:** $125.00.

**Utility Cap:** A classic 'marine cover.' Available in choice of camouflage, green or khaki. **Cost:** $14.50.

**Beret:** The classic wool beret. Available in green, black, or jungle camouflage. **Cost:** $20.00.

**Bandanna:** In choice of colors. **Cost:** $5.00.

**Head Net:** Covers hair and face, leaving only a slit for the eyes. **Cost:** $15.00.

**Camouflage Face Veil** $15.00

**Navy Style Face Mask:** Water and wind proof vinyl with soft wool lining; mouth tab with snap closure. **Cost:** $8.00.

## CLOTHES: GENERAL PURPOSE

**Dancer's Leotards** **$40.00**

Speed Suit: (Jumpsuit Style). Trim cut, polyester/cotton fabric with one breast pocket and two front pockets. Used by race car drivers and pit crews. **Cost:** $35.00.

| | |
|---|---|
| Shop Service Coat: knee length, 4 pockets | $30.00 |
| Turtleneck Shirt | $15.00 |
| Thermal Parka, Hooded Sweat Shirt | $25.00 |
| Sweat Shirt | $16.00 |
| Flannel Shirt | $14.00 |
| T-Shirt | $6.00 |
| Dress Shirt | $40.00 |
| Work Pants | $25.00 |
| Denim Jeans | $30.00 |
| Coveralls — Work | $35.00 |
| Coveralls — Insulated | $60.00 |
| Work Apron — Denim, 3 pokcet | $12.00 |
| Machinist's Apron — 6 pocket | $18.00 |
| Lab Coat | $40.00 |
| Windbreaker Jacket | $18.00 |
| Light Lined Jacket | $30.00 |
| Winter Jacket — Waist Length | $55.00 |
| Winter Jacket — Hip Length | $80.00 |
| Reversible Hunting Parka | $70.00 |
| Insulated Survival Vest — 6 pocket | $50.00 |
| Survival Coat — Insulated — 4 big pockets and hood | $100.00 |
| Wool Cap | $80.00 |
| Winter Ski Mask | $10.00 |
| Arctic Trooper Hat with Fur Earflaps | $15.00 |
| Work Gloves | $4.00 |
| Leather Racing Gloves | $25.00 |
| Dress Winter Gloves | $20.00 |
| Heavy Winter Gloves | $15.00 |
| Wool Mittens | $14.00 |
| Leather Chopper Mitts | $20.00 |
| Lectra-Mitts — Warmest Hand Protection Possible | $30.00 |
| Tennis Shoes | $16.00 |
| Running Shoes | $30.00 |
| Work Shoes | $40.00 |
| Dress Shoes/Boots | $80+ |
| Steel Toe Shoes | $35.00 |
| Steel Toe Boots | $60.00 |
| Work Boots | $50.00 |
| Waterproof Hunter's Boots | $40.00 |
| High Quality Hunter/Woodsman, insulated boot | $140.00 |
| Waterproof Rubber Boots: Ankle High | $20.00 |
| Hip High | 50.00 |
| Rain Poncho | $30.00 |
| Raincoat | $30.00 |
| Rain Suit — Coat & Pants | $45.00 |
| Rain Hat | $8.00 |
| Hard Hat | $10.00 |
| Sport Caps | $10.00 |
| Baseball Cap | $8.00 |
| Hat — Short Brim | $40.00 |
| Hat — Large Brim | $50.00 |
| Hat — Leather, large brim | $50.00 |

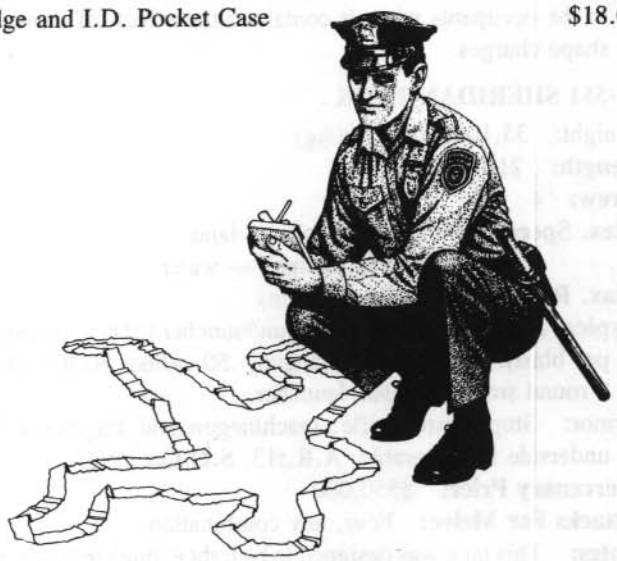
| | |
|---|---|
| Cape — Short | $60.00 |
| Cape — Long | $150.00 |
| Cape — Long and Hooded | $175.00 |
| Robe — Light | $30.00 |
| Robe — Heavy | $60.00 |
| Robe — Hooded | $80.00 |
| Bathrobe | $25.00 |

**Note:** Generally double or triple the price for fancy/dress articles and multiply the price by 10 times (or more, in some cases) for custom-made articles.

**Security Guard Uniform**

*Usually Navy Blue or Brown Color*

| | |
|---|---|
| Jacket | $35.00 |
| Shirt | $18.00 |
| Tie | $4.00 |
| Trousers | $25.00 |
| Regulation Hat | $15.00 |
| Trouser Belt | $10.00 |
| Traditional belt and holster with 28 bullet loops | $60.00 |
| Badge and I.D. Pocket Case | $18.00 |



# CONVENTIONAL VEHICLES

## TYPICAL CONSUMER AUTOMOBILES:

Compact: A.R. 5, S.D.C. 300, Speed: 110mph (176.9kmph), Range: 350 miles (563km). **Cost:** $6,500. and up.

Mid-Size: A.R. 6, S.D.C. 350, Speed: 110mph (176.9kmph), Range: 300 miles (482km). **Cost:** $9,500. and up.

Full-Size Sedan: A.R. 7, S.D.C. 450, Speed: 120mph (193kmph), Range: 250 miles (402km). **Cost:** $15,000. and up.

Luxury Sedan: A.R. 7, S.D.C. 450, Speed: 120mph (193kmph), Range: 250 miles (402km). **Cost:** $25,000. and up. American and Japanese.

Sports Car: A.R. 5, S.D.C. 350, Speed: 120mph, unmodified, but can be suped to 180mph, Range: 200 miles (321km). **Cost:** $20,000. and up.

Corvette: A.R. 5, S.D.C. 300, Speed: 120mph, unmodified, Range: 270 miles (434km). **Cost:** $15,000. and up.

Mini Van: A.R. 6, S.D.C. 350, Speed: 120mph (193kmph), Range: 350 miles (562km). **Cost:** $15,000. and up.

Full-Size Van: A.R. 7, S.D.C. 400, Speed: 120mph (193kmph), Range: 200 miles (321km). **Cost:** $9,000. and up.

Jeep (4 wheel drive): A.R. 6, S.D.C. 300, Speed: 120mph (193kmph), Range: 400 miles. **Cost:** $12,000. and up.

Small Truck (4 wheel drive): A.R. 6, S.D.C. 350, Speed: 120mph (193kmph), Range: 400 miles. **Cost:** $10,000. and up.

Small Truck: A.R. 6, S.D.C. 300, Speed: 120mph (193kmph), Range: 300 miles (482km). **Cost:** $8,000. and up.

16ft Truck (U-Haul type): A.R. 7, S.D.C. 400, Speed: 120mph (193kmph), Range: 200 miles. **Cost:** $20,000. and up.

24ft Truck (U-Haul Type): A.R. 8, S.D.C. 500, Speed: 120mph (193kmph), Range: 190 miles (305km). **Cost:** $50,000. and up.

Semi-Truck (Cab only): A.R. 10, S.D.C. 600, Speed: 120mph (193kmph), Range: 150 miles (241km). **Cost:** $90,000. and up. Add another $90,000 for the cargo bed (trailer).

## FOREIGN AND SPORTS CARS

BMW Sedan: German. A.R. 6, S.D.C. 350, Speed: 140mph (225kmph), Range: 250 miles (402km). **Cost:** $80,000. to $150,000.

BMW Sports Car: German. A.R. 5, S.D.C. 325, Speed: 180mph (290kmph), Range: 200 miles (321km). **Cost:** $90,000. and up.

Delorean: Irish. A.R. 6, S.D.C. 325, Speed: 140mph (225kmph), Range: 200 miles (321km). **Cost:** $60,000.

Jaguar: A.R. 5, S.D.C. 300, Speed: 180mph (290kmph), Range: 200 miles (321km). **Cost:** $80,000.

Lamborghini Countach: Italy, A.R. 5, S.D.C. 350, Speed: 200mph+ (321kmph), Range: 220 miles (355km). **Cost:** $150,000. and up.

Mercedes Benz Sedan: German. A.R. 6, S.D.C. 350, Speed: 140mph (225kmph), Range: 250 miles (402km). **Cost:** $90,000 to $150,000. and up.

Mercedes Benz Sports Car: German. A.R. 6, S.D.C. 300, Speed: 200mph+ (321kmph), Range: 220 miles (355km). **Cost:** $100,000. and up.

Porsche: Italy. A.R. 5, S.D.C. 300, Speed: 200mph+ (321kmph), Range: 200 miles (321km). **Cost:** $65,000. and up.

Rolls Royce Luxury Sedan: Great Britain. A.R. 6, S.D.C. 450, Speed: 120mph (193kmph), Range: 190 miles (305km). **Cost:** $100,000. and up.

Volvo Sedan: A.R. 5, S.D.C. 300, Speed: 140mph (225kmph), Range: 250 miles (402km). **Cost:** $45,000. and up.

## MOTORCYCLES

Motorcycle — Light: A.R. 5, S.D.C. 50, Speed: 90mph (144kmph), Range: 120 miles (193km). **Cost:** $500.00 and up.

Motorcycle — Medium: A.R. 5, S.D.C. 100, Speed: 110mph (176kmph), Range: 350 miles (562km). **Cost:** $1,800.-$2,500.

Motorcycle — Heavy: A.R. 5, S.D.C. 150, Speed: 120mph (193kmph), Range: 350 miles (562km). **Cost:** $5,500.-$10,000.

## AIRPLANES

Single Engine: A.R. 4, S.D.C. 400, Speed: 300mph (482kmph), Range: 680 miles (1040km).

Twin Engine: A.R. 5, S.D.C. 550, Speed: 420mph (670kmph), Range: 600 miles (964km).

Small Jet: A.R. 5, S.D.C. 850, Speed: 600mph (960kmph), Range: 1370 miles (2205km).

## UNDERWATER VEHICLES

**S.C.U.B.A. Scooter:** Capable fo pulling one to three divers. The handles are designed for pulling the divers with minimum stress on the arm muscles. Cylindrical in shape with a front mounted rotor. Length: 3ft 1in (0.94m), Width: 1ft 5in (0.32m), Height: 10 inches (0.25m), Weight: Dry — 57lbs (26kg), Submerged — 5oz (0.23kg). **Maximum Depth:** 300ft. **Range:** 3 nautical miles. **Speed:** 3 knots. Can function on the water's surface or submerged. **S.D.C.:** 50.

**S.C.U.B.A. Scooter Platform:** Essentially a larger, more stable version of the little scooter. Unlike the small scooter, a diver can lay on top of the device to ride. The basic purpose is to carry S.C.U.B.A. divers and their equipment into the sea and return them safely. It can also serve as a stable platform (percisely controlled) for underwater photography. Length: 9ft 3in (2.8m), Width from side fin tip to fin tip is 4ft (1.2m), Weight: 270lbs — Dry, 181lbs submerged. **Maximum Depth:** 1970ft (600m). **Speed:** 5 knots. **Range:** 15 nautical miles. Accommodates one pilot, but can pull up to four more divers (cargo capacity is 1000lbs/450kg). **S.D.C.:** 120.

**Sea Sled or CAV** (Construction Assistance Vehicle), is designed to function as an underwater pickup truck capable of delivering up to 2000lbs (910kg) of wet weight cargo. The cockpit holds two, and has with it an open cargo bed in the rear. Length: 27ft (8.23m), Cargo bed dimension: $11 \times 4.5 \times 1.5$ft ($3.35 \times 1.37 \times 0.46$m). **Maximum Depth:** 150ft (45.7m), **Speed:** 3 knots, **Range:** 15 miles (24km). **Life Support**: 5 compressed air bottles, 2 hour air supply. Can function on the surface or submerged. **S.D.C.:** 270.

**Waterdinger:** A small, diver assist vehicle capable of carrying two S.C.U.B.A. divers and equipment. Length: 7ft (2.1m), **Cargo Capacity:** 750lbs — Dry (340kg), **Maximum Depth:** 300ft (91m), **Speed:** 2 knots, **Range:** 4 nautical miles. **S.D.C.:** 150.

**Two Diver Submersible Transport Vehicle:** There are a variety of two-man, research submersibles with similar capabilities. Length: 12 to 16ft (3.6m to 4.9m). **Maximum Depth:** 2000ft (610m). **Speed and Range:** at 1.5 knots the range is 100 miles (160m), at 6 knots the range is about 45 miles (72km) and at 9 knots the range is 10 miles (16km). **Life Support Endurance:** 18 hours plus 6 hours emergency. **S.D.C.:** 550.

# MILITARY VEHICLES

### M-113 PERSONNEL CARRIER

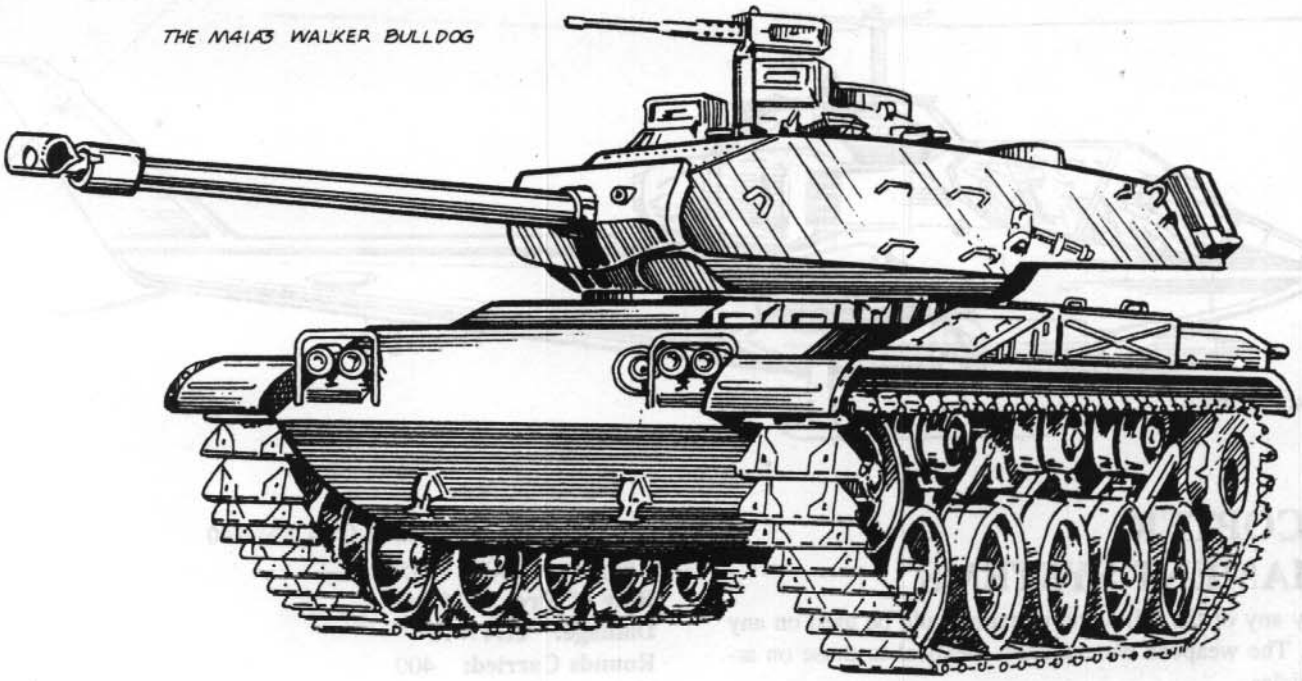
**Weight:** 24,238lbs (10,900kg)
**Length:** 191.5 inches.
**Crew:** 1
**Max. Speed:** 42mph (67kmph)
**Max. Range:** 300 miles (482km)
**Armor:** Stops pistol, rifle, machinegun and fragments. The underside is vulnerable to mines and the side walls can be easily penetrated by antitank rockets. **A.R.:** 14, **S.D.C.:** 600.
**Mercenary Price:** $75,000
**Weapons:** .50 caliber machinegun, doing 7D6 damage per round.
**Attacks Per Melee:** Three
**Notes:** Designed to carry 11 troops (one of whom would act as gunner). Often the soldiers would ride on top because of the high temperature inside. Although the armor was useful against small arms and frag, it would sometimes be deadly to the occupants when it contained the effect, of mines and shape charges.

### M-551 SHERIDAN TANK

Weight: 35,100lbs (15,830kg)
**Length:** 21ft (6.2m)
**Crew:** 4
**Max. Speed:** 45mph (70kmph) — land
3.5mph (5.8kmph) — water
**Max. Range:** 470 miles (600km)
**Typical Armament:** 152mm gun/launcher ($2D6 \times 10$ damage per blast). 7.62mm machinegun, .50 caliber HMG, and an 8 round smoke grenade launcher.
Armor: Stops pistol, rifle, machinegun and fragments. The underside is vulnerable. **A.R.:**13, **S.D.C.:** 600.
**Mercenary Price:** $550,000
**Attacks Per Melee:** Four, any combination.
**Notes:** This tank was designed to be light enough to be air-portable. Because of the light armor, it wasn't particularly successful. Still in service in the U.S. and some U.S. military installations in Europe.

### M-41A3 WALKER BULLDOG (tank)

Weight: 52,200lbs (23,495kg)
**Length:** 27ft (8.2m)
**Crew:** 4
**Max. Speed:** 46mph (72kmph)
**Max. Range:** 100 miles (160km)
**Typical Armament:** 76mm gun (with 65 rounds) doing $1D8 \times 10$ damage per blast, and 2 .50 caliber machineguns doing 7D6 damage.
**Armor:** Stops pistol, rifle, machinegun and fragments. 40% chance of destruction from antitank rockets. **A.R.:** 14, **S.D.C.:** 800 — main body, 75 per each tread, 100 for the cannon.
**Mercenary Price:** $350,000
**Attacks Per Melee:** Three, any combination
**Notes:** Obsolete in the U.S. forces, but still used in many foreign countries including: Argentina, Brazil, Chile, Greece, Italy, Japan, Lebanon, New Zealand, Pakistan, South Africa, Taiwan, Thailand and Vietnam.




**M-48A3 PATTON II (tank)**

**Weight:** 104,820lbs (47,173kg)
**Length:** 28ft (8.6m)
**Crew:** 4
**Max. Speed:** 30mph (48.2kmph)
**Max. Range:** 287 miles (463km)
**Typical Armament:** 90mm gun, primary piece (2D4 × 10 damage per blast). .30 caliber Machinegun, 5D6 damage, and .50 caliber heavy machinegun, 7D6 damage.
Armor: Stops pistol, rifle, machinegun and fragments. Highly resistant to mines and antitank rockets. Survives 65% of encounters. **A.R.:**18, **S.D.C.:** Main body — 1000, main gun — 200, treads — 75 each.
**Mercenary Price:** $500,000
**Attacks Per Melee:** Four total, any combination.
**Notes:** The main battle tank in the Vietnam war, it was reliable even under rough terrain conditions and despite climate related problems. Outmatched the Soviets in every conflict. Still used by the U.S., Bolivia, Chile, Iran, Israel, Pakistan, South Korea, Taiwan, Thailand, Turkey, West Germany and Vietnam (over 340 were abandoned there by U.S. forces).

**AN AVERAGE HIGH-TECH TANK (Prototype)**

**Weight:** 43 tons
**Length:** 21ft (6.2m)
**Speed:** 55mph on land, 5mph in water
**Crew:** 2, plus up to 3 passengers.
**Max. Range:** 580 miles (932km)
**A.R.:** 15
**S.D.C. by Location:**
Treads — 75 each side
Main Cannon — 80
Laser Gun — 50
Turret — 110
Main Body — 600

**Weapon Systems**

1. **High Speed Laser** mounted on top of the turret in place of the traditional machinegun.

Damage: 1D4 × 10 per blast
Range: 4000ft (1200m)
Max. Rate of Fire: 4 per melee

2. **An Air Cooled 90mm Cannon.**

Damage: 2D4 × 10 per blast
Range: 6000ft (1600m)
Max. Rate of Fire: 3 per melee
Note: Both the cannon and laser can be fired 4 times per melee (8).
Total Attacks Per Melee: Five, any combination.
Bonuses: Full sensory capabilities: heat, infrared, nightvision, etc. **Range:** 1600ft. +2 to strike.

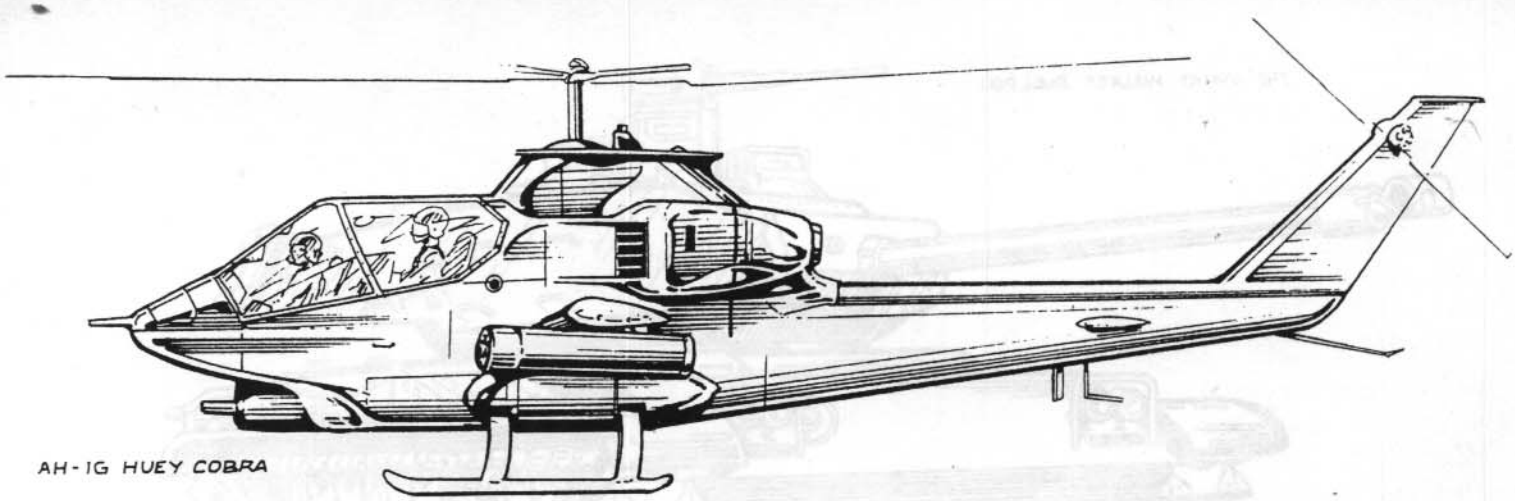
## HIGH-TECH ARMORED LAND ROVER

The Land Rover is a lightly armored reconnaissance vehicle suitable for rough terrain. It is a sturdy, open-air vehicle.

**Crew:** One pilot and up to five passengers (3 comfortably).
**A.R.:** 10
**S.D.C by Location:**
*Main Body — 600
Wheels (6) — 50 each
Headlights — 10
*If all S.D.C. of the main body is depleted, the vehicle is destroyed.
**Speed:** 120mph (193kmph)
**Range:** 500 miles (804.50km)
**Length:** 24ft (7.3m)
**Weight:** 3.8 tons
**Bonuses:** None

**Special Equipment**

Radio: Range: 50 miles (96.5km)
High Intensity Headlights: 50ft beam (15.2m).
Loudspeaker: Amplifies voice by 90 decibels.
Mini-Radar: Range: 4 miles (6.4km), but only 75% accurate and easily obscured by hills, mountains and forest. **Weapon Systems:** None



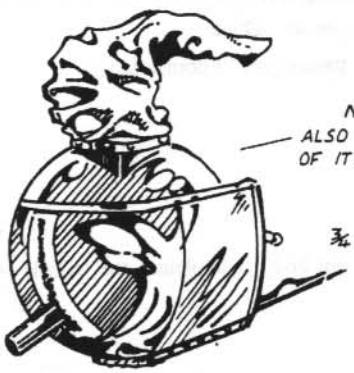
AH-1G HUEY COBRA

# HELICOPTER ARMAMENT SYSTEMS

Virtually any of the following systems could be used on any helicopter. The weapons were usually identical to those on armored vehicles.

The armaments on a helicopter are designed for suppressing troop fire. They are long-range, terribly deadly and meant mainly for area affect and large-scale combat. They were never meant to be precision weapons. If you want accuracy and control use a bolt action rifle (or even semi-automatic), not a machinegun or mini-gun. All of these weapons are large, heavy weapon systems to be mounted on helicopters or large armored vehicles. They can NOT be carried. There is no bonus to strike unless the character has the *Weapons System Skill* (pilot related). W.P.s do not apply. *Use machinegun combat rules.*

**The availability of these weapons** is exclusive to the world's military and should *not* be made easily available, even to wealthy villains. The use of these weapons is strictly prohibited by the government. Their use would be impossible to conceal and constitute deadly force on a major scale. Being caught with one or more of these weapon systems will get a person a long prison term (10-30 years).



M5 40mm GRENADE LAUNCHER
ALSO CALLED "THUMPER" AS A RESULT OF IT'S DISTINCTIVE SOUND.

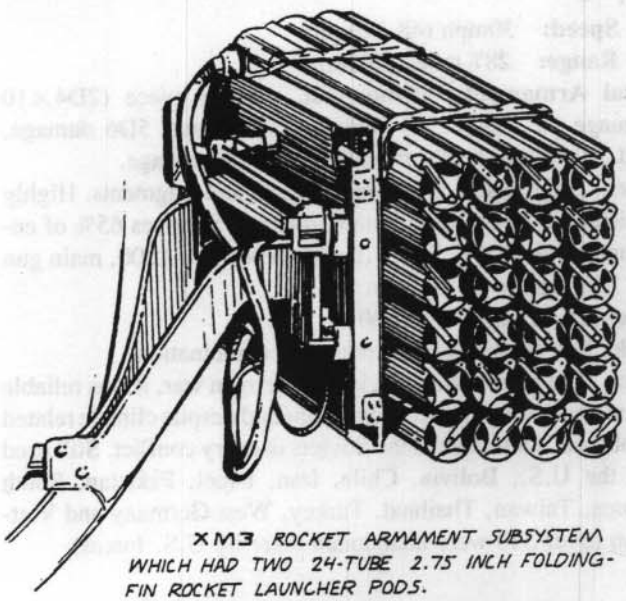
¾ VIEW

**M-5 40mm M-75 Grenade Launcher**

**Armament:** An automatic 40mm grenade launcher.
**Range:** 5400ft (1650m)
**Rate of Fire:** One at a time or volleys of 2, 4 or 6.
**Damage:** 3D4 × 10
**Effective Radius:** 20ft (*See Grenade Damage*).
**Rounds Carried:** 300
**Attacks Per Melee:** Four

**XM-30 30mm Automatic Gun XM-140**

**Range:** 11,000ft (3355m)
**Rate of Fire:** 315 rpm
**Damage:** 2D4 × 10
**Rounds Carried:** 400
**Notes:** This system employs ammunition with a dual- purpose shaped charge, enabling it to engage both "hard" targets, such as armored vehicles and concrete bunkers, and "soft" targets, such as open trenches, trucks and wooden buildings, with equal effectiveness.
**Attacks Per Melee:** Four



XM3 ROCKET ARMAMENT SUBSYSTEM WHICH HAD TWO 24-TUBE 2.75 INCH FOLDING-FIN ROCKET LAUNCHER PODS.

THE UH-1B AND UH-1C HELICOPTERS COULD BOTH USE THIS DIRECT FIRE AREA WEAPON.

**XM-3 2.75″ Rockets Launcher**

Armament: 48 tubes of 2.75″ rockets.
**Range:** 11,250ft (3431m)
**Rate of Fire:** 48 rounds in 12 seconds, volleys of 2, 4 or 8.
**Damage:** 1D6 × 10
**Effect Area:** 40ft
**Payload:** 48 Rockets
**Attacks Per Melee:** Six
**Notes:** A large box mounted on the side of the helicopter. A varying amount of rockets can be fired simultaneously. It is also possible to fire all 48 at once.

## MILITARY TRANSPORT VEHICLES

**.25 Ton Truck Utility "Jeep"**
**Weight:** 3,600lbs (1620kg)
**Length:** 133 inches
**Max. Speed:** 65mph (1000kmph)
**Cruising Range:** 300 miles (482km)
**A.R.:** 6, **S.D.C.:** 400
**Notes:** The classic and reliable jeep served as a great way to move small cargo and personnel in safe areas.

**2.5 Ton M-35 Truck Cargo**
**Weight:** 13,425lbs (6030kg)
**Length:** 264.5 inches
**Max. Speed:** 56mph (891kmph)
**Cruising Range:** 350 miles (562km)
**A.R.:** 7, **S.D.C.:** 500
**Notes:** Although rated for 2.5 tons (5,000lbs), up to twice as much can be loaded onto this truck.

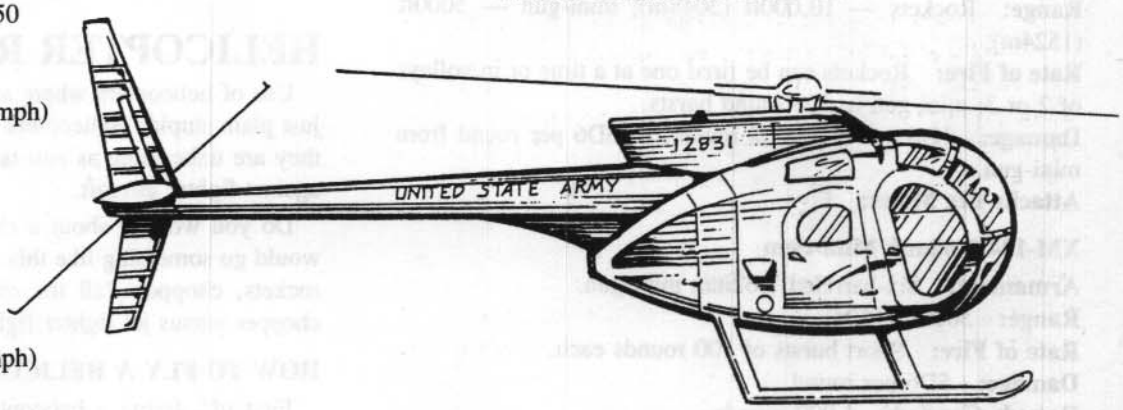
**5 Ton M-816 Wrecker**
**Weight:** 36,100lbs (16,245kg)
**Length:** 356 inches
**Crew:** 2
**Max. Speed:** 52mph (830kmph)
**Cruising Range:** 350 miles (562km)
**A.R.:** 8, **S.D.C.:** 650

**M-88 Truck, Recovery Vehicle**
**Weight:** 110,000lbs (49,500kg)
**Length:** 325.5 inches
**Crew:** 4
**Max. Speed:** 31mph (49kmph)
**Cruising Range:** 222 miles (356km)
**A.R.:** 8, **S.D.C.:** 800

# HELICOPTERS

### A TYPICAL LIGHT OBSERVATION HELICOPTER

**Length:** 30ft (9m) **S.D.C.:** 250
**Basic Weight:** 1,160lbs (519kg)
**Payload:** 930lbs (415kg)
**Cruising Speed:** 150mph (240kmph)
**Range:** 380 miles (610km)
**Mercenary Cost:** $450,000

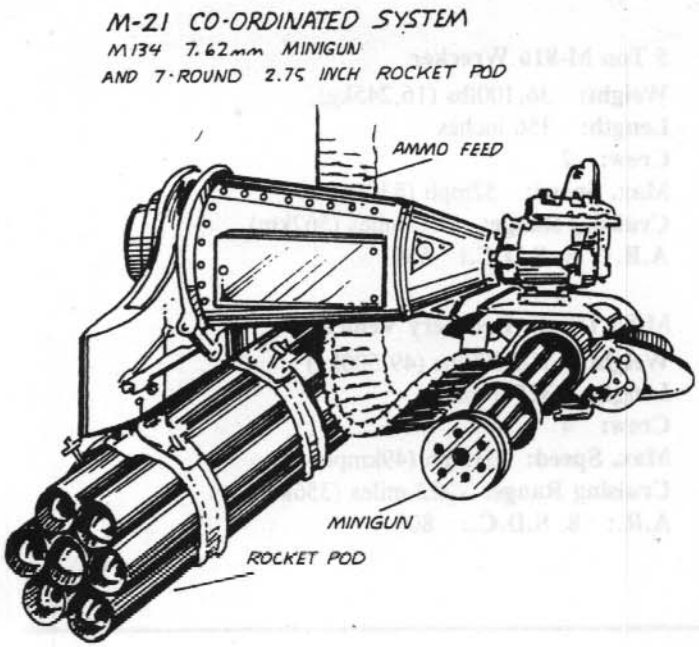



**OH-23 RAVEN**
**Length:** 41ft (12.5m)
**Basic Weight:** 1,821lbs (810kg)
**Payload:** 851lbs (383kg)
**Cruising Speed:** 90mph (144kmph)
**Range:** 439 miles (707km)
**Mercenary Cost:** $90,000
**Notes:** Used as a light observation helicopter. The same helicopter seen in older television shows (The Prisoner, for example). A cheap, easy to find, and expendable vehicle. Different versions are in use in Canada, Columbia, Thailand, and the United Kingdom.

**UH-1H HUEY**
**Length:** 57ft (17m) **S.D.C.:** 325
**Basic Weight:** 4,900lbs (2205kg)
**Payload:** 3,116lbs (1395kg)
**Cruising Speed:** 127mph (203kmph)
**Range:** 314 miles (406km)
**Mercenary Cost:** $344,000
**Notes:** Featuring a more powerful engine than earlier models, it was otherwise the same as the UH-1D. By April 1969, some 2,202 UH choppers were serving in Vietnam. The chopper pilots greatly preferred the UH-1H because of its extra (unofficial) power.

This helicopter is used in Argentina, Australia, Bolivia, Canada, Cambodia, Chile, El Salvador, Ethiopia, Greece, Japan, New Zealand, Spain, Taiwan, Thailand, and Venezuela.

**AH-1G HUEY COBRA**
**Length:** 53ft (16m) **S.D.C.:** 400
**Basic Weight:** 8,404lbs (3780kg)
**Payload:** 2,500lbs (1125kg)
**Cruising Speed:** 138mph (225kmph)
**Range:** 359 miles (578km)
**Mercenary Cost:** $1,500,000
**Notes:** By July 1969, there were 441 Cobras active in Vietnam. A typical 'Snake' was armed with 40mm grenade launcher, XM-3 48-tube 2.75" rocket pod system, and two M-60 machine-guns. Updated versions of the Cobra are available to small nations and mercenaries for $1,700,000 each. These generally have Noroc armor for the crew seats and sides, 2 M-18 Mini-Gun pods, 2 M-157 Rocket Pods, special turret-mounted M-29 40mm grenade launcher and a Vulcan six-barreled 20mm cannon.




**M-21 Coordinated System**

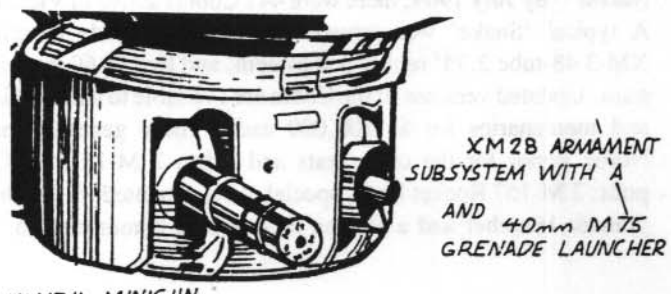
**Armament:** Combination of XM-134 six-barreled 7.62mm and a seven-tube XM-158 2.75" rocket launcher.
**Range:** Rockets — 10,000ft (3048m); mini-gun — 5000ft (1524m).
**Rate of Fire:** Rockets can be fired one at a time or in volleys of 2 or 3; mini-gun in 100 round bursts.
**Damage:** 1D6×10 per each rocket, or 6D6 per round from mini-gun.
**Attacks Per Melee:** Five

**XM-134 7.62mm Mini-Gun**

**Armament:** Six-barreled 7.62mm mini-gun.
**Range:** 5000ft (1524)
**Rate of Fire:** Short bursts of 100 rounds each.
**Damage:** 5D6 per round
**Rounds Carried:** 4,000 rounds
**Attacks Per Melee:** Four
**Notes:** Usually mounted on the sides. An alternative is using the mini-gun as a door gunner's weapon. *Use machinegun combat rules.*

**XM-18 7.62mm XM-134 Machinegun**

**Armament:** Six-barreled 7.62mm mini-gun (machinegun).
**Range:** 2500ft (800m)
**Rate of Fire:** Short bursts of 100 rounds each.
**Damage:** 5D6 per round
**Attacks Per Melee:** Five
**Notes:** An extremely high rate of fire was accomplished by using six barrels in rotation. *Use machinegun combat rules.*




**XM-32 .50 Cal. M2**

**Range:** 2500ft (800m)
**Rate of Fire:** 500-650 rounds per minute.
**Damage:** 7D6 per round
**Attacks Per Melee:** Four
**Notes:** Used as door gunner weapon or mounted on the outside.

**M-23 7.62mm M-60D**

**Armament:** 7.62mm machinegun.
**Range:** 3000ft (1000m)
**Rate of Fire:** Short bursts of 50 rounds each.
**Damage:** 5D6 per round
**Rounds Carried:** 600 per gun.
**Attacks Per Melee:** Five

**M-2 Dual Machinegun System**

**Armament:** Twin 7.62mm machineguns.
**Range:** 3750ft (1143m)
**Rate of Fire:** Short bursts of 100 rounds each.
**Damage:** 5D6 per round
**Attacks Per Melee:** Five
**Notes:** When in use, the M60 machineguns will automatically disengage when their target track leads the boresight too close to the aircraft itself. 6,000 rounds of 7.62mm ammo supplied.

# HELICOPTER RULES (Optional)

Use of helicopters where air superiority is not established is just plain stupid. Helicopters are terrific against ground troops; they are unbeatable as anti-tank weapons. They are dead meat against fighter aircraft.

Do you wonder about a chopper versus jet fighter fight? It would go something like this: Choppers come in range, jets fire rockets, choppers (all the choppers) crash and burn. End of chopper versus jet fighter fight.

## HOW TO FLY A HELICOPTER

First off, flying a helicopter takes two hands, two feet, as many fingers as you can spare, and an extra hand if you've got one. The foot pedals are the direction controls for right and left. Because a helicopter is constantly pulling to the right, you've got to be pushing these pedals constantly. With your right hand you control the Cyclic Control (or joy) Stick, which also has buttons for microphone, hoist, force trim, armament fire and cargo release. With your left hand you control the Collective Pitch Control Lever, which also has buttons for lights, engine idle, collective pitch control friction, power control throttle, power control friction adjuster, governor RPM increase/decrease, and the starter ignition. People with third arms can try using the other chopper controls.

Why all the complicated controls? Think about what a chopper is. It's an engine with a large propeller attached to one end and *nothing* on the other end. Just naturally the whole thing wants to start turning. Then other forces, like torque, aerodynamic lift, and wind, buffet the craft in a dozen different ways.

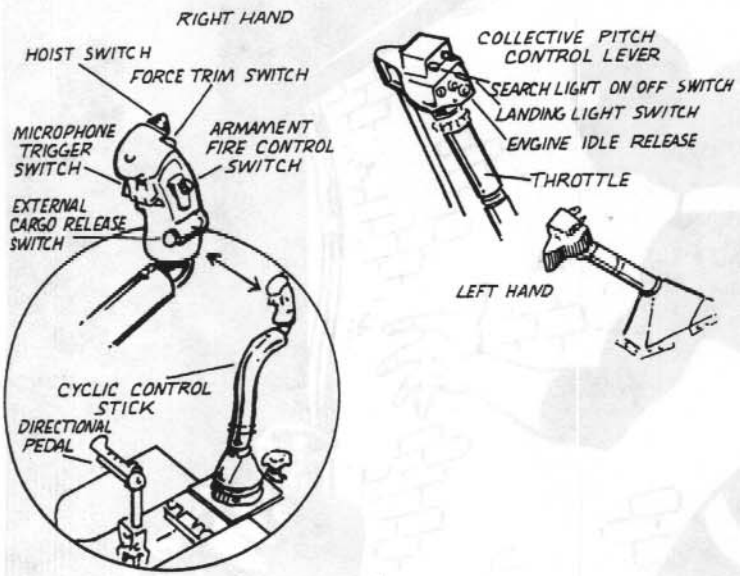
## ROUTINE HELICOPTER SKILLS

**Evaluating Landing Sites:** You have to know within an inch whether the clearing is big enough for your chopper blades. That means you can tell/measure, by eyeball alone, the exact size of a landing zone. Most Hueys have rotors that measure

48ft from tip to tip; that means the Landing Zone has to be at least 48ft in diameter.

**Huey Shuffle:** This is a tail wagging movement designed to distract enemy gunners. +2 to dodge.

**Stationary Hover:** It takes a few months of practice, but helicopter pilots can keep their choppers pretty much motionless. Not moving up/down, right/left, or forward/backward, is actually much harder than it looks. At full load, the chopper starts losing rpm and will eventually sink.




## HELICOPTER STUNTS

**Formation Flying:** Flying in formation with other helicopters with one helicopter distance between each is a standard skill. Flying in formation with tips touching or overlapping takes a little more; roll under piloting skill. Night formation flying means you want to be close enough to see the instrument lights in the other guy's cockpit.

**Overload Take-Off:** It takes a lot of experience, a bit of skill, and even some luck to take-off with greater-than-maximum load. Basically, you've got to make some really tight circles and eventually speed your way up. From full to 50% overloaded. Roll under piloting skill, −10%.

**Emergency Landing:** It's called *autorotation* and it means setting up the chopper so that the blades keep moving while the chopper sinks. It won't work if you do not have any forward motion (another good reason why you don't just sit and hover). If you fail, the chopper becomes an inert, falling object. Roll under piloting skill to pull-out.

**Making Your Own Landing Zone:** Sometimes there's just not a big enough hole in the forest of jungle canopy. Your rotor blades are 21 inches wide, weighted at the ends and moving at several hundred rpm. In other words, they make great lawn clippers, so long as you don't hit anything too big; then the blades come off. Dying at that point is a matter of getting your head sliced off by the loose rotors or crashing and burning in a dead chopper. The G.M. rolls 1D100; on a 15 or less a large branch is a bit too large.

**Passing Between Obstacles:** Remember the 48ft diameter/width of the chopper blades? Well, sometimes you can pass through a gap as small as 25ft. Let's say you're heading toward a pair of telephone poles 30ft apart. Just lean the chopper to the side and angle between them. Roll under piloting skill, −20%.

## HITTING WITH CHOPPER WEAPONS

A helicopter gunship makes a great weapon platform. If you just hover and fire you can hit anything, with no penalties, no modifiers.

The problem is that if you just hover, you become the world's best aerial target. With next to no armor, this is not smart.

Firing from flying helicopters is also different for door gunners than for pilots. The pilot has to watch where he's going. The door gunner is concentrating on the ground targets.

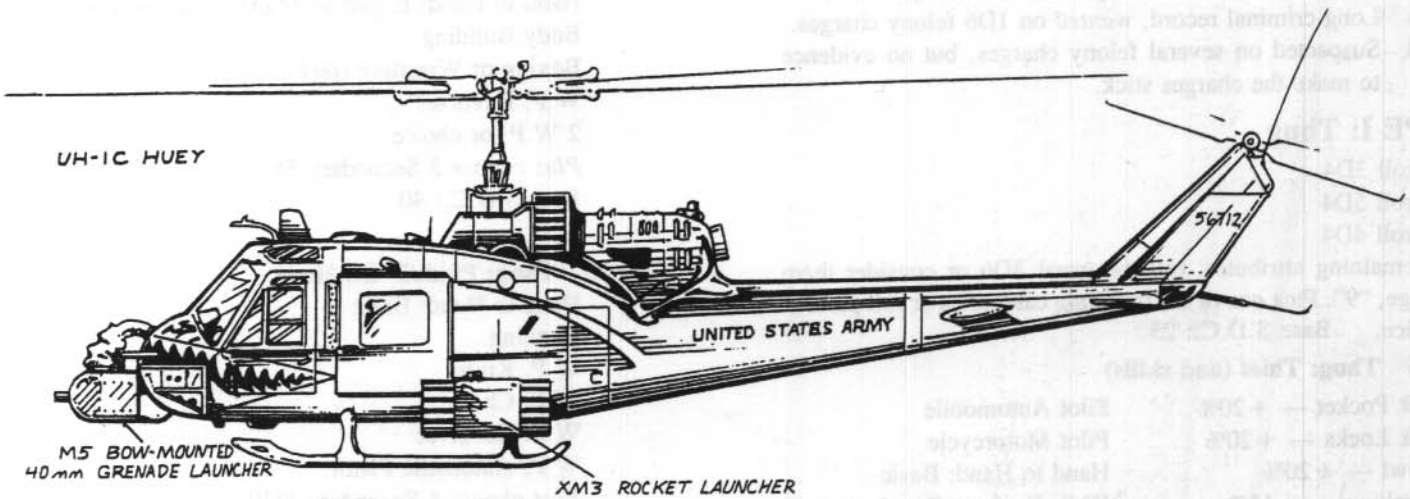
**Pilot Fire Modifiers:**

−1 for each 20mph of speed ('cause he's going fast).
−1 for each 100ft of altitude ('cause he's far away).

Door Gunner Fire Modifiers:

−1 for each 30mph of speed.
−1 for each 300ft of altitude.

**Note:** *Use machinegun combat rules.*



# THE QUICK ROLL VILLAIN

### Gender

1-65 Male
66-00 Female

### Level of Experience

1-25 First
26-55 Second
56-80 Third
81-00 Fourth

### Age

1-15 18
16-30 20
31-45 24
46-65 28
66-85 30
86-00 40

### Alignment

1-20 Aberrant
21-50 Miscreant
51-82 Anarchist
83-00 Diabolic

### Criminal Record

1-30 None.
31-40 A few misdemeanors.
41-49 A few misdemeanors. 2D8 felonies. Time served.
50-69 Criminal record a mile long, but not currently wanted.
70-84 Long criminal record, *wanted* on 1D6 felony charges.
85-00 Suspected on several felony charges, but no evidence to make the charges stick.

### TYPE I: Thug

I.Q. roll 3D4
P.S. roll 5D4
P.P. roll 4D4

All remaining attributes; roll the usual 3D6 or consider them average, "9". Pick one of the four *thug* categories or roll percentile dice. Base S.D.C.: 25

**1-25 Thug: Thief (and skills)**

Pick Pocket — +20%
Pick Locks — +20%
Prowl — +20%
Climbing — +15%
Basic Electronics — +10%
Pilot Automobile
Pilot Motorcycle
Hand to Hand: Basic
W.P. Knife or Revolver
*Plus choose* 2 Secondary Skills

**25-50 Thug: Muscle/Bodyguard**

Hand to Hand: Expert or Martial Arts (*pick one*)
Body Building
Boxing or Wrestling (*pick one*)
W.P. Revolver
2 W.P. or choice
*Plus choose* 3 Secondary Skills
Base S.D.C.: 40

**51-75 Thug: Punk/2- Bit Hood**

Hand to Hand: Basic
Running
W.P. Knife
W.P. Chain
W.P. Revolver
W.P. Automatic Pistol
*Plus choose* 4 Secondary Skills
Base S.D.C.: 10

**76-00 Thug: Con Man**
Pick Pocket — +10%
Forgery — +15%
Disguise — +5%
Palming — +15%
Concealment — +10%
Basic Electronics
Computer Operation
Hand to Hand: Basic
W.P. of choice (1)
*Plus choose* 4 Secondary Skills
Base S.D.C.: 10

## TYPE II: Criminal Elite

I.Q. roll 5D4
P.S. roll 4D4
P.P. roll 4D4
All the remaining attributes: roll the usual 3D6 or consider them average, "9".
Pick one of the four *Elite* categories or roll percentile dice.

**1-25 Elite: Boss**
Hand to Hand: Expert or Martial Arts (*pick one*)
Choose 2 Espionage
Choose 3 Physical
Choose 3 W.P.
Choose 6 Secondary Skills
Base S.D.C.: 30

**26-50 Elite: Military Mercenary**
Hand to Hand: Expert or Martial Arts (*pick one*)
Demolitions — +10%
Choose 3 Espionage
Choose 3 Physical
Choose 4 W.P.
Choose 3 Secondary Skills
Base S.D.C.: 40

**51-75 Elite: Hit Man**
Hand to Hand: Assassin
Detect Ambush — +10%
Prowl — +10%
Demolitions — +10%
Demolitions Disposal — +5%
Sniper
W.P. Rifle
W.P. Automatic Pistol
Choose 3 additional W.P.
Choose 1 Physical Skill
Choose 3 Secondary Skills
Base S.D.C.: 30

**76-00 Elite: Surveillance Specialist**
Surveillance Systems — +20%
Cryptography — +5%
Optics — +10%
T.V./Video — +10%
Photography — +15%
Radio: Basic — +20%
Radio: Scrambler — +5%
Basic Electronics — +10%
Pick Locks
Choose 2 W.P.
Choose 2 Physical
Choose 2 Secondary Skills
Base S.D.C.: 20

## SUPER VILLAIN

*Roll* up gender, level of experience, age and alignment just as you would any lesser villain. Then select one of the Type I or Type II Villain types (or roll for random selection). This will provide the normal skills and training.

*To determine super abilities* simply roll on the random tables. Whalla! Instant super bad guy.

## WEAPONS AND EQUIPMENT

The *typical* criminal is usually equipped with conventional weapons such as pistols, rifles, sub-machine guns, knives, black jacks, clubs and so on. Surveillance and listening equipment are fairly easy to get if you know who to talk to and have the money. Automobiles are also of standard, commercial make and cost.

*More exotic items*, such as heavy weapons (bazookas, grenades, etc.); energy weapons, bionics, robotics and high-tech creations, are restricted to criminal organizations. Only criminal organizations can afford to manufacture or hijack "super technology".

## CRIMINAL ORGANIZATIONS

**1-17 Drug Smugglers:** An organization devoted to importing, processing and selling drugs. May have several drug processing factories and warehouses. Roll to determine size of organization.
1-40 Local: 2D4 × 10 million dollars
41-80 National: 1D4 billion dollars
81-00 International: 2D4 × 10 billion dollars

**18-34 Criminal Fence:** A big time operation with international ties. Specializes in the acquisition and liquidation of "hot" goods. No petty stuff like stereos or automobiles. Deals in precious gems, gold, art treasures, high technology (components and plans), and occasionally heavy weapons and military vehicles.

The international criminal fence rarely gets involved in drugs or more pedestrian criminal activity. To call this a smuggling operation seems to diminish the magnitude of the organization's abilities. It services millionaires, corporations, other criminal organizations, and third world governments. Size: 4D6 × 10 Billion Dollars; international.

**35-55 Criminal:** Conducts all manner of illegal activity, such as illegal drug smuggling and sales, protection racket, gambling, prostitution, auto theft (chop shops are big money), gun running, and any criminal activity that will turn a buck. Roll to determine the size of the organization.
1-33 Local: 2D4 × 100 million dollars
34-44 National: 1D4 × 10 billion dollars
45-55 International: 3D4 × 10 billion dollars

**56-70 Criminal Mercenary Organization:** Employs assassins and ex-military personnel. Conducts smuggling of all kind; arms, drugs, precious gems, people, etc. Also offers demolitions, assassination, investigation/surveillance, and covert operations. Roll to determine size.
1-29 Local: 3D4 million dollars
30-70 National: 3D4 × 10 million dollars
71-00 International: 3D4 × 100 million dollars

**71-84 Secret Organization:** A power crazed organization bent on world domination. They own and operate numerous legitimate and criminal businesses. The militant aspect is represented as a secret, subversive organization funded by its

commercial and criminal activity. It is the secret, militant arm of the organization that conducts subversive, terrorist and paramilitary actions against humanity. It is well funded, utilizes high technology, bionics, robotics and super villains, as well as conventional soldiers and equipment. Roll to determine size.

1-40 Local: 1D4 × 100 million dollars
41-84 National: 1D4 × 10 billion dollars
85-00 International: 4D4 × 10 billion dollars

**85-00 Criminal Scientific:** A science and research organization that develops and supplies high-tech weapons, vehicles and gimmicks to other criminal organizations, millionaires, corrupt corporations, super villains and governments. May experiment in creating superhumans, bionics and robotics. Roll to determine the size of the organization.

1-40 Local: 3D6 × 10 million dollars
41-84 National: 1D6 × 10 billion dollars
85-00 International: 3D6 × 10 billion dollars

**The Typical Average Man**
One Attack Per Melee
**Hit Point:** 12, **S.D.C.:** 12
Attributes vary widely from person to person. Roll 3D6 for each; 16, 17, or 18 gets the bonus roll and abilities. The most typical man probably has a P.S. of 13 or 14 and a high school or one year of college level of education. A hand to hand combat skill will increase the number of attacks per melee to two at first level and higher as designated by the hand to hand skill.

# A FEW WORDS ABOUT VIGILANTES AND THE LAW

I think it is important to point out that being a vigilante is against the law and vigilantes usually bend and often break the law. What!!! A hero breaking the law? Ridiculous, you say. Wrong! Stop and think a minute. Think about what would happen if *you* did many of the things a vigilante crimefighter might do. This is something most games and players ignore. Just because you're a super being it doesn't mean one can ignore the law. Likewise, good intentions don't make it okay.

Examples of unintentional criminal acts perpetrated by heroes (especially in role-playing) include assault (but we had to make him talk), assault and battery (he's evil trash, he deserved it), harassment (just scared him a little), breaking and entry (need to look around), illegal search and seizure (but we had to get it before they hid it again), assaulting an officer (but he was going to take me in for questioning, my secret identity was in jeopardy) and several other similar crimes. Of course, then there's the destruction of private and public property ("Heh, look I was saving their lives." But did they ask for help?).

Of course, the problem is that, to a vigilante, many of these tactics are necessary and often appropriate, especially to the logic of an independent crimebuster. Breaking the law doesn't necessarily make the character bad or evil, or even careless, but it does make him a criminal in the eyes of the law. The players must realize that the police can not condone these activities and legally that makes them criminals. Players whose characters work beyond the law must realize that they are fighting the same war, but using guerilla tactics. Generally, unless there are other witnesses, a hero *can not* turn a batch of crooks over to the cops. I mean, here is some guy in a mask and costume who says that these three other guys, all beaten up, just attempted to rob a jewelry store, but there are no other witnesses and the guy in the mask won't give his real name, address and other info so he can't *press charges*. What happens? The three crooks get off because there is no proof a crime was committed. Even if the store shows physical signs of forced entry, it could have been caused by vandals or someone else or even the masked guy.

Make the crooks confess. Well, its a good thought, but a forced confession can't be admitted as evidence if it is proven that the confession was forced. Remember, these are villains, dishonorable people, we are dealing with. They will lie and come up with false witnesses and alibis. Then we're back to their word against some strange guy in a mask and long underwear. Documents illegally obtained are also inadmissible in court; although there are ways around that too; like mailing it or delivering it as an *anonymous* tip.

The point is heroes working outside the law must realize that they are to be considered criminals in the eyes of the law. Thus, they must rely on their own resources and wits. Since their crimefighting activities may not be legal, they can not expect justice through the court system. NO this does not mean wholesale destruction and murder!!! What it does mean is that the hero must hope that his constant foiling of criminal activity will act as a deterrent to crime. The hero may confront the local pusher and confiscate his supplies and money and destroy it. He may, uhmm, *accidentally* total the criminal's car or chase away his clients. In short, make his life so miserable that he must move on.

A clever hero working outside the law will always try to secretly assist the local law enforcement agency. He will wait until a crime is in progress, interfere or prevent it, or slow things up so that the police will arrive in time to finish the job (Now, how did that sniper knock himself out?). They can quickly become the helpful guardian angel of the police and justice, though unorthodox.

### FROM THE POLICE'S POINT OF VIEW

The police have no recourse but to view vigilantes with distrust, disdain, and as criminals. After all, they do break the law, possess extraordinary powers, and have secret identities. There is no way to run a check on them, nor of even knowing if it's the same person in that costume. Super beings are often viewed as glory hounds; well-meaning amateurs who are often as much a nuisance as they are helpful. The police department may feel that the presence of vigilantes reflects negatively on their own effectiveness to curb crime and may resent the heroe's interference. Officially approving of a vigilante is a dangerous precedent, inciting ordinary people to take the law into their own hands.

Many police agencies come down hard on vigilantes, super or otherwise. They will not condone, accept or acknowledge the vigilante's activities or motives, and actively seek to put an end to such *illegal operations*. While this is the department's posture, individual officers *may* feel entirely different, as might the media, and may look the other way when dealing with vigilante heroes who have proven themselves to be honorable and scrupulous.

# THE LAW

**CRIMES AND MAXIMUM PENALTIES**

| Crimes | Time |
|---|---|
| Murder, First Degree | *25 years |
| Murder, Second Degree | 2-25 years |
| Assault with Intent to Murder | 20-25 years |
| Attempted Murder, Second Degree | 5 years |
| Manslaughter | 7-15 years |
| Negligent Homicide | 2 years |
| Kidnapping | 25 years |
| Assault; Great Bodily Harm | 10 years |
| Assault; Intent to Maim | 10 years |
| Assault; Felonious | 4 years |
| Assault; Without Weapon | 1 year |
| Resisting Officer | 1 year |
| Assault with Intent to Rob, Armed | 20 years |
| Robbery; Armed | 25 years |
| Robbery; Bank | 20 years |
| Robbery, Unarmed | 5 years |
| Robbery, Attempt | 5 years |
| Extortion | 20 years |
| Rape | 20 years |
| Prostitution | 2 years |
| Breaking and Entry, occupied dwelling | 10-15 years |
| Breaking and Entry, unoccupied | 7-10 years |
| Forged Public Records | 14 years |
| Forged Treasury Notes | 10 years |
| Forged Bank Bills | 7 years |
| Forged Signature on a Credit Card | 4 years |
| Possess Counterfeit Bank Note | 4 years |
| Passing Bad Checks | 1 year |
| Car Theft (larceny) | 5 years |
| Theft of Credit Cards | 4 years |
| Manufacture Narcotics | 20 years |
| Narcotics Dealing | 7 years |

*Some U.S. States and foreign countries still have the death penalty.

# WORLD HOT SPOTS

As a game master you'll find that heroes are attracted to trouble. And that means trouble on a global scale. Here are some possible locations for Heroes Unlimited conflicts:

**AFGHANISTAN** is war-torn between an occupying Soviet army and a nationalist rebel force.

**ANGOLA** is a battleground for three separate rebel groups and the Marxist government. It's also raided by South African forces out to destroy the Namibian rebel bases in the south.

**ARGENTINA** is still in upheaval after a disastrous military loss to the British in the Falkland Islands.

**COLUMBIA** is plagued with right-wing death squads and fears the power of the drug smuggling families who control the exporting of illegal cocaine.

**EL SALVADORS'** government, backed by the U.S., is still trying to win back much of the country held by rebel forces.

**INDONESIA** has been the scene of vicious fighting between government and rebel forces for the last eight years.

**IRAN and IRAQ** have been at war since 1980. Both countries have research-quality nuclear reactors. Iraq has anti-government minorities staging military raids and attempting overthrows. Meanwhile, Iran's Ayatollah Khomeini is opposed by left-wing and rival ethnic groups.

**NORTH and SOUTH KOREA** still stage minor military actions. South Korea is close to a nuclear capacity.

**LEBANON** is occupied by two foreign armies and split by infighting between dozens of rival political and military groups.

**PAKISTAN**, the main pipeline of arms and supplies to the Afghan rebels, must house waves of refugees. There is at least one operational nuclear reactor and they are rumoured to already have a nuclear weapon.

**PHILIPPINES** government forces continue to wage war against Marxist, leftist and Moslem guerrillas. The country has an operating nuclear reactor research facility.

**SYRIA** suffers from religious extremes as different Moslem sects continue to threaten the government.

**TURKEY** has crushed opposition from dozens of armed ethnic groups. Still, attacks on their diplomats overseas and internal threats continue to plague them. The confrontation with Greece over Cyprus is far from forgotten. Turkey has had operating nuclear plants since 1962.

**NORTH and SOUTH YEMEN** continue with border conflicts. The North is backed by Saudi Arabia and the U.S. while the South is Marxist.

**ZIMBABWE** (formerly Rhodesia) is still threatened with civil war. They are also a source of several strategic materials.

## CONFLICT TYPES

**Nuclear Power/Nuclear Weapons**

Dozens of countries around the world are researching nuclear physics. Even countries like Iran and Libya have operational nuclear reactors for research purposes. This provides for a whole range of super problems. Consider the following:

1. Theft of Nuclear Material. Heroes have to stop the villains from building a bomb with the stolen material.
2. Nuclear Blackmail. Terrorists have hidden a suitcase nuke inside a major city. With only hours left, can the heroes find the bomb and neutralize it?
3. Seizure of a Nuclear Reactor. Without causing damage or a meltdown, the heroes must penetrate enemy defenses and regain control of the reactor.

**Strategic Resource Control**

OPEC's control of oil was only the beginning. Dozens of strategic materials essential to electronics and weapons production must be imported from belligerent or unstable governments. Beryllium, Cobalt, Samarium, Tin, Titanium, and Tungsten are only a few "strategic" elements imported by the United States. For example, Chromium is available only from South Africa, Turkey, Zimbabwe, the Philippines and Iran.

1. Supervillains could attempt to seize control of a cartel.
2. Terrorists disrupt production of strategic material.
3. Cartel control. Villains seize control of all mines producing a particular metal. Heroes must liberate mines or supply centers.

4. Trade Sabotage. After supply dumps and ships with strategic metals are destroyed, heroes must track down the culprits before a huge extortion plan is implemented.

**Super Powers Confrontation**

These are real Super Powers: the U.S. and the U.S.S.R. in various spots around the world the cold war heats up . . . red hot! With guerrilla groups and governments, heavily armed and supported, there's a perfect opportunity for super powered villains or mercenaries to tip the balance.

1. Supervillains support the rebels. The heroes will have to remove the "unbalanced" influence from the war. Game masters should be aware of the moral problems of supporting a corrupt dictatorship against an army of the people.
2. Weapon shipments seized. The heroes must travel into the wilds to find and recover an important arms shipment.

**Nationalist Religious Guerrillas**

Throughout the world, groups ranging from terrorists fringe elements to fully armed and mobilized military forces seek to change the established order. These groups inspire fanatical devotion from their members. Perfect recruits for a supervillain bent on conquest.

1. "Messiah" appears, encouraging holy war and showing "god-like" powers. The heroes have the difficult task of exposing the masquerade without killing the villain.
2. Death squad has a member with super abilities. Finding and neutralizing a hidden supervillain in a foreign country should be challenging for any hero group.

## STRATEGIC RESOURCE HOT SPOTS

Argentina
Bolivia
Brazil
Canada
Chile
India
Indonesia
Iran
Malaysia
Namibia
Peru
Philippines
South Africa
Thailand
Turkey
Uganda
Zaire
Zambia
Zimbabwe

## WORLD POWER HOT SPOTS

Afghanistan
Angola
Congo
Cuba
El Salvador
Finland
North Korea
South Korea
Nicaragua
Pakistan
Peru
Poland
Thailand
Vietnam
North Yemen
South Yemen
Yugoslavia

## GUERRILLA HOT SPOTS

Angola
Bangladesh
Chad
Cyprus
Ethiopia
Honduras
India
Indonesia
Iran
Iraq
Northern Ireland
Laos
Lebanon
Malaysia
Mozambique
Pakistan
Peru
Philippines
Western Sahara
South Africa
Spain
Syria
Turkey
Uganda
Zimbabwe

## NUCLEAR TROUBLE SPOTS

Argentina
Brazil
Cuba
Egypt
India
Iran
Iraq
Israel
South Korea
Libya
Mexico
Pakistan
Philippines
South Africa
Taiwan
Turkey

# Adventures

***By: Chester Jacques***

## THE MALL OF TERROR

***Note:*** *This is an adventure designed for 4 to 6 players of low to mid levels. Large organized groups of well-trained heroes will walk right through this without breaking a sweat, so the G.M. may want to beef it up a bit.*

***Media Reports***

*All local radio and television stations are reporting the terrorist take-over of the local shopping mall. An unknown fanatic group has taken more than twenty people hostage and are demanding three million dollars for their release. Most of the shoppers managed to escape, but now the entire mall has been sealed off, both by the police on the outside and the terrorists on the inside.*

*The ransom must be raised in three hours, or a bomb will destroy all the hostages and completely level the building. The money is to be delivered by one of the local weathermen, and left outside a door of the mall.*

***Inside Information:***

*Some of the customers who snuck out of the shopping center gave reports of a few costumed madmen who seemed to be trying to control the mall single-handedly. Several reports have stated seeing the villains crawling out of a large abstract sculpture recently added to the center display area. The panic that resulted means no one got a good look at the powers used by the terrorists.*

*Mall officials noted that the sculpture looked different than what they had ordered, but "It's so hard to tell with abstract art." The work was purchased from a small local artist who was believed to have committed suicide recently. His death is again under investigation.*

***GAME MASTER BACKGROUND***

*This adventure should take place in a well-known, local shopping mall. A quick trip to the mall will allow you to get free maps of the mall and will help you determine exactly where the bomb and sculpture are. The terrorists will block most entrances, forcing the player characters to enter from just two directions. This will limit the amount of guarding necessary for the terrorists.*

*Most of the shops will be open and abandoned. Escalators, elevators and machinery are still operating. If there is an arcade, all the pinball machines are playing at full volume, etc. If there is a knife shop or an archery department in a store, extra weapons will be available to the villains and heroes alike. Keep track of the characters by using spare maps from the mall.*

*A quick trip to the mall will show whether ambient lighting or internal illumination is used on all the floors. In other words, if there are a lot of skylights, blowing the transformer still keeps the mall well lit. These windows can also be used as entrances by the heroes, IF they know of them. While they can get maps of the area, these do not normally show skylights, the size of fountains, etc. Only the game master should have complete data and make everyone else rely on memory, verbal clues and on the spot investigation.*

*The hostages should be located in the central store, near the sculpture. Mostly women and screaming children, they will simply cower together, with little hope of escape. If nothing is resolved within three hours, a large bundle of high explosives, cleverly disguised as a bag from one of the shoe stores, will explode, killing the hostages and destroying 2D4 × 10% of the mall.*

*One of the exits is guarded by Power Master. He is largely responsible for the current destruction and vandalism. Pools of melted metal and plastic are all that remain of the telephones (or whatever might block the hall) that were by the entrance.*

## *The Crime Masters: N.P.C. Villains*

***POWER MASTER***

***Real Name:*** *Roger Monroe*
***Attributes:*** *I.Q. 8, M.E. 9, M.A. 7, P.S. 24 (+9 to damage), P.P. 9, P.E. 12, P.B. 14, Spd. 8*
***Experience Level:*** *2nd level*
***Education Level:*** *One year college*

***Alignment:*** *Miscreant*
***Age:*** *20* ***Male*** ***Weight:*** *250lbs* ***Height:*** *6ft 8in*
***S.D.C.:*** *96* ***Hit Points:*** *19* ***Attacks Per Melee:*** *5*
***Scholastic Bonus:*** *+10%*
***Super Power Category:*** *Mutant/Energy Expulsion: Light, Energy Expulsion: Energy, Energy Resistance, Bend Light, and Advanced Vision.*
***Unusual Physical Trait:*** *Stocky/Broad*
***Scholastic Skills:***
*Math: Basic*
*Auto Mechanics — 66%*
*Mechanical Engineer — 65%*
*Locksmith — 45%*
*Swimming — 76%*
*Boxing*
*Wrestling*
*Hand to Hand: Expert*
***Secondary Skills:***
*Body Building*
*General Athletics*
*Dance — 52%*
*Cook — 62%*
*Pilot: Auto — 88%*
*Pilot: Auto, Race Car — 65%*
*Pilot: Small Truck — 68%*
***Occupation:*** *Criminal (extortionist, terrorist)*
***Weapons Proficiencies:*** *W.P. Blade, W.P. Blunt*
***Notes:*** *Power Master doesn't use any weapons because he feels he already has the best weapon around; his own body. He is extremely arrogant, overconfident, and has delusions of grandeur. He is self-centered in the extreme and feels superior to everyone. He tends to be reckless and cruel, cheating in combat whenever he can. He enjoys exhibiting the powers that set him above everyone.*

*Physically, he is a walking wall of muscle, unusually broad and stocky (a mutant characteristic), and extremely strong. He views Shadow Master with contempt and as a weakling, and hopes to replace him one day as leader. On the other hand, he fears and distrusts Task Master. Task Master is the only one who can verbally or physically slap him down without fear of retaliation. Consequently, Task Master does so often, which is starting to wear on Power Master.*

***Game Master Note:*** *Power Master is guarding the main, open entrance. He has already cut down four policemen; all hospitalized in serious condition.*

TASK MASTER

Real Name: John Talbot
**Attributes:** I.Q. 12, M.E. 13, M.A. 11, P.S. 16, P.P. 11, P.E. 14, P.B. 15, Spd. 16
**Experience Level:** 7th level
**Education Level:** Military Specialist
**Alignment:** Diabolic
**Age:** 46 **Male** **Weight:** 170lbs **Height:** 5ft 8in
**S.D.C.:** 46 **Hit Points:** 38 **Attacks Per Melee:** 5
**Scholastic Bonus:** +15%
**Super Power Category:** Special Training

**Scholastic Skills:**
Math: Basic — 98%
Biology — 98%
Sculpture — 95%
Computer Operation — 98%
Swim: Basic — 98%
Hand to Hand: Assassin
Explosives — 80/70%
Investigative — 85%
Escape Artist — 88%
Prowl — 85%
Tracking — 85/80%
**Secondary Skills:**
Athletics
Running
Body Building
Disguise — 65%
Electronics: Basic — 75%
Pick Pockets — 60%
Pilot: Auto — 98%
Pilot: Airplane — 84%
First Aid — 68%
**Occupation:** Mercenary
**Weapons Proficiencies:** W.P. Automatic Pistol, W.P. Rifle
**Weapons:** Sap Glove (lead lined, +2 to damage), utility belt, .45 Colt, 9mm P5 Walther Mini-Uzi, 7.62mm G3 sniper rifle (Heckler and Koch), 8 throwing knives, rifle-launched grenades, smoke pellets, and night sight goggles built into his riot helmet.

**Notes:** Task Master is soft spoken, but deadly. He has no regard for the lives of others and strikes without mercy or regret. He *likes* killing people. He enjoys the thrill of the hunt even more than the kill; the tougher the job the better. Shadow Master hired him as the perfect mercenary; the kind of guy that gets the job done, no matter what.

Physically, John Talbot appears to be a handsome, older man with a full head of snow-white hair and alert eyes that seem to observe everything. He maintains maximum physical efficiency through a regular regimen of exercise.

He is the pro's pro; quick, accurate, and deadly. Talbot is the unofficial second in command of the *Crime Masters*. There is no resentment or rivalry between him and Shadow Master, just a quiet working relationship. Talbot is the type of person who recognizes and acknowledges those people with superior capabilities. As far as he is concerned, Shadow Master is a superb tactician and a worthy leader. However,

he despises the loudmouth snipe, Power Master, and hopes that someday he will have the pleasure of silencing him once and for all. He enjoys intimidating Power Master with ominous stares, smiles, veiled threats, and an occasional belt in the chops. He enjoys fear in other people, and knows that Power Master fears him, as it should be.

**Game Master Note:** Task Master guards the only other known entrance to the mall. He is hiding just inside the entrance to a corner store, where he can pick off (sniper shot) anybody who tries to sneak in.

SHADOW MASTER

Real Name: Jason Camtatka

**Attributes:** I.Q. 23, M.E. 12, M.A. 11, P.S. 13, P.P. 12, P.E. 13, P.B. 12, Spd. 10

**Experience Level:** 6th level

**Education Level:** One Year College

**Alignment:** Miscreant

**Age:** 30 **Male** **Weight:** 190lbs **Height:** 6ft

**S.D.C.:** 48 **Hit Points:** 41 **Attacks Per Melee:** 5

**Scholastic Bonus:** +8% + 10% I.Q. bonus

**Super Power Category:** Experiment/Darkness Control

**Scholastic Skills:**

Math: Basic — 98%
Math: Advanced — 98%
Computer Operation — 98%
Chemistry
Chemistry: Analytical
Photography — 98%
Writing — 92%
Art (draw) — 96%

**Secondary Skills:**

Auto Mechanic — 72/53%
Computer Programming — 72%
Disguise — 62%
Electronics — 72%
Forgery — 52%
Pick Pockets — 65%
Pick Locks — 66%
Pilot: Auto — 98%
Pilot: Motorcycle — 98%
Pilot: Airplane — 98%

**Occupation:** Criminal

**Weapons Proficiencies:** W.P. Automatic Pistol

**Weapons:** .45 Colt, and .22 Erma Olympia, 2 knives, 2 smoke pellets, gas filter-nose and mouth piece. **Note:** +10% on all skills from I.Q. bonus.

**Notes:** Shadow Master is a genius with a cool head. He is the leader of the Crime Masters, but there is little loyalty among his troops. He is as cunning and as ruthless as he is brilliant. It is he who will be guarding the hostages, and he is prepared to kill as many as needed to escape.

Upon discovering the mall had ordered an abstract sculpture for its display, Shadow Master had Task Master add some refinements to the design. After killing the poor artist, and crew, a secret compartment with small booster rockets was installed.

Upon completion of this latest extortion scheme, the roof over the sculpture will be blown off. Then Shadow Master will pilot the trio out, in the rocket, to their hide-out miles away. The bomb will be detonated by timer, even if the ransom is received, just to show that the Crime Master's weren't bluffing.

# One Dam Thing . . .

**Note:** This is a light, introductory, adventure suitable for characters with little or no experience. It can be played quite quickly with as few as only two people.

**Media Reports:**

For a week, the Nevada papers have been receiving threats from an anonymous source. All the threats say is: "Hoover Dam will be destroyed at 3:00 PM this Wednesday." Although the media have played up these threats, the authorities seem to believe them to be a harmless prank. Recent inspections have revealed no damage or danger to the dam. As a precaution, a *handful* of State Troopers have been deployed to provide some additional security around the dam, beginning Sunday night.

Your hero or heroes have decided it can't hurt to be extra cautious and have set up their own secret surveillance.

**GAME MASTER BACKGROUND:**

*The threatening notes* are simple photo-copies, devoid of fingerprints or other information. They all stress the seriousness of the threat, and repeat that this is not a bluff. They are signed with the name "Brain Storm", who officials have no record on. A psionic Object Read will reveal a typical looking college

student at a xerox machine. Whereabouts unknown.

All is quiet at Hoover Dam, with nobody unusual coming within 10 miles of it. On Wednesday the State Police secure the roads leading to the dam and send in about 30 troops to patrol the dam itself. Every half-hour, three helicopters sweep the area. At 2:50 AM one of the helicopters frantically reports a man walking down Lake Mead. Not along the shore, but literally on the lake. Moments later, the three helicopters converge on an area about 300 yards from the dam. Spotlights reveal a masked man walking on the water. The bull horns bark: "Turn to shore and surrender to questioning. If you fail to comply we will be forced to open fire!!" In answer to the police demands, a huge wave rises 30ft out of the water and slaps the 'copters away like annoying gnats. An immediate call for reinforcements will send the police and media scrambling. All hell is about to break loose.

This is a twisted and complicated situation for everybody. The joker on the lake is Jeff Erickson; an 18 year old freshman at the University of Las Vegas. He is not a villain and definitely does *not* want to be here threatening the dam. He has been blackmailed into this predicament by the known super criminal, "*Gold Falcon*." The kid's mission is to quote: "Keep the damn police busy for at least 15 minutes; 20 minutes is better; then get your butt outta there." He doesn't know or care about the point to any of this, but knows that if he doesn't do it, the Gold Falcon will publicly reveal that he is a super powered mutant. Jeff is terrified about the consequences that being branded a super mutant will bring. Undoubtedly, the government will take him into custody, perform hundreds of tests and studies like a human guinea pig, and then force him into military service as a special operative. All Jeff wants is to finish college on his athletic scholarship, get his degree in chemistry, join his father's small pharmaceutical firm, find a girl, and live happily every after as a normal person.

Jeff is afraid and desperate. This makes him dangerous. If pushed too far, or too scared, he will do whatever has to be done to escape. As far as Jeff is concerned, his life and the lives of his family will be destroyed if he is captured. However, all of his initial attacks will be more dramatic than dangerous. Most of his combat actions will be mostly defensive and he will take great pains not to hurt anybody, badly. However, if things go bad, his actions will be less controlled and could turn into deadly force. Remember, Jeff is not a trained combatant. Nor is he use to using his powers to their fullest potential. Scared and desperate, he is likely to react without considering the consequences. After 15 to 20 minutes of activity Jeff, a.k.a. Brain Storm, will flee.

While all of this is happening at the dam, the real villain, Gold Falcon, will execute a daring assault on the police headquarters. Actually, the assault will take place right outside police headquarters. Gold Falcon has learned, through his underworld connections, that Federal agents will be transporting 3.6 million dollars in cash and 200 million worth of cocaine from police H.Q. to a government jet as evidence in a recent, major drug bust. The goods will be placed in an armored car escorted by six unmarked vehicles, a six-man S.W.A.T. team in the truck and a police helicopter. The truck is scheduled to leave approximately 3:00 AM. The Gold Falcon has hatched the wild scheme that the police and Fed's will be most vulnerable at the police H.Q., because nobody (but the Gold Falcon) would be so bold as to attack the police on their own door step. Add the confusion of the assault on Hoover Dam and you have the perfect plan (or so the Gold Falcon believes).

Actually, the scheme might just work. There will be a lot of hoopla over the current dam incident and people will be distracted. The Gold Falcon's plan is to silently glide up to the truck, let loose with a melee round or two of an electrical field (knocking out the guards), blow the truck doors with grenades, grab the money and a batch of coke, and fly off. Meanwhile, his henchmen (all Type One punks and thugs; see Quick Roll Villains) will try to get away with the truck.

A dumb plan?! The money will be marked? The thugs in the truck will never get away? Well, yes and no. The thugs in the truck will never get away. However, their futile attempt will create another diversion for the Gold Falcon. As for the money being marked; yes it is, but that will not matter in Mexico or South America, which is where the Gold Falcon is headed. A man can live like a king for years in any of those countries on three million dollars.

The chance of Gold Falcon getting away with the cash is 62%. The thugs getting away in the truck have a 3% chance. Whether Gold Falcon gets away to South America or Mexico depends on the super characters who might oppose him. So go get him guys!

## Non-Player Characters (N.P.C.'s)

**BRAIN STORM**

**Real Name:** Jeff Erickson
**Attributes:** I.Q. 12, M.E. 19, M.A. 15, P.S. 17, P.P. 11, P.E. 20, P.B. 15, Spd. 12
**Experience Level:** 2nd level
**Education Level:** One Year College
**Alignment:** Unprincipled
**Age:** 18 **Male** **Weight:** 160lbs **Height:** 5ft 10in
**S.D.C.:** 47 **Hit Points:** 24 **Attacks Per Melee:** 3
**Scholastic Bonus:** +12%
**Super Power Category:** Natural Psionic

**Scholastic Skills:**
Math: Basic — 98%
Math: Advanced — 72%
Chemistry — 70%
Chemistry: Analytical — 65%
Boxing
Swimming: Basic — 76%
Swimming: Advanced — 70%
Hand to Hand: Basic

**Secondary Skills:**
Fishing — 60%
Athletics: General
Body Building
Pilot: Automobile — 88%
Pilot: Motorcycle — 68%
Pilot: Sailboat — 68%
Pilot: Motorboat — 68%
Navigation — 54%

**Inner Strength Points:** 62
**Major Abilities:** Telekinesis
Hydrokinesis Bio-Regeneration

**Secondary Abilities:**

**See Aura**
**Sixth Sense**
**Detect Psionics**
**Alter Aura**
**Object Read**
**Death Trance**

*See Psionic Section for Descriptions.*

**Occupation:** Comic Shop Clerk

**GOLD FALCON**

**Real Name:** Steve Douglas

**Attributes:** I.Q. 10, M.E. 9, M.A. 14, P.S. 14, P.P. 15, P.E. 8, P.B. 13, Spd. 10

**Experience Level:** 2nd level

**Education Level:** High School

**Alignment:** Miscreant

**Disposition:** A tough loner, bully; cocky, overconfident and very mean.

**Age:** 28 **Male** **Weight:** 190lbs **Height:** 6ft 1in

**S.D.C.:** 81 **Hit Points:** 9 **Attacks Per Melee:** 4

**Scholastic Bonus:** +5%

**Super Power Category:** Experiment (accidental)

**Super Abilities:** Energy Expulsion: Electrical Field, Flight: Glide, Heightened Sense of Hearing, Super Vision: Advanced Sight.

**Scholastic Skills:**

Math: Basic — 98%
Computer Programming — 75%
Computer Operation — 55%
Acrobatics
Gymnastics
Hand to Hand: Expert
Swimming: Basic

**Secondary Skills:**

Writing: Creative — 30%
Pilot: Automobile — 88%
Pilot: Motorcycle — 68%
Pilot: Truck — 68%
General Athletics
Pick Locks — 45%
Pick Pockets — 40%
Prowl
W.P. Knife
W.P. Revolver

**Occupation:** Seven-Eleventeen night clerk, opportunist.

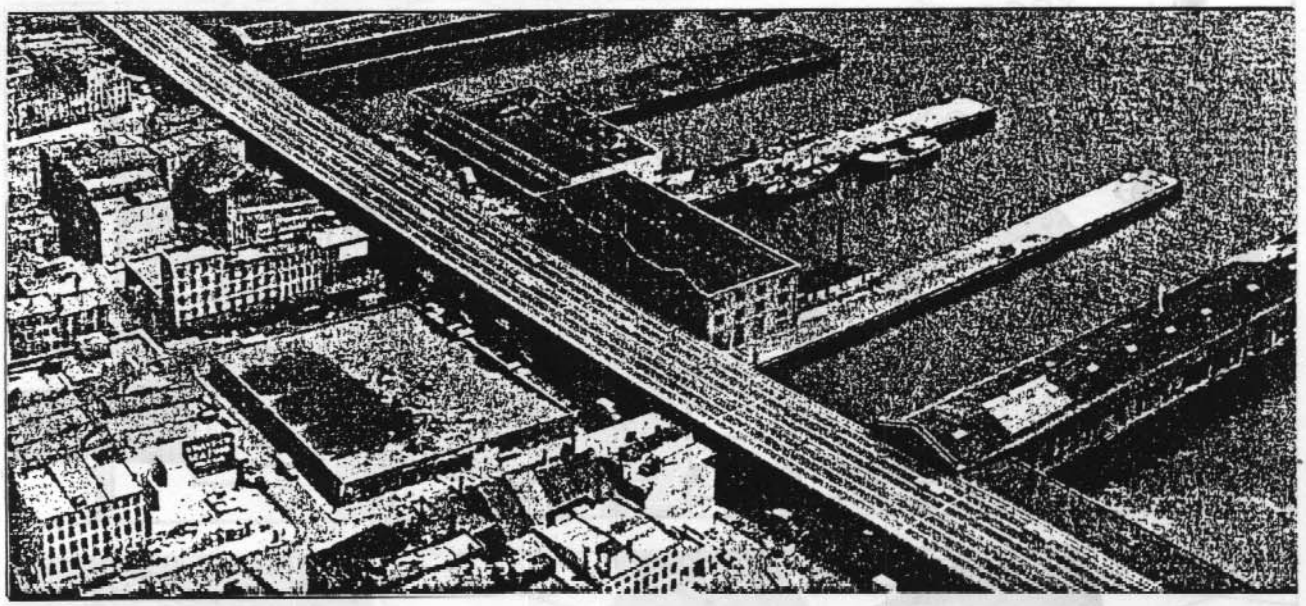
**Weapons:** .45 Colt (plus 36 extra bullets), 2 knives, 4 high explosive grenades, 2 grey smoke grenades and one canister of tear gas.

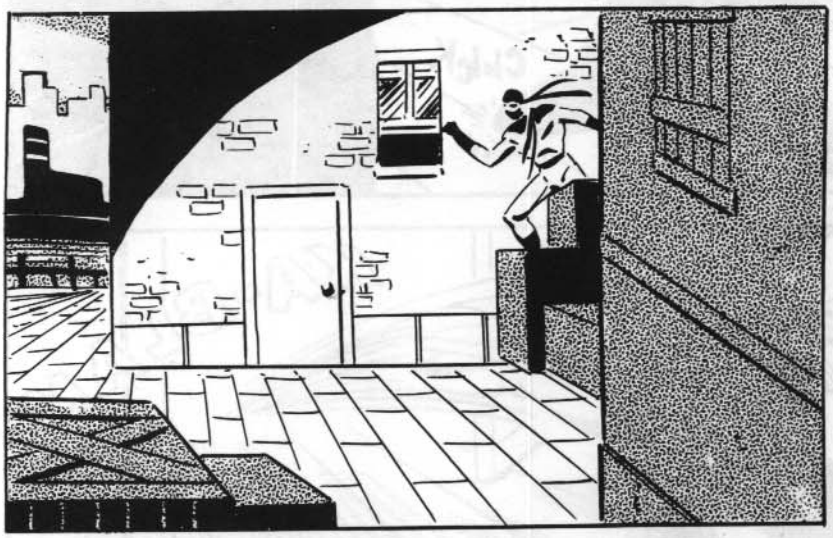
**Notes:** Working the midnight shift of the local all-night store, Steve Douglas was an ordinary guy until the microwave oven was moved next to the register. Prolonged exposure to the leaking radiation gradually gave him heightened senses and the ability to float on air currents. Buying himself a cheap, gold jumpsuit and a pair of goggles, he became the Gold Falcon.

The Gold Falcon had considered trying to attack the police's armored vehicle, but needed a diversion. Then, just by chance, he saw Jeff Erickson save his unconscious college buddies in a boating accident by creating a water spout and running out to them *on* the water. He knew then that he was destined to pull off the heist, and this college boy would be his meal ticket.

It was a simple matter for him to coerce poor Jeff into doing as he wanted. The Gold Falcon has always been a convincing bully. If he gets away, he will not bother Jeff Erickson for 1D4 years; that's when his money will have been squandered away. If captured, he will claim Jeff to be an accomplice and try to plea-bargain his crimes down to as little as possible by turning the kid over to the cops. He may even claim Jeff (Brain Storm) to be the mastermind behind the whole affair. Gold Falcon is a rat.

The Gold Falcon has a record of three counts of robbery, 2 counts of armed robbery, one count of extortion, one count of racketeering, and several counts of resisting arrest and battery. He is currently a fugitive, having jumped bail in California on charges of armed robbery, breaking and entering, assault and battery.





I'D FEEL A LOT BETTER, IF I HAD THE OTHERS HERE --- DON'T KNOW IF I CAN HANDLE THIS ALL ON MY OWN.

STRANGE HOW I COULDN'T LOCATE ANY OF THEM.

WELL, IT'S TOO LATE---

---NOW---

SARA--BUTCH! SO STILL-- NO WONDER I COULDN'T CONTACT THEM. I---
CLICK
IT CAN'T BE--- I'VE BEEN SET UP!
KA-BLAM!
TASK MASTER DID HIS JOB WELL.
YOU WERE FAST TADASHI NIKO---
--- BUT NOT FAST ENOUGH!

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