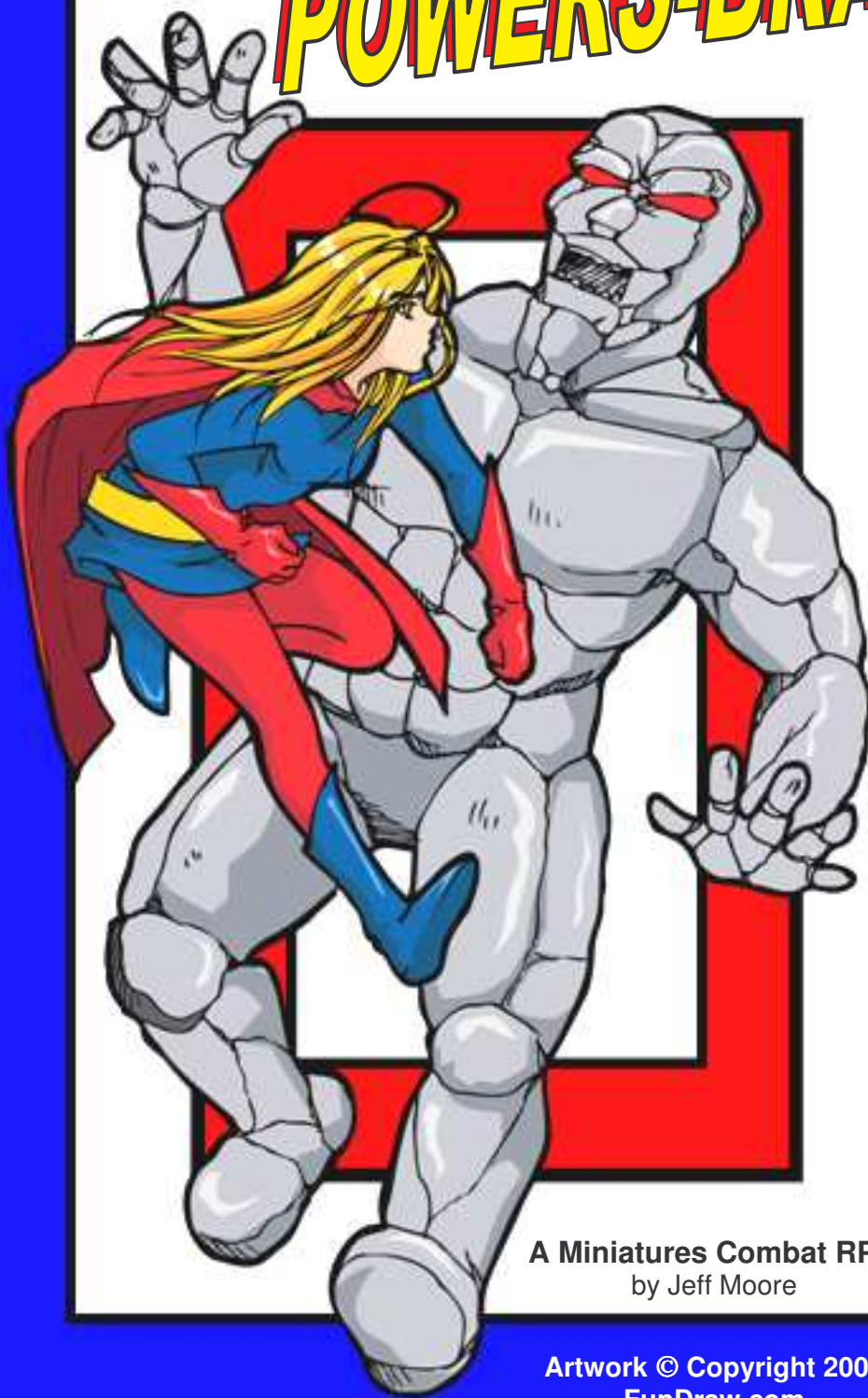


POWERS-BRAWL



A Miniatures Combat RPG
by Jeff Moore

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Powers-Brawl Miniatures Combat RPG

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play-test version 0.1

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My Thanks Goes Out to Keeton at
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Optional Random Character Creation

Players unsure of the type of characters they wish to play, or unfamiliar with the rules, can choose a character's powers randomly.

Repeat this process until the character has 3 different powers, and character creation is complete!!

First roll 1d6 to see which type of power a character has ...

d6	Power Types
1	Activated Powers (Table A)
2	Boost Powers (Table B)
3	Deactivated Powers (Table C)
4	Non-Activated Powers (Table D)
5	Shift Powers (Table E)
6	Reroll on this table.

Then roll on the appropriate table to discover the specific power possessed.

Table A

d6	Activated Powers
1	Incredible Accuracy
2	Incredible Damage
3	Incredible Evasion
4	Incredible Fortitude
5	Invulnerable
6	Stun

Table B

d6	Boost Powers
1	Action Boost
2	Attack Boost
3	Damage Boost
4	Evade Boost
5	Initiative Boost
6	Survive Boost

Table C

d6	Deactivated Powers
1	Flight
2	Giant Growth
3	Invisibility
4	Mind Control
5	Phasing
6	Shrinking

Table D

d6	Non-Activated Powers
1	Enhanced Movement
2	Explosion
3	Healing
4	Ranged Targeting
5	Regeneration
6	Sidekick

Table E

d6	Shift Powers
1	Amplify
2	Dampen
3	Energize
4	Slow
5	Teleport
6	Weaken

POWERS-BRAWL

Powers-Brawl is a combat oriented miniatures game based on the battles of super powered comic book heroes and villains. Players can create characters and battle head to head or one player can take the role of the Referee shaping the story in an imaginary game world where the other players work cooperatively to defeat evil.

In a 2-player head to head brawl, each player can control up to 3 characters a piece. In a game controlled by a referee, any number of players will possess 1 character each and will compete against collections of villains controlled by the referee.

Characters are comprised of Values and Powers.

Values serve as a template for all characters and come in two forms: Action Values and Opposition Values. Action Values modify die rolls when you attempt to do something. Opposition Values represent how difficult it is to do something. Values can become temporarily damaged during combat but base values do not vary from one player character to another.

Powers vary for every character. They will continue to grow and evolve through play making the character more versatile and effective each time you play.

Values

The Two Action Values are ...

Attack and Survive

The Two Opposition Values are ...

Evade and Damage

Attack (ATK) - How well you are able to successfully "Hit" a target. Add this value to 2d6 and compare to opponent's Evade value.

Survive (SRV) - How well you are able to "Control Damage." Add this value to 2d6 and compare to opponent's Damage value.

Evade (EVD) - How difficult you are to hit. Your opponent must roll this number +7 or greater with an Attack test in order to hit you.

Damage (DMG) - How difficult your attack is to endure. Your opponent must roll this number +7 or greater with a Survive test in order to Control Damage dealt to them.

Value Comparisons

	ATK	SRV	EVD	DMG
Infant (helpless)	0	0	-1	-1
Average Child	1	1	0	0
Average Adult / Teen	2	2	1	1
Athletic Adult / Teen	3	3	2	2
Super Hero	4	4	3	3
Legendary Heroes and Master Villains	5	5	4	4
Giant-sized Monsters and Villains*	5	7+	2	5

**These are skyscraper sized mega-monsters 100 feet tall (or more) ... not simply characters possessing the "Giant Growth" power.*

Characters in Powers-Brawl are "Super Heroes" and have totals of 4, 4, 3, and 3 in the Values of Attack, Survive, Evade, and Damage respectively.

How It Works ...

Attacker rolls *Attack Value* +2d6 vs. Defender *Evade Value* +7 To Hit.

Defender rolls *Survive Value* +2d6 vs. Attacker *Damage Value* +7 to Control Damage.

More about Control Damage ...

When a character is hit by an attack one of their 4 Values is reduced by one (X-1.) Unless the defender makes a successful Control Damage test, the attacker chooses which of their target's 4 values suffers the damage.

- If the defender rolls a successful Control Damage test, they choose which of their 4 values suffers the damage of the hit.
- If the defender fails the Control Damage test, the attacker chooses which of the defender's 4 values suffers the damage of the hit.

To Hit

The act of striking a target with the intention of inflicting damage. The attacker rolls 2d6 and adds their current Attack Value. If the number rolled is equal to or greater than the "To Hit Difficulty" then the attack is successful.

To Hit Difficulty

How hard a target is to successfully hit in combat. For any given target their "To Hit Difficulty" is equal to their current Evade Value +7. An attacker must roll this number or greater to successfully hit this target.



Control Damage

The act of controlling how damage will affect a character. The defender rolls 2d6 and adds their current Survive Value. If the number rolled is equal to or greater than the "Control Damage Difficulty" then the defender has successfully gained control of damage inflicted and chooses which value to reduce as a result of the hit.

Control Damage Difficulty

How difficult it is for a defender to wrest control of damage away from their attacker. When suffering damage from an attack the "Control Damage Difficulty" is equal to the attacker's current Damage Value +7. A defender must roll this number or greater to successfully gain control of damage inflicted. If the defender fails to make a successful control damage roll, the attacker chooses which of the defender's values to reduce as the result of a hit.

Combat

Each player rolls 1d6 for any characters and sidekicks that they control. This is the initiative die. Use the initiative die to seed the turn sequence for the round. New rolls are made at the start of every round.

Characters with a higher roll for their initiative die will take their turns before those characters with lower Initiative die rolls. Ties are re-rolled. (Characters with "Boost Powers" will roll 2 dice and keep the lower of the dice rolled as their initiative die. -see Boost Powers.)

Once turn order has been established, each character is allowed to act.

On their turn, the player selects an opponent to attack.

The Attacker attempts To Hit.

If the attack misses, pass the turn to the next combatant in initiative order.

If the attack hits, the Defender must attempt to Control Damage.

For any value that takes damage, reduce its current Value by one (X -1.)

Pass the turn to the next combatant in the initiative order.

After all combatants in the initiative order have taken their turn to attack restart the combat sequence by re-rolling initiative.

Unconsciousness and Death

If any single Value is reduced to 0, the combatant is rendered unconscious.

If any single Value is reduced to a value less than 0, the combatant is dead.

If any two Values are reduced to 0, the combatant is dead.

If any single Value takes more than one point of damage from a single attack, the combatant is rendered unconscious.

Recovery

At the end of a combat, characters who are not dead recover 1 point to a Value that has taken damage that is currently the lowest value. This will allow an unconscious character to regain consciousness.

Characters also recover 1 point to the lowest Current Value that has taken damage with each night of rest.

Critical Success

If an attacker rolls doubles and successfully hits their target, the attacker is said to have scored a critical success. Treat the attack as 2 successful hits. The defender must roll to control damage for each hit independently. The defender cannot use the Incredible Evasion power to avoid this attack. **Check for Knock-back after resolving this attack.**

If a defender rolls doubles and successfully Controls Damage of an attack, the defender is said to have scored a critical success. The damage of the hit is "blocked" completely and no Value is reduced.

Critical Failure

If an attacker rolls doubles but fails to hit their target, the attacker is said to have suffered a critical failure and cannot use the Incredible Accuracy Power for this attack. **Check for Exhaustion following a Critical Failure.**

If a defender rolls doubles but fails to successfully Control Damage of an attack, the defender is said to have suffered a critical failure and cannot use the Incredible Fortitude Power for this attack. **Check for Exhaustion following a Critical Failure.**

Exhaustion

If instructed to check for Exhaustion roll 1d6. On a 4 or greater your character is unaffected, otherwise reduce your highest current Value by one (-1) to reflect the impact that the rigorous combat is having on your character. If more than one Value qualifies as highest, choose which one you want to suffer the hit.

Knock-back

If instructed to check for Knock-back, roll 1d6 -2 ... if this result is a number greater than zero move the target figure away from the attacking figure that number of inches. A figure that is knocked back loses their next turn.

Movement

On their turn a character can move up to 4 inches instead of attacking.

Charge

If a character moves only in a straight line and ends the move next to an enemy target, the character can attack provided they have at least 1 inch of movement remaining, but they suffer a -1 penalty to their dice roll for this attack.

Disengage

A character that has been attacked in melee by an enemy figure is said to be engaged in combat with that figure and cannot move. In order to move the character must attempt to "disengage."

To disengage roll 1d6. On a 4 or greater your character can move. If you successfully disengage, perform your movement normally. If you fail to disengage, your turn ends.

Powers that "activate" as part of a move action do NOT require a disengage check as part of their activation.



POWERS

Powers are the special advantages that make each character unique.

There are 5 Powers Groups: Activated Powers, Boost Powers, Deactivated Powers, Non-Activated Powers and Shift Powers. Each character begins play with 3 different Powers in any combination from these 5 Power Groups.

Character Creation

To create a character simply select 3 starting Powers. That's all you have to do. Players unsure of the type of characters they wish to play, or unfamiliar with the rules, can choose a character's powers randomly; (see: Optional Random Character Creation on page 1.)

Activated Powers

Activated Powers require players to roll a d6 to activate them. If the activation die roll is high enough, the power works! Experience spent to improve Activated Powers allows a character to add +1 to their activation die roll.

Incredible Accuracy

If your attack roll fails, roll 1d6. On a 6 the attack hits. You cannot use Incredible Accuracy if your attack roll was a critical failure.

Incredible Damage

If your attack roll hits, roll 1d6. On a 6 treat the attack as 2 successful hits. The defender must roll to control damage for each hit independently. **Check for Knock-back after resolving this attack.**

Incredible Evasion

Once a turn, after you are "hit" by an attack, roll 1d6. On a 6, the attack missed. You cannot use Incredible Evasion if the attack against you was a critical success.

Incredible Fortitude

If your Control Damage roll fails, roll 1d6. On a 6 the Control Damage roll counts as a success. You cannot use Incredible Fortitude if your Control Damage roll was a critical failure.

Invulnerable

If your Control Damage roll is successful, roll 1d6. On a 6 the damage of the attack is instead "blocked" and no Value is reduced. Invulnerable heroes are resistant to Knock-back. To check for Knock-back roll 1d6-3 instead of 1d6-2.

Stun

On a successful attack, where you (the attacker) control damage, roll 1d6, on a 6 the target loses their next turn. (This is in addition to suffering the hit of damage as normal.) If the character has any deactivated powers active at this time, they are deactivated.

About the Activation Die

To make combats move faster you can roll a third d6 with every combat test you make. The die should be a different color from your other dice. This will be your activation roll.

Boost Powers

Boost Powers are also activated powers, but the activation die is handled a special way. When rolling Initiative roll 2 dice. The lower of the two dice rolled is automatically designated as your Initiative die. The higher of the two dice rolled is automatically designated as your Boost die.

Experience spent to improve Boost Powers allows a character to add +1 to their Boost activation die.

Action Boost

If your Boost die is a 6, take an additional action (attack or move) immediately following your standard action for the turn.

Attack Boost

If your Boost die is a 6, add +2 to your Attack rolls "To Hit" this turn.

Damage Boost

If your Boost die is a 6, add +9 to your current Damage Value when determining "Control Damage Difficulty" instead of the normal +7.

Evade Boost

If your Boost die is a 6, add +9 to your current Evade Value when determining "To Hit Difficulty" instead of the normal +7.

Initiative Boost

With this power you always add a +2 bonus to your Initiative die. In addition, if your Boost die is a 6, add another +2 (total +4) to your Initiative die this turn.

Survive Boost

If your Boost die is a 6, add +2 to your Survive rolls to "Control Damage" this turn.

About the Boost Die

A single Boost die roll is used for all Boost power activations. Characters with multiple Boost powers check for activation of all such powers based upon the value of the one Boost die.

Deactivated Powers

These powers require constant focus to maintain. Use of these powers is tiring and can cause exhaustion. The roll of a die for these powers becomes a "deactivation" check, forcing use of the power to end unexpectedly due to fatigue.

Flight

The character can become airborne as part of their move action. While airborne the character cannot be "engaged" in melee combat unless their opponent is also airborne. Character's that are not airborne can only target an airborne character if they possess the "Ranged Targeting" power. While airborne your character is more resistant to Knock-back. To check for Knock-back roll 1d6-3 instead of 1d6-2.

Fighting while airborne is tiring business, when a character attacks while airborne they must check for exhaustion following the attack. Any time your character suffers damage due to exhaustion roll the deactivation die, on a 5 or greater your power is unaffected. Otherwise, your character is fatigued and must land.

If forced to land, your character must allow Flight to "recharge" for a turn before using the power again. A character on the ground who is engaged with an opponent in melee must roll to disengage before they can become airborne.

Experience spent to improve flying adds +1 to the deactivation die roll.

Giant Growth

Your character can become giant sized (approx 30 feet tall) as part of their move action. This makes you easier to hit, +1 on all attack rolls against you while giant sized... but more difficult to harm, +3 to all your Survive checks rolled while giant sized.

While giant sized your character has an extended reach that grants them a special form of ranged targeting. This allows you to engage other characters in melee combat from up to 3 inches away. Your character is also more resistant to Knock-back when giant sized. To check for Knock-back roll 1d6-3 instead of 1d6-2.

It takes an enormous amount of effort to move a giant sized body around, because of this, any time you make an attack in combat you must check for exhaustion following the attack. Any time your character suffers damage due to exhaustion roll the deactivation die, on a 5 or greater your power is unaffected. Otherwise, your character shrinks back to normal size.

If forced to shrink back to normal size, your character must allow Giant Growth to "recharge" for a turn before using the power again.

Experience spent to improve Giant Growth adds +1 to the deactivation die roll.

Invisibility

You can become invisible as part of your move action. While invisible you do not need to roll to disengage from melee combat, and opponents can only target you in melee if you target them first. All melee attacks against you while invisible are made at -2 to the attack roll. While you are invisible, you cannot be targeted with Ranged Targeting or Mind Control at all.

Maintaining your invisible state while fighting in battle can create great fatigue. Any time that you attack while invisible, check for exhaustion following the attack.

Any time your character suffers damage due to exhaustion roll the deactivation die, on a 5 or greater your power is unaffected. Otherwise, your character is forced to become visible again.

If forced to become visible, your character must allow Invisibility to "recharge" for a turn before using the power again.

Experience spent to improve Invisibility adds +1 to the deactivation die roll.



Mind Control

You can take control of an opponent's character. You must be able to target the character (characters with mind control can target out-of-phase characters normally) and you must roll a successful attack roll. If successful, you inflict no damage on the character, but instead take the character over ... roll initiative for the character on your next turn.

Control a mind controlled character as you would a side-kick, roll initiative for the character and move and attack with the character as if they were your own... however, the controlling character cannot perform any other actions while doing this. Maintaining control of the opponent character is all that they are able to do.

If a controlled character has a sidekick you do NOT control the sidekick. If the controlled character also has mind control, you cannot take control of them at all. You can choose to mind control an opponent's sidekick just like any other character. Mind Control is extremely taxing. Every time you attack with a controlled character check for exhaustion.

Any time your character suffers damage due to exhaustion roll the deactivation die, on a 5 or greater you are able to maintain your control of the opponent character. Otherwise, your control is broken. Once your control is broken, you cannot control that same character again for one day.

If your mind control is broken, your character must allow Mind Control to "recharge" for a turn before using the power again.

Experience spent to improve Mind Control adds +1 to the deactivation die roll.

Phasing

The character can shift out of phase as part of their move action. This allows them to escape engagements, pass through enemy targets and other obstructions, and makes them immune to most attacks.

Out-of-phase characters do not need to roll to disengage; in addition, a character that is out-of-phase can only be hit with a critical success, a Phase Attack, or Mind Control. This does however come at a price as an out-of-phase character is equally limited in their own abilities to impact the in-phase normal world.

Out-of-phase characters can attempt a "phase attack" this attack is melee only (it cannot be attempted at range) and represents the character phasing part of their own body through an enemy to cause damage. This is the only way that an Out-of-phase character can affect the normal in-phase world (unless they have the Mind Control power.)

A phase attack is resolved like a normal melee attack by rolling a melee strike against your opponent. NO OTHER POWERS may be used to enhance this attack or its damage. If successful, resolve damage normally. You must check for Exhaustion following this attack.

Any time your character suffers damage due to exhaustion roll the deactivation die, on a 5 or greater your power is unaffected. Otherwise, your character is forced back into normal phase with the world.

If forced back into normal phase, your character must allow Phasing to "recharge" for a turn before using the power again.

Experience spent to improve phasing adds +1 to the deactivation die roll.

Shrinking

Your character can become tiny sized (approx 3 inches tall) as part of their move action. This makes you more susceptible to damage, -1 on all your Survive checks while tiny sized... but much harder to hit, -3 on all attack rolls against you while tiny sized.

While tiny extra effort is required to effectively impact the world around you, because of this, any time that you make an attack while tiny, check for exhaustion following the attack. Any time your character suffers damage due to exhaustion, roll the deactivation die, on a 5 or greater your power is unaffected. Otherwise, your character grows back to normal size. Your character must allow Shrinking to "recharge" for one turn before using the power again.

Experience spent to improve Shrinking adds +1 to the deactivation die roll.

About Exhaustion and the use of Deactivated Powers

Exhaustion checks for multiple deactivated powers do not stack. A character that is both "tiny sized" and "airborne" rolls only one exhaustion check following an attack, not two.

Non-Activated Powers

Non-Activated Powers are powers that do not require a roll of a die to activate. These may work a restricted number of times, or they may be permanent advantages.

Enhanced Movement

A character with Enhanced Movement can move 4 inches and still attack. You can move and then attack, but not the other way around (attacking ends your turn.) Experience Points spent to improve the Enhanced Movement Power increases movement by +2 inches.

Explosion

Once a day the character can produce an explosion. The explosion inflicts 1 point of damage to one target plus all figures next to or adjacent to that target. This damage is Directed to a Value randomly and so does not follow normal Control Damage rules. Explosion damage cannot be controlled, redirected, dodged or blocked.

Roll once to see which Value suffers damage. All targets loose 1 point from this Value.

Roll 2 dice independently	1-3	4-6
1-3	Attack	Evade
4-6	Survive	Damage

Warning: If you have the Explosion power, but you do not have the Ranged Targeting Power, one of the targets of the explosion will always be yourself!!

Experience Points spent to improve the Explosion Power increases its number of uses per day by +1.

Healing

Once a day the character can heal 1d6 worth of lost Values to a single target. Experience spent to improve this power increases the number of uses per day by +1.

Ranged Targeting

Ranged Targeting allows a character to select any "target" at a range equal to 1x their current Attack Value in inches. Characters without the Ranged Targeting Power must always be adjacent to a figure in order to "target" them. Experience spent to improve this power increases the range multiplier +1.

Regeneration

Once a day, this character can restore 1 point of lost value to each of their 4 values. The power is used once and restores a single point to each value that has been damaged. If a value is not damaged when the power is activated, that point of regeneration is simply lost. This power is self only, not usable on others. Experience spent to improve this power increases the number of uses per day by +1.

Sidekick

The character has a Sidekick. This second character has Values equivalent to an athletic adult / teen (3, 3, 2, 2) and begins play with one Power. The player can improve the Sidekick as they would any power, spending Experience Points will allow them to give the Sidekick more powers or improve existing ones. But, like any power, a Sidekick cannot be improved more than three times. A Sidekick cannot possess the Sidekick power. Each player can only have one Sidekick at a time.

About Restricted Use of Non-Activated Powers

When a power says it only works X number of times per day, this refers to days as counted in the reality of the game world.

This is intended to be used in RPG style campaigns controlled by a referee. This passage of time is determined by the players and role-play. In a head to head combat game, treat this instruction as, X number of times per "combat."

Shift Powers

Shift Powers are made up primarily of powers that augment or hinder the powers of others. Shift powers do not follow normal targeting rules. A character to be affected is simply chosen before initiative is rolled. Shift powers do not require any kind of activation check. A sidekick counts as a character when using Shift Powers.

A character that begins the turn "Out-Of-Phase" (see Phasing power) cannot be targeted by Shift Powers that turn; this includes "friendly" as well as "enemy" targets. Also "Out-Of-Phase" characters cannot use their Shift Powers on others. However, an "Out-Of-Phase" character can use Shift Powers that can be used on "yourself" to target themselves.

Amplify

Before initiative is rolled, choose any one friendly character (this can be yourself) ... this character gets +1 on all Power Die rolls until the end of the turn. (Activation, Boost and Deactivation rolls are all affected.) Experience spent to improve "Power Amplifier" increases the number of friendly characters that can be affected by +1.

Dampen

Before initiative is rolled, choose any one enemy character ... this character suffers -1 on all Power Die rolls until the end of the turn. (Activation, Boost, and Deactivation rolls are all affected.) Experience spent to improve "Power Dampener" increases the number of enemy characters that can be affected by +1.

Energize

Before initiative is rolled, choose any one friendly character (this can be yourself) ... for the rest of the turn, each time this character is required to "check for exhaustion" that check is rolled at a +1 on the die. Experience spent to improve "Energize" increases the number of friendly characters that can be affected by +1.

Slow

Before initiative is rolled, choose any one enemy character; this character is considered engaged until the end of the turn. The character must roll to disengage before they can move, even if they possess powers that say they do not need to roll to disengage. Experience spent to improve "Slow" increases the number of enemy characters that can be affected by +1.

Teleport

Before initiative is rolled, cause any one friendly character (this can be yourself) to disappear from one location on the tabletop and reappear at another. The character can be moved to a new location up to 6 inches in distance from the point of origin. Teleport cannot be used on enemy characters. A character that is "Teleported" does not need to "Disengage" prior to moving or being moved. Experience spent to improve "Teleport" increases the number of friendly characters that can be affected by +1.

Weaken

Before initiative is rolled, choose any one enemy character ... for the rest of the turn, each time this character is required to "check for exhaustion" that check is rolled at a -1 on the die. Experience spent to improve "Weaken" increases the number of enemy characters that can be affected by +1.

Experience Points

A player gains 1 experience point for each game session in which their character participates in a referee controlled campaign. Or if playing in a series of head-to-head 2 player battle scenarios, a player gains 1 experience point for each combat in which they control a team of characters. The player earns this experience point regardless of whether or not they "won" the battle.

A player spends Experience Points to improve a character by adding new powers or improving existing powers. (Experience cannot be used to change Values.)

Character Levels and Improvement

All characters begin play at 1st level. Each new power or power improvement made by a player increases a Character's Level by +1. It costs a character's level x1 in Experience Points to add a new power or improve an existing power.

Any power can be improved up to three times. An improved power gains its improvement benefit as indicated in the power description. (An Explosion Power that has been improved twice may be used 3 times per day for example.)



Role-Playing Powers-Brawl

Powers-Brawl can be played with a single player acting as a sort of referee and adjudicator of the game action. This player will control all the villains allowing any number of other players to work and interact cooperatively as heroes.

Story Telling

When playing Powers-Brawl as an RPG the referee will string together the combat events within a story frame-work. The referee may describe to the players a situation or setting and then ask the players to respond to these as their characters might respond. The group works together to collectively form the "story" of the game.

Secret Identities

All supers in Powers-Brawl have a "secret identity" this is the civilian persona that the character "lives" day-to-day, every day, when not in costume. Each player should decide what sort of person their character is in everyday life. What job do they have? What friends? Family? Answering these sorts of questions for a character will provide the player with greater opportunities to role-play and enhance their story telling experience.

Origins

An origin is another aspect of your character that can help to breath life into your story telling experience. How did your character become different than the average person? Were they trapped in a fire of strange experimental chemicals? Were they born different and forced to live their lives as an outcast? Have they come to earth from a distant alien planet? A character's origin will provide additional story handles for role-play.

Tests Out-of-Combat

In RPG games die rolls must sometimes be used to resolve actions outside of combat. The referee will assign a difficulty to the task you wish for your character to attempt and then you must roll the relevant difficulty number or greater on 2d6.

Difficulty	Difficulty Number	Example
Easy	4	- Pick up a heavy person
Routine	8	- Pick up a motorcycle
Challenging	12	- Pick up an SUV
Daunting	14	- Pick up a train engine
Overwhelming	16	- Pick up a jumbo jet
Nearly Impossible	18	- Pick up an aircraft carrier
Impossible	25	- If it's bigger than an aircraft carrier, why pick it up?

Difficulty examples assume super characters capable of fantastic feats. What would be "Nearly Impossible" in the real world might be "Routine" for a super hero.

Skills

When role-playing Powers-Brawl as part of an on going campaign, each character is given a small set of four skills to reflect ability beyond throwing punches and firing energy blasts.

Skills are measured in bonuses. These bonuses are added to a die roll of 2d6 when attempting a relevant task. The four out of combat skills are:

Dexterity, Perception, Strength and Willpower

All skills start with bonuses of 0 each. The powers that your characters possess improve upon those bonuses. Which skills are improved is based on the specific powers that a character has.

For each power that your character possesses that adds a bonus to a given skill, add +1 to that skill. If a power has been improved through experience the skill bonus improves a like amount. For Example: "Invisibility +2" would add a +3 bonus to your character's Perception skill.

Dexterity

Any out-of-combat die roll testing agility or coordination would be considered a Dexterity Test. The powers that grant a bonus to your Dexterity skill are: Action Boost, Attack Boost, Enhanced Movement, Slow, Incredible Accuracy, Ranged Targeting and Shrinking.

Perception

Any out-of-combat die roll testing observation, awareness, memory, or intuition would be considered a Perception Test. The powers that grant a bonus to your Perception skill are: Evade Boost, Incredible Evasion, Initiative Boost, Invisibility, Mind Control, Sidekick and Teleport.

Strength

Any out-of-combat die roll testing physical strength would be considered a Strength Test. The powers that grant a bonus to your Strength skill are: Amplify, Damage Boost, Energize, Explosion, Flight, Growth, Incredible Damage and Stun.

Willpower

Any out-of-combat die roll testing determination or endurance would be considered a Willpower Test. The powers that grant a bonus to your Willpower skill are: Dampen, Healing, Incredible Fortitude, Invulnerable, Phasing, Regeneration, Survive Boost and Weaken.

Equipment

In a comic book style supers game of costumed vigilantes the accumulation of equipment will probably not be a factor. However, equipment can be used to explain certain powers for both hero level characters and the street level thug.

In a fantasy or futuristic setting, or in a modern setting where the players and referee wish to emulate a form of adventure fiction other than comic book supers, a character's equipment can become everything.

ARMOR

Leather Armor
(Evade Boost)

Chain Armor
(Survive Boost)

Plate Armor or Modern/Futuristic
(Invulnerable)

Shield, Staff
(Incredible Evasion)

MISC

Medical Kit, Magic Potion
(Healing)

Stims, Energy drinks
(Energize)

Ring of Regeneration, Space Suit
(Regeneration)

Chuck Taylors, Rocket Pack
(Enhanced Movement)

Magic Wand, Grenade
(Ranged Targeting, Explosion)

Guard Dog, Magic Golden Owl
(Sidekick)

WEAPONS

Dagger, Knife, Pole Arm, or Spear
(Initiative Boost)

Short Sword or Rapier
(Attack Boost)

Off-Hand Weapon, Automatic Weapon
(Action Boost)

Broad Sword or Axe
(Damage Boost)

Great Sword, Two-Handed Weapon
(Incredible Damage)

Gladiator's Net, Bolas, Caltrops
(Slow)

Staff, Billy Club, Black Jack, or Mace
(Stun)

Long Bow, Cross Bow, Light Firearm
(Ranged Targeting)

Medium or Heavy Firearm
(Ranged Targeting, Incredible Damage)

Sniper Rifle
(Ranged Targeting +2, Incredible Accuracy)

MAGIC WEAPONS AND ARMOR

Magic Weapons and Armor can be used to explain advanced forms of powers. For example, a Broad Sword +1 would grant the super the power: "Damage Boost" and give a +1 on the activation die roll for that power.

POWERS-BRAWL HEAD-TO-HEAD BATTLE SHEET

Name	Level	XP	
ATTACK Base Value 4 Wounded Value	SURVIVE Base Value 4 Wounded Value	EVADE Base Value 3 Wounded Value	DAMAGE Base Value 3 Wounded Value
+2d6 To Hit	+2d6 Control Damage	+7 To Hit Difficulty	+7 Control Dmg Difficulty

Powers

Name	Level	XP	
ATTACK Base Value 4 Wounded Value	SURVIVE Base Value 4 Wounded Value	EVADE Base Value 3 Wounded Value	DAMAGE Base Value 3 Wounded Value
+2d6 To Hit	+2d6 Control Damage	+7 To Hit Difficulty	+7 Control Dmg Difficulty

Powers

Name	Level	XP	
ATTACK Base Value 4 Wounded Value	SURVIVE Base Value 4 Wounded Value	EVADE Base Value 3 Wounded Value	DAMAGE Base Value 3 Wounded Value
+2d6 To Hit	+2d6 Control Damage	+7 To Hit Difficulty	+7 Control Dmg Difficulty

Powers

POWERS-BRAWL RPG CHARACTER SHEET

Name	Level	XP	
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ATTACK	SURVIVE	EVADE	DAMAGE
Base 4	Base 4	Base 3	Base 3
Wounded	Wounded	Wounded	Wounded
+2d6 To Hit	+2d6 Control Damage	+7 To Hit Difficulty	+7 Control Dmg Difficulty

Dexterity Powers

(+1 to Dexterity Skill for each checkmark)

- ☐ ☐ ☐ ☐ Action Boost
- ☐ ☐ ☐ ☐ Attack Boost
- ☐ ☐ ☐ ☐ Enhanced Movement
- ☐ ☐ ☐ ☐ Slow
- ☐ ☐ ☐ ☐ Incredible Accuracy
- ☐ ☐ ☐ ☐ Ranged Targeting
- ☐ ☐ ☐ ☐ Shrinking

Strength Powers

(+1 to Strength Skill for each checkmark)

- ☐ ☐ ☐ ☐ Amplify
- ☐ ☐ ☐ ☐ Damage Boost
- ☐ ☐ ☐ ☐ Energize
- ☐ ☐ ☐ ☐ Explosion
- ☐ ☐ ☐ ☐ Flight
- ☐ ☐ ☐ ☐ Growth
- ☐ ☐ ☐ ☐ Incredible Damage
- ☐ ☐ ☐ ☐ Stun

Perception Powers

(+1 to Perception Skill for each checkmark)

- ☐ ☐ ☐ ☐ Evade Boost
- ☐ ☐ ☐ ☐ Incredible Evasion
- ☐ ☐ ☐ ☐ Initiative Boost
- ☐ ☐ ☐ ☐ Invisibility
- ☐ ☐ ☐ ☐ Mind Control
- ☐ ☐ ☐ ☐ Side Kick
- ☐ ☐ ☐ ☐ Teleport

Willpower Powers

(+1 to Willpower Skill for each checkmark)

- ☐ ☐ ☐ ☐ Dampen
- ☐ ☐ ☐ ☐ Healing
- ☐ ☐ ☐ ☐ Incredible Fortitude
- ☐ ☐ ☐ ☐ Invulnerable
- ☐ ☐ ☐ ☐ Phasing
- ☐ ☐ ☐ ☐ Regeneration
- ☐ ☐ ☐ ☐ Survive Boost
- ☐ ☐ ☐ ☐ Weaken

Secret Identity and Origin

(continue notes on back of sheet)